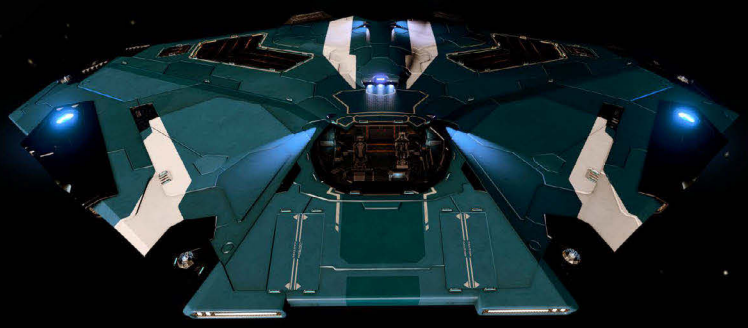
ELITE
ENCOUNTERS
ROLE-PLAYING GAME





DEVELOPED
BY
DAVID T.W. HUGHES



ELITE
DANGEROUS

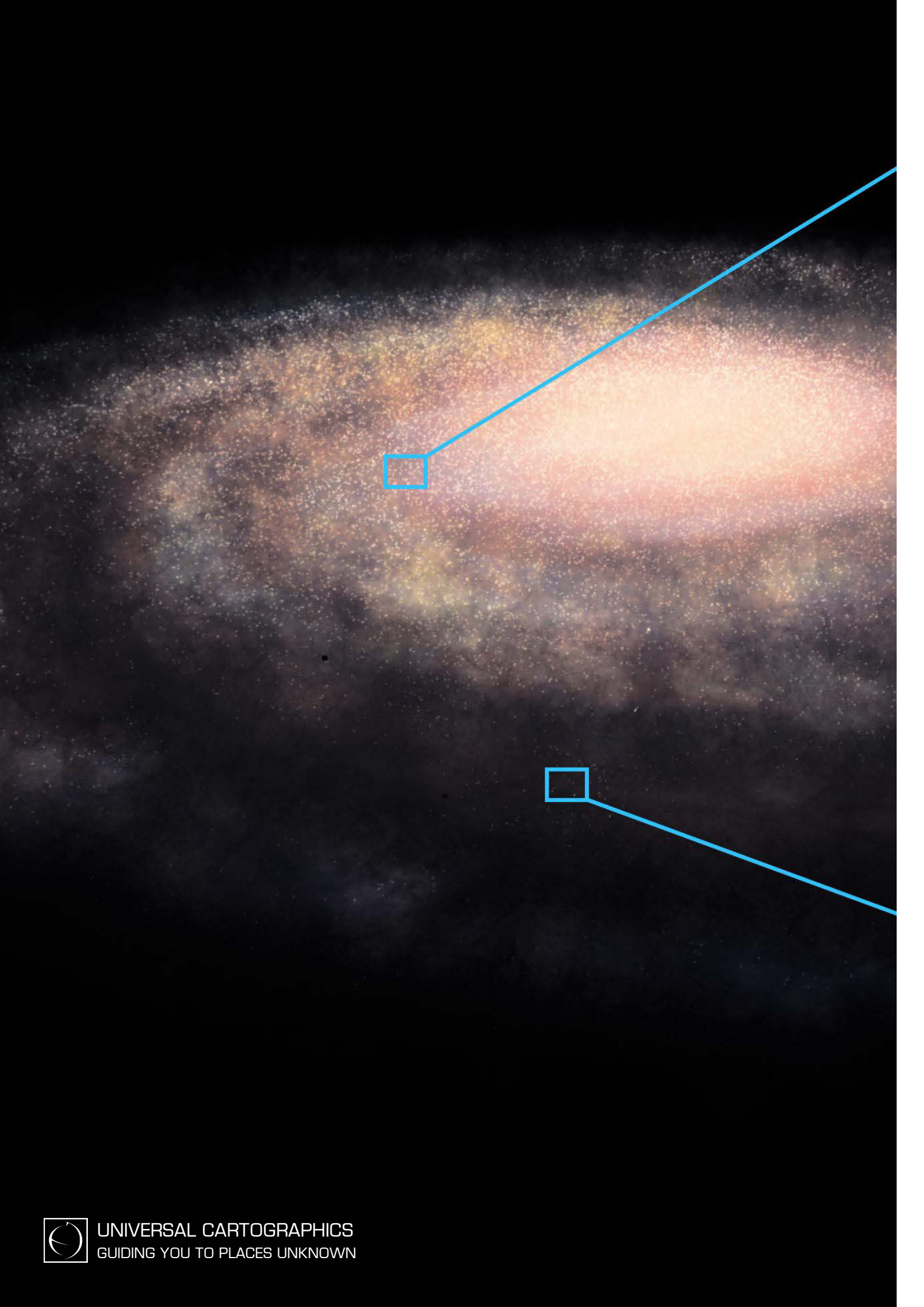
ELITE
ENCOUNTERS
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ELITE DANGEROUS

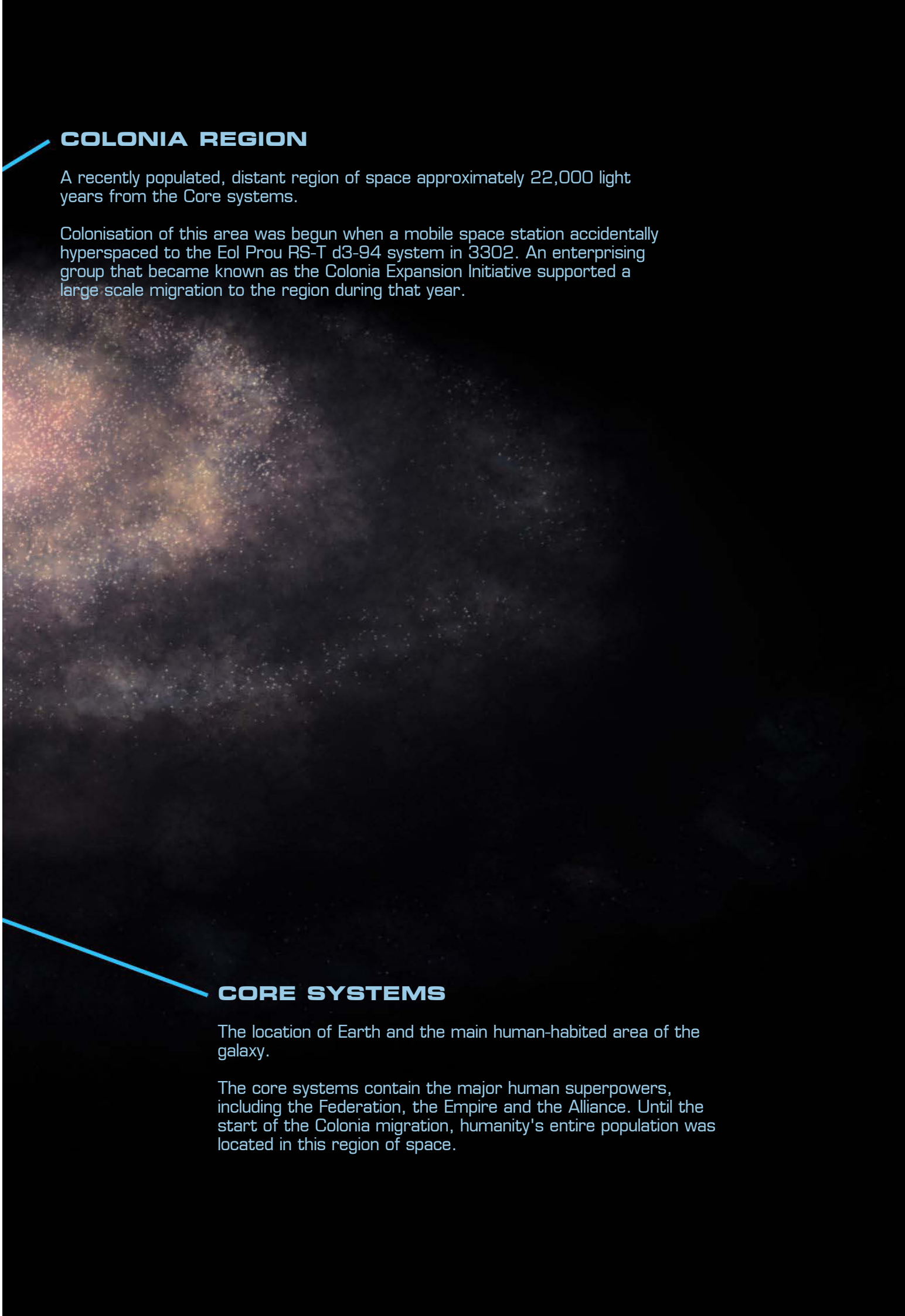


UNIVERSAL CARTOGRAPHICS
GUIDING YOU TO PLACES UNKNOWN

COLONIA REGION

A recently populated, distant region of space approximately 22,000 light years from the Core systems.

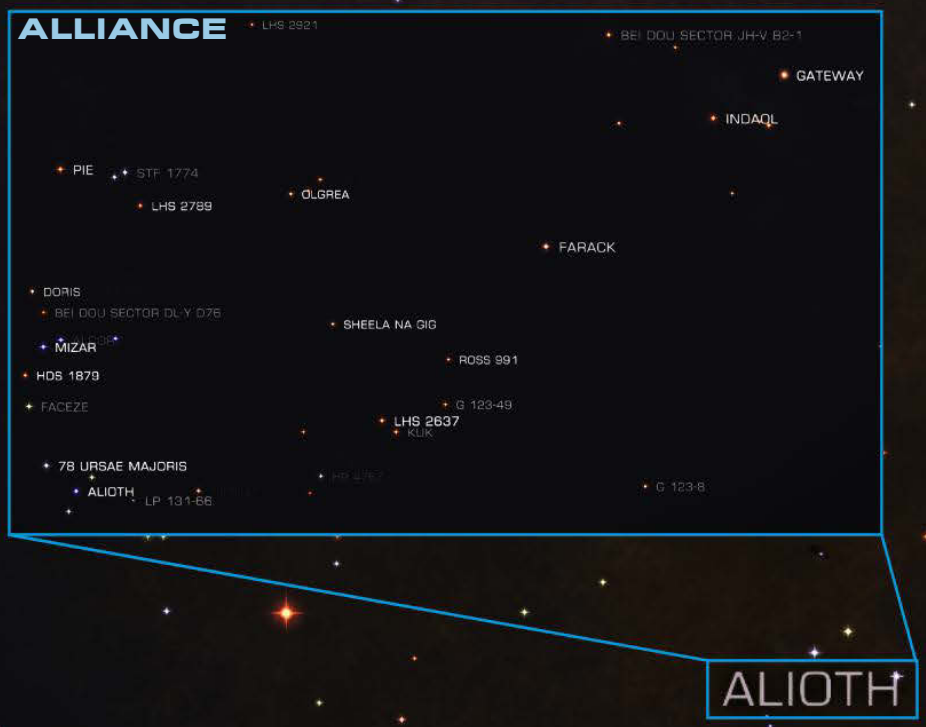
Colonisation of this area was begun when a mobile space station accidentally hyperspaced to the Eol Prou RS-T d3-94 system in 3302. An enterprising group that became known as the Colonia Expansion Initiative supported a large scale migration to the region during that year.



CORE SYSTEMS

The location of Earth and the main human-habited area of the galaxy.

The core systems contain the major human superpowers, including the Federation, the Empire and the Alliance. Until the start of the Colonia migration, humanity's entire population was located in this region of space.



ALIOTH

ARCTURUS

CORE REGION ADMINISTRATIVE CENTRES 3303

VEGA

ALTAIR

SOL

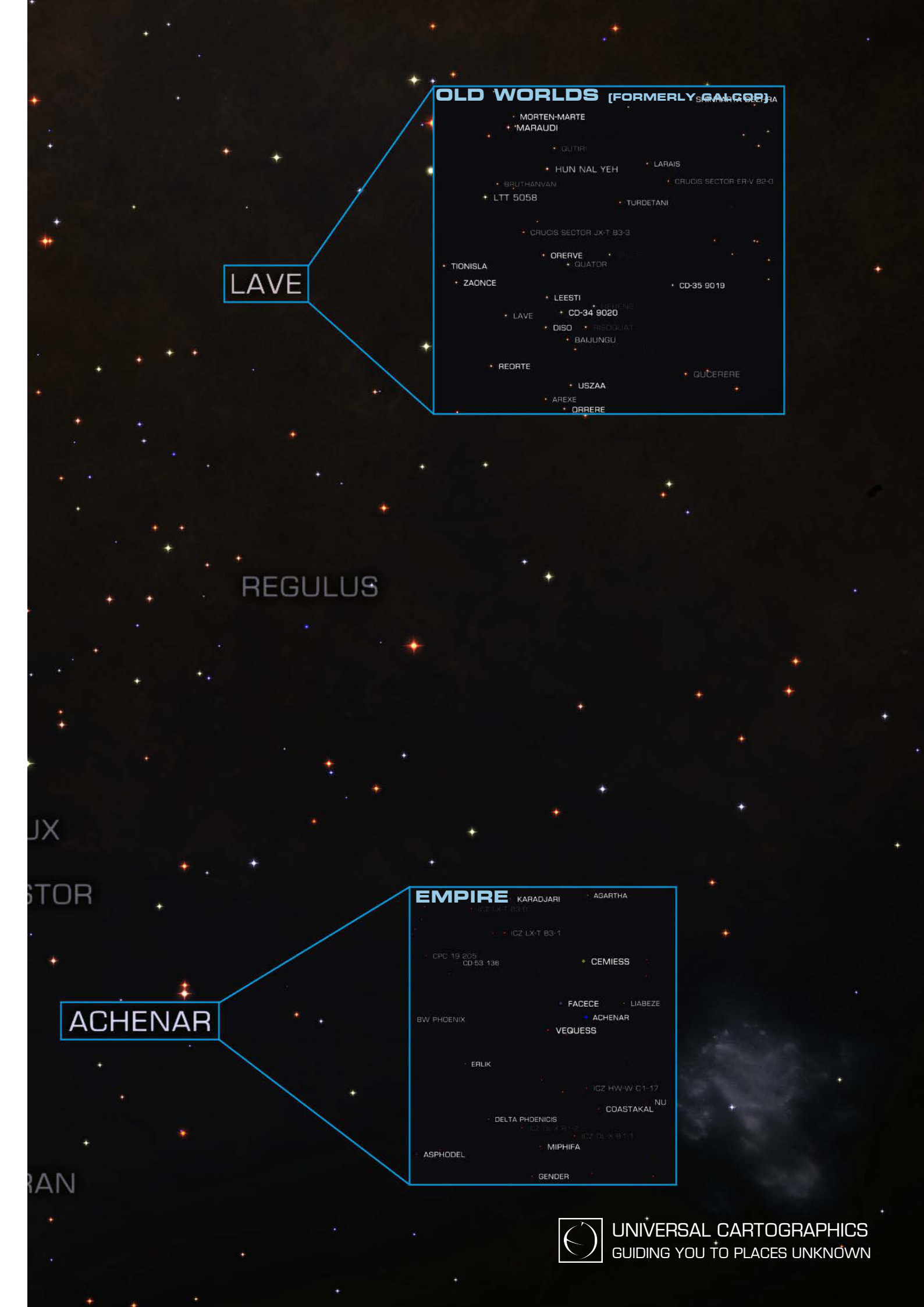
POLLU

CAS

CAPELLA



ALDEBAR

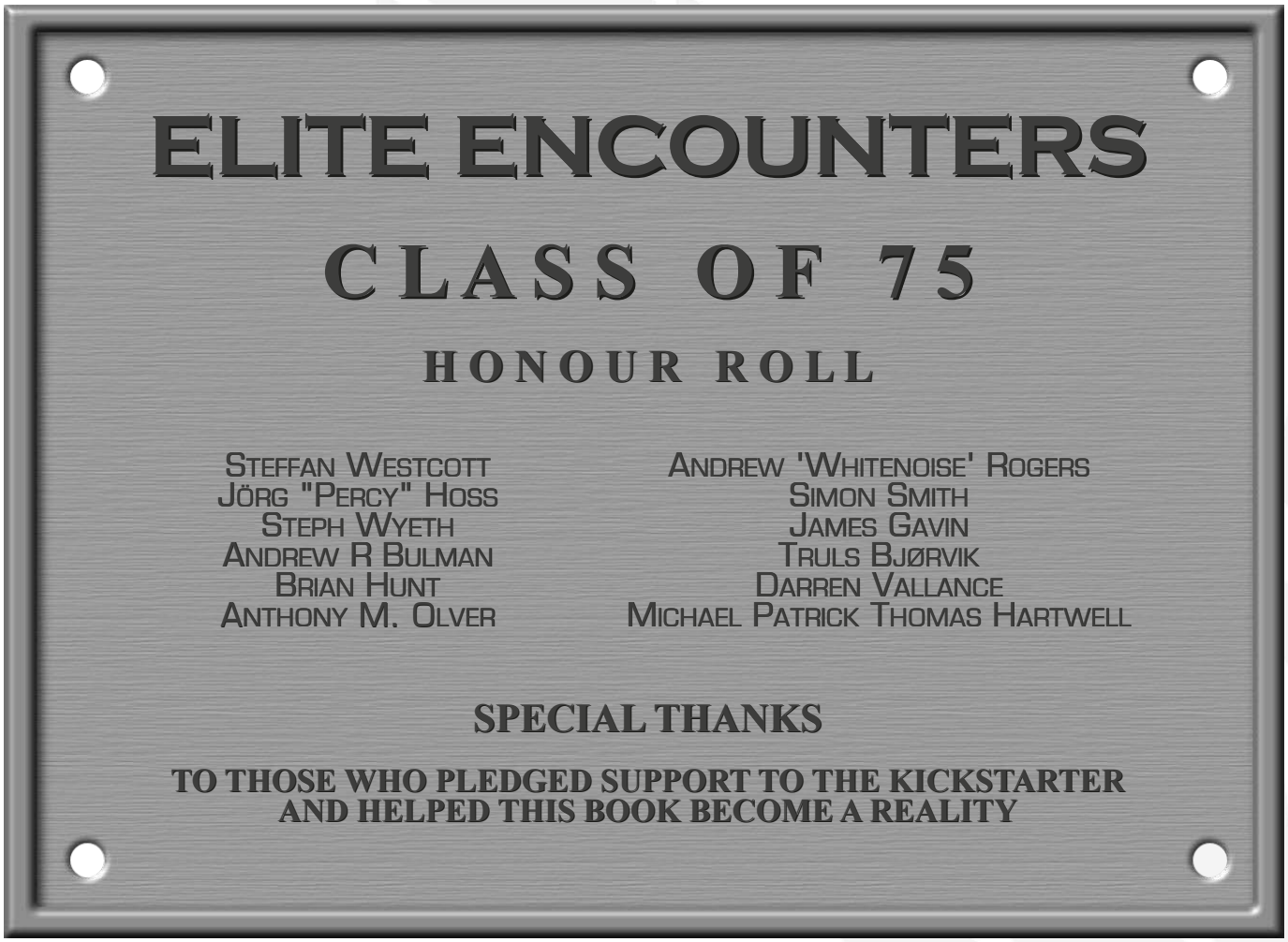

OLD WORLDS (FORMERLY GALCOR)
MORTEN-MARTE
MARAUDI
QUTIRI
HUN NAL YEH
LARAIS
BRUTHANVAN
CRUCIS SECTOR ER-V B2-0
LTT 5058
TURDETANI
CRUCIS SECTOR JX-T B3-3
ORERVE
TIONISLA
QUATOR
ZAONCE
CD-35 9019
LEESTI
LAVE
CD-34 9020
DISO
BAIJUNGU
REORTE
QUCERERE
USZAA
AREXE
ORRERE
LAVE
REGULUS
EMPIRE
KARADJARI
AGARTHA
ICZ LX-T B3-1
CPC 19 205
CD-53 136
CEMIESS
FACECE
LIABEZE
BW PHOENIX
ACHENAR
VEQUESS
ERLIK
ICZ HW-W C1-17
NU
COASTAKAL
DELTA PHOENICIS
MIPHIFA
ASPHODEL
GENDER
ACHENAR
UNIVERSAL CARTOGRAPHICS
GUIDING YOU TO PLACES UNKNOWN

ELITE ENCOUNTERS

ROLE-PLAYING GAME

DEVELOPED BY

DAVID T. W. HUGHES



Produced and published by Daftworks

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"Dark Stars" by **Ian Phillips**

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DEDICATIONS

First, if it wasn't for my parents, Marilyn and Andy, supporting my interest in computers, buying me my Spectrum and my Amiga, none of this would have even started. So this is for them.

To Rachel, who introduced me to fantasy and science fiction by lending me the Belgariad and the Hitch-hiker's Guide to the Galaxy.

To Michael McGurn and Martin Hayward, who introduced me to Elite and roleplaying respectively.

To the amazing members of the Elite Community, who kept me going through the darkness and the light. In particular Ed Lewis, Zac Antonacci. Michael Brookes, the Lave Radio crew, Graeme Crawford, the Hutton Truckers, the Oolite Forumites, and especially Dan and Gabi Grubb, Kate Russell, Grant Woolcott, Drew Wagar and John Hoggard (and all your families).

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And in memory of Dad, Beryl, Grandad and Liz, who all passed away while this project was going on (Liz in particular always asked how I was getting on with the book, even in the last weeks of her life). They wouldn't have had a clue what this book was about, but they would have loved it anyway because I made it.
Love you and miss you all.

The pages in this book have been designed with a central white space to allow them to be bound in book form without losing detail from the double page images. Electronic versions or loose-leaf printouts will retain this visible gutter.

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The pack pledge itself was funded by the author's own Kickstarter project, carrying on the tradition of funding a Kickstarter pledge by using another Kickstarter that was unique to the Elite Dangerous community at the time.
I'd like to thank all of the people who supported my Kickstarter and who helped both my own and the Elite Dangerous Kickstarter achieve their goals. You've helped me live a long-standing dream and I appreciate your patience and support through the long journey this book has been.

Supplementary content for the game, as well as news and support, can be found on the Daftworks website and forum at **http://daftworks.co.uk**

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The Cobra Mk III is swooping out from under the asteroid's shadow and making a daring run on your Anaconda's position. You target your ID scanner on it and find that it's a registered offender, probably waiting to jump out and surprise the first unsuspecting trader it could find. It sweeps by and its scored hull rushes across the viewscreen and disappears over the top of you. You can feel the ship shudder underfoot as the plasma from the Cobra's exhausts run over your hull.

The gunnery officer turns and tells you that the forward cannons are primed and ready to fire, but the rear turret is malfunctioning again. You curse under your breath and turn to the engineer to ask him to get the thing working again. She nods and tells you she is already working on it but it might be a couple of minutes. You check the scanner and see that the Cobra is curving around to your six and that it will have a shot in only a few seconds. You push the controls forward and set full throttle, diving the Anaconda down and around before rolling ninety degrees and pulling up on the stick. The Cobra is now right above you and bright laser streams shoot past your viewscreen, but you don't feel the impact of a hit and your shields seem intact. You barrel roll one-eighty and push down on the stick again, seeing the asteroids slide up across your field of view before the Cobra appears on a collision course!

You give the command to fire and the gunnery officer responds, bright flashes appearing in front of you as the cannons fire. You see the bright blue flare of shields as the bullets strike and the Cobra veers off to port. A slight trail of something black shows that this run may have dealt more damage than you might have hoped. You turn again to follow the Cobra and see it turn tail and start to head back into the asteroid belt. Congratulating yourself on a job well done, you order guns disengaged and set a course back to the planet...

"You do WHAT?" exclaimed Steve.

"I'm setting course back to the planet," replied Andrew, "there's no point following that Cobra into the asteroid field."

Steve shook his head, "But we got through his shields in one volley! Another pass and we should be able to knock him out."

"I know, but there's no guarantee that we'd be that lucky again, and we'd have to dodge all those asteroids. He's taking us into territory that his ship has a better chance in."

Steve looked pleadingly towards Chris, whose glance darted back and forth between the players over the gamesmaster's screen. "Don't look at me," said the Loremaster, "this is between you two. Act it out."

"I'm not taking the ship in there," Andrew said. "It's just not worth it." He turned to Helen, who was roleplaying the ship's engineer, "Have you got that turret working again yet?"

Helen shook her head, "I don't know. I'm trying to reset its controls." She looked at Chris.

"Roll against Knowledge and any Engineering experience you might have," he said. Helen rolled four dice and told him the results. "No, you haven't. It looks like you might have to manually unlock the turret – you can't do it from here."

Helen looked over at Andrew, "Nope, sorry cap'n. Gotta reset the turret manually. Could be a couple hours work."

"That settles it then," said Andrew. "I'm definitely not going after that Cobra with a turret out of commission. Stow the guns, Mr. Lafferty."

Steve sullenly agreed, "OK, my character deactivates the weapons controls, but he's not happy about it. He storms off the bridge."

"Where do you think you're going?" Andrew asked softly.

"Where do you think, 'Captain'? I'm going for a drink. I'm not needed here anymore."

"You'll stay on this bridge until I say you're done."

Steve affected an expression of disdain, leaning over the table and glaring at Andrew. "You ain't the boss of me. I work on this ship because I choose to, not because I have to."

"You get paid the same as everyone else. If you want that to still be the case tomorrow then I suggest you stow the attitude and take your seat."

Quietly, as the drama unfolded between the captain and the gunner, Chris rolled a few dice and smiled. He scribbled a note on a scrap of paper and handed it to Helen, who read it and smiled back – all of this went unnoticed by the two arguing "characters".

"Uh...guys?" she said softly.

"...and as far as I'm concerned you don't care about bounty or profit, you just want to keep your nice new ship shiny," spat Steve.

"This shiny ship is your living quarters, you idiot, and you better..."

"HEY, SHIP FLYING PEOPLE!" shouted Helen. Steve and Andrew both turned to look at her. "I might just be a lowly tech geek, but should that ship on the screen be getting bigger if we're not moving?"

Andrew winced, "I turn to look at the viewscreen. What do I see?"

Chris smiled sweetly, "There's a Cobra Mk III coming right at you. A beam of laser fire streams out..."

"I'm arming the cannons," called Steve.

"I'm getting the ship to full speed," said Andrew.

"I'm going to fix that turret," said Helen, "Looks like we might need it."



WELCOME TO ROLE-PLAYING GAMES

You hold in your hands a window to another world and another way of life. You can become someone else for a while and take part in wild and wondrous adventures. You can live out your dreams in the safety of your own living room.

Role-playing games (also known as RPGs) come in two flavours: computer games and tabletop RPGs. Tabletop games take the form of books full of rules and instructions on how to play the game as well as background information about the universe the game is set in. The idea is that a group of friends gather together at someone's home or a back room somewhere and create a story to play through as characters in that story. Tabletop RPGs have been described as acting in a film or television show inside your head.

Aside from the books, players will need pens and pencils, paper and other stationery items as required. Most importantly RPGs need dice, which are used to perform ability checks and actions: Elite Encounters uses standard six-sided dice such as those found in casinos and board games.

In the game, players take on the "role" of characters in a story. These characters are described using numeric statistics (generated using the rules and instructions mentioned earlier) and some creative writing on the part of the players. The details of each character are stored on record sheets (called Record Files in this game) which are provided in the book.

Normally each player will take on the role of a single character, but more experienced or confident players can have as many characters as they wish. In the game you're holding in your hands now, the player characters are known as Avatars.

One of the players takes on the responsibility of creating and describing the story actions the characters will be taking part in. This player also needs to act the parts of characters that are not represented by the players (called non-player characters or NPCs) and who will be adversaries or allies of the characters. In other RPGs this important player goes by many names, including Dungeon Master, Storyteller, Narrator and Games Master. In Elite Encounters, the term we're using is the Loremaster (or LM for short).

The LM can use pre-written story ideas (also known as Adventure Modules, Missions or Scenarios) or make up stories as the game sessions progress. Many LMs take the middle ground and use a pre-existing scenario as the basis for the story but change the details to personalise the story.

Role-playing games can be played in single sessions for a few hours or can take the form of long campaigns where the players get together one or more evenings a week for many months or even years. The length of the story (and therefore the game) depends on the story being told and the enthusiasm of the players.

Above all, RPGs are designed around having lots of fun and being creative. We hope you enjoy Elite Encounters.

GLOSSARY OF TERMS

1D6, 1D2 etc: shorthand for the rolling of dice. The first number indicates the number of dice. The letter "D" stands for "dice" and the second number indicates the number of sides the dice should have.

ARCHETYPE: The career path that an Avatar takes. Archetypes are an umbrella container for Occupations of specific types.

AVATAR: A player's character in the game.

AVATAR RECORD FILE (**ARF**): A double sided A4 sheet containing stats and information about the player character (Avatar) and any associated clothing, belongings or weapons. Referred to in other RPGs as a Character Sheet.

AVERAGE LOAD: The Average Load value marks the largest amount of mass that can be carried by an Avatar for any length of time without causing fatigue or harm.

CAMPAIGN: a chain of gaming sessions with an ongoing story involving the same players and characters.

CHARACTER: A person encountered within the Elite Encounters story. This could be a player's Avatar or a character controlled by the Loremaster. The word "character" is used to collectively refer to Avatars, NPCs and other individuals within the game scenario.

D2: A dice roll that allows decisions between two possible outcomes. To roll 1D2, a single six-sided die (1D6) must be rolled with a 1, 2 or 3 being one outcome (or 1) and 4, 5 or 6 being the other outcome (or 2). A coin toss works just as well, but remember to state which result gives which outcome.

D3: A dice roll allowing decisions between three possible outcomes. Again, 1D6 should be rolled but this time 1 or 2 is the first possible outcome (or 1), 3 or 4 is the second possible outcome (or 2) and 5 or 6 is the third possible outcome (or 3).

D6: A single six-sided dice, commonly found in many board games. 2D6 means that 2 six-sided dice need to be rolled. In Elite Encounters high rolls are needed for tasks to succeed.

DICE: in relation to this game, dice are 6-sided cubes with numbers on each face. They are used to generate random values, usually to determine the success or failure of an action.

EXPERIENCE: Experiences are skills and talents an Avatar learns during the course of his/her adventures. Any Avatar can learn any skill through trial and error. Experiences and learning are tracked on the Record File.

LOREMASTER or **LM**: The person creating and telling the story which features the players' Avatars. The LM is responsible for creating and controlling the non-player characters (NPCs) that the players will meet in the game.

LOAD: A statistic that determines the amount of weight (or mass) an Avatar or character can carry. See also AVERAGE LOAD and MAX LOAD.

MASS: The mass (or weight) of an item. Mass acts as a limiting factor in all gravity environments including zero-g and characters can only carry a certain amount of mass. Weight is a combined property composed of both mass and gravity.

MAX LOAD: The absolute maximum amount of mass an Avatar or character can carry. Carrying a mass anywhere between the AVERAGE LOAD and the MAX LOAD will gradually tire the character and incur penalties to actions.

NPC: Stands for Non-Player Character. These are the characters that the players will meet during their adventures. The LM creates them and decides what they will say or do based on their motives, the needs of the adventure and the actions or reactions of the Avatars.

OCCUPATION: A specific job held by an Avatar or NPC either currently or at some point in the past. Part of the character generation process.

PILOTS FEDERATION RATING: A measure of a ship commander's standing in the Pilots Federation. Used in the game to provide social standing benefits. Can be shown on Vehicle Record File as PF Rating or, when referring to the kill count or bounty reward total, the Combat Rating.

RPG: Role-Playing Game. Can refer to either a tabletop RPG or a computer game. In the context of this book, the term RPG refers to the tabletop version unless otherwise stated. A tabletop RPG is played with a book or books that outline the background, setting and rules for the game alongside character sheets, pens, pencils and dice.

REPUTATION: The Avatar's standing in the Elite universe. This is a measure of how the Avatar is thought of in the Galactic community.

TASK POOL: The number of dice that can be rolled to perform a task. Usually a product of one or more Aspects and an Avatar's Experience at a specific task.

TRAITS: Skills that an Avatar has an innate talent for. Chosen during character generation.

TRAIT PACKAGES: Collections of Traits that portray a particular personality type.

VEHICLE RECORD FILE (**VRF**): A double sided A4 sheet containing stats and details about a vehicle and its contents. Also contains an abbreviated set of stats for the crew.

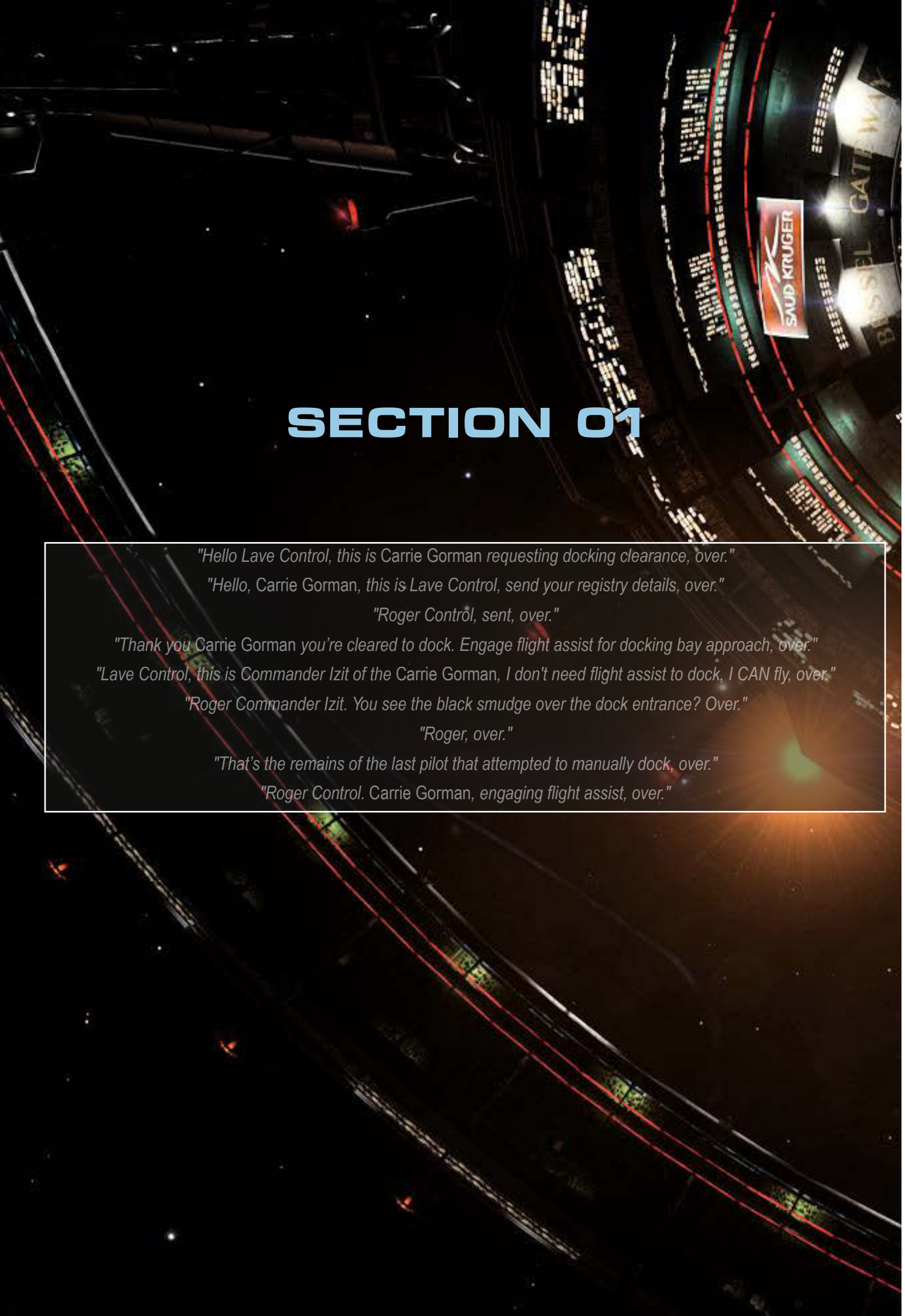
LAKON

DIAMONDBACK EXPLORER

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NOW AVAILABLE AT SHIPYARDS



SECTION 01

"Hello Lave Control, this is Carrie Gorman *requesting docking clearance, over."*

"Hello, Carrie Gorman*, this is Lave Control, send your registry details, over."*

"Roger Control, sent, over."

"Thank you Carrie Gorman *you're cleared to dock. Engage flight assist for docking bay approach, over."*

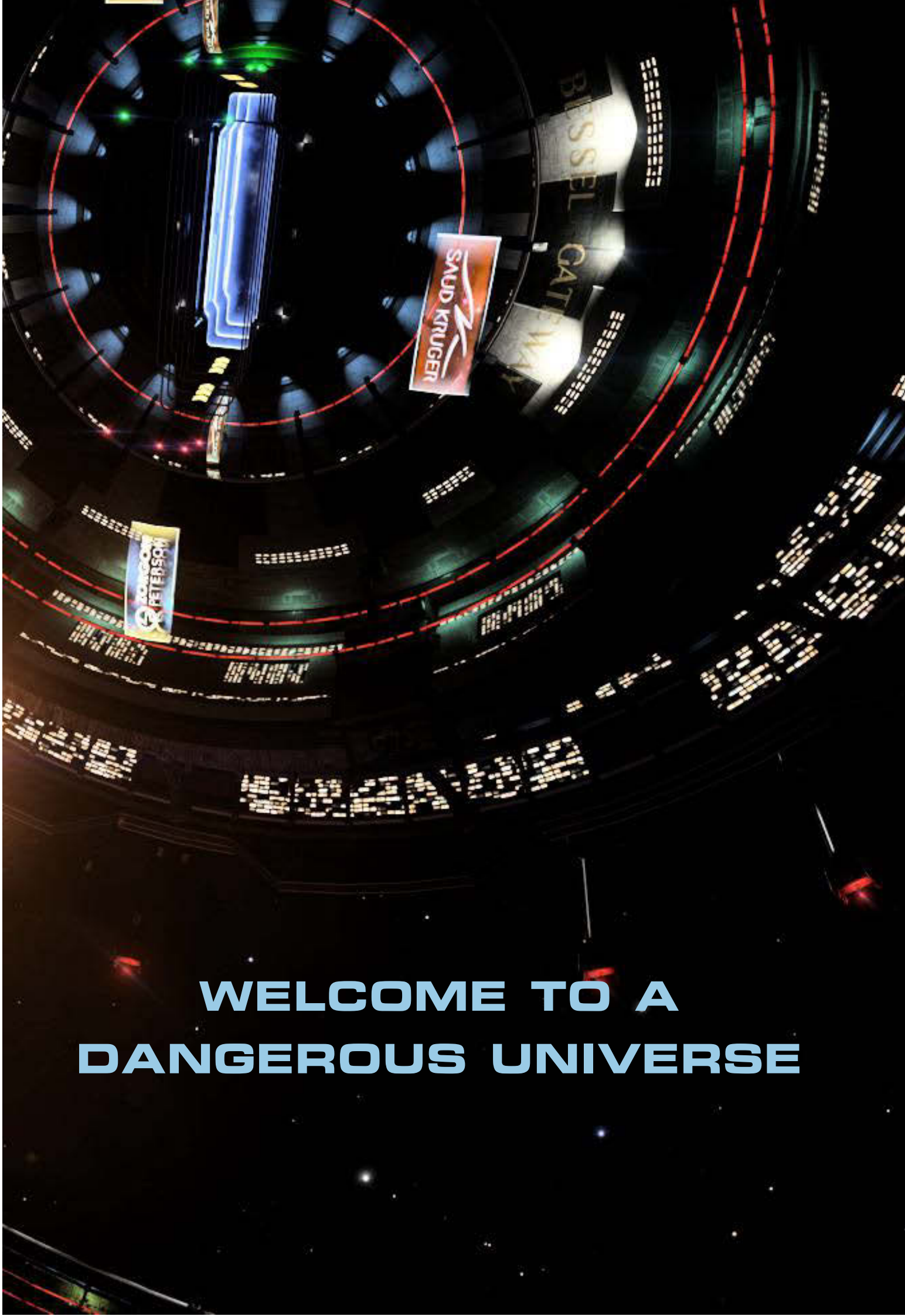
"Lave Control, this is Commander Izit of the Carrie Gorman*, I don't need flight assist to dock, I CAN fly, over."*

"Roger Commander Izit. You see the black smudge over the dock entrance? Over."

"Roger, over."

"That's the remains of the last pilot that attempted to manually dock, over."

"Roger Control. Carrie Gorman*, engaging flight assist, over."*



WELCOME TO A DANGEROUS UNIVERSE

PART 1: FUTURE HISTORY

FIRST STEPS (1900s to 2200s)

Mankind's technological growth saw it make its first tentative ventures into space in the late 20th century. The race to the moon was narrowly won by the United States of America in 1969 but a series of mishaps with the unreliable rocket powered spacecraft meant that the efforts to reach that planetoid and other, more distant worlds came to an abrupt end. The political tensions of the time took precedence, with spacecraft being relegated to putting surveillance and communication satellites into orbit. Some small space stations were built to explore the effects of space on the human body and carry out other scientific and military experiments. Meanwhile unmanned probes were sent out to explore the solar system and large telescopes were built to study the distant stars.

In the early twenty-first century major resource problems forced humanity to look to the stars for some way to spread the population out from Earth. Commercial organisations funded missions to build colonies on the Moon and Mars and to explore the rest of the solar system for possible safe havens as tensions on the mother planet grew. The Third World War saw this exploration expenditure curtailed as the planet's focus turned to the devastating conflict. The war raged on for nine long years, at the end of which nations had fallen, over a billion people had died and humanity's home was on the brink of ecological collapse.

After the war, the USA welcomed other nations into its Union to help support each other with financial and medical aid, rapidly becoming the dominant power on the planet. As more and more countries joined this union over the next few decades it was renamed the Federation of the United States. Eventually this was shortened to simply "The Federation" as the last of the world's nations joined up. This Federation proudly claimed to uphold the democratic principles of freedom and self-determination that had made the United States the power it had become and to maintain its support of capitalism and expansion. Under the Federal flag humanity once again returned to space exploration, sending out unmanned probes and manned missions in an effort to ensure the survival of the species by spreading to other worlds and other star systems. Several controversial "generation ships" and "freezer ships" were launched during this time amid protest about the length of time these journeys would take and how much actual use they would be.

The 22nd century saw domed colonies successfully established on the Moon and Mars, each containing a controlled environment capable of sustaining both plant and animal life. These colonies helped to support the rebuilding efforts on Earth as it recovered from the war. The discovery of hyperspace rendered long-term voyages obsolete by allowing rapid travel to other star systems. The possibilities for exploration and colonisation were truly exciting, as were the potential rewards for the sciences. The return signal of an interstellar probe sent to the Tau Ceti system sparked the first offworld colonisation in 2151 and corporations raced to be the first to plant a flag on an alien world. Tau Ceti 3 exceeded expectations, hosting indigenous life and a biosphere similar to that of Earth.

With almost three-quarters of Earth's productivity geared towards the colonial efforts between 2160 and 2179, early colonisation efforts were aggressive and almost uncontrolled. The colony on Tau Ceti 3 nearly destroyed the native ecology in only five years due to aggressive farming of Earth-native crops, and a complex life form in the Delta Pavonis colony was wiped out in a biological accident. Despite Federal orders being drafted calling for more care to be taken, alien ecologies were discovered and put at risk in the Beta Hydri and Altair systems and massive chemical pollution wiped out more than two hundred people on Mars as the attempt to terraform the planet failed. Many felt that humanity was unable to be responsible enough to be allowed into the wider galaxy without trailing death and destruction in its wake. Despite the dangers and carelessness, the colonial movement learned and evolved, with colonies becoming successful and more people becoming interested in building a life in the new frontier. The "pioneer spirit" of the old American West seemed to have risen again.



Whilst the damage to old Earth began to be healed, colonies expanded and proved to be more diverse than planned. Delta Pavonis and Altair agreed to maintain the ecologies there in exchange for more devolved powers, but the rebellious Taylor Colony on Tau Ceti 3 continued to defy the Federation, declaring independence and prompting the first interstellar conflict. The Battle of Taylor Colony ended at the negotiating table, having achieved much the same result as voluntarily undertaken by Delta Pavonis and Altair.

The Federation underwent some restructuring as a result of the battle, extending its constitution to include star systems as independent nations eligible for membership. This new constitution granted independent rights and membership to each system that signed it, provided they met certain development goals. In the beginning even Earth did not meet those goals, but that fact proved to be a positive influence on colonies who proved more willing to sign knowing that they were battling alongside Earth to make the grade without the political machinations of the past muddying the waters of member status. The new constitution, called the Federal Accord, was signed into legislation by the Federation of Star Systems in 2242.

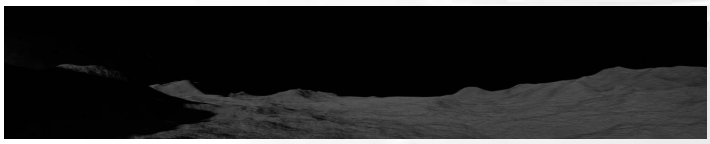
RISE OF EMPIRE (2200s to 2400s)

The last quarter of the 23rd century proved to be historically significant. 2280 saw the discovery of the first non-human relic, the origins and nature of which have remained a mystery into the 34th century. A decade later the terraforming of Mars was finally completed on the second attempt, and many corporations and government organisations transferred their business there in the following years. In 2292 the outspoken socialite Marlin Duval denounced the Federal government and founded a new colony in the recently discovered Achenar system. She advertised for colonists to establish a new government model and she attracted much interest – unfortunately not all of that interest was geared towards the democracy she craved. Duval's fleet arrived on Achenar 6d and immediately began establishing the colony

under Marlin's direction. Achenar 6d was a small planetoid with an earth-like atmosphere and human-friendly flora and fauna, including a sentient species that Marlin had taken great pains to see were treated as equals alongside the colonists. Within four years the colony was self-sufficient.

Marlin Duval's death in 2296 left her brother Henson to take up the leadership mantle. Rumours were widespread at the time that Henson had somehow been involved with the accident, but no evidence was ever found to prove it. Henson gradually transformed the democratic colony into one modelled more on the autocratic imperial models, declaring himself Emperor and forming a society based on patronage and senatorial governance. These actions attracted comment from the Federation, as Henson Duval's Imperial mandates were completely outside the agreements made between Earth and the colony under the Federal Accords. These complaints intensified when it was revealed that Henson's policies had rendered the native sentient species extinct, and when it was proved that Henson had deliberately set out to achieve this end, the Federation responded with force.

The 2324 Battle of Achenar, despite the relatively young status of the colony, was stacked in the Emperor's favour due to logistical challenges that the Federation could not completely overcome. Henson's appeal to the civilian population for assistance was well-received, and by mid-2325 the Empire's "People's Fleet" had defeated the Federation. This so-called "Great Battle of Liberation" spelled the end of Federal influence in the Achenar system. Colonies now had a choice between the state-oriented and tightly controlled expansion policies of the Federation or the Imperial model, which allowed personal profit and advancement in society along with less restrictions for new colonies. The resultant cold war, fuelled by ongoing conflict between the two parties in the Beta Hydri system, came to a conclusion in 2379 when the Sirius Corporation, a conglomerate of commercial organisations that had founded the first purely corporate colony in the Sirius system forty years previously, intervened. This conglomerate mediated the dispute between Federation and Empire and after months of negotiation the Federation agreed to grant the Achenar colonies full autonomy. Supported by Sirius negotiators, a formal treaty was signed between the Federation and the Empire confirming full recognition of the hereditary title of Emperor.



With the treaty signed, in 2381 the victorious Emperor Henson Duval ordered a great hall underneath the Imperial Palace to be filled with sixteen thousand and thirty two obsidian pillars – one unadorned block of black stone for each brave soul who died for Achenar in the war. This tomb, called the Hall Of Martyrs, has endured to become the most prized cultural site on Capitol. The highest honour for an Imperial citizen is to be entombed in the Hall within a new obsidian pillar and it is even rumoured that some later heroes were encased in their pillars alive. After the war, the attention of both powers turned to expansionism. Through the 2390s the Federation sponsored more colonisation charters and offered preferential financial packages with colony missions that pledged to follow the Accords to Federation membership.

The Empire, meanwhile, forged its own colonial efforts both with the promise of protection and economic security whilst relying on an increasing military presence to pressure colonies into pledging allegiance to the Emperor. The official Imperial stance was to ensure that those colonies that were not enamoured with capitalist and commercial control would have a safe and secure option. The Empire also surged ahead of the Federation in technological advancement both in manufacturing and bioengineering, gaining a reputation as a rapidly growing power that was wholly dedicated to improving quality of life for humanity without compromise. Corporate influence was kept to a minimum as any proposals for advancement or improvements in tech or other areas of life were absorbed into the Imperial infrastructure.

NEW FRONTIERS (2400s)

The first half of the twenty-fifth century saw the discovery, colonisation and growth of the region that became known as the "Old Worlds". This fertile and historically significant area of the galaxy was discovered during an expansion towards the galactic hub and was colonised quickly and efficiently by a varied mix of Federal, Imperial and corporate efforts, quickly becoming a diverse region with complicated politics. The core systems – Lave, Leesti, Diso and Zaonce – became self-sufficient in only four years, declaring autonomy from the nearby supply routes in 2416 and spread their own colonies to the nearby Riedquat, Tionisla and Orerve systems. A notable quirk of the colonies in the region at the time was that each star system was given the same name as the colonial world – therefore the Lave system was home to the planet Lave and so on.

The Old Worlds colonies, possibly due to the diverse backgrounds of the colonists themselves, strove to find an identity that was different to the major powers that had spawned them. As the 2430s moved into the 2440s the population and economic growth in the Lave region increased almost exponentially from year to year. Soon goods from Lave and Diso were being found in the far reaches of both the Federation and the Empire.

Another long-range exploration and colonisation mission found and colonised the Alioth system in 2452. Early surveys had indicated that the system was rich in resources but on arrival the colonists would find that the system exceeded even the most generous expectations. The first planet to be colonised, Alioth 5b, was named "Fruitcake" in reference to its soft, moist soil and the plentiful pockets of minerals that were dotted around it like scattered fruit. More importantly the system was found to contain rich gas deposits both on the surface of its worlds and in the atmosphere of its many gas giants. News of these discoveries quickly spread and provoked corporate investment in the system to supposedly aid the colonists in fulfilling the terms of the Federal charter.

A decade later, in 2463, the Sirius Corporation embarked on an operation to secure the gas mining rights in Alioth by moving to stake a claim. Unfortunately two other corporations had the same idea at the same time and the tensions spilled over into an armed conflict. A few weeks after this conflict began a fleet of vessels bearing Imperial markings arrived in the system claiming to have been sent to protect the local population against this capitalist conflict. In response Sirius appealed to the Federation for assistance, citing the existing Federation charter in the

system. The Federation in turn sent a fleet of warships to match the Imperial presence. Instead of provoking a military response, Imperial agents in the system infiltrated the populace of Fruitcake and incited a revolution that resulted in the tearing up of the Alioth Federal charter. This allowed the Imperial fleet to attack the Federal warships stationed above the gas mining platforms and defeat them. Reinforcements quickly arrived and the Imperial fleet was in turn forced back from the platforms. Once more the two great powers indulged in a protracted back and forth battle that endured for many years without any significant gains for either side.

Meanwhile, for the most part the Old Worlds quickly established an economic stability and the colonies prospered and expanded across their planets. Communities still maintained their own affairs and left the wider problems to the offworld supervisors, thus unwittingly embedding the practices of feudalism and functional anarchy into the populace.



The relative prosperity of the Old Worlds region came with a price – pirates and free traders moved into the region in the 2470s. The unstable Riedquat system became a safe haven for the criminal elements, providing a staging ground for incursions into the profit-rich environments of worlds like Lave and Zaonce. The lack of organised space-based law enforcement or standing naval forces made for easy pickings for the experienced and efficient pirate clans and their allies. The Empire's expanding borders and militant policies engendered caution and suspicion through the neighbouring Old Worlds region. The growing co-operative nature of the region saw all of the core system leaders agree that a defence force would be essential to deal with the growing piracy problem and to provide a means to repel military actions such as those being seen in Alioth. Leesti's industrial machine was refocused on the production of ships and weaponry and the resultant armed, deadly craft were classified as "heavy couriers" and given prominent positions in trade fleets. The later colonies of Reorte, Tionisla and Orerve formally entered trade agreements with the core Old Worlds and ensured that their alliances included access to these new couriers.

After many years of bitter and fruitless conflict in the Alioth system signs began to emerge that tensions were easing in 2482. Former Congressman Rory Priest of Altair became the first Federal official to visit Fruitcake, now called Argent's Claim, in twenty years, sparking hope that the situation there was close to a resolution. The outcome of this would be seen seven years later when the Sirius Corporation signed a trade agreement relinquishing their claims on the mining platforms in exchange for the exclusive rights to gas transportation in the system.

BATTLE LINES (2400s to 2700s)

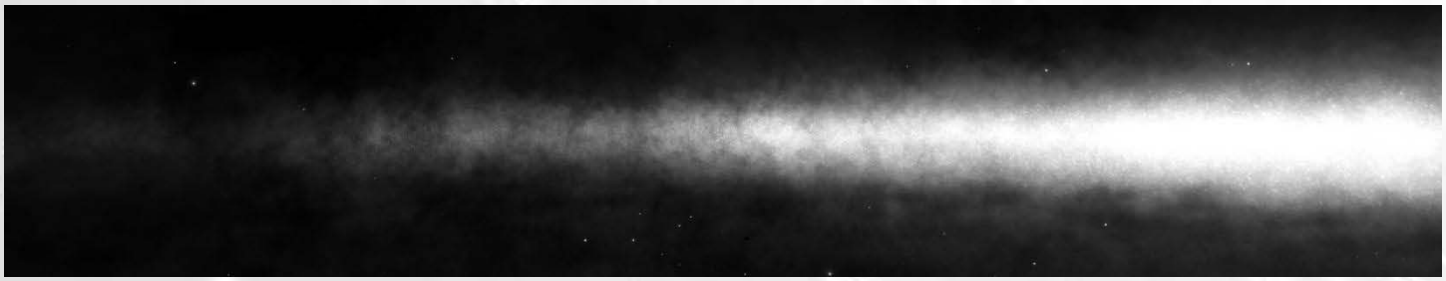
The ever-present Imperial fleets on the borders of the Old Worlds prompted the colonies in that area to join forces and form the Old Worlds Coalition in 2483. The loose alliance recruited merchant pilots into a semi-formal military force.

In 2498 a listening post in the disputed Morten-Marte system was destroyed with all personnel killed. The Coalition was blamed for the attack and the Empire responded by launching an offensive into Coalition territory and destroying several facilities, including a number of communications relays. The sudden attack left the Coalition forces without an immediate response and with reduced access to their reserve merchant navy. As the Coalition realised that the situation could become a siege, the Empire issued an ultimatum: disband the military force and restrict fleet operations to trade and exploration only or suffer the consequences. Left with no way out, the Coalition agreed to the terms and rescinded the reserve activation clause.

As the 25th century ended the Old Worlds region became the primary source of Hydrogen Fuel, replacing the formerly fruitful and affordable refineries of the Alioth system. During the following decades the Coalition gradually increased the cost of fuel export to the galactic powers whilst offering cheaper trade agreements with non-aligned worlds, prompting the Federation and the Empire to the negotiation table. In 2530 it was clear that Lave's policies would not change and heads turned in the direction of Alioth again.

Terrorist activity escalated on Fruitcake as a campaign was waged against the Imperial Governor. Defacement, break-ins and small-scale bombings tripled in frequency and damage as the authorities imposed increasingly harsh laws. By 2541 an organised resistance movement known as the "Cakers" had risen to prominence, surviving by striking quickly and keeping mobile, living mostly urban nomadic lifestyles. During that conflict a number of significant events occurred. A Caker cell hijacked and attempted to crash a tourist liner carrying Imperial nobles in 2559. An unmarked dropship of Federal design, full of mercenary soldiers, was shot down and destroyed in 2583 whilst en-route to seize control of a major fuel refinery. Persistent rumours of Federation collaboration split the Cakers' popular support and drove a series of sporadic conflicts both on the planet and in the larger Alioth system. Privateers and so-called "patriots" accepted commissions to stir trouble and were largely indifferent to where those commissions originated. Both powers, as well as the powerful corporations, contributed to a lengthy conflict that ruined the system's economy and damaged the reputation of all involved parties.

In 2600, Federation President Sadiq Kessler passed a motion removing all further charter requirements from Alioth's Federal Membership criteria, offering the system de-facto full membership in its current state in the hope that this would help



the Federation gain a tactical advantage through local support. Instead the offer divided the Cakers, some of whom were in favour of accepting the Federal offer and the rest preferring to continue the push for complete independence. Some minor infighting resulted but ultimately the pro-independence faction prevailed in 2603 under the charismatic leadership of Quentin Devises, a cunning and intelligent man who had a long term strategy for Alioth and Fruitcake. As soon as the planet was secure he made it known that Alioth's only viable future was as a port of free trade. After three years of petitioning, the Federal diplomats in the system met with Devises and were told in no uncertain terms where they could place their offer of Federal membership.

The arrest, trial and execution of Tom Quaterson, an unremarkable munitions worker accused of selling food coupons to the poor, proved to be the last straw for the Alioth locals. The general populace, supported by the Cakers and other rebels, rose up and stormed the Governor's residence. At the same time, workers in the gas mines and refineries seized control of their platforms and held the resources for ransom, demanding complete independence for the system. With the local balance of power in question, neither force could risk losing the exports from Alioth. An unprecedented level of co-operation between the Federation and the Empire saw a combined task force invade Alioth in 2618 and forcibly retake the system. Quentin Devises was captured on Fruitcake and summarily executed alongside an announcement that the planet would now become a Federal Protectorate whilst the space-bound facilities would become Imperial property. Fruitcake was renamed Gordonworld in honour of the task force's Federal flag officer General Charles C Gordon. The hasty alliance between the two powers did not last long. The conquest of the system's space-based platforms was not enough for the Imperials – in 2621 scientists put experimental terraforming techniques into action on a barren world that they named "New California". When the planet's terraforming process was successfully completed many citizens from Gordonworld defected to the new world in pursuit of the "new life" that the Empire promised.

As wars and conflict rose and fell around the galaxy the more level headed members of the galactic powers focused on expansion and colonisation. Colonies in Federation space fulfilled their charters and became Federal States at a steady rate. The down side was that each new member state provided another voice to congress and the system began to become unwieldy. Presidential intervention became more and more common as opinions and viewpoints diversified uncontrollably, often turning the halls of congress into useless shouting matches. The so called "Birthright Wars" tainted the start of the twenty-eighth century as Federal landowners were gradually stripped of their land by commercial entities working through the Federal government. The key claim was that these vast holdings, potentially containing huge amounts of resources, could be the key to securing access to fuels and important products. Federal charters were amended to prevent families maintaining their hold on land through multiple generations and the landowners fought back when Federal agencies began to forcefully reclaim land. The period is still considered shameful, and is cited by anti-Federation critics as the point where the Federation became a pawn of the capitalist corporations that keep it afloat. The promised reforms were insignificant and the injection of finance into the general economy was a fraction of what the commercial output from former hereditary locations was estimated to be at the time. At the same time the Navy received major financial input from commercial entities. Gradually the reclaimed regions were heavily exploited and stubborn landowners that tried to stand in the way of this "progress" were forcibly and permanently removed from their former lands either by legislative or physical force.

The situation had a moderate impact on the Alioth system. The government and political leaders refused to release ownership rights and the local corporations retained control of their own facilities. In addition to fuel and mineral exports Alioth became a dominant supplier of plastics, the export of which far outclassed the fuel business. Dispossessed Federal citizens fled their now worthless homes and most made for the Alioth system where they felt there would be more protection from self-serving capitalist interests. One notable outcome of the Birthright Wars was the resettling of Walter Argent and his family from the Ayethi system to Alioth. Walter managed to retain the majority of his family's tangible wealth following the reclamation of their land and their forcible removal, using it to secure a prime location on Gordonworld.

THE MARCH OF TECHNOLOGY (2600s to 2700s)

As the galaxy opened up and the tourism possibilities became apparent, many passenger transport companies arose and began offering a variety of different space experiences. One notable organisation, the Rockforth Corporation, saw potential in investing heavily in a dedicated operations hub and colonised the Ackwada system in 2673. The history of Rockforth is mostly significant due to a strange dispute that arose in 2712 when a battered message capsule was discovered that carried the logs and records of the lost explorer Augustus Brenquith. The records showed that Brenquith had been the first to discover the Ackwada system many years before Rockforth colonised the area and legal questions arose as to whether Brenquith's family had some claim to the system that preceded Rockforth's own. The corporation defended its claim successfully, with their argument based primarily on Brenquith's failure to officially log the claim with the "proper authorities". Questions were raised about the validity of the Brenquith records, since the capsule had been discovered in the Sol system with no clues as to how a capsule from a ship supposedly on a deep exploration mission had managed to appear suddenly in the core systems.

In the years leading up to 2690 the enforced government on Riedquat began to fail as the largely off-world administration lost touch with the needs of the people. The September Uprisings in that year were brief and bloody and at the end of the revolution the bodies of the former central government officials were piled at the capital's spaceport. Legend states that the mound of bodies was topped with a short, succinct statement that left the Coalition in no doubt how welcome they were on that world. Riedquat descended into the most unstable type of anarchy: a lawless and brutal state that remained unchanged for nearly five centuries.

The Coalition took the failure of their policies on Riedquat to heart and began to drastically restructure its policies. A new style of union was proposed where member worlds would retain their liberty and control of a world's economy and development would be sacrosanct. There would be very little in the way of



membership requirements and each member's distinctiveness would be preserved at all costs. The new organisation would be based on the sharing of resources with open and free trade in all regions as well as a pact to provide help and support to each other whenever called on. This draft charter was proposed to the worlds that held trade agreements with the Old Worlds in 2696 and, after some modifications, was passed in August of that year to create the Galactic Co-operative of Worlds. The announcement promoted their policy of co-operation over conquest and control but backed with a promise of protection and security and promised the galaxy at large that the mistakes of Riedquat would never be repeated. First GalCop Chief Executive Officer Hahris Moersven, in his speech ratifying the charter, focused on the idea that humanity needed to focus on self-reliance and trust whilst remaining mindful of the duty to future expansion of their borders.

Not surprisingly, both Federation and Empire condemned this charter and stated that the coalition's withdrawal from the trade lanes would affect the safety and stability of the galactic economy. GalCop flatly refused to acknowledge any communications with the superpowers, and thus largely removed itself from galactic politics. The Empire's last edict to the Co-operative, which remained unanswered, was that any attempt by GalCop to develop into Empire space would be met with immediate hostility.

From the first inception of the GalCop charter, the organisation proved to be a breeding ground for entrepreneurs and technically minded people. Many of the technological and scientific advances of the era came from projects or worlds based in GalCop space (whose members did, of course, benefit from these advances). In 2699 Whatt and Pritney Shipyards (later bought out by Faulcon Manspace) revealed a prototype for a ship they called the Python. It featured modular construction and large surface panels that would allow easy access to the components within. Living quarters, engineering and cockpit were all constructed as self-contained modules that could be lifted in and out of the hull relatively quickly. Supplementary systems were also designed around that same philosophy, meaning that weapons, for example, could be swapped out quickly if damaged, destroyed or just out-dated.

In 2700 the Python was officially launched and quickly became a favourite due to its customisability and reliability. The adoption of the Python signalled the start of a new renaissance for corporate power in the galaxy. The sleek and graceful vessel is cumbersome by today's standards, but it was a massive step forward from previous designs. Working with other hardware manufacturers to develop standardised fittings and module designs, Whatt and Pritney's philosophy promoted the rapid removal and installation of components. This facilitated easy, low cost servicing on shipyards with few facilities that could then simply hold a stock of the relevant spares and the automated toolkits to fit them. It also popularised the standardised hull concept, which reduced the cost of space travel in smaller vessels dramatically while greatly improving their reliability. Interstellar travel was no longer the exclusive domain of the large liners and giant, slow cargo transports. The Python's radical new approach triggered a wave of innovation in small ship design and ushered in a new era of space travel: the age of the star-faring entrepreneur had begun.

In the early 2700s the Federation embarked on a programme to upgrade and improve its military strength. Income from the reclamation of colonial land and the improvements in available spacecraft technology allowed the Federal Navy to expand its fleet and its effective range. The programme also contracted out fleet development and maintenance to commercial contractors, meaning that fleets no longer had to travel to the core systems for repair and resupply and could be maintained in local shipyards and stations. The initial cost of these contracts were high but the long-term financial relief was significant as shipping and transport costs were greatly reduced. The first commercial fleet yards and training facilities were brought online in the Anlave system in 2702, and soon attracted a considerable following with the Anderton Naval Academy being established a few years later as the first training facility outside the Federal Core systems.

COMMANDERS (2700s to 2800s)

The remainder of the 28th century saw most factions in the galaxy focusing on expansion and consolidation. The Federation and Empire maintained the parity of their Naval forces and expansion rates. GalCop continued a steady expansion and consolidated their leadership and administrative facilities in the Lave system, creating a headquarters that was split between the planet's surface and Lave's orbital station. As well as the administrative facilities a pilot training academy was also



established to train any pilots from any member worlds and prepare them for all aspects of life in the stars.

Commercial entities also rose, expanded and fell during the last quarter of the 2700s. The Achilles Corporation, for example, was founded in 2791 and set up a research facility on Nesbitt Landing in the Alioth system. Achilles quickly established itself as a leading name in computer components and robotic systems, developing new and improved automated systems that massively outperformed existing products and taking on almost all of the employees from a failed business named Trojan Developments. This set the scene for Achilles, whose ruthless policies in relation to recruitment and acquisition earned them a reputation as the "biggest sharks in the interstellar arena".

By the turn of the century the number of independent space pilots was increasing greatly with every passing year. With that came the challenge of tapping the skillset of each pilot in order to provide assistance or support for trade routes, escort operations and exploration duties. The Pilots Federation was created in 2805 as an effort to provide some resource management and help normalise the economy for many parts of the galaxy. It also uniquely provided a measure of a pilot's combat abilities by introducing the "Combat Rating" – a simple count of the combat kills that gave pilots a rank from "harmless" to "elite". Originally intended to be a simple yardstick to allow experience and competent pilots to be assigned to a wide variety of duties, it became controversial as many believed it to be an incentive to commit murder. The Pilots Federation modified the concept extensively over the years, expanding and altering the concept. A "bounty" system was introduced, with the Combat Rating being altered to be a measure of the bounty totals rather than individual kills. Although similar organisations rose through the years, none maintained the permanence that the Pilots Federation achieved. The organisation is now based in the Shinrartra Dezhra system and the modern "Pilots Federation Ratings" measure success in combat, trade and exploration.

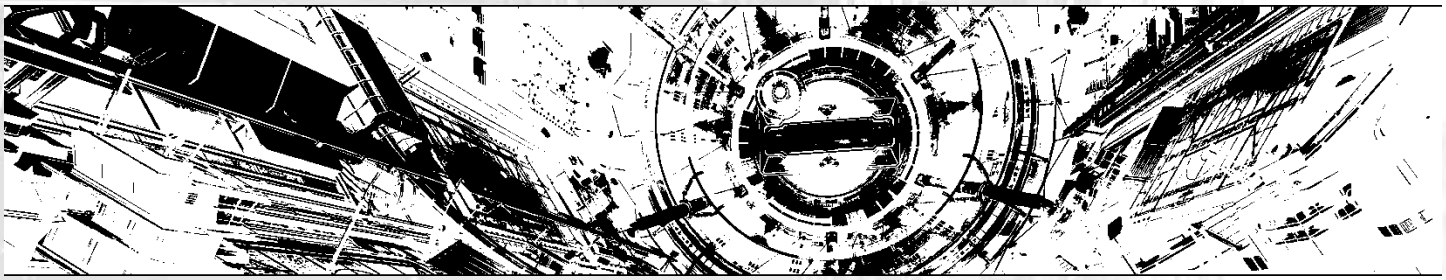
Between the 2810s and the 2840s GalCop records showed a significant number of ships disappearing without trace in the galactic northern reaches of its space. Repeated investigations found no evidence of foul play, but as the disappearances continued pilots began to talk about "strange encounters" and unexplained hyperdrive malfunctions in the region near the Pleiades nebula. Some enterprising pilots even managed to capture grainy, practically unidentifiable footage of these "encounters": one such image seemed to show a distorted, mottled material with the word "THARG" – leading the media to immediately name these so-called aliens the "Thargoids". Without firm proof, these encounters remained a fanciful story, and the Thargoids were relegated to horror stories to frighten pilots into maintaining their hyperdrives regularly in case a misjump took them into the arms of the evil aliens.

Emperor Trasken Duval II undertook aggressive negotiations with systems both close to home and on the edges of Imperial space whilst several terraforming projects were instigated using the same rapid-conversion processes used so successfully on New California. Large-scale slave labour was used for the first time in the Zeessze system and the increased productivity and profitability would be one of the early incentives for the Empire's slave culture. The concentrated expansion effort did expose the fragility of the Imperial economy, resulting in several insurrections to which the Empire responded with forcible repression. Several leading noble houses were ousted from power and purged – a politically correct way of saying that they were taken to a remote location and put to death.

Faulcon Manspace released a heavy fighter design, the Asp, into production in 2858: it immediately became a mainstay in the Galactic Navy as Faulcon Manspace devoted its production facilities to the new ship and the smaller Viper. With the staying power of the Asp and the agility of the Viper, GalCop's navy was a force to be reckoned with, and Emperor Trasken again protested at this further "show of force". GASEC, meanwhile, turned over its production assets to the Navy to help with refitting older, larger ships.

2853 saw the establishment of the Nesbitt Landing scientific research outpost in the Alioth system. The academic and scientific communities of both the Federation and the Empire began this project together but when a detailed study of genetic birth defects in the population of New California highlighted issues with the terraforming processes pioneered on that world the Empire recalled its staff and withdrew from the project in order to focus on the humanitarian and public relations disaster that ensued. The local community on New California managed to remain in control of the matter until the following year when the Emperor's office ordered that martial law be declared and the population of New California be subjected to a mandatory genetic correction programme. A coup by the "New Caker" underground sect against the military garrisons prompted a fierce battle to prevent the programme, during which Imperial forces from the refineries were ordered to bombard the planet's population centres. Fortunately the possibility of this intervention had been anticipated and word had been sent out to the Federation that reinforcements would be needed. The Federal fleet arrived shortly after the bombardments began and forced the Imperial ships away from the planet. Admiral Kracer, commander of the Federal fleet, landed with his marines to cheering crowds in the capital. The population of New California, with the support of Admiral Kracer, raised a motion with the Federal Senate to accept the colony as a protectorate in order to deter further Imperial attacks. The Senate deferred voting on the request indefinitely, leaving it as an active motion that would be raised at each session for consideration: this motion has never been re-raised as a topic for voting.

Independent and commercial fleets were bolstered in 2855 with the release of Paynou Prossett and Salem's multirole Cobra and again in the following year with Rimliner Galactic's much publicised and eagerly awaited Anaconda transport. Along with the Viper and Python, independent pilots and the GalCop member states now boasted a reliable and easily customisable range of ships that were suited to a wide range of tasks. GalCop in particular was now becoming a well-equipped and well trained power in the galaxy. Emperor Duval, again forced by GalCop into upgrading naval technology, commissioned the Imperial Research Group to begin developing purely military spacecraft. The IRG set up a think tank and prototyping facility on Achenar 6b and were ready to test some new designs in late 2855 when a catastrophic fire destroyed the central laboratory. Three years later, with the IRG still rebuilding, the Imperial Navy failing to match the capabilities of its rivals and expansion beginning to slow, Emperor Trasken Duval passed away mysteriously at the young age of fifty-nine to be succeeded by Trasken III.



TO THE BRINK (2800s to 3000s)

In 2866, after losing the confidence vote, Federal President Isaac Gellan was found to have engineered a war in the Rockforth Corporation's home system of Ackwada. Gellan had received several large sums of money from the corporation and, unable to repay the loans, had instead manipulated Federal agencies to create a war. The depth of Gellan's corruption was unprecedented and disturbing as he went to dark depths to both cover up the situation and seek the total destruction of Rockforth and its very homeworld. In the end the Ackwada system was saved from annihilation when the corporation appealed to the Empire for military aid, promising a substantial reward. The cash-strapped Emperor immediately dispatched a battlegroup under Commodore Samuel Lanner and successfully defended the system. Federal presidents who have taken oath after this time have been subject to regular review of finances and transactions whilst in office.

Isaac Gellan was imprisoned in 2867 but was released in 2872 and immediately built a mercenary fleet to take his grudges back to the Rockforth Corporation. His attempt was ill-advised and futile, as Lanner had spent the intervening years consolidating his fleet strength in Ackwada. His Anacondas and Cobras were well equipped and their crews well trained: Gellan's mercenaries were quickly beaten back and ejected from the system while Gellan was bankrupted and never heard from again. Samuel Lanner was summoned back to Achenar in 2873 for an audience with the Emperor on Achenar, but his ship disappeared in transit and he was presumed lost. A memorial stone was erected in the Hall of Martyrs in his honour.

Gellan's successor, President Olaf Smith, met his first challenge in 2867 when several traders disappeared en-route to the Zelada system prompting the formation of a task force to investigate. Whilst the task force was on scene further disappearances were reported in the Ququve and Aymiay systems. The task force found no concrete evidence to reveal the cause of the disappearances, but similarities to GalCop reports of alien attacks were recorded in the reports. Smith used the situation to his advantage in the media, taking a strong "anti-alien" approach and gaining support from the Federal public. Although little evidence has ever been released in support of the alien attacks, the rhetoric and Smith's strong, honest demeanour did much to restore confidence in the presidential office after the dark days of Gellan's fall. History provided a footnote to President Smith's "Zelada Incident" when a cinematic biography of a pirate called "The Black Prince" was released in the early 2900s claiming that the "alien attacks" had in fact been perpetrated by his fleet of black Anacondas. This story was largely ignored, although the Federal government did release a statement denying the pirate's claims, and did nothing to damage Smith's reputation.

2924 saw another conflict flare up over resources in the Alioth system. The Durn and Resner Corporation applied to the Empire for support with its claim on the system's hydrocarbon mining rights, prompting the arrival of an Imperial fleet in short order. The outnumbered Federal force retreated, soon being pushed completely out of the system. Without warning a few months later the Imperial battle group vanished without a trace. The Federal forces returned and another corporation, Hassoni-Kruger, stepped in to claim the mining rights. Durn and Resner's assets were quickly seized by the Emperor and transported out of the system, but not before a number of investigations claimed to have discovered wreckage and signs of battle as well as evidence of medical experimentation. Accusations were levelled at the Empire that Durn and Resner were involved with the development of cloning technology under the cover of mining operations. Imperial sources denied these claims, but the concept remained in the colonial consciousness for a long time through the popular press and the entertainment media.

This series of incidents set Alioth on a downward path. As the decades passed the system was beset by corporate warfare as they tried to claim all of the resources for themselves. The inhabitants of Gordonworld and New California suffered as the cost of living increased, taxes were raised and a new social underclass was created. Hundreds of poverty stricken people left the cities and settled in the old Caker hideouts whilst others accepted exploitative working contracts with the corporations that held the employees to ransom for little return.

The Eta Cassiopeia system was colonised by the Federation in 2970 with a view to becoming a dedicated naval headquarters and shipyard. A moon orbiting the gas giant Between was terraformed and established as a specialised facility to train planetary assault troops: tactical training instruction was moved to this base from Anlave. This was largely seen as a Federal response to the rumoured genetic experimentation – Federal society frowned upon radical gene modification so relied on training as well as innate physical and mental abilities. Federal focus changed further in 2976 when incoming president Grant Keller overturned decades of corporate "arm's length" policy and encouraged commercial investment in Federal projects – Keller promised that all dealings between the Federal government and corporations would be open and honest. With so much conflict over resources and profits in the contested systems Keller opined that Federal finances needed to have reliable, safe income for a while to replenish the reserves.

Meanwhile, the Empire reached yet another impasse in resource negotiations with the Galactic Co-operative. The ageing and infirm Olban Hensard Duval lost patience with the "upstart state" and abandoned further negotiations in 2978. Immediately after this, Imperial capital ships bearing diplomatic idents were observed in the Zelada and Ququve systems periodically during the next two years by GalCop merchant naval ships. Several

Imperial scientific teams were sent to the Exioce system in 2981 to study what appeared to be a failed terraforming experiment that had left a world barren and enveloped in an ammonia-heavy cloud.

Between 2982 and 2984 both the Federation and the Empire saw a change in leadership. Olban Duval died in 2982 and Gaylen Trasken Duval took the throne amidst much celebration. Gaylen focused initially on improving and expanding the Imperial palace and its surrounds on Capitol, sparing no expense to create a glowing pink glass artwork that survives to the present day and is considered one of the greatest wonders of the galaxy. Whilst the Imperial capital was the centre of attention for its architectural wonders Gaylen quietly diverted support and finances to the military and began resupplying fleet strongholds, quickly and effectively silencing dissenters within his court with his decisive no-nonsense approach and prickly temperament.

In 2984 President Keller's presidential term ended and the golden years of commercial profits and relatively stable military standings came to a halt. The newly elected president countered the Empire's military mobilisations by raising the Federation's fleet against Ackwada in 2986. Although the Federal fleet was quickly repelled, the new President's statement was clear – the Empire was not going to gain ground in the fight for territory. Nearly a decade of border skirmishes and proxy posturing on both sides followed, capped in 2994 by yet another attempt to destabilise the Alioth system. Imperial agents were caught attempting to incite revolution on Gordonworld which lit the touch paper for the volatile colonists to launch a coup the following year. Imperial soldiers were dispatched in 2996 and established a beachhead that mostly maintained a stalemate during the next five years. In 3001 the Imperial force was forced to abandon the base and withdraw from the world. The system, however, still suffered under an Imperial-enforced trade embargo until 3006, when a diplomatic intervention by the Sirius Corporation brought peace to the system. Emperor Gaylen turned his back on the frustrations of Alioth and focused his attention on the political games being played out in the court of Capitol.

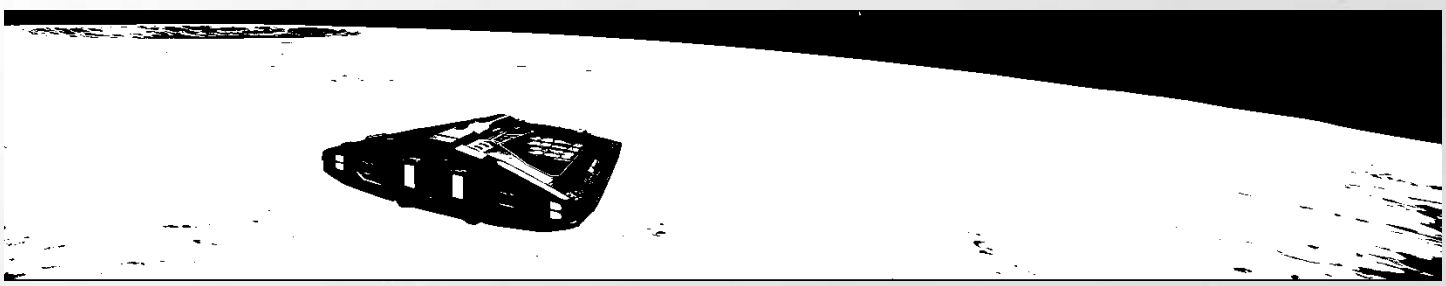
MYTHS AND LEGENDS (3000s to 3100s)

A new Federal president was elected in 3008 who immediately focused on diplomatic and political approaches to the galaxy's problems. Tyrell Biggs was an accomplished career ambassador and his first major act was to covertly approach the Empire with a generous offer of Federal membership. The deal was that Achenar and its member systems would become full members with several amendments to the charter to allow those systems to join without any changes to their culture and society. Sadly, as with previous attempts to welcome Imperial core worlds into the Federal fold, the offer was met with derision and dismissed. However, documents containing details of the deal were leaked to the Imperial member worlds, and some were open to the idea, resulting in some campaigning for the option to be allowed on a world-by-world basis. Widespread unrest resulted from this action, and some claim that this was Biggs' secondary goal. Imperial proctors were engaged with investigations and inquisitions for decades. The period did prove to be something of a renaissance for the Empire, with interest in the arts increasing and the population expanding. Migration from independent and Federal worlds rose as Imperial worlds became more stable and less militaristic, and thus the colonies and core worlds flourished.



Raul "Proxmire" Santorini became Federal Governor of the Tau Ceti system in 3022, using his corporate connections to secure that system's congressional seat. After taking office Santorini's first act was to win a significant tax rebate from Congress for his system. This proved to be a foundation for Santorini's rise in popularity and celebrity. He championed cuts to Federal Navy funding and a reduction in budget for many government departments. Santorini's disputes and disruptions brought funding for a Federal terraforming project on Cemiess 4a into question, delaying that project beyond its planned 3031 start point. Santorini continued his campaign against what he saw as an "unnecessary money sink". A further effort in 3055 established a colonial charter and a small outpost in the system, but the proposed terraforming mission was again halted by Santorini again delaying funding applications against budget constraints. The move did, however, create a solid Federal presence in the system.

When the Empire moved into the Cemiess system and successfully launched a terraforming mission of their own in 3080, Santorini applauded the move's permanent blockage of the Federal effort. He simultaneously garnered praise for his budget-saving move and criticism for what seemed to be a pro-Empire stance on the status of a potentially important system. On the heels of this success, the Empire quickly dispatched a terraforming mission to the Exioce system and established a permanent colony on the frigid third planet. This again practically stole a system from under the Federation's feet as Santorini protested the use of any budget to interfere with Imperial operations. Rumours that the terraforming mission found an alien item similar to that found in 2280 were never confirmed, but scientific reports revealed that the system contained evidence that one of the planets had been subject to a failed terraforming mission in the distant past, leaving it with a corrosive partial atmosphere.



Santorini's assassination in 3098 was met with a divisive response, with many Federal citizens lauding his efforts at controlling the spiralling Federal budgets and many government sympathisers deriding his obvious campaign to prevent Federal expansion. The assassination itself was commented on by Imperial media, claiming that the Federation itself was behind the event in some way and publicly mourning the passing of a "rare, effective Federal official". The Federation media, meanwhile, ignored the Empire's stance and accused them of being behind the assassination. When the newly terraformed Cemiess 2 was colonised in 3101 Santorini was commemorated at the ground-breaking ceremony.

In 3034 the successful Faulcon Manspace consolidated with the prolific subcontractor deLacy Shipworks to become the largest independent corporation in the galaxy, knocking the Sirius Corporation from the top spot for the first time. The combined resources ensured that the new giant had shipbuilding facilities in the territory of each galactic power. Distribution of rebranded Faulcon deLacy products increased across each superpower and secured the corporation's future.

The Alioth system again saw conflict in 3085 as forces, allegedly backed by Federal interests, attempted to remove the Empire from the orbital refineries. Ironically the efforts were rendered ineffectual by the presence of substantial amounts of orbital and suborbital debris left from centuries of pitched battles in the area. Increasingly desperate acts, sometimes bordering on industrial terrorism, eventually brought both parties to the negotiating table and resulted in a tense, wary period of mutual tolerance between the two powers.

Alongside the Santorini affair, the Cemiess and Exioce missions and the almost fanatical attention the galaxy's media gave those subjects, a new Emperor quietly ascended the throne in 3081. Atticus Obellan Duval began his reign as a quiet, dour observer and his early addresses showed a bitter and cynical view of both his domain and his enemies. When the Empire was accused of orchestrating Santorini's assassination, Atticus made a rare appearance to personally refute the claims.

In 3101 Imperial colonists occupied the Cemiess system by settling on the newly converted planet of Emerald, accompanied by an Imperial battle fleet. The Federation responded by sending a battlegroup into the system and landing a marine detachment on the planet. This began three decades of local scuffling between various minor factions with backing from the local Imperial and Federal representatives. On several occasions, when the local conflicts spilled over or minor factions drew together in sporadic alliances, the two military machines were forced into direct conflict with each other. Ultimately the Empire gained the upper hand, pushing the Federal fleet out of the system and establishing a base of operations for the XVth Fleet. The Federal outposts were forcibly evacuated as the Empire consolidated its presence in the system over the next two years. The events in the system during the 30 years of warfare were fictionalised in the popular holovid series "O'Brien's War", told from the perspective of the admiral in command of the Federal detachment.

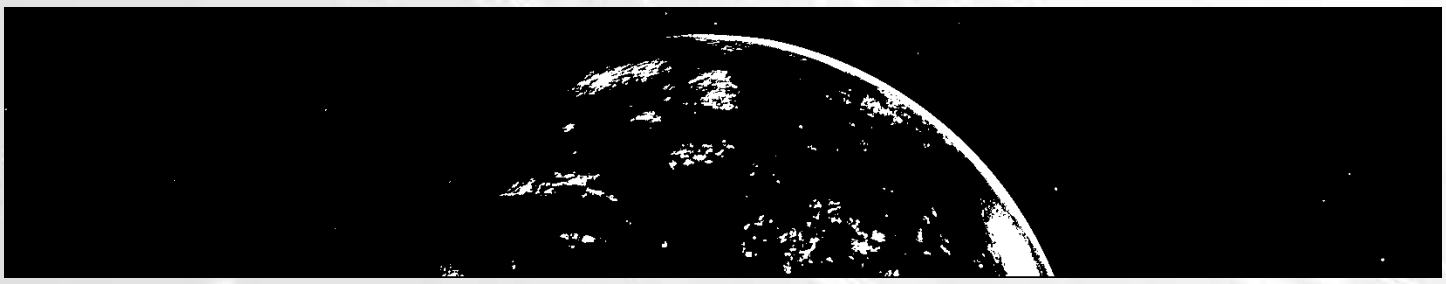
3100 saw the introduction of perhaps the most popular spacecraft to enter service. Faulcon deLacy revealed the Cobra MkIII – an evolution of the original Paynou, Prossett and Salem design that improved on every aspect. The MkIII became the first truly exceptional multirole vessel, outperforming smaller, more agile examples in combat whilst maintaining reliability and cargo capacity. Such was the demand for the ship, Faulcon deLacy contracted out shipbuilding duties to satellite shipyards throughout all human space.

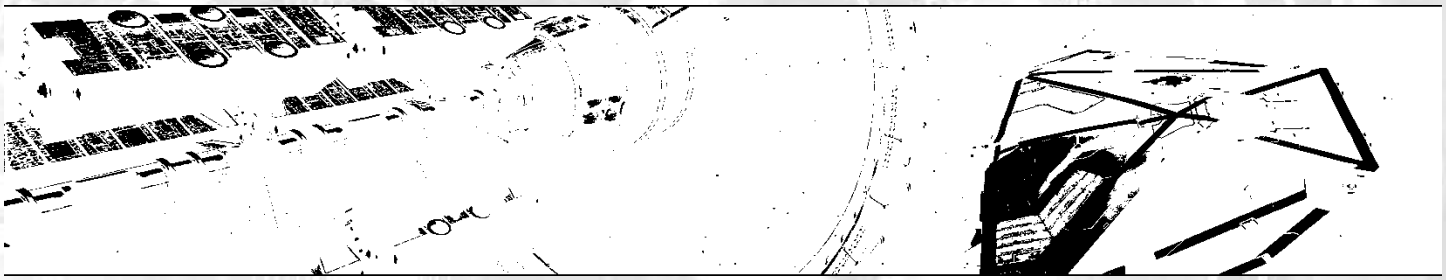
Atticus Obellan Duval's focus on formalising the military establishment continued in 3104. The Facece system had long been a favourite location for training missions, and a number of supply and administrative facilities had been established there. A new, advanced headquarters was commissioned on Peter's Wreck that would serve as a permanent training hub in the core.

By 3114 the Empire's military was a well-equipped, respected machine. When the Alioth-based Achilles Corporation demonstrated their so-called "quinker process", which showed significant improvement in the manufacture and production of robotics, the Empire immediately sent the Third Fleet there to secure details of the process for themselves. Predictably, the Federation responded in kind leading to another display of brinkmanship and support for various antagonistic local factions that would last until 3122. When the fruitless sabre rattling subsided, the chaos that the two powers had left in their wake prompted a resurgence of the New Caker movement. "Quentin Lives", a reference to former Caker leader Quentin Devises, was daubed in blood across the Sirius Corporation's headquarters building on Gordonworld in 3124. The new movement committed acts of mild vandalism and property damage against various corporate entities for the next forty years.

The 3120s are notable as the point where humanity discovered it was not alone. Several sporadic sightings of "octagonal ships" were made, along with reports of hyperdrive failures that dropped ships into a region of space where an unknown hyperspace wake could be detected. In 3123 two wrecked ships were found in GalCop space, each revealing laser burns from a weapon more powerful than those carried by ships of the time.

In 3125 the first confirmed contact with these unknown octagonal ships was made. Ships were pulled out of hyperspace and came face to face with these vessels. Each encounter was reported to become quickly hostile, as the unknown ships opened fire. It is still unknown how many other interdictions were made in total, as the human ships destroyed may never be found. A leaked Federal report revealed that colonists in the Veliaze system had encountered a "spacecraft of unknown





configuration" and had opened fire on it. The description of the unknown vessel matched the descriptions of the octagonal ships, leading some to believe that the attacks were a response to this.

As the scale of the problem became evident and humanity's forces drew battle lines, a secret alliance was formed: the Intergalactic Naval Reserve Arm (INRA) was later revealed to be a joint scientific and military operation tasked with finding a weakness in the alien technology or tactics and exploiting it by any means necessary to win the war. Shadow front organisations were rapidly set up to broker deals with civilian and military commanders to obtain any evidence of the alien tech and any and all reports of their operations.

The Thargoid War was unlike any previous war humanity had been involved with. The main tactic of the aliens was to drag ships out of hyperspace one-by-one and attack. As the months passed, INRA located several staging points, where several alien ships were found to be massing, and entered into face-off situations there. Some planetary bases were found on mostly icy worlds and both Federal and GalCop ground forces were deployed, only to find them abandoned or ruined. All populated systems were routinely patrolled by local law enforcement or militia in order to protect against the same thing that had happened to Ausis, but no further planetary assaults by the aliens were reported.

Suddenly, in the closing weeks of 3125, the alien attacks stopped. The Galactic Navy fleets surveying the staging points watched as the alien ships hyperspaced out after destroying many of their own ships. No more interdictions were reported and no more ships vanished. It appeared as if the aliens had just decided to give up and leave the area, and for just over a century this was assumed to have been the case with no explanation to be found. The galactic population celebrated the apparent withdrawal of the threat, but some wondered at the sudden departure and darkly considered whether this would be the last time the Thargoids would be encountered.

ONE WILL FALL... (3100s to 3200s)

Emperor Atticus Obellan Duval finally succumbed to a decade-long illness and died in 3132. During his prolonged decline the Imperial Senate shifted some of the power from the throne into their own hands, ostensibly to ensure that the decision making needed to keep the Empire operating did not suffer along with the leader. One of the decisions made on the Emperor's behalf was to allow the potentially weak-willed successor to the throne, Hender Saik Duval, to remain the viable heir despite Atticus' preference that his son be removed to make way for a stronger candidate. The Senate and noble houses insisted that there were no other candidates in Atticus' line of succession, and so it was that the cautious, somewhat paranoid Hender took the throne. In his fourth year in office, Hender personally took a hand in negotiating the Emerald Treaty in the Cemiess system. He prevented a large-scale Federation incursion into the system by agreeing to several concessions, including the abolition of slavery, in order to secure peace. Some Imperial senators vehemently voiced their displeasure with the treaty, stopping short of calling their Emperor weak only because Imperial Intelligence agents would likely be listening and be more likely to take direct action against such "treason". In any case, the treaty only served to push the slave trade underground and increase the risk for the slaves themselves, reducing Hender's popularity with that segment of Imperial society as well.

The relative normalisation of the military in populated space came to an end in the 3140s. Incoming Federal leader Varian Scott ended Santorini's military budget restrictions and initiated a project to expand and modernise the Federal Navy. Scott also removed Congress from military decision making, allowing faster response to brewing conflicts. The Empire responded to this by studying military hardware and putting a series of simple technological principles in place for spacecraft development. In 3145 Gutamaya Shipyards revealed the Imperial Courier – the first example of these new principles and the lynchpin of a major update to the Imperial Navy that would include the Osprey Fighter, a small, short range fighter that became the mainstay of the carrier fleets.



In comparison to the surges forward made by the Empire and Federation, GalCop began to fall behind. By 3145, in the wake of the Thargoid War as the region's economy struggled to recover from the losses and the reassignment of trade vessels to military duties, rumours of corruption and internal strife were coming to light and the rigid structure of the top levels was beginning to shake. As evidence of corruption was revealed member worlds, hearing nothing comforting in the responses from GalCop's Worlds Council, were beginning to rescind their memberships and seek independence or security in the arms of the other powers. GalCop CEO Naris Ellison fell ill with a rare degenerative disease in 3149 and died shortly after, replaced by her former deputy William Henderick. The new CEO promised to carry on Ellison's dedication to revitalising GalCop in a post-Thargoid universe. Federal and Imperial representatives insidiously turned GalCop member states against their administration and attracted new members to their own organisations in the following years, reducing GalCop to a fraction of its size by the end of Scott's presidency. The exposure of GalCop's corruption continued, escalating to its highest level when evidence was uncovered implicating CEO William Henderick in the murder of his predecessor, Naris Ellison. An acting CEO, Simmone Hendry, was appointed to replace Henderick and help stabilise the Co-operative, and her position



was made permanent in 3153 amidst increasing levels of discontent.

The investigation into GalCop's illegal actions finally began in 3162. After a shaky start, Nance Lightoller completed her investigation in 3167 having endured death threats and several actual attempts on her life. The report revealed solid evidence of Henderick's involvement in the death of Naris Ellison and named five other conspirators in the plot. Although the exact details remain confidential, the report outlined a trail of misreporting regarding GalCop's internal strength and colonial effectiveness as well as policies that led towards an agenda of deception and isolationism towards planetary populations.

By 3170 the Galactic Co-operative of Worlds had dwindled to only eleven member worlds, all of which were located in the "Old Worlds" region. The organisation's economic presence was a thing of the past, and the remnant was reduced to running the same trade routes that had been used when the colonies were being established. CEO Hendry, who had initially hoped to clean house and bring GalCop back from the brink, reluctantly offered the Empire and Federation rights to GalCop's assets in return for access to their trade routes. Agents of both superpowers and independents gradually bought out the former GalCop facilities and equipment over the next five or so years. GalCop's charter was formally rescinded on 19th August 3174 in an emotional address by Hendry.

3184 saw leadership changes in both the Empire and the Federation: Hender Saik Duval passed away and was succeeded by Hesketh Duval then Loric Trander was elected as Federal President. In the post-GalCop galaxy, the new leaders focused all their attention on each other and, predictably, Alioth again became the centre of another conflict over the system's rich resources. The colonists again were the ones who suffered most, and their resentment towards the two powers increased once more. The Caker movement became more organised, receiving a great deal of funding from unknown sources.

The Federal Navy introduced the Eagle Mk II fighter in 3199, replacing the ageing but still popular Mk I. The launch event was a media frenzy, with representatives from the design bureau and naval office in attendance. Although the launch and its attendant media showcased a state-of-the art fighting machine, behind the scenes the ship was inundated with problems. Even as the media began to report on the craft's in-service issues, the Imperial Navy revealed their own version: the rapid deployment of the Imperial Eagle led some to believe that the engineering staff from the Federal shipyards had contributed to the Empire's project.



As the 3100s drew to a close the immigration of former GalCop colonists and corporations, as well as the defection of former member worlds and the acquisition of abandoned resources, presented a considerable threat to the stability of the economies around former GalCop space. Both Federation and Empire had to impose controls over the distribution of the new assets in order to protect the frontier systems from an overload of incoming trade resources. The majority of former GalCop citizens preferred the relative freedom of the Federal colonies, but many found the Empire more to their liking – especially those who felt some bitterness about the Federation's perceived role in the attempted coup.

The first quarter of the 33rd century was characterised by corporate squabbling within the Federation as the Empire collectively shook its head in despair.

...ANOTHER WILL RISE (3200s)

Capitalist posturing finally pushed the population of Alioth to revolution in 3228. The citizens, led by an Essafa system native named Mic Turner, forcibly claimed transports and stormed Alioth's space station. Turner co-ordinated a successful assault on the corporate ships and besieged the mining complexes until Federal and Imperial forces arrived. Turner consolidated his position and allowed the revolutionaries to hold their position. He also made the acquaintance of a resident scientist named Meredith Argent, who was the leader of a New Caker cell on the gas platform on which he was stationed. The Alioth revolution marked the beginning of a partnership between the two that would last for the rest of their lives.

Both superpowers abandoned their military actions in Alioth amidst growing public protest at the expense and loss of life in a pointless effort. Argent and Turner officially announced the formation of the Alliance of Independent Systems and invited the galaxy to sign up in 3230. In honour of Mic Turner's achievements over the previous two years, Gordonworld was renamed to Turner's World. The Alliance offered a middle ground between solitary independence and the constraints of either Federation or Imperial membership and this compromise attracted many colonies from both powers. The Alliance's main attraction was the formation of a security defence force made up from local system militias that could be dispatched to any member world in need of protection. Membership of the Alliance did not come with conditional changes to the culture or structure of a colony world – the local governments were free to tend to their affairs as they always had.

Argent and Turner continued to be a positive political and economic influence on the Alliance through the coming years. Alioth developed a solid economy and became the site for the New Rossyth Shipyard, owned by Argent Aerodynamics Amalgamated Incorporated, the company founded by Argent and Turner to develop new space craft and pioneer space exploration.

The benefits of this fresh and innovative approach to design and manufacture were almost immediate when in 3237, the AAAI Mantis and AAAI Wyvern entered service followed later by the AAAI Griffin Carrier in 3245. Holliacan and Vequex both joined the Alliance in 3247, further widening its sphere of influence. By this point, both Turner and Argent were active assassination targets for the Federation but this didn't stop their continued participation in interstellar politics.

The Empire, meanwhile, was forced to focus on internal matters as the health of Emperor Hesketh declined rapidly. In 3233, Hesketh passed away and Hengist Duval ascended the Imperial throne. The Imperial Senate had gained considerable power during Hesketh's decline and the first decade of Hengist's rule was tense as the new Emperor struggled to assert himself and repopulate his court with individuals he considered personally loyal. One of his first actions was to scrap the laws forbidding female members of the Duval family to ascend to the throne following an extensive investigation into the Duval family that discredited first Emperor Henson's claim that there were defects in the genetic line. Early in 3250 Hengist's DNA was believed to have been acquired by Federal agents following the theft of a palace artefact he had cut his hand on some days before. Unconfirmed reports told that the item had been transported to Mars, but no trace of it was found.

In 3251 the Sirius Corporation revealed their new entry into the space transportation market. Boasting a new, "revolutionary" hyperdrive system that Sirius intended to make available to the larger market following this public launch, the unique Highliner Antares was promoted as "a luxurious new model of hyperspace efficiency". Hundreds of clients and celebrity guests were in attendance for the trials. After an impressive display in real space, the ship activated its hyperdrive and was never seen again. An investigation failed to reveal any trace of the ship or its crew, and the Sirius Corporation suffered a severe embarrassment. Pre-orders for the new drive system were cancelled and the project was taken back into basic development. At about the same time, Alliance heroes Mic Turner and Meredith Argent quietly embarked on a project to begin searching for the elusive Thargoids. By 3252 their aerospace company, Argent Aerodynamics Amalgamated Inc, had designed and built the "Quest" class long-range explorer, intended for long-term deep space exploration. The first ship through testing, the "Turner's Quest", embarked on space readiness trials with Mic Turner in command, but during a series of drive tests the ship disappeared after jumping out of the Pleione system. AAAI and Meredith Argent mourned the loss of Turner and held a memorial service the following year, to which representatives of corporations and independent trade organisations were invited to pay their respects.

AAAI launched a second exploration mission using another Quest class ship in the days after the memorial service. The "Argent's Quest", under the command of an unnamed individual, allegedly successfully made contact with a Thargoid outpost, sparking a flurry of fearmongering as factions discussed the possibility of another war between humans and aliens. According to leaked documents from the time, the commander returned to Alioth in a captured Thargoid vessel and whilst preparing for another mission was contacted by INRA. The outcome of these conversations were not recorded, but the Thargoid ship launched from Alioth the same day, sparking a security alert at the starport. The Thargoid ship was never seen again but AAAI, and Meredith Argent in particular, claimed that INRA had infiltrated an agent into their ranks with the express purpose of ending the Thargoid threat for good. The incident, alongside extensive campaigning from Alliance leaders, directly led to public and governmental opinion swinging away from support of INRA and it was disbanded during 3253.

In 3283 Senator Anders Blaine of Facece was personally invited by the Emperor to assume the position of Imperial Chancellor. This position would remove the Emperor from the day-to-day politics of the state and allow more time to focus on leading the senate and "maintaining the public face of the Empire".

THE NEW ERA (3300s)

In late 3297 the Sirius Corporation unveiled a new, revolutionary hyperdrive that changed the face of the galaxy. Whereas the older model hyperdrives were restricted in their range and could spend many days in the hyperspace "realm", the new drive design featured variable range and a hyperspace transit time measured in mere seconds. Significantly, the new design was smaller and more efficient than any older designs, allowing it to be compatible with much smaller spaceframes. The new technology now locked onto a system's primary star, dropping the traveller at that point rather than on the outskirts of the system, thus reducing the distances needed to travel to the populated worlds or bases. In addition, a "supercruise" mode was now available which would decrease in-system travel times significantly. Where a journey between star and planet would take many days using the system drives, the supercruise mode allowed the same journey in mere minutes.

The new drive opened up the galaxy for exploration like never before, and companies like Universal Cartographics jumped at the opportunity. Exploration missions were offered to independent pilots and scanning equipment was made available in shipyards. The potential for a basic spacecraft to actually fly across the galaxy and back within someone's lifetime was realised, and a race was on to get to the furthest reaches of the galaxy. The galactic core became a popular destination and the Great Annihilator and Sagittarius A* quickly became the most visited locations in the galaxy.

The tactical and strategic positions of the galactic powers changed significantly due to the new technology. Military



assistance was now mere minutes away, with remote colonies or outposts now within an hour's travel for capital ships and support vessels alike. The demand for these new drives was immediately apparent, and Sirius worked with many subcontractors to make the drives available as quickly as possible. By the start of 3300 all registered ships had been upgraded to the new drive technology.

The elderly Emperor Hengist fell seriously ill in early 3300, raising some questions about the Imperial succession. The immediate heir, Crown Prince Harold, had a history of mental illness and erratic behaviour through the latter half of the thirty-third century, and following a thorough review the Prince was officially declared mentally unfit in December of 3300. This decision meant that Princess Aisling Duval, Harold's eldest child, would be next in line for the throne. The following day Arissa Lavigny, a member of an influential Imperial family, appeared alongside her mother Florence to declare that Hengist Duval had been her biological father and that she was chronologically next in line before Aisling. Plans were announced for Florence and the Emperor to marry, legitimising Arissa's claim to the throne, although the very proposal largely cemented Arissa as the official successor.

Through 3301 two attempts were made on Emperor Hengist's life – the first in April and the second in August as he made his way to his wedding with Florence. This second attempt was successful, as he succumbed to the stabbing wounds on the way to medical treatment. In the shadow of the assassination, the Imperial Senate voted to legitimise Arissa's claim, and she adopted the Duval name to become the first female Emperor. Her first years in office have proven her to be an effective leader and a popular policy maker alongside Chancellor Blaine.

3301 also saw significant change in the Federal Government. During the last weeks of 3300 President Jasmina Halsey had been criticised for banning a popular narcotic and plunging the industry that cultivated that narcotic into disarray. Her actions resulted in a huge response from the independent pilots based both inside and outside the Federation to increase their distribution and maintain their ability to make a living from their crops. Halsey retaliated by ordering the orbital bombardment of the farms on Panem, increasing the rift between her and the Federal Navy admiralty.

The public began to call for Halsey's resignation, but she acquiesced by offering the farmers amnesty and making peace with the Navy. Her efforts were ruined by another decision to make a military strike, this time attacking an unarmed refugee convoy rumoured to be holding a criminal leader. This attack resulted in the loss of over 9,000 innocent lives and earned her the lowest approval ratings of any president in recent history. Shadow President Zachary Hudson promised an investigation into the attack and the decisions that led to it.

Halsey announced in April 3301 that she would tour the Federal frontier to build stronger ties with the remote colonies. On 26th May the presidential spacecraft disappeared in hyperspace in an incident that was eerily reminiscent of the Highliner Antares fifty years previously. Vice President Felicia Winters took office to oversee the search for the ship but a week later the Halsey administration received a vote of no confidence and Zachary Hudson was installed as president, where he has proved to be a strong, effective leader.

After months of searching by independent contractors the wreckage of the presidential ship was found along with a pod containing the injured former president. After being released from hospital Halsey announced that she believed she had contacted super-intelligent beings on her journey, going on to describe visions of paradise in a short interview in September 3302. She moved to the Alioth system after a short stay in a psychiatric facility and became a keen philanthropist, promoting and backing humanitarian efforts in the galactic community.

Amidst the political wrangling within the old powers, something strange began to happen. Around the start of May 3301 pilots reported encountering strange artefacts floating in space that were at first thought to be rocky growths or shards of destroyed asteroids. Also, Federal freighters are discovered to be carrying these unidentified artefacts around in cargo holds, but when challenged will not reveal their origin or destination, usually responding to incursions with force. Closer investigation revealed them to be apparently organic in origin, and they were found to emit a strange electromagnetic signal. Pilots brought them on board for closer investigations, discovering that they seemed to be broadcasting Morse code co-ordinates of nearby systems or schematics of the ship they were currently inside. Pilots began trading them with each other and at commercial stations. Soon after, these pilots reported that their ship systems were experiencing strange malfunctions. Stations where these artefacts had been sold reported similar technical issues, with some stations closing down completely for safety. Towards the end of 3301 the scientific think tank Canonn Research recommended that the trade in UAs be stopped in light of the apparent links to technical failures.

The UAs proved to be the start of a very deep rabbit hole. Prompted by the information translated from these artefacts, similar space-bound objects were found near some worlds with ammonia based atmospheres: these objects, dubbed "probes", emitted a high-powered pulse when scanned, shutting down the systems on the scanning ship. The pulse was a tight-beam transmission directed at Merope 5c, a world in the Pleaides nebula. Missions were organised into the nebula that resulted in the further discovery of non-human structures. These monuments, dubbed "barnacles" by the community at large, were analysed and discovered to contain "meta-alloys" – a hitherto unseen material that has proven difficult to analyse. As this investigation continued, increased traffic in the Pleiades resulted in the discovery of the first concrete evidence of an alien presence in the region: the almost intact wreck of an alien spacecraft. Found in August 3302, the ship rested amongst larger shards of wreckage and bore a stark resemblance to Thargoid vessel descriptions: roughly octagonal with a dirty greenish colour and an organic appearance. Official reports and comments studiously avoided reference to the Thargoids, instead referring to the site as simply an alien crash site.

The scientific community raced to find out more about these objects and the wreck through the end of 3302 and into 3303. In early January, however, the next chapter in this increasingly worrying situation began. Pilots reported being dragged out of hyperspace by force and their ship being completely deactivated by a severe power surge. They then reported a huge, roughly circular eight-lobed object approach them, scan them then turn away and depart, leaving an unidentified wake signal behind. Pilots also began to report encountering wreckage in the space lanes that showed unusual damage patterns and organic signatures that bore resemblance to the imagery associated with the unknown ships. The spacefaring community is more or less

certain that the events of the last year are building up to something important that could affect the whole of humanity.

THE FUTURE BECKONS

The increasing suspicion that something dangerous could be on the horizon has prompted discussions about creating a second human colonial "hub" somewhere far away from the core systems. An opportunity arose when Jacques, the cyborg owner of a mobile space station announced an attempt to jump all the way to the Beagle Point system (the star system on the other side of the galaxy to Sol). Due to malfunctions caused by the aforementioned unknown artefacts, Jacques Station misjumped and did not arrive at Beagle Point. A massive rescue effort was mounted to find the station, which was eventually located in the Eol Prou RS-T d3-94 system in mid-3302. An ongoing resupply and repair movement, intended to assist Jacques with getting home again, actually resulted in a drive to colonise the area. The Colonia Expansion Initiative was formed, renaming the system to Colonia in the process, to organise the growing number of people interested in moving to the location. By September, as the rumours of a potential Thargoid return grew, many came to see the Colonia expansion as a logical precaution in case the core systems were invaded. The first permanent surface settlement was founded that month, beginning a new chapter in the story of humanity's expansion into the galaxy.



Dearest Meredith,

Thank you for the letters and the pictures. Our explorer group has just returned from a three month mission beyond the frontier and it was quite a package I got handed! Everyone thinks we're crazy for using paper to write to each other when a com message would be so much faster, but I can't hold a com in my hand and know you once held it in yours.

What wonders we've seen out beyond the farthest star of mankind! Every hyperspace jump brings with it another glimpse at the unspoiled beauty of our galaxy. I wish you and Harry could join me but at the moment forward base is just a life support bubble on a barren moon. There is talk of building a colossus station out here to help service the mining fleets but some of these rim worlds are still full of pirates and the corporations are nervous about spending too much money in such lawless systems.

I don't want you to worry but it's not all sightseeing out here. A month into our last mission we came across the remains of a Federation recon patrol: the blasted hulls of a cruiser and her escorts. Whoever attacked them didn't give those navy boys a chance. They left the ships looking like tin cans used for target practice; there was so much damage to the ships we couldn't even recover their flight recorders. I hope this was the Empire up to its old tricks; this far out the alternative is the stuff of nightmares. If the Thargoids have returned it could be the end of us all.

In a week we leave for the last mission of this tour: a final three month stint beyond the frontier before we're rotated home. It feels like forever since I was last with you. Once this tour is over I'm taking a long break. We always knew that our lives would be spent light-years from each other but it is getting harder for me to be parted from you and Harry with every mission. I think it's time for us to be a proper family for a while and I know you want to get back to trading.

The Admiral sends his regards: he wants to know when that big strong son of ours is going to apply to the corps. He says he has a uniform with Harry's name on and a long-range Cobra waiting for him. I told him he was wasting resources; Harry was his mother's son and would be a trader like her side of the family. Even after twenty years he still can't shut up about me marrying a trader. To be honest I just think he's still jealous of your combat rating: it's not everyone who goes home to a wife who is officially Deadly.

Missing you both more each day, your loving husband,

Paul



PART 2: SUPERPOWERS

Humanity is a diverse species, and this is illustrated in the number of organisations and factions that have risen over the centuries since first travelling into space. Some have become superpowers that oversee the lives of tens of billions of subjects whilst others battle for dominance in contested systems.

This book presents the bigger players in the galaxy. Players and Loremasters should look to the many Elite Dangerous resources available for canon additions to this content or can feel free to make up their own to meet the requirements of their stories.



THE FEDERATION

Founded
2242

Administrative Centre
Mars, Sol system

Military Centre
Between, Eta Cassiopeia system

Government Type
Democracy

Federation is the oldest human superpower, dating back to the first attempts at space travel. The nations that survived the third world war slowly banded together into a global state that spread to the stars.

SOCIETY AND CULTURE

Federal media portrays its citizens as loyal and patriotic, proud of their direct link to the birthplace of mankind. The overall philosophy is one of capitalism and commerce, where citizens look for both quality and affordability. This makes for a very competitive trade environment where it is difficult for one corporation to achieve a monopoly.

Federal citizens value equality and the only division is between the "haves" and the "have-nots". Federals are tolerant of most things, including a certain level of corruption (as long as it isn't taking credits out of THEIR pockets), but are intolerant of narcotic use, slavery and political unrest. Poverty exists in Federal settlements and is more common in frontier systems.

Celebrity status is a big thing in the media-driven Federation. The diversity of broadcast media serves as a welcome distraction for both citizen and government alike. News, dramas and current affairs combine to make them feel part of the universe and are a distraction from many of the serious and dangerous situations that might be happening throughout the galaxy.

Lineage carries little prestige in Federal life and respect is earned through personal accomplishment and property. A self-made millionaire who squanders their estate on gambling or other non-productive pastimes is less influential than a philanthropist who donates to charitable works or Federation interests. Career loyalty is a big thing to a Federal citizen and is a measure of that individual's trustworthiness.

STRUCTURE AND POLITICS

The Federation is a collection of self-governing states held together by a federated democracy. A state is defined as "an administrative body, be it star system, planet, continent or nation, represented in the Senate". In most cases a star system is the entirety of the state but in systems with higher populations or more than one planetary colony the system's population may be divided into smaller states.

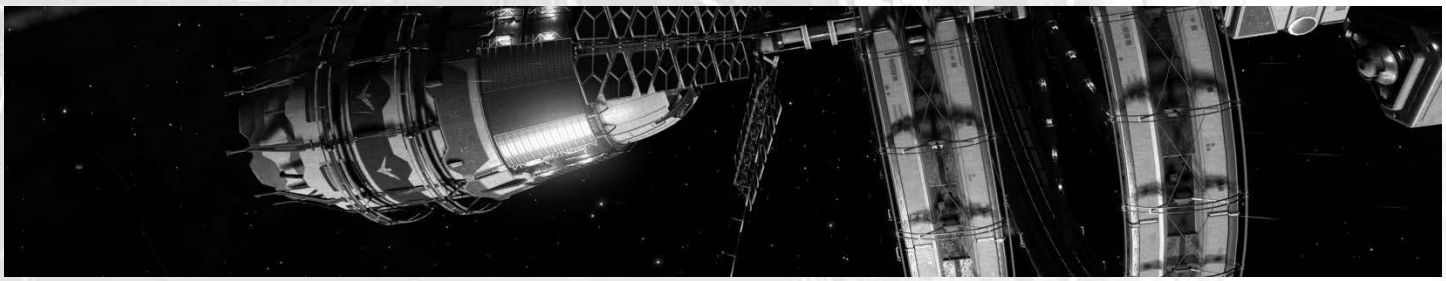
Each State is represented by Members of Congress. Core systems, with a mostly static population, have on average more congressmen for a given population than the colonies. The hierarchy of the Federal government is based on the democratic principles of the United States of America in the 20th and 21st centuries.

The leadership of the Federation itself is also put to a public vote. A President is voted into office by a Federation-wide vote, and serves a term of eight years. Halfway through that term a Vote of Confidence is held to measure the general opinion of the president's progress and competence.

Government legislation is a long and drawn out affair, with months or often years passing between a motion being heard in Congress to a decision being made.

LAW

The Federation's core laws and democratic principles are laid out in the Constitution of the Federation: this covers the wider aspects of Federation law that apply to individual rights and the structure of the governing body. Amendments can be proposed and accepted into the Federal Constitution. The law is controlled by the central Federal government based on Mars. The head of the Federal government is an executive presided over by the



President of the Federation. The President's position is above the authority of any local or Federal judiciary during the term of office, providing a great deal of legal protection for a serving president with the understanding that any criminal, corrupt or questionable actions may be investigated and prosecuted at the end of the term.

Federal Colonial Charters lay out general legal and economic expectations on a colony-by-colony basis. Each colony is investigated and the charter drawn up by a Charter Council. The charter is tailored to the predicted growth rate of the colony, its expected exports and imports and its position within the Federal trade routes.

Trade laws in space are strictly enforced. Battlefield weapons are illegal to trade, slavery is outlawed and narcotics are usually considered to be illegal, although the perceived seriousness of narcotics trafficking varies from region to region. Murder and piracy are considered on case-by-case merit although the punishments for both are harsh.

State police forces are the responsibility of a state's local civilian agencies. They contain customs, anti-terrorist and urban pacification divisions and operate completely independently from the military. Federal-level agencies provide cross-state law enforcement and are called upon by local agencies when a criminal influence is active across multiple states.

On the Federal level, two main organisations uphold the law. The first, Federal Criminal Investigations, is the primary investigative unit in the Federation. They can provide specialist support to state level forces and incorporate an extensive internal investigations and anti-corruption unit that can be assigned to investigations within both state and Federal level police forces.

The second Federal force is the Federal Intelligence Agency, but this agency is very rarely encountered. It operates in a much more clandestine fashion than the FCI.

All Federation police forces are well-equipped and although they may not have the latest ships, vehicles and arms available, those they have are usually modified to increase performance.

MILITARY

The Federal military grew from the armed forces of Earth, evolving as the government and society grew and expanded from Earth. The military is divided into Army, Navy, Marine and Air Force branches, each with their own separate command structure and internal hierarchy. The President is the de-facto commander of the military but the actual administration is delegated to the Operational Commander-in-Chief of each branch, who are collectively known as the Joint Operations Command.

FEDERAL ARMY

Specialist ground-assault force consisting of infantry, cavalry and armoured units. Infantry are foot soldiers carrying man-portable weaponry. Cavalry are fast, lightly armoured units used for fast strike or rapid deployment. Armoured units employ heavily armoured vehicles and tanks with little to no passenger room within and are designed to use heavy weaponry to destroy enemy targets.

Ranks of the Federal Army:

ENLISTED	OFFICER
Private	Second Lieutenant
Private First Class	First Lieutenant
Specialist	Captain
Corporal	Major
Sergeant	Lieutenant Colonel
Staff Sergeant	Colonel
Sergeant First Class	Brigadier General
Master Sergeant	Major General
First Sergeant	Lieutenant General
Sergeant Major	General
Command Sergeant Major	
Sergeant Major of the Army	

FEDERAL NAVY

The Navy patrols Federation space as well as the water bodies of planets that contain such areas and accounts for over 80% of the Federal military. Many Federal Navy spacecraft have been specially designed to function both in space and on water.

Defence forces are local garrisons containing small, agile frigates and corvettes as the top-level capital ships as well as fighter squadrons. They carry out patrols in the outer reaches of systems as well as providing support for local law enforcement.

Intervention Fleets are built around the largest cruisers and contain higher numbers of escort vessels. The fleets are used to investigate and intervene in larger-scale conflicts.

Ranks of the Federal Navy:

ENLISTED	OFFICER
Recruit	Ensign
Apprentice	Lieutenant Junior Grade
Midshipman	Lieutenant
Petty Officer 3rd Class	Lieutenant Commander
Petty Officer 2nd Class	Commander
Petty Officer 1st Class	Captain
Chief Petty Officer (CPO)	Rear Admiral (lower half)
Senior CPO	Rear Admiral (upper half)
Master CPO	Vice Admiral
Command Master CPO	Admiral Chief of Naval Ops
Master CPO of the Navy	Fleet Admiral

FEDERAL MARINE CORPS

The Federal Marines are the elite of the Federation's fighting force, having undergone special training to be combat effective in a variety of combat roles and environments. Although largely a ceremonial unit, they take great pride in their role and history.

A marine unit is always attached to a naval fleet. Defence forces do not incorporate Marines, but Intervention Fleets will always carry a company or battalion depending on the size of the fleet and its expected role.

Ranks of the Federal Marine Corps:

Enlisted	Officer
Private First Class	Warrant Officer
Lance Corporal	Second Lieutenant
Corporal	First Lieutenant
Sergeant	Captain
Staff Sergeant	Major
Gunnery Sergeant	Lieutenant Colonel
Master Sergeant	Colonel
First Sergeant	Brigadier General
Master Gunnery Sergeant	Major General
Sergeant Major	Lieutenant General
Sergeant Major of the Marine Corps	General

FEDERAL AIR FORCE

The Air Force is the smallest branch of the Federal Military and is staffed by pilots and crew trained in atmospheric flight and combat tactics. The largely ceremonial unit makes use of both dedicated atmospheric aircraft and spacecraft that have been designed or modified to operate in planetary atmospheres.

Ranks of the Federal Air Force:

Enlisted	Officer
Airman Basic	Second Lieutenant
Airman	First Lieutenant
Airman First Class	Captain
Senior Airman	Major
Staff Sergeant	Lieutenant Colonel
Technical Sergeant	Colonel
Master Sergeant	Brigadier General
Senior Master Sergeant	Major General
Chief Master Sergeant (CMS)	Lieutenant General
Command CMS	General Air Force Chief of Staff
CMS of the Air Force	General of the Air Force

FAITH AND RELIGION

The religious beliefs of Federal citizens are wide and varied. Religions from Old Earth followed mankind into the stars and evolved whilst new beliefs rose and fell as time passed.

Represented religions are diverse, including the isolationist Guardians of the Free Spirit on Van Maanen's Star, the martial Church of Kum-Byar and the fatalistic "Lady of Fate" Randomius Factoria amongst many others, but Federal culture allows each to be represented without prejudice no matter where they originated.

One example of Federal tolerance is their inclusion of the Gnostolic Anti-religion. This insular and outspoken sect believe that the material world is worthless and the path to enlightenment is personal poverty and denial of pleasures. It is a strictly non-materialistic sect and thus the exact opposite of everything Federal society values.



FASHION

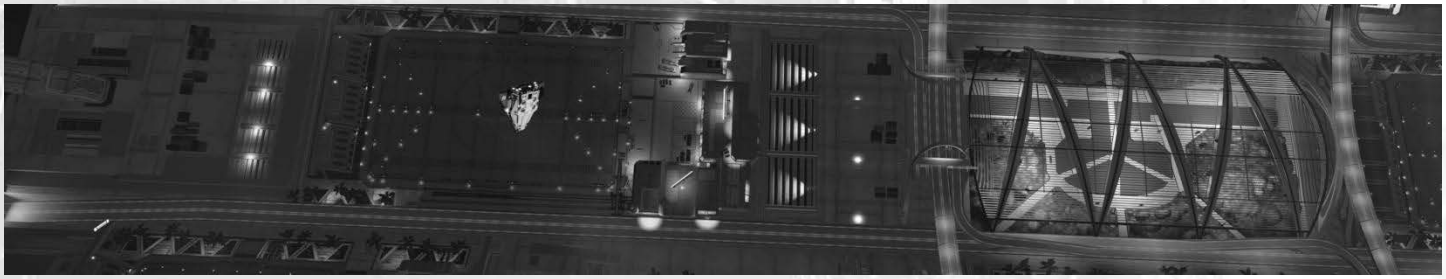
Federation clothing tends to be severe, angular and symmetrical in design with many straight lines incorporated into the look. Curves are usually hidden with the body shape usually concealed behind the straight cut. Colours tend towards muted, cool blues and greys with the occasional grey-brown thrown in. Materials are usually smooth and wrinkle free, often bearing an oily or rubberised look. Patterns are often embossed onto garments and sometimes there are layers of fabric laid in geometric or organic patterns to give an uneven texture.

The majority of the populace sport short hairstyles. Longer hair is usually straightened and worn close to the head. Facial hair is not the norm, and beards are considered a "frontiersman" look. Makeup is common and is usually dark, tending towards browns and blues to provide stark contrast with skin tones. Cosmetic art is seen frequently, with shapes drawn around the eyes and mouth being most common.

GALACTIC RELATIONS

EMPIRE

The Empire has always been seen as a tyrannical organisation led by a series of despotic and totalitarian power mongers. Frustration is the key word to describe the general Federal opinion towards the Empire.



ALLIANCE

Federal spokespeople generally deflect questions about the Alliance because most Federal officials see the worlds of that organisation as missed opportunities. The populace tend to blame the Empire for the existence of the Alliance, primarily due to the damaging skirmishes fought between the two powers in Alioth which led directly to the formation of the Alliance.

INDEPENDENTS

Federal citizens, especially spaceborne ones, see independent systems and planets as member states that haven't been given the right incentives yet. Some see them as distant islands in space where they can have a break from the sometimes overwhelming influx of Federal influence and corporate merchandising: where one can take public transport or sit in a café without being bombarded by advertising or sponsorship.

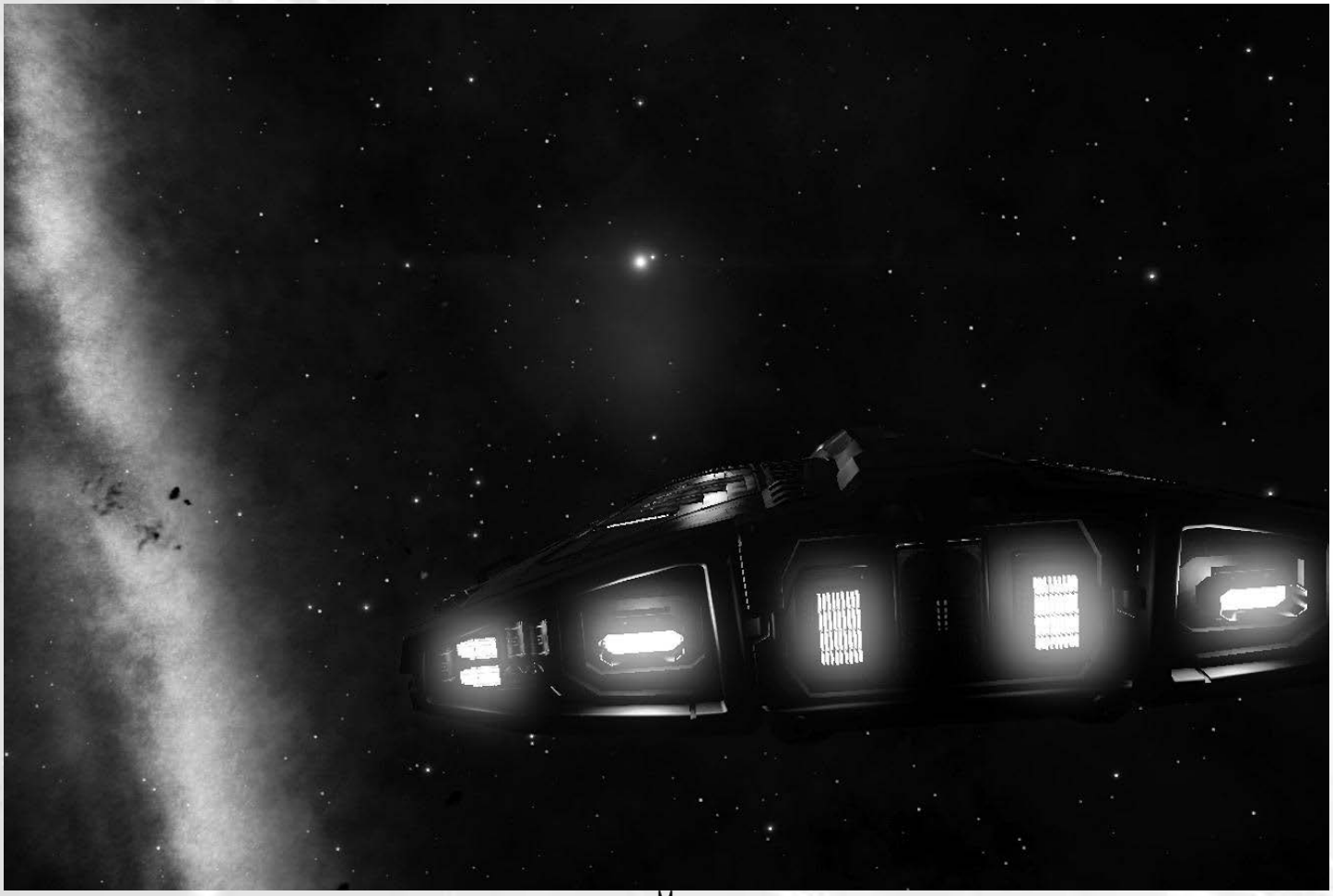
THARGOIDS

The government constantly pushed the Thargoid question away. After the 3125 conflict very little Federal attention was given to the Thargoids apart from a minor concern over the apparent ease with which they were defeated. Afterwards the Federal government and its people went back to their normal lives and, aside from a few dedicated groups who have made Thargoid study part of their careers, have not given the Thargoid situation much thought since.

BEHIND THE SCENES

Federation attention is generally split over a variety of ongoing internal and external events. Tensions between Empire and Federation consistently take the form of military actions making use of allied factions in specific locations. Federal agents and emissaries are thinly but widely distributed across the entire explored region of space to report back on situations that the Federal government can take advantage of.

The Federal population have integrated life in space into the other aspects of life seamlessly. Little attention or romance is attributed to a life among the stars, and the vast majority of Federal citizens live their life without having any direct dealings with space or people from off-world. Federal day-to-day living is more driven by career goals, commercial interaction and the pursuit of entertainment.



THE EMPIRE

Founded
2296

Administrative Centre
Capitol, Achenar system

Military Centre
Peter's Wreck, Facece system

Government Type
Imperial Patronage

SOCIETY AND CULTURE

Marlin Duval tried to establish a society where the individual truly had a say in the running of the government. After her death her brother turned her democratic dream into a dictatorial Empire where the word of the government was final. That Empire grew into a star-spanning interstellar superpower based on power and personal wealth.

Subjects are expected to flaunt their wealth and position at every opportunity and grand titles are common, even amongst the middle classes. Possessions also have status: minor nobles have been known to sacrifice basic necessities to ensure that they have the finest luxuries.

Loyalty to the Empire is expected, but honour to self, family, home and Empire is the driving ethos of Imperial nobility. Debt of any kind is considered dishonourable, and repayment of a debt has to be publicly seen as the subject's first priority until that debt is paid. Debts of honour are particularly highly priced and it is common for citizens of all tiers to sell themselves into slavery to clear such a debt. Corruption is the worst of Imperial crimes and is usually punishable by exile from city, country or even from the Empire.

Uniquely among the superpowers, the Empire has legalised slavery and integrated it into the society. Slaves are treated with respect and are customarisly given appropriate levels of care in keeping with their status in the household. Slaves are well-treated, often better rewarded than working class members of Federal society. Slavery is the first rung on the ladder of Imperial service. Slaves are able to buy themselves out of slavery using their "tithe" or can be released from service by performing honourably in their duties or as reward for long and loyal service.

STRUCTURE AND POLITICS

Henson Duval based Imperial society on the "patronage" system associated with Earth's ancient Roman culture. The people are split into stratified tiers: the Emperor sits alone at the top, with Senators, Patrons then Clients with Citizens on the first tier; slaves and children are not eligible to vote, but are included as potential citizens once they achieve the required age or freedom. Citizens can earn or purchase sponsorship from a Patron to become a Client with the approval and support of their peers. The pattern is repeated at each tier, with elevation to Senator dependent on the approval of the Emperor. At each tier the person is responsible for everyone on the lower tiers. They must find them healthcare if they get sick, provide them a minimum income and food if they lose their jobs, and provide them a home should anything happen to the existing one. The representative of a particular tier receives the cumulative popular vote of all the people they are responsible for, the results of which are reported to their sponsor on the next higher tier, and can alter taxes and raise armies amongst those people.

If a representative acts in such a way that his subjects object to his actions, those subjects can switch their allegiance to another representative, resulting in the representative losing their support and reducing their resources and power bases for future votes or motions. Members of the patronage system therefore have to be careful to balance the needs of their subjects against the demands of their superiors.

Under the Imperial system, although every system has an Imperial representative in charge, not every system will be ruled by a Senator. In many cases, Senators can administrate several systems under their control through their patrons. In new colonies towards the Frontier, leadership evolves as the colony becomes more established and stable. Senators and Patrons



regularly differ in their approach to colonies, sometimes changing their local views on slavery and status. Some colonies don't practice slavery or allow the recreational use of narcotics without reprisal, whilst some operate higher and higher numbers of slaves, especially in industrial or hard-labour environments.

Anyone governing a system can decide to create new colonies in that system, often calling on naval assistance to achieve both the construction of the colony and the transport of colonists to the new settlement. High-ranking naval or ex-naval personnel are often given priority status on these new colonies and often take on leadership roles there subordinate to the Senator (normally as Patrons).

Unrest in the outer colonies is common, with many recorded slave and citizen rebellions. Interestingly, these rebellions are often against only the administration of the colony and not the Imperial model – most rebellions are actively trying to establish a "more Imperial" society in their systems than trying to bring down the government or defect to the Federation or another galactic power. In most cases, however, the Imperial response is harsh and often brutal as rebellions are put down by force rather than diplomacy.

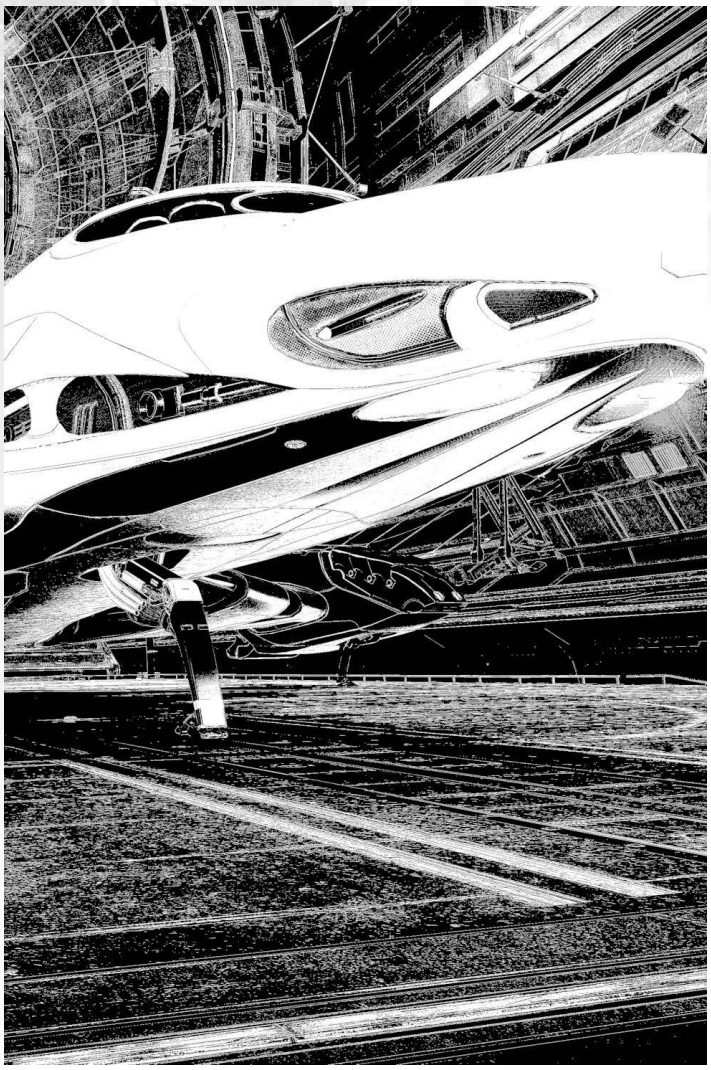
LAW

Although the ultimate master of the law is the Emperor himself, practical execution of the law lies in the hands of the most senior person present at a particular location. Station commanders, ship captains, colony administrators and settlement leaders are all held responsible for upholding the law in their jurisdiction. Peacekeeper forces are generally an informal militia who only carry out a sentence under order from the designated leader. For example, a city's police force can arrest, charge and detain a potential criminal but the punishment will be the responsibility of the city's mayor or Senator. In situations among the lower hierarchy the use of an Imperial Proctor may be requested or required. These are highly placed members of the Imperial Nobility and carry legal power surpassed only by Senators.

Senators are the most feared agents of Imperial Law, and have wide ranging powers: they have the right to demand any action under law, and can be judge and executioner. Senators can be brought to task for their actions by the Emperor if they lose their position or if they are seen to act in a dishonourable manner. Trial by jury is rare in the Empire, and the far more common consequence of being caught in a criminal act is to be arrested and charged by a militia force then held in a prison facility or camp until the community leader has the case brought to his or her attention.

Imperial trade laws are very open, with only radioactives and nerve gas prohibited in the core systems. Narcotics are generally accepted as part of life but only if their use does not lead to dishonourable or uncouth behaviour.

Policing in Imperial space is a responsibility of both civilians and the military. Any sizeable police deployment will be made up of civilian militia forces and Imperial Navy personnel. Civil defence and general law enforcement are primarily the domain of civilian police forces permanently stationed in a location (whether that be planetside or in space) but requests for aid are almost always responded to by the navy alongside other militia forces that are in range.



MILITARY

The Imperial Navy was founded during the Federation invasion of Achenar in 2325, where the Emperor's hastily assembled fleet drove Federal forces out of the Achenar system. Since then the interstellar force has become an integral part of Imperial politics and Imperial life, modelled again on the tenets of ancient Roman forces. The Emperor himself is the de facto head of the Imperial military, but in practice the local Senators have direct command of the fleets in a region. The only direct command of the Emperor's is the Imperial Guard, an elite force that is responsible for the defence of the Achenar system and the Emperor himself.

The navy is divided into fleets under the command of Senators alongside trusted Fleet Admirals, both of whom are responsible for recruitment, training and logistics. The specific jobs are delegated to subordinate officers and crew, but the Senator is ultimately responsible for the fleet operating efficiently and reliably. Below the Fleet Admiral, admirals are considered the same cultural tier as Patrons and will command task forces or battle groups. Captains of individual vessels are approximate to Clients but Interdictor captains are considered to be the direct representative of a Senator and are usually on the track towards flag rank.

Naval fleets can decide to switch allegiance to another senator under certain circumstances. Members of a fleet shifting to other fleets is not always a negative reflection of that Senator's performance: the naval aristocracy believe information

sharing and experience are valuable commodities and fleets regularly exchange vessels and crews in order to achieve this.

The navy incorporates a ground-based naval infantry branch. Every Imperial colony includes a contingent of ground pounders permanently on station and naval vessels larger than cutter size carry an infantry detachment. The navy also provides assistance and manpower to civilian projects and colonisation efforts. The fleets rarely stay in one place, but "tour" the Empire, often directed to allied or friendly locations as well as Imperial member worlds in hopes of building better relations and fostering official Imperial membership.

The Empire is proud of its navy, and fleets accompany most colonial missions or important events. Imperial capital ships are embassies in space and are luxuriously appointed and technologically advanced facilities. The Interdictor capital ship has always been the core of the navy: heavily armed, carrying small and medium fighter craft on board and escorted by smaller vessels . The newest Interdictor is the Majestic-class, introduced in the late 3200s and unsurpassed in size and power.

Imperial subjects joining the navy must sign up for a minimum tour of ten years, after which they may choose to leave with a small pension and leaving bonus. Another ten year tour can be served guaranteeing a generous pension, a significant bonus and a colonial grant to start a civilian life. Benefits are passed on to dependents and free medical support is always available as long as the term of service is completed – those who muster out before the end of a tour will only receive the benefits package for a completed term, meaning that anyone mustering out before the end of the first decade will receive nothing.

Ranking in the Imperial Navy is more of a formality than a strict command structure, especially at the lower levels where a Senator or Patron may give orders and expect them to be obeyed. Commissioned officers advance in rank through education and performance review as well as direct reward from their Senator or Patron.

Ranks of the Imperial Navy:

Enlisted	**Officer**
Shipman (Ship's Man)	Ensign
Senior Shipman	Lieutenant
Petty Officer	Subcommander
Chief Petty Officer	Commander
	(Patron)
	Captain
	Admiral
	Fleet Admiral
	(Senator)
	(Emperor)

FAITH AND RELIGION

The Emperor is seen as the primary motivation in all things to do with Imperial society. Despite this, Imperial society is tolerant of all faiths as long as they respect honour, loyalty and Imperial culture.

FASHION

Imperial fashions are extravagant and elegant. Expensive fabrics and radical styles are the norm, with these being ubiquitous in the core systems and very common even in the outermost frontier systems.

With the exception of work wear, even the lowliest Citizen will present themselves in high fashions where possible, even manufacturing their own clothing if required. Hair styling is likewise extreme and extravagant. Hair sculpting is popular, as is the shaping of facial hair. In contrast, cosmetics are often muted and understated to allow the clothing to take focus and allowing hairstyles or clothing that cover the face to be worn without worry that effort on the make-up will be wasted.

Body sculpting is a common practice, with cosmetic surgery being used to accentuate features and improve lines, often to maintain a "noble" look. A natural beauty is most desired by the Empire, so "extreme surgery" is uncommon. Cybertech falls into the same category, with visible body mods rarely carried out.

GALACTIC RELATIONS

FEDERATION

To Imperial citizens the Federation was bought out by the capitalism it nurtured centuries ago and is now nothing more than a financial bloodhound, hoarding wealth by stealing it from under the noses of its neighbours.

Every report of another Federal attempt to take vital resources from the Empire ends up in another outcry of indignation against the clueless, outdated Federal government that thinks it can hide another thinly veiled coup behind the glossy exterior of "democracy".

ALLIANCE

The Imperial populace consider the Alliance to be a simple trade contract without a political model or any control over the states under its domain. Analysts and commentators consider it to be a chaotic system that has little benefit to either the administrative body or the member state. The Emperor cites historical precedent as a foundation for the Imperial opinions: similar ideas have failed because they grew larger than the egos of those in charge.



INDEPENDENTS

The well-documented Imperial disdain is clearly seen when the subject of independent worlds is raised. They know that it's only a matter of time before all independent worlds will come to realise that the Emperor's vision of a unified galaxy is the only true vision of the future, and that their much-vaunted "independence" is nothing but a delusion.

THARGOIDS

The Empire played little direct part in any Thargoid encounters and actively stayed away from openly participating in any conflicts with the alien race, although rumours were rife that the Empire had provided resources to INRA during its existence. The Imperial government and population spend very little time thinking or talking about the Thargoids, although the incursions of unknown technology from 3302 has made some Imperials take note.

BEHIND THE SCENES

The Empire is overtly expansionist, actively spreading its wings as much as it can and shamelessly muscling in on disputed territories. Although denied publicly by Imperial ambassadors and politicians, it is fairly certain that Federation and Alliance space are both home to large numbers of covert operatives under the remit of the Imperial intelligence agencies.

Imperial interests in disputed systems are often represented by third parties. Whilst the Federation will rely on corporate influence or the undermining of political influence the Empire takes a more blatant approach, often using paramilitary elements of the local population or enlisting the services of mercenary forces to take the front line. Imperial weapons and supplies are shipped to these areas by small mercenary fleets with Imperial Navy escorts.

Life for an Imperial subject is a battle for recognition by peers and superiors. The majority of the population have the status of "clients" and actively pursue the achievement of "patron" status in their community as well as the wider Empire. It is rare for subjects to make rash decisions as every action or reaction could have an impact on the subject's status with their peers and society.

Corporate influence in the Empire is much lower than in the Federation, but in recent times some corporations have managed to penetrate the wall of anti-capitalism and become part of Imperial society. Public demand for luxury items and some brand-name goods have enticed some senators to allow franchises or branches of some corporations to be established in their provinces in order to curry favour with the "electorate".

Science is big business in the Empire, with several large research companies and think tanks being based in Imperial space. Several scientific breakthroughs of the 31st century onwards have come from Imperial organisations, but Federal and Alliance sources complain that the Imperial breakthroughs are almost all based on stolen research. Even if this is true, Imperial R&D still manages to complete the research and release the results long before other organisations can.





THE ALLIANCE

Founded
3230

Administrative Centre
Turner's World, Alioth system

Military Centre
Council of Admirals, Alioth

Government Type
Democratic Union

The Alliance is a collection of systems working together under a ratified political union that incorporates a bill of rights. The prime motivator in the formation of the organisation was the ill-treatment of the Alioth system by both Federation and Empire, with the disputed system rising up and declaring itself free.

SOCIETY AND CULTURE

The Alliance differs from the other superpowers because it does not have a unified culture or society. Each member system is independent and follows its own rules and ordnances. The Alliance has no agenda other than providing freedom of speech to everyone but with the backup of an allied defensive force to protect that freedom.

A strong emphasis is placed on the importance of an Alliance member world's individuality, meaning that taken as a single entity the Alliance is a diverse and spiritually rich environment. Whilst Federal and Imperial worlds could be clones of each other in cultural terms, no two Alliance worlds are alike. Entertainments are a staple of life, with a higher number of diverse dramatizations, musical talent and other art forms coming from Alliance worlds than from either Federation or Empire.

POLITICS AND STRUCTURE

Planetary representatives are gathered in the Alliance Assembly, which provides a free and equal voice for each member. The Assembly members are considered to be ambassadors rather than politicians, and there is little material gain in the position. The meeting place of the Assembly is always a location in the home system of the current leader and is most often in a space-borne facility such as a space station or a military cruiser – the Alliance's leadership is one of the most mobile in the galaxy.

Legal and political matters are assigned to a "working group" comprised of ambassadors that the current Chairperson feels would be most experienced in the subjects up for discussion. These issues are often debated for a long time depending on their scope and complexity. The option for an assigned working group member to abstain from a debate or vote is available but the ambassador must agree to refrain from any further input into that decision. Civilian versions of these working groups are often formed to hammer out the minor details of these issues before bringing their findings to the Assembly for final ratification.

The Assembly itself has been described as "organised chaos" by both its fans and its critics. Those who approve of the system insist that much more effective policies are forged in this crucible, and the naysayers are usually silenced by the evidence of the Alliance's continued rapid expansion and the relative contentment of its population. Of all the organisations, past or present, in human explored space, the Alliance is the only one to truly grant its member worlds the same independence they would have if they stood alone but with the added protection of simple, easily accessible legal and military protection. The Alliance also protects members from corporate influence, motivated by Alioth's horrifying past as an industrial war zone.

LAW

A set of standards exists defining what crime is in the Alliance. Compared to other organisations these standards are fairly simple: alongside basic human rights and freedom of speech it lists only slavery, murder, piracy and trade in narcotics and battle weaponry as major crimes punishable by imprisonment or exile. As a signatory to the Pilots Federation bounty system lethal force can be used in some circumstances for these crimes.

Unlike the other superpowers, the Alliance does not maintain a centralised police force. Law enforcement is left to the local governments and officers are considered to be members of the civilian population. Member systems are expected to maintain their own legal system but the Alliance will offer assistance and advisors to help set one up if needed. Corruption of law enforcement staff is more commonly found in this sort of environment, but is still surprisingly rare in Alliance members. The severity of corruption as well as the likely punishments for it are wide ranging across Alliance members and like most other things, are usually a matter for the planetary or system leadership to deal with. In cases where corruption has been found or suspected within Interpol itself, a dedicated internal affairs team exists, supplemented by several external security firms who provide independent oversight to assure an impartial ruling on cases.

Space stations and bases contain a small police force responsible for that facility, but those forces and their commanders hold no authority outside the confines of their home base. Corporate or industrial star systems usually expand that police force to operate in the spacelanes and ensure that the trade routes are protected. These are always based at stations but will be commanded from within the police hierarchy rather than being a responsibility of the station's administrative staff.

A police force is normally made up of a sizeable number of light fighters supported by several armed light transports. Depending on the system's government type a carrier vessel may be on permanent patrol in the vicinity of the station to assist with larger problems. In the event that a situation escalates beyond the limit that the police force can handle, the Alliance Navy forces in the area can be called on for assistance.

The Alliance Assembly supports and funds the Interstellar Police, usually referred to as Interpol. Interpol acts as a cross-border, neutral investigative agency, allowed to pursue criminal investigations through different jurisdictions. Alliance members are expected to allow Interpol investigators into their space and to provide whatever assistance is necessary. Although the same rules are not strictly enforced within non-Alliance systems and the other powers, such is the respect accorded Interpol that the majority of requests for co-operation are met without argument. The Interpol mandate to provide investigative resources for a variety of situations has allowed them to function in part as a direct intervention force for the Alliance Assembly that can be provided to any police force under contract to help with an ongoing investigation.

MILITARY

The Alliance Defence Force is a non-permanent rapid deployment force made up of ships and crews taken from the local defence fleets of member systems. The Alliance does not maintain or support a standing, permanent military in the same way the other superpowers do.

The ADF is managed by a headquarters unit called the Council of Admirals consisting of a rotating pool of leading flag officers from larger member systems. This council has full authority to deploy the ADF anywhere in Alliance space, but additional forces must be approved through the Alliance Assembly. Under the Council of Admirals the naval fleet is subject to a standard chain of command, with an admiral commanding a fleet and individual vessels under the direct command of their captains. This model has proved to be more adaptable to situations where the command structure is compromised, acting on the intuition and experience of the individual commanders rather than wait uselessly for the chain of command to be restored.

Alliance society sees its military as a sign of the protection that they enjoy as members. The ADF, along with local naval forces, have often provided humanitarian aid to trouble-torn regions all across human-populated space and are well-respected for this.

FAITH AND RELIGION

Although thinly spread, the Alliance covers a large area of human space, so it shouldn't be surprising to learn that followers of all religions exist in Alliance space. Since the Alliance prides itself on staying out of a planet or star system's internal business it has no opinion on religion or faith and member worlds are free to practice whatever worship they wish.

FASHION

Alliance style is much the same as that found in most independent systems. Clothing is diverse, utilitarian and functional and rarely conforms to any particular design or symmetry. Many of the regional fashions have evolved from the early days of colonisation, where one wore whatever one could find or whatever was least dirty or damaged. The distressed, mismatched and often un-coordinated look is common and rarely meets with any comment or criticism from other Alliance natives.

Make-up and hair are again simple and often rough. Facial hair is common amongst men and is usually very simple or even scruffy in appearance. Hairstyles are simple too, ranging from short haircuts through long, brushed back and tied styles to dreadlocks or plaits. Make-up is the most varied in style and can be a brief touch of colour or a bold stripe or swathe of colour across the face.

Body modifications are usually for convenience or utility, and most independent or Alliance individuals aren't overly bothered by cybernetics being on show. Cosmetic surgery for the sake of appearance is not common, but procedures are more often undertaken either to significantly change one's appearance or impersonate someone else.

GALACTIC RELATIONS

FEDERATION AND EMPIRE

The Alliance was founded as a direct response to the constant warmongering of these two superpowers, especially in the Alioth system where millions died as a direct result of the conflicts they sponsored.

Alliance citizens, particularly those from Alioth, consider there to be very little difference between the two powers outside their government models. Both are thought to consider life cheap when it's not their own and to only be interested in what they can steal or make for themselves.





INDEPENDENTS

Independent worlds are seen as friends and potential allies, and Alliance representatives to those worlds are open with that position. Alliance leaders and citizens alike would like nothing more than to bring all the galaxy's independent colonies into the fold for the benefit of both sides as long as they all share the same core values.

THARGOIDS

The founders of the Alliance were keen believers in pursuing relations with the Thargoids through the 3250s and reportedly planned to try and make contact.

The rumours and dark stories about Federal and Imperial attempts to make first strike attacks against the Thargoids bring the strongest criticism from Alliance scientists and diplomats.

BEHIND THE SCENES

The Alliance is seen as the big friendly giant of the superpowers, rising from the wars between Federation and Empire and carving out a truly democratic corner of the galaxy to call its own. It has rekindled a passion for unity and peace that was only a pipe dream as recently as fifty years ago, and in the Alliance leadership's opinion the claims from Federal and Imperial commentators that the new "golden age of prosperity" is dawning are delusional and dangerous.

The Alliance is the most technologically stable superpower, content to build on the achievements made through the previous 70 years since its founding and take those technologies forwards. They are cautious and outward looking, always waiting for the next clue that things aren't as safe and secure as other powers would like humanity to think. Alliance citizens mostly agree with their protectors that the events of the past hide terrible secrets and that the hidden agendas of agencies past and present need the human race to band together and prepare for something bigger.

Largely the Alliance keeps itself out of the public eye as much as possible, making only the most basic of comments on galactic politics to the media. In the early years of the 3300s, with various factions making plays for power across human space, the Alliance leader Edward Mahon takes little part in the political machinations and maintains focus on quietly strengthening his own foothold on the galaxy, building up a strong following and considerable support from the member states.



INDEPENDENT SYSTEMS

Some colonies make the decision that they want to be masters of their own destinies with no controlling superpowers breathing down their necks. These are the Independents: the loners and the adventurers. In social and cultural terms they are the closest to the Alliance but they exist without the safety net of Alliance defence and trade treaties.

There are hundreds of combinations of sociocultural, legal and military aspects that define an independent state. Each colony will have a need for trade with other worlds: very few colonies have immediate access to everything that humans need to survive. This means that fledgling settlements will need to rely on shipments of supplies from other established colonies. From that starting point the colonies take on a life of their own, evolving depending on leadership abilities and the demands of life on that world.

GOVERNMENT TYPES

Within a star system a number of government types can be in overall control of the population. Generally a single government type rises to the top and each separate settlement within the system, whether it be a planetary settlement or a space station, will be under the ultimate control of that government type. If this is not the case then the system will be listed in databases or navigation systems as being "multi-government". Governmental models are generally categorised as follows:

Corporate State
Democracy (including Federal and Alliance Democracies)
Federal Colonial Rule
Confederacy
Communism
Co-operative
Dictatorship
Imperial Colonial Rule
Imperial Rule
Multi-Government
Feudalism
None (Anarchy)
None (Unpopulated)

The most numerous government types for established colonies are Corporate States, Democracies (normally Federal Democracies or Alliance Democracies) and Imperial Rule. Many new colonies will initially be listed as corporate states or Colonial Rule until the civilisation settles down. Most colonies, depending on their roots, will go through a common path to their final government type:

Federal:
- Colonial Rule
- Democracy
- Federal Democracy (once the Federal Charter conditions have been achieved)

Imperial:
- Colonial Rule
- Feudal (as settlements become independently productive)
- Dictatorship or multi-government (as regional governors are put in place)
- Imperial Colonial Rule
- Imperial Patronage (once a representative takes position)

Corporate:
- Co-operative
- Dictatorship (as corporate leaders organise the settlers)
- Corporate State

Alliance and Independent colonisation efforts have no specific leadership path that is considered standard, since the goals of each colony will be different as will the methods of those leading the colonisation effort.

SOCIETIES AND CULTURES

Societies are again divided into categories based on their sociological and economic nature. These categories include Socialist, Capitalist, Corporate, Industrialist, Spiritual, Technological, Anarchic and Isolationist societies.

Some government types breed certain social stereotypes: communism tends to foster socialist unions whilst democracies and confederacies tend towards capitalist and industrialist societies. Quality of life in each society can be estimated by combining the government type with the social ethos.

Culturally there is again no standard by which independent states are measured. The only consistent similarity is that of a fierce drive to succeed against any odds. Natives of independent worlds have had to fight to survive or are descended from those who have done just that, and this is seen in the determination of the colonists and their independent spirits.

LAW AND MILITARY

The strongest indication of the legal or military presence in an independent state is the government type and through the last three hundred years of galactic civilisation certain trends have been observed that hold true now. The below list indicates the most common trends by government type.

Corporate State: Corporate sponsored paramilitary covering police and military duties. Usually well-funded, efficient and well-equipped.

Democracy: Police underfunded but staffed by dedicated officers and leaders that promote community living and serve to protect their liberties. Well-equipped and well-trained military. Also applies to Federal and Alliance democracies.

Confederacy: Police forces often fractured and with little power to effectively control crime, but the staff are dedicated and try their best. Military often belligerent and overly proactive with little real field experience.

Communism: Policing is usually a division of the military machine comparable to, but not equal to, the skill and dedication of corporate militia. Military is often the best trained but is expected to repay the state by contributing to society and industry when not on active duty. Usually publicised as the "red line" between society and its enemies.

Dictatorship: Police usually limited to a loose coalition of militias. Military often hyped as a fearsome force, but often there is only a well-trained core unit with poor general soldiery.

Multi-Government: The majority of multi-government systems maintain one police and military force for each government, each with its own status. Sometimes the governments agree to fund combined police and/or military forces and these are usually the best in the business.

Colonial Rule: Police and military often non-existent as the colony establishes itself or focuses on other matters. Alternatively, volunteers or militia provided by the colony's sponsoring organisations will take on the responsibility.

Imperial Colonial Rule: Imperially funded local militia equipped with surplus military equipment. No permanent local military, but Imperial Navy assistance can be requested.

Imperial Patronage: See the entries on Imperial Law for policing. Imperial Navy fleets will come in system on a rotational basis, and assistance can be requested on short notice.

Feudalism, Co-operative: No police to speak of, although local militias or organised citizen patrols are known. No military at all.

No government (Anarchy): No police or military presence. Everyone is responsible for enforcing their own laws, up to and including killing those who threaten or trespass.

A wide variety of cultural or societal "quirks" can affect the function of a police or military body no matter what the parent governmental type. Funding, population density, division of responsibility or locally negotiated treaties can change the situation, especially in relation to the interplanetary space in the system. For example, a feudal society could sponsor a space-borne militia.

Legal and judicial matters are likewise very diverse. Government type again plays a part, as the more law-abiding states will generate a more complex and hopefully fairer legal system that the law enforcement bodies will support. Feudal and anarchic systems are the most lawless and a criminal's fate may rely on the whim of a landowner or the demands of a mob.





Corporate justice could involve contracts, bargains, bribery and long court battles. Democracies will usually involve trial by jury and an "innocent until proven guilty" policy.

FAITH AND RELIGION

The scattered independent worlds embrace a wide variety of faiths and beliefs. Colonisation drives can originate from Federal missions, corporate projects or even religious quests and as such will often be a reflection of the cultural beliefs of that original home. The most commonly held belief among independent worlds is the ubiquitous Lady of Fate, who often takes a place amongst other beliefs in some independent cultures as that colony grows.

FASHION

See the entry for the Alliance.

GALACTIC RELATIONS

Different types of independent state have different relationships with the superpowers. There are general patterns but, as with most things in life, there are exceptions. The most commonly held views are outlined below.

FEDERATION

Most independent states tend to have a wary eye on the Federation and keep it at arm's length due to its history of commercial exploitation of member states and its hard line approach to recruiting new systems. However, some democratic and corporate states see the Federation as a kindred spirit and an opportunity for wealth and prosperity.

As the memories of the Federation's past wane, many are forgetting the atrocities of Alioth and other systems and are examining Federal membership as a good economic choice for their worlds.

EMPIRE

The strict Imperial doctrines are tempered by the vast opportunities for personal advancement and power. Communist states, confederacies and dictatorships relate most to the Imperial model, although the leader of the latter are least likely to welcome an organisation that immediately installs the Emperor as the ultimate dictator.

The protection and stability the Empire offers is still very tempting to some, and many new member states have prospered, leading many independent worlds to court membership.

ALLIANCE

Of all the superpowers, the Alliance is the most attractive option for independent states, as they would retain that independence. The leaders and citizens of independent worlds are very curious to watch how new Alliance states fare after joining.

THARGOIDS

There is no consistent opinion through the independent worlds as regards the possibility of alien races or alien encounters. From system to system or even city to city on the independent worlds, the populations have mixed feelings about Thargoids. Some still see them as the fake boogeymen of space whilst some have actively built alien invasion shelters.

BEHIND THE SCENES

As hinted at above, Federal and Imperial interests in the independent states are high, since the independent worlds are the key to increasing membership of their side without the need to establish new colonies.

In later years the Alliance has become an attractive prospect for independent worlds. Alliance ambassadors always ensure that a key component of their proposals include protection from the underhanded tactics of both Empire and Federation. Even the stand-offish delegated representatives of anarchy systems are tempted to join the Alliance to protect their independence.

Many independent worlds that exist in the "corridors" between the powers are host to delegates from one or more of their neighbours. A common occurrence in these locations is that a space station will contain a neutral meeting place to allow safe, neutral dialogue to be conducted behind closed doors and away from the public eye. The Alliance has also demonstrated willingness to be part of this process, and their representatives are increasing in number in the strategic hot-spots of the galaxy.





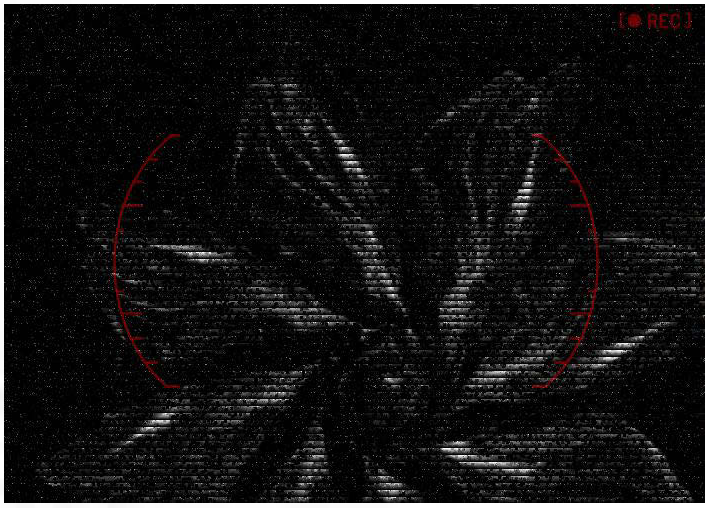
"THARGOIDS"

Founded
Unknown

Administrative Centre
Unknown

Military Centre
Unknown

Government Type
Unknown



Almost nothing is known about the only other confirmed spacefaring species in our galaxy, other than some pseudoscientific assumption and speculation. Very little physical evidence of the Thargoids remains despite some studies made in the 3100s.

Thargoids are rumoured to be an insectoid species. The interior of some salvaged battleship wreckage seems to indicate individuals being just over two metres in height and of slim to thin build. They have six or more limbs and are believed to have eyes that function in a very different way to human eyes. It is also believed that Thargoids have thick, sturdy exoskeletons and that they evolved in a low temperature environment.

SOCIETY AND CULTURE

It has been speculated that the Thargoid species has tried to communicate with humanity in interstellar space on several occasions, but each time has been met with hostility. Astro-sociologists have speculated that Thargoid belligerence towards humanity may stem from those initial hostile responses.

POLITICS AND LAW

The rumours that Thargoids are insectoid in nature has prompted debate on whether they exhibit a hive mentality or are hierarchical. Records of the conflicts in 3125 support a hive mind theory, with multiple warships working closely together with very little lag between one ship's movement and another's complementary manoeuvre. Nothing is known about Thargoid law, or even if they have a legal system we would recognise.

MILITARY

The Thargoid military was popularised as a fierce and uncompromising force by the human forces who engaged them. Nothing is really known about the internal hierarchy of the military, but it has always been assumed that it receives orders directly from the Thargoid leadership.

The notorious Thargoid Battleship was the mainstay of what was named, for want of a better term, the Thargoid Navy during the war. It was a hybrid carrier gunship that could hold up to fifty small, remote controlled fighters dubbed "Thargons". It was also armed with a powerful laser, highly efficient shields and armour plating and like all Thargoid technology was partly organic.

GALACTIC RELATIONS

Thargoid attitudes towards humanity are assumed to be unfettered hostility. Any confirmed encounters with the species has resulted in an exchange of laser fire.

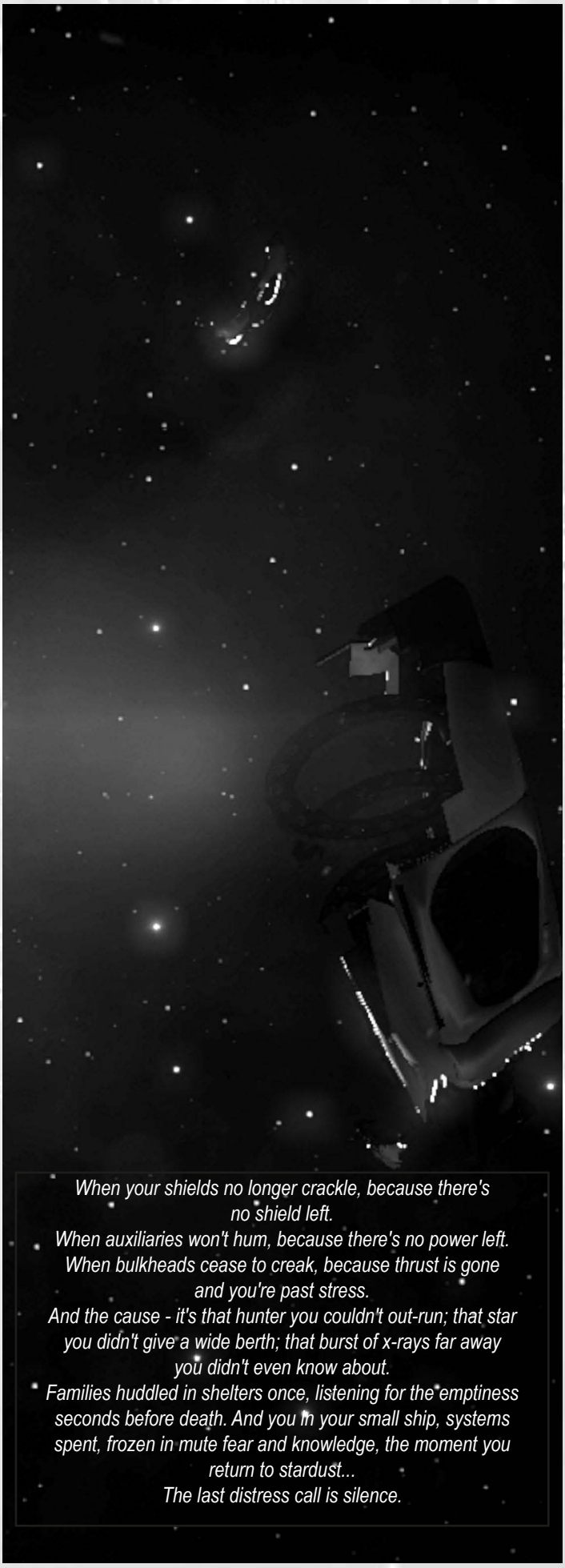
BEHIND THE SCENES

It is widely rumoured that the superpowers know more about the Thargoids than they are letting on. Every power has records of disappearing ships and strange reports dating back almost three hundred years that are strikingly similar to what happened to ships during the incursion of 3125.

The biggest mystery is the true nature and extent of INRA's operations between its founding sometime in the 32nd century and its much publicised disbanding around the 3250s. INRA was rumoured to be a joint research agency given a specific mission to find weaknesses in the Thargoids and exploit them. INRA's development and deployment of the mycoid virus was done under the strictest secrecy.

The high level of activity in the Alioth system in the early 3250s, including the death of famed revolutionary Mic Turner, was rumoured to involve attempts to trace the Thargoids. INRA is thought to have been involved with the project, but there are conflicting reports that have them either assisting with the mission or trying to stop it.

A booming trade in alien artefacts began in the 2900s and continues in 3300, although the market fell away through the 33rd century. In recent years, unknown items and artefacts have been found floating in space and being transported by civilian contractors who are working for the various superpowers. These items are believed to be alien in origin but no concrete proof has been found to link them to the Thargoids.



When your shields no longer crackle, because there's no shield left.
When auxiliaries won't hum, because there's no power left.
When bulkheads cease to creak, because thrust is gone and you're past stress.
And the cause - it's that hunter you couldn't out-run; that star you didn't give a wide berth; that burst of x-rays far away you didn't even know about.
Families huddled in shelters once, listening for the emptiness seconds before death. And you in your small ship, systems spent, frozen in mute fear and knowledge, the moment you return to stardust...
The last distress call is silence.

The view screen filled with flashes of scintillating light as another volley of laser fire narrowly missed the duranium hull of the ancient starship. The dishevelled pilot pushed forward on the flight control throttle as hard as he dared, attempting once more to avoid the deadly blasts that would tear his vessel apart if they continued to drain the old Cobra's ever-struggling shields. The Mk I's hull rattled and groaned in protest as the thrusters ignited, placing further stress on the ship's worn sub frame as it struggled forward into a steep dive. For a brief moment he felt a glimmer of hope that he might get through this in one piece. Glancing quickly at the tattered photograph wedged tightly between the battered console equipment, his thoughts wandered to his family back home.

Suddenly an alarm screeched out loud, lights flashing all over the console, 'collision alert, climb, climb, climb…' screamed the automated collision avoidance system. He reacted instinctively, pulling back on the throttle as hard as he dared, years of experience suddenly kicking in. That system had certainly saved him from hitting many asteroids on the long trip between Lave and Diso, but this time it was no asteroid that had activated the alert.

The dark edge of a Thargoid invasion ship loomed into view. He immediately knew that it was too late and braced himself for the impact…

He saw his wife's beautiful face smiling down at him, slowly leaning forward. He gently closed his eyes and relaxed as he felt her sweet kiss press upon his lips. He tried to breathe in through his nostrils, but something blocked them. He quickly opened his eyes again as panic began to build. He tried to pull away, tried to breathe. He saw his wife's face smiling, almost laughing at him as he reflexively struggled to gasp in the non-existent air in the cockpit. He watched as the burst of flames engulfed her face before rapidly extinguishing as the last of the bridge's oxygen supply burned up.

As he tried to move he felt a sharp pain in his right leg. He looked down and saw a bright silver shard of metal lodged just above his knee. Small droplets of blood slowly formed and drifted up and away from the wound, his beating heart slowly forcing the life out of him. Small white dots begin to blur his vision and he realised that the Remlock had failed. He reached down and frantically felt around under his seat for the emergency oxygen mask. His hand brushed against the satchel. He yanked the mask free, almost dropping it, and finally lifted it up and pressed it against his mouth. The slight hissing sound reassured him momentarily as the oxygen began to rush into his aching lungs. His vision slowly cleared. He could make out the dark shape of the alien vessel still present on the view screen, unmoving in the coldness of space. The gaping tear in its hull was dotted with flickering sparks of light that danced around searching for the last remnants of flammable gas that escaped from the wounded vessel. His ship had managed to pierce its armour as the two vessels struggled in a vain effort to occupy the same point in space.

The cockpit was a mess. Lingering smoke filled the air as he surveyed the damage. He quickly realised his vessel was lost. The flashing red lights alongside the status indicator of the escape pod sent a chill through his body: there was a fault with the escape pod system. If he was lucky the status indicator was damaged and the pod was fine. If not, the pod could be useless and he was stranded in space, his ship wedged tightly into the belly of the alien vessel.

He wrestled with the buckle on the restraint harness, eventually prising it free. He pushed down with his left foot, careful not to aggravate the wound. As he floated slowly out of the flight chair, he checked to make sure that his blaster was still in the holster at his side. Just in time he reached out and carefully tugged the charred photograph free of the console and slid it inside one of the flight suit's pockets. He pushed away from the console and grabbed the twisted handrail as he began to make his way down to the escape pod.

The pod appeared intact from above. He opened the hatch to reveal the suite of monitoring lights flickering green across the console. He could just make out that the bay door that allowed the pod to launch free from the ship was now partly jammed inside the belly of the alien vessel. He took a deep breath as he realised the pod could no longer launch by conventional means. He winced slightly as his injured leg nudged against the edge of the hand railing. The oxygen mask began to make a soft beeping noise, alerting him that only minutes of air remained.

He pulled himself down into the escape pod and gently twisted around into the pod's single seat. He initiated the remaining systems and carefully fastened the safety harness. A brief scan of the instruments showed that the main systems were still functional, and the pod's oxygen reserves were still full. As he scanned the instrumentation his eyes finally rested on the clumsily fitted remote control module that linked back to the ship's weapon systems. He

had originally intended to use the remote if he were ever attacked by pirates and was forced to eject. It would remotely activate the ship's missile system and fire any remaining missiles at the pirate's ship as it moved in to board his. He never thought that he would use the remote while he was still onboard.

His finger hovered over the trigger for a brief moment as his other hand reached into the flight suit pocket and withdrew the photograph. "My one last hope," he murmured as the oxygen mask finally failed. He closed his eyes and held the photograph close to his chest as he pulled the trigger and the ship's last remaining missile tore free from its prison and hammered against the side of the alien vessel…



PART 3: PEOPLE AND TECHNOLOGY

The galaxy is a busy place, filled with corporations, diverse people and interesting technologies - it would take a book of unimaginable size to cover them all. Instead, we present here a brief overview of some influential organisations, the diverse people of the galaxy and the interesting technologies that exist in the spacefaring culture.

THE PILOTS FEDERATION

The Pilots Federation has existed since the early 2800s, when the right of pilots to defend themselves against pirates or mercenaries grew into an information sharing network for the pilots to help each other out and keep themselves aware of danger hot spots. In addition, the group drew criticism for its use of kill counts as a status symbol.

Pirates had to change their operating methods in response to the more pro-active and well-defended pilots they now encountered. Instead of maintaining static bases, pirates now had to become more mobile and rely on random hit and run strikes. The Pilots Federation responded by offering bounties on pirates and other fugitives and tying this bounty into the "combat rating" rather than the straight kill count. This endeared the organisation to all the extant superpowers and before long membership grew rapidly as its reputation spread. As the diversity of pilot careers increased, the Pilots Federation expanded their ranking system to include profits from exploration and trade.

Membership of the Pilots Federation is awarded to all registered spacecraft owners and crew members. Those who achieve the top ranking of Elite in any of the three disciplines are invited to join the inner circle and are given access to the organisation's headquarters in the Shinrartra Dezhra system.

Over the years the Pilots Federation has been accused of clandestine operations, maintaining secret bases and supporting black ops organisations. The most persistent theory involved the backing of the shadowy Dark Wheel organisation, which also maintains a significant presence in the Pilots Federation's home system.

EMPEROR'S DAWN

This covert rebel group have recently achieved media attention as a supporter of "ultra-traditionalist" values in the Empire. The group is thought to have its origins in the early days of Emperor Hengist's reign, when he initiated several reversals of Imperial tradition, including the edict that female members of the Duval family could not serve the Empire.

If that is the case, the group remained largely unnoticed until the 3300s, when they reacted strongly to Hengist's dismissal of Prince Harald as heir and the announcement of his intention to install his illegitimate daughter, Arissa Lavigny-Duval, as the successor to the throne. The group was revealed when the Emperor was assassinated and evidence was uncovered that the Emperor's Dawn was responsible.

The group is on the run as of 3303, with Imperial forces hunting them down for their heinous acts. The Federation is thought to be actively supporting the group and Imperial commentators are claiming that they are currently in hiding on a Federation-sponsored safe world.

THE SIRIUS CORPORATION

This oldest of megacorporations can date its rise to the first Interstellar War, where it rose from being a relatively small technology producer to a highly successful arms and engine manufacturer. The mission to colonise the Sirius system was the first corporate colonisation effort, bought and paid for by a conglomerate of engineering and technology organisations mostly based in the Sol system and its immediate neighbours.

Although strictly speaking a Federal company, Sirius trades with all of the galactic powers equally, having long ago declared its independence as a commercial entity. Sirius has consistently provided the latest advances in hyperdrive and in-system drive technology since the early 26th century, and have amalgamated many smaller companies with similar products under the Sirius banner.

The Corporation's ethics have been questioned on occasion, for example when its close ties with the shadowy INRA organisation were discovered.

The Corporation is responsible for the development and release of the latest iteration of interstellar drive technology and has played a huge part in changing the face of the explored galaxy.

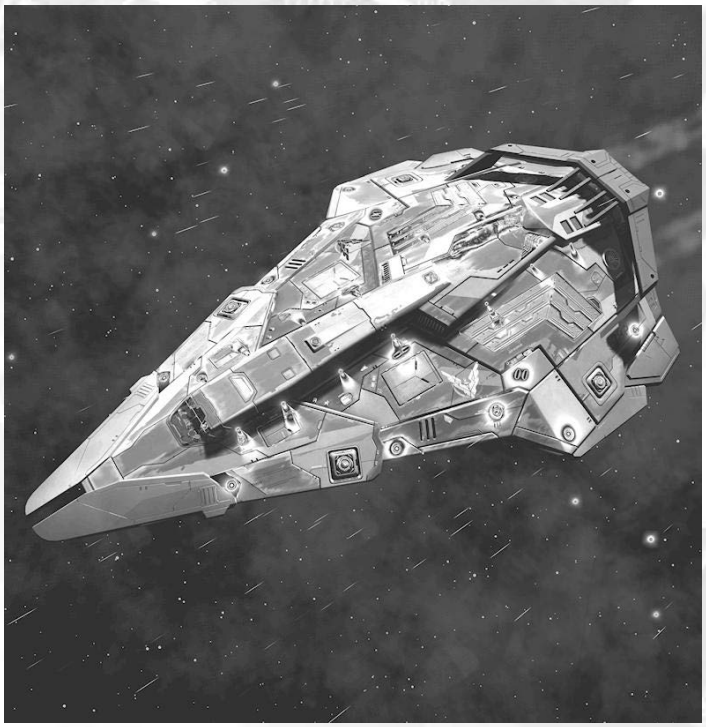
FAULCON DELACY SPACEWAYS

The most famous spacecraft designer and manufacturer in human space, Faulcon deLacy Spaceways traces its origin back to a small company called Faulcon Manspace based in Reorte space.

The merged entity of Faulcon deLacy quickly became the largest spacecraft manufacturer and distributor in GalCop, then spread their influence into the other superpowers after establishing sales and manufacturing facilities in Imperial and Federal space. The consistent success of their ship designs contributed to an unprecedented growth with their modular, customisable designs proving popular. Faulcon deLacy enjoyed preferential treatment from their galactic landlords: GalCop awarded contracts for law enforcement Vipers to be supplied to every Coriolis space station as well as Galactic Navy contracts for Asp heavy fighters and Sidewinder multirole single-seater craft.

Faulcon deLacy's decision to expand to Imperial and Federal customers proved wise when GalCop collapsed. They came through a tough economic period as one of the few GalCop-based corporations to maintain a profit without significant loss in manpower or output, and that set them up to become one of the main spacecraft suppliers of the modern era.





UNIVERSAL CARTOGRAPHICS

Before the invention of the new hyperdrive technology, interstellar exploration was confined to the efforts of long-range telescopes and unmanned long-range probes. Universal Cartographics was born when the new hyperdrive technology bestowed the ability to cross the galaxy in mere weeks onto the commercial pilots of the galaxy.

Less than a year after the new drives had been released, the entrepreneurs behind Universal Cartographics developed scanning technology that could be used from supercruise mode to quickly scan a stellar body and gain useful information. Soon after, the technology was expanded to allow more detailed scans and analysis of the material type of a scanned object.

As a result of the new technology, coupled with the Pilots Federation's addition of an "exploration" ranking to their system, Universal Cartographics have become the only interstellar mapping corporation in human space and an integral part of life in space.

THE SOVEREIGNTY

This organisation was originally founded in 3301 by Imperialist traditionalist Mavia Kain under the name of the "Imperial Inquisition". From their headquarters at Roed Odegaard Port in the Brestla system the Inquisition worked tirelessly within the Empire, lobbying for a return to the traditions that had kept it strong for a millennium. The Inquisition made its name on the interstellar stage in January 3302 when it made a successful appeal to the interstellar community to help upgrade the I Sola Prospect station on Brestla 1A, making it the only non-permit protected settlement where every module is available.

When the Empire and the Federation began squabbling over the Pleiades nebula in 3302, the Inquisition elected to represent the Empire and found itself under attack by its own imperial allies. It was soon clear that their dream of returning the Empire to "the old ways" was unwelcome and the Inquisition officially seceded from the Empire in September 3302. It remodelled itself as an independent group, still dedicated to returning the Empire to the beliefs and ideals espoused by Henson Duval, rebranding itself as the Sovereignty. They have come to believe that the disgraced Imperial Prince Harold Duval was pushed aside for political reasons rather than the popularly alleged mental health issues, and now publicly push for him to be returned to the line of succession and to replace Arissa Lavigny-Duval as the head of state. Since then, The Sovereignty have gone on to establish a significant presence within the remote Colonia bubble and have led several special fundraising efforts to good effect.

ARGENT INCORPORATED

Argent were founded as an official organisation to manage the legacy of Meredith Argent. Argent and his business partner, entrepreneur and revolutionary Mic Turner, founded Argent Aerodynamics Amalgamated Incorporated (AAAI) to develop spacecraft designs through the mid-3200s, all leading up to the development of a ship that could search for evidence of the Thargoids.

Although the search for aliens never achieved its goals, Argent was still responsible for several technological achievements and the introduction of innovative spacecraft designs in the mid-3200s. The company still maintains a facility on Alioth but no longer produces spacecraft.

CHILDREN OF RAXXLA

This group of activist Elite pilots have emerged from the shadows as one of the most vocal opponents of the superpowers yet. Known only for openly presenting alleged evidence of misdeeds by those superpowers, the group has recently come out into the open and taken their quest for "truth" to the next level.

The group claims to be comprised of Elite pilots from all walks of life, unified in their belief that humanity needs to be led away from the corruption and selfishness of their superpowers and given a different choice. The recent annexation and subsequent war in the Prism system has given the group even more ammunition in their crusade and has given them a figurehead to rally behind. Kahina "Salomé" Loren stood down from the post of Prism's Imperial senator after helping annex the system to take a stand against the perceived oppression and petty infighting between the Federation, the Empire and the Alliance.

COSTADA VOYAGER

This chain of budget hotels raised the bar for consistent space station accommodation across populated space. The founder, Emil Costada, promoted a management model for the hotel chain rather than being reliant on the station administration for support and resources. Costada designed the layout of the first facility himself, buying a substantial plot on the chosen station to build his pilot hotel in the late 3250s.

During the next forty years Emil and his family opened eighty Voyager hotels, maintaining the expectation of consistent quality accommodation with all the superpowers. Emil's greatest

achievement was being granted the license to open a Voyager hotel on stations in the Achenar system.

In the 3300s Costada Voyager hotels are still a very popular budget option for accommodation. Lucien Costada now manages the chain with the assistance of the new board of directors and his son Emil, who has risen to Director of Quality Control.



TIONISLA HISTORICAL SOCIETY

Tionisla has long been associated with history, being host to the renowned Tionisla Orbital Graveyard for many centuries. The Tionisla Historical Society developed as a result of that facility. The society is a small organisation with a big dream – to become the foremost authority on the true and accurate histories of humanity's successes and failures from their origins on Earth to the present day.

After the decline of GalCop, when the Old Worlds region became less than popular, the graveyard and its facilities declined with it. Funding was cut and the graveyard was reduced to a basic staff. The facilities on the administrative station were closed and the artefacts and records collected there were put into storage on the Brett High station by the close of the 3100s.

Almost a century later a buyer named Leon Wells offered a generous sum to purchase the assets of the graveyard: the licence for the graveyard site itself was sold for a nominal one credit sum. Wells, an independently wealthy man who had made his fortune exploring the galaxy before the advent of the new drive technology, diverted some finances into protection for the graveyard but focused more on the facility's historical assets, registering the Tionisla Historical Society with the local government in the late 3290s. He then embarked on a recruitment drive, bringing in historians and explorers to actively investigate historical artefacts, stories and rumours.

The THS team are focused on real history and have built a reputation for seeking the facts of matters rather than blindly settling for unsubstantiated rumours and third party accounts. Today the THS is growing in influence and are becoming known for their impartiality and search for truth. Many of its staff are tasked with travelling the galaxy to find out the truth of many historical events, with at least one member of staff usually assigned to long-range fact-finding missions.

PIRATES

Almost as soon as space trade became a profitable career, piracy arose as a cheaper, more violent option to obtain cargo. In the early days piracy was a simple career choice – legitimate traders or commercial pilots who were struggling to make ends meet would be tempted to make their profits by turning their guns on their fellow spacefarers.

Over the centuries pirates have developed their own culture and societies. The lone-wolf mercenary pirates are still common, but they share space with pirate clans and so-called "free traders", who are pirate bands modelled on legitimate corporations. Larger pirate groups have their own bases of operations and these can be anything from a converted freighter to a fully functional orbital station.

Larger pirate clans have actually earned themselves the respect of some members of the galactic community either through their honour codes or through actions they take. Many modern pirate clans, although their histories and reputations have been built on blood and murder, have reformed and taken a more libertarian approach to their work – for example, some clans pull ships out of supercruise and will demand that cargo be ejected and will then allow the pilot to leave unharmed. Some only target illicit goods in certain systems or some may only attack fugitives and criminals. The Garry clan, for example, are an example of a group devoted to the life of piracy but with a strict code of honour and are notable for becoming involved in some significant events in their history.

Corporate "free traders" are the self-proclaimed guardians of the stellar economies, usually claiming to ensure that their territories only receive the required amount of goods and trade and do not risk the economies being overloaded with unnecessary imports. Free traders are the least common of the pirates encountered. By far the most common are the independent, lone wolf pirates who traverse the space lanes and pull unwary traders out of supercruise.

The various police forces maintain an ongoing war against piracy, and indeed the concept of an interstellar police force owes its existence to the rise of piracy. Many patrol fleets can be seen in the spacelanes, and pilots will often witness pitched battles between the law and many a hapless pirate who strayed too close to protected areas.

WANDERERS

There are those in the galaxy that refuse to be tied to any location. Many call them "wanderers" - those who choose to live in the stars and call no-one master. They are the dispossessed and the transients; the homeless and the hunted.

The term "wanderers" refers to a group of people who have made space their home. They are often compared to the Romany caravans on Old Earth, and consider themselves to be large, extended families or clans. Most wanderers became such because it was the only way they were likely to get the freedom and self-control that they felt was lacking while living under the structured colonies of mankind.

Wanderer fleets consist of many varied vessels of all shapes and sizes. Original-spec Python Class Cruisers fly alongside modern Diamondbacks, and decommissioned military battle-cruisers house hundreds of families. Wanderer fleets are



travelling marketplaces, where crafted works of art, jewellery or practical tech are sold to anyone who is cleared to dock with them. When a wanderer fleet pauses near a space station, it can be guaranteed that the markets of that station will suddenly burst with thousands of hand-crafted, unique items.

The ethics and standards of the wanderers are varied from fleet to fleet. The Strocati are a welcoming and trusting clan, and are enthusiastic traders who will most often divert their course through a system to intersect a space station and are more than happy to accept visitors to the main flagship, the converted Federal Corvette *Basking Light*. The Yegara, on the other hand, are a younger, more insular clan, most commonly found drifting amongst the Alliance and Old Worlds regions and rarely make contact with local populations.

PEOPLES OF THE GALAXY

Whilst the information above has outlined the political and sociological differences between the peoples of the different galactic powers, there are still many other distinctions that separate individuals from one another. This section touches on more aspects that help define the galaxy-spanning humanity that has evolved from Earth.

The old nations no longer exist and whole star systems full of new nations have arisen, each with their own culture and dynamic. Beneath the veneer of the galactic powers, each person in the galaxy has their own history, ethnicity and culture to be proud of: factors that combine to create a unique individual.

ETHNICITY

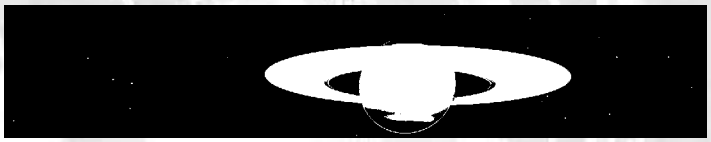
During the exodus of humanity from Earth to colonise the stars the nations allied with each other to crew the ships and banded together to form colonisation fleets. In these multicultural fleets couples of various ethnicities intermixed and the old distinctions were blurred as Asians and Africans became Centaurans, Hydrans or Martians then, over time, became Federals, Imperials or independents. In most cases it took only two or three generations before the visible differences between racial backgrounds were erased.

Confederacies and multi-government worlds tend to have some ethnic groups based on the nation, continent or country being lived in. Settlements that were colonised by a particular ethnic group will tend to keep that identity as the colony matures. Each nation or settlement's policy on immigration will form the basis for how an ethnic group will develop and survive.

It is rare for ethnicity to be a factor in the colonial decision making process, although some prejudices still exist. Human society tends to put more value on someone's attitudes and contributions to society than skin colour or religion. Feudal societies are perhaps the most likely to form opinions based on ethnicity or caste, but this is no more common than other potential differences between a landowner and his subjects or serfs.

BODY IMAGE

Science and technology have advanced in many ways, including the biomedical sciences. Disabilities, injuries and even cosmetic matters are no longer problematic and there are many options to change one's physical form and attributes if required or desired.



Some technologies are considered to be more acceptable than others, but preferences change depending on the environment or ruling superpower.

Many societies shun all modifications or enhancements to their physical being, often being stereotyped as purists or spiritual individuals who believe their body to be sacrosanct and pure.

This demographic are content to live without any body modifications but tend to be fastidious about their appearances, tending towards intense exercise regimes to keep their bodies in peak health. When in company, and depending on the controlling power's fashion expectations, they tend to wear form fitting or revealing clothing that show off their natural lines. When out in the streets or in potentially hostile environments they tend towards wearing heavy armour to protect against projectiles, blades or blunt force trauma. Imperial subjects are the least likely to become purists, as Imperial society is more aesthetically biased than the other cultures and thus middle or high-ranking Imperials are seldom satisfied with their pure bodies.

There are those who have their body shape altered to enhance certain characteristics, often to grotesque extremes. Internal or subcutaneous implants, chemical injections and the removal of fatty tissue or even muscle are commonly used to attain a desired shape. Several specialist industries have evolved around this practice, manufacturing and distributing the equipment for these procedures to medical practitioners and private customers. These modifications can either be permanent or temporary, with the temporary implants and fluids being designed to break down into non-toxic materials that are either passed out through the skin or the digestive system.

Cybernetic modifications involve the addition of small-scale technological implants into the body or the replacement of whole limbs, organs or other physical attributes. A wide variety of options are available including communications chips, cybernetic eyes and various limbs containing multiple utilities and improvements over the originals. Independent states favour this sort of body modification more than the other parts of human civilisation. The two primarily independent sociopolitical states, GalCop and the Alliance, follow that trend. Federal and Imperial subjects are not against the idea but most prefer to rely on external variants of enhancement technology. These "cyborgs" can find it difficult to integrate their changes into the cultures or communities they live in due to a combination of factors, including the possibility that someone's implants may include listening or recording devices or a simple distrust of cyborgs or androids.

Improved organs, tails, extra fingers or toes and even extra limbs are examples of what modders will consider (note that working extra limbs are very difficult to achieve without extensive muscular reconstruction and physical therapy to train the brain to use them, and even then they often function as little more than vestigial appendages). The most common improvements are to organs such as the liver, lungs and heart.

It is rare for surgically or technologically altered people to actually form communities with each other, but it does happen.

LIFE...

How one comes into the universe can be as important as how one lives in it. The natural, tried and tested methods of conception are still the most popular, but alternative options are available for those who cannot, or would prefer not to, rely on the hit or miss methods of sexual procreation. The simplest method of artificial conception is in-vitro fertilisation, involving the harvesting of gametes (sperm and egg cells) from the prospective parents which are combined and implanted back into the mother's uterus. Alternatively DNA samples can be used to create viable embryos either by creating the gametes and using these to perform a standard IVF treatment or by combining the DNA profiles directly to create a hybrid embryo. This DNA can be created in laboratories from samples of both "parents" or even just from one individual (although this can be classed as cloning and is strictly controlled). The most radical form of conception is one which has caused a great deal of controversy in the four centuries since it was first successfully trialled. Using gene sequencing techniques a fully custom-built embryo can be created and implanted into a mechanical or biological womb and brought to full-term.

Natural pregnancy and artificial gestation methods are about equal in popularity, with the balance between the two being achieved during the 2800s and remaining consistent ever since. There are two common options for natural pregnancies – the mother carries the baby or surrogate mothers are used. Surrogacy is a popular option for those who are using artificial conception methods and the combination is the most common option for couples who are unable to have children on their own.

Artificial wombs exist in many forms, but the most popular are the customised artificial womb and the utero-cocoon. The mechanical womb is a metal and plastic shell with an interior watertight sac created using samples of the mother's DNA. It tries to mimic the function and biological environment of the mother's womb and the service provided alongside these machines is tailored to the parent or parents using the service.

The so-called "cocoons" are the more commercial of the options, usually consisting of rooms full of hanging biological "sacs" filled with amniotic fluid and connected to an array of machinery that provides nutrition and filtering, again simulating the natural womb but on an industrial scale.

Artificial gestation does not have to simulate the human reproductive system. Embryos can be grown in nutrient baths to full term without direct connection to a simulated biological process. The nutrient bath is a thick liquid medium that contains everything the growing foetus needs to reach maturity, with the nutrients being either absorbed through the skin or through the respiratory system depending on the stage of growth. Individuals "grown" this way are recognisable by their lack of navel.

Accelerated gestation is common practice in artificial gestation and is used most in cloning. The usual process for this is to use electrical impulses to stimulate the growth cells and stem cells into performing much faster than normal.

During gestation there are many screening options available for the mother and baby to check on the progress and health of the growing baby both in natural and artificial gestation. Genetic scanning, blood analysis and other methods are regularly used to check for potential problems. In high-tech states genetic correction and the like can be performed easily and at great expense with the latest equipment, but in outlying frontier regions the professionals and equipment for this sort of procedure can be hard to find at any cost. Natural births are carried out in much the same way as they have been done since the dawn of the human race. Surgical removal of the baby from the womb, known as a Caesarean section, are much rarer than they were in times past due to improvements in monitoring technology and treatments for problems in-utero.

Delivery from artificial wombs is as easy as opening the tank and removing the baby. Cocoons are usually cut from the main gestation tracks and unsealed to allow the baby within to be removed.

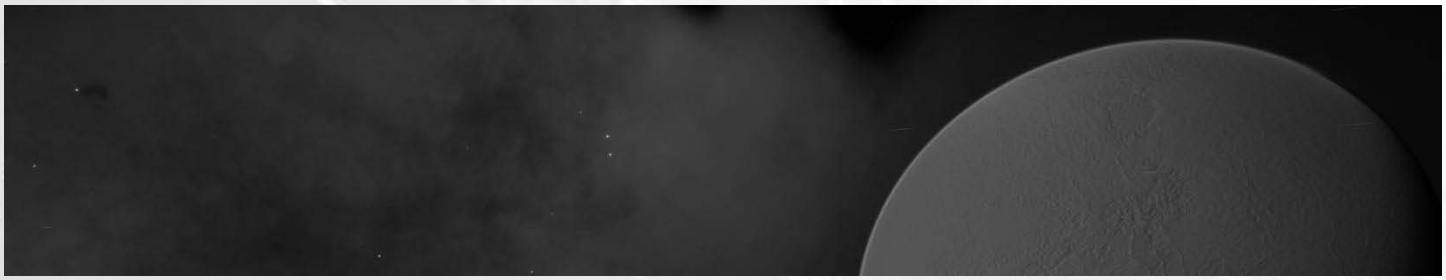
...AND DEATH

Life expectancy in the fourth millennium for a healthy individual without any life extending technology or treatment is about one hundred and twenty standard years. Medical care is very effective at all ages, and it is common for most people to live until at least their nineties and live active and full lives. Treatments are available to fend off most effects of old age until the natural degeneration of the body reaches a point where it can't be held off. Healthy living is culturally ingrained into most colonies based on their initial environments being frugal and based on active, healthy lifestyles.

There are exceptions: locations with hostile environments still exist, such as worlds with dirty atmospheres, space stations that lack fresh produce and spacecraft environments where recreational activities may be lacking. These generally contribute to earlier deaths, but most people who live in these environments tend to take measures to improve their lifestyles where they can.

As noted above there are biological and technological means available to extend life, but the natural functions of the body restrict their effectiveness – a maximum of about 20 years can be gained by artificial means. Near-light speed travel can allow someone to live beyond their time, but only in a chronological sense – the body will still be of a similar physical age by the time it starts to shut down.

End-of-life care is well-established and effective. Many life care organisations exist to provide support to the elderly and their families when that time comes, in whatever form that



support needs to be. In an interstellar society the accepted method by which remains of the deceased are treated is cremation, then the ashes are provided to the family for whatever means of storage or internment is preferred. Burial or permanent storage of the body is very rare, but interstellar pilots are often sent intact on a "final journey" in their spacecraft.

TECHNOLOGY

Tech Level, or TL, is a measure of how advanced a colony or state's technology production is. It's not strictly a measure of how culturally advanced the colony itself is (although it could be used that way) since the colonies of mankind are all members of the same interstellar community. The TL is most often used as a measure of the level of technology that can be produced and marketed by that colony. When used in equipment or item descriptions the TL represents the minimum tech level of the facility that can produce that item as outlined below.

- TL 01: Pre-industrial technology. Approximately medieval in nature, with carbon steel being the newest innovation. Transport limited to animal-drawn wagons and carts.
- TL 02: Gunpowder-based projectile weaponry, flintlock type. Steam powered engines.
- TL 03: Internal combustion engines, coal and steam power generators, large scale electronic development.
- TL 04: Rocket-based space travel, nuclear fission technology, natural gas power stations, small scale electronic development.
- TL 05: Silicon chip manufacture, quantum physics theory understood and proven, solar and hydrodynamic power generators.
- TL 06: Ion propulsion, laser weaponry, advanced sensor development.
- TL 07: Advanced thermal management technology, nuclear fusion reactors, plasma weaponry.
- TL 08: Basics of hyperspace tech, shield technology, local stellar navigation.
- TL 09: System-scale magnetic fields understood.
- TL 10: Hyperspace theory understood, basic interstellar navigation, organic technology, nanotech, ECM systems, planet-scale magnetic fields understood.
- TL 11: Hyperspace wake analysis, advanced interstellar navigation.
- TL 12: Advanced hyperspace theory understood, Faster-Than-Light communications.

COMMUNICATIONS

Communication frameworks are split into two categories: in-system (local) comms and interstellar comms.

Planets, space stations and local spacecraft can be part of a real-time communications link within the boundaries of a star system. Some larger systems, or those with high-energy output stars, use comms booster buoys to allow comms to be maintained. Independent pilots can be employed for the sole purpose of carrying communications data between systems. Those who make their living doing this are called "data couriers". Interstellar communication allows the transmission of audio data through hyperspace but at a much lower quality and bandwidth than that provided by in-systems comms.

Both local and FTL communications networks are heavily encrypted by the providers, but individual users can install their own encryption and security measures to their comms terminals and personal comlinks.

ENTERTAINMENT

The media networks carry entertainment and news broadcasts as well as social and commercial contact networks. More than half of the bandwidth used by comm-nets is taken up by dedicated entertainment frequencies carrying high quality audio and audio-visual data, including full 3D and holographic content. Most channels broadcast detailed, interactive scenarios and storylines, including full sensory simulation.

Scripted, non-interactive serial programming is the most popular media content with news and documentary programming a close second. Thousands of programmes are broadcast and much of the content transcends the boundaries of the galactic powers.

COMPUTING

Personal computing systems come in many shapes and sizes, from tiny, subcutaneous processing units to high-powered systems that can control a spacecraft. In most cases, the largest components of fourth millennium computers are the connectors that permit it to be hard-wired to display technology or external devices.

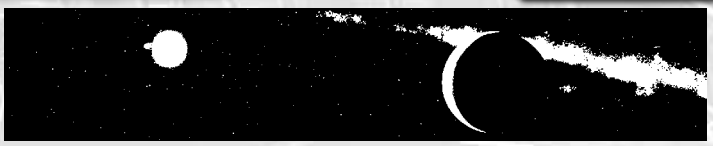
Remote connection technology allows connection to devices that are hundreds of miles away without the need for any distributed networking protocols other than security measures. In addition most computers include touch transfer capabilities, allowing selected data to be transferred between devices in the time it takes to touch them together.

Specialised computing devices include intracranial translators, facial tracking scanners, identification rings and context-aware voice and motion recognition. Some advanced features require a degree of autonomous response from these systems, but great care has been taken to avoid the threat of emergent intelligence.

COMMERCIAL TECHNOLOGY

Every living individual carries some kind of identity device that has been hard-coded to that person. The majority of people are implanted with a subcutaneous SmartChip not long after being born, and this chip will be part of them for the rest of their lives. Some parents refuse permission for the chip, preferring that their child make the choice about carrying a chip when they are old enough to decide for themselves. Very few cultures completely refuse the SmartChip, but those that do are expected to carry some form of verifiable identification when they travel out of their home area.

Personal ID devices contain their owner's security information and are updated constantly. They also provide financial verification and can be scanned to validate payment for services or products. These devices are fitted with security and warning systems that can alert the bearer to any transactions or information queries.



MEDICAL TECHNOLOGY

Healthcare and related technologies are highly effective in the space age, and individuals in secure occupations can expect to live longer than a hundred years. The definition of "old age" is constantly evolving since it is possible for an individual to have the majority of the body's organs replaced or repaired until there is very little of the body that is truly "old". Cellular degradation, the actual cause of old age, has not been successfully halted but regular infusions of genetic material (such as stem cells or white blood cells) can halt or reverse the ageing process temporarily.

Healthcare is a major industry, with hospitals and staff of varying quality being found across the galaxy. Quality in medical care is a matter of funding, experience and population. Core systems have high quality facilities with experienced and dedicated staff, but the population concentrations can prove to be too much for even the best facilities to handle. The frontier holds some of the most experienced and adaptable medical practitioners but the quality of the facilities often leaves much to be desired as funding can't be secured to provide equipment or even accommodation.

Cloning and bio-printing of organs and other biomaterial are common treatments. Cloning involves taking samples of the original organ and growing a matched copy of that organ. Bio-printing uses a scan of the organ being used to create a copy using a 3D bio-printer that has been primed with the appropriate base cells and DNA profile. The scanning of organs is a standard procedure in medical care.

The majority of age-related health issues are related to neurological problems or memory loss – synaptic degeneration is irreversible, and if the degeneration spreads to the parts of the brain that control other organs or autonomic functions then no amount of organ replacement or gene therapy will improve or lengthen life.

Treatment of injuries is similarly advanced, with various efficient methods available to deal with anything from simple cuts and scrapes to severe trauma. A variety of manufacturers have marketed computerised casts which can fit around limbs or torsos to perform anything from wound sealing to resetting and securing of broken bones. Limb casts are generally man-portable units as are some torso casts, but models designed to repair spinal or organ injuries are usually permanently located in a medical facility.

First aid and field medical kits contain sprays and gels that provide antiseptic properties as well as healing factors. Dermaseal is a spray that, when sprayed into an open wound, brings the edges of the wound together and seals them closed. The spray activates and accelerates the formation of new tissue in the wound area to naturally close the wound and seamlessly knit the flesh back together again. These sprays are effective on deep wounds and internal organic tissue.

Permanent infirmity or disability is rare. Most genetic defects or issues during gestation can be resolved by microsurgery or genetic resequencing, so physical disabilities are uncommon. Mental or psychological issues are harder to detect and resolve but, if detected, some can be resolved through genetic resequencing. Disability due to serious accident is more common, but advanced reconstruction, limb replacement and cloning can lead to a complete recovery from most injuries. Prosthetics are available that can restore 100% of natural function depending on the nature of the injury.

INDUSTRIAL EQUIPMENT

In the fourth millennium automation is ubiquitous, supervised and monitored by human managers. Control mechanisms for production facilities are usually no larger than a single computer system that can control and monitor several production lines or even multiple factories. Agriculture, for example, makes use of automated harvesting and planting machinery used under the supervision of the land owners. Harvesters, for example, are autonomous machines that are programmed to know which areas of the farm are to be harvested. Machinery can be programmed to know when to begin certain operations. The farmers themselves, however, feel that there are many factors that can only be determined by human observation.

Construction and machinery manufacture are approached in a similar fashion to each other, with individual components being mass produced then shipped to where they are needed (or to a local distributor). The collection of component parts for a particular product can then be packaged together, shipped and assembled on site.

Industry makes use of the mass transit systems where possible but larger facilities are commonly known to use their own large-scale transports if required. Primary manufacturing or production facilities, especially those that produce larger items, most often use cargo craft depending on where they are based.

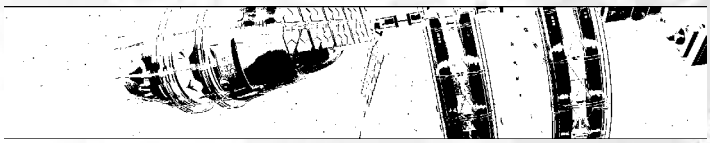
Space dredgers are essentially factories capable of space travel. These gargantuan ships can measure anything between one and four kilometres in length and can be found in many battle zones or areas where asteroidal or planetary debris can be found, collecting and processing the debris and scrap found there. The internal workings of a dredger are chaotic, with practically no dedicated living areas since most of the internal volume is given over to refineries or purification works. They are most often owned by various clans or extended families and are always well-defended by patrol fighters and hull-mounted weaponry - dredger crews consider unsolicited attention to be punishable by death.



POWER GENERATION

Power is cheaply available both in space and on planets thanks to the use of hydrogen fuel. The ubiquitous hydrogen reactor is a simple fusion reaction system that creates power from the energy released by the fusion of hydrogen atoms. The same technology can be used on a number of scales. Small reactors are used to power transports, from ground cars to spacecraft, whilst larger examples can power space stations, deep-space cruisers and planetary power stations.

Portable power, for example batteries and microcells, use chemical reactions to produce power on a tiny scale. Most microcells used in electronics are self-sustaining, using heat and light to maintain their charges for decades without need for maintenance. The Tionisla Historical Society's exhibit on power generation includes an example of a microcell battery that has been in continuous operation for over three hundred years.



WEAPONS

Aside from bladed and improvised weaponry, there are two main categories of offensive weaponry generally available for personal or shipboard use: kinetic and energy weapons.

Kinetic weapons are those that fire a physical projectile from the weapon using an explosive chemical reaction. Low-velocity weapons use compressed gas or pressurised fluids to achieve the same goal. Railguns make use of magnetic forces to fire the projectile, but the coils and field generators make them bulkier than other kinetic weapons. These are relatively cheap to make and maintain and cause massive damage to living tissue and inanimate objects.

High velocity kinetic weaponry is prohibited on space stations or spacecraft due to the risk of hull breaches, and the penalties for being caught in possession in these environments can be high. Low velocity projectile weapons may not be subject to the same restrictions depending on local laws and customs.

Energy weapons include lasers and electrostatic discharge. Laser weapons use a focused beam of high frequency light passed through a series of lenses. The beam is activated and de-activated at high frequencies to create damaging shockwaves in the target surface. Against soft materials a laser can potentially "burn" through without any notable delay: against living targets the result is a clean burn through skin, muscle and other tissues, cleanly cauterising the edges of the resulting wound.

Electroshock discharge (ESD) weapons impart an electrical charge to a target using a variety of means and at a choice of charge levels. Stun weapons deliver a low charge that will immobilise whilst conducted electrical weapons deliver charge levels that will incapacitate or kill the target. The charge can be delivered through a pair of electrodes embedded in the weapon, such as in stun batons, through two dart-like electrodes that are fired but remain connected by conductive wiring or via direct transfer of electricity from emitters to the target.

A third type of energy weapon, plasma weaponry, is not man-portable and can only be fitted to vehicles or ground emplacements. These cause the most damage, using superheated plasma to inflict thermal damage on a massive scale. The energy required to fire a plasma blast is very high and the bulk of the weapon is taken up just by the energy source.

Missiles and rockets are also used, and their design hasn't changed in hundreds of years. Guidance systems are still based on either scanner readings or, much more commonly, the heat signature of potential targets.

DEFENSIVE TECHNOLOGY

Personal body armour is available that can absorb the impact of projectile, energy and bladed weaponry. There are many different types of personal armour, but the most common type is non-Newtonian fluid-filled armour. These materials are highly effective and can stop most projectiles, but the user should be prepared for some serious bruising. Personal armour dissipates energy into the air through integrated conductive channels in the outer material.

Vehicles can be fitted with hull or chassis plating that can absorb the force from kinetic or energy weaponry and dissipate the force of any impact. They can also be coated with a reinforcement agent that will add more layers of protection. Most spacecraft, as well as some surface vehicles, can use harmonic energy shielding, which can deflect and absorb both kinetic and energy fire, taking power from the vehicle's hydrogen cells or reactor.

Heat-seeking weapons are countered by composite materials and by using heat sinks to dissipate energy from engines or weapons. Sunburst flares are also used, launching a small canister that combusts in a high-energy reaction to generate a large heat signature in the hope that a tracking weapon will target that instead. Radar, sonar and similar technologies can be counteracted by radio wave jamming or "swamping" the system with varying frequency waves.

Stealth relies on a combination of heat masking and radar absorption technology. The level of heat generated by most spacecraft is difficult to mask, and the cold of space makes it even more difficult to conceal a large, hot moving object.

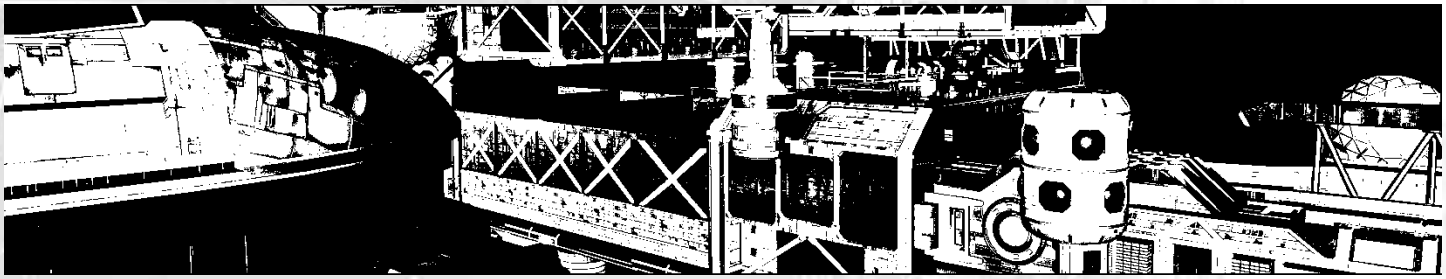
MAINTENANCE APPLIANCES

Maintenance and construction assistance robots are common, and are often used as a substitute for paid contractors. However, they can be erratic and are prone to malfunctions when left unattended for long periods of time. A variety of robots designed for working at height are also available. Several corporations compete in the market for this equipment and Federal citizens in particular often play these corporations against each other to obtain the cheapest deal for themselves in the capitalist market.

HOUSEHOLD & DOMESTIC APPLIANCES

A wide variety of household equipment, such as cooking, cleaning or hygiene appliances, are available for any purpose. Home improvement is an interstellar market, and suppliers are scattered throughout the populated galaxy. Many of these items are useful for both home improvements or for kitting out mobile homes or spacecraft.

AutoChef units are handy appliances that construct and cook meals using pre-packaged ingredient cartridges. All models include a touch-screen interface for easy selection of the



hundreds of built in recipes, voice commands, remote access, customisable ingredients cartridges and plug-in modules that allow new recipes to be programmed in. Traditional heat-based cooking appliances are also available at similar prices, and have been designed to be safe in any environment (although use of such appliances in sealed atmospheric environments such as spacecraft should be carefully considered).

Washmaster systems are combined cleaning appliances and storage containers that automatically clean and refresh a wide variety of household items, including clothes and utensils. All models feature voice commands and low-power modes.

MONEY AND FINANCES

Hard currency is rare in human society, found mostly in feudal or anarchy states. Barter and trade are sometimes used as substitutes for the galactic financial system, but over 98% of human society use the standardised "galactic credit" as the default form of currency.

Credits are a form of "virtual finance", representing an arbitrary unit of measurement that has been long forgotten. The credit is upheld by a conglomerate of interstellar banks that "assure the financial viability of the credit against public and private assets". Credits are universally accepted, and the automated financial systems of the insterstellar superpowers and factions are tied into the banking systems to allow immediate transfer of funds between traders or other forms of transaction.

Physical "credit packs" are available through banks but are seen as suspicious as they avoid the electronic tracking systems. Small denomination credit packs are often given as gifts.

PLANETARY TRANSPORTATION

Most well-developed transport systems are in common use throughout the galaxy. The low-cost, cheap to operate systems are normally used on new colonies whilst more advanced and complex systems evolve on well-established or high-tech colonies. All transportation is ecologically friendly and uses clean hydrogen cells or fusion reactors for power.

On Earth-like worlds with established townships or cities, transport tends to evolve through a particular pattern. Small rovers give way to multi-passenger ground cars as a colony grows, then as the population centres divide and spread public transportation evolves through large passenger vehicles and mass-transit systems.

Kinetic transportation (powered by the physical movement of the driver or rider) is common in cities and towns, with bicycles, scooters and pedal-carts all common sights in residential areas. Personal ground vehicles are available in wheeled, tracked and air-cushion (hovercraft) models. Air and sea travel retain the technologies that have driven those transportation methods for centuries, with jet and propeller propulsion being found on both. Rotorcraft are also common, as are newer thruster-driven examples of vertical take-off aircraft and drones.

On rocky or icy worlds with little or no atmosphere or lower gravity, the thruster-stabilised Surface Roving Vehicle, or SRV, is the usual standard for the initial exploration and for travel between ground bases or biodomes as colonies are established. Mass-transit is not common on most airless colonies for safety reasons, but is not unheard of for larger settlements.

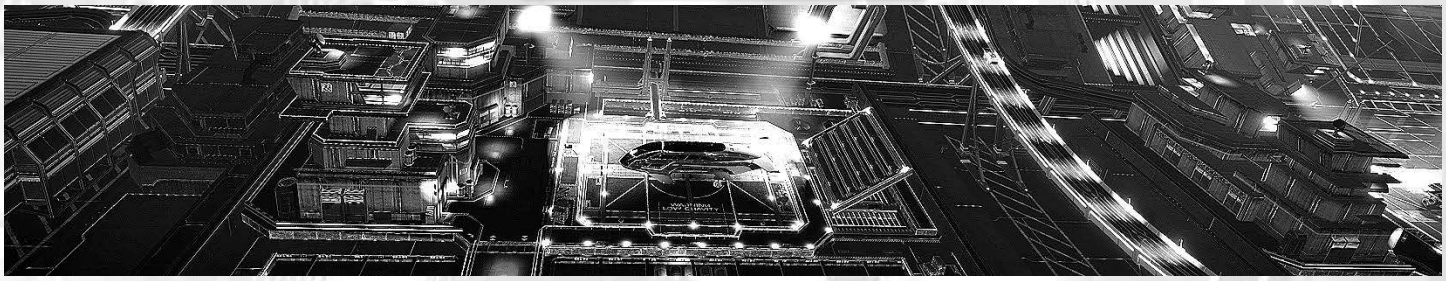
Planetary transport is diverse in appearance and there are many chassis designers and distributors throughout the colonies. They all use hydrogen cells or small scale fusion reactors as the driving force for whatever method they use to move around that environment. Densely populated areas prefer mass transit systems to the congestion of personal public transportation. Mass transit uses anything from electromagnetic rails to the ancient but popular steel rails to guide the route, but wheeled vehicles are by far the most popular and versatile. Traffic volume on the mass transit networks can be variable, but several monitoring and control systems are in place, both automatic and manually supervised, to ensure that the network runs smoothly and safely.

SPACECRAFT

Spacecraft are the most advanced of transportation devices and there are many examples of both individual and mass transit craft available. More than other vehicle types, spacecraft are considered to be autonomous portable homes, capable of sustaining their occupants practically indefinitely. Atmospheric conditioning, relaxation, entertainment and advanced computer systems are all integrated into one functional unit.

The spacecraft itself is a precision engineered piece of technology representing the pinnacle of human engineering, capable of withstanding multiple environments. Most spacecraft are manufactured from ceramic composites or a lightweight and resilient alloy of duranium and steel. Cockpit canopies and other transparencies are manufactured from high-grade transparent metals that contain radiation-proof coatings and microfilaments that provide strength against weapons fire. Most space craft are capable of atmospheric flight with the addition of atmospheric shielding. These are configurable energy fields that serve the dual purpose of deflecting re-entry heat away from the main hull and forming an aerofoil shape whilst the ship is in atmosphere.

Gravitational effects can only be achieved in man-made environments by using rotation – despite the best efforts of scientists and researchers no method exists to create artificial gravity fields. Spacecraft are manufactured to withstand gravitational effects whilst docked at stations or on planetary surfaces. Most equipment or clothing designed to be used in space contains magnetic material that will be attracted to the deck plates or hull metals.

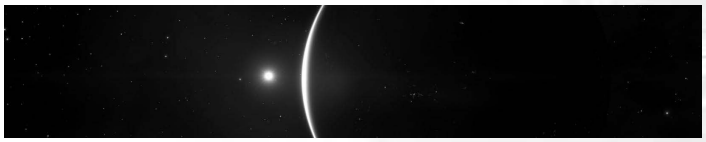


Gravitational effects encountered when manoeuvring a spacecraft are a danger that every spacefarer must be aware of. Specially engineered flight suits are worn by all spacefarers and those that carry passengers normally recommend that they also wear some form of flight suit. Cockpit chairs also contain special materials, including the brand named SilastoPlaston, that help control the body's function in these environments.

HYPERDRIVES

Hyperdrives allow near-instantaneous travel between distant locations in space, the limit of which is dictated by the type of drive and the amount of available fuel. The drive unit creates a trans-dimensional "tunnel" between the drive's location and the desired destination through which the ship can travel.

In the late 3290s hyperspace technology was revolutionised with a much more efficient and advanced hyperdrive system, finally perfected by the Sirius Corporation. This improved on the original drives, reducing transit times and increasing the safety of travel as well as being small enough to allow them to be fitted to the smallest of multirole craft such as the Sidewinder. It also introduced a new "supercruise" mode that allowed much faster in-system travel than had been possible before. In addition to making transit times measurable in minutes rather than days or weeks, the new drives made easy interstellar exploration a realistic career for enterprising ship owners.



REAL-SPACE DRIVES

The main engines of a spacecraft, usually located at the rear of the craft, provide the main motive force that propels the ship in the desired direction. These large ion thrusters sometimes incorporate adjustable vanes to direct this thrust in a variety of directions. Smaller, individual thrusters around the hull act to easily change the craft's orientation and can be angled to provide directional thrust.

Spacers have known three eras of attitude control since interstellar travel became commonplace. Early flight was designed to closely emulate that of atmospheric flight, using complex thrust mechanics to provide yaw, pitch and roll controls that would move craft in relation to nearby structures or orbital bodies. This was done to avoid "space disorientation", where pilots would completely lose their sense of direction.

Towards the late 3100s manufacturers began to phase out these controls in an attempt to reduce the size, complexity and cost of the engines and thruster assemblies, moving back towards a purely Newtonian flight model with little in the way of flight assistance. This allowed smaller ships to be provided with hyperspace and long-distance capabilities and made maintenance easier for the crews in deep space. However, this gradually proved to be a more risky endeavour, as the lack of fine thruster control increased the amount of collisions, docking and landing incidents and accidental deaths. The incidents were downplayed, but manufacturers began working towards reductions in the size and maintenance overheads of flight assist technologies.

NAVIGATION SYSTEMS

All spacecraft possess systems that provide fully three-dimensional holographic representations of the galaxy in order to allow selection and targeting of planets or star systems and provide essential information on them. Navigators could access details on most astronomical bodies in the galaxy. If detailed information on a system was available, this could also be conveyed through this system.

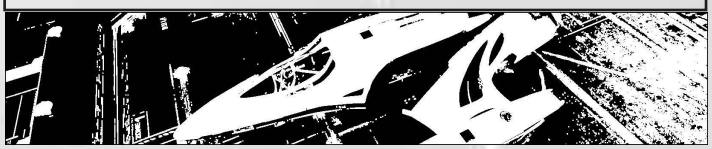
Hyperspace travel involves using the galactic map to identify a system within range of the drive and select it as a destination. Once the hyperspace jump has been completed, the navigation computer performs a basic scan of the system to locate stellar bodies and display them to the pilot. Older systems simply located the nearest world and searched for the emissions from a space station, but from around the 3170s more advanced scanners can show all stellar bodies. In the 3300s, with the introduction of discovery scanners, detailed information about each body in a system can be displayed after a ten second scan. If a system contains a nav beacon, this can be scanned to reveal even more information about that system.

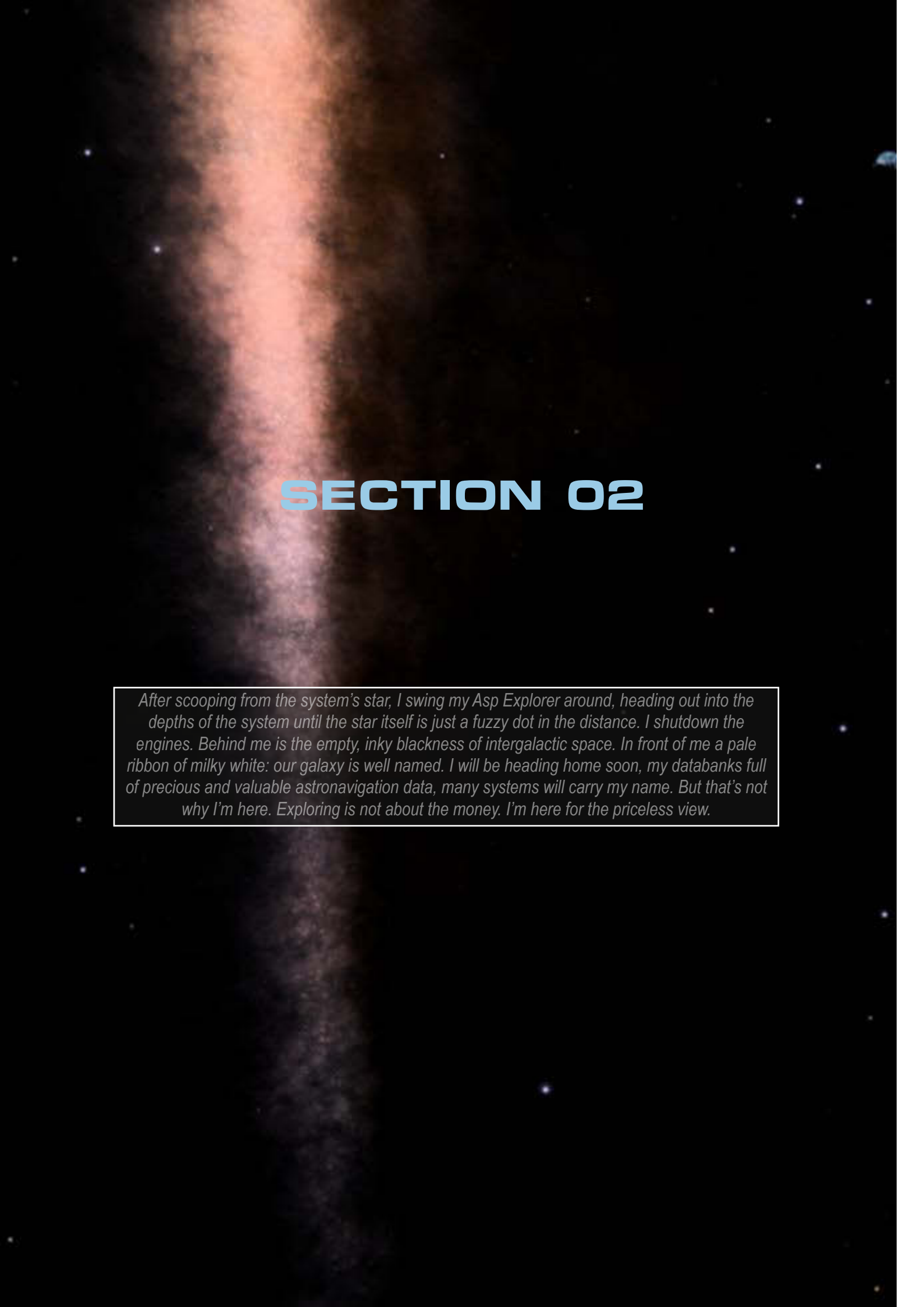
Specialist sensors exist that have been designed to detect certain technologies or emissions. Hyperspace analysers, for example, can determine the destination point of a hyperspace jump by reading the energy emissions of the entry point.

I lie in wait on the launch pad of Vega 3 for my prey. I'm the captain of an Imperial Courier that doesn't pay for itself. I need to take on jobs like this to pay the bills and this one will have me set, provided I can pull it off!

Eventually my target's ship drops into the star port with landing gear extended. As it does so I blast off and fire multiple volleys of plasma into its hull, obliterating it from existence.

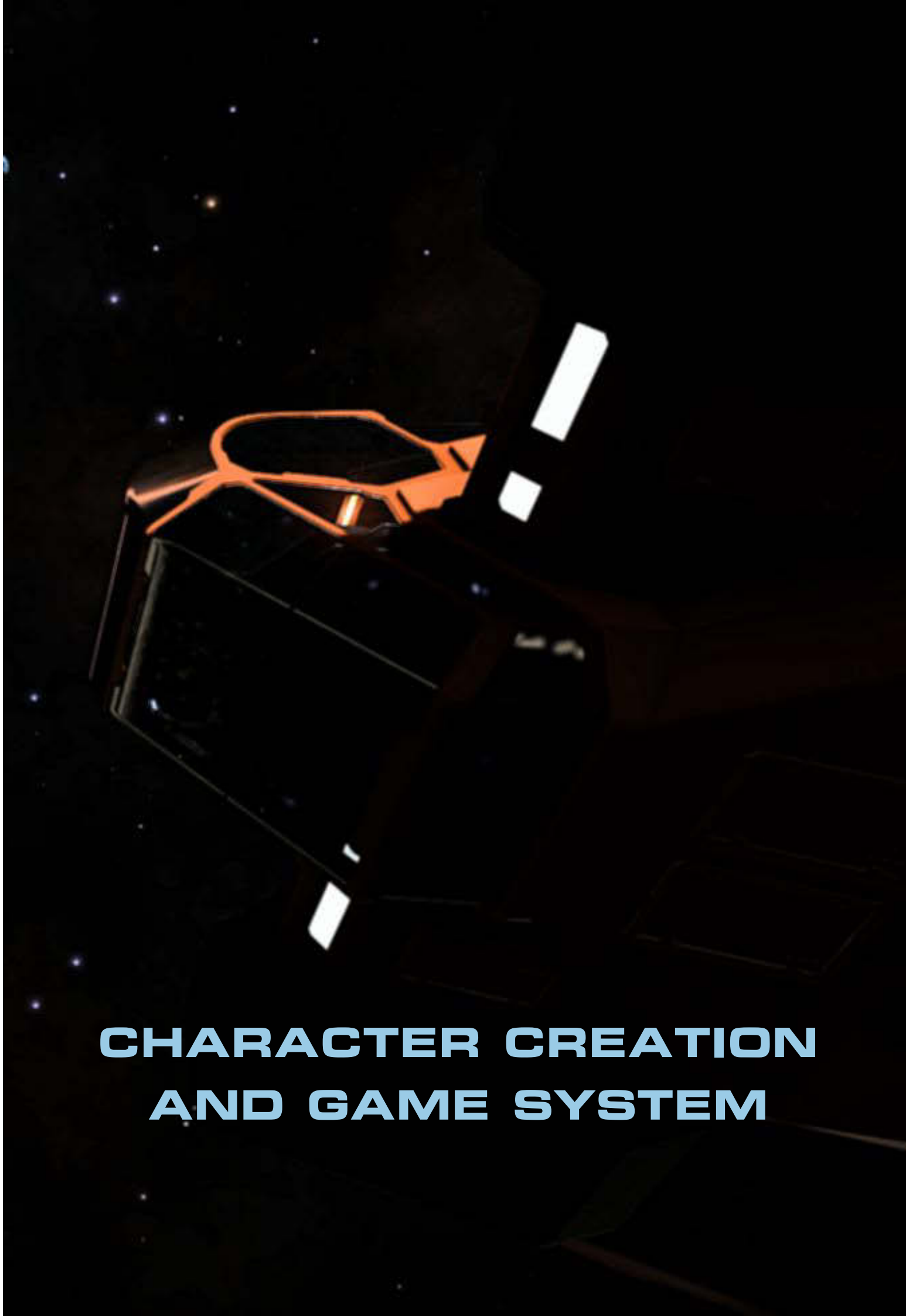
'Account credited 2m Cr.' my view screen says as I break atmosphere into the deep black.





SECTION 02

After scooping from the system's star, I swing my Asp Explorer around, heading out into the depths of the system until the star itself is just a fuzzy dot in the distance. I shutdown the engines. Behind me is the empty, inky blackness of intergalactic space. In front of me a pale ribbon of milky white: our galaxy is well named. I will be heading home soon, my databanks full of precious and valuable astronavigation data, many systems will carry my name. But that's not why I'm here. Exploring is not about the money. I'm here for the priceless view.



CHARACTER CREATION AND GAME SYSTEM

"Have you decided what you'll do yet?"

I blinked, surprised at the question. "I'm sorry?"

The clerk looked up from the terminal and smiled at me, her blue eyes flashing as the overlay lenses adjusted from screen mode, "Some people we process through here have a plan; something they specifically want to do as a pilot. Others, well, they just want to go into space and see what's out there. I was just wondering which you are. If it's too personal a question then don't worry about it."

"No," I said quickly, "It's fine. To be honest I'm not sure yet. I was thinking about running cargo for a few weeks then seeing where the wind takes me."

She nodded as I was talking, focusing back on the terminal screen again as my paperwork started to come through, "To be honest that's the best thing to do. Most pilots trade in the local systems for a while then use the profits to upgrade their ship for whatever they fancy specialising in. Some put more cargo space in and some pack their ships out with guns to make a living as a bounty hunter or escort pilot."

"Sounds dangerous," I said. Making a living as a gun for hire wasn't on my career plan. "I think I'll stick to the safe road. Working as a research assistant probably hasn't prepared me for a life full of cannons and missiles."

The clerk smiled, her eyes still on the terminal as her fingers danced across the screen, "You'd be surprised how many times I hear something like that and then a few weeks later the same people come back and tool up for combat." Her eyes flicked up at me mischievously, "Adrenaline can be quite addictive." She touched the screen one last time and sat back from the screen, "OK, sir, that's your purchase finalised and your insurance policy logged. Can I have your comm pad please?"

I handed her the pad and she touched it to the terminal's screen, where a series of electronic bleeps signalled that the data had been transferred. She handed me the pad back and picked up a thick metal finger ring. "This is your access key. It's been sized for your right index finger and contains all your ship access codes and registration documentation. Copies of them all have been stored on your pad for your reference. Your Sidewinder is in bay 42, fully fuelled and ready to go: your ring will give you access to the bay for the duration of your stay here. Your flight suit is in the living quarters, tailored to your specification. We insist that you wear this flight suit at all times whilst in flight. Failure to do so will invalidate the personal injury clauses of your insurance policy. You've been equipped with some loan equipment as you specified in your purchase order. Do you want me to go through the terms and conditions of the loans?"

"Yes, that might be a good idea."

"If you buy replacement equipment or trade in the Sidewinder then Faulcon deLacy will reclaim those items and you won't be billed for them. If you try and sell them for profit then that will be flagged and you'll be fined and charged. If the items are destroyed in combat then the insurance will cover the loss, but you will have to replace the items from your own finances. Is that all OK?"

"Seems clear enough to me."

The clerk smiled again, "It's all outlined in your policy agreement documentation if you feel like reading it all at some point." She smiled and rolled her eyes, "On behalf of Faulcon deLacy I'd like to thank you for choosing the Sidewinder as your first spacecraft and wish you good luck in whatever career you choose."

I thanked her and she told me that she had set the corridor direction indicators to highlight the route to bay 42. I set off through the station, following the trail of green circles on the floor. Most inhabitants of the docking level were pilots of one sort or another, wearing variants of the flight suit I had purchased as part of the Sidewinder deal, but with different colours of fabric or internal lighting. Many wore partial helmets or the curved shape of a RemLok and some carried their headgear in their hands. Some had weapons belted to their legs.

Eventually the guide lights led me to the door of bay 42 where they slowly faded into the deck plates. I slipped the access ring onto my finger and held it up to the contact plate on the door surround. The heavy door split down its centre line and slid into the walls with an angry hiss of pneumatics, revealing the vessel within.

I stepped through and took my first look at my new Sidewinder: the place where I would live and work for the foreseeable future. The twin exhaust ports towered above me, flanking the access door in the centre, from which a ladder descended to the docking bay floor. I walked slowly around the ship, wanting to memorise the pristine, new hull before it became scorched and pitted from the encounters I would doubtless soon be having in the depths of space. I could see the bubble of the canopy mounted over the gracefully curved front panel.

The excitement was mounting as I headed back to the rear of the ship and climbed the ladder to the door, pressing the key ring against the plate. The outer airlock cycled open and I entered, waiting for the door to close

behind me before opening the inner airlock. I took a deep breath as the inner door opened, savouring the smells of the new ship: a faint metallic tang combined with fabric and leather odours. A clean, new ship to explore the void in. The lights flickered on as the ship's power plant reacted to my presence, welcoming its new owner.

I headed straight to the living quarters to fetch the flight suit, and noted that "living" was perhaps a bit of a stretch. The room was big enough to contain a bed (equipped with the latest in comms emitters and relaxation technology, of course), a small set of storage drawers and a desk, all of which were capable of folding back into the bulkheads. A small cubicle to the rear (or aft - I suppose it would be best to start thinking about directions in spacefaring terms) of the room served as a lavatory and washing facility, designed for use in zero gravity. On the bed was, as promised, the vacuum-packed flight suit that would be my attire for the foreseeable future, containing everything needed for a body to remain in shape in zero-g and to survive the harsh manoeuvring of a spacecraft. I put my terminal on the desk, making sure it was secured to the magnetised surface, and stripped out of my clothing, placing it in a drawer and donning the flight suit. Despite the polished exterior, the inner fabric was soft and felt cool against my skin. As I closed the front of the suit, the power cells activated and I felt the suit adjust to my body shape until it became like a second skin. I slipped the shoes on then headed up to my own cockpit for the first time. I almost stumbled as the magnetic soles of the shoes stuck to the deck, but after a few steps I got used to the resistance as I raised my feet - it was like walking in sticky mud.

In the cockpit, the systems had already been brought online. A RemLok headset was on the flight seat and I placed it around the back of my ear before moving around and climbing into the seat. As I did, the holographic displays flickered into life. I looked to my right and the ship's systems indicators shimmered into focus, showing me the current status of life support, power and other vital details about the ship. I enabled the engines and heat management systems.

Around me, the hum of the engines grew: the heartbeat of the ship throbbing beneath my feet. I smiled and turned back to the main viewscreen. A life in the stars beckoned. Now it was up to me to live it.



PART 1: AVATAR CREATION

Elite Encounters is designed around the same principle as the Elite: Dangerous computer game: players take on the role of new spacecraft pilots and crew, starting with a ship and enough credits to begin making a living for themselves in space. A group may be made of players who each have their own ships and intend to fly together, or as the crew of one larger ship.

Although the "one pilot, one ship" concept is the most familiar starting point for those familiar with the computer game, players and Lore Masters should not feel that they are restricted to these options. Players can be anyone they want to be, whether it be a space pilot, courier or criminal.

You will take the role of an "Avatar" and guide him or her through adventures under the guidance of your Lore Master (LM). Alternatively, if you are reading this book as a prospective LM, you will guide many Avatars through their adventures. The only limitation is your imagination. The Avatar creation process has been developed to allow almost any career to be playable with a little creativity.

The group should bear in mind, however, that it needs to be able to function as a unit through the adventures ahead, and having Avatars who are at opposing ends of a spectrum (such as having police officers and criminals in the same group, for example) can cause more conflict than the group would be able to tolerate. To that end the group members should ensure that they communicate during the creation process and ensure that each Avatar is compatible with potential team-mates.

HINTS AND TIPS

Before starting to create the Avatar, the players and Lore Master should discuss the nature of the game they are going to play. Will they be playing a campaign that could continue for a number of years in game time and in real-time, or will this be a short story? If the LM has a particular story in mind then it may require certain types of Avatar to be present – for example if a ship will be needed then at least one of them should be a pilot.

Role-players have a wide range of feelings about their Avatars, and LMs should be aware of their players' expectations. Some players think of their Avatars as disposable minor characters in the story and some will consider them as significant or important and worthy of development in a longer campaign.

These are all factors that a LM and group should think about before embarking on the path to creating an Avatar. In the first session together, the LM should ask the group the following questions:

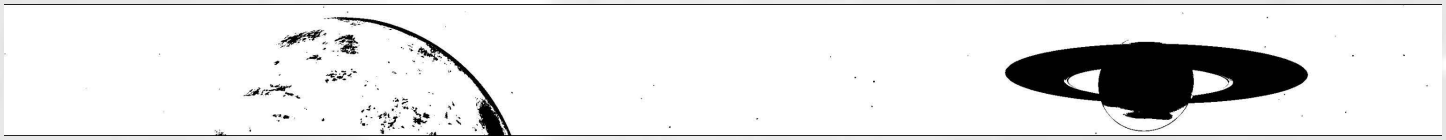
- Why are we playing this game together?
- How long are we expecting to play together?
- What kind of story has the LM in mind? Is it light-hearted or is it going to be a heavily dramatic plot?
- Are our Avatars extensions of ourselves?
- Do we want our Avatars to be at high risk of death?
- Are we all on the same side?

These questions serve to establish something about the players and the LM can learn what players are likely to be doing with their part of the narrative. Someone out for a bit of a laugh may not take the game or the story seriously and their Avatar may be unreliable, so it might be worth avoiding laying heavy responsibility for story elements with that player. On the other hand, if a player presents a LM with a detailed account of the Avatar they want to play and is more than willing to provide a full background then that player will be more likely to respond to having strong story elements built around him or her.

Just like in real life, RPG groups are a mixed bag of personalities and managing all of them can be a challenge. Use a player's strengths and weaknesses (as well as those of the Avatar) to drive the story in some way, and a LM will find that even the unruly players will become involved in the story.

A fully unique Avatar can be created using the generation rules, allowing it to be tailored to that player's preferences. Alternatively, Archetypes can be used to create a template for the Avatar's basic stats.

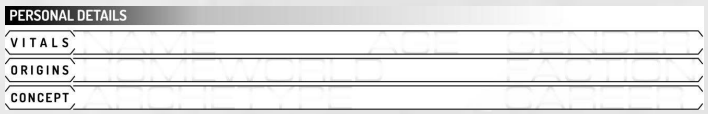
PART 2: THE RECORD FILE



An Avatar's statistics and information are written down on a Record File. A player's Record File is considered confidential. The only person who should be able to see the player's file (other than the player) is the LM. If a player successfully hacks into the public records database with a specific aim to find out about another player's Avatar, then that player may (at the discretion of the LM) be allowed to see a copy of that player's Record File. It should be considered bad form for a player to request to see another player's Record File.

A blank Record File can be found at the back of this book. Permission is granted to photocopy or print copies of the Record File for personal use.

PERSONAL INFORMATION



The first Record File section shows the Avatar's basic personal details. Before starting to fill this in the player should consider the background of the Avatar as this could have an influence on his or her personality. Questions to ask at this stage are:

- Where did the Avatar grow up?
- What kind of personality does the Avatar have? Some of this can be based on the Aspects.

- How old is the Avatar?
- Has the Avatar had any jobs or experience before the start of the story?
- What is the Avatar's current job or career? Is the Avatar starting a new career at the start of the game?

The questions regarding previous and current careers are important, as is the Avatar's age. If the decision is a difficult one, it can be postponed. Some players may find it easier to generate the Avatar's Aspects first. Others prefer to have an idea of the Avatar's career and place in the galaxy so that the Aspects can be tailored to that goal. In either case, once the details have been worked out, store the relevant details in the Personal Information section.

ASPECTS AND TRAITS

The basic physical and mental make-up of an Avatar is represented by a set of three core attributes, collectively called **ASPECTS**. Each of these has four linked abilities called **TRAITS**.

ASPECTS



BODY: Physical characteristics, including strength, agility and speed. Any tasks that require a test of physical ability would use BODY to start the dice pool.

MIND: Mental prowess. Tasks that involve knowledge, focus or charisma (amongst many other intelligence or wisdom-related faculties) would use MIND to start the dice pool. This is also used in social situations, since previous experience of situations or an intellectual knowledge of how to act or react in a situation can influence decisions.

SENSES: Environmental awareness as well as personal senses like heat, pain or pleasure. Tasks that involve seeing, hearing or otherwise sensing something around the Avatar would make use of this Aspect when building a task pool. Senses are also used in the martial arts to judge distance and anticipate an opponent's moves or actions.

ASPECT RANGE

Aspects are a numeric value from 1 to 6. The upper limit of 6 on each Aspect indicates the extent to which the natural attribute in question can be trained or raised without using artificial means. Player Avatars are considered to be "ordinary people in extraordinary circumstances" – this means that they are not considered to be special, super powered, mutants or any other variety of "gift" that makes them more powerful than the rest of the population. A high score in an Aspect does not mean that the Avatar is super-strong or super-intelligent. At most it means that the Avatar knows how to use their abilities appropriately. Raising an Aspect to more than 6 is only achievable through some kind of artificial enhancement.

GENERATING ASPECTS

Aspects are calculated as follows:

- All three Aspects start at a default value of 2.
- The player can move one single point between the Aspects. The Aspect reduced to 1 by doing this CANNOT be modified further.
- Each Avatar has a total of 3 points to distribute amongst the three Aspects. For example one Aspect can be increased to 5, meaning the other two remain fixed at 2, or all three Aspects can be increased to 3.

MODIFYING ASPECTS

After Avatar generation an Avatar's Aspects may be changed, but it can only be done over time or through a significant event. If a player declares a desire to make their player fitter (thus increasing the BODY value) then the LM must explain that to do so the Avatar must begin a strict exercise regime over a period of months.

Temporary changes to Aspects can occur, e.g. if the Avatar has been badly injured or is using cybernetics or exoskeletons. In these cases the original value should be masked and the altered value entered in its place: enough space has been provided on the Record File to contain both values.

TRAITS

Traits are an extension of the Aspects and are tied to those values. Traits are innate talents or weaknesses – abilities that the Avatar was born with and may or may not be aware of.

Each Aspect has four Traits linked to it, and each Trait can have a positive or negative effect on the Avatar. See the Game Mechanics section to see how Traits are used in tasks.

Up to four positive Trait Points are available to the player during Avatar creation. Two of these points can be used without penalty but for each additional positive Trait point the player must choose a Trait to assign a negative value to. Trait Points can be spent on the same Trait twice.

The maximum number of Traits that can be selected is 6: 4 positive and 2 negative. A Trait can be raised to a maximum of 2 and lowered to a minimum of -2. However, a Trait's value cannot exceed the value of the controlling Aspect: if an Aspect has been reduced to 1 then its Traits are restricted to a positive value of 1 as well. Traits with negative values are not restricted in the same way – an Aspect of 1 can have a Trait value of -2.

The appropriate level of the Trait should be entered into the relevant bracket next to the Trait's name on the Avatar Record File. Some of the Traits may need some additional notes to explain what the effects are on the Avatar: an area has been included on the Record File for this.

BODY TRAITS

AGILITY: How well the body can move and bend. Also measures balance and how well objects can be manipulated, including weapons and delicate items.
Positive: supple body, good balance and good motor skills.
Negative: rigid form, easily knocked off balance and may struggle with grip.

CONDITION: General physical well-being and fitness. Indicator of body mass & structure, organ health and immunity.
Positive: well-defined and trained muscle tone, healthy bones and/or a strong heart. Good general health.
Negative: underdeveloped muscles, high body fat and/or low fitness levels. Easily affected by infection or unusual substances.

PHYSIQUE: The Avatar's physical looks and proportions. Also an indicator of any internal physical diversity, mutation or disability.
Positive: appealing looks and/or a well-proportioned body. Possible physical diversity that benefits quality of life.
Negative: unconventional looks or some level of physical malformation. Physical disabilities detrimental to quality of life.

SPEED: The Avatar's ability to move rapidly, including sprinting speed, how fast the Avatar can transition to running from a standing start and overall physical reaction times.
Positive: able to move and react quickly.
Negative: slow to react and/or struggles to move at higher speed.

MIND TRAITS

DISCIPLINE: An indication of how wilful and focused the Avatar can be. Can affect use of weapons that are difficult to handle or require concentration.
Positive: Avatar can focus attention on tasks at hand, retain control of their thoughts and opinions and avoid distraction.
Negative: Avatar easily distracted or lacks focus. Can be easily convinced to change their mind.

INFLUENCE: Ability to interact in social situations. Useful for tasks that involve liaising with other people. Also useful in forming personal or business relationships.
Positive: likable, conversational and confident and comes across as personable and friendly. Able to negotiate and seduce effectively.
Negative: possibly insecure and may not be the best at making friends or making a good impression. Not good in diplomatic or delicate situations.

INTELLECT: How much information has been retained and how easy it is to recall. Indicates how easily information can be committed to memory and how efficiently new skills can be learned.
Positive: Avatar will have a higher chance of being able to identify objects or locations or successfully investigate a subject to find more detailed information. Can learn and recall information or experiences easily.
Negative: less likely to be able to find information. May have trouble recalling some memories or experiences and may find it difficult to quickly pick up new skills.

SANITY: The Sanity Trait is an indicator of the Avatar's rationality and mental stability or lack thereof. It can provide the Avatar with either more or less control over reactions to certain stressful situations.
Positive: remains rational through increasingly adverse conditions and can deal with chaotic events without any adverse effects.
Negative: less able to remain rational or calm in extreme circumstances. If a Sanity task roll is failed the Avatar will be controlled by the LM until the event is concluded or the Avatar is removed from that situation.

SENSES TRAITS

AWARENESS: An indication of how aware the Avatar is of the immediate surroundings and situation.
Positive: more likely to sense movement or the presence of other objects or beings around them. Also more alert to dangerous situations and the potential for the unexpected.
Negative: will potentially miss obvious signs of environmental change or the presence of other people, objects or creatures around them.

INSTINCT: Understanding the behaviour of people and creatures. Instinct measures the Avatar's empathy and sympathy towards others and their ability to judge honesty and deception.
Positive: more likely to be able to sympathise with others and tell if they are being lied to.
Negative: less able to read others, detect when someone is lying or empathise with feelings.

RESISTANCE: How sensitive the Avatar is to extreme physical sensation like temperature and pain. Useful in torture, extreme weather or prolonged exposure situations.
Positive: pain threshold is higher than normal and environmental changes like extreme heat or cold have less effect.
Negative: more susceptible to physical pain or torture, and will be quickly affected by extreme temperature changes.

SENSATION: The general senses: touch, taste, hearing, sight and smell.
Positive: Slight improvements to all five main senses OR increased improvement to ONE sense for each positive point.
Negative: Slight impairment to all five main senses OR significant impairment to ONE sense for each negative point.

TRAIT PACKAGES

A Trait Package is a pre-generated set of Traits geared towards creating a specific type of Avatar. Trait Packages flesh out physical and mental personality, and can be thought of as a guide to the Avatar's nature. Some sample packages are presented here, but players and LMs should be encouraged to tweak the package to suit their image of their Avatar or even create new packages from scratch if the concept requires it.

Activist: If there's a cause worth fighting for, the Activist will be at the forefront of the call to arms. First on stage and always the loudest voice.
CONDITION 1 (BODY) DISCIPLINE 1 (MIND)
INFLUENCE 2 (MIND) INSTINCT -1 (SENSES)
AWARENESS -1 (SENSES)

Carer: The Avatar is a caring person who can take care of the sick and infirm as well as those who are in need. Unlike many, a Carer never tires of helping others and does it purely for the knowledge that they have given someone assistance.
AGILITY 1 (BODY) INFLUENCE 1 (MIND)

Entertainer: A childhood spent singing, dancing or acting at family gatherings are common indications of a natural Entertainer. These precocious kids can often grow up to be performers on the world or galactic stage.
CONDITION 1 (BODY) INFLUENCE 2 (MIND)
AWARENESS -1 (SENSES)

Explorer / Wanderer: From an early age the Explorer always ventured out the furthest, trying to see what lay beyond the doors and even what lay outside the atmosphere. Always at home when travelling and always sure of where they are, the explorers push the frontiers of human civilisation.
CONDITION 1 (BODY) INTELLECT 1 (MIND)
AWARENESS 1 (SENSES) INSTINCT 1 (SENSES)
PHYSIQUE -1 (BODY) INFLUENCE -1 (MIND)

Idealistic Crusader: Single-minded, determined and willing to risk life and limb to achieve his or her goals – that's the Crusader. Straight-talking, straight-thinking and with heart on sleeve, the Crusader will stand up for what's right or die trying.
INFLUENCE 2 (MIND) INSTINCT 1 (SENSES)
SENSATION -1 (SENSES)

Loveable Rogue: The cheeky, fun loving rascal who can lighten most situations and more often than not get away with almost anything. Often the soul of a party or the most likely to defuse an awkward situation with a joke or a self-deprecating comment or act.
INFLUENCE 2 (MIND) INSTINCT 1 (MIND)
DISCIPLINE -1 (MIND)

Manager: Born to organise and ready to lead, the Manager can take control in any situation and get everyone working from the same page. Managers can excel in corporate, financial or people management as well as anything in between.
INFLUENCE 1 (MIND) INTELLECT 1 (MIND)

Martial Artist: The true warrior, prepared to use physical combat to achieve the Avatar's goals.
CONDITION 1 (BODY) AWARENESS 1 (SENSES)
SENSATION* 1 (SENSES) LOGIC -1 (MIND)
* Improved Vision

Mentalist: The Avatar is an accomplished manipulator and uses psychological trickery to extract information or services from the target of his or her skills.
INFLUENCE 2 (MIND) INSTINCT 2 (SENSES)
AGILITY -1 (BODY) DISCIPLINE -1 (MIND)

Negotiator: A born diplomat and someone who will be comfortable in any situation where a deal needs to be made.
PHYSIQUE 2 (BODY) INFLUENCE 2 (MIND)
AGILITY -1 (BODY) SENSATION* -1 (SENSES)
* Compromised Taste

Pacifist: A person who is against conflict or war and will stand up and be heard and use any non-violent method to defend their point of view against the warmongers of the galaxy.
DISCIPLINE 1 (MIND) INFLUENCE 1 (MIND)

People's Champion: Reckless but well-meaning, the People's Champion is someone who strives to be seen as the hero or the one who can fix everything, but often cannot temper their public face with simple common sense.
CONDITION 1 (BODY) DISCIPLINE 1 (MIND)
INFLUENCE 1 (MIND) INTELLECT -1 (MIND)

Philosopher: The thoughtful type who spends time trying to understand life and the universe.
DISCIPLINE 1 (MIND) INFLUENCE 1 (MIND)
INTELLECT 1 (MIND) CONDITION -1 (BODY)

Politician: An aptitude for debate and the desire to improve things for the masses are what makes a Politician.
INFLUENCE 1 (MIND) INSTINCT 2 (SENSES)
RESISTANCE -1 (SENSES)

Profiteer: The Profiteer has an innate sense of when a deal is right and where to go to get the best out of a sale. Maximising profit and negotiating for the best deal are second nature.
INFLUENCE 2 (MIND) INSTINCT 1 (SENSES)
SPEED -1 (BODY)

Reckless Hotshot: If someone is going to jump in feet first whatever the situation, the Hotshot is the one at the front of the queue – the annoying thing is the frequency with which this person actually wins.
CONDITION 2 (BODY) AWARENESS 1 (SENSES)
RESISTANCE 1 (SENSES) INTELLECT -2 (MIND)

Thinker: This Avatar is a proponent of the considered approach. Every action is well thought out and every option taken in to account.
DISCIPLINE 1 (MIND) EDUCATION 1 (MIND)
INSTINCT 1 (SENSES) AGILITY -1 (BODY)

Warmonger: A good sense of strategic and tactical planning along with a firm belief that sometimes the only solution to a problem is attack. That's the Warmonger philosophy.
INTELLECT 1 (MIND) INFLUENCE 2 (SENSES)
INSTINCT -1 (SENSES)

Warrior: Some people are born for battle – destined to be behind the gun. Often loners or difficult to be friends with, the Warriors are those who can be depended on to step in and use their battle skills to resolve a situation.
AGILITY 1 (BODY) CONDITION 1 (BODY)
AWARENESS 2 (SENSES) INFLUENCE -1 (MIND)
INSTINCT -1 (SENSES)



EXPERIENCE

During gameplay players will attempt to perform tasks and actions and will achieve varying levels of success. At the LM's discretion the Avatar will be awarded Experience which can be added to the record file. Significant actions or tasks with notable consequences should be considered worthy of Experience whether the task is accomplished or not: even failure can be a learning experience. Avatars can gain bonuses to future attempts at those tasks the more often they are attempted.

EXPERIENCE — +1 die for each LVL in related tasks up to 3; To increase LVL, USED must be 6 x (1 + current LVL)

DESCRIPTION	LVL	USE	DESCRIPTION	LVL	USE

During Avatar creation Experience points are awarded as part of choosing Archetypes – see that section for more information.

Experiences should not be too precise in their descriptions. Generic descriptions allow the learned skills to be used in a wider range of subsequent tasks. For example if an Avatar attempts to plot a course between two points on a planetary surface, a number of Experience descriptions could be used. "Navigating between A and B" would be too precise, and wouldn't allow for the larger experience of actually navigating the course. "Navigation" would perhaps be too wide a range, since planetary navigation is very different to stellar navigation. A good compromise would be "Planetary Navigation". It describes the action and the skills needed as well as being flexible enough to let the player add the experience to actions like map reading in a car as well as navigational chart reading in an aircraft.

See the Gaining Experience section for more details about how Experience is used in tasks during play.

FACTION STANDING

If an Avatar interacts with a particular faction or organisation in a star system, the outcome of those interactions will be noted by that faction and its allies. Future dealings with that faction will adjust the Avatar's reputation in some way. This can be recorded on the Avatar Record File.

FACTION STANDING

DESCRIPTION	LVL	INT

A faction's political and ethical views may be shared by others – in this case the Avatar's standing with that original faction will be shown when dealing with like-minded factions in the local area.

PILOTS FEDERATION RANKING

The Pilots Federation Ranking system rewards space pilots for their contribution to keeping space safe, assisting with trade economies and exploring the galaxy. There are three rankings to indicate this: Combat, Trade and Exploration.

PILOTS FEDERATION RANKINGS

PILOTING / COMBAT

0	HARMLESS
6	MOSTLY HARMLESS
12	NOVICE
24	COMPETENT
48	EXPERT
96	MASTER
192	DANGEROUS
384	DEADLY
768	ELITE

A new Avatar is considered to be setting out on a path as a space pilot, so the general intent is that these rankings have not been advanced through at the start of the story. However, the LM and players may decide that some Avatars have already embarked on their chosen careers some time before they band together: see the Veteran Independent Pilots section below to see how to manage this.

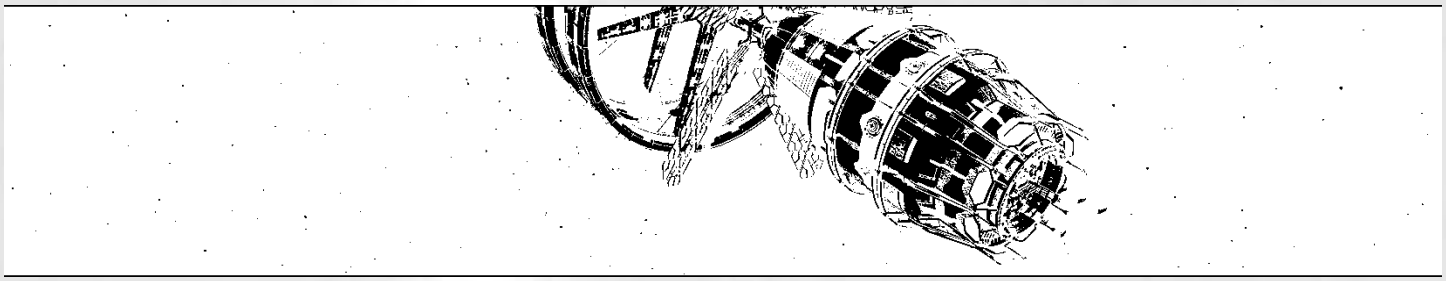
ARCHETYPES AND OCCUPATIONS

An Archetype is a basic outline of the Avatar's previous life and work experience. They represent a broad spectrum of experience and interests, sometimes building on an Avatar's Traits. The Archetypes have been designed as "categories" under which more specific Occupations can be grouped. Occupations represent actual work experiences up to the point where the Avatar joins the story.

The Archetype descriptions contain a number of Experiences that can be learned during the Avatar's time in a line of work. Depending on which Occupation a player chooses for the Avatar a number of these Experiences can be taken as "learned skills".

The default "term of service" in an Occupation is three years. Each term allows three "Use Points" to spend on Experiences: each point can be used to add a new Experience at one USE or to add one to the USE value for an existing Experience. Players can spend more than one of these points on the same Experience if desired, but no more than three Use Points can be gained for each three year term served in an Occupation.

The selection of Experiences and Occupations under each Archetype is only intended to give a broad idea of the sort of work the Avatar can do and is not a complete list, nor are the Experiences necessarily relevant for every Occupation. Players and LMs should feel free to come up with more Experiences and Occupations to choose from as they see fit to suit the player's concept of the Avatar.



Some Archetypes are more wide ranging than others: for example the Diplomatic Archetype has a narrower focus than the General Citizenry Archetype. When creating an Avatar, the players and LM are free to be creative when deciding on an Occupation.

It should be noted that even if an Avatar spends more than one three year term in the same Occupation, different skills may be learned during the most recent term than were learned in a previous term. As long as the Experiences are relevant to the Occupation the player can learn as many new skills as desired. In summary:

- One Occupation can be selected to be the Avatar's job for a three-year "term of service".
- During this term of service the Avatar will earn three Use Points for that Experience.
- The player can choose which Experiences are learned from the list provided in the Archetype's description, provided that the Experience is relevant to the Occupation. If no example Experiences fit the job that the player wants to do, then the player and LM can discuss more appropriate Experiences.
- One Experience can be awarded more than one Use Point during the term of service, as long as the total Use Points for the term of service does not exceed three.
- If the player wishes to serve another term in employment, the player can opt for another term in the same Occupation, another term in a similar Occupation under the same Archetype or another term in a different Archetype. Note that terms of service in the same Occupation can yield different Experiences depending on the nature of the work.
- Avatars do not have to serve complete three-year terms of service. If the player wants to cut the term to less, then one Use Point can be awarded for each completed year. Thus if an Avatar quits a job after two years and ten months, the Avatar would only gain two Use Points.

EQUIPMENT

The LM and player may discuss what personal equipment can be obtained by the Avatar as part of the Avatar's Occupation. If players declare that they want to sell off any of these items, they should be warned that the process of selling would not be done as part of Avatar creation and would have to be handled as part of the initial start to the Avatar's new life. It may also take some time to finalise the sales. Note as well that if the Avatar has not quit that Occupation then their employer might have something to say about them hawking their kit.

Once a player has decided on the Avatar's Occupation history, the Avatar could be considered ready to play.

ADVENTURER
Experiences: Investigation, Navigation, Scanning (various types), Hunting
Occupations: Explorer, Game Hunter, Test Pilot

CRIMINAL
Experiences: Stealth, Hand-to-hand Combat, Ranged Combat, Melee Combat, Improvisation, Locksmithing, Fast Talking, Decision Making, Deception, Disguise, Charm, Anatomy
Occupations: Assassin, Burglar, Cartel Boss, Prisoner

DIPLOMAT
Experiences: Etiquette, Negotiation, People Skills, Situational Analysis, Conflict Management
Occupations: Ambassador, Liaison Officer

EDUCATOR
Experiences: Negotiation, Sharp Eyes, Improvisation, Quick Thinking, Teaching, Inspirational Speaking
Occupations: Higher Education Student, Teacher, Professor, Post-graduate Student, Learning Support Officer

ENGINEER
Experiences: Structural Integrity, Material Properties, Physics, Situation Analysis
Occupations: Architect, Civil Engineer, Mechanical Engineer

ENTERTAINER
Experiences: Showmanship, Organisational Skills, Conflict Management, Performance, Resilience, Creativity
Occupations: Musician, Promoter, Sportsperson

GENERAL CITIZEN
Experiences: Life Skills, Survival, Financial Management, Decision Making (along with thousands of other possible experiences specific to whatever walk of life the Avatar is from)
Occupations: Civilian, Slave, Jobseeker, Home-maker

HEALER
Experiences: Medical Diagnostics, Bedside Manner, Symptom Recognition, Drug and Medicine Knowledge, Anatomy, Crisis Management, Palliative Care, Treating Trauma, Surgery, Psychology, Psychiatry
Occupations: Doctor, Surgeon, Nurse, Paramedic

LAW ENFORCER
Experiences: Marksmanship, Investigation, Criminology, Argument, Research, Psychology, Creativity, Negotiation
Occupations: Bounty Hunter, Private Investigator, Lawyer



LEADER
Experiences: Liaison, Management, Showmanship, Organisation, Leadership
Occupations: Corporate CEO, Retail Manager

MERCHANT
Experiences: Negotiation, Market Research, Bartering, Trading
Occupations: Store Worker, Trader

POLITICIAN
Experience: Public Speaking, Smooth Talking, Negotiation, Problem Solving
Occupations: Local Councillor, Imperial Senator

SCIENTIST
Experiences: Science (pick a discipline to specialise in), Research, Analysis
Occupations: Biologist, Astrophysicist

SERVICES
Experiences: Heavy Lifting, Cargo Handling, Waste Management Systems, Armed Combat, Melee Combat, Chemistry, Plumbing
Occupations: Sanitation, Security Guard, Dock Worker, Call Handler, Courier



SOLDIER
Experiences: Marksmanship, Stealth, Strategy, Tactics, Command, Resource Deployment, Liaison, Battlefield Tactics, Improvisation, Quick Thinking, Ranged Combat, Melee Combat, Negotiation, Concealment
Occupations: Naval Officer, Sniper, Mercenary

TECHNICIAN
Experiences: Machinery Diagnostics, Problem Solving, Mechanical Engineering, Computer Systems, Hacking
Occupations: Mechanic, Computer Engineer, Vending Machine Technician

TRANSPORTATION
Experiences: Navigation, Dead Reckoning
Occupations: Taxi Driver, Charter Pilot, Cabin Crew

The newly qualified pilot approaches the old Cobra MkIII in the half-light of the station interior. She jumps as I turn on the landing platform lights and I apologise over Traffic Control Comms, my voice booming and distorted. She waves back at me through the plexiscreen window. I watch as she runs her hand along the ship's flank, fingers no doubt finding a hundred scars in the old ship's hull. She walks slowly around the Cobra, completing the visual inspection, just as she's been taught. She walks around it again. I smile. This time she's looking for a way in.

CAREERS

Once the players have chosen their stats, Archetypes and Occupations, the background of the Avatar is complete and it's time to decide what has driven them to the stars.

A new Elite Encounters game depicts the player as venturing into space for the first time as a newly qualified pilot with a brand new ship and a limited amount of credits to spend. Players can become space traders, bounty hunters, pirates or any number of other pastimes that are available to a person with an armed, empty spacecraft. The back story of new Avatars includes a Sidewinder as part of the starting equipment for the careers listed in this section. The ship is provided with basic configuration options and loaned equipment (if the Avatar sells the ship or replaces the internal items with new ones, there will be no part-exchange offer). The stock Sidewinder can be upgraded to one of two ships if the new Avatar can afford it: career descriptions show these options.

CAREER OPTIONS

The career descriptions include the following information.

- An overview of the default ships that are available to starting pilots. If the Avatar wishes to start with the bigger ship, the Sidewinder must be traded in along with the cost shown for the alternative ship.
- The upgrades fitted to the ships to make them suitable for each specific role are listed under the Upgrades heading.
- The primary Pilots Federation Rating that is used in the pilot's career is shown – this is the rating that will accrue Experience Use Points if the player decides that the Avatar will be a veteran pilot at the start of play.

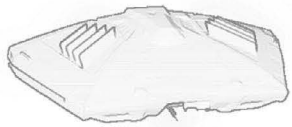
The intent is for the majority of Elite Encounters players to begin their adventures as fresh, new independent pilots. However, if a player wishes to portray an Avatar who has been an independent pilot for some time, the same three-year term of service used in Occupations can be applied to the career options below.

For each three year term served the Avatar will gain one Experience Use Point in "Space Flight" and will earn 2D6 x 100,000 credits towards advancement in Pilots Federation rankings each year. Note that these are not added to Wealth.

LMs can award 1D6 Experience Use Points to be allocated to random Experiences of the player's choice during each three year term of service to provide some indication of the Avatar's spare time activities.

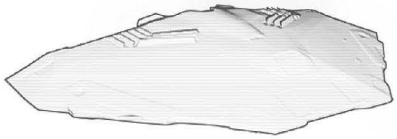
THE STOCK SPACECRAFT

SIDEWINDER



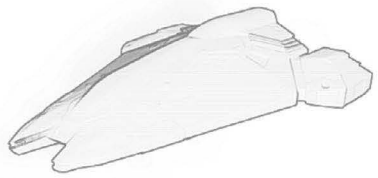
Cost	None
Hardpoints	(S) 2x Class 1F Fixed Pulse Lasers
Utility Mounts	2x Empty
Bulkheads	Class 1I Lightweight Alloy
C2 Reactor Bay	Class 2E Power Plant
C2 Thruster Mountings	Class 2E Thrusters
C2 Hyperdrive Housing	Class 2E FSD or Equivalent
C1 Environmental Control	Class 1E Life Support
C1 Power Coupling	Class 1E Power Distributor
C1 Sensor Bay	Class 1E Sensors
C1 Fuel Store	Class 1C Fuel Tank (Cap 2)
C2 Internal Compartment	Class 2E Shield Generator
C2 Internal Compartment	Class 2E Cargo Rack (Cap 4)
C1 Internal Compartment	Class 1E Basic Discovery Scanner
Hyperspace Range	Unladen: 7.79; Laden: 7.16
Insurance Buyback	FREE

COBRA MKIII



Cost to Upgrade	160,000Cr
Hardpoints	(M) 2x Class 1F Fixed Pulse Lasers
	(S) 2x Empty
Utility Mounts	2x Empty
Bulkheads	Class 1I Lightweight Alloy
C4 Reactor Bay	Class 4E Power Plant
C4 Thruster Mountings	Class 4E Thrusters
C4 Hyperdrive Housing	Class 4E FSD or Equivalent
C3 Environmental Control	Class 3E Life Support
C3 Power Coupling	Class 3E Power Distributor
C3 Sensor Bay	Class 3E Sensors
C4 Fuel Store	Class 4C Fuel Tank (Cap 16)
C4 Internal Compartment	Class 3E Cargo Rack (Cap 8)
C4 Internal Compartment	Class 3E Cargo Rack (Cap 8)
C4 Internal Compartment	Class 4E Shield Generator
C2 Internal Compartment	Class 1E Cargo Rack (Cap 2)
C2 Internal Compartment	Class 1E Basic Discovery Scanner
C2 Internal Compartment	Empty
Hyperspace Range	Unladen: 11.07; Laden: 10.30
Insurance Buyback	19,000Cr

VIPER MKIII



Cost to Upgrade	75,000Cr
Hardpoints	(M) 2x Class 1F Fixed Pulse Lasers
	(S) 2x Empty
Utility Mounts	2x Empty
Bulkheads	Class 1I Lightweight Alloy
C3 Reactor Bay	Class 3E Power Plant
C3 Thruster Mountings	Class 3E Thrusters
C3 Hyperdrive Housing	Class 3E FSD or Equivalent
C2 Environmental Control	Class 2E Life Support
C3 Power Coupling	Class 3E Power Distributor
C3 Sensor Bay	Class 3E Sensors
C2 Fuel Store	Class 2C Fuel Tank (Cap 4)
C3 Internal Compartment	Class 2E Cargo Rack (Cap 4)
C3 Internal Compartment	Class 3E Shield Generator
C2 Internal Compartment	Empty
C1 Internal Compartment	Class 1E Basic Discovery Scanner
Hyperspace Range	Unladen: 7.12; Laden: 6.84
Insurance Buyback	7,000Cr

CAREER DESCRIPTIONS

TRADER

Space traders are the lifeblood of the galactic economy. Without the trade community many colonies and outposts would be cut off from the essential supplies they need to survive. Trading is the easiest way to turn a profit, and trading is what most pilots return to if other work dries up.

Interstellar traders take goods from one star system to another via hyperspace or ferry equipment and supplies between locations in the same system. They also provide a vital service to mining or refinery stations, making sure that the processed ore or raw material is taken somewhere to be sold on.

Black market traders are the unscrupulous underworld of the trade community. They source "goods of questionable legality" to buy and sell via the bulletin board systems with no questions asked.

Some traders exploit the commodity markets at one location, filling their cargo bays with low-priced goods then waiting for the price to rise before selling them on.

Spacecraft: Sidewinder or Cobra MkIII
Upgrades:

- Sidewinder: Swap both pulse lasers and Basic Discovery Scanner for one additional Class 1E Cargo Rack (Cap 2). Hyperspace ranges change to [Unladen: 8.97; Laden: 7.79]. Buyback cost does not change.
- Cobra MkIII: Swap both pulse lasers for one additional Class 1E Cargo Rack. Hyperspace ranges change to [Unladen: 11.25; Laden: 10.38]. Buyback cost changes to 3,000Cr.

PF Ranking: Trade



NAME : EDUARD CASTILLE
OCCUPATION : BLACK MARKET TRADER
ALLEGIANCE : INDEPENDENT

BODY [2] AGILITY -1; CONDITION -1
MIND [4] DISCIPLINE 1; INTELLECT 2
SENSES [4] AWARENESS 1; INSTINCT 1

Negotiation 1; Intimidation 2; Armed Combat 2

PF RANKINGS
[C] Competent [E] Aimless [T] Tycoon

VEHICLE: COBRA MKIII

ESCORT PILOT

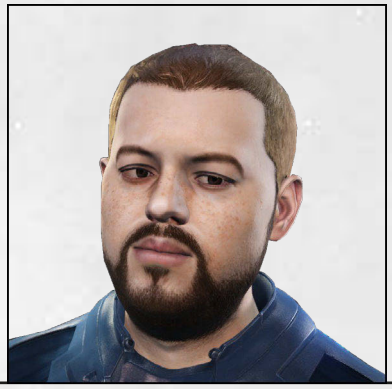
Large ships are easy targets, especially if they are kitted out as cargo freighters or passenger liners with minimal weapons. Their crews often employ fighter ship pilots to help protect against pirates and other threats.

Pilots embarking on this career for the first time will have to be careful what jobs they take on: first-time escorts taking on a job into a conflict zone or an area with high pirate activity may find that the task is too much to handle, quickly finding themselves in an escape capsule watching their erstwhile customer being carved apart.

Spacecraft: Sidewinder or Viper MkIII
Upgrades:

- Sidewinder: Change weapons to 2x Class 1F Gimballed Pulse Lasers, remove Class 2E Cargo Rack, upgrade shields to Class 2D Shield Generator. Hyperspace ranges change to [Unladen: 8.06; Laden: 8.06] and buyback cost changes to 2,000Cr.
- Viper: Change weapons to 2x Class 1F Gimballed Pulse Lasers, remove Class 2E Cargo Rack, upgrade shields to Class 3D Shield Generator. Hyperspace ranges change to [Unladen: 7.34; Laden: 7.34] and buyback cost changes to 8,000Cr.

PF Ranking: Combat



NAME : XANDER CHAPEL
OCCUPATION : PASSENGER CRUISE ESCORT
ALLEGIANCE : INDEPENDENT

BODY [2] AGILITY -1
MIND [4] DISCIPLINE 1
SENSES [3] AWARENESS 2

Space Combat 2; Evasive Action 2; Navigation 1

PF RANKINGS
[C] Competent [E] Aimless [T] Dealer

VEHICLE: VIPER MKIV

COURIER

Since the introduction of the improved hyperdrive, the market for fast delivery of smaller items has boomed. Now small ship pilots can promise delivery of items to neighbouring star systems on the same day and occasionally even within the hour. This promise of rapid delivery is the key to being a successful courier.

Many organisations contract independent couriers to deliver a wide variety of packages, from a box of information leaflets to a briefcase full of computer chips; medical supplies and corporate records are common packages. Some missions can involve significant risk, especially if the goods are classified documents, important schematics or even a datachip filled with compromising images. The amount of goods can vary as well, so a well-prepared courier should have a ship with room for one or two cargo canisters.

Spacecraft: Sidewinder or Viper MkIII
Upgrades:

- Sidewinder: Upgrade to Class 2D FSD or equivalent and Class 2D Thrusters. Hyperspace ranges change to [Unladen: 9.84; Laden: 9.00] and buyback cost changes to 2,000Cr.
- Viper: Upgrade to Class 3D FSD or equivalent and Class 3D Thrusters. Hyperspace ranges change to [Unladen: 8.9; Laden: 8.54] and buyback cost changes to 8,400Cr.

PF Ranking: Trade



NAME : JACOB CROMWELL
OCCUPATION : SECURE DELIVERY COURIER
ALLEGIANCE : INDEPENDENT

BODY [3] CONDITION 1
MIND [4] DISCIPLINE 1; INTELLECT 1
SENSES [2] RESISTANCE -2; INSTINCT 1

Navigation 3; Space Combat 2; Evasive Action 3

PF RANKINGS:[C] Novice [E] Aimless [T] Tycoon

VEHICLE: TYPE 6 TRANSPORTER

EXPLORER

Exploration as an independent pilot's career is relatively new, introduced with the improved hyperdrive. Supercruise mode, a hybrid mode of frame shift travel where real-space can still be observed, has made exploration and the associated recording of data much easier than before: visiting and scanning each body in a solar system can be done within an hour depending on how many there are and how far apart they are.

Exploration pilots have a reputation for being tough, outspoken people with questionable personal hygiene. Whatever their personalities, explorers need to be patient, attentive and ready to spend long periods of time in the empty void with no-one else for company. The job involves jumping to a new system, scanning it, scooping some fuel if possible, moving through and scanning each body then jumping to the next destination. It can be monotonous work but the financial rewards can make it all worthwhile.

Spacecraft: Sidewinder or Cobra MkIII
Upgrades:

- Sidewinder: Swap weapons, shields and cargo rack for Class 1D Fuel Scoop, Class 1E Basic Discovery Scanner, Class 1E Auto Field-Maintenance Unit. Hyperspace ranges change to [Unladen: 8.24, Laden: 8.24] Buyback cost increased to 2,400Cr.
- Cobra Mk III: Swap weapons and all Cargo Racks for Class 1D Fuel Scoop and Class 1E Auto Field-Maintenance Unit. Hyperspace ranges change to [Unladen: 11.07; Laden: 11.07] and buyback cost is changed to 18,500Cr.

PF Ranking: Exploration



NAME : SELEZEN LAKE
OCCUPATION : EXPLORER, HISTORIAN
ALLEGIANCE : TIONISLA HISTORICAL SOCIETY

BODY [3] AGILITY -1; CONDITION 1
MIND [4] DISCIPLINE 1; INTELLECT -1
SENSES [3] AWARENESS 1; INSTINCT 1

Navigation 1; Planetary Landings 1; Prospecting 1; Problem Solving 1; Jury-Rigging 1

PF RANKINGS
[C] Mostly Harmless [E] Ranger [T] Merchant

VEHICLE: DIAMONDBACK EXPLORER

ABOUT EXPLORATION

In order to make scans of a system a ship needs a discovery scanner, which will scan the region around the ship for stars, planets and other objects. Closer and more detailed scans of each stellar object require a surface scanner, which will record planetary composition, atmosphere types and other important information.

Companies such as Universal Cartographics will pay top credit for scans of previously unseen systems, and will attribute the discovery of that star system to the first person to take scans and deliver them back to civilisation. Even if a system has been discovered, UC will pay for further scans, as these will show vital information that the initial scans could not, such as how an atmosphere or stellar corona may change over time, or the orbital period of a planet or moon.

Scanning stellar bodies and selling that data is how the exploration rating is improved. A basic system scan nets 500Cr and the awards for each type of stellar body are listed below.

Stars:

- Class B, A, F, G, K, M, L, T, Y, MS: 3,000Cr
- Class O: 4,000Cr
- Wolf-Rayet: 8,000Cr
- White Dwarf: 27,000Cr
- Neutron Star: 43,000Cr
- Black Hole: 62,000Cr

Gas Giants:

- Class I Gas Giant (ammonia clouds): 2,500Cr
- Class II Gas Giant (water clouds): 12,000Cr
- Class III Gas Giant (no clouds): 2,500Cr
- Class IV Gas Giant (alkali metals): 2,500Cr
- Class V Gas Giant (silicate clouds): 2,500Cr
- Water Giant: 2,500Cr
- Helium-Rich Gas Giant: 5,000Cr

Planets, planetoids and moons:

- Rocky/Icy/Rocky Ice Planets: 1,000Cr
- High Metal Content Planets: 7,000Cr
- Metal-Rich Planets: 12,000Cr
- Water World: 30,000Cr
- Ammonia World: 40,000Cr
- Earth-like World: 68,000Cr

If a planet or planetoid is terraformable (it is in the habitable zone of a star and is a rocky, metal-rich or water world) a multiplier of 10 should be applied to the award.



MINER

New pilots can begin a career in asteroid mining with a single purchase of a mining laser. These are designed to cut through rock and ice, sending chunks of debris into space to be collected with cargo scoops and taken to be sold.

The 3200s saw the rise of remote, automated mining platforms that could be placed on planets or planetoids, providing a wide range of materials. These machines were bulky and expensive items that could only be carried in larger ships and their popularity waned in the late 3200s. Since the 3290s asteroid mining has been revolutionised by improved mining lasers and shipboard refineries that can process the mined ore into trade goods. Autonomous drones have freed up pilots to focus on drilling without having to fly off and leave a seam of minerals to collect the drifting material.

Spacecraft: Sidewinder or Cobra MkIII
Upgrades:

- Sidewinder: Change weapons to Class 1D Fixed Mining Lasers and swap Class 1E Basic Discovery Scanner for Class 1E Refinery. Hyperspace ranges change to [Unladen: 8.15; Laden 7.46] and buyback cost changes to 2,300Cr.
- Cobra Mk III: Change weapons to Class 1D Fixed Mining Lasers and swap Class 1E Cargo Rack and Class 1E Basic Discovery Scanner for a class 1E Refinery. Hyperspace ranges change to [Unladen: 11.01; Laden: 10.38] and buyback cost changes to 19,700Cr.

PF Ranking: Trade



NAME : GRETE MATHIASSEN
OCCUPATION : ASTEROID MINER
ALLEGIANCE : EMPIRE

BODY [3] SPEED -1
MIND [3] INFLUENCE 2
SENSES [3] INSTINCT 1

Navigation 1; Mining Lasers 1; Evasive Action 1;

PF RANKINGS: [C] Novice [E] Aimless [T] Peddler

VEHICLE: KEELBACK

BOUNTY HUNTER

A strong sense of justice and a fast, well-armed ship are vital if you want to make a living as a bounty hunter. These intrepid and fearless individuals seek out the lawless and those who try to avoid the law and bring them to heel.

Bounty hunters use the contentious FSD Interdictors to drag their prey from space after identifying them with a Kill Warrant Scanner.

A starting bounty hunter needs to be careful which bonds are taken on, as it's easy to bite off more than one can chew. The offender's ship and combat expertise should be checked, and it is worthwhile for a green pilot to wing up with someone more experienced until the sheen has been burned away from their paintwork.

Spacecraft: Sidewinder or Viper MkIII
Upgrades:

- Sidewinder: Remove Basic Discovery Scanner, replace Class 2E Cargo Rack with Class 1E FSD Interdictor, fit Class 0E Kill Warrant Scanner to Utility Mount. Hyperspace ranges change to [Unladen: 7.69; Laden: 7.69] and buyback cost changes to 2,700Cr.
- Viper: Replace Class 1E Basic Discovery Scanner with Class 1E FSD Interdictor, replace Class 2E Cargo Rack with Class 1E Cargo Rack, fit Class 0E Kill Warrant Scanner to Utility Mount. Hyperspace ranges change to [Unladen: 7.07; Laden: 6.93] and buyback cost changes to 8,300Cr.

PF Ranking: Combat



NAME : JIM FIELDS
OCCUPATION : BOUNTY HUNTER
ALLEGIANCE : PILOT'S FEDERATION

BODY [2] CONDITION 1
MIND [4] INFLUENCE -1; SANITY -1
SENSES [3] AWARENESS 1; INSTINCT 1

Navigation 2; Space Combat 2; Evasive Action 2; Investigation 3

PF RANKINGS: [C] ELITE [E] Ranger [T] Tycoon

VEHICLE: FER-DE-LANCE

SMUGGLER

Smugglers are the silent, sneaky pilots who can get any cargo, no questions asked, for a reasonable mark-up. Many smugglers work for the black market traders in shadier areas of human space. It's a dangerous life to lead but the rewards are great.

A smuggler needs to be invisible: a master of turning a ship into a ghost. Those with the knack can coast unpowered towards a station and, with just a light touch on the thrusters, gently float straight into the docking bay. Smugglers are often found in areas where conflicts have happened, clearing up the debris and leftover cargo canisters from the ships that have been destroyed in the area. Smuggling those canisters into space stations is pure profit: lucrative returns for no initial outlay.

Outpost stations are much more relaxed about where a stray cargo canister came from and will pay well for salvaged contraband.

Spacecraft: Sidewinder or Cobra MkIII
Upgrades:

- Sidewinder: Remove Basic Discovery Scanner, upgrade Thrusters to Class 2D, upgrade Power Plant to Class 2D, upgrade Power Distributor to Class 1D. Hyperspace ranges change to [Unladen: 8.93; Laden: 8.11] and buyback cost changes to 2,000Cr.
- Cobra Mk III: Remove Basic Discovery Scanner, upgrade Thrusters to Class 4D, upgrade Power Distributor to Class 3D. Hyperspace range changes to [Unladen: 11.59; Laden: 10.76] and buyback cost changes to 21,200Cr.

PF Ranking: Trade



NAME : VINCENT KELVIN
OCCUPATION : MOONSHINE SMUGGLER
ALLEGIANCE : FEDERATION

BODY [3] AGILITY 1; PHYSIQUE 1
MIND [2] DISCIPLINE -1; SANITY -1
SENSES [4] AWARENESS 2

Navigation 1; Evasive Action 1; Negotiation 1

PF RANKINGS:[C] Novice [E] Aimless [T] Dealer

VEHICLE: TYPE 7 TRANSPORTER

PIRATE

Forge a path as a lone freebooter, attacking cargo ships in the spacelanes and breaching their cargo bays to collect the cargo that drops out. A Cargo Scanner to identify a ship's cargo, a hot laser to breach the hold and a cargo drone to retrieve the booty: it's a pirate's life.

Bounties on pirates are high and bounty hunters will quickly be on the lookout for the unwary so it's advisable to spend the ill-gotten gains wisely and upgrade the ship as quickly as possible.

Spacecraft: Sidewinder or Viper MkIII
Upgrades:

- Sidewinder: Upgrade weapons to Class 1F Gimballed Pulse Lasers, replace Basic Discovery Scanner with Class 2E FSD Interdictor, upgrade shields to Class 2D Shield Generator, fit Class 0E Cargo Scanner. Hyperspace ranges change to [Unladen: 7.69; Laden: 7.08] and buyback cost changes to 3,300Cr.
- Viper: Upgrade weapons to Class 1F Gimballed Pulse Lasers, replace Basic Discovery Scanner with Class 1E Hull Reinforcement Package, upgrade shields to Class 3D Shield Generator, fit Class 2E FSD Interdictor and Class 0E Cargo Scanner. Hyperspace ranges change to [Unladen: 6.92; Laden: 6.66] and buyback cost changes to 10,700Cr.

PF Ranking: Combat



NAME : JOHN GARRY
OCCUPATION : PIRATE
ALLEGIANCE : GARRY CLAN

BODY [3] SPEED 1
MIND [2] INFLUENCE 1; INTELLECT 1
SENSES [4] SENSATION [Hearing] -1

Space Combat 2; Silent Running 1

PF RANKINGS:[C] Competent [E] Aimless [T] Peddler

VEHICLE: ASP SCOUT

ASSASSIN

The relative anonymity of space can be a valuable hunting ground for someone with a stealthy ship and a quick trigger finger. Keeping out of a bounty hunter's crosshairs is a skill that will serve an assassin well. Assassins care less about appearing on bounty lists than they care about the job being done: a bounty serves as additional proof of the mark's retirement.

Assassins need to be creative and efficient. Finding the target can be a race against time before the trail goes cold. A good hyperspace range and a good spread of weapons are vital ingredients in the assassin's ship of choice. The humble Sidewinder can be an effective assassin's ship, being small and nimble whilst allowing a decent weapons loadout for its size. Fledgling assassins should choose their jobs carefully and be sure not to bite off more than they can chew.

Spacecraft: Sidewinder or Viper MkIII
Upgrades:

- Sidewinder: Upgrade weapons to Class 1F Gimballed Pulse Lasers, replace Basic Discovery Scanner with Class 1E FSD Interdictor, upgrade shields to Class 2D Shield Generator, fit Class 0E Frame Shift Wake Scanner. Hyperspace ranges change to [Unladen: 7.95; Laden: 7.95] and buyback cost changes to 3,300Cr.
- Viper: Upgrade weapons to Class 1F Gimballed Pulse Lasers, replace Basic Discovery Scanner with Class 1E FSD Interdictor, upgrade shields to Class 3D Shield Generator, fit Class 0E Frame Shift Wake Scanner. Hyperspace ranges change to [Unladen: 7.29; Laden: 7.0] and buyback cost changes to 9,500Cr.

PF Ranking: Combat



NAME : "CAPTAIN XENA"
OCCUPATION : ASSASSIN
ALLEGIANCE : THE CONTRACT

BODY [4] SPEED 1
MIND [2] INFLUENCE 1; INTELLECT 1
SENSES [3] SENSATION (Hearing) -1

Stealth 2; Space Combat 1

PF RANKINGS: [C] Deadly [E] Aimless [T] Broker

VEHICLE: SIDEWINDER



MILITARY CAREERS

Elite Encounters has been designed to fit with the general feel of the Elite Dangerous universe and how the games in that universe are played. As such it leans more towards "lone, independent pilot" player characters and not a hierarchical command system. Roleplaying in this sort of environment can be quite restrictive, as players will either be controlling Avatars with a variety of ranks and will have to obey each other's orders or will all be of similar ranks and need to answer to superior officers.

In addition there are a few different military services throughout the Elite Dangerous universe, both in its past and its present. Service in the rigid, structured Federal military is very different to what service in the conscripted reserve navy of the Galactic Navy was like during its existence. The information presented in the background section should allow LMs to be able to portray what military service could be like, but the group should feel free to extrapolate whatever details are best for their stories.

In terms of Avatar creation, there is no change, and the Archetypes and Occupations include military options. An Avatar can have a military history, but the difference here is whether the Avatar is going to carry that career on once play starts. If so, then these simple suggestions should be considered if the group's Avatars are going to be serving military:

- All Avatars should be of the same rank and that rank should be no higher than Lieutenant or First Lieutenant (or equivalent).
- Limit the terms of service in military occupations so that no-one goes above the ranks indicated above.
- None of the Avatars should be in command of a capital or multicrew ship or similar concept in non-naval branches.
- All Avatars should be in the same organisational unit and should serve in the same location.
- If the group is deployed on assignment, the commanding officer of that assignment should not be one of the Avatars.

These are obviously only suggestions that are designed to maintain a level playing field in the group and should help to build a camaraderie between the players. Putting one of them in a command position for an entire campaign, for example, can cause bad feelings between the "subordinate" players and the commander. Having one of the Avatars be put in temporary command, however, could be an interesting situation for a couple of sessions, so feel free to play with these ideas.

When taking Occupations that focus on military service Avatars will increase in rank gradually through each term, starting from the lowest enlisted rank. For each three year term of service the player should roll 2D6. To achieve a promotion a double number should be rolled. If double 1 is rolled, however, this indicates a disciplinary event and the Avatar is reduced one step in rank. If the player wishes to move from enlisted rank to

officer rank, a Discipline task roll should be made at the default difficulty level. If this is passed, the Avatar is transferred to the lowest officer rank.

Giving the group command of a vessel or vehicle, for example a naval cutter or Army troop transport, allows the group some autonomy when they are not directly under orders from their command. Naval missions could be as mundane as exploration missions or as exciting as running blockades to get supplies to a beleaguered fleet.

Military missions are more about the military power's needs more than the needs of the Avatars. The LM has the option to let personal issues become part of the adventure in order to engage the players more fully with the story, possibly meaning that an Avatar's needs or desires might be met at the expense of the mission's success – whether or not the other Avatars go along with their friend and compatriot is a strong story to follow.

The most positive aspect of military groups is that there will be little shortage of missions or adventures. Any space navy will be rife with opportunities for the Avatars to get stuck into a storyline, from Federal / Imperial entanglements to blockades of Independent systems.

MILITARY MISSIONS

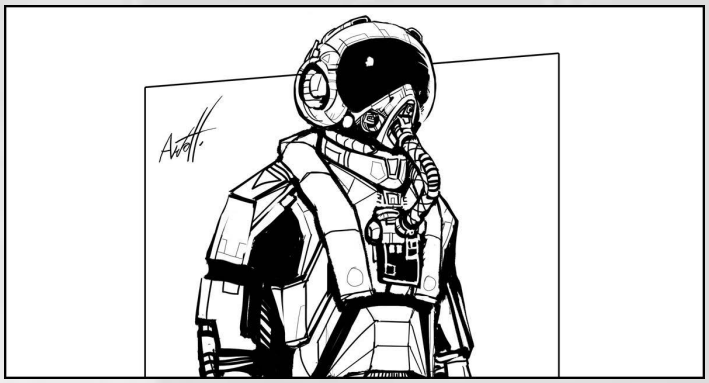
- The group has been ordered to investigate reports of a rebellion in a disputed system. When they arrive they find the system's leaders in prison and the whole system under the control of a well-organised coup. The architects of that coup claim that the local governors were lining their pockets with the profits that should have been going to the workers.

- Whilst on assignment away from base the Avatars receive word that one of their families has been taken hostage in a nearby system. The group must decide whether to help liberate the family members or leave them to an unknown fate.

- The Avatars are fighter pilots based on a respected battlecruiser. They find they are being transferred to another ship for no apparent reason. As they are preparing to leave one of the command crew takes them aside and tells them that the captain is planning to mutiny to another power and is systematically getting rid of crewmembers who won't follow the mutiny. The group must decide whether the story is true and, if so, what to do about it.

- The group are trained marines on deployment to a battle-torn world. Their mission is to work with the locals and retake a captured command post from insurgents. At the command post they find the invaders dead along with the post's crew, and that they died in hand-to-hand combat with loaded, functional weaponry within reach and not used. The group has to find out what happened – all the while becoming more and more volatile…

- The group is part of a waterborne carrier crew responsible for flight deck ops. A fighter group reports being under attack and only one of the flight makes it home, crashing into the deck and being rushed to the infirmary. The group must find out what happened to the flight. The visual logs on the planes have been tampered with and don't show what happened: technical malfunction or sabotage?



PASSENGER TRANSPORTATION

Passenger cruises and tourism wax and wane in popularity, and the arrival of the improved hyperdrives has brought more opportunities for galactic tourism. In the 3200s independent pilots carved a niche for themselves in the light passenger service industry, becoming the taxis of the space lanes.

As the galaxy expands into the 3300s more vessels are becoming available with luxury passenger transport in mind. Saud Kruger, known primarily for planetside vehicles and aircraft, exploded onto the market at the turn of the century with a growing range of cruise liners. The Orca opened up the independent passenger market in 3301 and the range of modular passenger cabins for spacecraft grew along with it. There are now more options available for independent tourism than ever before.

Avatars looking to build a career as a cruise liner commander will need to invest heavily in upgrading from the default ships to larger vessels quickly. Passenger cabins are bulky and smaller ships can only carry the spartan Economy class version. To be taken seriously a ship should be fitted with at least a business class cabin, which will need a class 4 internal compartment. See the vehicle rules and the Commodities list for more details.

Saud Kruger's Orca and Beluga-class liners are the only vessels that can carry luxury passenger cabins.



WEALTH

WEALTH

The standard currency is the Galactic Credit, marked with the abbreviation "Cr". Wealth includes the contents of the Avatar's bank account and the material assets bought and owned.

To calculate the amount of currency the Avatar has available to buy equipment, roll 4D6 and multiply the total by 200. This number should be entered into the WEALTH box on the Avatar Record File.

Credits can be used during Avatar creation to buy items or equipment that the player thinks will be useful in the campaign or that the Avatar would be likely to buy. If any credits are left over after buying equipment, these will be available to the Avatar when gameplay starts.

WINDFALLS

Before the story begins, an Avatar may have had some good fortune; perhaps a relative passed away and left an inheritance, or an investment came through or maybe the Avatar had a good day at the casino. In any case, a sizeable quantity of currency or assets are transferred to the Avatar. The LM can make the windfall part of the game itself if desired – a quest to track down the inheritance can always be a good starting point for a group.

In order to determine whether the Avatar is the recipient of a windfall, the player should roll 2D6 and check the result on the table below.

WINDFALL TABLE

Result	Windfall
2	Brand new asset of up to 110,000Cr in value. Asset type is LM's discretion. Bequeathed either by family member or "mysterious benefactor" – LM and player should discuss this.
3-4	Avatar found an item of worth and traded it for 6,000Cr. It may be worth considering that the item may have been lost and that the original owners may want it back.
5	Avatar has 800Cr readily available. The LM should discuss the origin of this with the player.
6-9	No Windfall
10	Permanent, owned standard accommodation at a location of the player's choice, fully paid for and maintained by a third party. LM and player can discuss the location and nature of the accommodation.
11	Asset(s) up to 45,000Cr in value. Nature of asset is LM's discretion. Bequeathed either by family member or "mysterious benefactor" – LM and player should discuss this.
12	Avatar has 240,000Cr available, kept in a safe location and "managed" by a third party. The LM should discuss the origin of this with the player.

DERIVED VALUES

These are values derived from the Aspects.

AVG LOAD



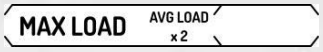
There are limits to how much can be carried and how long it can be carried for. Items in the game have a MASS statistic, which is a measure of an item's mass (commonly referred to as "weight" when on planets) in kilogrammes. An Avatar can only carry a cumulative Mass up to the Average Load value for any length of time.

Average Load, noted on the Record File as AVG LOAD, is how many kilogrammes of mass can be carried normally, whether it be for short periods in the arms or for longer periods in a bag or rucksack. If the total mass of all carried items exceeds the AVG LOAD value, then the Avatar will tire easily and be less able to move or react quickly to events. The Avatar is welcome to carry on doing this, but any physical tasks will suffer penalties as a result and the effects will become more pronounced the longer the situation goes on.

GENERATING AVG LOAD

AVG LOAD is calculated by multiplying the BODY Aspect value by 20. If the Avatar has any points in Condition or Physique Traits, these should be applied to the BODY score before multiplying. Positive Trait values should be added and negative values should be subtracted.

MAX LOAD



The MAX LOAD represents the maximum mass or weight of items that can be lifted or carried by the Avatar for short periods of time.

An Avatar carrying between the AVG LOAD and MAX LOAD values will be able to carry that weight for a shorter and shorter amount of time the heavier the mass is. The LM should make judgment calls on how often the Avatar will have to pass a BODY task to be able to go on carrying or otherwise moving the mass. If the mass or weight of an item or collection of items exceeds the MAX LOAD value, then the Avatar will not be able to move that mass alone.

GENERATING MAX LOAD

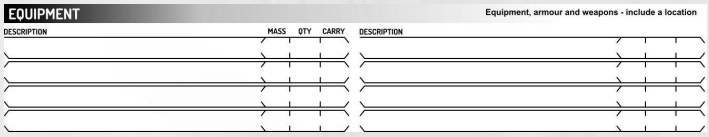
The MAX LOAD value is found by multiplying the AVG LOAD value by 2. No Traits are taken into account when generating the MAX LOAD value as all Traits have been taken into account during the calculation of the AVG LOAD value.

GRAVITY AND LOAD

Altered gravity environments affect the amount that can be carried. The Load values are considered to be the normal gravity level for the environment in which the Avatar was raised, and is generally referred to as 1G (or one gravity).

If the Avatar is in an environment where the gravity is different, the AVG LOAD and MAX LOAD values should be multiplied by the relative gravity level. For example, if the gravity in a local area is half that of the Avatar's normal gravity, then the gravity value is 0.5G and the load values should be divided by this value. Note that multiplying a value by a number less than one will increase that value.

EQUIPMENT



The LOAD values above outline how much equipment an Avatar can carry from an overall inventory of owned items. The Equipment section allows the player to keep track of these items. The description is accompanied by the item's mass, how many of these the Avatar has and whether they are being carried or not. Items being carried should have an indicator in the CARRY box to show this. If the cumulative MASS of the carried items is greater than the AVG LOAD or MAX LOAD values, then the consequences detailed there will occur. Any item that is not

being carried is not available to the Avatar whilst not in the location where the items are generally kept.

MAX TRAUMA

MAX TRAUMA BODY x3

The MAX TRAUMA value indicates the maximum amount of Trauma that can be taken before the Avatar is incapacitated and starts to die.

GENERATING MAX TRAUMA

The Avatar's MAX TRAUMA value is found by multiplying the BODY value by 3. If the Avatar has any points in the Condition or Physique Traits then the rating in this should be applied to the BODY value AFTER multiplying. Positive Trait values should be added and negative values should be subtracted.

CRITICAL

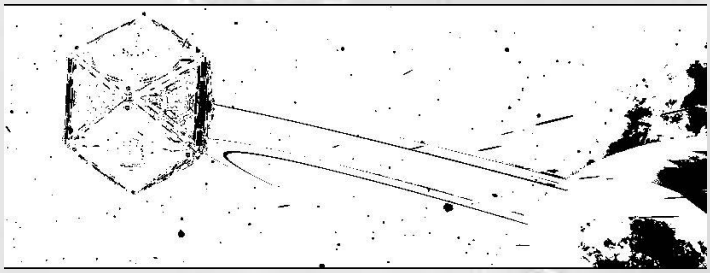
CRITICAL BODY

This value, part of the Trauma and Blood Loss Tracker, indicates how much trauma an Avatar can take in a single strike without being temporarily incapacitated.

GENERATING THE CRITICAL VALUE

The Critical value is equal to the Avatar's BODY value. If the Avatar has any points in the RESISTANCE Trait, these should be added to or subtracted from the Critical value as well.

The remaining sections of the Record File, dealing with weapons and armour, will be discussed in the Game Mechanics section.



He swirled the expensive Lavian Brandy around in its glass. Today should be a celebration, but he was nervous.

He checked his chronometer again. She wasn't late. Yet. He looked out of the panoramic plexiscreen wall of the bar into the cavernous space filled with docking bays and ships. He watched small nimble fighters dance around sluggish T9s and Anacondas. Then he spotted it. His Cobra MkIII. He mentally corrected himself. Her Cobra MkIII. He watched the ship make its way smoothly to a docking bay and land perfectly. His comms buzzed.

"Hi dad. I'm home. Did you miss me?"



SUMMARY PAGE: CREATING AN AVATAR

ASPECTS

- Avatars all start with each Aspect at level 2.
- Three "modification points" are available to modify the Aspects, with one modification point used to raise an Aspect value by one. An Aspect can be raised by a maximum of two points. Once the player has completely allocated these points, the Aspect values are considered to be final and cannot be altered by the player unless instructed to do so by the LM.
- Before assigning the modification points, a single Aspect can be reduced to 1 in order to make an additional point available. Note that this can only be done ONCE for each Avatar and the reduced Aspect cannot be raised again using the modification points.

TRAITS AND TRAIT PACKAGES

- Up to four positive Trait Points are available: two can be used without penalty but for each additional positive Trait point the player must choose a Trait to assign a negative value to. Trait Points can be spent on the same Trait twice.
- A Trait can be raised to a maximum of two and lowered to a minimum of -2. A Trait's value cannot exceed the value of the controlling Aspect.
- The Trait value should be written between the brackets next to its name in the Aspects and Traits section of the Avatar Record File.
- Trait Packages are pre-generated sets of Traits. Trait Packages flesh out physical and mental personality, and can be thought of as a guide to the Avatar's nature. Some sample packages are presented in the book, but players and LMs should be encouraged to tweak or create packages.

ARCHETYPES AND OCCUPATIONS

- Outline what the Avatar did before deciding to become an adventurer. Previous employment is broken up into three year terms of service. Occupations are divided into categories called Archetypes. Pick an Archetype from the list and either select an Occupation from the list provided or liaise with the LM to come up with a unique Occupation. Each three year term of service awards three points that can be spent on Experiences relevant to that Occupation, with one point representing one Use Point – these are entered into the USE box adjacent to that Experience's name and LVL box. Again the player can choose from the Experiences presented in the Occupation descriptions (providing they are relevant to the Occupation) or can liaise with the LM to determine what relevant Experiences can be gained. More than one point can be spent on the same Experience up to the maximum of three. Note that only a total of three points can be accumulated and spent in one three year term.
- An Avatar can have multiple Occupations from multiple Archetypes if the player desires, but with each three year term served the Avatar will be that much older. Terms can be served in the same Occupation doing a slightly different job if the player wishes (e.g. three years as a Naval crew chief and three years as a Navy Pilot)
- In addition to career experiences, the Avatar is assumed to have learned some skills during his or her formative years. To illustrate this 1D6 is rolled to generate the total amount of Experience Use Points that can be allocated to a choice of Experiences. Players can elect to choose a different Experience for each point or can spend multiple points on Experiences up to the amount of points rolled. Note that Experiences can only be raised to a maximum LVL of 2 during this process.

CAREERS

This is the Avatar's chosen career at the start of gameplay. The Avatar should decide which of the Career options to opt for from the list provided. If no specific career is chosen then the Avatar is given the default Sidewinder.
If the player decides that the Avatar will not be an independent pilot at the start of the game then this section should be omitted and the LM and player should determine between themselves what equipment or belongings are in the Avatar's possession at the start of play. Note that Military careers can be chosen as well.

- For each three year term served in an occupation the Avatar will gain one Experience Use Point in "Space Flight" and will earn 2D6 x 100,000 credits towards advancement in Pilots Federation rankings each year. Note that these are not added to Wealth.
- LMs can award 1D6 Experience Use Points to be allocated to random Experiences of the player's choice during each three year term of service to provide some indication of the Avatar's spare time activities. Experiences can only be raised to a maximum of LVL 2 during this process.

WEALTH

To calculate the amount of currency the Avatar has available to buy equipment, roll 4D6 and multiply the total by 200. This number will be entered into the WEALTH box on the Avatar Record File. If any credits are left over after buying equipment, these will be available to the Avatar when gameplay starts.

WINDFALLS

In order to determine whether the Avatar is the recipient of a windfall, the player should roll 2D6 and check the result on the table below.

WINDFALL TABLE

Result	Windfall
2	Brand new asset of up to 110,000Cr in value. Asset type is LM's discretion. Bequeathed either by family member or "mysterious benefactor" – LM and player should discuss this.
3-4	Avatar found an item of worth and traded it for 6,000Cr. It may be worth considering that the item may have been lost and that the original owners may want it back.
5	Avatar has 800Cr readily available. The LM should discuss the origin of this with the player.
6-9	No Windfall
10	Permanent, owned standard accommodation at a location of the player's choice, fully paid for and maintained by a third party. LM and player can discuss the location and nature of the accommodation.
11	Asset(s) up to 45,000Cr in value. Nature of asset is LM's discretion. Bequeathed either by family member or "mysterious benefactor" – LM and player should discuss this.
12	Avatar has 240,000Cr available, kept in a safe location and "managed" by a third party. The LM should discuss the origin of this with the player.

AVG LOAD

This is calculated by multiplying the BODY Aspect value by 20. If the Avatar has points in the Condition or Physique Traits, these should be added or deducted to the BODY score before multiplying.

MAX LOAD

The MAX LOAD value is found by multiplying the AVG LOAD value by 2. No Traits are taken into account when calculating MAX LOAD.

MAX TRAUMA

The Avatar's MAX TRAUMA value is found by multiplying the BODY value by 3. If the Avatar has any Traits that affect their ability to take damage, such as Condition or Physique, then the rating in this should be added or subtracted from the BODY value AFTER multiplying.

CRITICAL

The Critical value is the Avatar's BODY value. If the Avatar has any Traits that affect the ability to take damage, the rating of these should be added to or subtracted from the BODY value to obtain the Critical value.

The result should be entered into the relevant box on the Trauma and Blood Loss Tracker.

EQUIPMENT

If the player wishes to purchase additional equipment, this can be looked up in the Commodities List.



PART 3: GAME MECHANICS

The rules have been designed to be flexible, allowing a variety of gaming styles and environments. They should easily adapt to both face-to-face and online play and the game should be just as rewarding played in person or through video conferencing, audio chat or text-only methods. They also allow players to role-play a resolution to their situations rather than rely on dice rolls every time.

Avatar actions are called Tasks, and can be carried out by rolling dice, role-playing the situation or a combination of both. Normal everyday tasks that an Avatar would have experience performing should be achievable without dice rolls if the players and LM prefer. It's only when something either out of the Avatar's comfort zone or which takes the ability or knowledge to the limit that the dice should be brought into play. Even then, if the group prefers they can try to role-play the situation as much as possible, perhaps allowing the difficulty to be reduced.

For example, an experienced colonial doctor wouldn't have to do anything special to diagnose a common cold or reset a dislocated shoulder, as these are common aspects of frontier medicine whilst emergency surgery is difficult and dangerous and should require a task roll. If that doctor was suddenly left in charge of a spacecraft's bridge he would be using skills he had never used before, thus a task roll would be highly recommended and would be difficult. The doctor's player could attempt to role-play the situation and although a dice roll would likely still be needed the performance might be enough for the LM to reduce the difficulty.

TASK RESOLUTION

Task resolution is managed by four components:

- The **Task Pool**, a number of six-sided dice (D6) that will be rolled to attempt the task. The number of dice in the pool is obtained by combining Aspect values, Trait values and Experience levels relevant to the task.
- A **Difficulty Level**, set by taking a base value and adding or subtracting situation-based modifiers.
- The **Role-Playing** ability of the players.
- The number of **Successes** rolled.

DIFFICULTY LEVEL

The Base Difficulty for task rolls is 4. This means that the players must roll 4 or more on 1D6 for that roll to be a success. This base difficulty can be modified by many factors to give the final difficulty level for the task. The LM should consider environmental, situational and other interfering issues that may either increase or decrease the difficulty of the task. Common factors include:

- **Time**: a time limit should increase the pressure and thus the difficulty by 1. Without a time limit the Avatar is likely to achieve their result eventually, so the difficulty can be reduced by 1.
- **Distractions**: lack of distractions would mean the difficulty remains at the default. Gunfire, earthquakes, ships buzzing the Avatar's bridge and so on should result in a difficulty increase of 1 or 2 depending on the severity.
- **Health**: if the Avatar is injured or ill, the difficulty of a task should be increased by 1.

A difficulty should never be zero. If, after considering modifying factors, the difficulty is reduced to 1 then the task is an automatic success and no dice roll is required. There is no upper limit to the difficulty of a task, but a difficulty of seven or above should ONLY be considered a task with an extremely slim chance of success. It's up to the LM whether the actual difficulty level is revealed to the players as they perform tasks.

To illustrate the difficulty level in action, consider the simplified example of a courier with the following tasks:

Task: Delivering a package to a space station
Difficulty: 4 (Avatar does this for a living and faces the normal challenges associated with it)

Task: Deliver a package to a planetside address
Difficulty: 5 (still related to the Avatar's experiences but a complex task)

Task: Deliver a presentation about couriers
Difficulty: 6 (out of the Avatar's comfort zone, but since he is familiar with couriers he should be able to improvise)

Task: Deliver a baby whilst fending off pirates
Difficulty: 7+ (completely outside the Avatar's abilities and under extreme duress)

Note that achieving difficulties of 7 or more is possible since relevant Traits and Experiences can add a bonus to the dice rolls.

THE TASK POOL

The Task Pool is the number of dice the player can roll in an attempt to roll equal to or higher than the task's Difficulty Level. The Task Pool is built as described below.

In order to perform a task, the nature of the task should be considered and the LM should determine which Aspect would be most relevant to that task. The value of that Aspect is the base number of dice the player can roll to attempt that task.

Only one Aspect can be used in a Task Pool. However, if there is enough time and if the Avatar is able, a Supporting Task can be carried out before the main task to try and make it easier, using either the same Aspect or another Aspect. The value of the Aspect used for this Supporting Task is halved (round the result up) and the difficulty of the task should be at the same level as the primary task. Success in the supporting task reduces the difficulty of the primary task by the number of successes rolled. However, if the supporting task fails, the difficulty of the main task will be increased by 1 as a result of the delay and additional pressure.

TRAITS AND EXPERIENCES

If an Avatar attempting a task has Traits relevant to the task, the Trait values are applied in one of two ways: a number of dice equal to the selected Trait value is added to or subtracted from the dice pool OR the value is added to or subtracted from the results of ONE die when the pool is rolled.

Only one relevant Trait value can be used in a task pool. If the player fails to note that Traits could be used, then the chance

to use that Trait is lost. If a player neglects to mention that a negative Trait may have had an impact on the task, then the LM should not allow this to pass without notice or some kind of future consequence.

Similarly if an Avatar has Experiences relevant to the task, a number of dice equal to the LVL of ONE Experience is added to the dice pool OR the value is added to the results of ONE die when the pool is rolled. If adding both Trait and Experience values to a die result, both values must be added to the same die.

Experience can only be added to the Task Pool if the LVL is one or more – values in the USE boxes do not count.

Task Example

Jedra is attempting to climb a wall. This is a BODY task. The LM decides that the difficulty level for this climb will be the base level of 4, since nothing is happening to distract him from the task at hand. Jedra has a BODY of 2, allowing 2 dice in the Task Pool. He also has the AGILITY 1 Trait and thus gains one extra die. He has the "Free Climbing" Experience at LVL 0 plus 2 Use Points, so no extra task dice can be obtained from the Experiences. This means Jedra has 3 dice in the Task Pool.

The player declares that Jedra is going to look for handholds to make the job easier. This allows him to make a Supporting Task roll using the SENSES Aspect. Jedra's SENSES is 3, so the Supporting Task roll will have a Task Pool of 2 (SENSES value of 3, halved (1.5) and rounded up to 2).

ROLEPLAYING ABILITY

Since this is a roleplaying game, the LM should, wherever possible, allow the players to act out the situation between themselves. Note that the majority of the time the players will be acting along with the LM, since most task rolls will be to accomplish something that the LM has decided is worth a task roll. Social situations are prime candidates for role-playing, and should be acted out wherever possible. Not only does it reduce dice rolls, but it also makes the game and story feel more immersive.

SUCCESSES

Once the Task Pool has been defined the task can be attempted by rolling a number of dice equal to the value of the Task Pool. The number of dice that roll equal to or higher than the difficulty is the number of Successes achieved in that task.

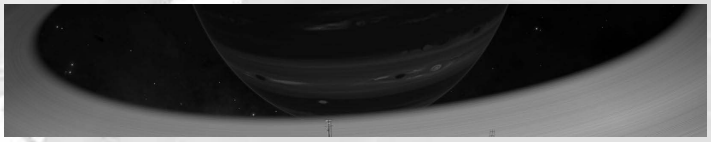
In most cases a single Success is all that is needed to accomplish a simple, uncontested task. Particularly challenging tasks may, at the LM's discretion, need more than one Success. Any additional Successes improve the effect in some way, including the rate at which the task was achieved or the effectiveness of that task. Other benefits of surplus Successes can be outlined by the LM according to the needs of the situation and need not be positive outcomes.

COMPLEX TASKS

A complex task is defined as a task that could have more than one component action to achieve the task's goal. Complex actions are only declared if the controlling Aspect for both components is the same. A complex task may require more overall Successes.

The LM can either declare that single task is more challenging and will need a higher number of Successes, or can decide that the task is a "complex task" and break it down into logical subtasks then determine the number of Successes required to complete each individual component task. Note that the LM is under no obligation to outline or explain the logic behind the number of subtasks or Successes needed. Indeed, not explaining the exact nature of the subtasks could be part of the situation's drama.

If the LM or player desires, the number of dice being rolled can be specifically split between the component parts of a task. The number of Successes remains the same, but at least one Success needs to be made for each part of the task. The player and/or LM must specify which dice rolls are for each part of the task.



CONTESTED TASKS

These are tasks where the player's Avatar is in direct competition with another Avatar (or NPC) during that task. To resolve these tasks each contestant's Task Pool should be calculated as normal, taking into account any Experience or Traits relevant for the task on both sides. The base difficulty for a contested task is 4, the same as simple tasks. Combat is a type of contested task and is discussed in more detail in the Personal Combat section.

Each contestant makes the task resolution check using the same rules as normal. The victor is decided based on the following rules:

- If one contestant does not achieve any Successes, the other is the victor.
- If each contestant achieves Successes, whoever achieved more surplus Successes is the victor.
- If each contestant achieves the same amount of surplus Successes, the attempt must be re-rolled.

DICELESS TASK RESOLUTION

Optional rules are presented here for those wishing to play sessions without dice. This would be suited best to remote or online play, where it may not be possible to roll dice face to face. It would also be appropriate for live role-play sessions.

- **SIMPLE TASKS**: If the number of dice in the Task Pool is MORE than the difficulty level then the task automatically succeeds.

- **CONTESTED TASKS**: The Avatar with the highest number of dice in the task pool is the winner of the contest. In the event of a tie, the Avatar with the highest value of the task's controlling Aspect is the winner. In the event it is still tied, the highest BODY Aspect is the winner. If it is still tied after all that, role-play the situation out, and the best narrative wins.

GRAVITY AND ATMOSPHERE

All range values stated in this book apply to environments with gravity (G) and atmospheric pressure (AP) similar to sea level on Earth. Different environments will alter unpowered travel distance, throwing range and an area weapon's effect.

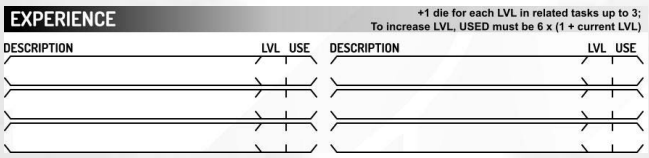
The gravity and atmospheric pressure for a location should be worked out by the LM in advance of any actions. In order to find the adjusted ranges for actions or effects, use the following rules:

- For gravitational changes, divide the range by twice the gravity value. If gravity is zero, multiply the base range by 20.
- For atmospheric changes, divide the default range by the AP. If AP is zero (vacuum), multiply the base range by 10.
- To accommodate changes in both, multiply the two values together and divide the range by that result. If either value is zero, divide the range by the non-zero value then multiply that result by 10.

Obviously this is a rather complex mechanic so if it benefits the flow of the game players and LMs should feel free to use other methods to represent different environment in these situations.

GAINING EXPERIENCE

When a player attempts a task they will always learn from it. Whether the task succeeds or fails, the player should make a note of it on the "Experiences" section of the Record File.



The first time an action is performed the player should write a suitably descriptive name for it in one Experience lozenge on the Record File and put a "1" in its adjacent USE box. For each subsequent use of that Experience the value in the USE box should be incremented by 1.

When the USE value reaches 6 for the first time, then the Experience LVL value can be increased to 1. This gives the Avatar an extra dice or a bonus to a die roll for any future uses of that Experience. From that point on, the LVL can be increased when a number of uses has been recorded that equals 6 times the next level's value. For example if an Experience is at level 1 it will take 12 points (next level is 2, multiplied by 6) to advance. An Experience can only be increased to Level 3. There's only a certain amount that anyone can know about one subject, after all.

In some cases the LM may need to judge whether a task that is relevant to an Experience was worthy of an increase to the USE count. This decision should take into account the relative difficulty of the task, the current LVL of the Experience, how many times the Experience has already been used and how well the Avatar is likely to have learned from the task that has just been attempted. This can be done during the play session or the marks and notes made by players on their Record Files can be tallied and discussed at the end of the session, mission or campaign depending on how the LM wants to allocate Experience. The LM and players should discuss beforehand how Experience will be awarded during their sessions. Options include:

- Experience is awarded at the end of each session. Although the easiest to manage, this method can result in a lot of time in each session being lost to conversations about how to apply the task results.
- Experience is awarded at the end of a story arc, mission or other multiple-session time frame. This is probably the most flexible option, allowing a moderate time to elapse and a natural lull in the adventure to present itself before, in roleplaying terms, the Avatars get a chance to really think about what they learned from the previous events.
- Experience is awarded at the end of the campaign. This is probably the most difficult to administrate, due to the sheer number of tasks that could be attempted during a long campaign.

REPUTATION

An Avatar's Faction Standing and Pilots Federation Ranking may be used to influence certain events. They represent how successful the Avatar has been and how much note has been taken of that in the community. Public records are far-reaching and include a lot of information about a person's achievements and failures.

The Avatar Record File includes a section for Faction Standing and a tracker for Pilots Federation Rankings. At the beginning of the Avatar's adventures (i.e. immediately after generating the Avatar) these records will be blank unless the player and LM arranged for a pre-existing reputation to be in place during Avatar creation.

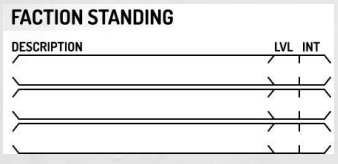
USING REPUTATION

Reputation is mostly relevant in social interaction, such as public engagements, negotiations and bartering. Purely physical or mental actions or tasks will not usually be affected by reputation.

No dice roll is directly tied to Faction Standing but it should be considered when social tasks are being attempted, and could either increase or decrease the difficulty of the task roll: the LM is free to define the exact degree to which the Reputation can be applied to different situations. It should also be considered when role-playing personal encounters.

FACTION STANDING

Each time an Avatar interacts with a Faction (this could be an organisation, corporation, government, pirate clan etc.) the outcome of that interaction should be recorded in the Faction Standing section of the Record File.



The Faction's name should be written on a blank line, and if this is the first time the Avatar has interacted with this faction a 1 should be entered in to the INT (Interaction) box.

The LVL and INT boxes work in the same way as the LVL and USE boxes in the Experience section – a successful interaction, as defined by the LM, should be recorded by incrementing the INT value by one. Subsequent positive interactions with that faction should be noted in the same way.

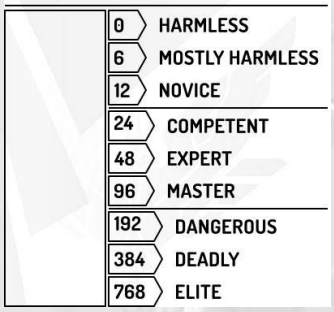
To achieve LVL 1 Reputation, 6 INT points should be earned. Subsequent levels are reached by gaining twice the INT

values than for previous levels. Thus to reach LVL 2 there must be 12 new interactions, and to reach LVL 3 there must be 18 new interactions. Gaining LVL 1 grants either one additional Task Pool die or a bonus to one die in that pool for any tasks that involve interaction with that faction and its allies.

Unlike Experiences, Faction Standing can be negative as well as positive. Interactions that do not turn out well for the Avatar (failed task rolls etc.) will result in the deduction of one point from that INT value. If the INT value is already 0 the value can be reduced to -1. In the same way that the level of a faction standing is promoted to LVL 1 if INT reaches 6, that standing will be reduced to -1 if the INT value reaches -6. In this case any dice rolls for relevant actions with that faction would lose 1 die or would have one die result reduced by one point.

Again unlike Experience, Faction Standing can be reduced to any level, not just 3 or -3 - although the progression through these ranks should be increasingly difficult.

PILOTS FEDERATION RANKINGS



The Pilots Federation Rankings can have a significant impact on an Avatar's interaction with a wide range of people and organisations. Games or campaigns set between the founding of the Pilots Federation in 2805 and the year 3290 should only feature the Combat Ranking and would use kill counts to determine that rank. In 3290 the Pilots Federation begun to use bounty income to calculate the Combat Rating, and introduced the Trade and Exploration Rankings the same year.

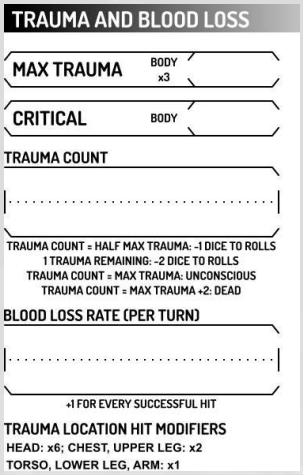
Each rating has nine ranks. In the Elite Encounters system the nine ratings are split into three tiers, separated on the Record File by a line. The numbers at each rank represent the required amount of credits earned in that activity to reach that rank: the first tier number should be multiplied by 10,000Cr to give the amount that should be earned, the second tier number should be multiplied by 100,000Cr and the third tier number by 1,000,000Cr. In the case of the combat ranking only, the number indicates the number of kills required for that rank, but only in the period of time where that is appropriate as noted above.

Attaining higher rankings will confer bonuses to some task rolls or role-play interactions. To advance in each ranking the Avatar must do the following:

- **Combat**: take a spacecraft into combat and either increase kill count or be awarded bounties.
- **Trade**: buy and sell goods and equipment between star systems. Promotion is earned based on the amount of profit earned from that trade.
- **Exploration**: scan and catalogue previously unexplored star systems and the bodies within. Promotion is earned via the profit earned from selling the data specifically to Universal Cartographics. Selling data to other parties will not count towards exploration rank.

See the career descriptions in the Avatar Creation section for more detail about what can contribute towards the rankings.

TRAUMA AND BLOOD LOSS



Two values outline damage effects and the severity of that damage: TRAUMA and Blood Loss Rate. These are represented by two areas where the values can be noted as they change.

MAX TRAUMA indicates the maximum amount of wounds that can be sustained before the Avatar begins to die. One wound equals one point of Trauma damage. When an Avatar suffers Trauma it will affect the ability to perform actions as follows:

- If the Avatar has suffered Trauma equal to half the MAX TRAUMA value then the Avatar will lose a die in the Task Pools.
- If the Avatar has suffered Trauma equal to one less than the MAX TRAUMA value, the Avatar will lose 2 dice from each Task Pool.
- If the Trauma counter and MAX TRAUMA value are the same or the Trauma counter is one more than the MAX TRAUMA value then the Avatar falls unconscious. Any subsequent blood loss will still occur and risks killing the Avatar.
- If the Trauma Counter reaches two more than the MAX TRAUMA value then the Avatar dies from either severe trauma or blood loss.

The CRITICAL value indicates how much damage the Avatar can take in a single strike without being physically affected. If a strike is made that has greater TRAUMA than the CRITICAL value, then the Avatar cannot take an action of any kind during the next turn. If the Avatar is struck multiple times during a turn and the value exceeds the CRITICAL value, then there is no effect – CRITICAL values are only relevant for single strikes.

BLOOD LOSS RATE is the amount of blood that is lost each turn during a combat. As the Trauma increases, so does the blood loss from the cumulative wounds. Each time the Avatar is successfully attacked (i.e. the defence task roll is failed and the strike is not absorbed by armour) the Blood Loss Rate should be increased by one. Note that if the Avatar is struck by a weapon that has a TRAUMA greater than 1 this still only results in a Blood Loss Rate increase of 1. At the end of every turn, the current Blood Loss Rate value should be added to the Trauma Counter value.

The Location Hit Modifiers show how much the Trauma should be multiplied by depending on the area of the body that has been struck. A small calibre kinetic pistol shot (TRAUMA of 1) to the head would be subject to a multiplier of 6, meaning 6



Trauma points would be taken by the Avatar for that single strike. If the modifier pushes the Trauma value above the Critical value that means that this strike is a Critical one.

Note that after a combat situation the Avatar may still be affected by continuous blood loss – the timescale should be roughly thirty seconds of non-combative time for each application of the Blood Loss Rate.

TRAITS AND TRAUMA

If the Avatar has points in CONDITION, DISCIPLINE or RESISTANCE a task roll using the Trait and its controlling aspect with a difficulty of 5 can be made. If successful the Avatar can negate one Trauma point. No matter how many Successes are rolled, only one Trauma point is negated, but any resultant blood loss is still counted.

PERSONAL COMBAT

In role-playing, as in real life, combat is a serious business. There is a good chance for one-strike kills in this game, and Avatars (or indeed players) should always consider the possibility that they might not come out of a combat situation alive or even in good health. Injuries sustained in combat are always serious and it's the lucky combateer that will come out of a gunfight unscathed.

Combat should be avoided if at all possible – roleplaying other, less violent methods to get out of a situation should always be preferable to getting the guns out and shooting everyone. Most populated environments tend to frown on people pulling weaponry out and threatening other inhabitants. Enclosed or pressurised spaces tend to be a bad place to fire weapons, with the threat of hull breaches or decompression being very closely observed. Even so, the time will inevitably come where the players and their Avatars will come up against someone packing heat, or will find themselves in a situation they will have to fight their way out of.

Combat is assumed to be simultaneous for each party in the combat zone. If an Avatar is hit during an exchange then that Avatar's actions may still be allowed during that turn. It is up to the LM to decide if the recently hit Avatar had enough time to carry out his or her actions before the shot or blow struck.

The system for combat is similar to other tasks – an Aspect is used along with any relevant Traits and Experiences to create a quantity of dice called the "Task Pool" – but with the addition of the SENSES Aspect value to that Task Pool. A combat action's controlling Aspect is either BODY or MIND, and the addition of the SENSES value reflects the importance of a combatant's situational awareness to a combat situation and allows SENSES Traits to be included in the Task Pool.

If combat is being engaged with an opponent who is aware of the attack, the task will be a Contested Task. If all or part of the attack is made unawares on the target then that portion of the combat will be a standard task. Some scenarios may need more than one aspect of the situation to be taken into account. In these cases the task should always be a Complex Task, involving subtasks for which at least one Success must be obtained.

The primary Aspect used for the task will depend on the type of weapon used and the nature of the attack.

Personal Combat can take two forms.

- **Unarmed Combat** is the term used to signify that the combatants are not carrying any weaponry and will use only parts of their own body during an attack. This includes street-fighting, martial arts or any other form of fighting.
- **Armed Combat** is any conflict that involves weaponry, such as clubs, night-sticks, knives, swords or guns as well as any other makeshift or advanced weaponry.

UNARMED COMBAT

Hand-to-hand combat is close-quarters fighting with no weapons in hand. The close-up and personal nature of the battle makes BODY the primary Aspect.

The attacker's Task Pool should use the BODY and SENSES Aspects and one Trait relevant to the type of attack. For brute force attacks PHYSIQUE, CONDITION or INSTINCT are most appropriate whilst for acrobatic attacks AGILITY, SPEED or AWARENESS are best suited. The value of one relevant Experience can also be added to the pool.

At the start of combat, if the defender is unaware of the incoming attack there is still a chance to detect it. A standalone SENSES task should be performed at the base difficulty, using the AWARENESS Trait if available and modified by effects from the defender's surroundings, the attacker's stealth and other relevant factors. The defender can also make use of any available Experiences. If successful the defender has a chance to avoid the initial attack. It is up to the LM and players to determine the likelihood of the defender becoming aware of the assailant.

Once the defender is aware of the incoming attack then a defensive task can be attempted to dodge that attack. The BODY and SENSES Aspects along with the SPEED, AWARENESS or INSTINCT Trait and one relevant Experience should be used in the attempt.

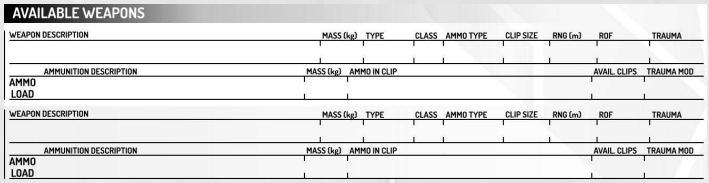
After the initial confrontation has been made and all participants are aware that the fight has begun, the combatants are assumed to be attacking and defending simultaneously. The LM should assign difficulties to the task rolls for each individual combatant. It is recommended to assign the base difficulty of 4 to these Contested Tasks, especially in combats between more than two participants.

The combatants now declare the target of their attack. If more than two combatants are involved in the fight then each player (or the LM in the case of NPCs) must decide whether to split their Task Pool between those combatants. If the player or LM decides to attempt to fight more than one person, the fight will be more difficult for that combatant because they will have fewer dice in each pool with which to beat the opponent's Successes.

Each combatant must then simultaneously roll their Task Pool dice and count how many Successes are rolled. The combatant with the highest number of Successes wins the attack round and inflicts Trauma to the other combatant for each Success over the loser's count. If the same number of Successes are rolled by each combatant, then the dice values rolled should be compared, with the highest dice value overall being the winner and scoring a single point of Trauma. If the round is still tied after that, then the round is a draw and no-one has managed to land a blow.

USE OF WEAPONS

The wide range of weapons available can be broken down into three broad categories: melee weapons, kinetic weapons and energy weapons. These are further broken down into classes


AVAILABLE WEAPONS

WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RNG (m)	ROF	TRAUMA
AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP					AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD								
WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RNG (m)	ROF	TRAUMA
AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP					AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD								

based on the size and relative damage that the weapons can do.

Weapons carry the following additional statistics related to their function and effect. These should be noted in the "Available Weapons" section of the Avatar Record file when the weapon is being used.

WEAPON DESCRIPTION: the manufacturer and model of the weapon.

MASS: The item's physical mass (or weight) in kilogrammes.

TYPE: type of weapon
- Blunt (**BLU**): soft or hard material, unsharpened and used for clubbing.
- Blade (**BLA**): sharp metal, monofilament or shaped energy blades for cutting and stabbing.
- Kinetic (**KIN**): weapon that uses kinetic energy to fire projectiles. Common kinetic weapons include rail guns (which use electromagnetic energy to propel the projectile), compressed air guns and explosive round weaponry.
- Energy (**NRG**): fires charged particles or wave-forms (lasers, plasma etc). Can be lethal or non-lethal depending on power and type of energy used.
- Electro-Shock Weapon (**ESW**): uses electrical charge to incapacitate an opponent or short out electrical or electronic equipment.

CLASS: the class of the weapon, based on the size.
- Class **0**: Tiny (T) - Easily carried and concealed in the hand.
- Class **1**: Small (S) - Easily carried in one hand.
- Class **2**: Medium (M) - Carried in one hand but will become difficult to carry after a time.
- Class **3**: Large (L) - carried in both hands. This is the largest class of man-portable weapon listed. Anything larger is considered to be a vehicle-mounted weapon.

AMMO TYPE: The type of ammunition that the weapon requires. This includes the calibre of the ammunition required for kinetic ammunition or the wattage of the power supply required for energy weapons. Calibre of kinetic weapons is represented as the diameter of the round followed by the length of the shell, e.g. "9x55" means a 9mm diameter round that is 55mm long. Power ratings for energy weapon power cells is listed as a wattage value representing the highest power rating of the cell that can be used.

CLIP SIZE: How many rounds can be fired before the weapon has to be reloaded (new magazine of bullets for a kinetic weapon or a new power cell for an energy weapon). Energy weapon power cells do not need to be reloaded, but the internal coils do need to cool down. The clip size value here denotes how many times the weapon can be fired or discharged before it needs to be cooled. This can be done by not firing the weapon for one turn.

RANGE (m): How far the weapon is effective in metres. To convert this to a tabletop range using the same units as the vehicle combat simulator, divide the range in metres by 4 to find the range in inches on the table.

ROF: Rate Of Fire. Maximum amount of ammo that can be fired per round. Acts as a multiplier for the TRAUMA value below. Some weapons may allow less ammo than the maximum to be fired (e.g. switchable semi-automatic fire).

TRAUMA: How much damage the weapon inflicts per hit.

The **AMMO LOAD** tracker allows the player to keep track of what ammunition has been loaded into the weapon and how many shots remain.
- **AMMUNITION DESCRIPTION**: useful identifying information about the ammunition. For example, the calibre and tip type of kinetic rounds or the wattage of an energy pack.
- **MASS**: The mass of the clip or pack in kilogrammes.
- **AMMO IN CLIP**: A place to keep track of how much of the current clip or power pack has been used. Use it to count down the rounds or charges remaining in the clip or power pack or use it to count upwards to the "Clip" value.
- **AVAIL CLIPS**: A count of how many clips of this ammunition still remain.
- **TRAUMA MOD**: Modifier to the weapon's TRAUMA value provided by the ammunition.



ARMED COMBAT

Armed combat involves longer ranges and different mechanics during a confrontation. Each available weapon handles slightly differently and a variety of different abilities will be called into play. A selection of man-portable personal weaponry is given in the Commodities section along with the values that are relevant to each.

Each weapon lists the Aspect that is used in the attack task. Unlike unarmed combat, where physical strength is normally the most important aspect of the contest, weapons use is more of a mixed-skill competition.

Armed combat is broken down into two distinct areas. Melee weapons, or those weapons that are considered to be extensions of the arm, tend to rely on speed of movement and therefore use the BODY and SENSES Aspects alongside AGILITY, PHYSIQUE or SPEED Traits as the base for the task roll along with one relevant Experience level where available.

Ranged weapons, from pistols and crossbows to spears and throwing knives, rely more on accuracy and training to use well, so the base Aspect for attack Task Pools is MIND along with the SENSES value and DISCIPLINE, AWARENESS or INSTINCT Traits as well as one related Experience if available.

MELEE COMBAT

Combat using held weapons progresses in much the same way as unarmed combat. If the defender is unaware of the initial attack they still have a chance to detect the attacker on approach.

A SENSES and AWARENESS task should be performed at the base difficulty, modified by effects from the defender's surroundings, the attacker's stealth and other relevant factors. The defender should use any available Experiences related to spatial awareness or other senses.

If successful the defender has a chance to avoid the initial attack. It is up to the LM and players to determine the likelihood of the defender becoming aware of the assailant.

Once the defender is aware of the incoming attack then a defensive task can be attempted to dodge the attack. In most cases the defender will try to physically avoid the attack, and the BODY and SENSES Aspects along with the AGILITY, SPEED, AWARENESS or INSTINCT Traits and any relevant avoidance Experiences should be used in the attempt.

After the initial assault the combatants are assumed to be attacking and defending simultaneously. The Task Pool for each Avatar should be split into Defensive and Offensive dice: the player or LM can decide how many dice are allocated to each sub-action. Note that the Task Pool does not have to be split – the player or LM can elect to purely defend or attack during a combat sequence. The base difficulty for each element of the combat action (defence and offence) is 4.

The combatants now declare the target of their attacks (if there are more than two combatants involved). The LM should determine what modifiers there are to the difficulties for each attack and defence based on situational and environmental factors, including cover, movement and distance between the targets. Each of the participants then simultaneously roll their Task Pool dice and count how many Successes are rolled for each component task being rolled for, comparing the successes for attack to the opponent's Successes for defence and vice versa, remembering that a Success is gained if the dice value is equal to or greater than the difficulty. If more Successes are rolled for the attack component than the opponent's defence component, the attack was a success and the blow has landed. If the defence component of a task has equal or more Successes than the competing attack component then the attack has failed and the defender has successfully avoided the incoming blow. This system means that the combatants can attack and hurt each other simultaneously.

If an attack is successful and the attacker gains surplus Successes then the victor can declare where their blow lands on the opponent. For example, if the attacker rolls three Successes and the defender rolls only one, the attacker wins by two Successes and can choose a location on the defender to strike.

In situations where there are more than two combatants, each participant can, if they want to, attempt to attack or defend against more than one person. The Task Pool can be split into as many components as there are dice, and each component can be used in defence or offence to a separate individual.

RANGED COMBAT

Combat using ranged weapons is very different to close combat. Combatants can be within close quarters or can be a great distance apart. As with unarmed and melee combat, the initiation of combat is the only time that an "attacker" and "defender" are specified.

The attacker initiates the combat and must describe the method of attack and weaponry used. The Task Pool is built using MIND and SENSES with the AWARENESS or INSTINCT Trait and one relevant accuracy-related Experience if available. The player must also declare whether the attack is aimed at a particular part of the body or if it's a "wild attack". The LM then calculates the difficulty of this action based on several factors including (but not limited to):

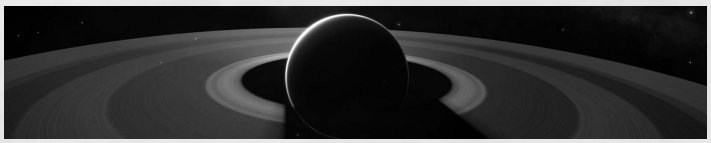
- The experience and ability of both attacker and defender.
- Declared location of the attack (usually +1 to the difficulty if any specific location is chosen, with a further +1 if a small target area such as the head or heart is chosen).
- Attacker and/or defender in motion.
- Attacker and/or defender in cover.

If the defender is unaware of the initial attack they still have a chance to detect the attacker on approach. A SENSES and AWARENESS task should be performed at the base difficulty, modified by effects from the defender's surroundings, the attacker's stealth and other relevant factors. The defender should use any available Experiences related to spatial awareness or other senses. If successful the defender has a chance to avoid the initial attack. It is up to the LM and players to determine the likelihood of the defender becoming aware of the assailant. Note that with ranged attacks there is a possibility that the attacker can take the first shot from a location that the defender may not even be able to see with the naked eye (such as sniper rifle shots). If this is the case then the defender has no chance to make any defensive rolls, and will only become part of the combat if the initial attack is survived.

If, however, the defender does become aware of the incoming attack then a defensive task can be attempted to dodge the attack. In most cases the defender will try to physically avoid the attack, and the BODY and SENSES Aspect plus one of AGILITY, SPEED or INSTINCT Traits and any relevant avoidance Experiences should be used in the attempt. Other methods of avoiding the attack can be used depending on the scenario.

Once combat has been joined the combatants are assumed to be attacking and defending simultaneously. The Task Pool for each combatant can be split into separate pools that can be used to attack or defend against other combatants. The player must declare whether their Avatar will attack, defend or attempt to do both against various opponents in this combat round. Note that an Avatar (or NPC) can only attack more than one opponent if the weapon's rate of fire (ROF) is greater than one. If the pool is split and some opponents do not have defence dice assigned to them then the player will not be able to defend against any attacks by those participants.





The base difficulty for each element of the combat action (defence and offence) is 4.

The combatants now declare the target of their attacks (if there are more than two combatants involved). The LM should determine what modifiers there are to the difficulties for each attack and defence based on situational and environmental factors, including cover, movement and distance between the targets. Each of the participants then simultaneously roll their Task Pool dice and count how many Successes are rolled for each component task being rolled for, comparing the successes for attack to the opponent's Successes for defence and vice versa, remembering that a Success is gained if the dice value is equal to or greater than the difficulty. If more Successes are rolled for the attack component than the opponent's defence component, the attack was a success. If the defence component of a task has equal or more Successes than the competing attack component then the attack has failed and the defender has successfully avoided the incoming fire.

Unlike close combat, surplus Successes do not permit the victor to allocate the location at which the shots hit, since the shot is assumed to have been aimed at the start of the combat action.

In situations where there are more than two combatants, each participant can attempt to defend against more than one person but, unlike close combat, cannot attack more than one target unless the weapon in use has a rate of fire greater than one. The Task Pools can be split into as many components as there are dice, and each component can be used in defence or offence to a separate individual.

THROWN WEAPONS

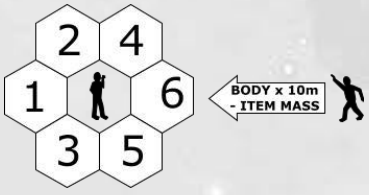
Hand grenades and other thrown weapons can be used if the combatants are some distance apart, and are often used in the initial attack before engaging in melee combat. Note that damage from grenades and the like is not a result of an explosion but from the casing and contents, often called "shrapnel", as they are thrown away from the device by the percussive forces.

The first thing to be done is to calculate how far the Avatar can throw the weapon: this can be done by multiplying the thrower's BODY Aspect by a factor of 10. The item's mass in kilogrammes is then deducted from that number to give the final range in metres whilst in 1G gravity and in atmosphere.

A thrown weapon's "Range" value indicates the radius to which the weapon's area effect will be most damaging to others. During a game the Avatar (or the player) would have to judge whether the target is in range before the throw can be attempted.

The thrower should build the Task Pool from the BODY Aspect and add any relevant Traits and/or Experiences to the pool to throw the item. The base difficulty of the throw is 4. Any Successes in the task mean that the throw was accurate.

If no Successes are rolled then the throw was off-target. The throwing Avatar should then roll 1D6 and check the result on the Scatter Chart to determine where the item ends up. The scatter distance in metres is the amount of dice that were in the Task Pool for the throwing task.





AREA EFFECTS

If an area effect weapon has been thrown or launched, then it will cause damage over an area centred on the location at which the weapon detonates. LMs and players should make sure that the area of conflict has been determined before the use of explosive devices.

Area effect weapons have a radius of effect listed in their information under the "Range" value (see the Commodities List). This is the radius of maximum effect. Within this range the weapon's full Trauma and Blood Loss values should be used. Between this radius and double the radius, half the weapon's damage values are used, and from a radius of double to treble a quarter of the weapon's damage values is used. Any Trauma less than 1 should be disregarded (cuts and scrapes only).

Example: A grenade with a Range of 30 detonates. Anything within a radius of 30 metres will be subjected to the grenade's maximum Trauma value. Any people within 30 to 60 metres will suffer half Trauma for each piece of shrapnel and anyone between 60 and 90 metres away will suffer quarter damage.

DICELESS COMBAT

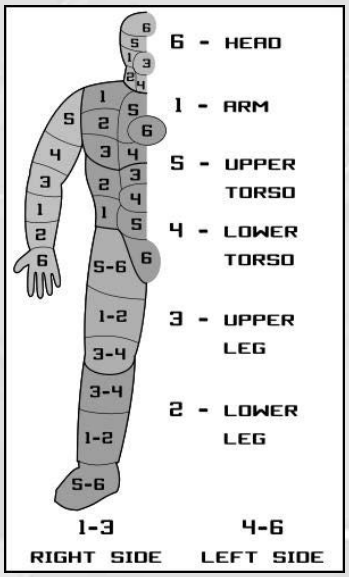
For diceless games, the number of dice used in an attack or defence can be compared to the difficulty to determine if an attack is likely to succeed. As a rule of thumb if the attacker has more dice in the attacking Task Pool than the defender has to defend with then the attack is automatically successful.

An alternative method is to compare the Task Pools of the respective combatants, taking the higher value as an indicator of the victor.

HIT LOCATIONS

If a combatant is hit and the attacker declared a hit location then that location takes the damage. If the player declared the attack to be wild, the LM should be the judge of where the hits land.

Alternatively, the LM or player can roll on this chart to determine the damaged area. Roll 1D6 to determine the general area hit, then another 1D6 to determine the specific location (with a further 1D6 to determine which arm or leg has been hit).



Note that if an area is not visible to be hit then the roll should be made again. For example, if a snap shot is made against an opponent who is behind a vehicle and their legs cannot be hit, results of 2 or 3 on the first D6 roll should be rolled again.

COMBAT DAMAGE

During a combat situation the players and LM can specify the area of the body that has been attacked and damage should be applied to that area only. If an Avatar attempts a completely wild attack, then the random damage location chart can be used as described in the Hit Locations section above. Weapons with a rate of fire (ROF) more than one inflict Trauma equal to the ROF multiplied by the Trauma value. Each hit will be in the same location.

UNARMED COMBAT DAMAGE

Damage from unarmed combat is rarely life-threatening but can be damaging to the body over long fights. It is also much more variable than the damage caused by weapons due to the different speed and mass each hit is made with.

To illustrate this, in a successful unarmed attack each Success on the dice represents a Trauma point. Once the body has taken damage equal to twice the MAX TRAUMA value, the body has been subjected to enough impact damage to affect the Avatar in a possibly life-threatening way. The LM should then assign an effect for this to the part of the body that has taken the most damage. For example, if the upper torso has taken most damage then the Avatar may be finding it difficult to breathe due to having a broken rib. If another Trauma point is taken to that area the Avatar can no longer move or use that part of the body. In the example of the chest trauma, the Avatar will no longer be able to stand because the pain is so bad and there could be risk of a punctured lung. In the case of the head, this would mean the Avatar loses consciousness.

Blood Loss from unarmed combat is rarely heavy enough to be life threatening, and thus is not considered in these rules. If a player or the LM states that a hand-to-hand combat situation is to the death, however, and that the intent of one of both parties is to kill, then the same rules are used but when the double Trauma count is reached the loser is dying. A combatant can also declare that an attack is intended as a lethal strike. The difficulty for this should be increased to at least 5 depending on the method the Avatar is going to use.

MELEE AND RANGED COMBAT DAMAGE

Each melee and ranged weapon includes a TRAUMA value in its stats. Damage in melee and ranged combat is potentially fatal and is applied in an amount equal to that weapon's TRAUMA value. When Trauma has been suffered the value in the Trauma Counter box should be increased by one, following the rules as outlined in the Game Mechanics section above.

Note that the number of Successes in the attack task roll does NOT modify the number of hits for an attack.

The damage from a single shot is calculated by adding the weapon's TRAUMA value to the ammunition's TRAUMA MOD value. This total is then multiplied by the weapon's ROF to arrive at the full number of potential Trauma that the Avatar may be dealt. This number is then multiplied by the Location Modifier for the location being hit as shown below:

Head	: TRAUMA x 6
Chest, Upper Leg	: TRAUMA x 2
Torso, Lower Leg, Arm	: TRAUMA x 1

If a shot was not aimed, then the general assumption is that a shot or attack is aimed at the torso, thus no multiplier is applied. The effects of damage and Trauma are described in the Trauma and Blood Loss section above.

BLOOD LOSS IN ARMED COMBAT

If the Avatar survives the Trauma from a weapon, the TRAUMA value of the weapon multiplied by its ROF should be entered into the Blood Loss Rate box. In subsequent rounds if the Avatar is hit again, the same process should be followed, adding this total to the Blood Loss Rate. At the end of each combat round, the Blood Loss Rate value should be added to the Trauma Count. If the Blood Loss Rate value is higher than the CRITICAL value the Avatar cannot take an action of any kind during the next turn.

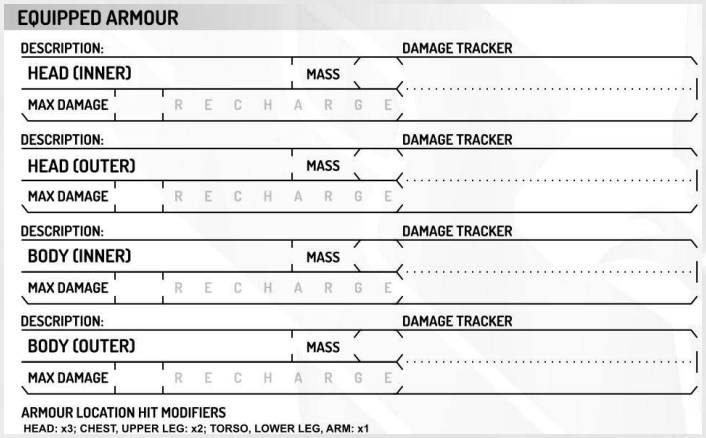
If the addition of Blood Loss to the Trauma Count pushes it above the Max Trauma level, the Avatar has been rendered unconscious or killed as described in the Trauma and Blood Loss section above.

Medical treatment will slow and possibly stop blood loss, but TRAUMA damage will usually need to be repaired by professionals in a medical facility.

AREA EFFECT DAMAGE

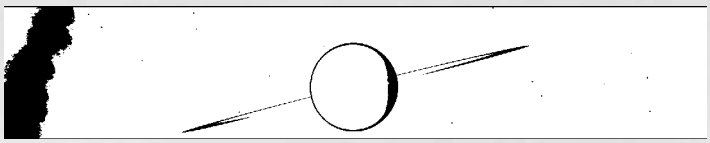
Area effect munitions spray out multiple pieces of shrapnel or laser bolts in all directions when used. The Trauma listed is for a single projectile or laser hit. The LM should roll 2D6 if an Avatar is in the impact area of a grenade to work out how many projectiles hit the Avatar. The listed TRAUMA value for the grenade should be multiplied by this result to give the total Trauma value. The number of projectiles that can hit (and thus the trauma and blood loss) is reduced by half every metre from the point of impact.

ARMOUR



Armour is used to protect the body against attacks and prevent injury and blood loss. Armour items should be listed in the Equipped Armour section of the Avatar Record. The Commodities sections of this book lists the standard types of armour that are available.





Each provides a certain amount of DAMAGE points that soak up the TRAUMA from the weapons being fired at them. Armour statistics as shown in the descriptions are as follows:

- **Description**: A brief description of the armour.
- **Location**: Either INNER HEAD, OUTER HEAD, INNER BODY or OUTER BODY.
- **MASS**: The mass in kilogrammes for the armour item.
- **MAX DAMAGE**: How many TRAUMA points the armour can absorb before needing to be repaired or being penetrated.
- **RECHARGE**: this zone should be used to track the accumulated damage to the armour.

The Technology and Commodities sections of this book explain the details of how armour works in the fourth millennium: in summary the armour's technology spreads impact and energy through the armour's surface area, but the more hits are taken by the armour, the more the absorption of impacts is lessened until the armour cannot absorb any more impact. The armour cannot be repaired during combat.

Inner and outer armour can be worn on the head and body. Each provides DAMAGE points that cancel out TRAUMA from the weapons being fired at them. When armour takes a hit, the total amount of damage taken should be calculated as described in the "Melee and Ranged Combat Damage" section above. That number should then be entered in the Damage Tracker (or added to the number already be in the Damage Tracker) for the item of armour that has been hit. If a character is wearing both inner and outer armour, then the outer armour will take the first hits. When the outer armour has been depleted, the inner armour (if present) will start taking the hits. If both armours have been penetrated, then the body itself will start taking the hits.

HEALING

Repairing injuries or patching wounds is the job of trained healers, or at the very least someone with access to a medical kit. There are two elements of healing: coping with blood loss and repairing damage.

PREVENTING BLOOD LOSS

In most cases the immediate problem faced by a medic treating injuries is blood loss. Whilst there are several methods and task rolls that can assist in trying to repair these injuries, the player should be encouraged to role-play the situation as best they can. Simply describing the act of ripping off a piece of clothing and stuffing it into a gaping stomach wound might be enough to save an Avatar's life without needing to make a dice roll.

Any task that focuses on trying to stop bleeding should be based on MIND. A supporting task can be made using SENSES depending on the situation. Relevant Traits and Experiences should also be considered when building the Task Pool. The LM should ensure that the difficulty is appropriate to the severity of the wound and the situation.

Success in these tasks, whether role-played or using dice rolls, will result in the blood loss being slowed or even stopped, unless there is internal organ damage, which is covered in the paragraph after next. Again, the LM should use discretion when judging how well any treatment would work based on the damage taken.

REPAIRING SKIN AND TISSUE DAMAGE

To permanently prevent blood loss, the skin must be drawn closed and sealed. The most common skill for repairing this sort of damage is suturing a wound – bringing the edges of the wound together and sealing them closed. This can be done using needle and thread (stitches) or other bonding agents. An Avatar can attempt this if they have the necessary equipment. This includes any of the following:

- Needle and thread
- Instant bonding glue
- Heat (cauterising)
- Dermal regeneration unit

The task roll to accomplish this should be based on MIND or SENSES with Traits and Experiences appropriate to the situation.

TREATING ORGAN DAMAGE

Surgical intervention is required to repair internal damage to the organs or, if they are too badly damaged, replace them. Although this can be done in the field, the fixes would be low-tech and often temporary in order to get the patient to a more advanced medical facility or a more experienced and skilled healer.

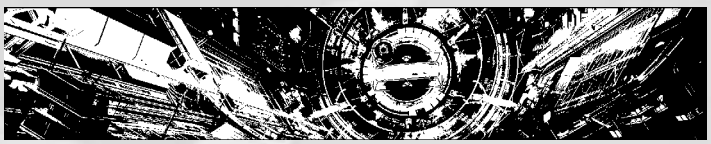
Success is dependent on a medic's skill, the severity of the wound, the success of any previous attempts to treat the injury and the facilities and manpower available at the location.

An Avatar with surgical skills can attempt to repair organ damage. In anywhere other than a fully-equipped medical facility the repair would be temporary and probably prone to infection. The task would be based on MIND and any related Traits or Experiences, but could be supported by a SENSES-based secondary task.

FENDING OFF DEATH

Fatal wounds may not necessarily be the end of an Avatar's story. A number of options are available in various environments, including stasis or freezing. The likelihood of this being a success depend on the type of wound and the rapidity with which the body is put into any preservation method. The attempt to restore life to a preserved body will be dependent on the skill of the practitioner given that task and the quality and reliability of the equipment or machinery used to perform this most complex and challenging of acts.

Task rolls for returning life to an Avatar should be difficult, complex and time-consuming. Anyone involved in the process should be required to make MIND based task rolls at difficulty 5 or more with at least two successes. The Traits and Experiences involved in these tasks would be dependent on the environment.



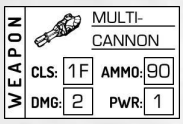
PART 4: VEHICLES

The main vehicle featured in Elite Encounters is the spacecraft. Players are expected to own one or be part of the crew of one from the very first game session. Planetary inhabitants move around their home worlds with ground cars, seagoing vessels and atmospheric aircraft. Ground armies have tanks and armoured vehicles. Transport companies have cargo vehicles that move on land, sea or air. No matter the type of vehicle encountered, it will be represented by the same statistical values and concepts. This section outlines how vehicles are designed and used in the RPG.

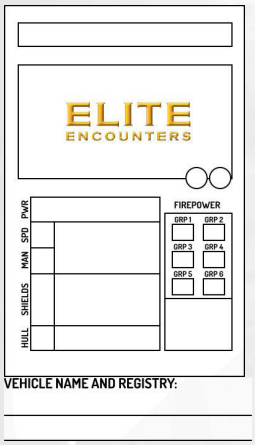
THE VEHICLE RECORD FILE

The Vehicle Record File (VRF) is a double-sided sheet that contains all the information needed to use a vehicle in general play and in combat. It includes various sections that illustrate the vehicle's systems and the stats for those systems. A blank VRF is included with this book for you to photocopy and use.

Many areas of the VRF have been designed to contain information arranged in blocks called "cardlets". These can be used when available to avoid writing directly on the VRF. A cardlet can be adhered to the VRF or simply placed on the sheet when in play.



VEHICLE CARD





The vehicle information card contains information about the vehicle's performance. There is a small section underneath this on the VRF to enter the vehicle's name and registry. The stats shown on the card are described below.

Vehicle Type: An icon that shows the environment or propulsion type of a vehicle. The icons and descriptions are shown above.

Vehicle Size: An indicator of the vehicle's hull mass. This is a single letter entered into a circle on the card. The available sizes are Tiny (T), Small (S), Medium (M), Large (L), Huge (H), Capital (C) and Mega (G).



Power: Each vehicle has a power plant that provides the other on-board systems with power. That power is divided between three primary systems: Engines, Weapons and Shields. The default power plant provides three points to be distributed between those three systems.

SPEED and MANOEUVRABILITY: These two values, abbreviated to **SPD** and **MAN**, determine how fast the vehicle can move (Speed) and how agile the vehicle is (Manoeuvrability). The difference in the values between vehicles can provide benefits or penalties in a combat situation. Assigning Power Points to Engines affects these two stats.

SHIELDS and HULL: The Shields (**SHD**) and Hull (**HULL**) values are a measure of the strength of those features. Shields allow vehicles a layer of protection from shots hitting the hull. In a combat situation a vehicle will lose points from the shields before losing points from the hull. If shields are available, assigning power to them will enable them.

Weapon FIREPOWER: The Firepower (**FPWR**) value is a measure of how much damage the weapons on the vehicle can do when fired. The individual Firepower values of multiple weapons can be added together to give the overall FPWR in a firing group and this indicates how much damage the group can do in one round of combat. Weapons are assigned Fire Groups when fitted to hardpoints on the vehicle. Smaller vehicles without hardpoints will assign weapons to groups in different ways. For example, if a small car has an occupant who is firing two guns out of a window, that occupant's weapons would be grouped together into a fire group.

In addition there is space on the card to show the **Power Allocation** (**PWR**) for the vehicle's systems. Whilst not really used in general play, this is an important element of how a vehicle performs in combat. This concept is explained more in the Vehicle Encounters section below.

CREW DATA

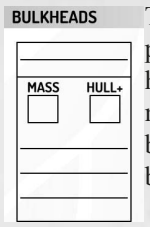
This area shows the vital skills of the vehicle's crew (whether this be a single person or a group of people). The crew abilities are broken down as follows:



- **TACTICS**: How well the crew can analyse a situation and choose a way to deal with it. An instinctive response to the individual's environment.
- **PILOTING**: How well the crew can control the vehicle in combat situations.
- **GUNNERY**: The skill of the crew at targeting and hitting targets with the vehicle's weaponry.
- **SYSTEMS**: The mechanical and repair skill of the crew – how well the crew can repair the vehicle.
- **COMBAT RATING (CR) BONUS**: The bonus conferred by the crew's Pilots Federation rankings – this is a bonus based on the crew member with the highest combat ranking.

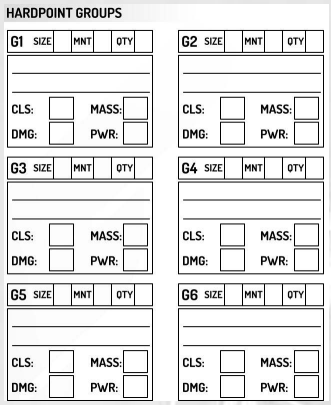
Instructions on how to generate the values for these skills can be found later in this section.

BULKHEADS



The Bulkheads section shows the stats for the hull plating fitted to the vehicle. Some vehicle types can have the bulkheads replaced with more resilient or more resistant materials. Doing this provides a bonus to the vehicle's HULL value as represented by the HULL+ value here.

HARDPOINT GROUPS



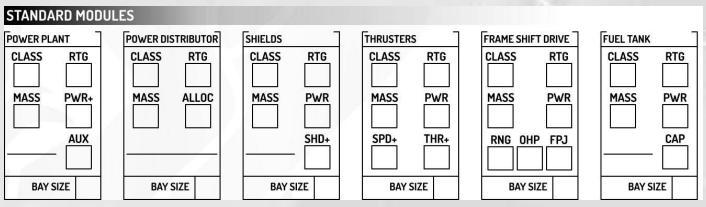
If a vehicle has the capability to carry weapons, they are either mounted as single items or if there are multiple hardpoints, can be linked together into fire groups.

This shows the stats for each weapon group and the individual weapons in that group. The top line of the area (where the group number is listed) shows the stats for the hardpoints in that group. The lower "cardlet" section shows the stats for the individual weapon, a number of which comprise the group. Note that only weapons of the same type and size can be linked into a group. The stats for each hardpoint group are as follows:

- **SIZE**: The maximum class of weapon that can be fitted to that hardpoint group.
- **MNT**: The type of mount currently in use in that group.
- **QTY**: How many hardpoints are in the group.
- **CLS**: The class of the weapon.
- **DMG**: The damage the individual weapon does.
- **PWR**: The number of power points required to power that weapon and its hardpoint to full damage.

See the Commodities section of this book to find weapons that can be fitted to the vehicle.

STANDARD MODULES



This is where equipment that is commonly found in a vehicle is listed. Not all vehicle types will be able to have shield systems fitted, and only spacecraft will have a frame shift drive.

MASS: The mass of the module – may cause issues with the handling of the vehicle if the maximum mass is exceeded.

PWR+: (Power Plant only) How many additional power points are available.

AUX: (Power Plant only) How many non-systems power points are available – these are used to power the non-combatant systems, including internal modules, utility mounted items and standard modules.

ALLOC: (Power Distributor only) How many power points can be reassigned at a time.

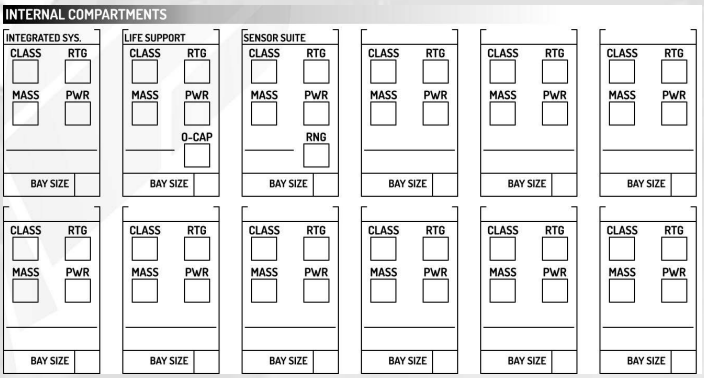
SHD+: (Shields only) How many additional shield points are available above the default value.

SPD+/MAN+: (Engines only) How many additional speed and manoeuvrability points are available above the default.

FUEL+: (Fuel Tank only) How much additional fuel the vehicle can carry above the default.

See the Commodities section of this book to see what standard modules are available to buy.

INTERNAL COMPARTMENTS



The internal compartments on a vehicle are where important upgrades can be installed. Most vehicles are designed so that components can be installed and removed easily.

There are twelve sections that hold the information about an item of equipment fitted to the vehicle. See the Commodities section of this book to see what equipment can be bought to fit into internal compartments.

As for Standard Modules, there may be a variety of stats for different systems, but there are two standard ones:

- **MASS**: The mass of the module in the compartment.
- **PWR**: How much power that module needs.

Non-standard systems need to be added by the player.

I stopped breathing. I'd never seen a tertiary system before, and its beauty blew me away. The red and orange giants hung in the background like majestic sentinels, but closer was the gentle white dwarf. It was nestled amongst a violet and ochre nebula – what was once its outer layers, now shed unto space to lay the seeds of future stars. The nebula swirled like a soft blanket, weaving betwixt the stars, refracting their light in a thousand scintillating hues. Every explorer dreamed of moments like this. I was overwhelmed.

"WARNING: pilot lifesigns fading."

Oh yeah. Must remember to breathe...

UTILITY MOUNTS

UTILITY MOUNTS

RTG	RTG	RTG	RTG
MASS PWR	MASS PWR	MASS PWR	MASS PWR
RTG	RTG	RTG	RTG
MASS PWR	MASS PWR	MASS PWR	MASS PWR

Utility mounts are small attachment points on the external hull of a vehicle to which small items of equipment can be fitted. This area of the VRF has 8 sections where information on fitted items can be written. Different utilities may have different stats, but there are two standard ones:

- **MASS**: the mass of the module in the compartment.
- **PWR**: how much power that module needs.

See the Commodities section of this book to find equipment that can be fitted to Utility Mounts.

AMMUNITION BAYS

AMMUNITION BAYS

AMMO DESCRIPTION	WEAPON	QTY

What ammunition is available in the vehicle for the weapons and systems that require replenishment.

CARGO MANIFEST

CARGO MANIFEST

DESCRIPTION	MASS	QTY	DESCRIPTION	MASS	QTY

This shows a record of what the vehicle has in its cargo bays or luggage compartments. Smaller vehicles, such as family cars, may only have a small cargo area, but the manifest can be used to record any mass of objects.

PASSENGER MANIFEST

PASSENGER MANIFEST

NAME	DEST	FARE	NAME	DEST	FARE

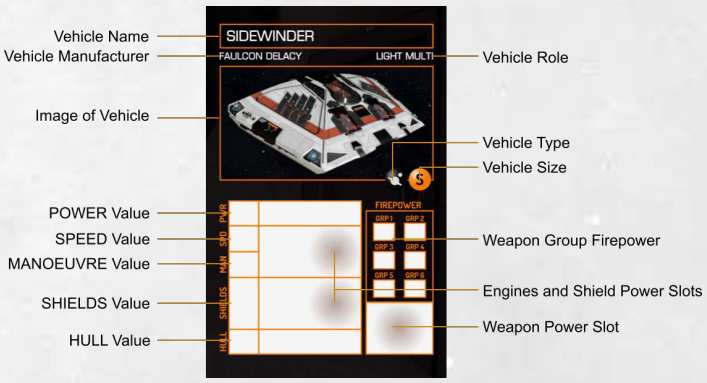
Passengers can be berthed in passenger cabins, the communal areas of the vehicle or in specific passenger seats. The number and type of cabins available will be determined by the type of vehicle being used.



CREATING A VEHICLE

If the player has designed an Avatar that does not start with a default spacecraft, then another type of vehicle will need to be purchased. The first choice to be made is what sort of vehicle suits the Avatar? Is it a personal transport or a fighter craft? Does the life of a courier or trader appeal? The answers to these questions will lead the player to the best type of vehicle.

A vehicle should be chosen and paid for from the Vehicle List in the Commodities section. Record all the stats from the vehicle description into the corresponding boxes on the VRF. Alternatively, if a pre-prepared vehicle card is available then copy that, cut it out and stick it to the VRF.



The vehicle owner should take this time to also fill in the Bulkheads section to record what hull type is being used. Note that this can be upgraded at certain dealerships. In most cases, though, the default values can be used – this would be "Lightweight Alloy". The mass for this item is 0 (as it is essentially the existing mass of the default vehicle) and the HULL+ value is 0.

In addition take the time to fill in the details for the available Internal Compartments, Hardpoints and Utility Mounts. Put the Size (or class) of the module in the relevant boxes and score out the ones that are not available for that vehicle.

GENERATING CREW STATS

The vehicle-related stats can now be calculated using the stats of the Avatars or characters who will be in charge of its functions.

Note that the Crew Stats do not have to be used in narrative-based vehicle encounters and are only required in the full Vehicle Combat Simulator rules found later in this book. The Crew Stats should be generated anyway so that if the LM or players want to use the full VCS rules to play out an encounter this can be done with a minimum of delay.

Small vehicles tend to have only one crew member, and in these cases all of the crew stats will come from that character's stat values. Each crew stat will be between 4 and 10. The values should all be entered into the relevant boxes in the Crew Data area of the VRF.

TACTICS: Add the relevant Avatar's MIND + SENSES. Add or subtract the values from one or two Traits that are relevant to tactics, strategy or analysis. Add any full levels from ONE Experience relevant to tactics, strategy or analysis.

PILOTING: Add the relevant Avatar's MIND + SENSES. Add or subtract the values from one or two Traits that are relevant to

navigation, manoeuvring or situational awareness. Add any full levels from ONE Experience relevant to navigation, manoeuvring or the control of the relevant vehicle type.

GUNNERY: Add the relevant Avatar's MIND + SENSES. Add or subtract the values from one or two Traits that are relevant to marksmanship, weapon use or combat awareness. Add any full levels from ONE Experience relevant to weapon use, situational awareness or vehicle to vehicle combat.

SYSTEMS: Add the relevant Avatar's MIND + SENSES. Add or subtract the values from one or two Traits that are relevant to engineering, vehicle control systems or other mechanical affinities. Add any full levels from ONE Experience relevant to engineering, technical work or other mechanical work.

COMBAT RATING BONUS: The Pilots Federation Combat Ranking is used to create the CR Bonus which allows the addition of dice to vehicle combat dice pools. There is ONE CR Bonus value for each crew: if the crew is made up of more than one person, then the highest rated crewmember's Combat Ranking should be used to create that value.

The CR Bonus provides between one and three bonus dice during a turn depending on the level of the Combat Rating. These dice can be used at any point in the turn but once they have been used there are no more until the next turn.

The bonus dice can be added to attack or defence dice pools as desired. Any number of bonus dice (up to the number of unused bonus dice in that turn) can be added to a single roll.

The Combat Ratings are split into three tiers and a separate entry for the rare and coveted Elite rank. These tiers, along with the resultant CR Bonus for each, are listed below:

Harmless, Mostly Harmless, Novice	: CR Bonus = 0
Competent, Expert, Master	: CR Bonus = 1
Dangerous, Deadly	: CR Bonus = 2
Elite	: CR Bonus = 3

This value should be entered into the Combat Rating Bonus box in the Crew Data section of the VRF.

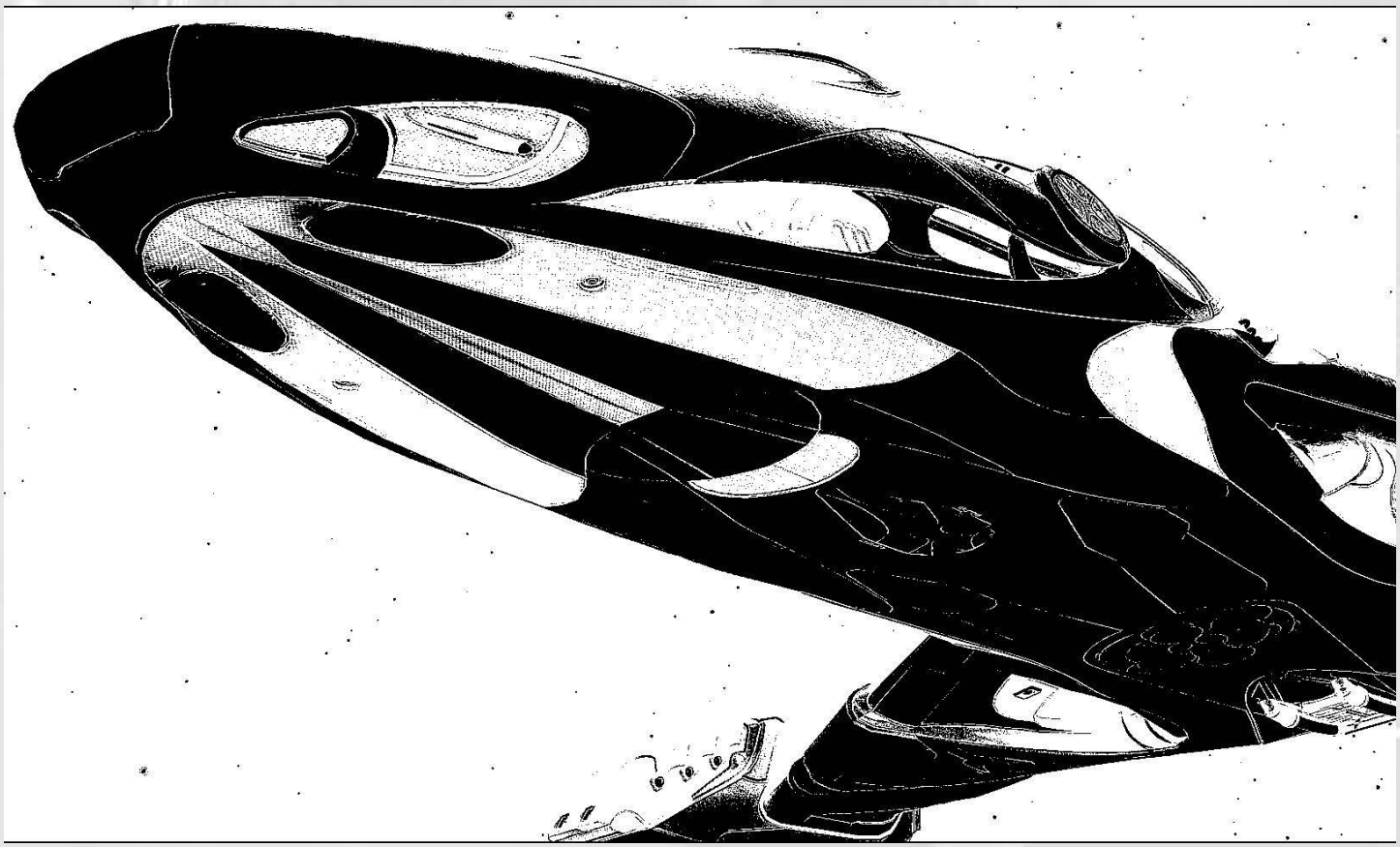
ASSIGNING STANDARD MODULES

The vehicle information entries in the Commodities list contains all the stats required to fill in the default information for each vehicle. This includes Weapons, Standard Modules, Internal Compartments and Utility Mounts.

CHOOSING UPGRADE MODULES

If you want to upgrade the vehicle's systems, you can purchase upgrades from the Commodities list later in the book. Record the stats from those upgraded parts into the VRF and update the relevant values on the Vehicle Card as necessary.

The same process is followed for all different module types: weapons, standard modules, internal compartments and utility mounted equipment. Just flick through the Commodities section, find some equipment you like and, if you have an available slot and can afford it, pay for it and enter the stats into the relevant box in the relevant area of the VRF.



VEHICLE ENCOUNTERS

Vehicle combat in Elite Encounters is a narrative system designed to be accessible to many levels of experience in gaming and role-playing. The content of the Vehicle Card (either on the VRF or on a standalone card) is all that is required to enact a vehicle encounter as the crew stats will be represented by standard task rolls. Players and LMs might find it easier to calculate the Crew Stats and fill in the cardlet if they prefer to use those stats instead of calculating the Task Pool every time.

POWER ALLOCATION

Power can be allocated from the power plant into one of three areas: Engines, Weapons and Shields. All systems have a small amount of power assigned to them to keep them active (called a "base load") but a reasonable quantity of the power can be transferred between systems to provide a boost.

The areas marked "power slots" on the card graphic under "Creating a Vehicle" above can be used to either place a counter or marker to indicate power has been assigned here, or the value of power points assigned can be written in.

The standard power plant provides 3 points that can be allocated to the systems. Each of the three systems should be allocated one power point as the default. Power points can be moved between the three systems, providing a bonus if more power is assigned and consequences if a system is left unpowered.

- Engines: SPD and MAN gain +1 with each additional power point but are halved with no power assigned.
- Weapons: Weapons with higher PWR requirements can fire with additional points, or can only be fired in alternate rounds if no power is assigned.
- Shields: SHD recharge one additional point for each power point assigned, but shields do not recharge if unpowered.

CREW AND DICE POOLS

The crew of a vehicle are those people who are in control of it. In an RPG scenario this could be the entire group manning the bridge of one vehicle or each individual player in command of their own.

The LM and players should be aware of who is where in the vehicle. If all players are master of their own ship and are the sole crew member, then each will need to take charge of every combat task. Players playing as a combined crew will take responsibility for their specific area of expertise during the encounter.

Each role in the combat will be managed by task rolls. "Relevant Traits" indicates a Trait that is relevant to the task at hand. If a relevant Trait is at a negative level then this value should be deducted from the dice pool total.

- Planning a tactical move and/or analysing an opposition's attack plan: the vehicle commander's MIND + SENSES + DISCIPLINE, AWARENESS or INSTINCT + planning or observational Experiences.
- Manoeuvring into position to make a shot: the pilot/driver's MIND + SENSES + one choice from DISCIPLINE, AWARENESS or INSTINCT + one piloting/driving related Experience.
- Attempting to evade an attack: the pilot/driver's MIND + SENSES + one choice from AWARENESS or INSTINCT + one piloting/driving related Experience (this is the DEFENCE POOL).
- Firing on another vehicle: the gunner's MIND + SENSES + one choice from DISCIPLINE or INSTINCT + vehicle gunnery Experience (this is the ATTACK POOL).
- Attempting repairs or improvements during an encounter: the technician's MIND + SENSES + one choice from INTELLECT or DISCIPLINE + technical diagnostic or repair Experience.

The ATTACK pool represents the total dice available for firing weapons whilst the DEFENCE pool represents the total amount of dice available for evasion during a round. The Attack and Defence pools can be split during the round to allow multiple attacks or attempts to evade. The total amount of dice used during the round must not exceed the available dice in the pools.

VEHICLE ENCOUNTERS IN PLAY

Vehicle Encounters are played out as a series of "rounds" during which each participant is given the chance to perform certain actions related to that combat. The order in which things happen is left to the players and LM to resolve through the narrative.

Differences between the combatants' vehicles can provide Task Pool bonuses or penalties.

- **Vehicle Type**: When combat is undertaken between vehicles of different types, each participant will lose one die from the Task Pools (see example below).
- **Size**: When combat is undertaken between vehicles of different size categories, each participant loses one die from the Task Pools.

When more than two vehicles are in combat with each other and the Task Pools have been divided between the combatants, one die will be deducted from the sub-task pools of combatants of different sizes or types. There can be some narrative based modifiers at the discretion of the LM.

- **Speed**: if a vehicle is travelling at full speed and is NOT directly behind the enemy vehicle, all combat dice pools are reduced by 1.
- **Manoeuvring**: if a vehicle changes heading in any plane by more than 45 degrees, that vehicle's gunnery task pool is reduced by 1, as is the gunnery task of any other vehicle targeting that one.
- **Cover**: if there are obstacles in the area of the combat, and the players have declared that they are using them for cover, then anyone attacking that vehicle loses 1 dice from the gunnery task pool.

Commander Hieronymus Drake has taken his Eagle into a planet's atmosphere on a mission but is being pursued by a Federal Navy F-63 Condor. The Navy pilot has notified the planetary defence force who have launched two airfighters to assist. Drake must try and fight his way through!

Since Drake is in sole command of his Eagle he will use only his own stats to build his Task Pool. Drake's MIND of 3 and SENSES of 4 give a base Task Pool of 7. He has no useful Traits but has level 1 Fighter Combat Experience. This gives him a total Task Pool of 8.

He decides to focus on the approaching fighters for the moment – this means that his task pool must be divided between two targets. For simplicity he decided on a 50/50 split, assigning four dice to each fighter.

The airfighter is a Tiny vehicle of Aircraft type. The Eagle is a Small vehicle of Spacecraft type. Drake (and the commanders of the airfighters) will lose two dice from their Task Pools – the first because the vehicles are different sizes and the second because they are different types. This leaves Drake with two dice in each sub-task pool.

If Drake had decided to target one airfighter and the Condor, his attack against the Condor would have only had one die deducted from that sub-task pool since the vehicles are both Spacecraft.

The attacker may have an opportunity to take the defender by surprise as dictated by the narrative of the scenario. Players should be encouraged to describe the manner of the attack and if they attempt to be stealthy. These attempts would be resolved either by a task roll or by a good description of the approach.

Even if the defender is unaware of the initial attack there is still a chance to detect the attacker on approach. Use a SENSES + AWARENESS task with relevant Experience along with situation-based modifiers. If successful the defender has a chance to avoid the initial attack.

If, however, the defender does become aware of the incoming attack then a standard defensive task can be attempted to dodge the attack: use MIND + SENSES + AWARENESS or INSTINCT + piloting/driving related Experiences. The difficulty and number of successes required should be worked out based on the nature of the attack made, again referring to the narrative of the scenario. If the defender rolls enough successes then they have evaded the attack.

Once this initial assault has been made each round of battle becomes a contested task between each participant. The players describe the manoeuvres and actions that they are taking whilst the LM narrates the NPC actions in response. If an attack is made then the attacking player or NPC should calculate the Task Pools as outlined above. The target (or targets) of the attack should then be declared and the pool split into sub-task pools.

Each combat action should then be resolved through the narrative, using the task rolls as necessary. If an attack is made the player or character must roll the task pool dice assigned to that action. The defender must also roll the number of Task Pool dice assigned to their defence against that individual.

- If the attacker rolls more Successes then the attack is successful and the defender takes damage.
- If the defender rolls more Successes then the attack fails and the defender is not damaged.
- If both participants roll the same number of Successes then the participant who rolled least dice is the victor. If the participants rolled the same number of dice then the total value of the Task Pool dice should be compared, and the highest value is the victor. If the situation is still a tie after that comparison, then the participants should roll 1D6 – the highest number wins.

HITS AND DAMAGE

If a hit has been scored on a vehicle, the weapon group's FIREPOWER (FPWR) value should be deducted from the SHD (if present) and HULL values. If a vehicle has shields, the SHD value should be reduced first. Once the shields are down, then the HULL value should be reduced.

Once a vehicle's HULL points are reduced to 0 or -1 the vehicle is considered to be immobile and cannot move until repairs have been made. The vehicle will only just be able to retain its structural integrity as long as it is not moved or attacked again.

If the vehicle is reduced to -2 or less the vehicle is considered to be destroyed. It won't necessarily explode, but the hull will start to fall apart. Vehicles in space, on water or in the air will react badly to this and will break apart quickly and have an immediate effect on occupants and cargo. Ground vehicles will gradually drift to a stop, shedding parts, but will come apart much more slowly.

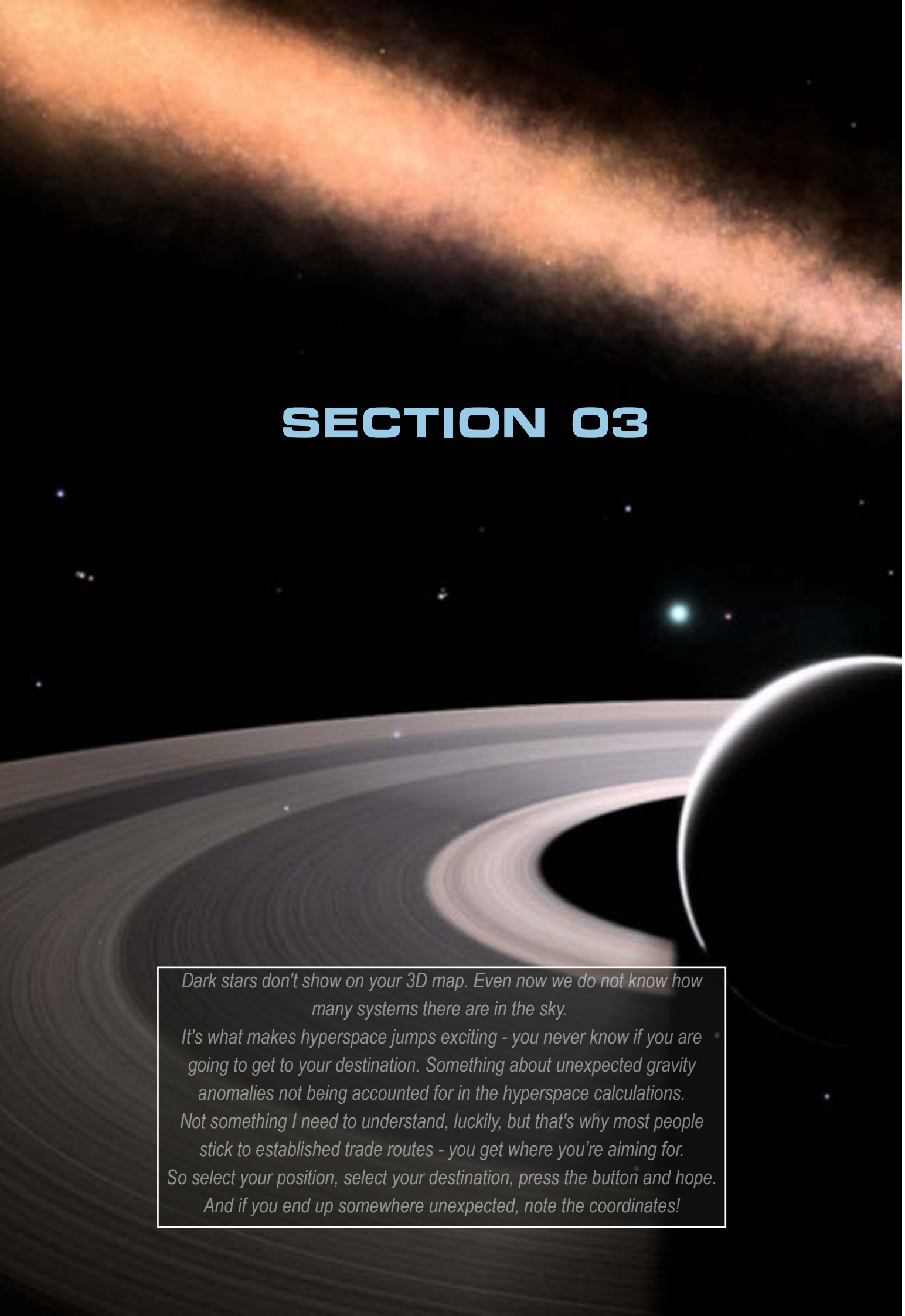
CRITICAL HITS

If the attacker rolls any sixes in the attack dice pool, then there is a possibility of scoring a critical hit to one of the vehicle's systems. If the attack is a success, then any sixes that were not cancelled out by defence success rolls cause some critical damage. The attacking player should roll 2D6 on the table below for each remaining six.

ROLL	EFFECT
2	Crewman Lost: Non-flight deck crew member falls out of the vehicle. If no crew, roll again. May include Avatars if they are not involved with manning the vehicle's control area.
3	Auxiliary Bay: Each hit: 1D6 tonnes of cargo or 1 passenger lost. If no cargo or passengers left (or if no aux bay), reroll.
4	Shield Generator: 1st hit: SHD halved (round down) 2nd hit: SHD reduced to 0 - vehicle cannot use shields without repair.
5	Directional Controls: 1st hit: MAN halved (round down) 2nd hit: MAN reduced to 0 - vehicle cannot change direction without repair.
6	External Sensors: Tactical scanners damaged: combat difficulties increased by 1 (cumulative).
7	Hyperdrive (spacecraft with such) or autoNav systems: Hyperdrive cannot be used until repaired or automatic nav systems are disabled until repaired.
8	Communications: 1st hit: comms array inoperable 2nd hit: comms array destroyed.
9	Weapon: Lost one weapon, unusable until repaired.
10	Engines 1st hit: Max SPD reduced to half (rounded up) 2nd hit: Max SPD reduced to 0. Roll 1D6 and on a 1 the vehicle's engines explode - it's up to the LM what the consequences are.
11	Flight Deck: 1st hit: the screens, viewers and systems have been lightly damaged and the hull may have cracks or stress fractures. 2nd hit: the command area has been breached and is open to the environment.
12	Power Plant: 1 PWR deducted every time the power plant is hit. If power plant is hit again after PWR = 0, vehicle is destroyed.

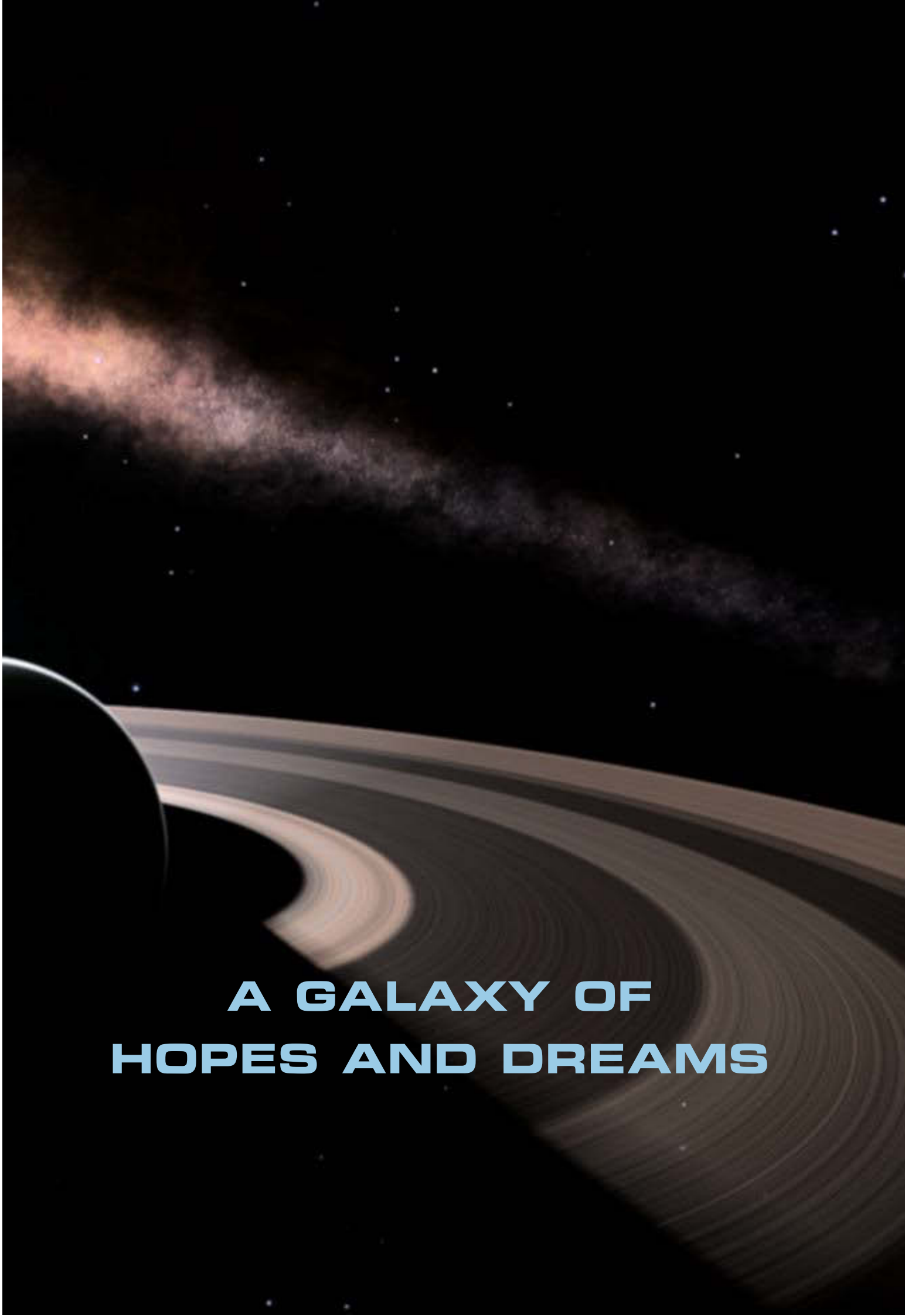
REPAIRS

If players want to try and repair any damaged systems or try to replenish any Hull points, the vehicle's technician should roll their repair Task Pool. A roll with one or more successes will allow one item to be repaired or one HULL point to be regained. Note that no matter how many successes are rolled, only ONE item or HUL point can be repaired with each task.



SECTION 03

Dark stars don't show on your 3D map. Even now we do not know how many systems there are in the sky.
It's what makes hyperspace jumps exciting - you never know if you are going to get to your destination. Something about unexpected gravity anomalies not being accounted for in the hyperspace calculations.
Not something I need to understand, luckily, but that's why most people stick to established trade routes - you get where you're aiming for.
So select your position, select your destination, press the button and hope.
And if you end up somewhere unexpected, note the coordinates!


A GALAXY OF
HOPES AND DREAMS

PART 1: GALAXAPEDIA

An Elite Encounters game is going to involve a lot of travel through the stars. This section of the book describes some of the wonders that are waiting for the unwary traveller.

THE FRONTIERS

The borders of human-explored space eventually give way to the unknown depths of the galaxy. That frontier has consistently expanded due to the tireless, dangerous work of explorers who board their ships equipped for long periods of solitude in the uncharted regions of space where stakes can be claimed and fortunes made.

The new hyperdrive technology of the 3300s make this exploration a much less onerous task than that experienced by previous generations. Instead of weeks or months of travel between pockets of civilisation, now mere moments of travel can put an exploration ship into virgin territory.

FINDING NEW WORLDS

Up until the end of the 3200s, large organisations with considerable resources were tasked with the exploration of the galaxy. The ongoing cold war between the Empire and Federation, as well as the numerous border skirmishes and corporate in-fighting, made many wary of venturing out on exploration missions. Corporations looked inward and increased their knowledge of previously explored regions.

The advent of the 3rd generation hyperdrives in the 3290s changed the face of space travel and thus the face of exploration. Corporations and superpowers alike were quick to jump on this new opportunity, contracting out exploration to the lowest bidder and making use of the media to advertise their offers. One corporation, Universal Cartographics, came out on top and gained the monopoly on galactic mapping technology and information. Soon traders, mercenaries and freight pilots were signing up to explore the frontier, even increasing the knowledge of the galaxy and the wonders it contains.

COLONISATION

The galaxy's habitability is inconsistent, with the right conditions for human colonisation rarely found. Earth-like worlds are the exception rather than the rule, but there are plenty of worlds to turn into a new home.

In systems where Earth-type worlds don't exist, habitation domes and space stations can be used to stake a claim. Worlds with domed colonies are very common, but they have a wide variety of population types and government styles. Oxygen is never taken for granted, and often the very air that the population breathes has to be bought and paid for.

COLONY GROWTH

The development of a colony can rarely be predicted, and several factors can impact the success or failure of a growing colony.

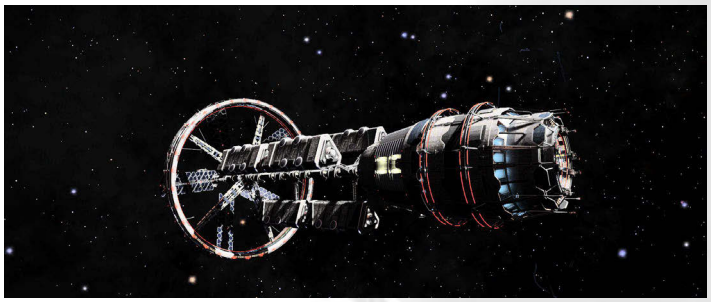
The leadership of a colony can have a large effect on its growth. Many colonies start out as specialised, with each colonist given a specific and important role to play in the development and expansion processes. As the basics of survival are established, such as food, water and shelter, a colony tends to relax into a more generalised approach. It is now that a colony's social model will start to form. The colony's leadership must maintain the control needed to allow the colony to survive but must also expand and allow the colonists themselves to accept and understand their environment.

There are many approaches that colony leaders can take to achieve this. Agricultural colonies tend to fall into self-sufficient pocket communities that contribute to the greater good of the whole colony, where farmland is divided into sections and each piece of land is placed under the supervision of one overall leader. If the holdings are then placed as equal contributors then a democratic model tends to follow. If the focus of production is for the good of the colony and autonomy lies with the overall leader of the colony, communist states and dictatorships can arise. The end result greatly depends on the charisma and leadership skills of those in charge of the colony.

SPACE STATIONS

Amongst the first stages of colonisation for most planets or moons is the establishment of an orbital station. These can take many forms, from simple trading outposts to orbital cities. Often, as the population on a planet or moon expands, the station in orbit above will be upgraded or replaced with a larger type. The colony's output will also be a factor in determining the type of orbital station.

ORBIS



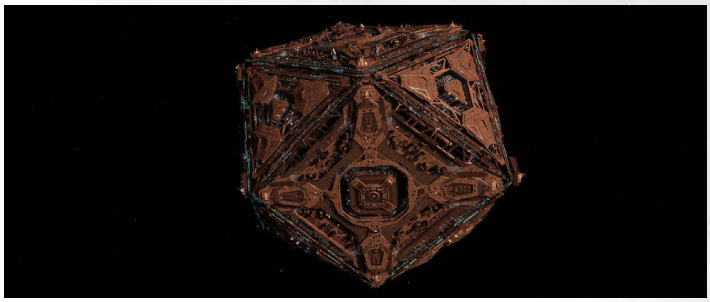
The Orbis station is the oldest station design currently in service. Originally described as "O'Neill cylinders", this design has been in use since the early years of the Federation and has changed little. The design is built around a long central cylinder and may feature one or more pressurised rings.

The central hub extends backwards to the habitat and power reactor sections. At the very rear, where the reactor is housed, there are often massive solar panels that assist with providing power.

Most activity can be found in the central hub, where the docking facilities, commercial areas and some accommodation blocks are found. The rings are most often home to agricultural or oxygenating greenery, including farmlands, arboretums and parks, all displayed under transparent ceilings from which the rest of the station can easily be seen.

Orbis stations do not house a great many people, and permanent residents are usually involved with the running and maintenance of the station. Many people have been known to take up residence in the rings, gaining a magnificent view of the station and its surrounds.

CORIOLIS

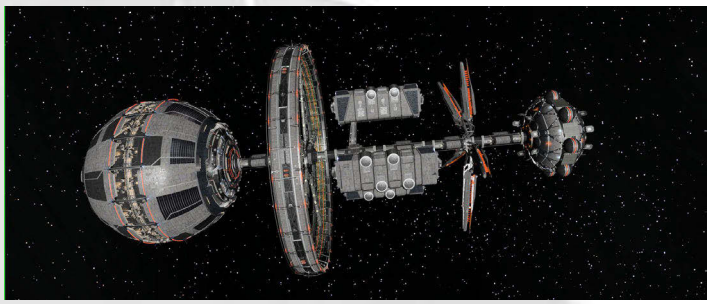


Considered to be the last legacy of the ill-fated Galactic Co-operative of Worlds, the Coriolis space station is still considered to be a masterpiece of efficiency. It was designed to be assembled easily and quickly and brought online in a matter of weeks. The original design described a station one kilometre in diameter, but from the 3200s its size has been quadrupled.

Coriolis were usually the first space stations to be built in newly colonised areas and were retained as trading posts when their primary purpose had been fulfilled. In the 3300s thse venerable stations are becoming harder to maintain as parts become harder to find or manufacture.

Coriolis stations have evolved into a variety of different types of outpost. Their customisability and famed modular design makes them ideal for most purposes with only a few minor differences in the power systems required. Research, trading, mining, refinery and exploration are all purposes to which the venerable Coriolis design has been adapted successfully.

OCELLUS



The spherical Ocellus station is the forefront of exploration technology. The station is designed to be mobile and can be deployed quickly to locations where a sizeable presence is needed. The most impressive characteristic of the Ocellus design is that it can be fitted with ion engines and moved from location to location through space. It can even be fitted with a hyperdrive and moved between systems if required.

The outer shape of the station is a terraced spheroid. From the rear of the sphere a connecting arm attaches the main station to the power plant and engines. A connecting armature links the hub to one or more rotating rings containing the agricultural and hydroponic facilities.

Ocellus stations are the most industrial of the station designs. The terraced areas contain a variety of different manufacturing and refinery operations that can help the station remain fully self-sufficient no matter its environment. The forward surfaces, nearer the docking port, are home to the administration offices and commercial management.

The spherical main hull provides the most stability for the station when it is in transit – the pressurised interior and the bulbous shape ensure that the torsional stresses of moving something several kilometres long do not crush the station.

OUTPOSTS



Outpost stations are small, zero-gravity platforms with a small number of docking bays, usually placed in close planetary orbits as way stations or research and exploration hubs. They are designed as simple “boxes in space”, with very basic facilities and limited resources. Most at least carry fuel for visiting spacecraft, and will always welcome delivery of survival gear such as coffee and food.

Outposts can be geared towards a number of purposes, including commercial, industrial, mining, refinery and scientific concerns.

PLANETARY COLONIES



Surface settlements vary greatly depending on the environment in which they are established. Worlds with breathable atmospheres are open-air, verdant landscapes with sprawling cities as well as scattered townships. Open-air colonies in their early stages are built around scavenged materials from the colony ships and as they spread they make more use of the natural habitat to build outwards. After a decade or two, these makeshift town centres are remodelled to fit more with the local aesthetic and the cities expand organically.

Some colonies are more meticulously planned, with the streets and homes laid out pragmatically in grids or circles depending on the preference of the planning committees. Colonial planning has gone through phases where the superpowers or individual colony leaders imposed design standards, and for some time observers from space could tell if a

world was a Federal or Imperial colony from the shape of the road networks.

Settlements on airless worlds are more controlled and carefully planned out. Each habitable area is sealed from the hostile environment outside and many have delved down into the ground to build the majority of the functional colony. The surface roadways are often left uncovered as all vehicles on these colonies are themselves pressurised and sealed. Some settlements feature starports which use the same landing pad technology as space stations, with an open landing platform that descends into an underground, pressurised hangar. Smaller bases tend to use the open ground around the base as landing areas, from where the visitors are welcome to use their auto shuttles or SRVs to visit the settlement.

GOVERNMENT TYPES

As colonies evolve they find their own leadership models, often based on the original intent of the colony. Each has its own characteristics.

Within star systems there can be many government types depending on how spread out the population is and how many separate factions exist. A united government on the main colony of a system tends to influence the majority of the system but individual locations, like space stations or smaller settlements, may have their own style of government.

The common government types are outlined below.

NO GOVERNMENT

The system has no unified form of leadership and is truly lawless. There are no standards of rule or law, so it's everyone for themselves. Piracy runs rampant through the entire system and is often based here. The unwary pilot should be careful entering this kind of system because any encounter can turn into a combat situation.

ANARCHY

Contrary to popular misconceptions, anarchy is not a complete breakdown of society, but rather is the rejection of a hierarchical rule of government. The populace of anarchy systems work as equals to protect their own interests in the first instance but will band together with other individuals and groups to protect larger concerns.

Any visitor here is responsible for their own protection and will find no help unless they can contribute in some way to the good of those they are petitioning for help. Crimes in anarchy systems are rarely noted by anyone other than the victim, and it is up to that victim or their associates to deal with the issue by their own means.

COLONY

A colony is governed by the needs of its population as it attempts to survive. Duty and responsibility are the watchwords for new colonies and their leaders will often do whatever it takes to make that colony work, with some going outside strictly ethics means to achieve that.

With focus on the colony's well-being, the system or orbital space of that colony is often given little attention. If the economy or trade routes are threatened then the leaders of a colony will take more note. People passing through the newly established outposts or trade posts of a new colony will be thought of only in terms of what they can contribute to the colony's needs.

COMMUNIST

A communist society is one where the population has a vested interest only in the material production of the resources that they need to live or that form the basis of their society's economy. Everything the government does is for the good of the state, and the people are expected to contribute their best at all times to the future of their state. Social class and personal wealth are foreign concepts here, as all extra income and good fortune should be freely given to the state to fund and maintain the glorious future.

The workers are the foundation of the communist society, and all are expected to do their part. Those who manage and oversee the workers are valued only if they respect their workers and inspire them to great productivity. As such, star systems that are modelled on communist ideology tend to view visitors with suspicion whilst welcoming them as potential contributors to the greater good. Communism historically has needed good leadership to work well, and if the leaders of the society become corrupt or weak, entrenched states will deal with them harshly before any damage is done to the people's respect towards their leaders.

CONFEDERACY

A confederacy is a union of self-governing states that has banded together for common benefit. At their inception a confederate union is based on several independent states working towards a common goal, but as those states work closely together their economies and cultures can become intertwined. If this happens, then the confederacy can become reliant on that connectivity and thus become dependent on each other.

This style of government work because the states are equally represented in the ruling body and the decisions made are for the good of all members. On a system space level this means that the disparate colonies are unified with a common goal and a workable system of representative leadership and law. Trust needs to be maintained and as such confederations are most powerful when their leaders are open and honest.

Visiting a confederate system is safe and secure, but travellers should be careful to follow the letter of the law and be open with their dealings. Secrets and lies are the quickest path to a bad reputation or even a request to leave the system.

CO-OPERATIVE

When political and commercial principles blend together to become a colony's primary path, the leadership model that grows from it relies on economic stability in order to maintain control of the government. Co-operative governments involve many corporate interests and organisations, each represented equally within that top tier. The basis for the growth of a co-operative is that its constituent parts (as well as the constituents themselves) work together to ensure profitability.

Since the co-operative exists for trade and industry, any travellers are welcomed and protected, but system defence forces can be thinly populated and spread out as a result of the funding they receive from their parent organisations. Most members of a co-operative are happy to provide protection for their own resources but not for the general public or visitors.

CORPORATE

A corporate state is a government maintained through a single corporate entity. The corporation in control of a system or region provides the most important elements of that location's economy and maintains it though monopolisation and fierce adherence to laws and regulations.

Due to this level of "asset protection", corporate systems are the safest known. System defence forces and local militia are well funded, and will protect any travellers as best they can in order to maintain good business relations with individuals and the rest of the galaxy.

DEMOCRACY

There are many forms of democracy, but the one most commonly found is the representative variety, where a group of officials represent the people by winning the majority vote. Even then, there are a number of distinctions, including the Federal republic model, but the common theme is that a single leader interprets the will of the people and takes action. The model's main flaw is that the majority vote can be as little as 51%, which means that almost half the people will not be in direct support of that leader. This can cause tension and unrest, and this can spill over into system-wide issues like raised crime and lack of funding as credits are diverted to propaganda campaigns and election costs.

For the interstellar traveller, democracies can be risky places. Although a veneer of civilisation exists in a democratic society, there is often a clear line between the "haves" and the "have-nots", and the latter will take risks if there's a chance to come out on top. Democracies are also often driven by economy, so trading can be a valuable pastime there if the pirates and opportunist thieves can be avoided, because the overworked ad underfunded police may not come to help.

DICTATORSHIP

A dictatorship is when one person holds absolute power over a society, often using fear and intimidation to keep that power. Military and law enforcement sectors often function well under a dictatorship as security is often given a high priority, and this spills over into a lawful and safe society.

It is a fine line, though, and the punishments for sedition, treason or secrecy are harsh and immediate, often at the whim of the leader. With no controls in place over a leader's behaviour, the path to corruption can easily be taken.

No matter which type of dictator is in power, the effect on a star system can be mixed. Defence forces are more concerned with internal matters, and visiting merchants can find themselves the focus of unwanted attention from pirates in the outer regions with police slow to respond. The benefits from trade, however, can be great as the economy thrives on import to support those who may be suffering due to their leader's excesses.

FEUDAL

Often thought of as an early sign that a society may evolve into a communist state, feudalism is where the primary structure of a society is the ownership of land. Depending on the amount of land owned and the productivity of people living on that land, the "landed gentry" will increase in influence and power.

A feudal system results in power falling to those with the most resources and the best defended land. The hierarchy will become one of lordships and principalities as power grows in each holding. If a group of holdings band together for their mutual benefit, this can move closer to a monarchy or a communist state depending on which route the politics take.

Feudal systems are largely lawless in the grand scheme, since the majority of landowners are more concerned with protecting what is theirs, including the lesser lands a powerful individual may have taken control of. It is rare for a feudal colony to consider what lies outside their immediate area, so anyone entering a feudal system should be aware that piracy and mercenary activity is very high with almost no militia presence in those regions.

IMPERIAL

The Imperial system of rule is a patronage presided over by a supreme ruler under a royal decree. The imperial monarchy hands leadership down through direct descent in the same family. There is only one true Imperial government in existence, and it has grown from a military alliance to a galactic superpower. All other Imperial models in the explored galaxy are aligned with the Empire the Duvals built.

This model puts the Emperor at the top of a pyramid. Below him (or her) are the Senators, who maintain the any star systems and colonies under Imperial rule. Patrons form the next tier, and they administer their regions and population through economic and representative support, often to their Senatorial superiors. The main bulk of the populace are called "clients", and these are the workers and social climbers who support the productivity and survival of the Empire. Slavery is a position of status, albeit a low one, in this Imperial model, and slaves can potentially raise themselves into higher positions in society by loyal and effective service.

Since all Imperial-style governments are aligned to the Duvals, a system in this model is normally overseen by a Senator (smaller colonies are administered by patrons) and are very similar environments. Military presence is almost guaranteed, even on the frontier worlds, and a police presence is also common. Travellers are mostly safe in stable Imperial systems, but the rivalry with the Federation can cause some problems.

THEOCRACY

There are some systems and colonies in the galaxy that are run by priests, zealots and ministries, and these are run by clergymen in the name of their deity. The varying nature of these locations is a result of the different doctrines a religious sect may follow. Some follow paths that are considerate to others, and these societies will be outward looking and will provide protective services to any or all. Some sects may be isolationist and overtly hostile to newcomers or trespassers. Alternatively a religious order may be militant, and promote the furthering of warfare against those not of their faith or beliefs.

With so many variables, there are no consistent things that a traveller could expect when visiting a system overseen by a religious sect. Just about all that can be said is that if a navigational buoy is found when entering a system, and it says the equivalent of "abandon hope all ye who enter here", then it's probably best to make a sharp exit.

ENCOUNTERS IN SPACE

Anyone travelling in space can happen upon another traveller, and it's impossible to determine what kind of people they are. They could be pirates hell-bent on blasting the canisters right out of your cargo bay, or they could be holidaymakers heading for the nearest tropical paradise.

The Loremaster will usually determine how many and what kind of random encounters will be had by the players during their journey. The option exists to either make up random encounters that could be relevant to the adventure or use the dice to generate encounters. If the LM decides to use dice, first the type of system should be taken into consideration.

- For Corporate State to Communist systems, roll 1D3.
- For Dictatorship to Anarchy systems roll 1D6.

To generate the specific encounter roll 2D6 and cross-reference the result with the system type on the following table.

2D6 ROLL	CORPORATE STATE	DEMOCRACY	CO-OPERATIVE	THEOCRACY	CONFEDERACY	COMMUNIST	DICTATORSHIP / IMPERIAL	MULTIGOV	FEUDAL	ANARCHY / NO GOV
2	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
3	Customs	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
4	Customs	Military	Pirate	Military	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
5	Police	Military	Customs	Military	Bounty Hunter	Bounty Hunter	Pirate	Pirate	Pirate	Pirate
6	Police	Customs	Customs	Military	Military	Bounty Hunter	Pirate	Pirate	Pirate	Pirate
7	Mass Transit	Police	Police	Customs	Military	Military	Bounty Hunter	Pirate	Pirate	Pirate
8	Mass Transit	Police	Mass Transit	Customs	Police	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter
9	Mass Transit	Trader	Mass Transit	Mass Transit	Police	Police	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter
10	Trader	Trader	Trader	Trader	Police	Police	Military	Military	Bounty Hunter	Bounty Hunter
11	Trader	Mass Transit	Trader	Trader	Mass Transit	Police	Police	Military	Military	Trader
12	Trader	Mass Transit	Trader	Trader	Trader	Trader	Police	Trader	Trader	Trader

ENCOUNTER TYPE DEFINITIONS

This section expands on the System Space Encounter Table above. Once the type of encounter has been determined, the LM can either improvise the encounter or use this section to define the details. Each entry in the table above is explained here with some specific actions to be taken for encounters in certain types of system. Reference is made below to ships of different size classes. Those ships and their classes are:

- **Small** - Sidewinder, Eagle Mk II, Hauler, Adder, Imperial Eagle, Viper Mk III, Viper Mk IV, Cobra Mk III, Cobra Mk IV, Diamondback Scout, Imperial Courier, Asp Scout, Dolphin
- **Medium** - Type 6 Transporter, Diamondback Explorer, Keelback*, Vulture, Asp Explorer, Federal Dropship, Federal Assault Ship, Federal Gunship**, Fer-de-Lance
- **Large** - Type 7 Transporter, Python, Imperial Clipper, Orca, Type 9 Heavy***, Anaconda***, Beluga**
- **Huge** - Federal Corvette***, Imperial Cutter***

Ships marked with * can carry one or more fighters, with the number of stars denoting the maximum fighters that ship can carry.

PIRATES

Pirate bands can be encountered in any system but are rare in lawful systems. Pirates encountered in Corporate States, Democracies, Co-operatives, Theocracies or Confederacies will be lone wolf opportunists or initiates into the pirate clans: these are the few who have been lucky enough to avoid the police or military thus far. The encounter will be with up to two ships at a time at the LM's discretion.

In these systems the ships will always be SMALL ships. If the players are in a ship (or a fleet that includes a ship) that is of Medium size, a pirate in a SMALL ship may decide that the players are too difficult a target. The LM should decide whether this is the case. If a dice roll is needed, use a 1D2 roll.

In Communist States, Dictatorships, Imperial or Multi Government systems, piracy is common but the local police actively manage to keep them from dominating the system's economy and trade. Pirates usually travel in small packs often consisting of one cruiser or freighter and two to three smaller escort ships. The cruiser is usually a LARGE vessel and the escorts are usually SMALL ships but larger clans will field MEDIUM sized multi-role ships as escorts. The LM should roll 1D6 for each encounter to determine the size of the fleet.

PIRATE FLEET COMPOSITION TABLE 1 (COMMUNIST TO MULTIGOV SYSTEMS)

1D6 ROLL	Pirate Fleet Size
1	1 Large, 3 Medium
2	1 Large, 2 Small, 1 Medium
3	1 Large, 1 Small, 1 Medium
4	1 Large, 2 Small
5	1 Large, 2 Small
6	2 Small

In Feudal or Anarchy systems piracy has been allowed to dominate the system space, and pirate activity has often been incorporated in to the system's economy. No police or system defence forces are present aside from a few hardy bounty hunters.

Pirate clans openly roam the spacelanes and call these systems home, and if unlucky the players could find themselves up against a clan's base ship or home defence fleet. Fleets are

always made up of one LARGE cruiser that is armed to the teeth along with up to seven MEDIUM or LARGE escort ships. Again the LM should roll 1D6 to determine the size of the fleet.

PIRATE FLEET COMPOSITION TABLE 2 (FEUDAL, ANARCHY SYSTEMS)

It is unlikely that pirate fleets in these systems will bug out, most likely fighting to the death, but if the fleet is reduced to the last two ships they will call for assistance. The LM should roll 1D6 and on a roll of 6 another group will respond and engage in 1D6 rounds. If the players are still in combat at this stage then 1D6 should be rolled on Pirate Fleet Composition Table 1 to determine the reinforcements that arrive.

1D6 ROLL	Pirate Fleet Size
1	3 Large, 4 Medium
2	2 Large, 5 Medium
3	1 Large, 6 Medium
4	1 Large, 5 Medium
5	1 Large, 4 Medium
6	1 Large, 3 Medium

If the players are defeated by a pirate band, it is unusual for them to destroy a ship. Once a player ship has been severely damaged or its primary systems have been destroyed the pirates will call for surrender. If the players refuse then an armed boarding party will be sent to take it by force. Since there are several scenarios that can be played out in this situation then the details are up to the LM to determine.

BOUNTY HUNTERS

These are the implacable right hands of the law. Most are registered with the Pilots Federation and have a combat ranking with that organisation. If a Bounty Hunter is encountered their response to the players and their ship or ships will depend on the current legal status of the pilots and crews and the legality of the current system. Inexperienced or lightly armed bounty hunters usually keep to the less dangerous systems whilst those with more guts and a well-protected ship will patrol the lawless areas.

Bounty Hunters will shoot to kill unless there is a specified contract requiring the hunted to be brought back alive. In random encounters this is not usually the case, so in these encounters combat will be to the death.

The table below shows the likely reaction of a bounty hunter to the legal status or posted bounty of the player ship or ships.

	Clean, No Record Bounty < 200Cr	Offender, light offences, Bounty 200 - 1000Cr	Fugitive, serious crimes, Bounty > 1000Cr
Confederacy	No Interest	No Interest	May contact and check for contraband - 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2
Communist	No Interest	May contact and check for contraband - 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check - if denied roll 1D6, will attack on 1-3
Dictatorship	No Interest	May contact and check for contraband - 1-3 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check - if denied roll 1D6, will attack on 1-3
Multi-Gov	No Interest	Will demand to board, if denied roll 1D6 - on 1-3 BH attacks	Will ask to board for cargo check - if denied will immediately engage in combat
Feudal	May hail to check status	Will demand to board, if denied will immediately engage in combat	Will immediately engage in combat
Anarchy	May hail to check status	Will immediately engage in combat	Will immediately engage in combat

CUSTOMS

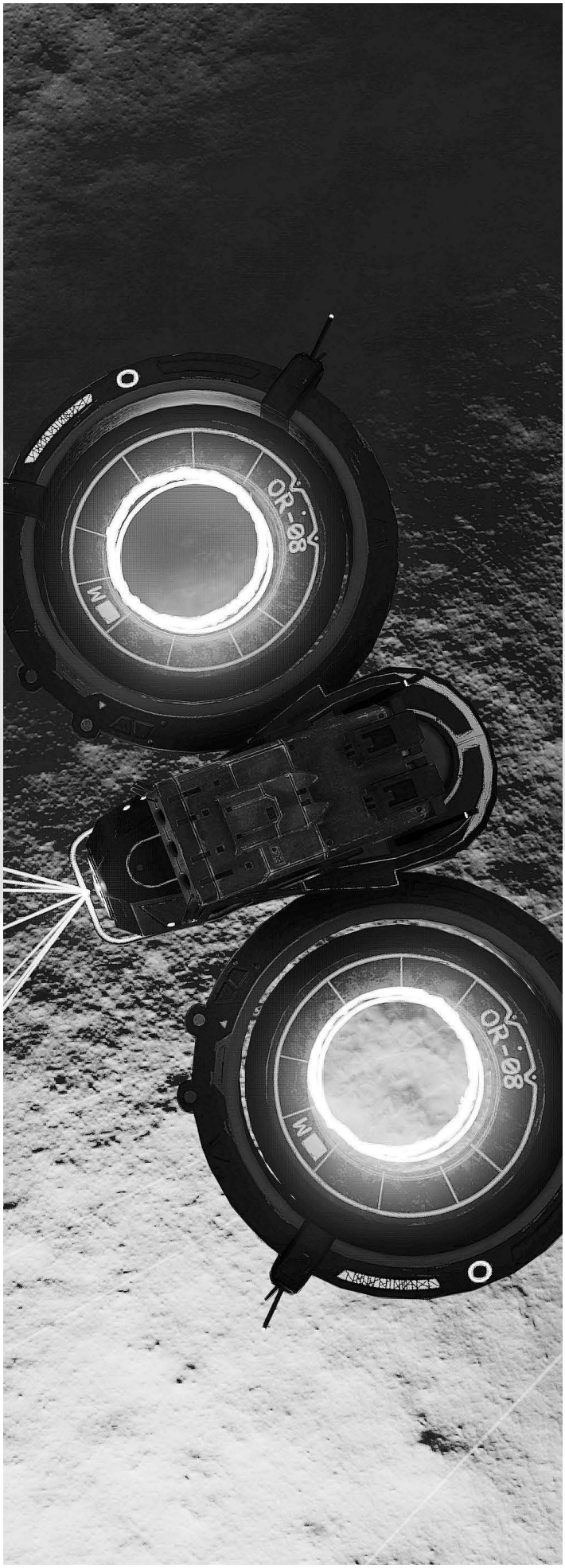
Customs officials usually only patrol in Corporate States or Democracies. They will ask the crew to identify themselves and their cargo. They will be put through a few minutes of bureaucracy then, if nothing is out of order they will be allowed to carry on.

If, however, the customs official find something out of order they will ask to board the ship. Reasons for this could be that the ship is carrying something that is illegal in the system or that one of more members of the crew are criminals. If the ship itself holds anything other than a "Clean" legal status or if any bounty has been posted on the ship then Customs will normally inspect the ship. This type of encounter is one that will involve good role-playing and diplomacy. Reputations and Pilots Federation rankings should be used here.

POLICE

The system defence forces patrol regularly and keep a watchful eye on travellers. If there are no breaches of the law then they will pass peacefully by. If they happen upon a dogfight, they will make their presence known and encourage the participants to stop: if they are ignored they will defend the pilot with the best Pilots Federation ranking, legal status or reputation in that system. If they scan a ship and find that it has been listed as Fugitive or that a bounty has been placed on it or the crew, then they will behave much like bounty hunters and attempt to take the crew into custody by whatever means necessary. Unlike bounty hunters, law enforcement agents will attempt to use words before weapons.

Police crews operate under a "fire only when fired upon" policy in Democratic, Co-operative, Corporate or Confederate states. Police in Communist and Imperial States or Dictatorships will use force if their wishes are not met.



Police ships are normally Viper-class ships with the variant used depending on the timeframe. 3100 to 3200 saw the original Viper being used whilst 3200-3300 saw the Viper Mk II being used. From the tail end of the 3290s the Viper Mk III came into service with law enforcement fleets. 3302 saw the launch of the most recent iteration of the craft, the Mk IV, now finding a place in police fleets as an interceptor.

MILITARY

Military encounters are like police encounters but the response is more predictable. No matter the government type of the system a military ship will never engage or otherwise initiate contact with a civilian ship. If a civilian ship contacts a military ship the crew will respond in a friendly fashion unless the civilian ship makes a threat. In that case the military crew will recommend against any threatening talk or action but will not actually engage unless fired upon.

If the players have a bounty on their heads of greater than 1,000Cr then the military ship will notify the local system defence forces (if there are any) that the players are in the system. If this happens 1D6 should be rolled, and the resulting number will be how many additional encounters the players may face in that system from either police or bounty hunters.

If the player crew is a military one, the military encounter will be similar but with an acknowledgement of rank and the possibility of assistance being given if the player crew is in trouble. The LM and players should role-play this scenario. The size of the military patrol is entirely up to the LM. In general military patrols are limited to 1 to 6 ships, usually a mix of Asp, Sidewinder or Viper class. In war zones or hotly disputed systems capital ships may be encountered and these will always have a similar "Combat Air Patrol" active around the capital ship or fleet.

MASS TRANSIT

Mass transit encounters involve passenger transports, bulk freighters, pleasure cruisers and other non-hostile vessels. In general these will not have any escort ships and will not provoke any hostile action. If attacked they will send out distress calls, and any players that attack a mass transit ship will instantly gain themselves a bounty of significantly more than 1,000Cr. It's an easy kill, but any bounty hunters, police or occasionally traders in a law-abiding system will hunt them down from that point on.

TRADERS

Trade ships are ships carrying cargo or packages. These will generally ignore the players unless attacked and are usually friendly when contacted. Hostile action or "trash talk" to one of these crews will usually result in one warning of the "say that again and you'll regret it" sort. If a trader is fired upon they will respond with force and either fight to the death or turn and run once their shields fail. Again, firing on one of these ships unprovoked is punishable by a 1,000Cr or higher bounty.



PART 2: GAZETTEER

This section provides players and LMs with information on a small quantity of star systems in the human habited region of space. Each region is shown as a graphic representation of the bodies in the system and although the planets, stars and other bodies are in scale to each other, the distances between the bodies have been compressed to make it easier to present.

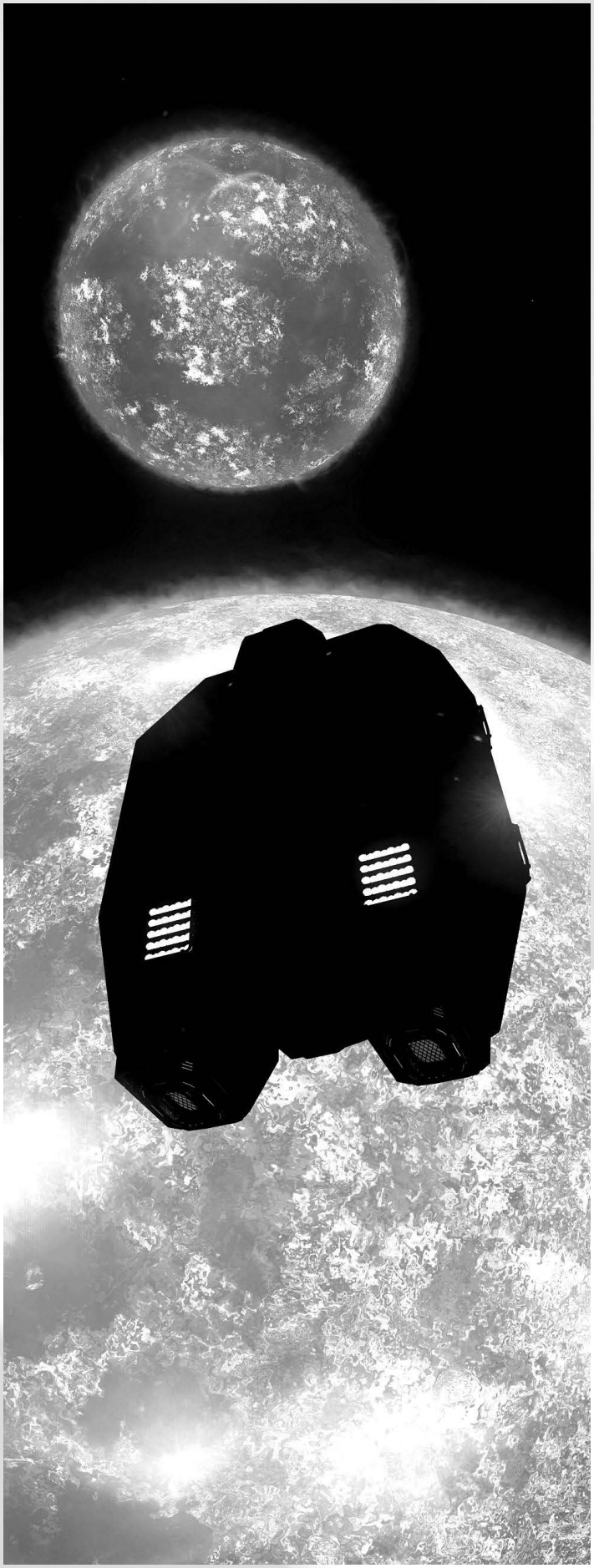
Due to the diverse nature of star systems, some of the system maps may be at slightly different sizes in relation to each other. When creating this section, the text was kept the same size in each image, so this should be used as a key to the sizes of each individual body. A key to the icons used in the maps is given below. In addition, the text colour and style indicate the names for each body.



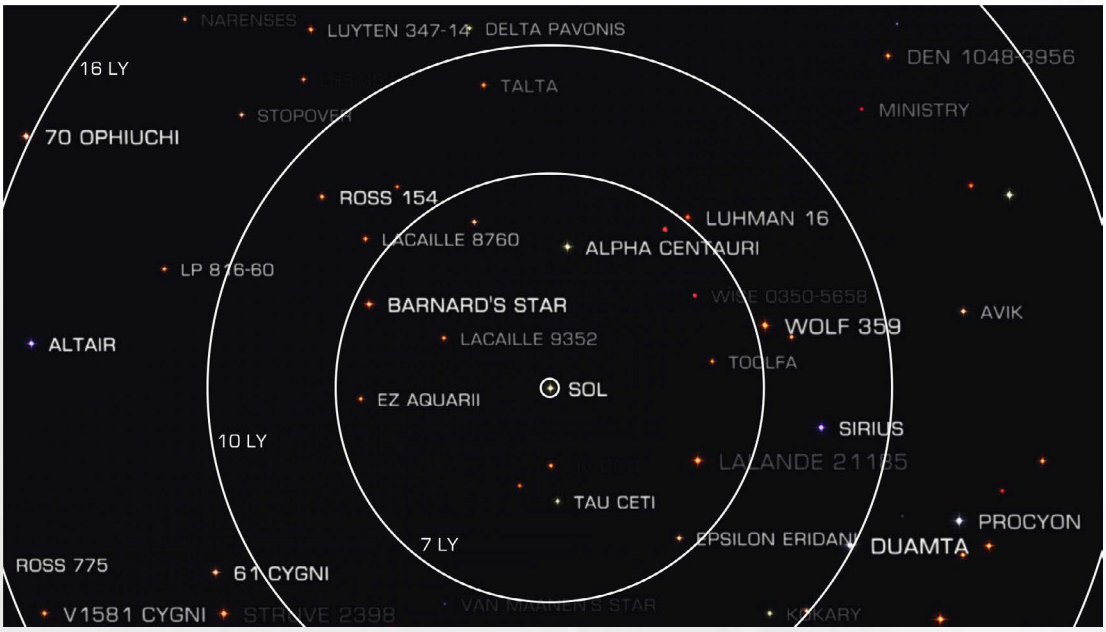
A local map for each region is provided to give some idea where each system is in relation to the others. A very rough guide to the distances from the core world of that region has been added - please note that this is NOT a completely accurate guide to distances, but is provided to give new players some perspective for how far they need to travel.

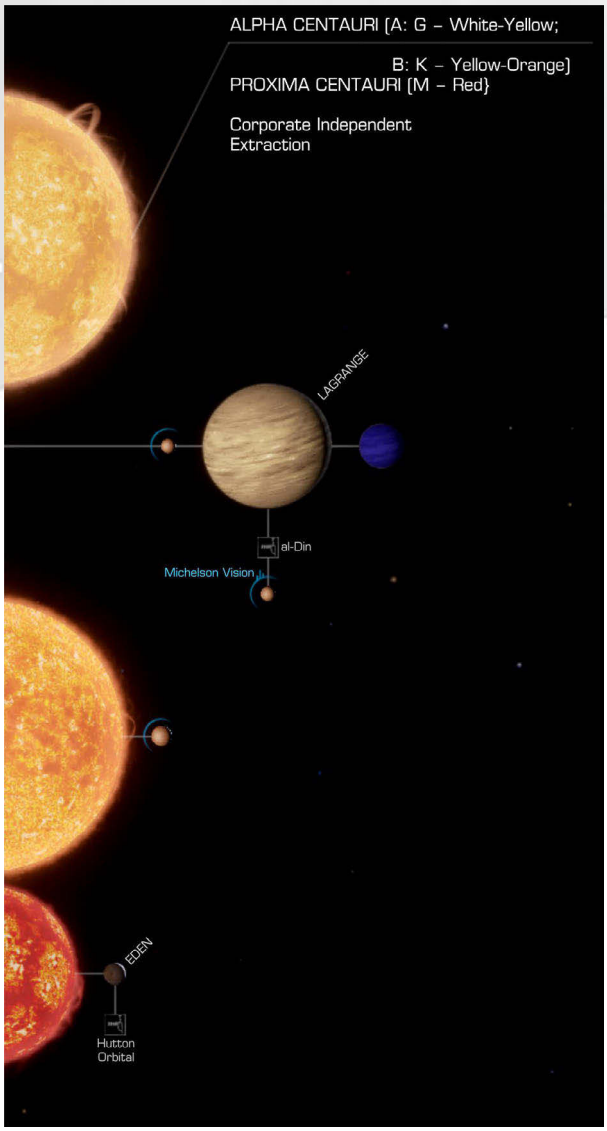
The best place to get up-to-date and accurate information about the galaxy is the Elite Dangerous game. It presents the galaxy in fully navigable 3D and allows players to view the explored systems and get much more information about the star systems and their worlds than this book could ever provide.

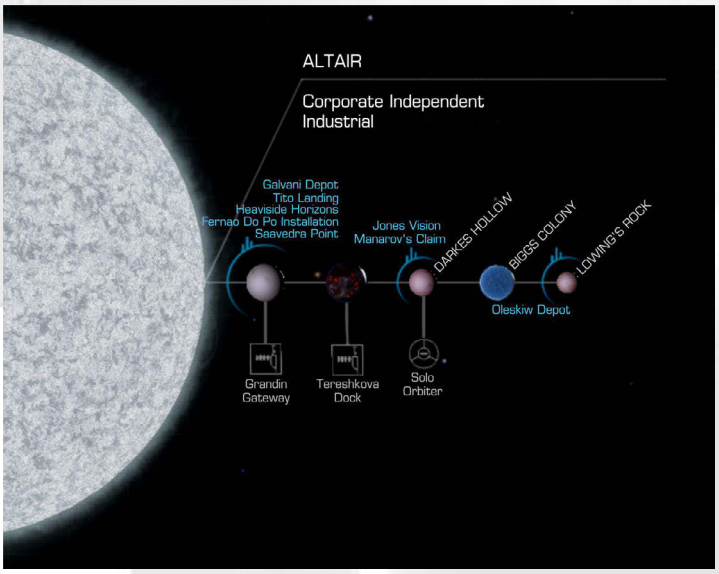
The gazetteer provides a snapshot of the systems and worlds at the turn of the 34th century. Players and LMs should refer to the background section for information on other time periods.

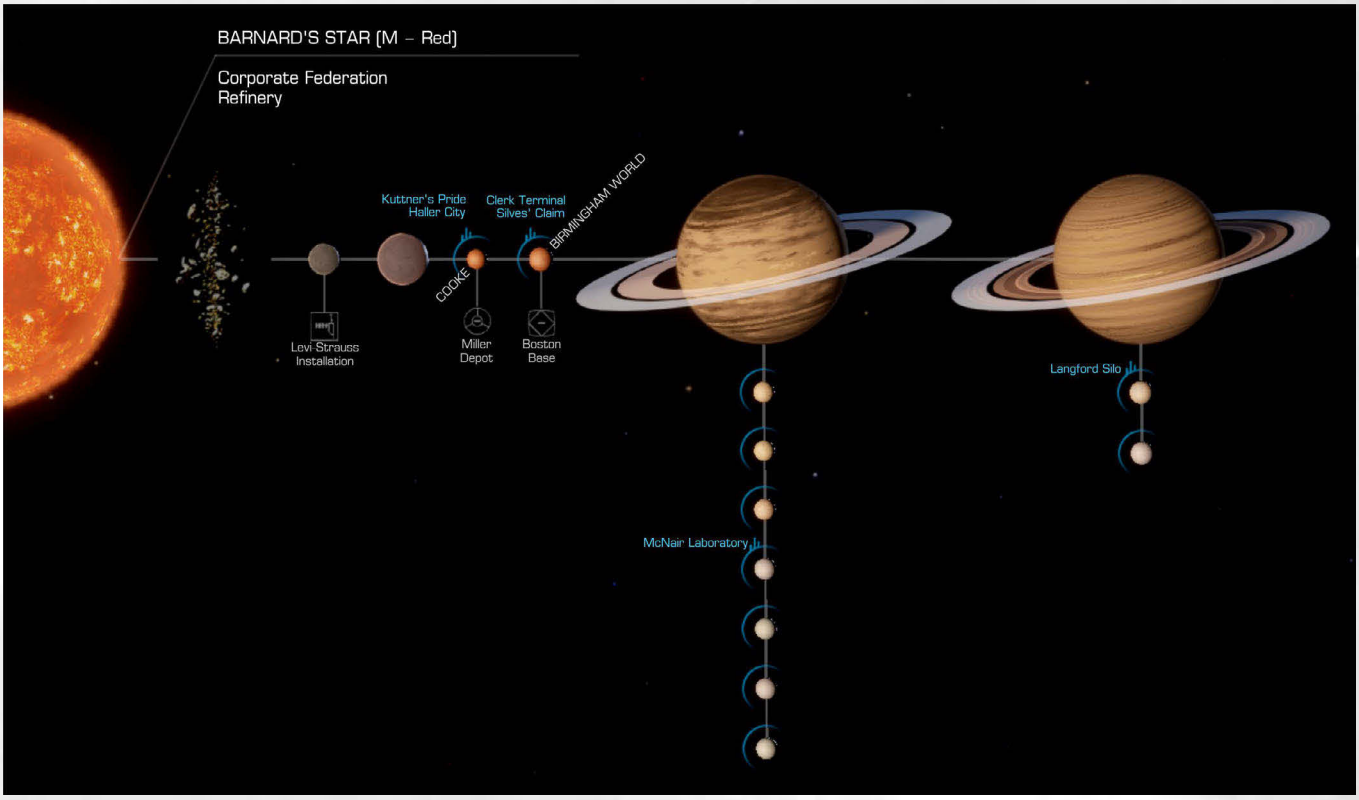


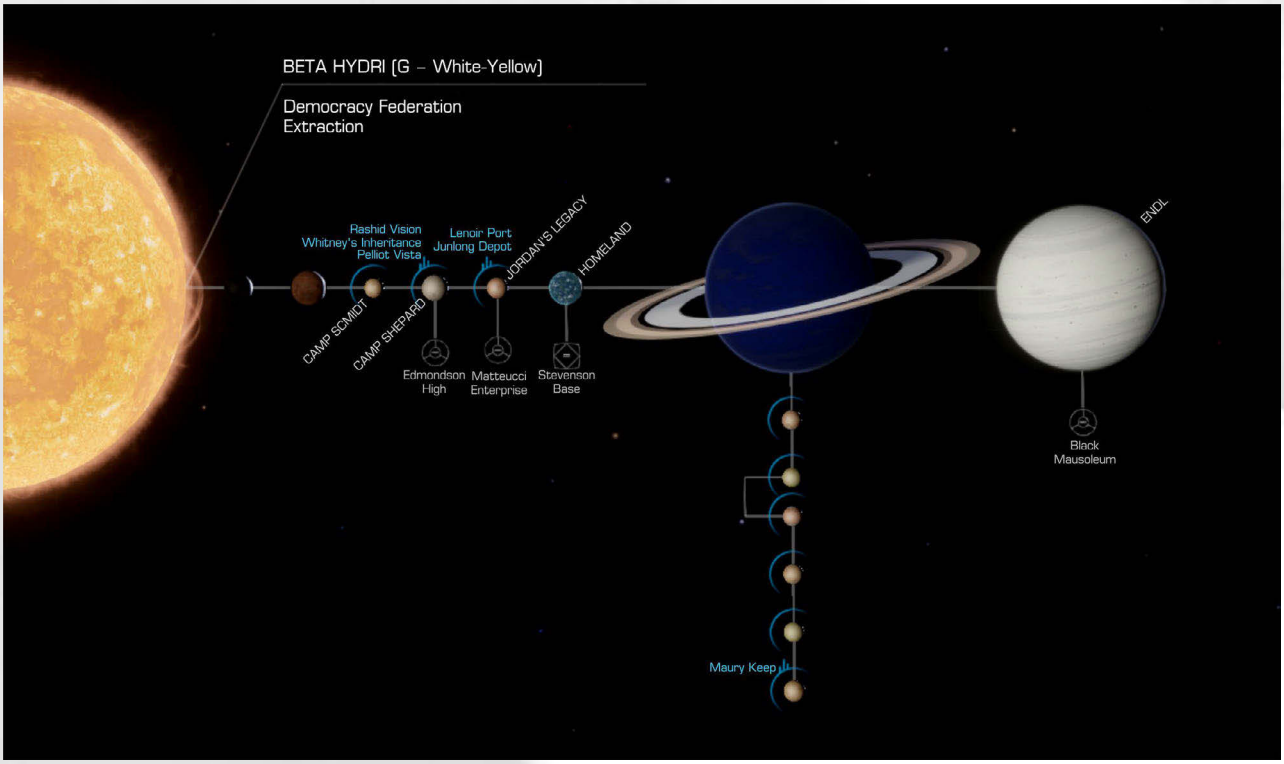
FEDERAL CORE REGION - SOL SECTOR

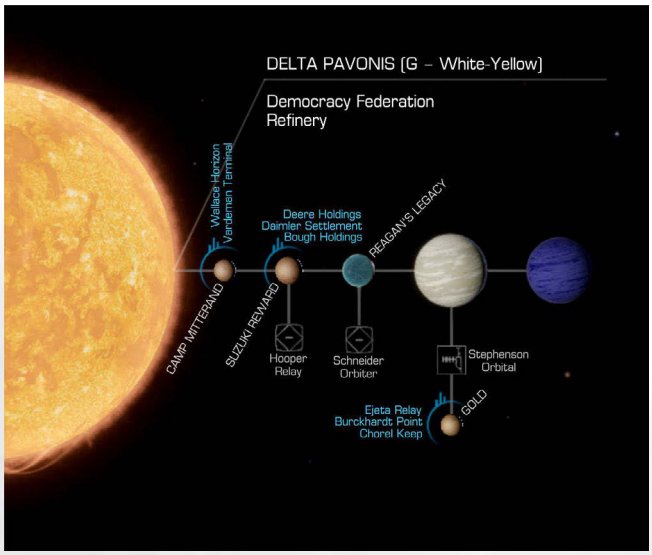


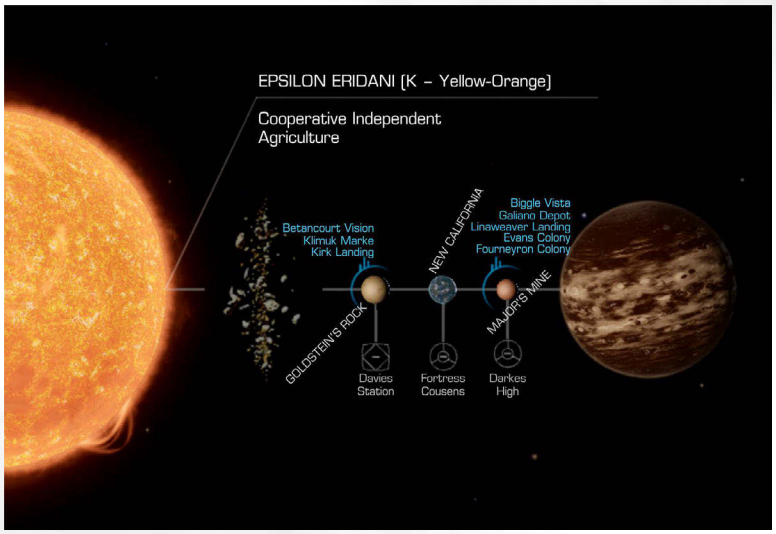


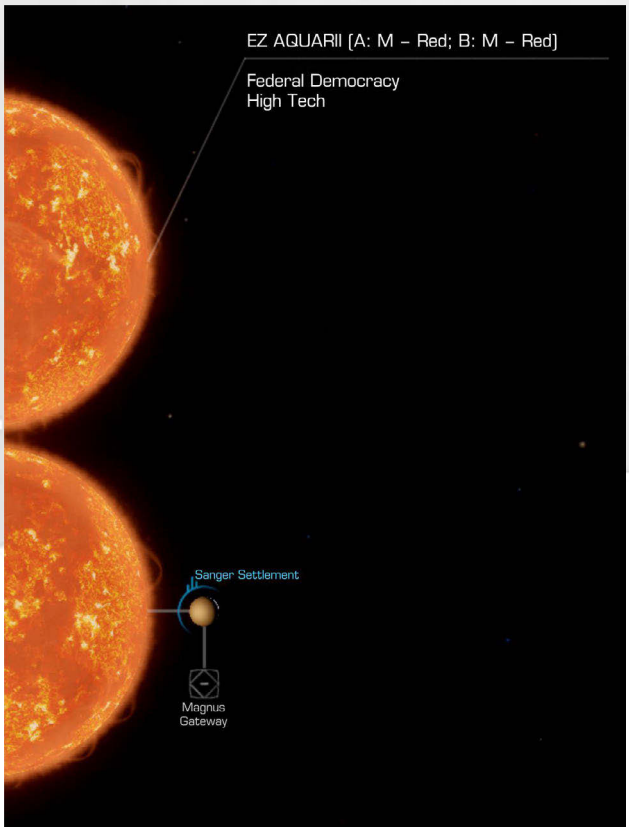


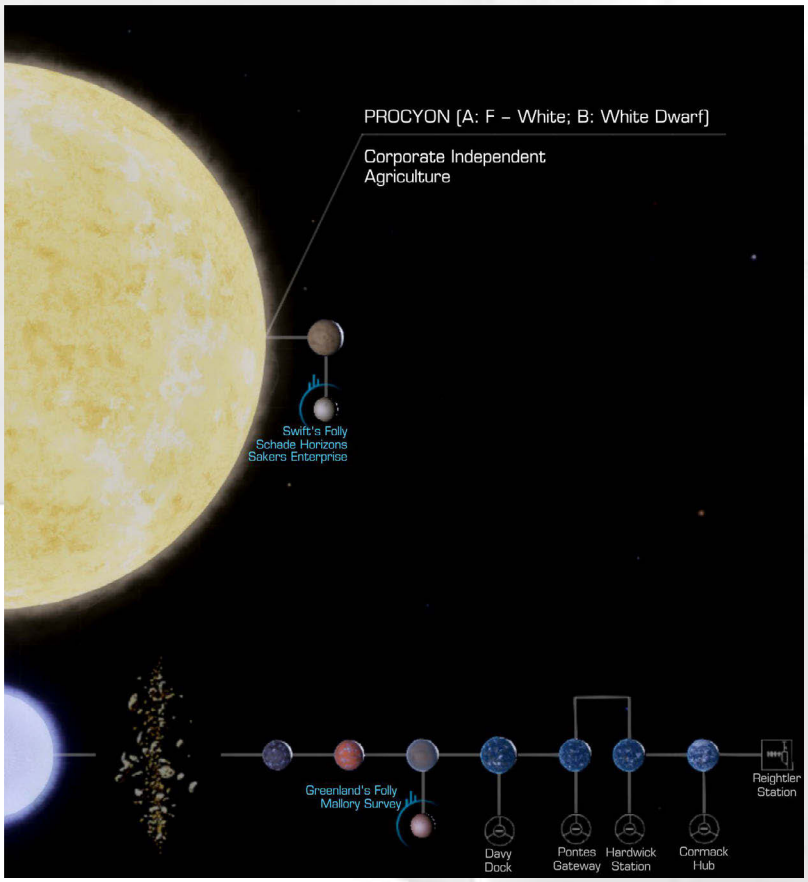

BARNARD'S STAR (M – Red)
Corporate Federation
Refinery
Kuttner's Pride
Haller City
Clerk Terminal
Silves' Claim
BIRMINGHAM WORLD
COOKE
Levi-Strauss
Installation
Miller
Depot
Boston
Base
Langford Silo
McNair Laboratory

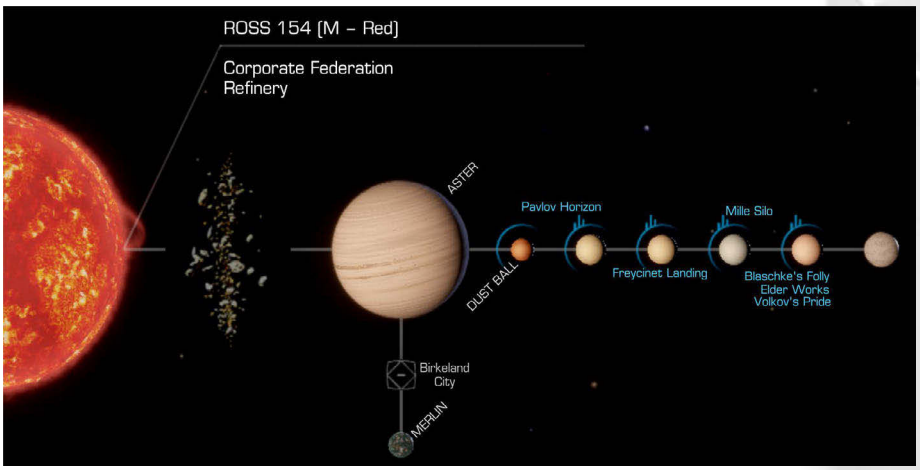

BETA HYDRI (G – White-Yellow)
Democracy Federation
Extraction
Rashid Vision
Whitney's Inheritance
Pelliot Vista
Lenoir Port
Junlong Depot
JORDAN'S LEGACY
HOMELAND
ENDL
CAMP SCHMIDT
CAMP SHEPARD
Edmondson
High
Matteucci
Enterprise
Stevenson
Base
Black
Mausoleum
Maury Keep

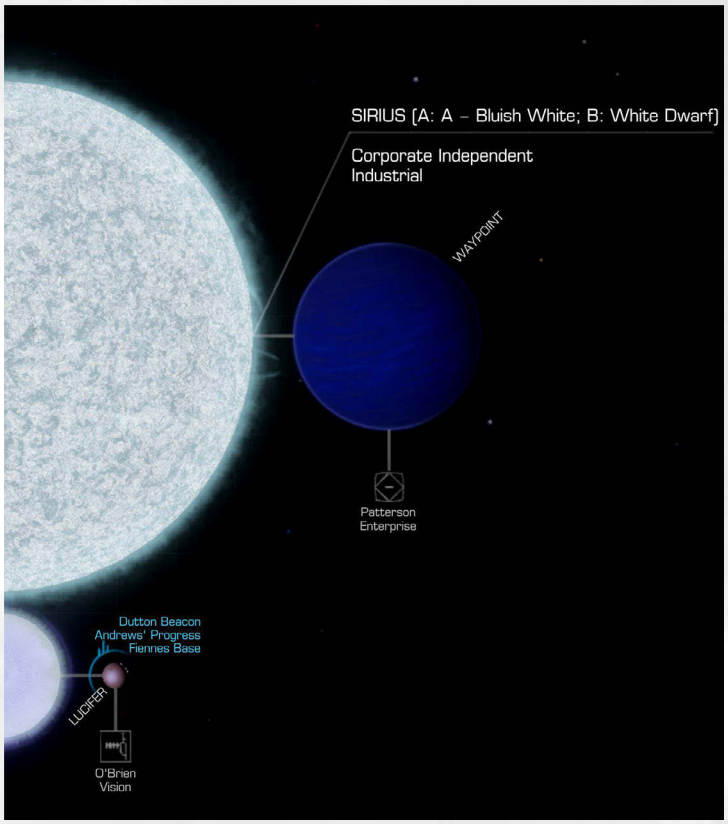

DELTA PAVONIS [G – White-Yellow]
Democracy Federation
Refinery
Wallace Horizon
Vardemen Terminal
Deere Holdings
Daimler Settlement
Bough Holdings
REAGAN'S LEGACY
CAMP MITTERAND
SUZUKI REMARD
Hooper
Relay
Schneider
Orbiter
Stephenson
Orbital
GOLD
Ejeta Relay
Burckhardt Point
Chorel Keep

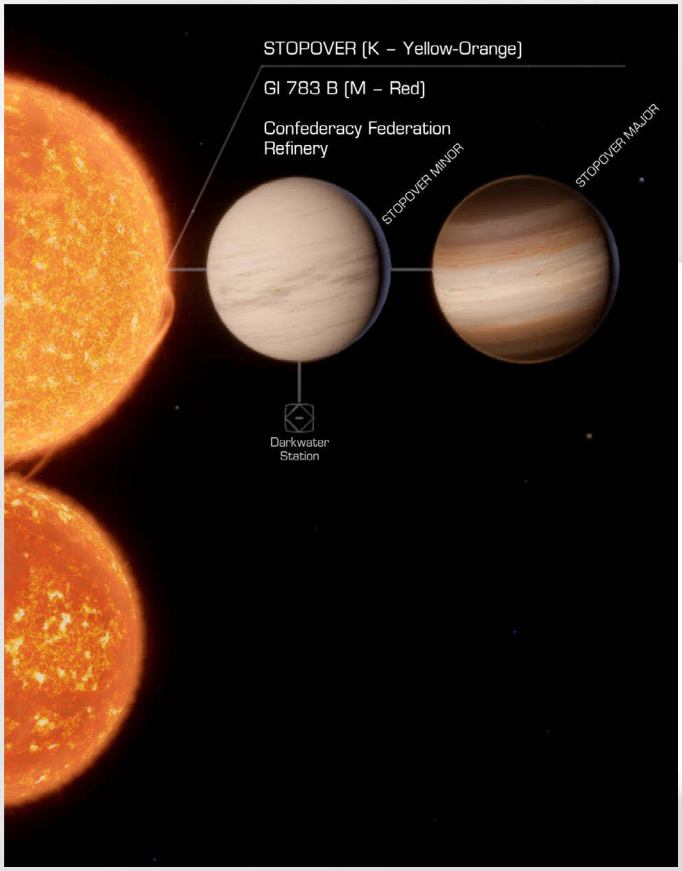

EPSILON ERIDANI [K – Yellow-Orange]
Cooperative Independent
Agriculture
Betancourt Vision
Klimuk Marke
Kirk Landing
NEW CALIFORNIA
Biggle Vista
Galiano Depot
Linaweaver Landing
Evans Colony
Fourneyron Colony
MAJOR'S MINE
GOLDSTEIN'S ROCK
Davies
Station
Fortress
Cousens
Darkes
High

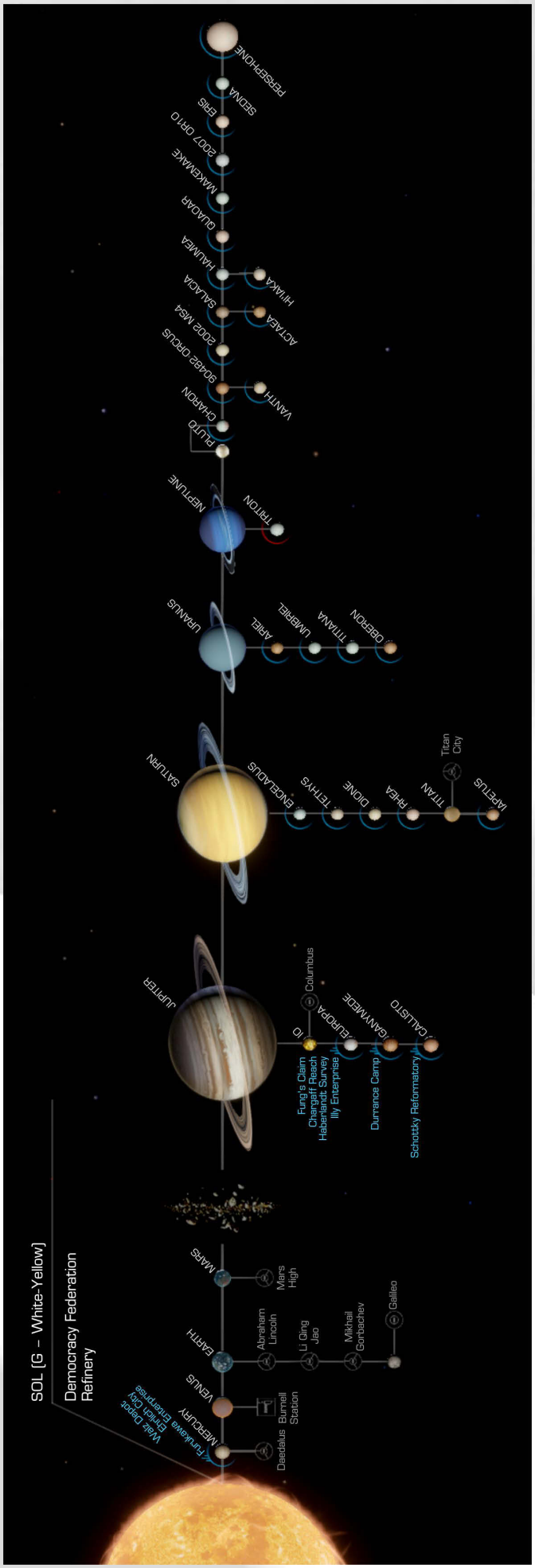

EZ AQUARII [A: M – Red; B: M – Red]
Federal Democracy
High Tech
Sanger Settlement
Magnus
Gateway

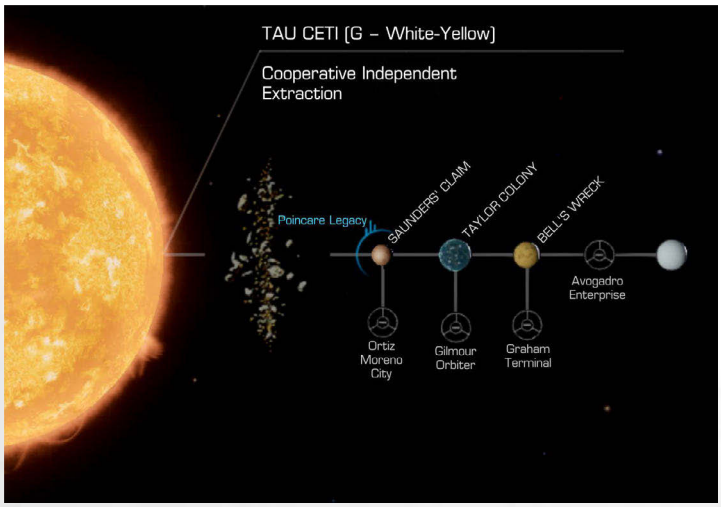

PROCYON [A: F – White; B: White Dwarf]
Corporate Independent
Agriculture
Swift's Folly
Schade Horizons
Sakers Enterprise
Greenland's Folly
Mallory Survey
Davy
Dock
Pontes
Gateway
Hardwick
Station
Cormack
Hub
Reightler
Station

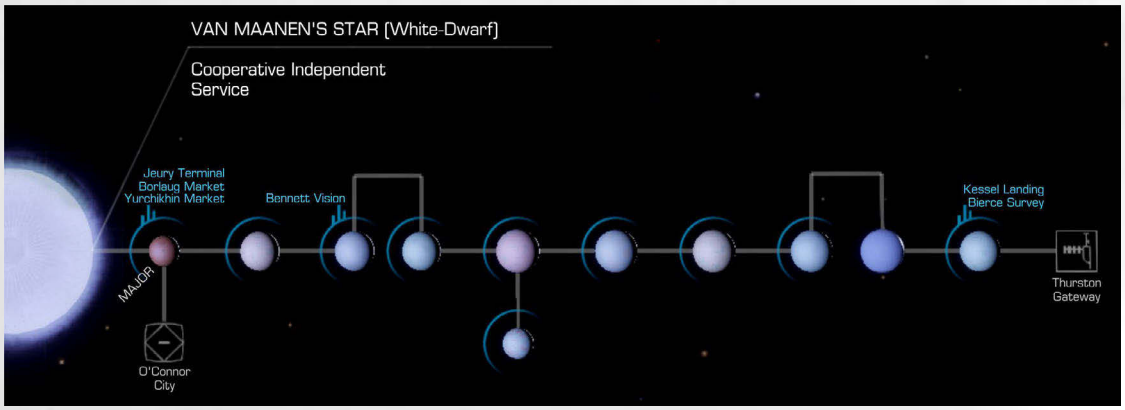

ROSS 154 [M – Red]
Corporate Federation
Refinery
ASTER
Pavlov Horizon
Mille Silo
DUST BALL
Freycinet Landing
Blaschke's Folly
Elder Works
Volkov's Pride
Birkeland
City
MERLIN

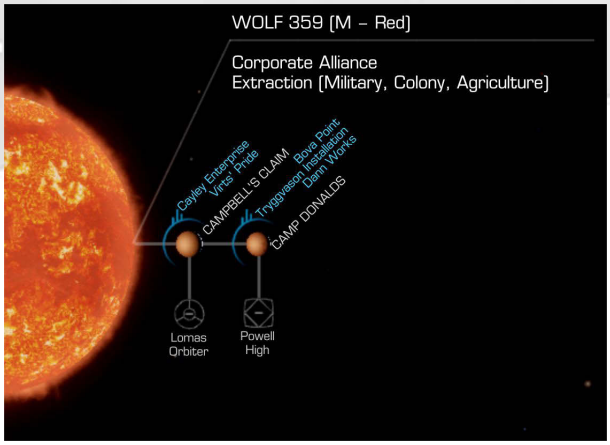

SIRIUS (A: A – Bluish White; B: White Dwarf)
Corporate Independent
Industrial
WAYPOINT
Patterson
Enterprise
Dutton Beacon
Andrews' Progress
Fiennes Base
LUCIFER
O'Brien
Vision


STOPOVER (K – Yellow-Orange)
Gl 783 B (M – Red)
Confederacy Federation
Refinery
STOPOVER MINOR
STOPOVER MAJOR
Darkwater
Station

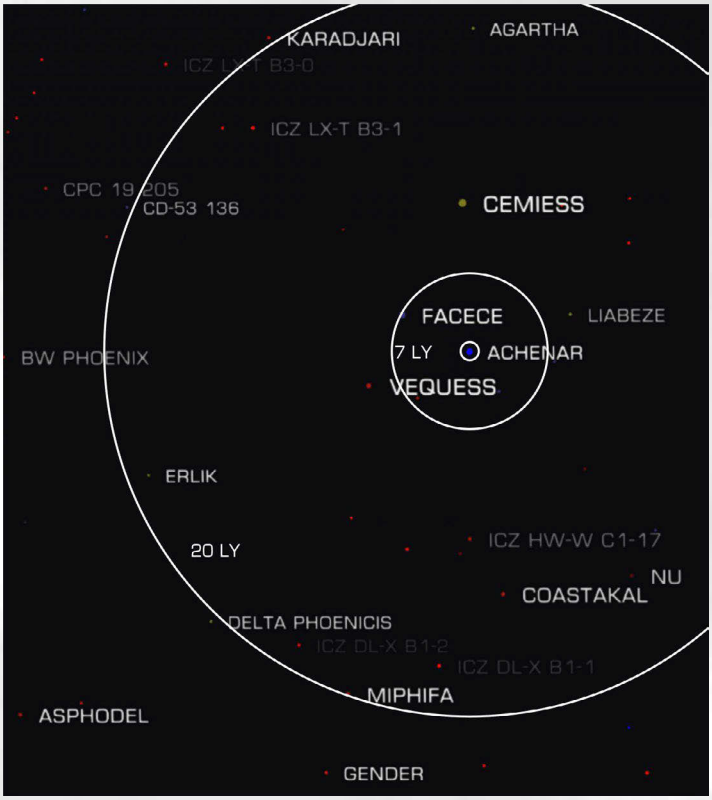

PERSEPHONE
SEDNA
ERIS
ZOOT CRT O
MAKEMAKE
QUAOAR
HAUMEA
HI'AKA
SALACIA
ACTAEA
ZOOR MSA
SOASR ORCUS
VANTH
CHARON
PLUTO
NEPTUNE
TRITON
URANUS
ARIEL
UMBRIEL
TITANIA
OBERON
SATURN
ENCELADUS
TETHYS
DIONE
RHEA
TITAN
Titan
City
IAPETUS
JUPITER
Columbus
IO
EUROPA
GANYMEDE
CALLISTO
Fung's Claim
Chargaff Reach
Habenardt Survey
Illy Enterprise
Durrance Camp
Schottky Reformatory
SOL (G – White-Yellow)
Democracy Federation
Refinery
MARS
Mars
High
EARTH
Abraham
Lincoln
Li Ging
Jao
Mikhail
Gorbachev
Galileo
VENUS
MERCURY
Burnell
Station
Daedalus
Furukawa
Enterprise
Vlak Depot
Ehrich City

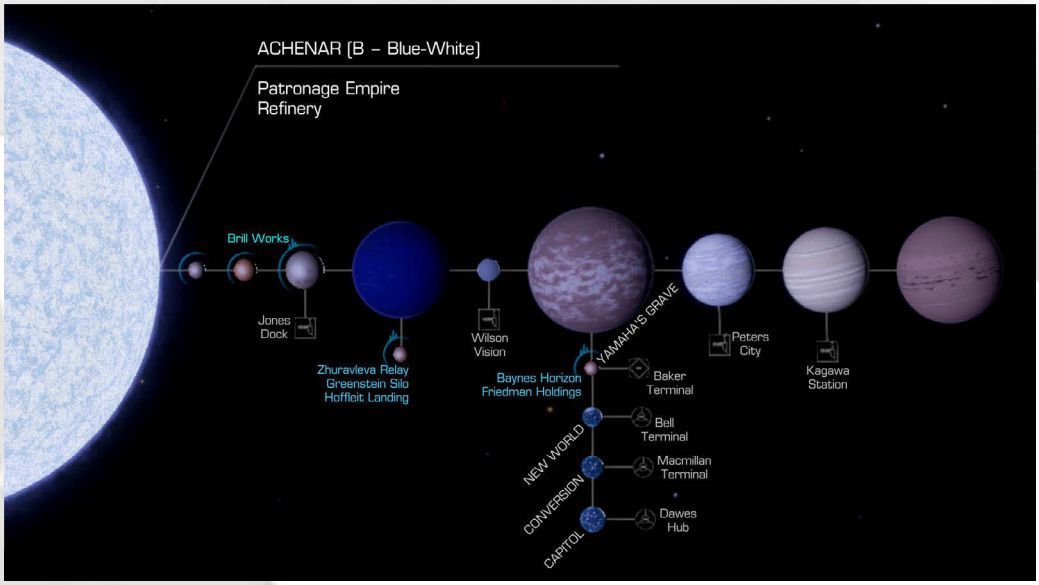

TAU CETI (G – White-Yellow)
Cooperative Independent
Extraction
Poincare Legacy
SAUNDERS' CLAIM
TAYLOR COLONY
BELL'S WRECK
Avogadro
Enterprise
Ortiz
Moreno
City
Gilmour
Orbiter
Graham
Terminal

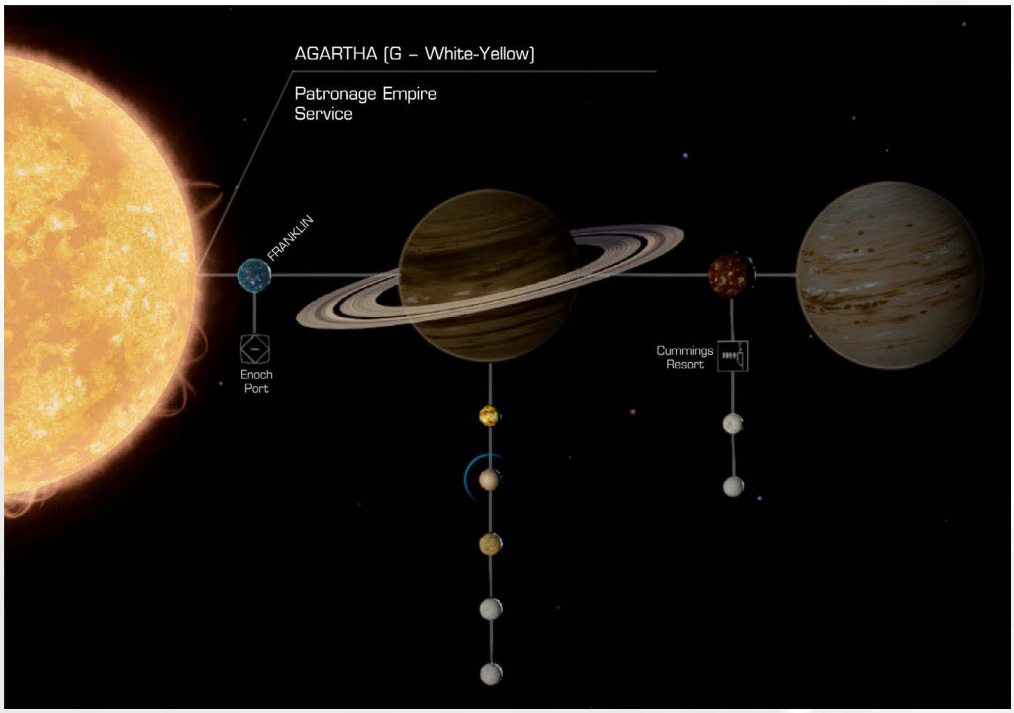

VAN MAANEN'S STAR (White-Dwarf)
Cooperative Independent
Service
Jeury Terminal
Borlaug Market
Yurchikhin Market
Bennett Vision
Kessel Landing
Bierce Survey
MAJOR
Thurston
Gateway
O'Connor
City

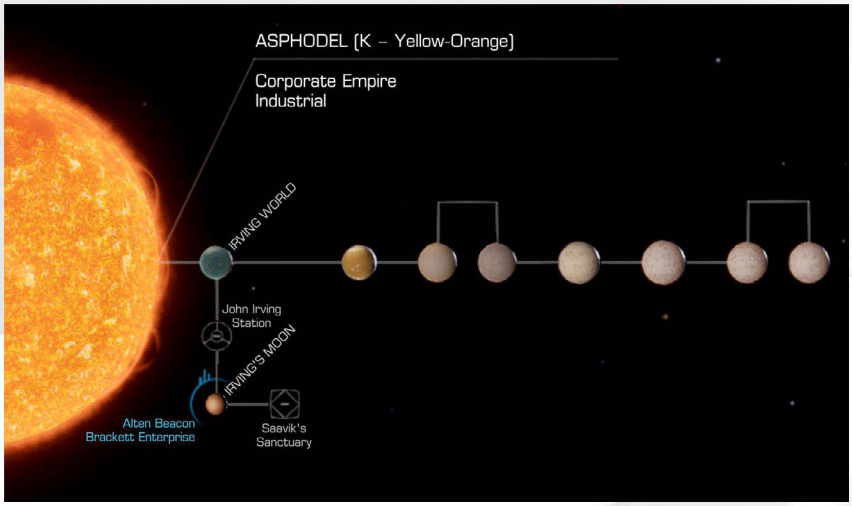

WOLF 359 (M – Red)
Corporate Alliance
Extraction (Military, Colony, Agriculture)
Cayley Enterprise
Vins' Pride
CAMPBELL'S CLAIM
Tryggvason
Bova Point
Installation
Dann Works
CAMP DONALDS
Lomas
Orbiter
Powell
High

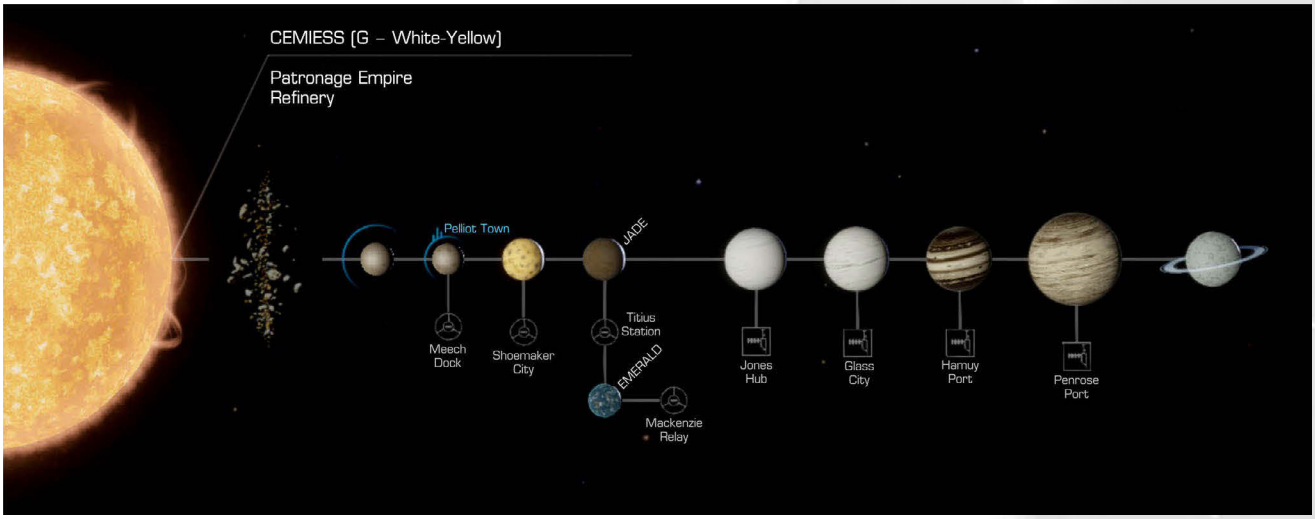
IMPERIAL CORE REGION - SHUI WEI SECTOR

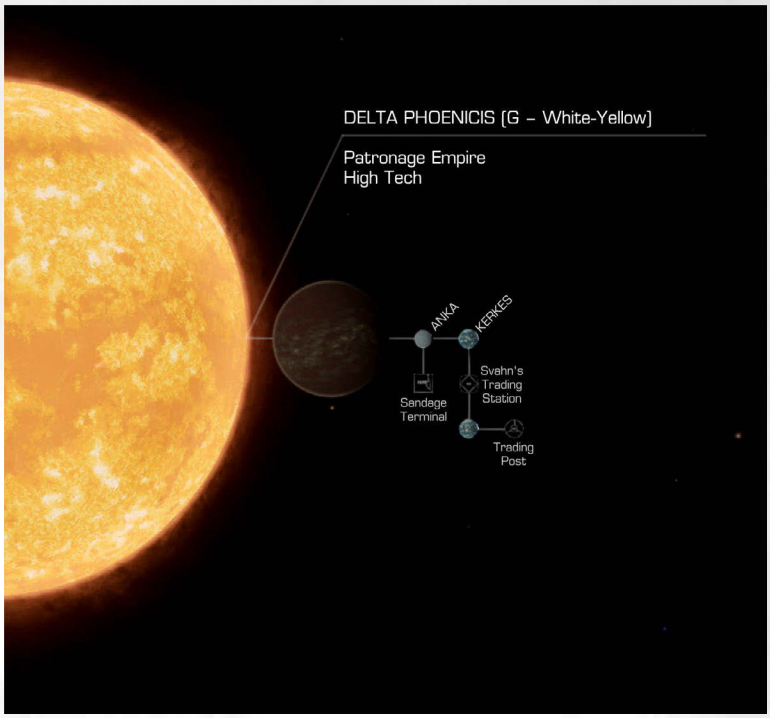


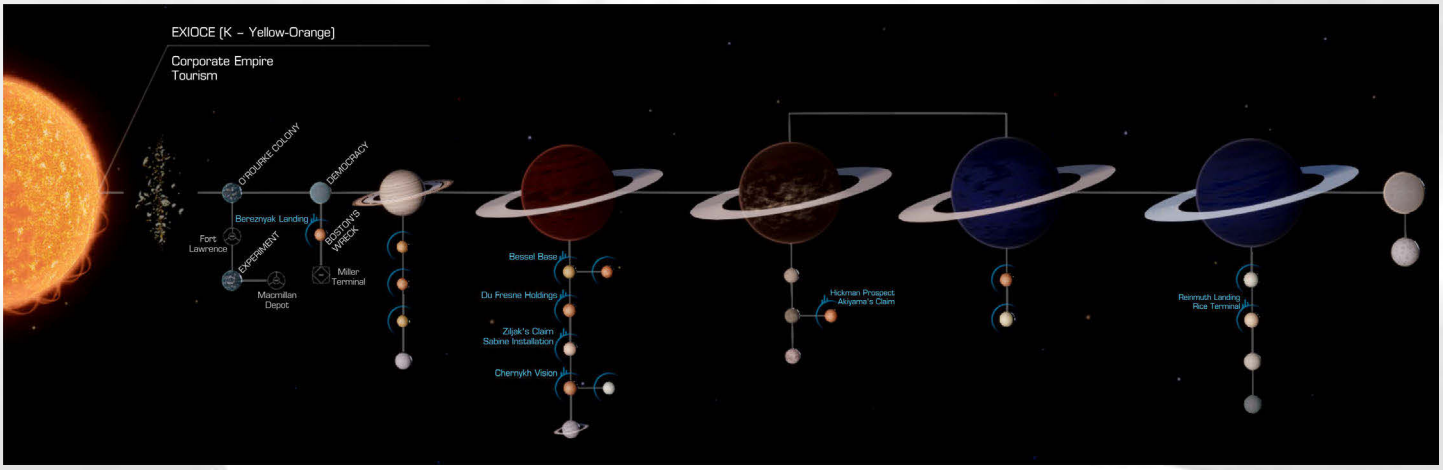


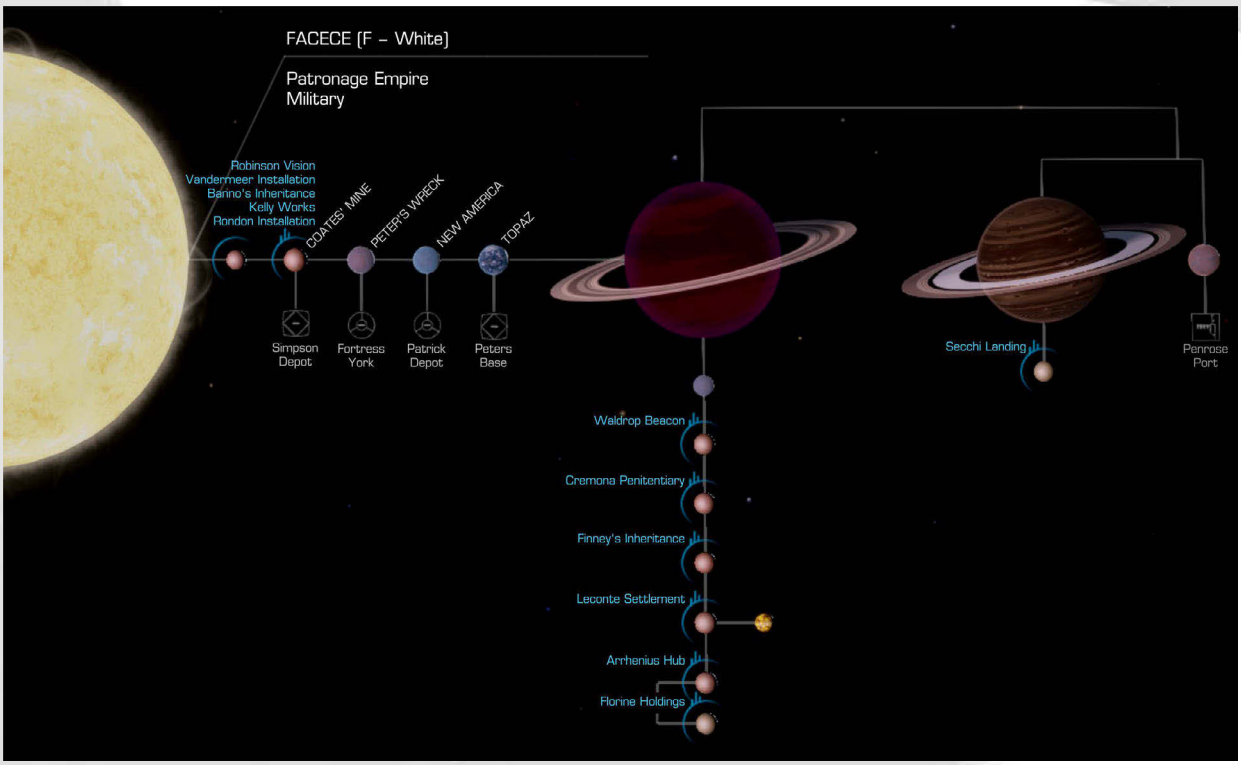

AGARTHA (G – White-Yellow)
Patronage Empire
Service
FRANKLIN
Enoch
Port
Cummings
Resort

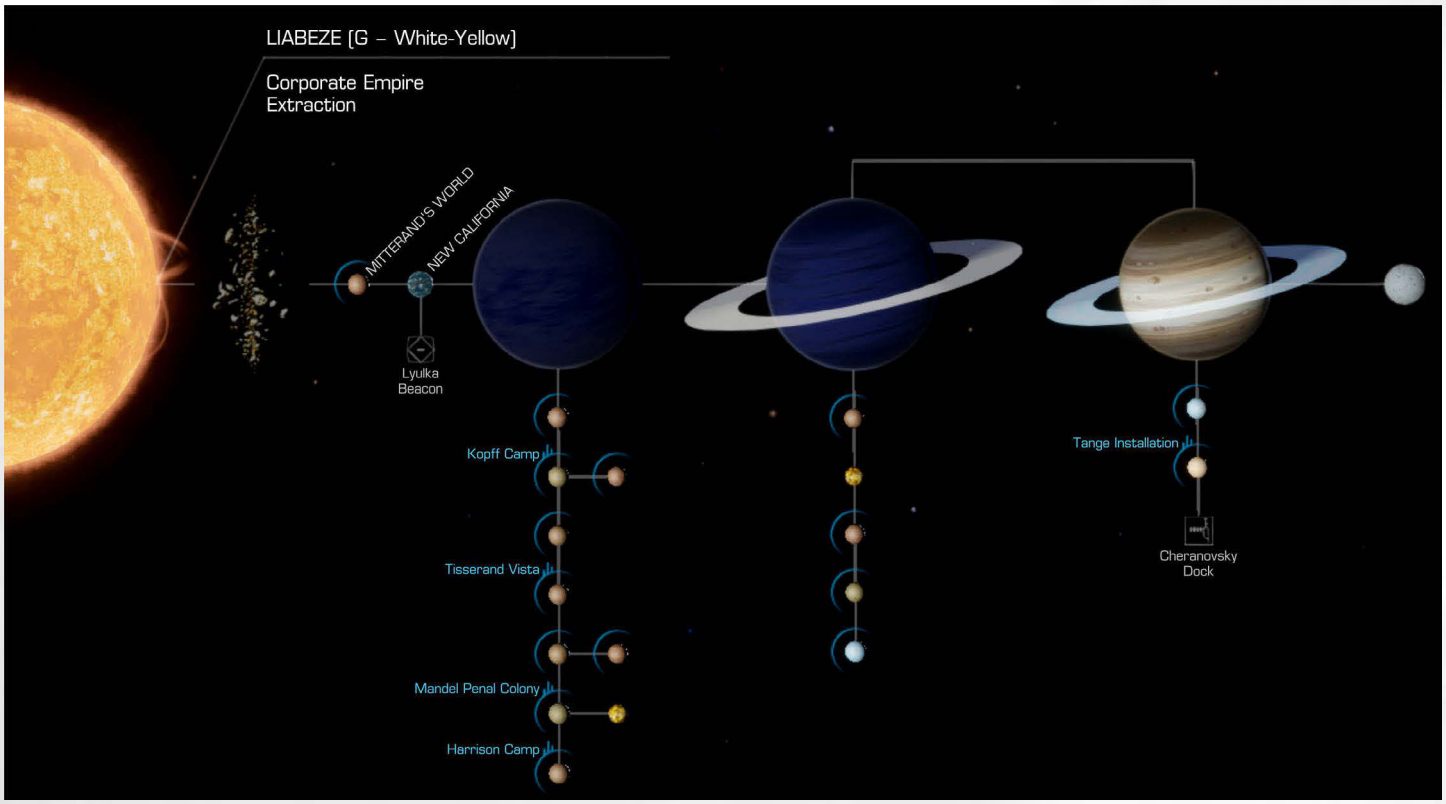

ASPHODEL (K – Yellow-Orange)
Corporate Empire
Industrial
IRVING WORLD
John Irving
Station
IRVING'S MOON
Alten Beacon
Brackett Enterprise
Saavik's
Sanctuary

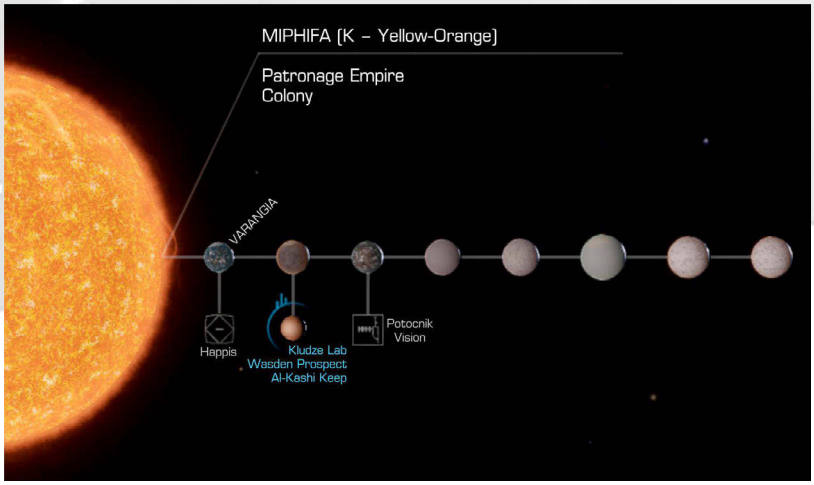

CEMIESS (G – White-Yellow)
Patronage Empire
Refinery
Pelliot Town
JADE
Meech
Dock
Shoemaker
City
Titius
Station
EMERALD
Mackenzie
Relay
Jones
Hub
Glass
City
Hamuy
Port
Penrose
Port

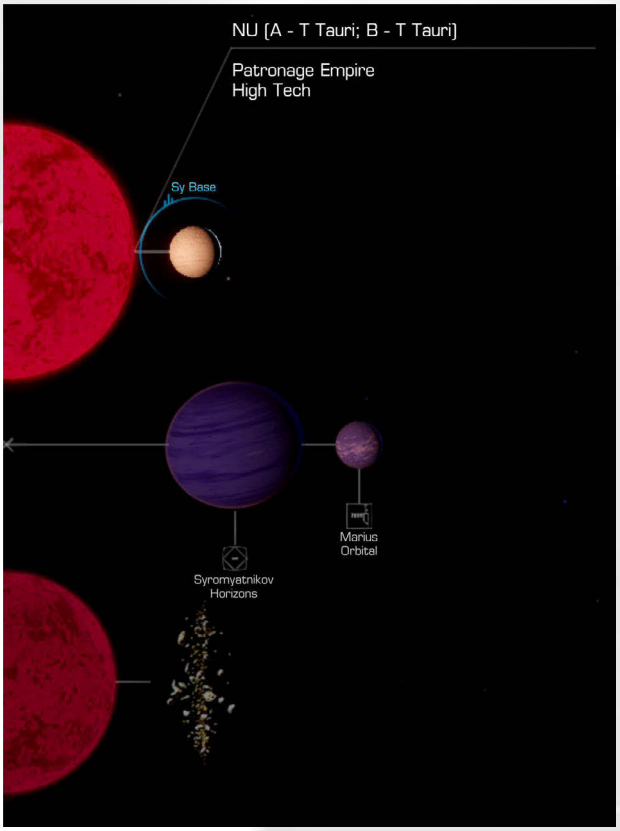

DELTA PHOENICIS (G – White-Yellow)
Patronage Empire
High Tech
ANIKA
KERKES
Svahn's
Trading
Station
Sandage
Terminal
Trading
Post

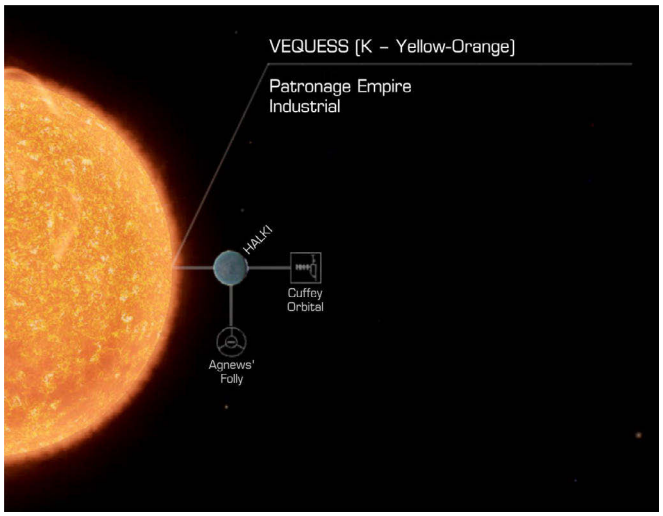

EXIOCE (K – Yellow-Orange)
Corporate Empire
Tourism
O'ROURKE COLONY
DEMOCRACY
Bereznyak Landing
Fort
Lawrence
EXPERIMENT
BESTON'S
WRECK
Miller
Terminal
Macmillan
Depot
Bessel Base
Du Fresne Holdings
Zlijek's Claim
Sabine Installation
Chernykh Vision
Hickman Prospect
Akiyama's Claim
Reinmuth Landing
Rice Terminal


FACECE (F – White)
Patronage Empire
Military
Robinson Vision
Vandermeer Installation
Barino's Inheritance
Kelly Works
Randon Installation
COATES' MINE
PETER'S WRECK
NEW AMERICA
TOPAZ
Simpson
Depot
Fortress
York
Patrick
Depot
Peters
Base
Secchi Landing
Penrose
Port
Waldrop Beacon
Cremona Penitentiary
Finney's Inheritance
Leconte Settlement
Arrhenius Hub
Florine Holdings

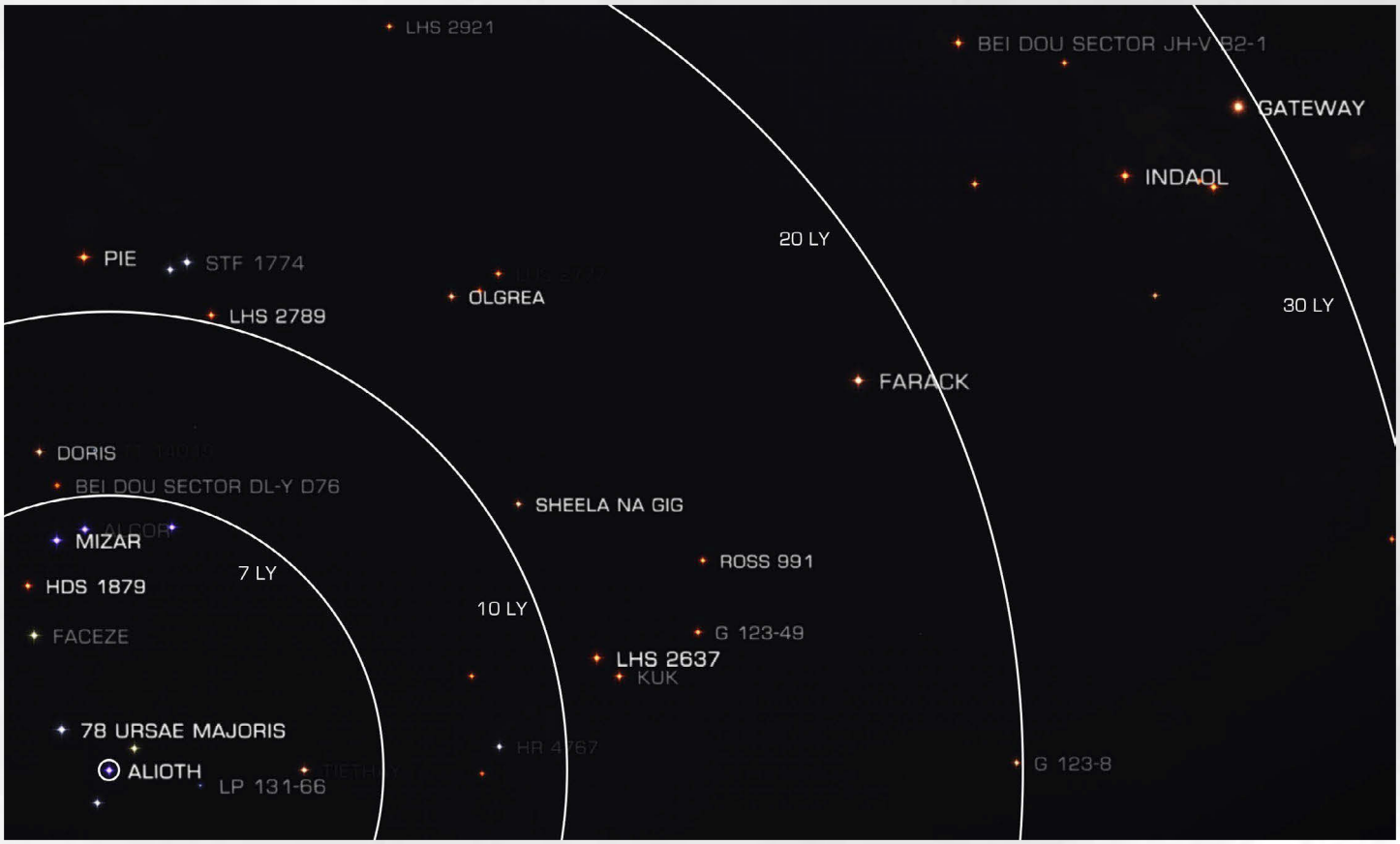

LIABEZE [G – White-Yellow]
Corporate Empire
Extraction
MITTERAND'S WORLD
NEW CALIFORNIA
Lyulka Beacon
Kopff Camp
Tisserand Vista
Mandel Penal Colony
Harrison Camp
Tange Installation
Cheranovsky Dock

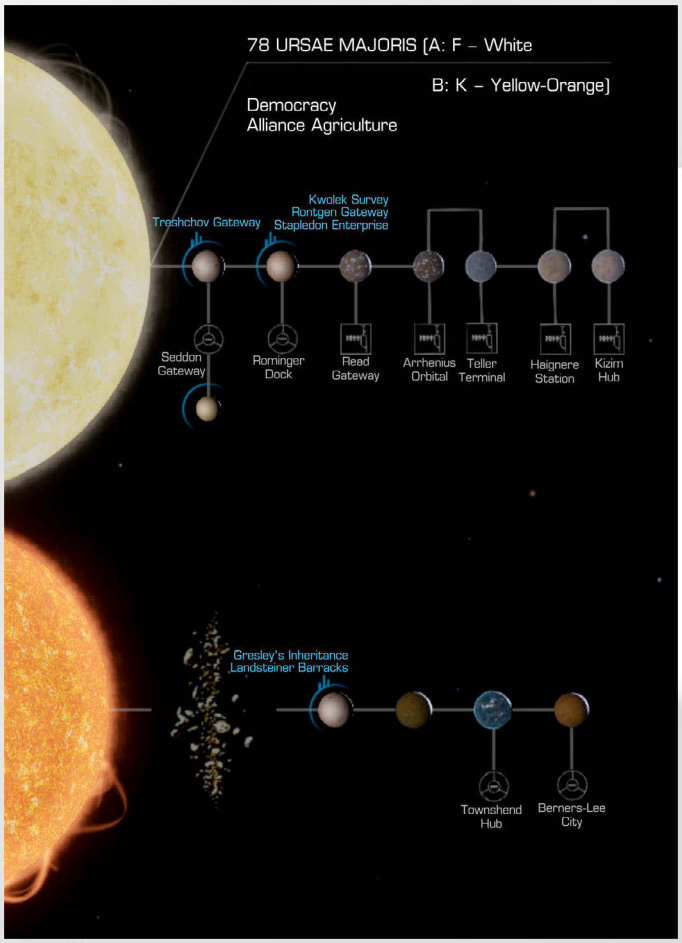

MIPHIFA [K – Yellow-Orange]
Patronage Empire
Colony
VARANGIA
Happis
Kludze Lab
Wasden Prospect
Al-Kashi Keep
Potocnik Vision

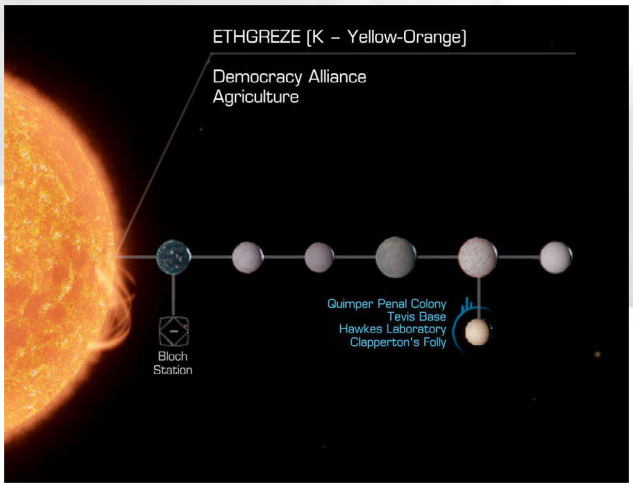

NU [A - T Tauri; B - T Tauri]
Patronage Empire
High Tech
Sy Base
Marius Orbital
Syromyatnikov Horizons

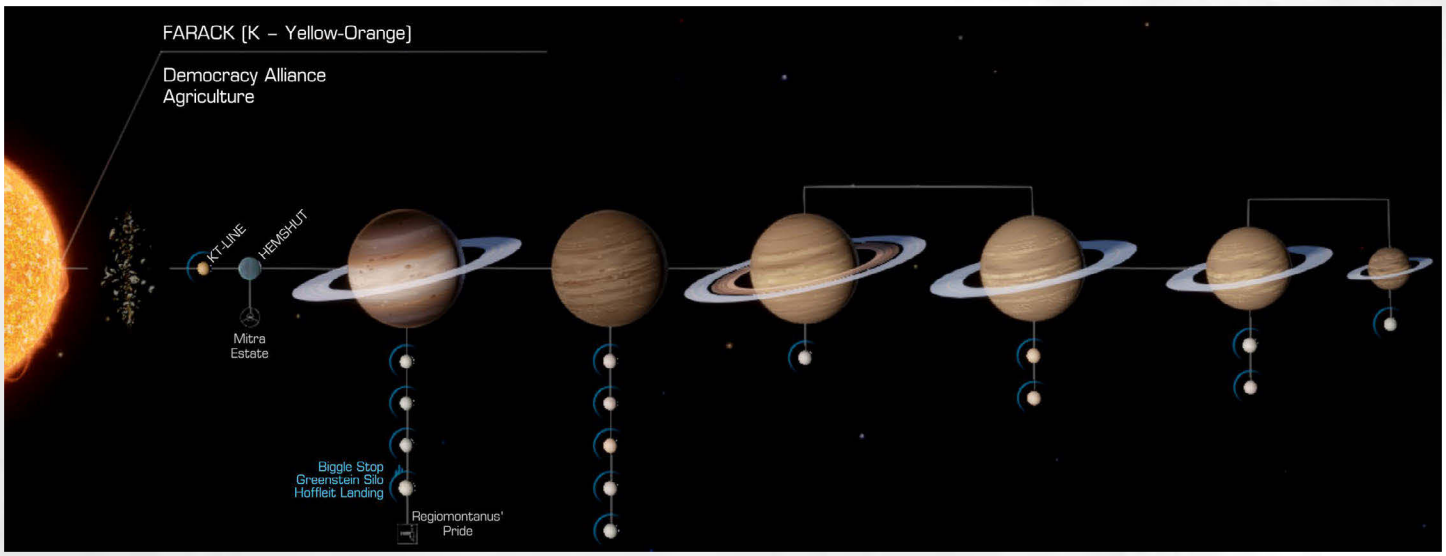

VEQUESS [K – Yellow-Orange]
Patronage Empire
Industrial
HALKI
Cuffey Orbital
Agnews' Folly

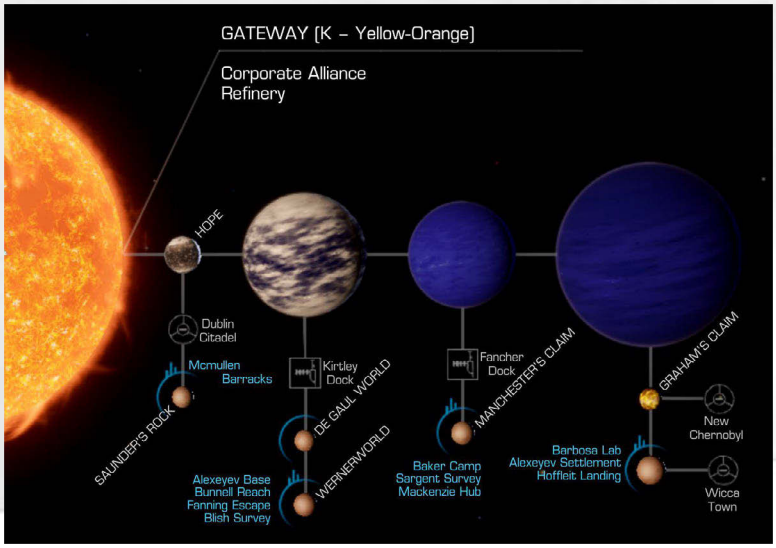
ALLIANCE CORE REGION - BEI DOU SECTOR

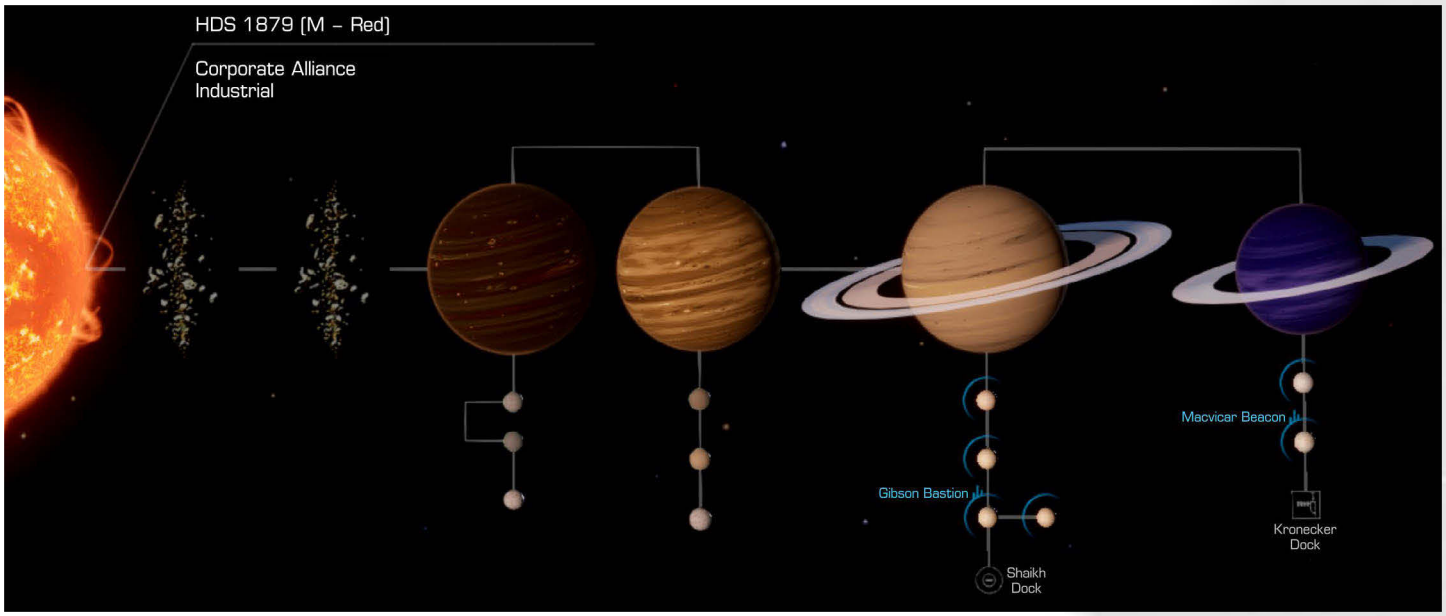


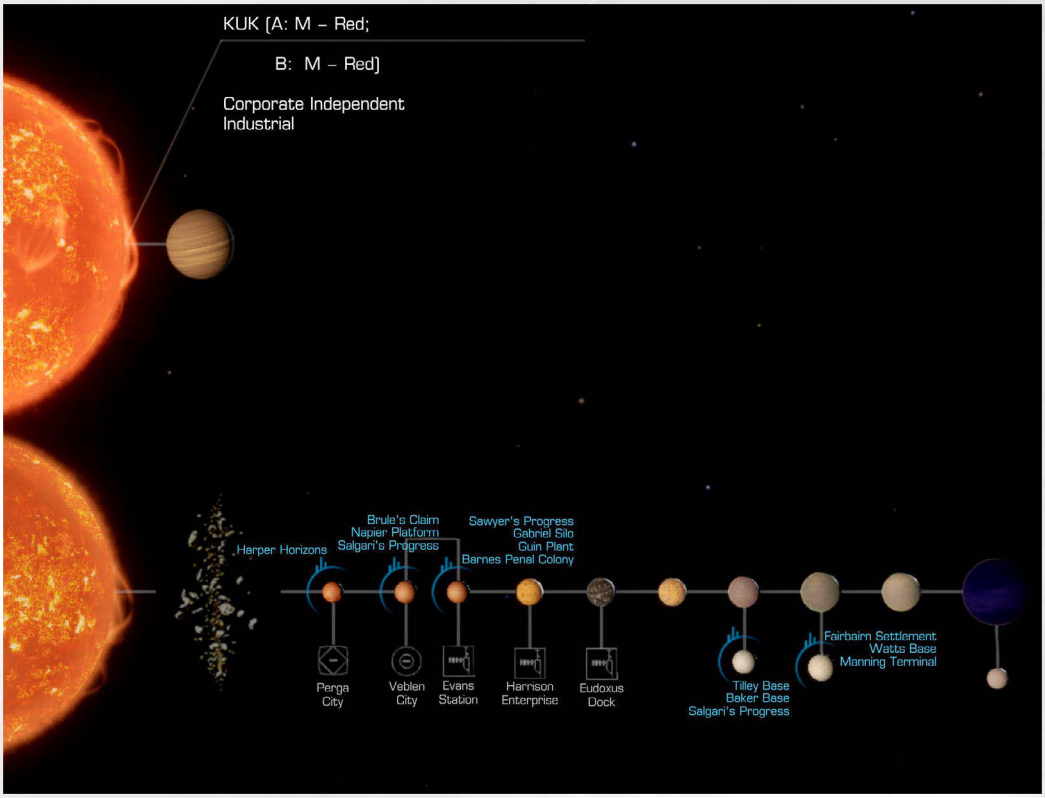


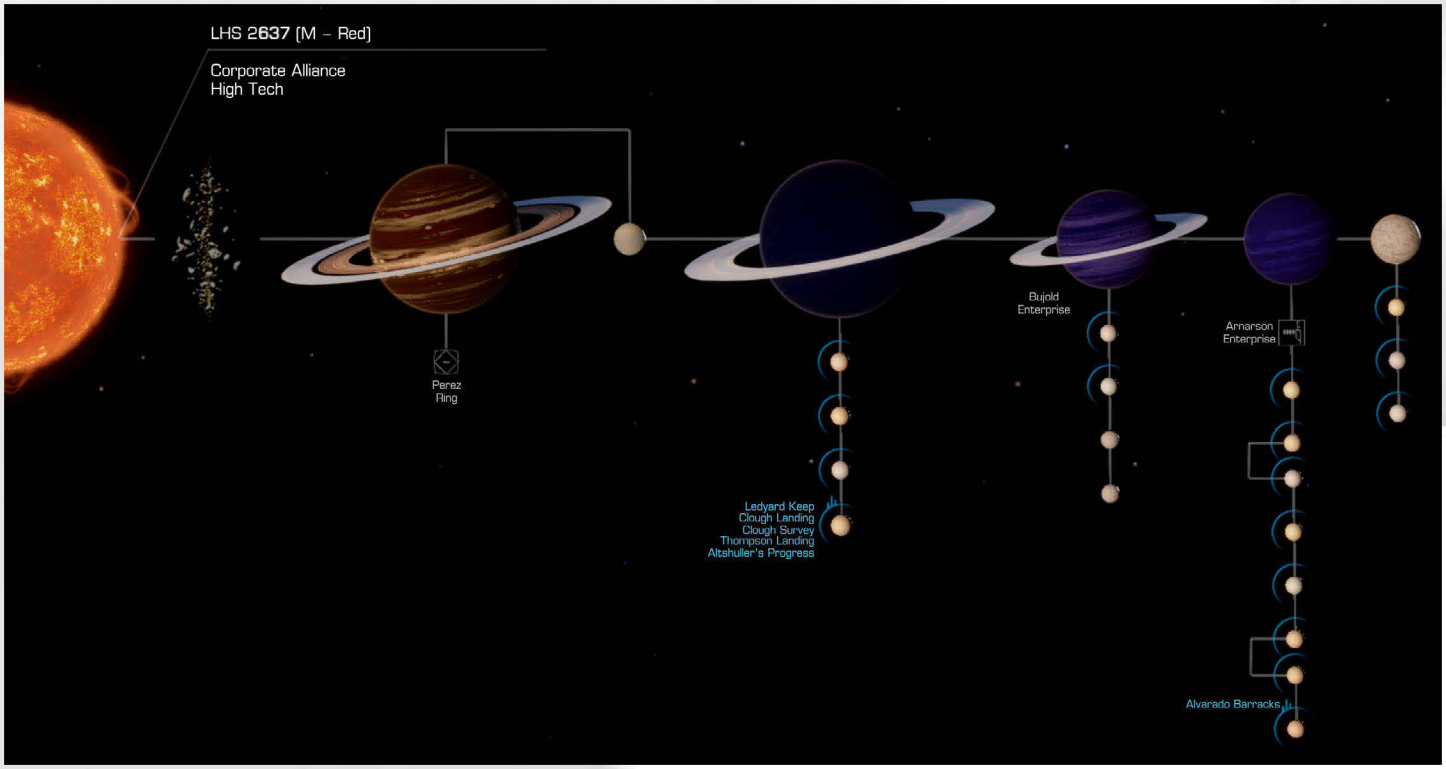



FARACK [K – Yellow-Orange]
Democracy Alliance
Agriculture
KT-LINE
HEMSHUT
Mitra
Estate
Biggle Stop
Greenstein Silo
Hoffleit Landing
Regiomontanus'
Pride


GATEWAY [K – Yellow-Orange]
Corporate Alliance
Refinery
HOPE
Dublin
Citadel
Mcmullen
Barracks
SAUNDER'S ROCK
Kirtley
Dock
DE GAUL WORLD
WERNERWORLD
Alexeyev Base
Bunnell Reach
Fanning Escape
Blish Survey
Fancher
Dock
MANCHESTER'S CLAIM
Baker Camp
Sargent Survey
Mackenzie Hub
GRAHAM'S CLAIM
New
Chernobyl
Barbosa Lab
Alexeyev Settlement
Hoffleit Landing
Wicca
Town

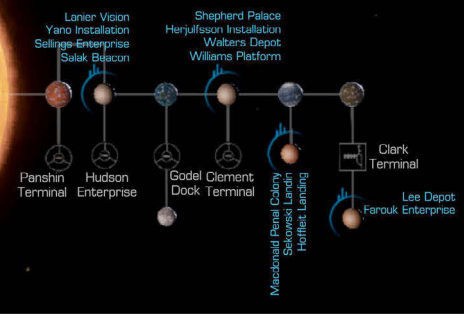

HDS 1879 [M – Red]
Corporate Alliance
Industrial
Macvicar Beacon
Gibson Bastion
Kronecker
Dock
Shaikh
Dock


KUK [A: M – Red;
B: M – Red]
Corporate Independent
Industrial
Harper Horizons
Brule's Claim
Napier Platform
Salgari's Progress
Sawyer's Progress
Gabriel Silo
Guin Plant
Barnes Penal Colony
Perga City
Veblen City
Evans Station
Harrison Enterprise
Eudoxus Dock
Tilley Base
Baker Base
Salgari's Progress
Fairbairn Settlement
Watts Base
Manning Terminal


LHS 2637 [M – Red]
Corporate Alliance
High Tech
Perez Ring
Ledyard Keep
Clough Landing
Clough Survey
Thompson Landing
Altshuller's Progress
Bujold Enterprise
Arnarson Enterprise
Alvarado Barracks

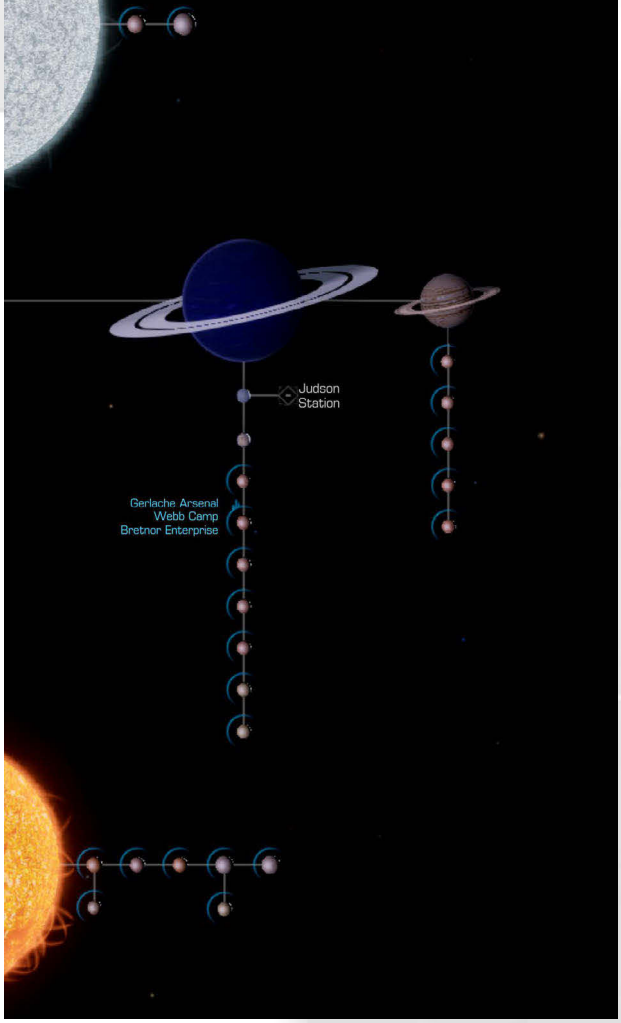
MEGREZ [A: A – White-Bluish White;
B: G – White-Yellow;
C: M – Red;
D: M – Red;
E: G – White-Yellow]

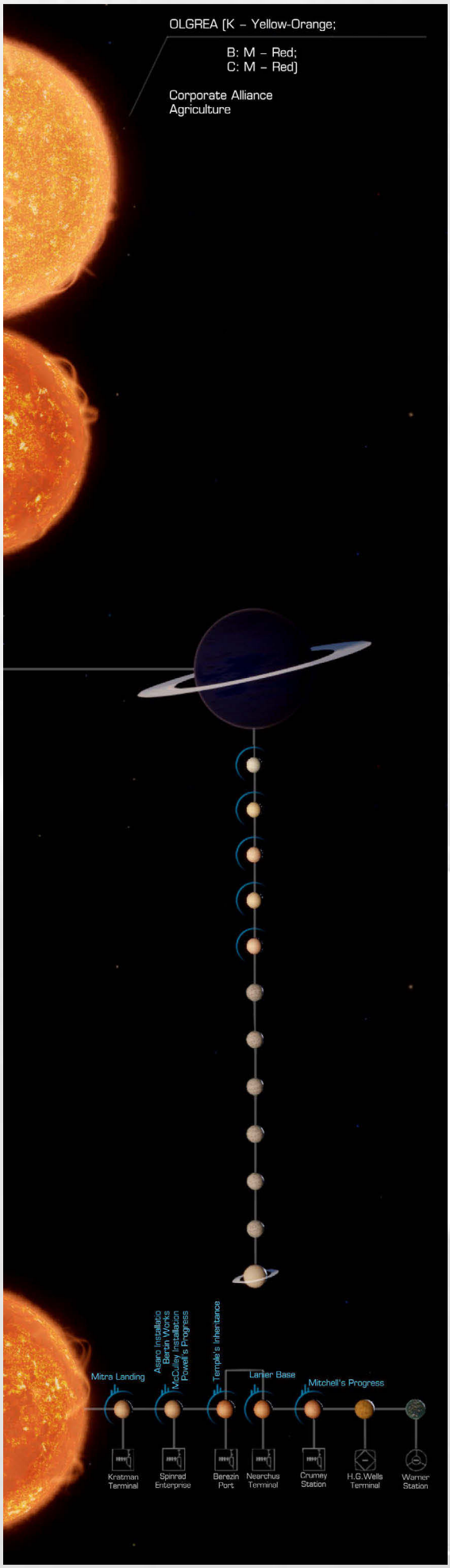
Democracy Alliance
Agriculture

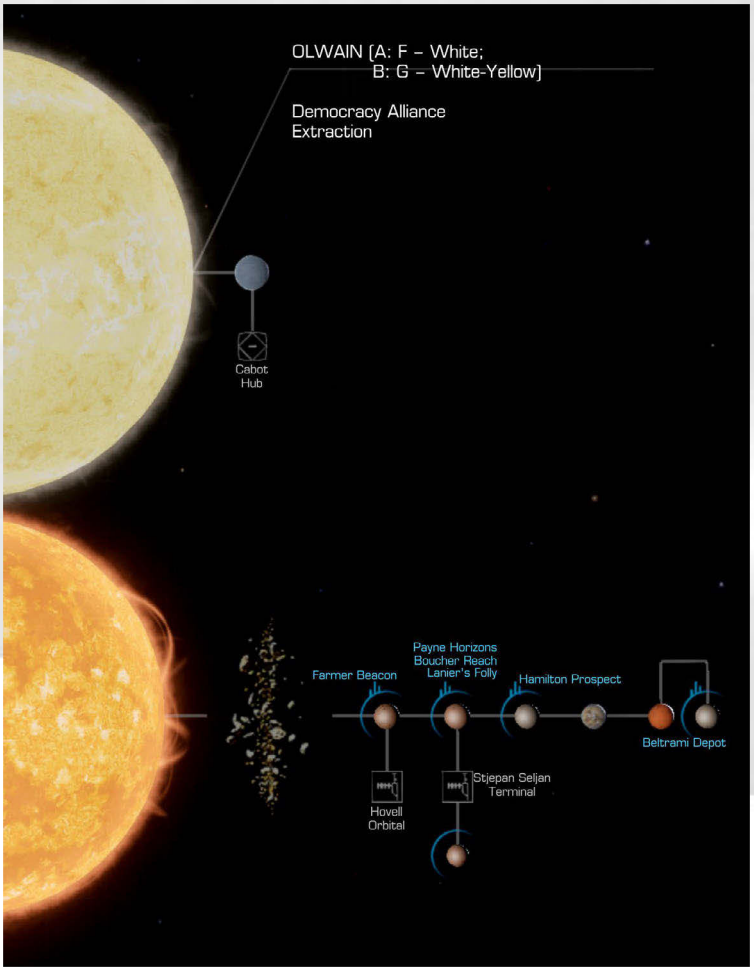


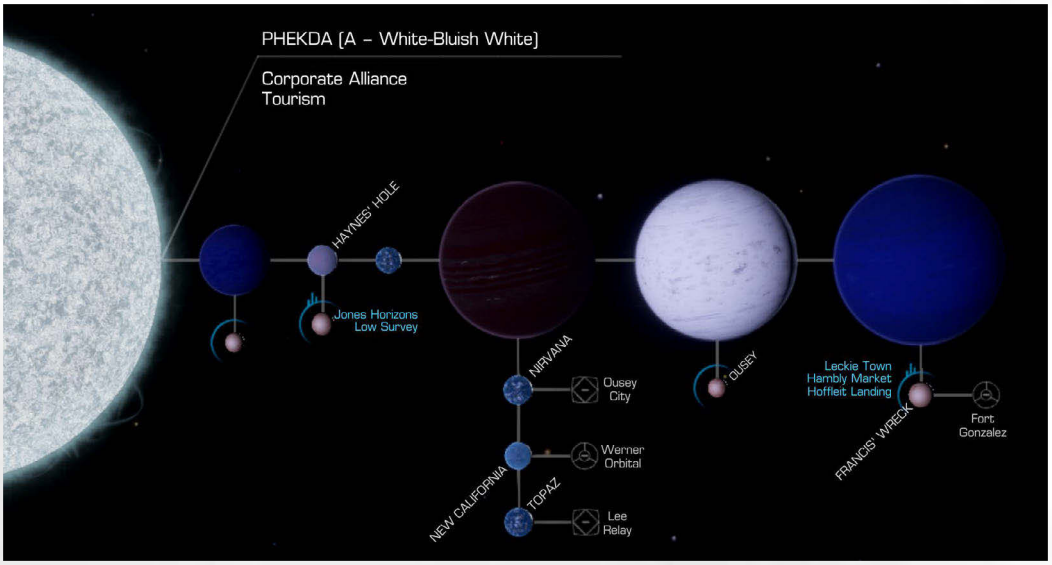
MIZAR [A: A – White-Bluish White;
B: A – White-Bluish White;
C: A – White-Bluish White;
D: K – Yellow-Orange]

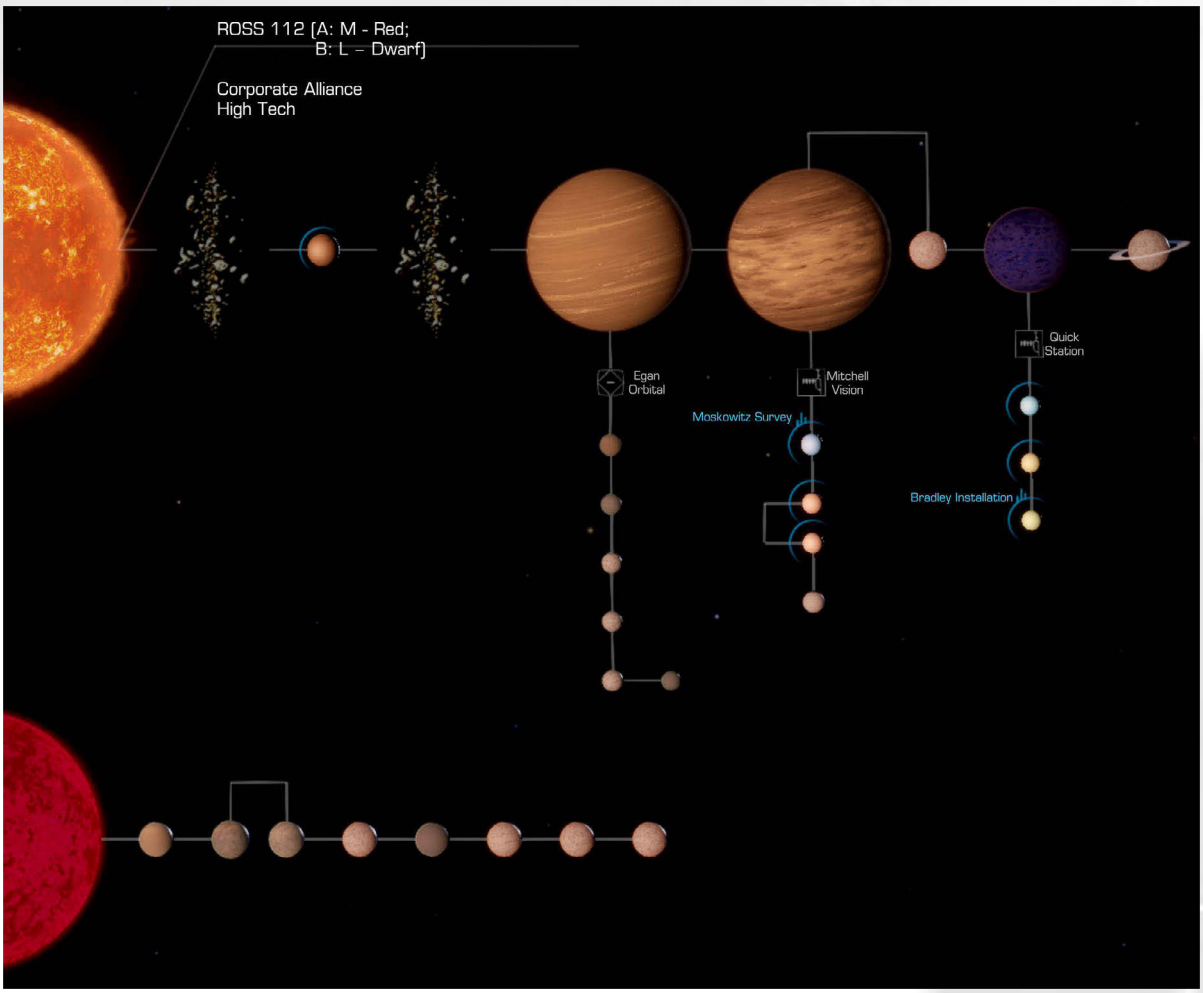
Corporate Independent
High Tech



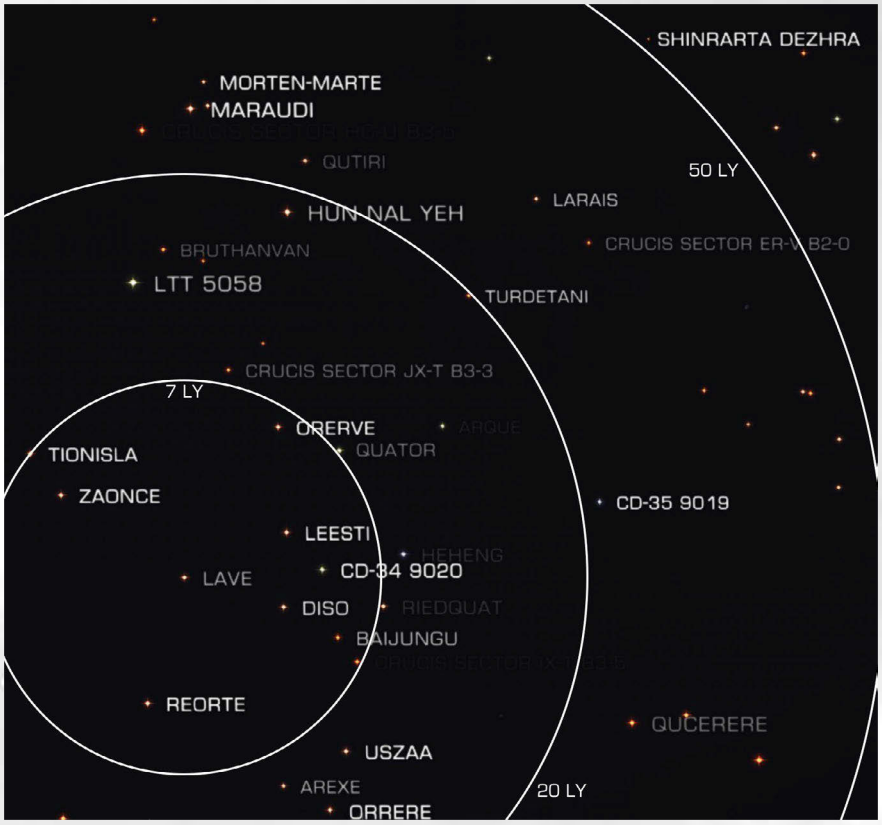

OLGREA (K – Yellow-Orange;
B: M – Red;
C: M – Red)
Corporate Alliance
Agriculture
Mitra Landing
Asano Installatio
Bernal Works
McCullough Mi
Powell's Progress
Temple's Inheritance
Lanier Base
Mitchell's Progress
Kratman Terminal
Spinrad Enterprise
Berezin Port
Nearchus Terminal
Crumley Station
H.G.Wells Terminal
Warner Station

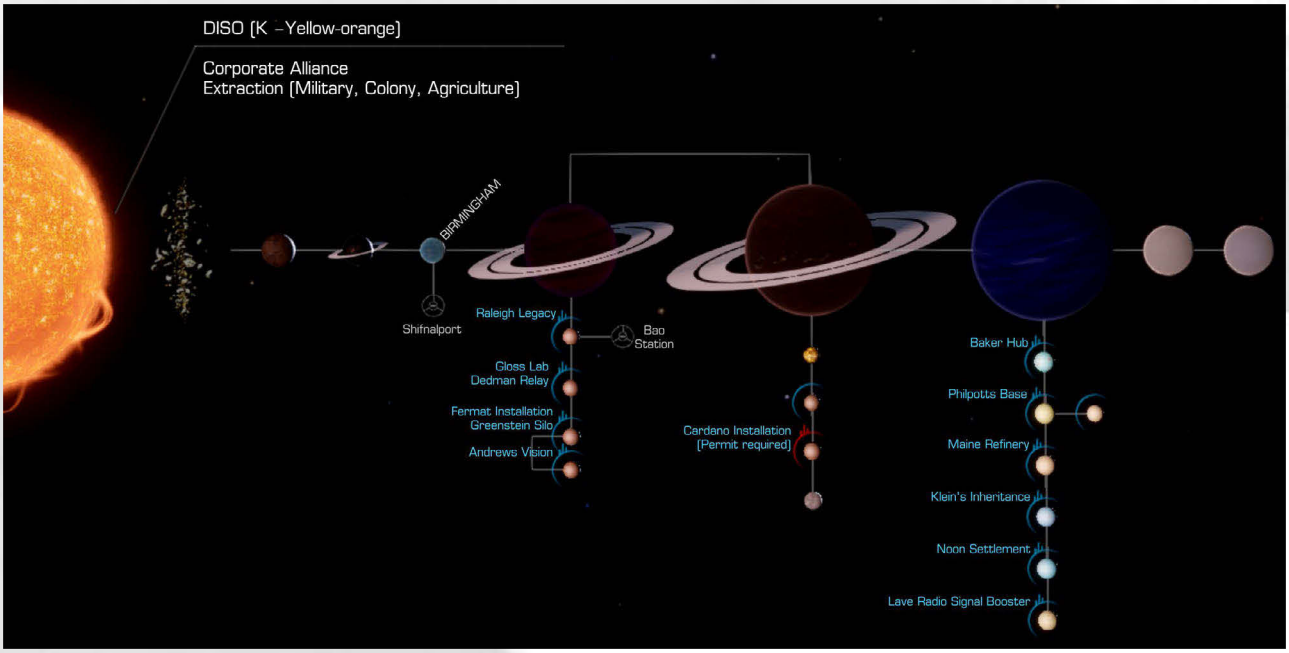

OLWAIN (A: F – White;
B: G – White-Yellow)
Democracy Alliance
Extraction
Cabot Hub
Farmer Beacon
Payne Horizons
Boucher Reach
Lanier's Folly
Hamilton Prospect
Beltrami Depot
Hovell Orbital
Stjepan Seljan Terminal

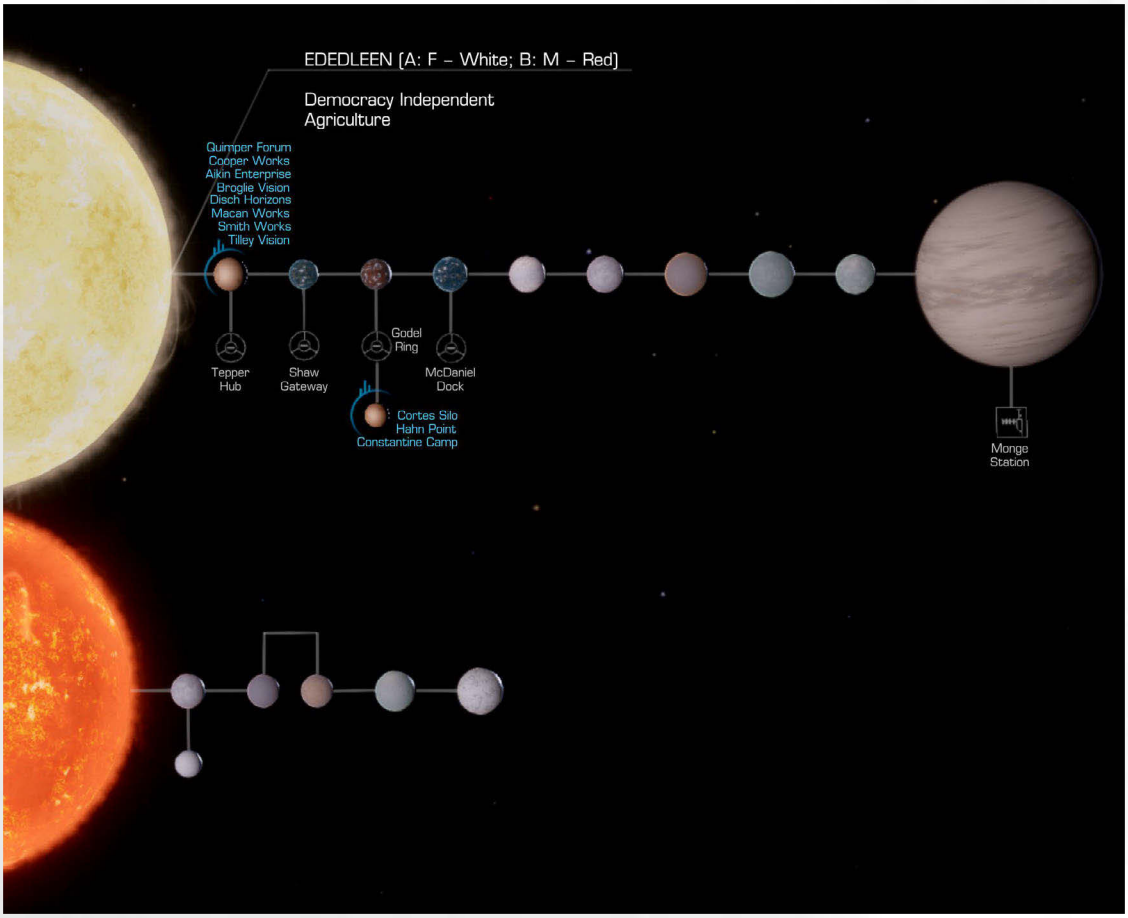

PHEKDA [A – White-Bluish White]
Corporate Alliance
Tourism
HAYNES' HOLE
Jones Horizons
Low Survey
NIRVANA
Ousey
City
OUSEY
Leckie Town
Hambly Market
Hoffleit Landing
FRANCIS' WRECK
Fort
Gonzalez
NEW CALIFORNIA
TOPAZ
Werner
Orbital
Lee
Relay

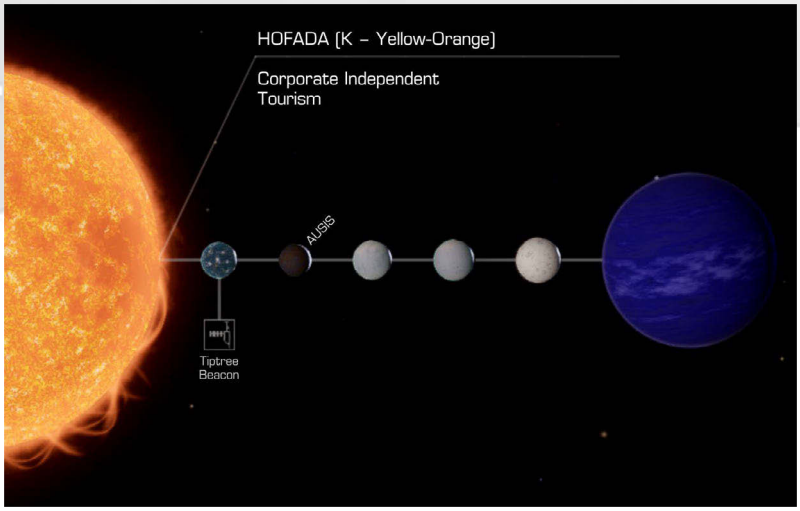

ROSS 112 [A: M - Red;
B: L – Dwarf]
Corporate Alliance
High Tech
Egan
Orbital
Mitchell
Vision
Moskowitz Survey
Quick
Station
Bradley Installation

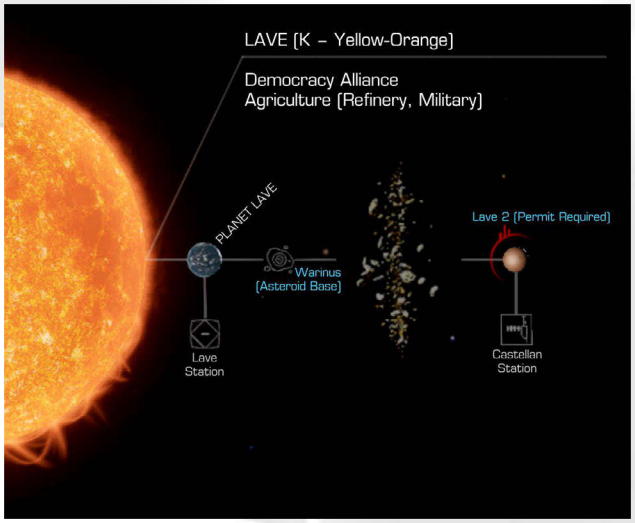
OLD WORLDS REGION - CRUSIS SECTOR

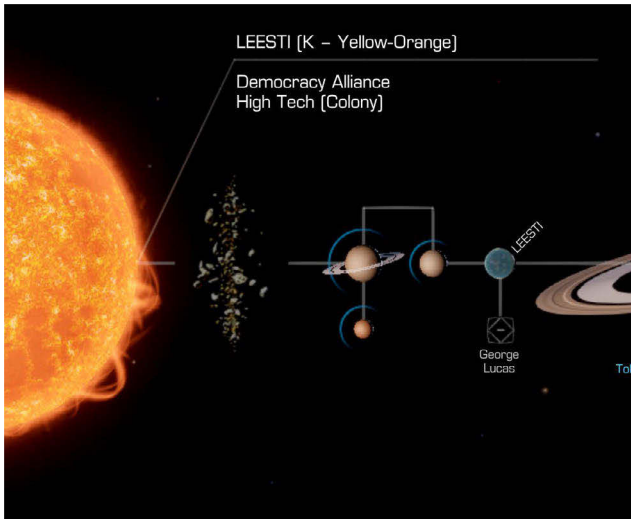


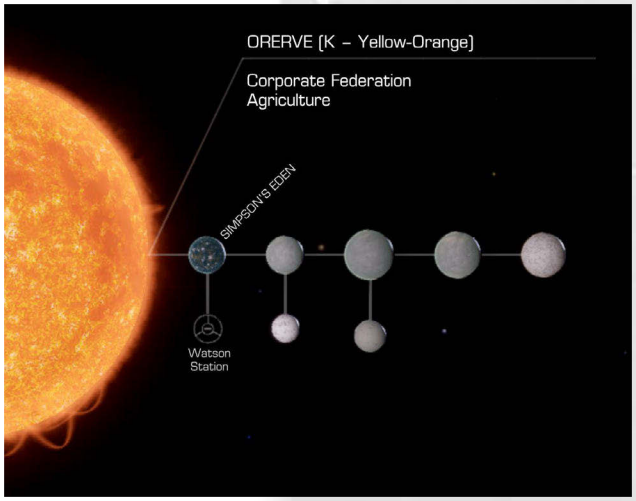


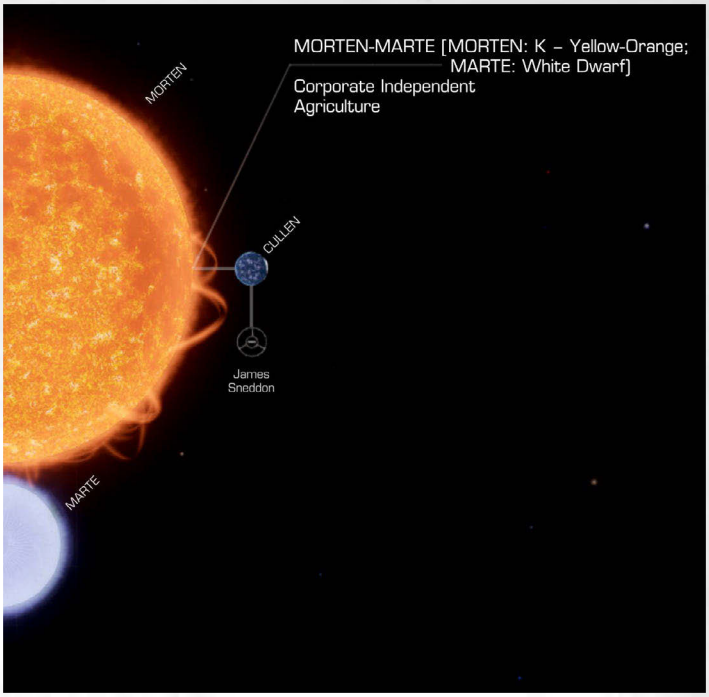

EDEDLEEN [A: F – White; B: M – Red]
Democracy Independent
Agriculture
Quimper Forum
Cooper Works
Aikin Enterprise
Broglie Vision
Disch Horizons
Macan Works
Smith Works
Tilley Vision
Tepper Hub
Shaw Gateway
Godel Ring
McDaniel Dock
Cortes Silo
Hahn Point
Constantine Camp
Monge Station

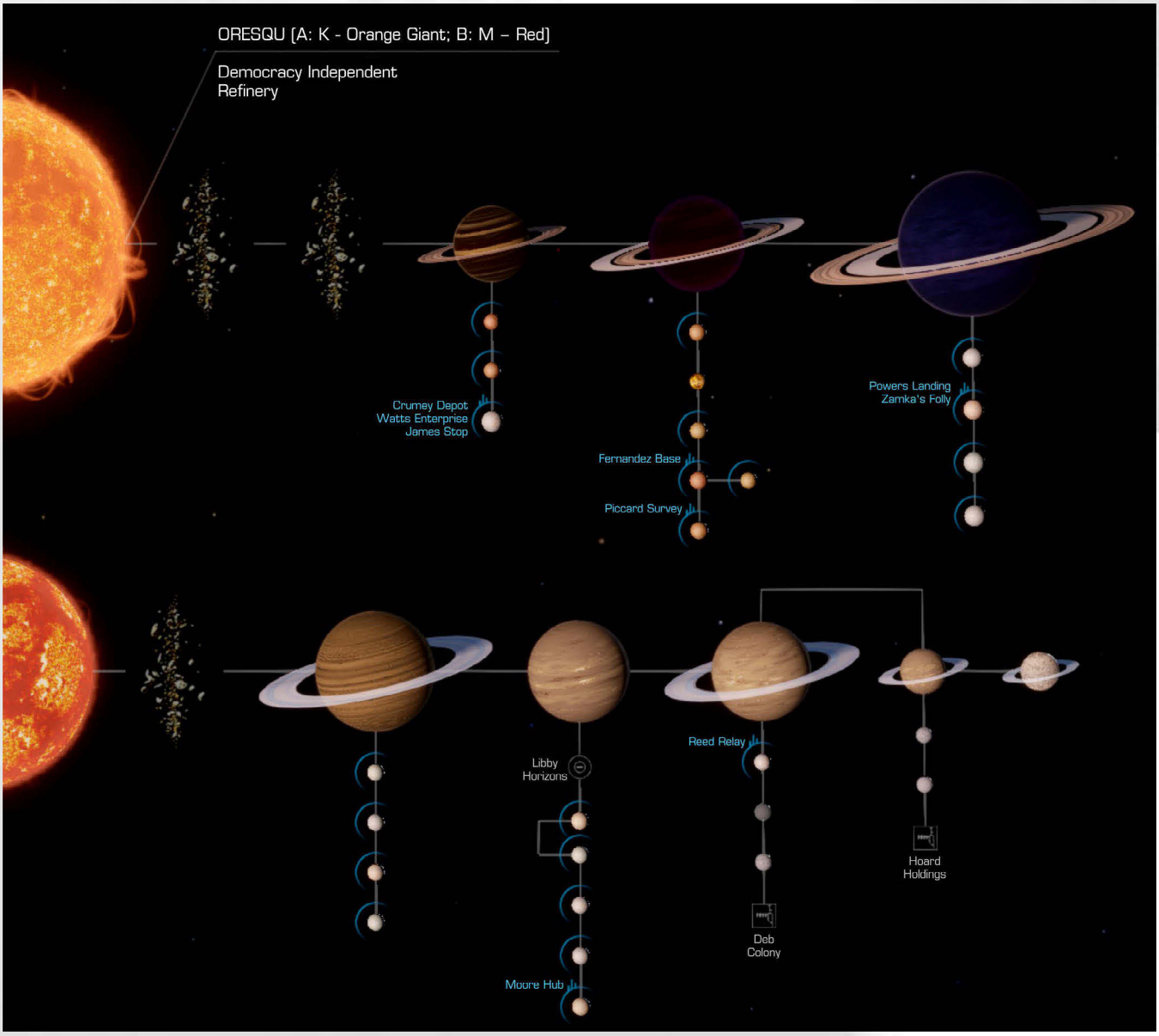

HOFADA [K – Yellow-Orange]
Corporate Independent
Tourism
AUSIS
Tiptree Beacon

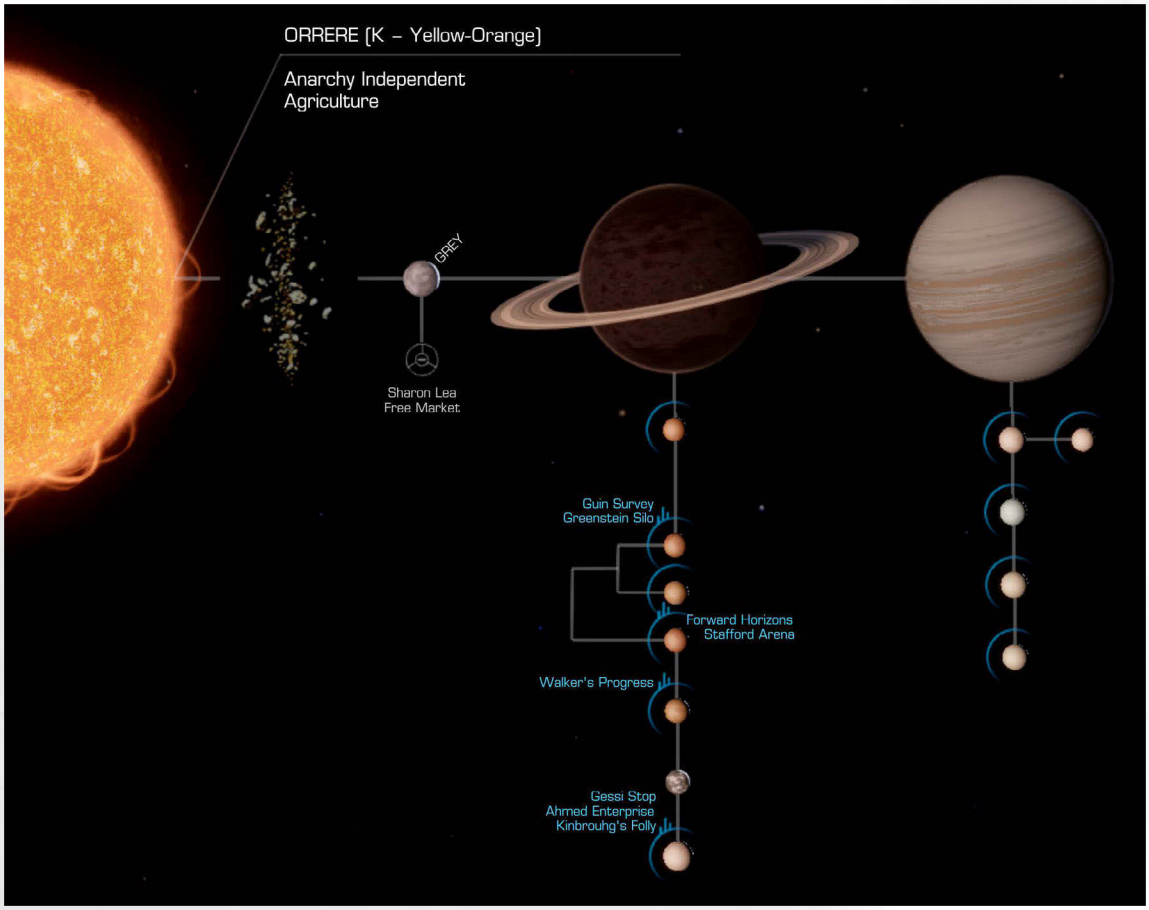

LAVE [K – Yellow-Orange]
Democracy Alliance
Agriculture [Refinery, Military]
PLANET LAVE
Warinus [Asteroid Base]
Lave 2 [Permit Required]
Lave Station
Castellan Station

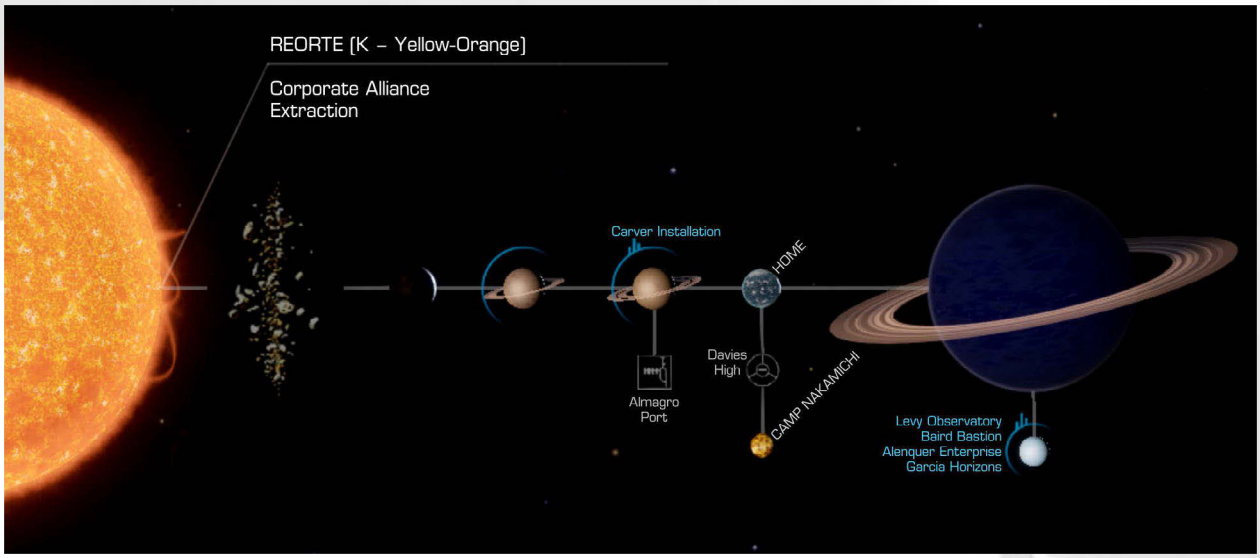

LEESTI [K – Yellow-Orange]
Democracy Alliance
High Tech [Colony]
LEESTI
George Lucas

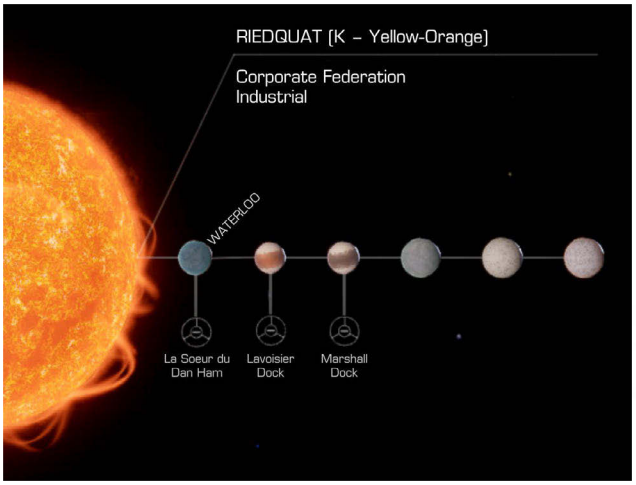

ORERVE [K – Yellow-Orange]
Corporate Federation
Agriculture
SIMPSON'S EDEN
Watson Station

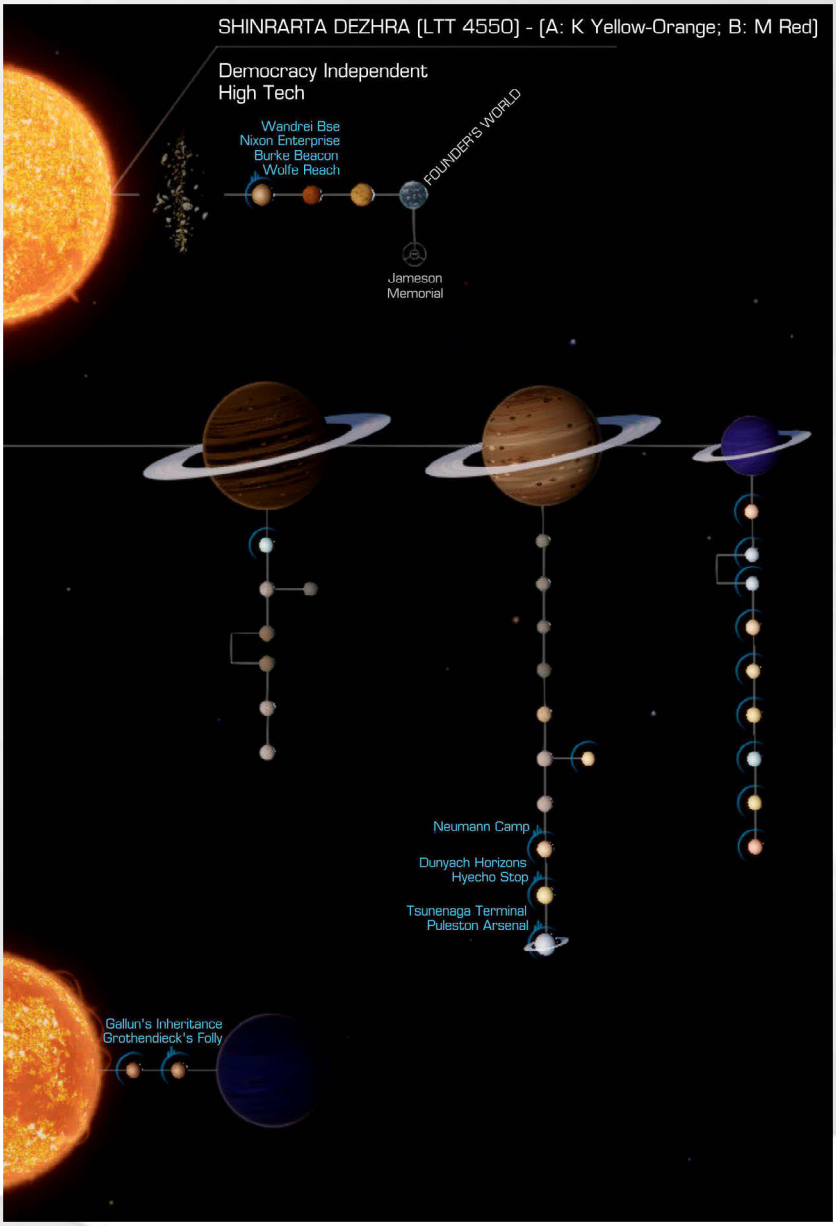

MORTEN-MARTE [MORTEN: K – Yellow-Orange;
MARTE: White Dwarf]
Corporate Independent
Agriculture
MORTEN
CULLEN
James
Sneddon
MARTE

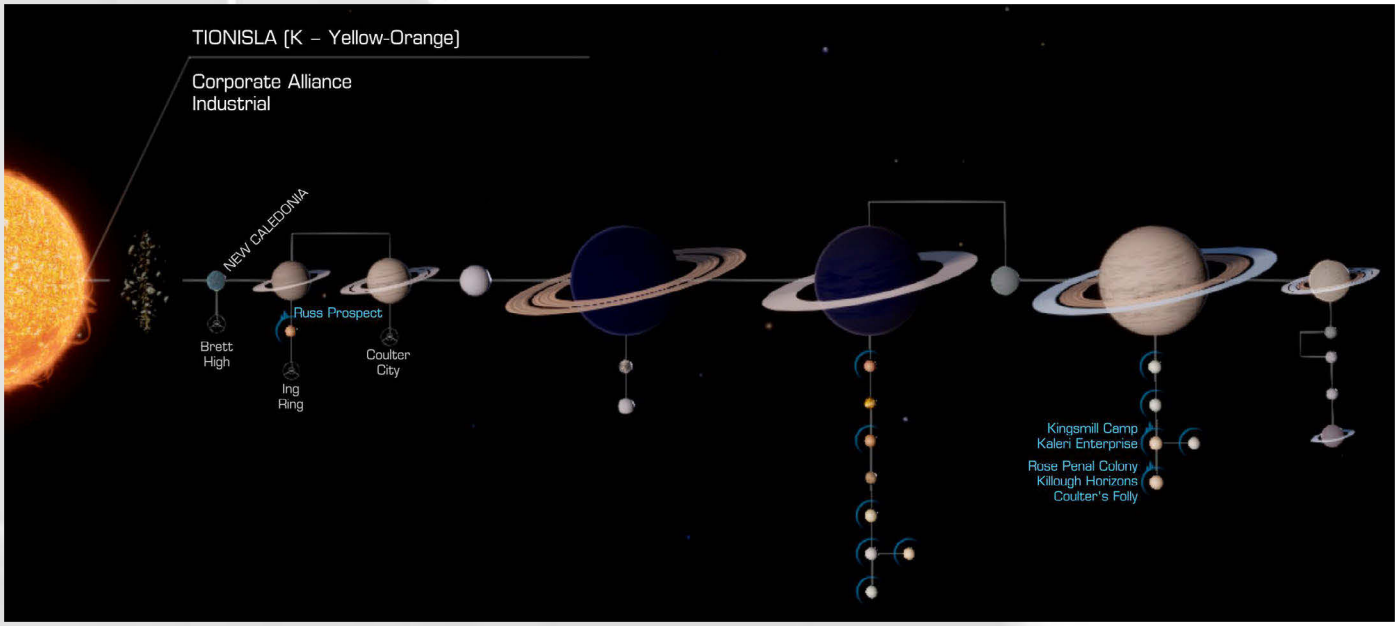

ORESQU [A: K - Orange Giant; B: M – Red]
Democracy Independent
Refinery
Crumey Depot
Watts Enterprise
James Stop
Fernandez Base
Piccard Survey
Powers Landing
Zamka's Folly
Libby
Horizons
Moore Hub
Reed Relay
Deb
Colony
Hoard
Holdings

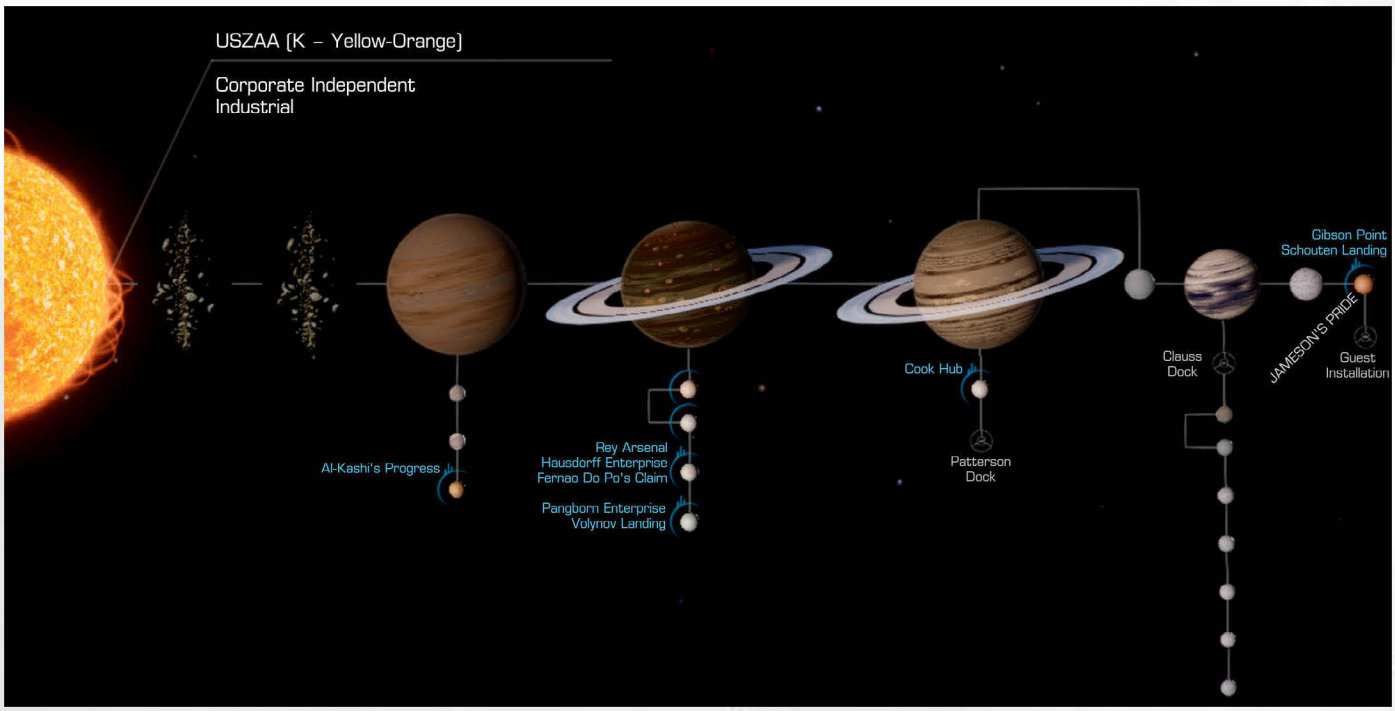

ORRERE [K – Yellow-Orange]
Anarchy Independent
Agriculture
GREY
Sharon Lea
Free Market
Guin Survey
Greenstein Silo
Forward Horizons
Stafford Arena
Walker's Progress
Gessi Stop
Ahmed Enterprise
Kinbrouhg's Folly

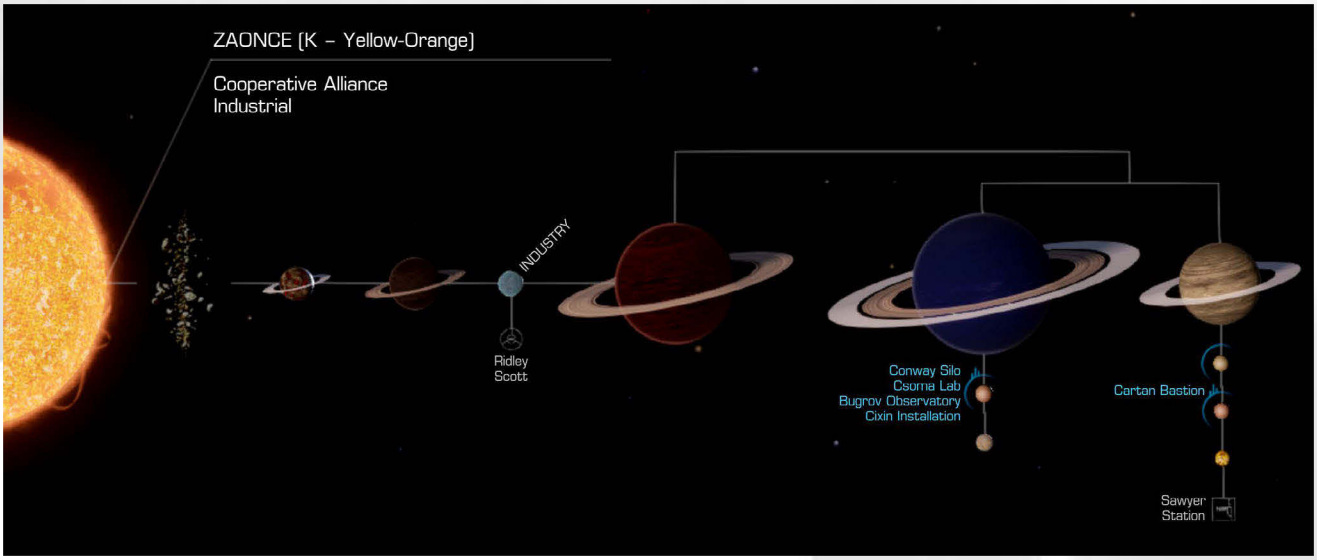

REORTE [K – Yellow-Orange]
Corporate Alliance
Extraction
Carver Installation
HOME
Davies
High
Almagro
Port
CAMP NAKAMICHI
Levy Observatory
Baird Bastion
Alenquer Enterprise
Garcia Horizons


RIEDQUAT [K – Yellow-Orange]
Corporate Federation
Industrial
WATERLOO
La Soeur du
Dan Ham
Lavoisier
Dock
Marshall
Dock

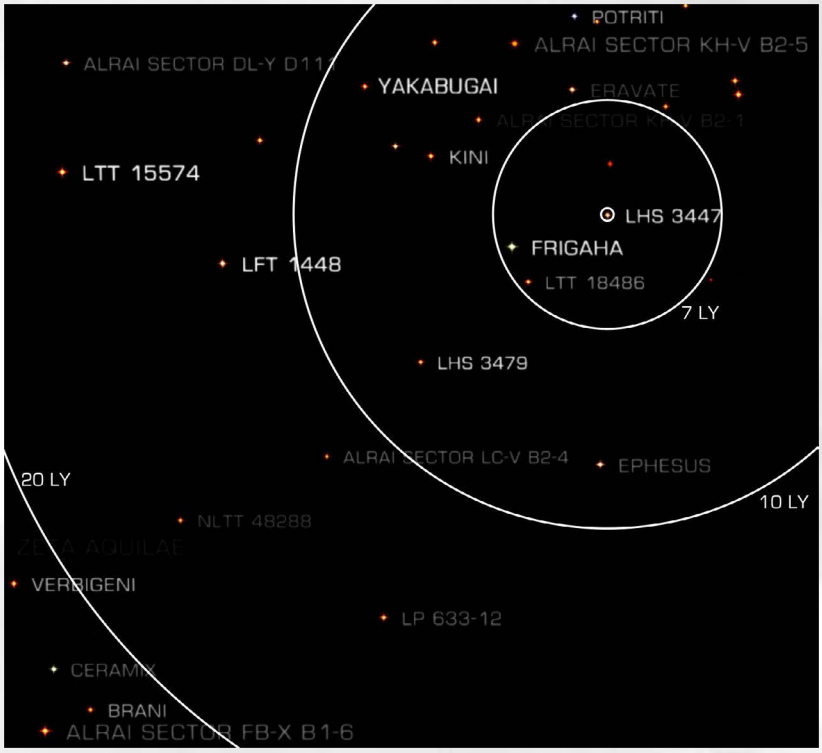

SHINRARTA DEZHRA [LTT 4550] - [A: K Yellow-Orange; B: M Red]
Democracy Independent
High Tech
Wandrei Bse
Nixon Enterprise
Burke Beacon
Wolfe Reach
FOUNDER'S WORLD
Jameson
Memorial
Neumann Camp
Dunyach Horizons
Hyecho Stop
Tsunenaga Terminal
Puleston Arsenal
Gallun's Inheritance
Grothendieck's Folly

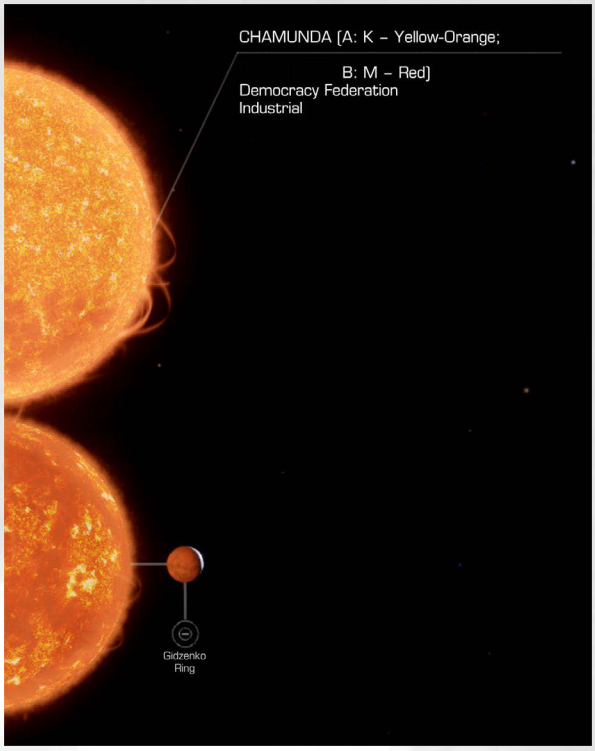

TIONISLA [K – Yellow-Orange]
Corporate Alliance
Industrial
NEW CALEDONIA
Brett
High
Russ Prospect
Ing
Ring
Coulter
City
Kingsmill Camp
Kaleri Enterprise
Rose Penal Colony
Killough Horizons
Coulter's Folly

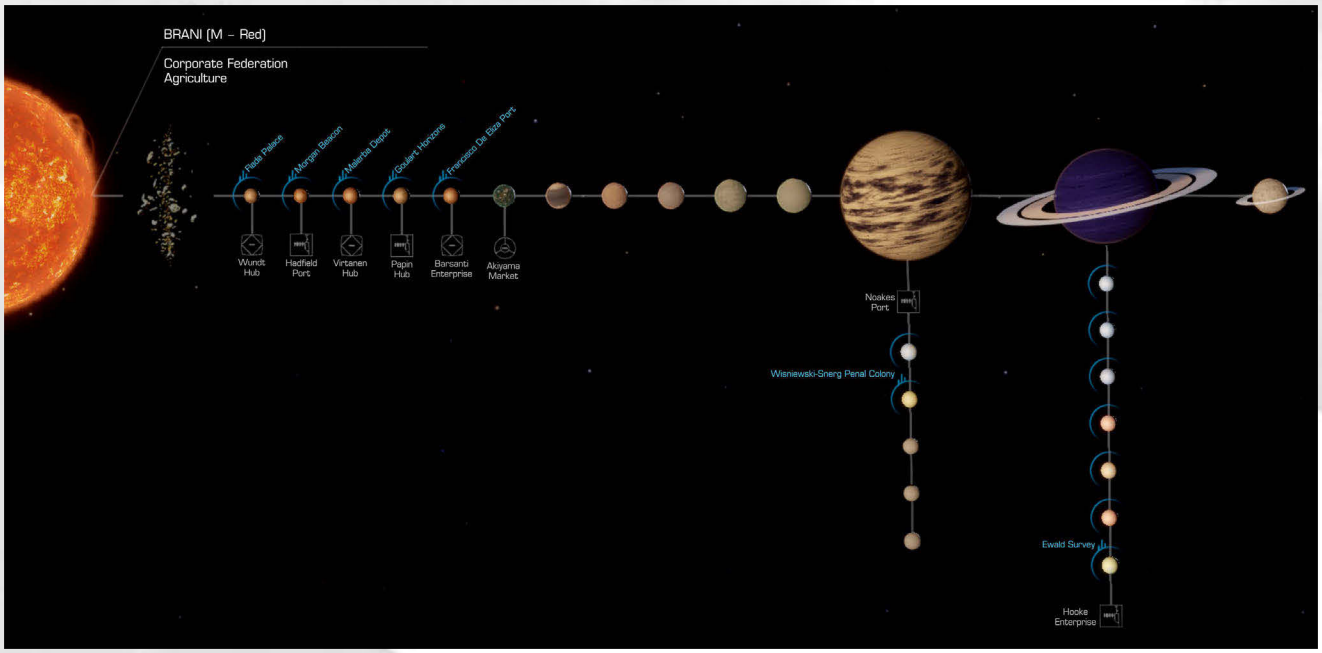

USZAA [K – Yellow-Orange]
Corporate Independent
Industrial
Gibson Point
Schouten Landing
JAMESON'S PRIDE
Guest
Installation
Clauss
Dock
Cook Hub
Patterson
Dock
Rey Arsenal
Hausdorff Enterprise
Fernao Do Po's Claim
Pangborn Enterprise
Volynov Landing
Al-Kashi's Progress

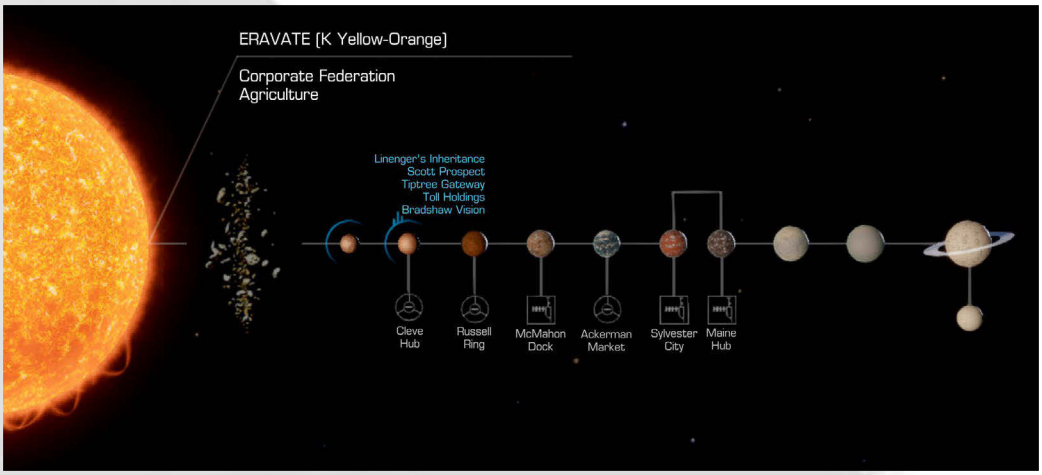

ZAONCE [K – Yellow-Orange]
Cooperative Alliance
Industrial
INDUSTRY
Ridley
Scott
Conway Silo
Csoma Lab
Bugrov Observatory
Cixin Installation
Cartan Bastion
Sawyer
Station

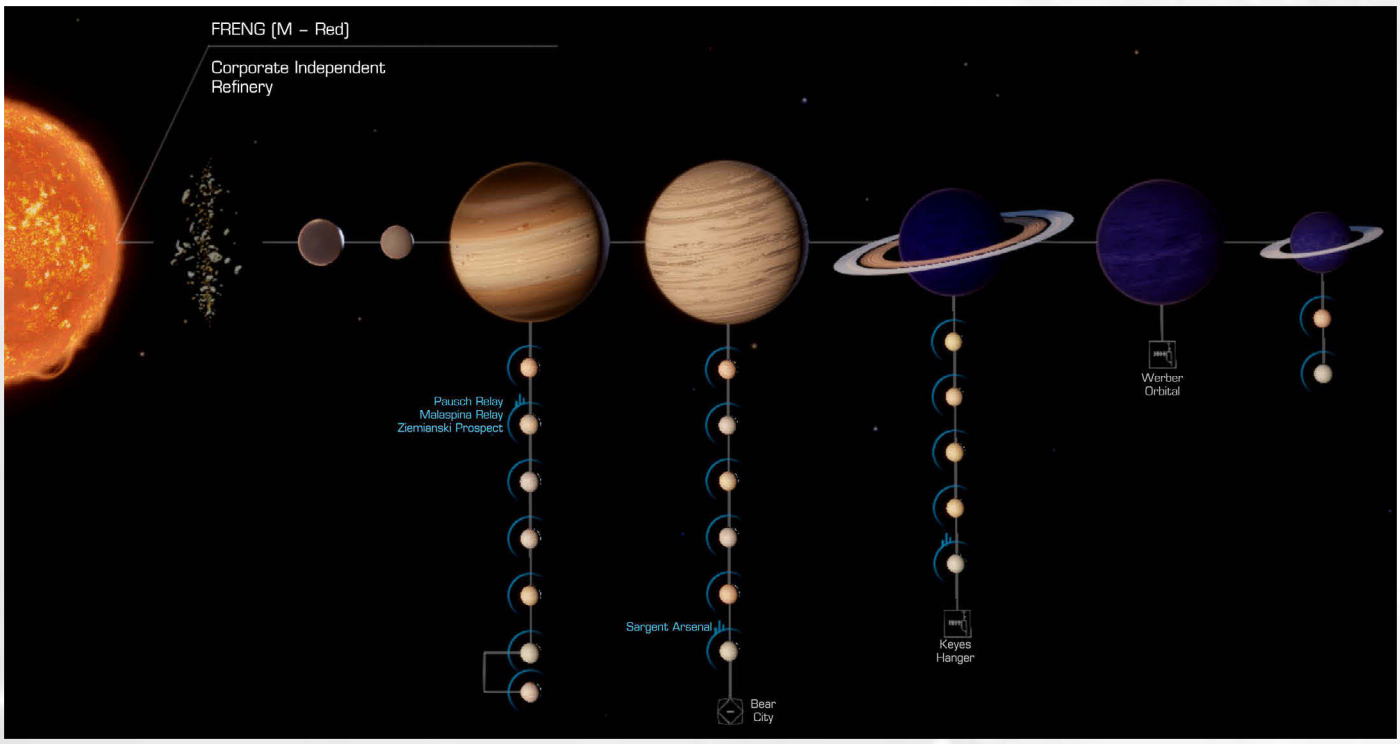
LHS 3447 REGION - ALRAI SECTOR

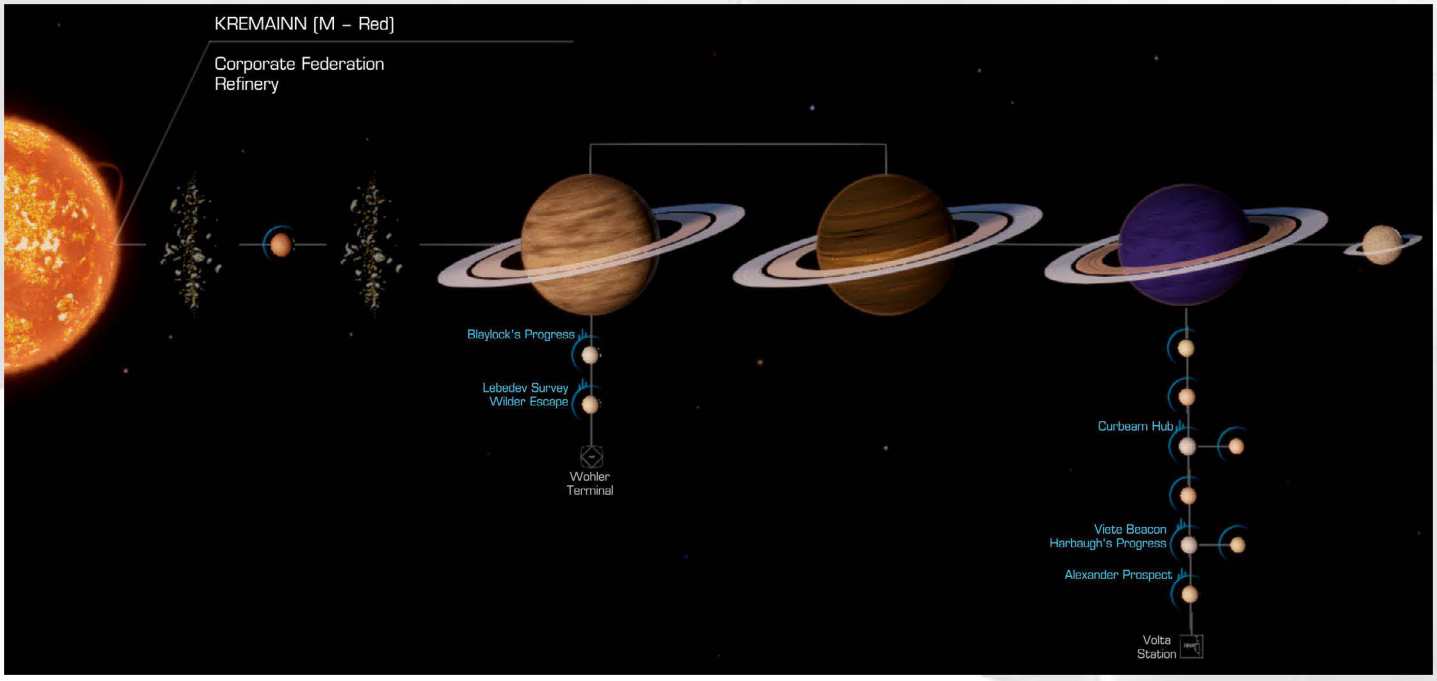


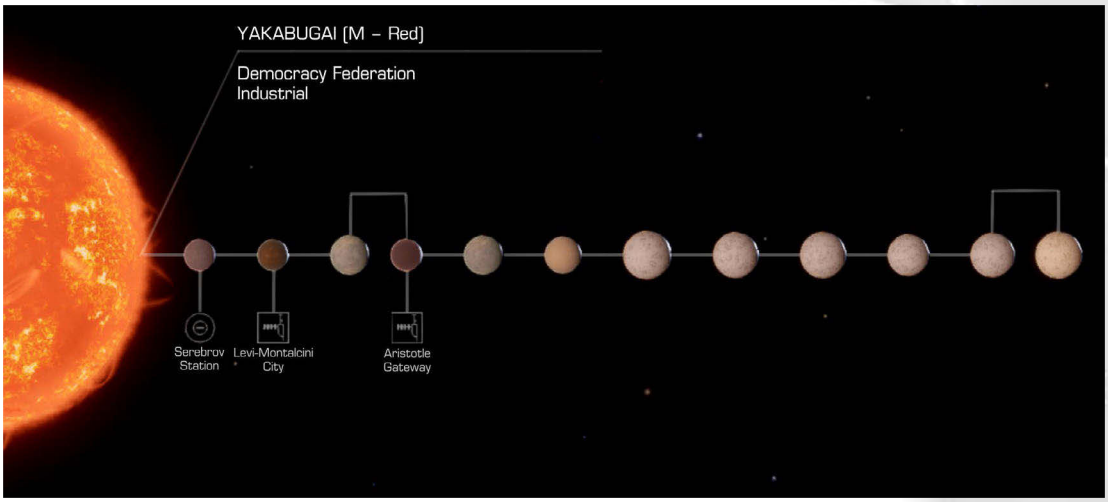


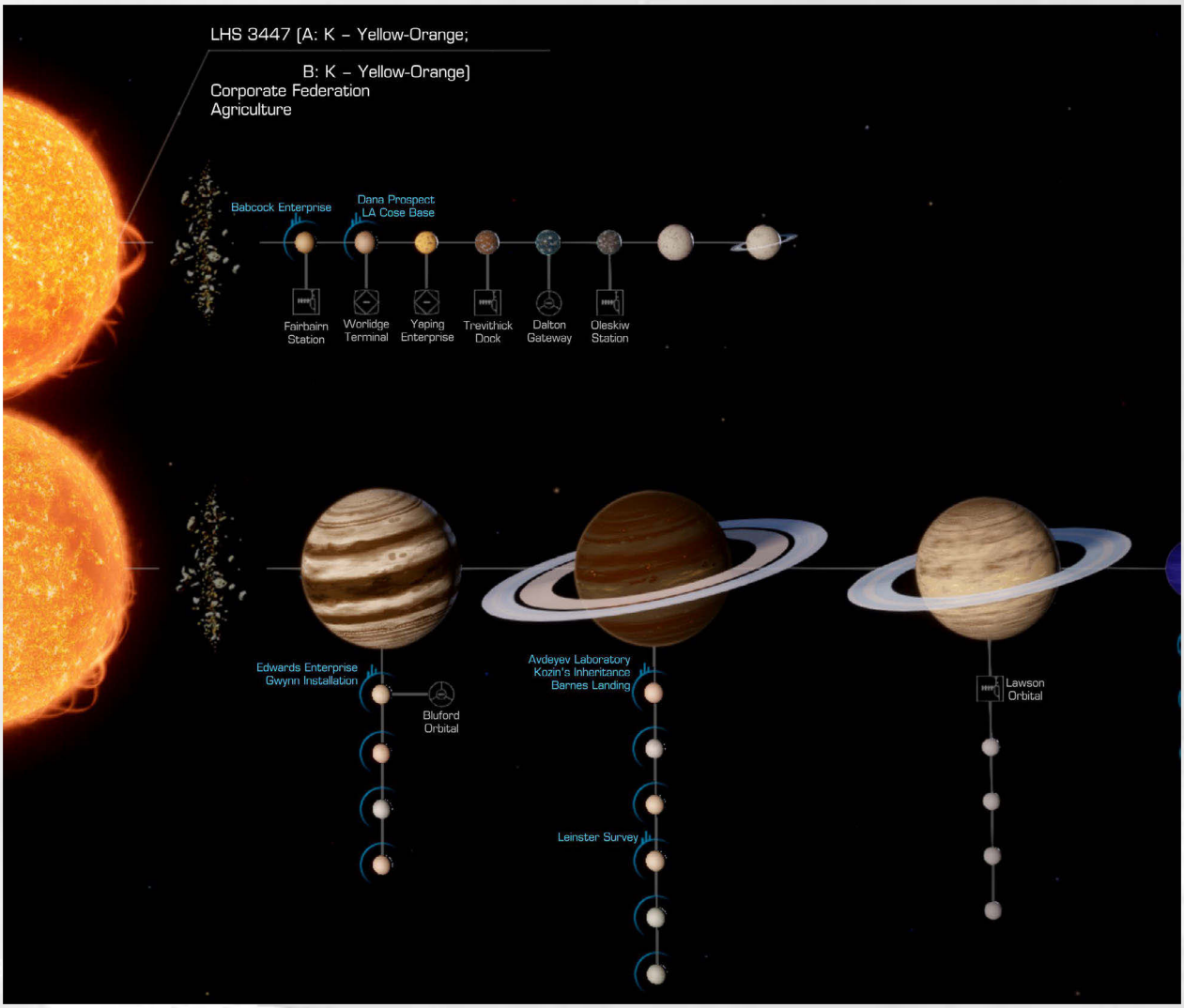


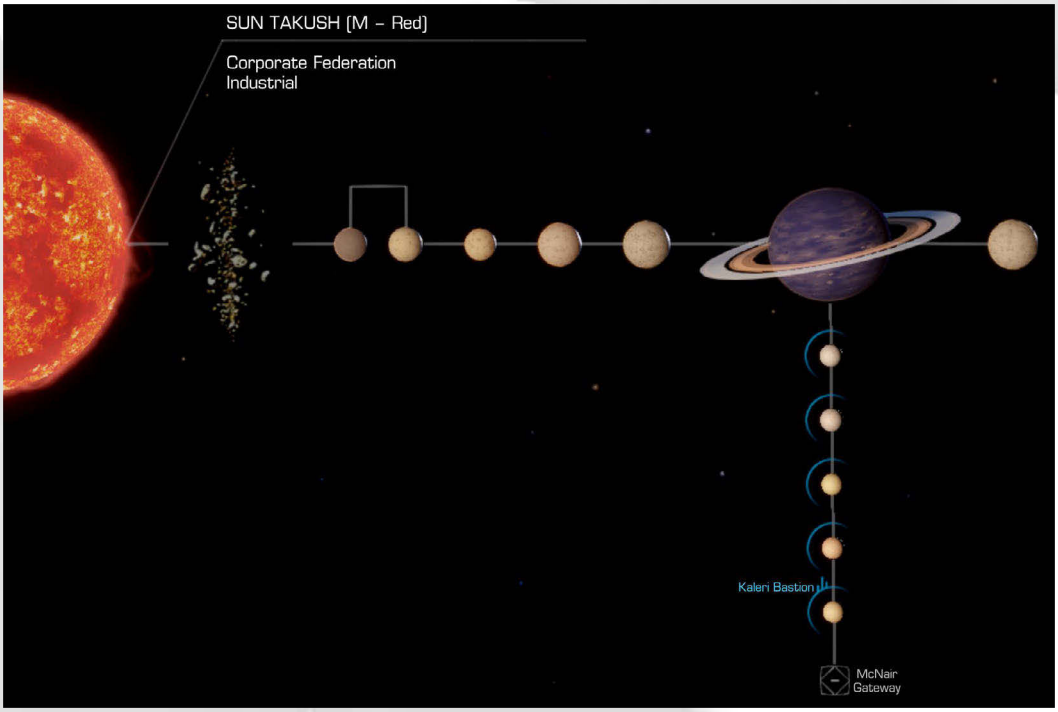


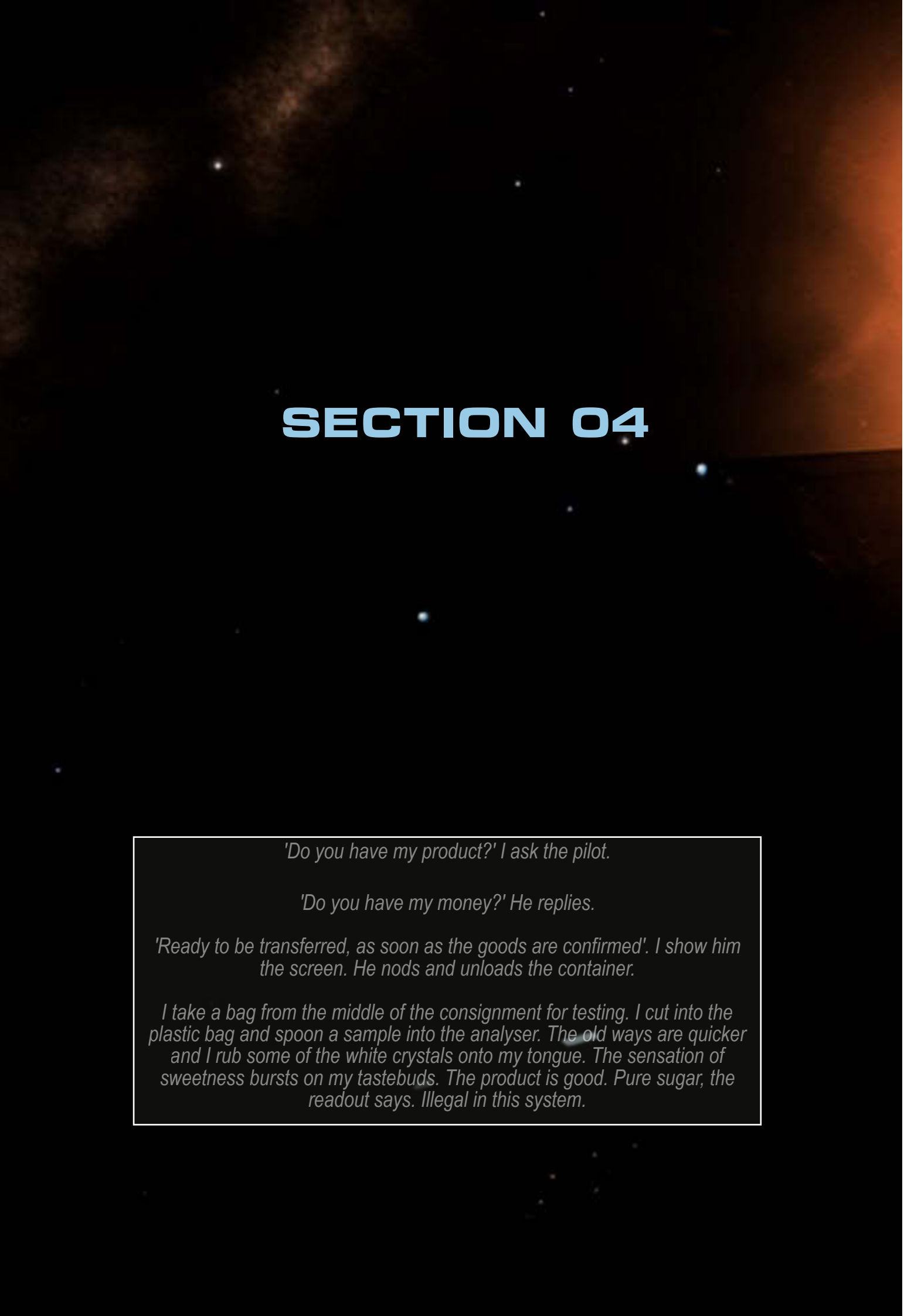

FRENG [M – Red]
Corporate Independent
Refinery
Pausch Relay
Malaspina Relay
Ziemianski Prospect
Sargent Arsenal
Bear
City
Keyes
Hanger
Werber
Orbital


KREMAINN [M – Red]
Corporate Federation
Refinery
Blaylock's Progress
Lebedev Survey
Wilder Escape
Wohler
Terminal
Curbeam Hub
Viete Beacon
Harbaugh's Progress
Alexander Prospect
Volta
Station


YAKABUGAI [M – Red]
Democracy Federation
Industrial
Serebrov
Station
Levi-Montalcini
City
Aristotle
Gateway


LHS 3447 (A: K – Yellow-Orange;
B: K – Yellow-Orange]
Corporate Federation
Agriculture
Babcock Enterprise
Dana Prospect
LA Cose Base
Fairbairn Station
Worlidge Terminal
Yaping Enterprise
Trevithick Dock
Dalton Gateway
Oleskiw Station
Edwards Enterprise
Gwynn Installation
Bluford Orbital
Avdeyev Laboratory
Kozin's Inheritance
Barnes Landing
Leinster Survey
Lawson Orbital


SUN TAKUSH (M – Red]
Corporate Federation
Industrial
Kaleri Bastion
McNair Gateway



SECTION 04

'Do you have my product?' I ask the pilot.

'Do you have my money?' He replies.

'Ready to be transferred, as soon as the goods are confirmed'. I show him the screen. He nods and unloads the container.

I take a bag from the middle of the consignment for testing. I cut into the plastic bag and spoon a sample into the analyser. The old ways are quicker and I rub some of the white crystals onto my tongue. The sensation of sweetness bursts on my tastebuds. The product is good. Pure sugar, the readout says. Illegal in this system.



THE GALACTIC MARKETPLACE

PART 1: COMMODITIES

Elite Encounters doesn't have an "equipment list" like most other roleplaying games. Instead the definition has been expanded to incorporate not only the equipment that a character may carry about his or her person, but to include the items and potential cargo that may be found on the trade markets. The computer game is, after all, built around commodity trading and making money. This section does not include an exhaustive list of every item in the Elite Encounters universe. Instead it presents a matrix of commodity types and the economies that will be able to stock them.

Each commodity item has a base cost that is modified by a few environmental factors as described below.

STAR SYSTEM LOCATION

The galactic location of the star system where the commodities are being sold can influence the price. There are three zones to be considered, each with its own cost multiplier.

- Core (base): The core worlds are the central areas of the galactic powers and the hub of human civilisation. Commodities are easy to come by here and the supply often exceeds the demand, meaning that the base cost of the commodity would be lower than average. If a trader is willing to haggle over prices, willing traders might even dip below the base prices!
- Colonies (x2): Established settlements and stations, where the environments have been tamed and living is relatively easy. The average cost of commodities in the colonies is twice that of the core worlds, so costs should be doubled. Again, haggling might work here, but it would be a more challenging task as the traders live exclusively on the profit from their sales.
- Frontier (x3): On the furthest borders of human-explored space, costs are greatly increased due to the risks in getting stocks from the core worlds and the demand that those stocks need to meet. The frontier therefore has the greatest modifier, with commodities being around three times the price found in the core systems. Haggling out here isn't worth the trouble – a popular frontier saying is "don't ask about discount, as a laser in the face often offends".

STAR SYSTEM ECONOMY

Goods that are manufactured, mined or otherwise produced in a system are much cheaper to buy than would be the case if they had to be shipped in from elsewhere. System economies are broken down into three categories, each containing a number of economy types as shown below:

- Agricultural
- Materials (Extraction, Refinery, Industrial)
- Technological (High Tech, Terraforming)

Commodities fall into the same three categories. Buying a commodity of one type in a system with an economy of the same type means that the commodity will be available for its base cost. Buying the same commodity from an economy of a different type will increase the cost according to the following matrix:

	Agri Econ.	Material Econ.	Tech Econ.
Agri Items	Base	+10%	+20%
Material Items	+10%	Base	+10%
Tech Items	+20%	+10%	Base

Two additional economy types exist that do not fit into the above categories: Service and Tourism. These are highly commercial but accessible economies, and all items bought and sold there will be at +10% of the base costs.

AVAILABILITY AND RARITY

If a trader wishes to purchase stock to transport and sell, the availability of that stock depends on the quantity and the relative rarity of the stock. In order to determine how much stock is available, roll 2D6 then check the conditions below:

- **2-4**: Multiply the result by 10.
- **5-9**: Multiply the result by 100.
- **10-12**: Multiply the result by 1000.

An optional modifier can be used on this roll based on the economic situation:

- If there is no economy modifier to commodity costs, the dice results are read as outlined above.
- If there is a +10% modifier from the economy, the 2D6 result should have 1 deducted from it.
- If there is a +20% modifier from the economy, the 2D6 result should have 2 deducted from it.

If the result from the above modifiers results in a 2D6 result of 0 (which can happen in a +20% economy) then there is no stock available. The rarity of a commodity affects both the cost and the availability of that commodity. The rarer the items being sought, the more problematic it is to get enough stock of that item to meet the demand. Rarity provides modifiers to the base cost as follows:

- **Common**: Base cost
- **Uncommon**: +10%
- **Rare**: +20%
- **Unique**: +50%

The general descriptions of commodities in the list below do not take rarity into consideration, as the rarity of an item can change depending on where in the galaxy the buyer or seller are. For example, Lavian Brandy is common in the Lave system and its surrounding systems but is increasingly rare the further away from Lave one happens to be.

As a rule of thumb, any trader buying and selling potentially rare items should use the following guidelines for how often a commodity will double in value from its place of purchase:

- Common items: 100 light years.
- Uncommon items: 70 light years.
- Rare items: 50 light years.
- Unique items (can only be purchased in one location): 20 light years.

QUALITY

There are five quality levels, each with their own effect on cost and reliability:

- BASIC (**BAS**): Used, second hand or previously discarded items. Very poor quality and often discoloured, damaged or worn out. Greatly reduced life compared to standard goods.
- Cheap (**CHP**): Items designed to be functional but nothing more. Often appear worn because they are made from cheap materials. Functional but will wear out much faster than standard items.
- Standard (**STD**): The base quality, designed to work well and are reliable for the advertised life of the product. Usually sold with a guarantee.
- Expensive (**EXP**): Externally similar to the standard equivalent, but interior components are upgraded.
- Luxury (**LUX**): Upgraded external options as well as internal upgrades. Will look good and work reliably twice as long as the standard version.

The build quality (including the casing or chassis) and component quality of different levels of goods is summarised below.

	BAS	CHP	STD	EXP	LUX
Build (exterior)	Poor	Poor	Good	Good	Best
Components	Poor	Good	Good	Best	Best
Cost Modifier	-50%	-20%	Base	+20%	+50%

If the rarity, economic or location factors mean that a product of standard quality is not available, the players and LM can opt to look for lower quality items as a replacement. In these cases, the availability check can be made again, this time with the following modifiers based on the quality being sought:

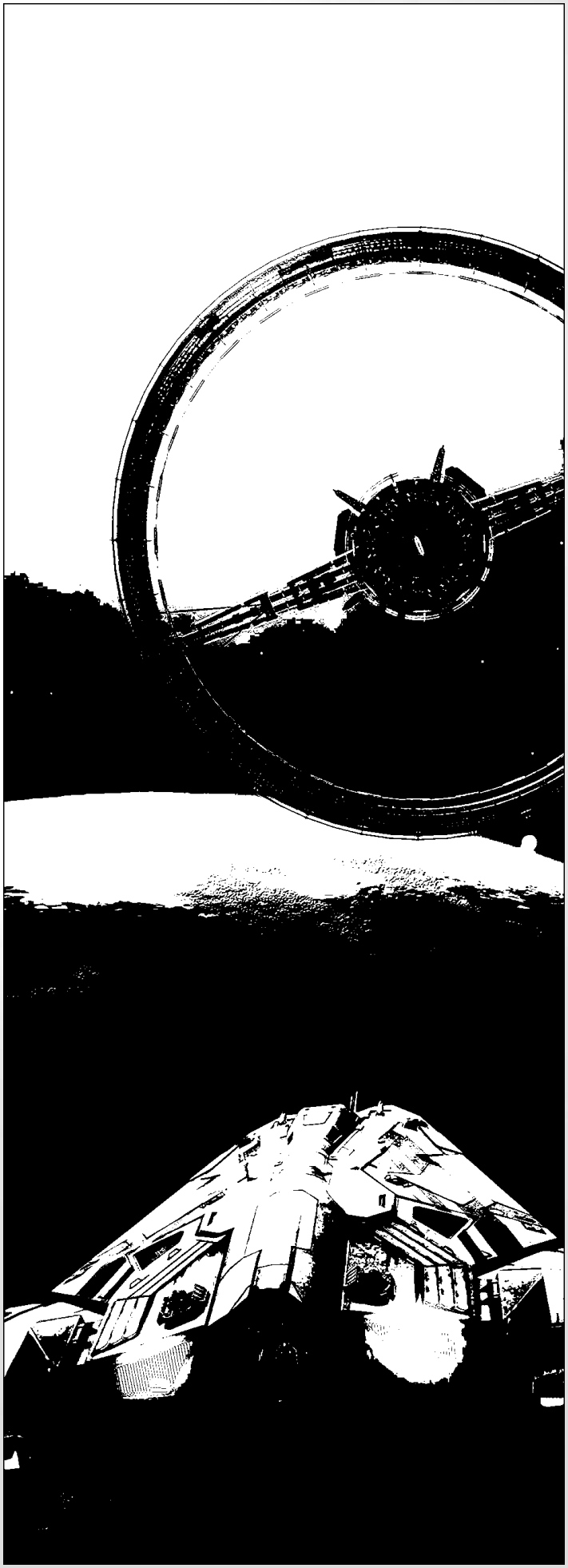
- **BAS**: +2 to the 2D6 roll.
- **CHP**: +1 to the 2D6 roll.
- **EXP**: -1 to the 2D6 roll.
- **LUX**: -2 to the 2D6 roll.

After applying modifiers, any negative results should be taken to equal 0.

The quality of commodities sold by Avatars should be considered in the narrative of the game. If the players have supplied cheap rubbish to the wrong people, will they be hunted down? Will selling luxury items improve the Avatars' reputations with the local market place?

BUYING PRICE AND SELLING PRICE

The base price used in the above descriptions refers to the default purchase price of the commodity in question. This means that the base price is the price that the commodity would cost the purchaser. If the commodity is to be resold at the same location it was purchased from, the selling price should always be set at 80% of the original buying price AFTER the environmental modifications have been made to the price.



COMMODITY LIST

The commodities listed here represent the categories that equipment and trade goods all fall into. Some specific types of product are expanded if they are relevant for the personal use of an Avatar or can be used to upgrade or improve a vehicle or spacecraft. Some basic information on how to work out how much it all costs is also included, which should be used in conjunction with the definitions and instructions in the above section. The LM and players should feel free to expand on the commodity list or come up with their own commodities. The list itself contains the following information for each item:

- **QTY** denotes how many distinct items of the commodity will be included in the standard "tonne" cargo canister in which the product is normally bought or sold in the galactic marketplace. The quantity may be an item count or a weight or volume of the item. The commodity inside the container may include its own individual packaging or support equipment.
- **COST** is the base cost for a container of a product in galactic standard credits (Cr). If smaller units need to be bought (for example purchasing a kilogram of food for personal consumption) then reduce the cost as necessary.
- **TECH LEVEL** or **TL** is a measure of Technological Level required to manufacture this type of commodity (which is a factor in being able to stock it planetside or at space stations). The scale is from 1 to 12. See the People and Technology section above for a detailed breakdown of the tech level.

Note that the categories and trade products listed here provide a general summary of the costs for each type of item. Some commodities have special statistics that are required for use in the game system, such as weapons and armour. These stats will be recorded alongside each product's entry in the list.

BULK BUYING AND WHOLESALE TRADE

The costs represented in the descriptions below are to be considered the wholesale or bulk price – i.e. the price that large-scale shipments would cost the retailer (the price per unit wholesale can be calculated by dividing the base cost by the quantity). This allows the retailer to add a mark-up to gain profit from the sale to the end user. As a general rule the wholesale cost should be about a third of the full retail cost of an individual product. As such, when buying individual or small quantities of products, the prices should be increased as follows:

- Up to 10% of the bulk quantity: triple bulk price.
- From 11% to 60% of bulk quantity: double bulk price.
- 61% and up of bulk quantity: equal to bulk price.

The expanded descriptions below list the full retail price for individual examples of each product. Players should be encouraged to barter with a potential seller. Some regions and cultures find it offensive if a buyer does not haggle, often feeling that the buyer is not taking the transaction seriously. If the haggling is successful, then the next lowest price range will be offered by the seller (although the seller will try and add 20% to the price at that range. If the seller is already selling at bulk prices, haggling will be useless.

TRADE COMMODITIES



Below are top-level descriptions of the trade goods that can be found in marketplaces across the galaxy. The type of product shown in brackets is the category in which this product will be found in Elite Dangerous. If purchased for interstellar trade, each commodity is provided in a standard cargo canister containing the quantity shown in the description. A cargo canister represents a single slot in a cargo bay, and although a mean mass of one tonne is assumed, a canister can contain more or less mass depending on the item and its packaging.

AGRICULTURAL GOODS

ALGAE (FOODS)

Biological organisms grown in water. Considered edible and often locally produced to sustain life in poorer outposts. Usually commercially processed and can be used in food printer cartridges. Shipped in 2 litre bottles in packs of ten. Each bottle costs about 1Cr.
QTY 500 x 2L; **COST** 200; **TL** 1

ANIMAL MEAT (FOODS)

Flesh harvested from living creatures. Illegal in some jurisdictions but can be culturally significant in others. Individually packaged in 5 kg cuts with packing foam. One cut costs an average of 9Cr.
QTY 250 x 5kg; **COST** 1,400; **TL** 1

COFFEE (FOODS)

A hot, bitter tasting energy drink made by grinding roasted coffee beans and mixing with water. Can be considered a narcotic due to its caffeine content. Shipped in bean form in 500g vacuum-packed canisters costing around 5Cr each.
QTY 750 x 500g; **COST** 1,500; **TL** 1

FISH (FOODS)

Flesh from aquatic organisms. Illegal in some jurisdictions. Fish are sold individually shrink-wrapped and preserved with ice or liquid nitrogen in the container. Each fish sells for about 2Cr. Larger fish may be packaged 250 to a container, costing 4Cr.
QTY 500 fish; **COST** 500; **TL** 1

FOOD CARTRIDGES (FOODS)

Ingredient cartridges for food printers. Normally packaged in packs of 10 cartridges of the same type for about 3Cr per pack.
QTY 1500 carts; **COST** 200; **TL** 5

FRUIT AND VEGETABLES (FOODS)

Plant-based produce, usually grown in bulk on outdoor worlds. Trade goods are packaged together by weight, normally in 1 kg boxes costing about 3Cr each.
QTY 500 x 1kg; **COST** 400; **TL** 1

GRAIN (FOODS)
Basic crops and constituents of many staple foods. Includes wheat, rye and beans. Can also be used in the process of brewing beer and other alcohols. Individually packaged in 10kg bags costing around 2Cr each.
QTY 500 x 1kg; **COST** 300; **TL** 1

SYNTHETIC MEAT (FOODS)
Industrially produced flesh grown from animal DNA. Packaged in 5 kg shrink wrapped formed joints with packing foam. One joint costs an average of 2Cr.
QTY 250 x 5kg; **COST** 300; **TL** 3

TEA (FOODS)
Aromatic hot energy drink containing caffeine. Made by infusing finely chopped tea leaves in water. Used ceremonially as well as for its stimulant effects. Individually packaged in 500g vacuum-packed drums of finely chopped leaves costing around 6Cr each.
QTY 750 x 500g; **COST** 1,600; **TL** 3

BEER (DRUGS)
A very mild narcotic. Beer may be illegal in some star systems due to links with antisocial behaviour. Beer is individually packaged in 1 litre glass or plastic bottles that cost around 1Cr each, and are usually grouped in boxes of ten.
QTY 500 x 1L; **COST** 200; **TL** 2

BOOTLEG LIQUOR (DRUGS)
Unregulated alcoholic substances typically made using small scale production methods with varying levels of toxicity. Only manufactured on planetary surfaces. Often found where beer and other legitimate alcoholic drinks are illegal. It is individually packaged in 1 litre glass or plastic (never metal) bottles that cost around 2Cr each, and are usually grouped in boxes of ten.
QTY 500 x 1L; **COST** 600; **TL** 2

LIQUOR (DRUGS)
Highly alcoholic luxury drinks made from distilled, fermented grains and fruits. Illegal in some jurisdictions due to some addictive effects. Liquor is individually packaged in 1 litre glass bottles that cost around 3Cr each and are usually grouped in boxes of ten.
QTY 500 x 1L; **COST** 700; **TL** 2

NARCOTICS (DRUGS)
Substances designed to alter mental state, perception or mood. Widely outlawed due to their addictive nature and potential long-term effects on consumers. Due to the illegality of narcotics, they are usually concealed inside other items, such as statues, electronic equipment or other chemical products. A single 200g bag of narcotics will cost around 150Cr on an open market.
QTY 200 x 200g; **COST** 10,000; **TL** 3

TOBACCO (DRUGS)
A plant-based source of nicotine, a mild narcotic. Usually chewed or smoked and used in ancient rituals. Illegal in many jurisdictions including Imperial Prison Colonies, Corporate markets and possibly Independent Theocracies, Federal Worlds and Corporate-governed worlds. Individually packaged in 1 kg shrink wrapped blocks that cost around 1Cr each.
QTY 500 x 1kg; **COST** 5,000; **TL** 2

WINE (DRUGS)
Alcoholic drink made from fermented grapes and other fruits. Illegal in some jurisdictions due to alcohol content. Individually packaged in 1 litre glass bottles that cost around 1Cr each, and are usually grouped in boxes of ten.
QTY 500 x 1L; **COST** 300; **TL** 2

MATERIAL GOODS

EXPLOSIVES (CHEMICALS)
Volatile chemical mixtures designed to create high energy explosions. Used extensively in extraction to gain access to valuable mineral deposits. Explosives need to be transported very carefully, so the containers in which they are transported are hardened and contain relatively small amounts of the explosive. They are packaged in 1kg bricks or 1L canisters that are surrounded by absorbent and shock proof material to prevent accidental damage. An individual package of explosives costs between 20Cr and 50Cr. Note that detonators and wiring are included in the package.
QTY 150 x 1kg/L; **COST** 400; TL 3

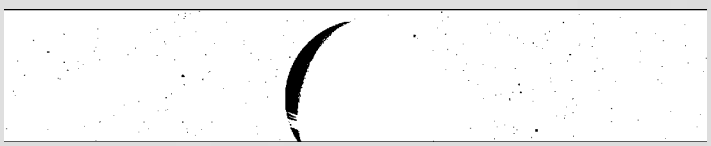
HYDROGEN FUEL (CHEMICALS)
Hydrogen fuel is used in fusion reactors to power everything from vehicle systems to space stations. A single hydrogen fuel cell is a rectangular block about 10x10x20cm in size and costs 0.5Cr. They are usually sold in packs of five at 4Cr for the pack.
QTY 150 x 1kg; **COST** 150; **TL** 5

HYDROGEN PEROXIDE (CHEMICALS)
This is the simplest peroxide and has a number of uses as a reacting agent in chemical processes. Hydrogen peroxide is packaged in 0.5L bottles that cost around 8Cr each and are usually grouped in packs of ten.
QTY 200 x 0.5L; **COST** 915; **TL** 5

LIQUID OXYGEN (CHEMICALS)
Oxygen that has been lowered to the point of condensation. Useful in cryogenics or to oxidise other substances. LOX is packaged in 1L cryo-bottles that cost around 3Cr each and are usually grouped in packs of six.
QTY 100 x 1L; **COST** 265; **TL** 5

MINERAL OIL (CHEMICALS)
Useful raw material for producing a wide range of synthetic materials including plastics and ceramics. Mineral oil is individually packed in 5 litre bottles that cost around 15Cr each.
QTY 50 x 5L; **COST** 300; **TL** 3

PESTICIDES (CHEMICALS)
Pesticides are chemically engineered to disrupt a particular part of an organic pest's biological processes. Used on agricultural worlds to reduce pest damage to crops or livestock. Pesticides are individually packed in 5 litre bottles that cost around 12Cr each.
QTY 50 x 5L; **COST** 300; **TL** 3



SYNTHETIC REAGENTS (CHEMICALS)
A selection of inorganic molecules used in the creation and manipulation of a wide range of organic compounds. Reagents are manufactured on planetary surfaces only. Packaged in 1L bottles of individual molecules that cost around 85Cr each.
QTY 100 x 1L; **COST** 6,800; **TL** 7

WATER (CHEMICALS)
A chemical compound that is vital to human life and useful in a number of industrial processes. Also a vital commodity in colonisation as drinking water. Water is packaged in 5L bottles that cost around 6Cr each.
QTY 200 x 5L; **COST** 120; **TL** 3

CERAMIC COMPOSITES (INDUSTRIAL MATERIALS)
A wide range of engineered materials supporting a broad range of technological and industrial applications. Manufactured on planetary surfaces only. Packaged as separate plates or shaped components. Plates are used to create formed items later on, but shaped components are already in their final form. Both types of product are securely packaged and padded before being put in the container. A single item costs around 40Cr.
QTY 20 x 10kg; **COST** 223; **TL** 4

CMM COMPOSITES (INDUSTRIAL MATERIALS)
Layers of carbon and metals bonded to take advantage of the properties of each different component resulting in flexible, lightweight and strong structures. CMM composites are manufactured on planetside facilities. A single 10kg blank of CMM costs around 470Cr.
QTY 20 x 10kg; **COST** 3,137; **TL** 7

INSULATING MEMBRANE (INDUSTRIAL MATERIALS)
Insulating membranes are used to control heat flow between devices and are typically used for cooling. They are manufactured in space-based facilities. A single 8kg roll of membrane (about 5m long) costs around 470Cr.
QTY 50 x 8kg; **COST** 7,840; **TL** 7

META-ALLOYS (INDUSTRIAL MATERIALS)
Meta-alloys are associated with alien structures nicknamed "barnacles" by interstellar explorers. They are good thermal insulators and have a high melting point, but if they are melted they lose all their special properties and become a conventional alloy. They are easily machined, but as yet cannot be manufactured, only being found in space.

This material has been heralded as the next step in materials technology. It is ultra-light, stronger and more versatile than most commercially available alloys. Due to their mysterious nature, meta-alloys are securely packaged in lined containers within the cargo canister and kept separated whilst in transit. A single sample of a meta-alloy will sell for 54,000Cr.
QTY 5 x 50kg; **COST** 90,000; **TL** N/A

POLYMERS (INDUSTRIAL MATERIALS)
Polymers are materials made of long chains of molecules. They are synthesised from mineral oil in refineries, and then used by industry to manufacture a very wide range of goods. Polymers are sold as tiny pellets in 5L bottles. One bottle costs 5Cr.
QTY 200 x 5L; **COST** 200; **TL** 3

SEMICONDUCTORS (INDUSTRIAL MATERIALS)
Extremely pure semiconducting crystalline materials used extensively in the electronics industry. Semiconductor materials are provided as tiny pellets in 5L drums. One drum costs 12Cr.
QTY 200 x 5L; **COST** 1,000; **TL** 3

SUPERCONDUCTORS (INDUSTRIAL MATERIALS)
Superconducting alloys are the most efficient materials for conducting electricity and are used in High Tech and Industrial economies to create a wide range of devices. Superconductor materials are supplied in 5L drums. A single drum costs 42Cr.
QTY 200 x 5L; **COST** 7,000; **TL** 4

ALUMINIUM (METALS)
Aluminium, Al, atomic number 13. Melting point 933K. A silvery-white, light, strong and ductile metal that is regularly used in alloys. Aluminium is provided as nuggets in 5L drums. One drum costs 4Cr.
QTY 200 x 5L; **COST** 400; **TL** 2

BERYLLIUM (METALS)
Beryllium, Be, atomic number 4. Melting point 1,560K. A white-grey alkaline earth metal widely used in the spacecraft industry because of its high thermal stability and low density. It is also a very useful component of many alloys. Beryllium is provided as nuggets in 5L drums. One drum costs 75Cr.
QTY 200 x 5L; **COST** 8,500; **TL** 3

BISMUTH (METALS)
Bismuth, Bi, atomic number 83. Melting point 545K. A post-transition metal often used for medicines and alloys. Bismuth is provided as nuggets in 5L drums. One drum costs 25Cr.
QTY 200 x 5L; **COST** 2,500; **TL** 4

COBALT (METALS)
Cobalt, Co, atomic number 27. Melting point 1,768K. Traditionally used as a blue colouring, but now mainly used for creating alloys. Also has biotech applications. Cobalt is provided as nuggets in 5L drums. One drum costs 22Cr.
QTY 200 x 5L; **COST** 800; **TL** 3

COPPER (METALS)
Copper, Cu, atomic number 29. Melting point 1,358K. A highly ductile lustrous red-orange metal, with good thermal and electrical conductivity. Used as a cheap conductor, an alloy component and in biotech and aquaculture. Copper is provided as nuggets in 5L drums. One drum costs 6Cr.
QTY 200 x 5L; **COST** 600; **TL** 2

GALLIUM (METALS)
Gallium, Ga, atomic number 31. Melting point 303K. A soft silvery metal that melts in the hand. It is a key component in semiconductors and lasers. Gallium is provided as nuggets in 5L drums. One drum costs 42Cr.
QTY 200 x 5L; **COST** 5,400; **TL** 3



GOLD (METALS)
Gold, Au, atomic number 79. Melting point 1,337K. A valuable precious metal. Widely used in jewellery and luxury goods and for contact pads in electronics due to its resistance to corrosion. Gold is provided as nuggets in 5L drums. One drum costs 85Cr.
QTY 200 x 5L; **COST** 9,700; **TL** 2

HAFNIUM 178 (METALS)
Hafnium 178m2, Hf, atomic number 72. Melting point 2,504K. Atomically active isomer often used in devastating weapons of mass destruction. Highly controlled substance that is universally illegal to own without special dispensation. Hafnium 178 cannot be found on markets. The only way to obtain it is by attacking Federal and Imperial military or scientific facilities or convoys that may hold some. Facilities will hold 1D6 tonnes of the metal and convoys usually carry only one tonne of hafnium. Both types of location will be heavily protected.

Hafnium is provided as a single 5cm diameter ball contained in a 1L protective bottle, and the mark-up on a single bottle is sizeable due to the illegal nature of the substance and the care with which it must be transported. One bottle costs 3,600Cr.
QTY 300 x 1L; **COST** 66,000; **TL** N/A

INDIUM (METALS)
Indium, In, atomic number 49. Melting point 429K. Used industrially for a wide range of alloys, including superconductors, sensors and holo projectors. Indium is provided as nuggets in 5L drums. One drum costs 56Cr.
QTY 200 x 5L; **COST** 6,200; **TL** 3

LANTHANUM (METALS)
Lanthanum, La, atomic number 57. Melting point 1,193K. A soft metallic element used as an additive in glass. Ideal for optical communications systems, other lighting applications and as a catalyst for various refining processes. Only available on planetary surfaces. Lanthanum is provided as nuggets in 5L drums. One drum costs 85Cr.
QTY 200 x 5L; **COST** 9,100; **TL** 3

LITHIUM (METALS)
Lithium, Li, atomic number 3. Melting point 453K. A silvery white alkali metal used in ceramic production and chemical power cells. Used to treat human mental disorders before more advanced treatments were discovered. Lithium is provided as nuggets floating in oil inside 5L bottles. One bottle costs 22Cr.
QTY 200 x 5L; **COST** 1,700; **TL** 3

OSMIUM (METALS)
Osmium, Os, atomic number 76. Melting point 3,306K. A very hard bluish-white metal. Extremely durable even at high temperatures, and is a valuable constituent in specialist alloys. Only available through mining metallic asteroids. Osmium is provided as nuggets in 5L drums. One drum costs 80Cr.
QTY 200 x 5L; **COST** 7,000; **TL** 5

PALLADIUM (METALS)
Palladium, Pd, atomic number 46. Melting point 1,828K. Used in electronics and for purifying noxious gasses. Palladium is provided as nuggets in 5L drums. One drum costs 159Cr.
QTY 200 x 5L; **COST** 13,500; **TL** 3

PLATINUM (METALS)
Platinum, Pt, atomic number 78. Melting point 2,041K. A grey-white precious metal used as a catalyst within many industrial processes. Valued in electronics and luxury goods because of its resistance to corrosion. Platinum is provided as nuggets in 5L drums. One drum costs 212Cr.
QTY 200 x 5L; **COST** 18,800; **TL** 3



PRASEODYMIUM (METALS)
Praseodymium, Pr, atomic number 59. Melting point 1,208K. A soft and malleable rare metal with many uses, including enhanced magnets and laser optics. Praseodymium is provided as nuggets in 5L drums. One drum costs around 73Cr.
QTY 200 x 5L; **COST** 7,150; **TL** 3

SAMARIUM (METALS)
Samarium, Sm, atomic number 62. Melting point 1,345K. Notable for its magnetisation properties, far exceeding that of iron. Commonly used as a catalyst and chemical reagent. Samarium is provided as nuggets in 5L drums. One drum costs around 68Cr.
QTY 200 x 5L; **COST** 6,330; **TL** 3

SILVER (METALS)
Silver, Ag, atomic number 47. Melting point 1,234K. A precious metal valued in jewellery. The best electrical and thermal conductor of any metal, and also the most reflective. Silver is widely used in high tech applications, either in its pure form or alloyed with other metals. Silver is provided as nuggets in 5L drums. One drum costs 61Cr.
QTY 200 x 5L; **COST** 4,780; **TL** 2

TANTALUM (METALS)
Tantalum, Ta, atomic number 73. Melting point 3,290K. Used to make capacitors and high melting point alloys used in reactors and by the military for armour penetrating rounds. Tantalum is provided as nuggets in 5L drums. One drum costs 41Cr.
QTY 200 x 5L; **COST** 4,200; **TL** 3

THALLIUM (METALS)
Thallium, Tl, atomic number 81. Melting point 577K. A post-transition metal with a number of technological uses including medical imaging, infra-red optics and high temperature super conductivity. Only available on planetary surfaces. Thallium is provided as nuggets in 5L drums. One drum costs 34Cr.
QTY 200 x 5L; **COST** 4,000; **TL** 6

THORIUM (METALS)
Thorium, Th, atomic number 90. Melting point 2,023K. A radioactive actinide metal once used in ancient fission reactions. It is still used by some medical technologies and as a component in advanced ceramics. Only available on planetary surfaces. Thorium is provided as nuggets in 5L drums. One drum costs 132Cr.
QTY 200 x 5L; **COST** 11,900; **TL** 4

TITANIUM (METALS)
Titanium, Ti, atomic number 22. Melting point 1,941K. A lustrous, silver-grey, low density and high strength metal that is used in many industrial applications including high spec spacecraft hulls. Titanium is provided as nuggets in 5L drums. One drum costs 11Cr.
QTY 200 x 5L; **COST** 1,200; **TL** 3

URANIUM (METALS)
Uranium, U, atomic number 92. Melting point 1,405K. A silvery grey radioactive metal. It is a chemically toxic but useful element in industry, mainly because of its density. Standard canisters offer sufficient protection from the low level of radiation. Uranium is packaged as twenty-four 2cm diameter rods in a lead-lined 5L drum. Each drum costs 22Cr.
QTY 200 x 5L; **COST** 2,900; **TL** 4



BAUXITE (MINERALS)
A mix of ores that occur naturally together sometimes with small amounts of rutile and haematite. A key source of aluminium for refineries. Bauxite is provided as various sized rocks in 5L drums. One drum costs 3Cr.
QTY 200 x 5L; **COST** 200; **TL** 3

BERTRANDITE (MINERALS)
Also known as beryllium ore. A pale yellow orthorhombic mineral, widely refined into beryllium. Bertrandite is provided as various sized rocks in 5L drums. One drum costs 27Cr.
QTY 200 x 5L; **COST** 2,700; **TL** 3

BROMELLITE (MINERALS)
Bromellite, BeO, is a white oxide mineral with a wide range of uses such as ceramic based electronics and enhancing the mechanical strength and thermal conductivity of some materials. Bromellite is provided as various sized rocks in 5L drums. One drum costs 63Cr.
QTY 200 x 5L; **COST** 7,060; **TL** 3

COLTAN (MINERALS)
Coltan is a mixture of columbite and tantalite, both valuable tantalum ores. Useful in capacitors for many high tech and electronic devices. Coltan is provided as various sized rocks in 5L drums. One drum costs 17Cr.
QTY 200 x 5L; **COST** 1,500; **TL** 3

CRYOLITE (MINERALS)
Used in a range of applications, including insecticides, pesticides, fireworks and as a solvent for aluminium oxide. Only found on planet surfaces. Cryolite is provided as various sized rocks in 5L drums. One drum costs 22Cr.
QTY 200 x 5L; **COST** 2,400; **TL** 4

GALLITE (MINERALS)
Gallium ore, widely extracted at refineries. Gallite is provided as various sized rocks in 5L drums. One drum costs 27Cr.
QTY 200 x 5L; COST 2,100; TL 3

GOSLARITE (MINERALS)
Zinc sulphate mineral is used in medicines and antiseptic treatments. Only found on planet surfaces. Goslarite is provided as various sized rocks in 5L drums. One drum costs 11Cr.
QTY 200 x 5L; **COST** 1,000; **TL** 3

INDITE (MINERALS)
Indium ore. A rare, black, crystalline mineral often found in hydrothermal deposits or asteroids that have been heated in their past. Indite is provided as various sized rocks in 5L drums. One drum costs 25Cr.
QTY 200 x 5L; **COST** 2,400; **TL** 3

LEPIDOLITE (MINERALS)
A purplish pink phyllosilicate mineral. Source of Lithium once refined. Lepidolite is provided as various sized rocks in 5L drums. One drum costs 9Cr.
QTY 200 x 5L; **COST** 700; **TL** 3

LITHIUM HYDROXIDE (MINERALS)
A hygroscopic material often used for scrubbing CO2 from life support systems. It is also used within certain ceramics and as a heat transfer medium. Lithium hydroxide is provided as powder in 5L drums. One drum costs 75Cr.
QTY 200 x 5L; **COST** 5,650; **TL** 3

LOW TEMPERATURE DIAMOND (MINERALS)
Low temperature diamonds are formed under intense pressure but without the heat component that forms regular diamonds. LT-diamonds are transported as irregular gems in 5L drums. One drum costs 3,850Cr.
QTY 200 x 5L; **COST** 57,500; **TL** 5

METHANOL MONOHYDRATE (MINERALS)
These crystals have unusual thermoelastic properties which are useful for mechanical and optical materials. Methanol monohydrate is provided as various sized crystals in 5L drums. One drum costs 24Cr.
QTY 200 x 5L; **COST** 2,280; **TL** 3

MOISSANITE (MINERALS)
This crystalline silicon carbide mineral has applications in electronics manufacture and thermal energy absorption. Only found on planet surfaces. Moissanite is provided as various sized rocks in 5L drums. One drum costs 85Cr.
QTY 200 x 5L; **COST** 7,500; **TL** 5

PAINITE (MINERALS)
Rare borate mineral that typically takes the form of a red gemstone. Highly sought after by socialites throughout occupied space, it is renowned for being one of the most valuable types of gemstones in the galaxy. Only found by asteroid mining. Painite is shipped as irregular rocks in 5L drums. One drum costs 350Cr.
QTY 200 x 5L; **COST** 33,000; **TL** 5

PYROPHYLLITE (MINERALS)
Phyllosilicate mineral used in high pressure experiments. Also used as arts and crafts material. Only found on planet surfaces. Pyrophyllite is provided as various sized rocks in 5L drums. One drum costs 20Cr.
QTY 200 x 5L; **COST** 1,600; **TL** 4

RUTILE (MINERALS)
Titanium ore. A wine-red crystalline mineral used in creating ceramics in high refraction options. Rutile is provided as various sized rocks in 5L drums. One drum costs 6Cr.
QTY 200 x 5L; **COST** 400; **TL** 3

URANINITE (MINERALS)
An ore of radioactive uranium. Illegal in some jurisdictions. Uraninite is provided as various sized rocks in 5L shielded drums. One drum costs 9Cr.
QTY 200 x 5L; **COST** 1,000; **TL** 3

CONDUCTIVE FABRICS (TEXTILES)
These fabrics allow for current to be passed through them in order to build cloth-set circuitry for wearable technology. Supplied in 10m long loosely rolled bolts that are 2m wide. Each bolt costs 275Cr.
QTY 5 x 10m; **COST** 508; **TL** 7

LEATHER (TEXTILES)
Assorted tanned animal hides. Used in industry to produce clothing and high value furnishings. Hides are supplied as 10m long loosely rolled bolts that are 2m wide. One bolt costs 100Cr.
QTY 5 x 10m; **COST** 200; **TL** 2

NATURAL FABRICS (TEXTILES)
A range of high value fabrics derived from natural organic materials generally produced on outdoor worlds. These are used in industrial locations to make clothing and other items. Natural fabrics are supplied as 20m long bolts that are 2m wide. 1 bolt costs 65Cr.
QTY 20 x 20m; **COST** 500; **TL** 1

SYNTHETIC FABRICS (TEXTILES)
Textile material created from artificial fibres. Used for clothing and lightweight construction materials. Synthetic fabrics are produced in 10m long bolts that are 2m wide. The intention is that these can be cut down into the necessary sizes and shapes from those bolts. One bolt costs 35Cr.
QTY 20 x 20m; **COST** 300; **TL** 2

BIOWASTE (WASTE)
Sterilised, then used as a basic form of fertiliser on many agricultural worlds. Biowaste is sealed in 5L drums for bulk transport. One drum costs 1Cr.
QTY 200 x 5L; **COST** 100; **TL** 3



CHEMICAL WASTE (WASTE)
Chemical by-products with no more active properties, usually produced by industrial processes. Can damage vehicles when stored in a cargo hold for longer than 1D3 days. When the waste has been put in the cargo bay, the LM should roll 1D3 – this is how long it will be before the cargo hold begins to corrode and the air in the vehicle begins to foul. Chemical waste is sealed in 5L drums for bulk transport. One drum costs 1Cr.
QTY 200 x 5L; **COST** 100; **TL** 3

SCRAP (WASTE)
Assorted unwanted refuse with a high metal content. Scrap is sealed in 5L drums for bulk transport. One drum costs 10Cr.
QTY 20 x 50L; **COST** 100; **TL** 2

TECHNOLOGICAL GOODS

CLOTHING (CONSUMER ITEMS)
Items of clothing, including jackets, shirts, dresses and various underwear items. A container will include on average five to six complete sets of clothing and spare items of smaller clothing. All sets of clothing will be securely packaged and should be taken from the canister ready to wear. Each set of clothing will cost around 120Cr.
QTY 10 sets; **COST** 400; **TL** 2

CONSUMER TECHNOLOGY (CONSUMER ITEMS)
Consumer devices include, but are not limited to:
- Remote control toys
- Sound systems
- Interface devices (access rings etc)
- Holo-entertainment systems
- Virtual reality kits
- Personal computer systems (fully built)
- Comms devices (often integrated into other devices)
- Security systems
- Office equipment (shredders, incinerators, reprographics devices etc)

A container holds around 200 items of various sizes. Larger appliances take up half the space – therefore around 2 of these devices will fill up the lower half of the container, and the rest of the space will be taken up with smaller items. A container may contain a reprographics machine, a video entertainment system, 2 sound systems, 50 comms devices, 100 interface devices and 20 virtual reality kits. The price of each device is around the same – each individual item will cost an average of 100Cr.
QTY Approx 200; **COST** 7,000; **TL** 4

DOMESTIC APPLIANCES (CONSUMER ITEMS)
Domestic appliances include, but are not limited to:
- Washers (for clothes and/or kitchen utensils)
- Waste recyclers
- Electric Housekeepers / Valets
- Food and Drink Dispensing Machines
- Chefs
- Zero-G Toilets and other hygiene facilities
- Fabricators and product printers
- Auto-decorators
- Thermal and microwave cookers

These items are bulky and usually packaged as containers full of the same item. Sometimes, however, the larger appliances may be packaged with some smaller appliances to save space. Four washers can be packed in the same container, as can two washers plus four chefs. The cost of each device is about the same: approximately 250Cr each.
QTY Approx 4; **COST** 600; **TL** 3

EVACUATION SHELTER (CONSUMER ITEMS)
A lightweight, robust unit that can be deployed to provide shelter, basic food and air for up to a month in the event of structural failure or meteor impacts on habited buildings. They are also used by survey teams on long expeditions. Evac shelters are contained in a single cargo container and can be deployed straight from the container.
QTY 1; **COST** 345; **TL** 6

SURVIVAL EQUIPMENT (CONSUMER ITEMS)
A selection of essential equipment needed to survive in extreme conditions. Includes insulating blankets, ration packs, water bulbs, signal flares, heat-sticks and a variety of other important items. Shipped in pre-packaged specialist units weighing about 5kg each. They can be purchased individually for around 15Cr.
QTY 100 x 5kg; **COST** 480; **TL** 5

ATMOSPHERIC PROCESSORS (MACHINERY)
Components and consumables for atmospheric processors. These are large installations, usually with a high power output reactor at its core, used to process and stabilise breathable planetary atmospheres, especially on terraformed worlds. These containers cannot be used to construct a complete, working atmospheric processor. The processor itself must be transported in a specially designed spacecraft that can carry the large, bulky shell and power plant parts. The components are individually wrapped and protected in packing foam. Each costs around 30Cr.
QTY 50; **COST** 500; **TL** 5

BUILDING FABRICATORS (MACHINERY)
These are combined resources and manufacturing devices that are used to build surface structures. Although used mostly on planetary surfaces, these can still be bought and sold at space stations. Each canister contains a third of the components to construct a building fabricator – this means that three canisters with the right mix of components must be purchased at a combined cost of 3,000Cr.
QTY 1/3; **COST** 1,000; **TL** 5

CROP HARVESTERS (MACHINERY)
Agricultural machinery together with spare parts and consumables used for harvesting and packing specific crops. This item of large machinery combines the functionality of several older design farming vehicles, including the combination harvester, the baler and the swather into one compact all-in-one unit. The many functions are controlled by a central control computer with many sensors that can observe the environment and detect where its work needs to be done. Each canister contains a third of the components required to construct a crop harvester – this means that three canisters with the right mix of components must be purchased at a combined cost of 4,800Cr.
QTY 1/3; **COST** 2,400; **TL** 3

EMERGENCY POWER CELLS (MACHINERY)
Used to provide power when the primary power source is unavailable and can also be used to temporarily increase power output. These cells are manufactured at a facility near the Akhenaten system. Each canister contains ten power units, each costing around 300Cr on the retail market.
QTY 10; **COST** 1,000; **TL** 6

ENERGY GRID ASSEMBLY (MACHINERY)
Controls power flow. These assemblies are manufactured near the Stafkari system. Each canister contains a single assembly which would cost around 5,052Cr on the open market.
QTY 1; **COST** 1,684; **TL** 6

EXHAUST MANIFOLD (MACHINERY)
These are used to combine plasmas and gases from multiple sources into a single element. Exhaust manifolds are manufactured at a facility near the Run system. Each canister contains ten manifolds, each costing around 144Cr on the retail market.
QTY 10; **COST** 480; **TL** 5

GEOLOGICAL EQUIPMENT (MACHINERY)
Allows basic monitoring and integration of the world's geology for scientific, civic and commercial purposes. Each canister contains one complete suite of geological survey equipment, including seismic monitors, digging and coring equipment, small scale mining supplies and analytical scanners.
QTY 1; **COST** 1,700; **TL** 4

HN SHOCK MOUNT (MACHINERY)
Absorb vibration and impacts to stabilise a mounted device. Each canister contains two individually packed shock mounts, retailing for 630Cr.
QTY 2; **COST** 410; **TL** 6

HEATSINK INTERLINK (MACHINERY)
These provide the mechanism for the emissive cooling plates within a heat sink. Interlinks are commonly manufactured at a facility near the Myrbat system. Each interlink is individually packaged and retails at around 219Cr.
QTY 10; **COST** 730; **TL** 6

MAGNETIC EMITTER COIL (MACHINERY)
These coils are used to focus and guide wireless forms of energy transfer. They are manufactured at a specialist plant near the Leesti system. Each coil is individually packaged and retails at around 20Cr.
QTY 30; **COST** 200; **TL** 6

MARINE EQUIPMENT (MACHINERY)
A wide range of industrial scale equipment for marine agriculture. Submersibles, feedstock dispersing equipment, fishing equipment, nets and underwater confinements. Each canister contains one half of a one-to-two person submersible with hydrogen-powered turboprops and built-in pressurisation control. As packaged, the shell of the submersible also contains all the equipment that will be needed to maintain a marine breeding ground for water-based life forms and their supporting plant-based organisms. Maintenance equipment is also supplied for the submersible. Lastly, two sets of underwater survival gear are supplied. Since two canisters must be bought to possess the complete product, the entire set costs 9,000Cr.
QTY 1/2; **COST** 4,500; **TL** 4

MICROBIAL FURNACES (MACHINERY)
Bio-engineered microbes that separate specific elements from powdered ore. Produced on high tech worlds, their name is a throwback to the thermal furnaces originally used for the

refining or many ores. Microbial furnaces are stored in a dampening agent in 5L drums. Each drum is individually priced at around 4Cr.
QTY 200 x 5L; **COST** 300; **TL** 7

MINERAL EXTRACTORS (MACHINERY)
Industrially produced micro devices that are injected into minerals to separate specific constituents from mixed ores along striation boundaries. Each device is individually packaged with a particular catalyst pre-loaded and costs around 2Cr.
QTY 500 x 200g; **COST** 700; **TL** 4

POWER CONVERTER (MACHINERY)
Used to modify and regulate the energy coming from multiple sources so that it is tuned to the attached devices. These are manufactured at a dedicated facility near the Lakota system. Each device is individually packaged and costs around 147Cr.
QTY 5; **COST** 245; **TL** 6

POWER GENERATORS (MACHINERY)
Components for the commonly used power generators. Though the Sirius Corporation have a near monopoly on manufacture of most new larger units, many other companies produce the vast amount of consumables, spares and ancillary parts for them. Each component in the canister is individually packaged and protected in foam material to prevent damage. The components cost 26Cr each.
QTY 50 x 5kg; **COST** 600; **TL** 5

SKIMMER COMPONENTS (MACHINERY)
Spare parts to keep skimmers operational. Complete packs are available to allow the building of new skimmers. The list below shows how many cargo canisters are required to build each type of skimmer.
- Tiny: 2 containers (1,800Cr)
- Small: 3 containers (2,700Cr)
- Medium: 5 containers (4,500Cr)

QTY See above; **COST** 900; **TL** 6

THERMAL COOLING UNITS (MACHINERY)
These draw excess heat from surrounding material to enable habitation in even the most extreme environments. Generally used on planetary surfaces but still bought and sold in space. Each cooling unit is separately packaged and is usually sold for around 40Cr.
QTY 20; **COST** 300; **TL** 5

WATER PURIFIERS (MACHINERY)
Water purifier components and consumables. All space installations are reliant on recycled water. Some units are set up to medicate the purified water to maintain the correct mood of inhabitants. The units are compact and well-packaged to protect against damage in transit. A single water purifier retails for around 20Cr.
QTY 50; **COST** 400; **TL** 4

AGRI-MEDICINES (MEDICINES)
Engineered substances created to prevent or treat common diseases and ailments among livestock and fisheries. Produced on High Tech worlds and consumed in Agricultural worlds. Agri-medicines are individually packaged in 5L bottles with a fitting that allows the bottle to be connected to a variety of dispersal mechanisms. The bottles are packed together in pallets of ten bottles of the same substance. Each individual bottle costs around 14Cr.
QTY 200 x 5L; **COST** 1,200; **TL** 4

BASIC MEDICINES (MEDICINES)
A wide range of treatments for preventative, convalescent and palliative care. There are two types of basic medicine product that can be found in these containers. The first is individual 1kg packages of specific medications. The second is field first-aid kits containing a variety of medical supplies that will allow people to seal wounds, prevent blood flow, administer pain relief and stimulate healing. A 1kg package of medication or a complete first-aid kit individually cost around 4Cr. See the "Wounds and Healing" section above to learn more about medical kits and how they are used.
QTY 250 x 1kg; **COST** 400; **TL** 3

COMBAT STABILISERS (MEDICINES)
Biological agents used to sustain and heal injured combatants. These allow recipients to continue to function despite considerable amounts of pain. Illegal in most systems. Each individual product costs around the same no matter what the type. A 1kg package of a single agent or an advanced field stimulant medikit will cost around 38Cr.
QTY 200 x 1kg; **COST** 3,100; **TL** 5

PERFORMANCE ENHANCERS (MEDICINES)
Engineered substances that enhance human physical, mental or emotional capabilities. Produced on high tech worlds and widely consumed. There are some health risks from excessive consumption and they are illegal in some jurisdictions.

Performance enhancers come in many forms and functions, from increasing stamina or strength to improving mental performance. In game terms, taking a dose of performance enhancers will improve one Aspect by one point for a four-hour period. There is, however, a chance that the body will have a reaction to the medication. The Avatar or character taking the dose should roll a BODY task roll. If no successes are rolled then the body goes into shock and the character begins to have body tremors that last for an hour.

Taking multiple enhancers to attempt to increase more than one aspect will automatically result in the body reacting badly to the drugs and shutting down, rendering the Avatar or character unconscious for up to 8 hours.

Individual packs of performance enhancers cost 72Cr.
QTY 200 x 1L; **COST** 7,000; **TL** 4

PROGENITOR CELLS (MEDICINES)
Targeted, engineered cells to restore damage in older human cells. These can greatly extend the life of humans that take them. Some cultures believe it is immoral, especially as they tend to be used by the richest people, and so they are illegal in some jurisdictions. Progenitor cells are stored in 1L vacuum-sealed flasks filled with liquid nitrogen. The cells themselves are contained in 10ml glass phials. Each 1L flask costs 72Cr.
QTY 200 x 1L; **COST** 7,000; TL 7

ADVANCED CATALYSERS (TECHNOLOGY)
Engineered catalysing agents used by refineries to improve the efficiency of a large number of chemical reactions. Catalysts are stored in 5L vacuum sealed drums. The internal contents are submersed in a stabilising agent to preserve the catalyst until it is needed. Each drum costs 38Cr.
QTY 200 x 5L; **COST** 3,100; **TL** 7

ANIMAL MONITORS (TECHNOLOGY)
A suite of sensor systems and analysis software, easily adapted to monitor a wide variety of organic species. These are used to track the location of livestock and monitor their life signs for signs of distress. They are also used by research industries to collect movement data on wild herds and other animal life from the smallest insect to the largest mammal.

The monitors are tiny and can be installed under an animal's skin. The individual packages contain the implants, calibration equipment and monitoring kit. Each package costs 8Cr.
QTY 100 x 2kg; **COST** 400; **TL** 4

AQUAPONIC SYSTEMS (TECHNOLOGY)
An automated system to monitor and sustain nutritional and chemical balance levels in a confined marine ecosystem using targeted chemical and microbial filtration. Includes spares and consumables. These are industrial sized systems, not designed for home or other small-scale use. Each unit can monitor and actively maintain ponds and tanks containing between 300 and 1000 gallons of water. Larger bodies of water, such as reservoirs or community lakes, need more than one system running in parallel to monitor them successfully.

Each individual aquaponics unit costs around 75Cr, and is supplied with filters, pumps, substrate samples, biomatter to start the aquaponics process and maintenance equipment.
QTY 10; **COST** 300; **TL** 4

AUTO FABRICATORS (TECHNOLOGY)
Can build almost any design out of basic resources. These relatively small devices take raw materials and break them down into component elements then use them to build other items or materials. They come in a variety of models and can "print" a wide range of products and items, including food, drink and biomatter that can be used to repair the human body, as long as the right mix of materials is supplied.

Each fabricator costs 2,400Cr to purchase, and comes with a 10-pack of material cartridges (each cartridge can fabricate 1 cubic metre of material).
QTY 3; **COST** 3,900; **TL** 5

BIOREDUCING LICHEN (TECHNOLOGY)
Genetically engineered lichen used to prepare an asteroid field or broken surface rocks for industrial extraction. Once deployed the lichen will spread over the field and concentrate specific minerals, changing colour in the process, allowing for efficient extraction. Each 5L drum of lichen costs 24Cr.
QTY 100 x 5L; **COST** 1,100; **TL** 6

COMPUTER COMPONENTS (TECHNOLOGY)
Industrially mass-produced computer components and electronic devices, regulators, storage, distribution boards and spares. Each component costs around 12Cr.
QTY 150 x varied; **COST** 600; **TL** 6

HE SUITS (TECHNOLOGY)
Suitable for human use in hostile environments, including vacuum, together with spare parts. Fitted with atmospheric scrubbing and life support, vital signs monitoring, automatic medical systems and a multichannel communications interface. Supplied with repair kits, equipment to refill the air tanks, replacement waste tubes and cleaning kits. Individual HE suits, with all the additional equipment supplied, retail for around 550Cr.
QTY 2; **COST** 300; **TL** 6

HARDWARE DIAGNOSTIC SENSORS (TECHNOLOGY)
Diagnostic sensors that provide hardware monitoring and telemetry for a variety of systems. These are manufactured at a specialist facility near the Lei Jing system. Each sensor pack is individually packaged and retails for around 334Cr.
QTY 30 x 10kg; **COST** 4,340; **TL** 7

LAND ENRICHMENT SYSTEMS (TECHNOLOGY)
A soup of carefully designed archaebacterial agents, lichens and micro-fauna plus their dispersal equipment. Used in terraforming or enriching agricultural land. Each system is contained in an insulated 5L bottle. The retail price for each is around 50Cr.
QTY 200 x 5L; **COST** 5100; **TL** 5

MEDICAL DIAGNOSTIC EQUIPMENT (TECHNOLOGY)
Allows for rapid diagnosis of a large number of ailments and diseases. Also screens for and identifies prohibited substances. Each canister holds 30 individually packaged diagnostic arrays. The retail price for each is around 255Cr.
QTY 30; **COST** 2,850; **TL** 7

MICRO CONTROLLERS (TECHNOLOGY)
Small units that provide actuation and process control for lightweight devices. Each canister holds 150 individually packaged controllers. The retail price for each is around 40Cr.
QTY 150 x 1kg; **COST** 3,300; **TL** 8

RESONATING SEPARATORS (TECHNOLOGY)
Self-calibrating tuned oscillators that resonate at a range of frequencies, used at refineries for ore extraction. Each separator is individually packaged and costs 3,720Cr.
QTY 5; **COST** 6,200; **TL** 8

ROBOTICS (TECHNOLOGY)
Robotics are used to perform simple automated tasks or to act as avatars for remotely located humans in hazardous environments. They are also used for production line tasks where consistency is essential. Each canister holds the component parts for a single robot. The retail price for each is around 6,000Cr.
QTY 1; **COST** 2,000; **TL** 8

STRUCTURAL REGULATORS (TECHNOLOGY)
These monitor the structural stability of buildings, sounding alerts if dangerous stress or damage is detected. Each package contains enough regulators to monitor a whole building up to a square kilometre in area. The retail price for each package is around 50Cr.
QTY 100 x 10kg; **COST** 2,000; **TL** 8

BATTLE WEAPONS (WEAPONS)

Military-grade human-portable heavy weapons. The trade and movement of military-grade weaponry is highly regulated; most commonly it is confined to nation states and private organisations with considerable political influence. Each canister contains two battle weapons along with ammunition and the equipment needed to maintain the weapon in working condition. The weapon types available are:

- Gyro-stabilised weapon, including mounting arm (burst laser or heavy machine gun)
- Tripod-mounted assault cannon (laser or kinetic)
- Grenade / Rocket launcher
- Mortar launcher
- Rail Gun
- Rotary cannon (only available in kinetic)
- Plasma Cannon (energy only)

Each of these individual weapons retail for an average of around 12,000Cr. Note that this book does not contain stats for all of these weapons.
QTY 2; **COST** 7,000; **TL** 6

NON-LETHAL WEAPONS (WEAPONS)

Hand-held weapons used by law enforcement and for personal protection. They temporarily stun or incapacitate a human target, and are legal in most jurisdictions. Non-lethal weapons are small and easily concealable. They are packaged with care, as some do have many moving parts that could be activated during transit. Non-lethal weapons include electro shock weapons, clubs, air-powered pellet guns (that can fire pellets filled with tear gas and pepper liquid or other similar incapacitating materials). A typical non-lethal weapon costs around 90Cr to buy from a retailer.
QTY 75; **COST** 2,000; **TL** 6

PERSONAL WEAPONS (WEAPONS)

Weapons designed for self-defence that can cause physical damage and death to anyone who they are used against. Illegal or highly controlled in many jurisdictions.

Personal weapons include bladed, kinetic and energy weapons. Weapon shipments are split into three categories based on size: cat-1 weapons are small weapons, cat-2 are medium sized weapons and cat-3 are larger weapons. Due to the size differences these weapons are packaged differently in the cargo containers, meaning that there are less weapons the higher the class being transported.

The cost of individual weapons increases with the class. Cat-1 weapons retail for around 270Cr each. Cat-2 weapons retail for around 675Cr and cat-3 weapons retail for around 1,350Cr.

For more information about specific types of weapon within these classes, see the "Weapons" section below.
QTY Varies; **COST** 4,500; **TL** 6

REACTIVE ARMOUR (WEAPONS)

Capable of actively dissipating large amounts of kinetic, electrical and thermal energy, reactive armour greatly increases the chance of survival of the wearer from sustained weapons fire.

One cargo container of reactive armour contains a single protectively packaged suit of armour, including an all-over body suit with integrated boots and gloves as well as a separately packaged full-face balaclava and helmet. Also included in the package is the equipment necessary to repair the armour and reconstitute the reactive fluid once it has lost its integrity. The package also includes a 10L drum of reactive fluid that will refill the suit's reservoirs twice, just in case the armour should be damaged in such a way that the fluid leaks out.

Each suit of armour and its support equipment costs approximately 4,500Cr and is subject to all the normal modifiers. There is only one class of armour available, and as the technology improves the current model is replaced with the most up-to-date version. No-one wants sub-standard armour, after all. For more information on how reactive armour works, please see the section on Armour below.
QTY 1; **COST** 2,200; **TL** 7

ILLICIT COMMODITIES

SLAVERY

Slavery is a hot topic for debate across the galaxy, with only the Empire culturally supporting and maintaining slavery. Despite this, outside the Empire there are still pockets of population that use slavery to get around labour costs. The slave trade is not subject to rarity, availability, economic or quality modifiers.

IMPERIAL SLAVES (SLAVERY)

Slavery is an important part of Imperial Society, providing labour for the Empire and a safety net for its citizens. Many Imperials would rather sell themselves into a fixed period of slavery than face the embarrassment and dishonour of living with a debt. Imperial Slaves are legal to transport and trade between Imperial worlds, but it is illegal to attempt to sell them anywhere else. A cargo container contains one slave in cryostasis along with spare clothes and personal effects, the required life support technology and detailed ownership documentation.
QTY 1; **COST** 16,500; **TL** 2

SLAVES (SLAVERY)

Individuals who have either been forced into slavery or have grown up in service. Almost universally illegal and shunned by most civilized nations. Slaves of this sort do not have the protection or recognition of Imperial Slaves, and are traded between largely unscrupulous and uncaring individuals, often with some sort of deadly threat keeping them in service. Whilst Imperial Slaves have status and legal protection, regular slaves have no status, no protection and are considered to be nothing more than property to be used and cast aside when they are finished with. A cargo container contains one slave in cryostasis along with some basic clothing, very few personal possessions and the required life support technology.
QTY 1; **COST** 11,100; **TL** 2

SALVAGE

Unless a commander has a specific license to perform salvage operations, anything that is picked up from a wrecked ship or vehicle is considered illegal salvage. Selling these items on the general market will attract the attention of local law enforcement and incur fines or a listing in the criminal databases. Being scanned with illicit salvage on board your vehicle will be grounds for a fine and, ultimately, a bounty being placed on your head.

Salvage commodities are not subject to rarity, availability, location, economic or quality modifiers. They can usually only be sold on the black market or bought and sold between individuals. The galactic marketplace rarely allows the trade of salvage items on the open systems.

ANCIENT ARTEFACTS (SALVAGE)

Highly prized by collectors, the movement of recovered artefacts is strictly controlled by a number of authorities around the galaxy. Fortunately a lucrative black market offers savvy explorers with means to find reliable buyers for any ancient treasures. A container contains up to ten artefacts, carefully packaged and preserved against any eventuality. In many cases salvage operators have reported a canister almost completely filled with protective expanding foam or packing pellets with a small item in the centre.
QTY 1-10; **COST** 5,000; **TL** N/A

BLACK BOX (SALVAGE)

The flight data computer from a destroyed vehicle, often an aircraft or spacecraft. Black boxes can offer details on the movements and intentions of vehicles before meeting their demise. Taking a black box from the scene of an accident is frowned on but can offer lucrative profits on the black market.

Black boxes are contained within a large, well-protected shell which can be up to roughly the same size and shape as a standard cargo container; they are also generally made from the same material. This gives the devices substantial protection against a ship or vehicle's destruction, and also assists salvage vessels in locating and collecting the recording device. Smaller vehicles tend to have smaller black box containers.
QTY 1; **COST** 5,200; **TL** N/A

EXPERIMENTAL CHEMICALS (SALVAGE)

Often dangerous and corrosive in nature, experimental chemicals are usually created for research and scientific purposes. In the wrong hands they can be turned into dangerous weapons so trade is strictly controlled. Authorities are struggling to control the thriving black market trade in this salvage. A container of these products holds 100 1L dual-walled vacuum flasks. Each flask will sell for about 65Cr but black market traders will prefer to buy the entire container.
QTY 100 x 1L; **COST** 2,200; **TL** N/A

MILITARY PLANS (SALVAGE)

Highly confidential documents detailing military movements and strategy. Possession of such documents by civilians is highly illegal due to their sensitive nature. For the same reason, they fetch a large sum to the right seller on the black market. Plans tend to be contained in a single package about 40x40cm in size. This will be concealed in an innocuous shell (often a fake appliance or a set of clothing) then the container filled with other miscellaneous objects to disguise the precious cargo.
QTY 1; **COST** 5,400; **TL** N/A

PROTOTYPE TECH (SALVAGE)

The latest developments in experimental technology are jealously guarded by humanity's various corporations, and unsanctioned possession of prototype tech is severely punished. However, pilots have discovered there is a prospering black market for stolen tech. Prototypes are usually sealed into a fake appliance of roughly the same size and surrounded by packaging ballast once within the container.
QTY 1; **COST** 6,100; **TL** N/A

RARE ARTWORK (SALVAGE)

Prized and treasured works of art, such as canvas paintings or sculptures. The galaxy is rife with reproductions and forgeries so trade in the genuine articles is highly controlled, with pieces transported in secure convoys. Pieces occasionally find their way onto the black market, selling for under-the-counter prices. Rare artworks tend to be contained in a single package which will be concealed in an innocuous appliance or trade article then the container filled with other miscellaneous objects to disguise the precious cargo.
QTY 1; **COST** 4,800; **TL** N/A

REBEL TRANSMISSIONS (SALVAGE)

Transcripts of communications between dissident groups. These documents are highly valued by a number of factions for the intelligence they contain. It is considered highly suspicious to be carrying them, but black market trade in data will always flow. Rebel transmissions tend to be contained in a single electronic device and stored inside the components or shells of other mundane equipment (often a fake appliance or a set of clothing) then the container filled with other miscellaneous objects to disguise the precious cargo.
QTY 1; **COST** 2,100; **TL** N/A

TECHNICAL BLUEPRINTS (SALVAGE)

Blueprints of a patented new machinery and systems that are highly prized on the black market. Copyright theft is frowned upon by the authorities and those carrying illegally acquired blueprints can face extreme application of the law.

Technical blueprints tend to be contained in a single electronic device and stored inside fake appliances or similar mundane items: the container is then filled with other miscellaneous objects to disguise the precious cargo.
QTY 1; **COST** 3,700; **TL** N/A

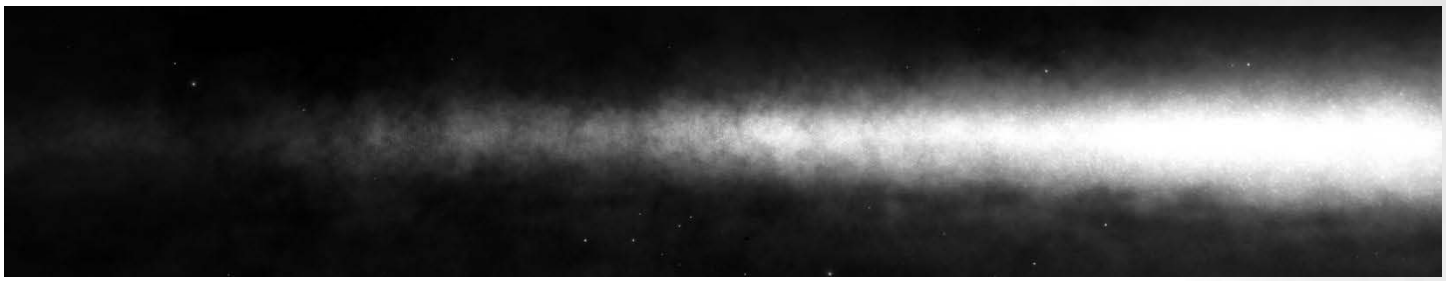
TRADE DATA (SALVAGE)

The trade manifest data for a ship or convoy that met its end nearby. The information contained within can be extremely useful to unscrupulous individuals and fetches a good price on the black market.
QTY 1; **COST** 1,400; **TL** N/A

SAP 8 CORE CONTAINER (TECHNOLOGY)

This container holds an extremely rare or unique item of unknown origin, such as a crystalline shard. Items in SAP-8 containers are suspended inside a modified, self-sustaining, fusion-powered containment field. Any breach of the field will result in the container's destruction. These are EXTREMELY rare, and should only be used as the focus for a mission. It is rumoured that the SAP-8 protocol is used by the Dark Wheel for items believed to be of non-human origin.
QTY 1; **COST** 55,000; **TL** N/A





AVATAR-SPECIFIC COMMODITIES

Some of the above commodities are useful for Avatars to buy and use. Although the breakdown above should give enough information about each type of equipment and how it can be used by Avatars, this section goes a little deeper.

TEXTILES AND CLOTHING

Standard quality clothing is produced almost everywhere by a wide variety of manufacturers. The high availability makes it a cheap commodity especially if the clothing is everyday wear. A standard quality set of clothing is available at a total of 120Cr. This cost can be broken down as follows:

- Jacket: 10Cr
- 2x Shirt/t-shirt/jerkin/blouse 10Cr
- 2x Trousers: 20Cr
- Sweater/jumper 10Cr
- Dress: 30Cr
- 2x Underwear: 10Cr
- Shoes: 15Cr
- Gloves/other accessories: 2-4Cr
- Helmets: 20Cr

Overcoats and working wear, which are more durable than normal clothing, cost an extra 10Cr per standard quality item on top of the prices listed above. Magnetic elements can be added to a variety of places in clothing, including the soles of any footwear, for 3Cr per item. Adding this function to shoes allows the wearer to walk on the surfaces of a zero-gravity craft or facility. The cost of magnetising clothing and shoes is the same no matter what the quality of the original item, and magnetising is available at any tech level.

Some basic insulation can be added to clothing prior to purchase depending on the tech level of the vendor. If the tech level is 7 or above waterproof or temperature-resistant coatings can be applied that will provide some protection against the elements. The cost for any of these is 10Cr each no matter the quality of the apparel. The weight of clothing is considered to be negligible.

PROTECTIVE WEAR – HE SUITS

Full-body protective clothing, collectively known as "hostile environment" or HE suits, incorporate all-in-one sealed overalls with gloves, boots and helmet providing complete protection from extreme heat (including fire) or cold, corrosion, contagion, radiation or the vacuum of space.

A standard quality HE suit costs 550Cr from a TL 5 location and weighs 6kg including the air supply equipment. The quality of an HE suit is a measure of how advanced it is rather than how fashionable or functional it is. The stats given above are for standard quality suits. The following modifiers should be applied for HE suits of different quality (alongside the usual cost modifiers):

- Basic: weight +4 kilos, min TL -2
- Cheap: weight +2 kilos, min TL -1
- Standard: as above
- Expensive: weight -2 kilos, min TL +1
- Luxury: weight -4 kilos, min TL +2

Protective, EVA or underwater suits can be magnetised for 3Cr at no extra weight no matter the quality of the original item.

FLIGHTSUITS

These are a subtype of HE suits, designed to improve comfort and survivability in spacecraft. Flightsuits react intelligently to the motion of a spacecraft and counter some G-forces by inflating and deflating bladders in the suit. In the event of decompression or other catastrophic events the suit, along with a RemLok product, can engage life-support mechanisms such as internal temperature control to help preserve the wearer's life. A standard quality flightsuit costs 600Cr from a TL6 location and weighs 2kg, with quality modifiers being applied as normal.

ARMOUR

All armour used in Elite Encounters is Reactive Armour – a complex, layered shell containing non-Newtonian fluids and meshes that can dissipate all kinds of incoming fire from most types of weaponry. This composite, flexible material can be integrated into almost any type of clothing by bonding other materials to the outer fabric. Comfort can be improved by adding layers of cushioned fabric to the inner layer of the sandwich.

Armour being worn should be listed in the Armour section of the Record File and should not be listed in the Equipment Carried section.

EQUIPPED ARMOUR

DESCRIPTION:		DAMAGE TRACKER
HEAD (INNER)	MASS	
MAX DAMAGE	R E C H A R G E	
DESCRIPTION:		DAMAGE TRACKER
HEAD (OUTER)	MASS	
MAX DAMAGE	R E C H A R G E	
DESCRIPTION:		DAMAGE TRACKER
BODY (INNER)	MASS	
MAX DAMAGE	R E C H A R G E	
DESCRIPTION:		DAMAGE TRACKER
BODY (OUTER)	MASS	
MAX DAMAGE	R E C H A R G E	

ARMOUR LOCATION HIT MODIFIERS
HEAD: x3; CHEST, UPPER LEG: x2; TORSO, LOWER LEG, ARM: x1

Reactive armour protects against all types of high-impact attack, including blades, bullets and energy bolts or beams. The anti-penetration fabric absorbs some of the surface impact and spreads it out along the body of the armour. The liquid layer reacts to impacts by instantly solidifying and further spreading the energy of the impact through that layer – the solid material formed then fragments and dissipates throughout the volume of the inner fluid. During a combat situation the fragments do not have time to dissipate fully meaning that the armour's inner layer becomes brittle, rendering the armour useless after several successive hits. The addition of a catalyst will allow the reactive material to eventually revert to a fluid state allowing the armour to return to full effectiveness within a few minutes. This cannot be done during combat.

There are two layers of armour that can be worn, imaginatively named Inner armour and Outer armour. The inner armour consists of a moulded all-over body suit that includes integrated hand and foot coverings. A full-face masked hood is available for the head and is a separate item with its own protection values. This hood includes a small visor and breathing mask that are impregnated with reactive micromesh fibres.

Outer armour often consists of a loose-fitting long coat for the body and a close-fitting helmet with full-face visor for the head. In game combat terms, Head and Body are classed as separate zones of protection and have separate damage values for each zone. The values for each are listed below.

REACTIVE ARMOUR COSTS

- **Inner Body**: COST 6,600; MASS 3kg; RECHARGE 1; MAX DAM 12
- **Outer Body**: COST 6,600; MASS 4kg; RECHARGE 1; MAX DAM 16
- **Inner Head**: COST 6,600; MASS 1kg; RECHARGE 2; MAX DAM 8
- **Outer Head**: COST 6,600; MASS 2kg; RECHARGE 2; MAX DAM 10

The MAX DAM value is the number of TRAUMA points from a weapon that the armour can absorb before shots or blades start to go through. This should be entered into the MAX DAMAGE box in the Equipped Armour section of the record file.

The RECHARGE value is the rate at which the armour's reactive material dissipates into the fluid normally. A number of DAMAGE points equal to the RECHARGE value will be regained every turn during combat and every ten seconds in real time. The quality of the armour will adjust the cost as normal and will adjust the RECHARGE and MAX DAM values as shown:

- Basic: RECHARGE 0, MAX DAM -2
- Cheap: RECHARGE -1, MAX DAM -1
- Standard: as above
- Expensive: RECHARGE no change, MAX DAM +2
- Luxury: RECHARGE +1, MAX DAM +3



ACCOMMODATION

Housing is available in three types: temporary, rental or owned. Given the wide variety of choice available, and the social development of the human race as it has expanded into the galaxy, accommodation can be found at almost any price: the catch is that you get what you pay for. The quality rating for housing rates the accommodation on the build quality and the materials used in construction.

Temporary accommodation includes hotels, hostels, shelters and emergency lodgings. Standard quality lodgings provide a comfortable bed, table and chair, small sofa and en-suite bathroom facilities for the basic fee of 25Cr per person per sleep cycle. Cheap lodgings include a bed with a 50-50 chance of being comfortable (or clean), a single chair and shared bathroom facilities for 15Cr per cycle. Basic quality accommodation often indicates a shelter or shared room which may be a mattress on the floor or a small room with as many hammocks as will fit. Bathroom and other facilities are usually shared amongst the entire population of the facility and may be of questionable hygiene. Lodgings of this type can be free, but will definitely cost no more than 10Cr per sleep cycle.

Caravans, mobile homes and camping are counted as temporary accommodation, but are usually recreational in nature and involve fees for setting up camp at the site, whether it be a planetside open-air campsite or a traveller commune in the common areas of a space station. Some communities and population centres have rentable caravans and camping pods for vacation use or for emergency accommodation, available for between 25Cr and 90Cr depending on the environment the accommodation occupies and its normal use. Emergency accommodation is normally the cheaper end of the scale. Again, these costs are for standard quality accommodation of this type.

Sleep tubes are available both planetside and on space stations. These are simple banks of tubes, two metres long and one and a half metres in diameter, that can be used as a sleeping place. There is no space for belongings or changes of clothing, and the user of a sleep tube needs to find a secure place to keep his or her belongings before sleeping. They are soundproofed and light-proofed and have sophisticated monitoring controls to ensure isolation, comfort and safety for the night. A sleep tube costs 10Cr to rent for one sleep cycle.

Rental accommodation can be obtained both in space and planetside. Apartments, town houses and country houses are the most common planetside rented properties, whilst most space stations are limited to varying sized apartments. Rental costs for standard quality apartments range from 150Cr per Earth-standard month (ESM) for a suburban one bedroom apartment in the colonies to 700Cr per Earth-standard month for an inner city studio apartment in the core systems.

Town houses range from 350Cr to 1500Cr per ESM for the same sort of range as stated above. Country houses, often at a premium in high population worlds, start at 700Cr per ESM and have been known to cost as much as 10,000Cr per ESM for a standard quality private house in a choice location.

Space station apartments are standardised, and the relative quality of the apartment dictates its price. A standard space station apartment is a well built and well maintained property built to a standard template design. A luxury apartment is spacious, open and friendly. Standard apartments are available from 200Cr per ESM.

Owned accommodation is property which an individual has purchased and paid for outright, or has come into possession of some other way. There are no regular payments for the property, but taxes and insurance would need to be paid in the same way they would be required for rented properties. A standard property would cost a base amount depending on what type of property it is (subject to quality modifiers):

- Caravan, Mobile Home: 2,000Cr+
- Apartment (planetside or station based): 20,000Cr+
- House (planetside): 200,000Cr+
- Rural Residence (planetside): 750,000Cr+

TASK ORIENTED ITEMS AND KITS

Tools and general purpose items are collected into kits here depending on the use to which they will be put. Individual items from the kits can also be bought for whatever fraction of the kit's cost is appropriate for the environment and situation. Note that all costs given here are for standard quality, and normal modifiers apply.

MEDICAL KITS

Medical kits come in three versions. The kits contain the following (along with a variety of other important items):

- Bandages
- 25ml skin repair spray: simply spray onto an open wound and the spray begins to draw the damaged skin together. The skin repair spray will treat one wound for each millilitre of spray.
- Antiseptic
- Sterile tape
- Various bits and pieces for taking care of light wounds and abrasions.
- Vital signs monitor: reports temperature, pulse and respiratory performance.
- CPR kit
- Respiratory assist mask: place across the patient's mouth and it takes over breathing.
- Defibrillator pack: unwrap, place over the chest and stand back.

The specification for these kits can be found under the "Basic Medicines" entry in the main list above.

CONSTRUCTION TOOLS

Hardware retailers or suppliers will put together a collection of required construction equipment. An unpowered set of tools, including hammers, screwdrivers, spanners and the like is available at any TL 3 or above world. Twenty items can be assembled into a kit, with a toolbox to keep it all in, for 20Cr. The kit will weigh around 2kg.

POWER TOOLS

Items of construction equipment that draw power from cells or a mainline supply are classified as power tools. Three main size categories of power tools exist: hand-held, portable and industrial. Most power tools can be hired rather than bought: divide the item's purchase price by ten to get the cost to hire an item for seven days.

Hand-held Tools are power tools that can be controlled by a single person in one or two hands, for example drills, cutting saws, nail or rivet guns or chainsaws. The average cost of a general hand tool is 30Cr at Tech Level 4 and each tool will weigh around 1kg. Versions of hand held tools that can be mounted to robotic working frames can be bought for the same price and are the same weight. Higher quality items from higher tech level locations may use more modern methods to achieve the tool's purpose. For example a luxury quality TL6 drill may use heat to burn through the material rather than drill through it. These tools may weigh slightly less than their lower tech equivalents, so the weight should be halved for every increase of two tech levels.

Portable Equipment refers to smaller machinery that is transported on a self-contained trolley or can be loaded into a small vehicle for transport. These are normally controllable by one person but often two or more may be needed to move it or set it up. Examples of these include heavy drilling or breaking equipment (hydraulic drills etc), hand-held digging machines and bench-mounted circular saws as well as platforms for working at height. On average the standard quality price for such an item is 110Cr at tech level 4. Note that higher quality items from higher tech level locations may use more modern methods to achieve the equipment's purpose, for example a luxury quality cutting bench may use a laser to cut the material rather than a metal saw blade. Portable tools can be supplied as an attachment for a multi-purpose robot control system at the same price. No matter which version is bought, these items of equipment weigh between 10 and 40kg.

Industrial Equipment is machinery that is designed to perform large-scale tasks such as production line machining or heavy manipulation. This type of equipment can weigh tonnes and is often fixed in place. The approximate cost for such items is in the thousands or tens of thousands of credits.

Electronic Tool Kits include fine detail tools and equipment for manufacturing, repairing and maintaining electronic items and systems. A hydrogen cell-powered soldering and de-soldering tool with a refillable internal solder-flux reservoir is the centrepiece of the kit, and a set of component fitting and removal tools are supplied. A standard set costs 25Cr with two solder refills. A circuit board etching machine, which uses precision lasers to etch the boards, costs 65Cr. Both are available at TL5 and above and weigh 0.5kg.

Equipment for manufacturing micro-circuitry can be obtained at TL8 and above locations and costs 140Cr. The kit is a briefcase-sized portable appliance that includes an interface for designing the circuitry and enabling the enclosed etching apparatus to draw the circuitry onto the chip or slate. Raw materials are supplied using a combination cartridge that provides the raw silicon for the chip, a plastic carrier medium and the metal circuit pathways. A stock set of connectors and interface ports is also supplied with the unit. The kit weighs approximately 3kg.

Engineering Kits contain a wide variety of tools and equipment for a variety of engineering tasks. A kit that contains equipment for general engineering work costs 300Cr and is available at TL6 locations. Specialised engineering kits are available for the same price, but the tech level will be dependent on the type of engineering specified (e.g. hyperspace engineering will be a

higher TL than structural engineering). Kits can weigh between 2 and 10 kg.

Scientific Kits contain general portable science equipment, for example microscopes, centrifuges and spectrometers, all of which are available in various sizes depending on the Tech Level the items are obtained from. Low-tech equipment will be larger in size whilst the more advanced higher tech equipment will be smaller and more efficient. A kit containing up to six scientific items can be purchased for 1,250Cr and will weigh 6kg.

OUTDOOR / SURVIVAL EQUIPMENT

Hunters, trackers or even those living off the land will need certain equipment to survive or to make their lives a little easier. Outdoor equipment is usually low-tech, often quite basic and functional rather than fancy or expensive. Hunters will often make use of slightly more advanced equipment like thermal imaging scanners or space heaters if needed. Item descriptions below state the name of the item, the standard base cost, weight and tech level and a brief description where required.

- **Rucksack**: 1Cr; 0.2kg; TL 3. Carries 10kg of equipment.
- **Holdall**: 1Cr; 0.2kg; TL 3. Carries 20kg of equipment.
- **Large rucksack**: 3Cr; 0.5kg; TL 3. Carries 40kg of equipment.
- **Binoculars**: 1Cr; 0.2kg; TL 4. Optical and digital zoom.
- **Thermal imager**: 2Cr; 0.2kg; TL 5. Optical and digital zoom.
- **Flashlight**: 3Cr; 0.5kg; TL 4. Powered by same power cells as energy weapons.
- **Rope, 10m**: 2Cr; 1kg; TL 2
- **Groundsheet**: 1Cr; 0.5kg; TL 3
- **Sleeping bag**: 1Cr; 0.5kg; TL 3. Sleeps 1 person.
- **Tent, 1 person**: 2Cr; 3kg; TL 3
- **Tent, 3 person**: 3Cr; 5kg; TL 3
- **Tent, 5 person**: 8Cr; 8kg; TL 3
- **Hydrogen heater**: 8Cr; 4kg; TL 5. Powered by same power cells as energy weapons.
- **Hydrogen stove**: 10Cr; 4kg; TL 5. Powered by same power cells as energy weapons.
- **Animal trap, small**: 2Cr; 1kg; TL 3. Animal traps use pheromones and sound to attract prey.
- **Animal trap, medium**: 3Cr; 2kg; TL 3
- **Animal trap, large**: 4Cr; 4kg; TL 3
- **Gas mask**: 5Cr; 0.5kg; TL 6. Provides safe breathing filters in case of exposure to noxious fumes.
- **Rebreather mask**: 5Cr; 0.5kg; TL 6. Face mask containing small oxygen tanks to allow normal breathing in low oxygen or underwater environments.
- **RemLok survival mask**: 10Cr; 0.5kg; TL 7. Worn as an over-the-ear clip that extends behind the head of the wearer and contains micro-capsules of compressed air, sedative and protective membrane. If exposed to hostile atmosphere or the vacuum of space the band shoots the membrane around the wearer and seals it before administering sedatives and beginning to release the air. The intent is to preserve the wearer long enough for emergency services to arrive. Standard equipment for spacecraft or habitation domes on non-oxygen atmosphere worlds.

MEDICAL EQUIPMENT

Alongside medical kits and related items, medicines are an important commodity – whole colonies can rely on shipments of vaccines, treatments or antibiotics to survive the early phases of a colonisation, when the human body adjusts to the new environment and any pathogens that may be present. A tonne of general pharmaceutical supplies costs around 400Cr, although some specialised treatments may cost up to 3,000Cr per tonne.

Individual quantities of medicines can cost between 5Cr and 100Cr depending on the nature and quantity of the medicine in question.

BODY MODIFICATIONS

ELECTRONIC IMPLANTS

Implants are small, unobtrusive and often invisible items positioned under the skin (subcutaneous implants), on or near the brain (cerebral) or attached to muscle or bone (musculo-skeletal). They can serve a variety of purposes ranging from simple communications to regulation of bodily functions.

An implant can, depending on its complexity, be programmed with multiple functions, some of which depend on external devices or sensors contained in other devices or worn as part of clothing or equipment. For example, ocular enhancement implants are mounted on the optic nerve but can use micro-lenses fitted to the wearer's cornea or to an item of clothing.

The minimum tech level where implants are obtainable is TL 9. Cost includes the cost of fitting.

Neural Link Module

LOCATION: Brain
TYPE: Cerebral, nanofibre connection
FUNCTION: Allows interface with third-party devices
COST: 1,500Cr
NOTES: Nanofibre threads link the implant directly to the brain stem. Up to three modules can be fitted to the internal link at the time of implantation, but any subsequent modules must be externally attached using External Attachment Adapters.

Memory Bank Module

LOCATION: Various
TYPE: Attachment, Module
FUNCTION: Provides storage space for data
COST: 150Cr per module, further 300Cr per set of pre-loaded information.
NOTES: Connects wirelessly to authorised devices within 200m. Needs a neural implant to function and can increase a user's INTELLECT by +1 depending on loaded content. The content should be agreed on by the LM and player before play.

Ocular Overlay

LOCATION: Eyeball
TYPE: Visual overlay (contact lens)
FUNCTION: Provides various modes of visual interface
COST: 2,200Cr
NOTES: allows overlay of various multi-purpose "head up displays" directly into the line of sight. Most models contain an off-centre display mode for non-critical displays like comms video. Increases a user's AWARENESS by 1.

Aural Enhancement
LOCATION: Ear canal
TYPE: Subcutaneous
FUNCTION: Provides audio interface with other implants and external devices
COST: 2,500Cr
NOTES: Can be directly linked to external communications or make use of a neural implant to select input modes. Increases a user's AWARENESS by 1.

Digital Interface
LOCATION: Fingertips
TYPE: Subcutaneous
FUNCTION: Touch interface
COST: 600Cr per finger
NOTES: Allows direct access to touch-sensitive and holographic interfaces. Needs a neural implant in order to link between different user systems. Also can act as security authorisation, for example in financial transactions.

External Attachment Adapter
LOCATION: Anywhere
TYPE: Subcutaneous
FUNCTION: Allows up to four external modules to be attached to the user's body
COST: 200Cr
NOTES: Used to attach modules to the body that won't comfortably fit under the skin or in the required location for short-range contact.

Remote Control Module
LOCATION: Cranium
TYPE: Intracranial or externally attached
FUNCTION: Remote access to external systems
COST: 3,300Cr
NOTES: Allows user to access and control one remote system per module fitted.

Pain Suppression Module
LOCATION: Intracranial
TYPE: Module
FUNCTION: Suppresses pain
COST: 6,500Cr
NOTES: Must be specifically attached to the internal neural implant in order to make use of the direct microfiber connection to the brain. Only one can be used at a time and increases RESISTANCE by 1 when connected. The effects last for up to an hour before shutting down to prevent damage to the nerves.

Combat Awareness Module
LOCATION: Intracranial, attachment adapter
TYPE: Module
FUNCTION: Provides targeting and range information to an ocular implant and gives targeting instructions
COST: 27,000Cr
NOTES: Shows cross-hairs and HUD information to the user if an ocular overlay is present. Provides +1 to the attack dice pool in ranged combat.

Muscle Stimulator
LOCATION: Muscle group
TYPE: Musculo-skeletal
FUNCTION: Enhances specific muscle performance
COST: 3,500Cr
NOTES: Attaches directly to muscle group, providing electrical stimulation and increasing performance of tissues. Adds temporary +1 to BODY. Note that a spinal stimulator must be present for these to be used. All effects last for about 5 minutes.

Spinal Stimulator
LOCATION: Spine
TYPE: Musculo-skeletal
FUNCTION: Enhances muscle efficiency around the spine and regulates nerve impulses
COST: 14,500Cr
NOTES: Attaches to spinal column and increases the support given to the spine by surrounding muscle groups. Must be present for Muscle Stimulators to work.

Organ Function Enhancement
LOCATION: Organ
TYPE: Subcutaneous
FUNCTION: Improves function and monitoring of a vital organ
COST: 17,000Cr
NOTES: Sophisticated monitoring and control software can be used to regulate heart rates, improve liver and kidney function and increase lung capacity and efficiency through directed stimulation. Can provide a temporary (5 minute or one combat scenario) +1 boost to BODY.

Sixth Sensor
LOCATION: Intracranial, attached to neural implant
TYPE: Subcutaneous
FUNCTION: Provides awareness of nearby motion and local area disturbances
COST: 39,000Cr
NOTES: Actively scans nearby area for micro changes in air density, electromagnetic fluctuations and other indicators of movement with a twenty metre radius. Provides a temporary +1 increase to SENSES but must be disconnected after an hour or neural damage could occur.

System Interface Module
LOCATION: External adapter, neural implant
TYPE: Module
FUNCTION: Designed to force entry into restricted computer systems
COST: 52,000Cr (black market only)
NOTES: Designed for hackers to make system intrusion easier and to allow forced entry into almost any system. Allows two dice to be added to the dice pool for any hacking task checks.

Voice Modification Module
LOCATION: Internal, larynx
TYPE: Subcutaneous
FUNCTION: Allows user to change voice
COST: 21,000Cr (black market only)
NOTES: Allows user to completely change the sound of his/her voice. Considered illegal due to the common usage as a method of fooling voice-recognition devices.

BIONICS

Bionics is the science of organ and limb replacement with cybernetic versions. Bionics can enhance performance or provide extra benefits depending on the design. Any part of the body other than the brain, nervous system or entire head can be replaced. Muscle tissue can be replaced with a material that emulates real muscle or an advanced high performance alternative. Likewise skin, tendons, cartilage, bone and even bone marrow all have synthetic variants that can match or improve on the natural materials.

The prices for "basic replacements" or similar items are listed in each description. High-performance or alternate function replacements for each structural item are classed as upgrades and will cost more. For the purposes of this list, each individual function that is not carried out by the original item, tissue or structure should be classed as an individual feature. For example, replacement skin that was heat resistant and reduced the sensations of touch would be classed as having two upgraded features.

The examples given in the list below are provided as a starting point, and there are many other functions and features that could be added. Players and LMs should feel free to make up new ones. Note that any additional functionality should be able to fit within the constraints (size, location, other functionality) of the bionic item.

Eye

Replacement of a single eye in the orbital socket. Replacement can have various colours applied to the iris and the white of the eye as desired.
FUNCTIONS: Improved vision, correction of visual defects, HUD, multiple video modes, recording / playback.
COST: 9,000Cr for basic eye replacement (improved vision), 2,200Cr for each additional function added.
NOTES: Requires Neural Implant to function. Takes 76 standard hours to install. Can provide +1D6 to visual SENSES task pools depending on functions used. Only one function can be used at a time. Output from eye can be transmitted to external devices or to a neural implant.

Inner Ear

Replacement of the bone-based inner ear mechanism and (optionally) the ear canal. Leads to changes in hearing and balance.
FUNCTIONS: Improved hearing, direction sense, improved balance, reduction in motion sickness, safety filters and cutoffs when in extreme situations.
COST: 9,000Cr for basic inner ear replacement (improved hearing), 2,000Cr for each additional function added.
NOTES: Takes 6 standard hours to install. Can provide +1 die to audio-based task pools. External ear is unaffected. Can be connected to neural implant to act as a sensor.

Inner Nose

Replacement of the turbinates and associated mucosal tissue and nerve receptors with nano-electronic replacements. Sinus replacement can be performed at the same time.
FUNCTIONS: Improved breathing, increased sense of smell, toxin filters, less susceptibility to sinus infection or congestion, water-to-air conversion filters allow breathing underwater.
COST: 11,000Cr for basic replacement (improved breathing), 2,000Cr per added function.
NOTES: Can provide protection against inhaled toxins or other substances. Submerged users can benefit from basic nostril closure technology. Improved analysis of smell gives +1 die to scent-based SENSES task rolls. Can be connected to a neural implant to send information to external devices. Takes 4 standard hours to install.

Inner Mouth

Replacement of the mucous membranes inside the mouth and component parts of the digestive and speech-related systems in that area. Mucous membranes are replaced with a sandwich of micro-components between two layers of organic tissue.
FUNCTIONS: Correction of mouth defects, improved production of saliva, detection and neutralisation of airborne toxins, bacteria and other harmful matter. Insulation against cold and heat. Breathing filtration and added processing of food. Changes in speech capacity.
COST: 12,000Cr for correction of mouth defects, 2,200Cr per additional function.
NOTES: Possible +1 die to taste based SENSES task rolls, improvement to food processing and some resistance to airborne matter. Takes 2 standard hours to install. Can be connected to a neural implant to send information about processed items.

Tooth

Single tooth replacement. Additional functionality over and above that of a normal tooth can only be applied to back teeth (molars).
FUNCTIONS: Replacement of broken or damaged tooth, tracking devices, sample analysis sensor, distress beacon, sub-aural comm-link or other small-scale communication devices.
COST: 6,000Cr for basic replacement, 1,100Cr for any additional features.
NOTES: Molar implants can be activated by pressure as well as vocal or sub-vocal commands. Takes 1 standard hour to install.

Tongue

Replacement of tongue with bio-electronic replacement that replicates the function and biology of the original organ but can contain additional sensors and utilities.
FUNCTIONS: Improvement in taste and manipulation of foodstuff during chewing, evaluation of material status (for example if food has gone off), detection of toxins, neutralisation of harmful ingredients (including poisons and spice content).
COST: 11,300Cr for basic replacement (improvement of taste and food manipulation), 1,800Cr per additional function.
NOTES: Replacement tongues can retain the metallic coating they are made with or can be coated in the same organic material used in mouth replacements. Takes 2 standard hours to install.

Throat (Trachea and Oesophagus)

Replacement of tubes that take air to the lungs (trachea) and food and drink to the stomach (oesophagus).
FUNCTIONS: Improved passage of air and nutrition to the respective locations, added filtration, analysis tools and sensors, improved zero-g movement of food through oesophagus. Protection against extreme cold or extreme heat.
COST: 15,000Cr for improved passage of material, plus 2,000Cr per additional function.

NOTES: Replacement tubes can include alternative methods of transferring material towards the required location: trachea can contain artificial bronchioles with suction mechanisms that will transfer air and carbon dioxide and the oesophagus can contain constricting rings that will help food move down towards the gullet. Takes 3 standard hours to install.

Larynx

Replacement "voice box", designed to return the power of speech to someone with a damaged or malformed larynx.
FUNCTIONS: Improvement in speech, alteration of voice, automatic pitch correction (for singers), recording and playback of speech.
COST: 22,000Cr for basic replacement, plus 2,000Cr for each additional function.
NOTES: Fitting an artificial larynx involves the user signing a guarantee that the device will not be used to impersonate people in an attempt to carry out illegal acts. Takes 2 standard hours to install.

Joint

Joint replacements improve the movement of a joint and include replacement of the surrounding muscle and tissue (cartilage) with organic substitutes.
FUNCTIONS: Improved movement, relief of arthritis including reduction of pain.
COST: 5,000Cr
NOTES: Replacement joints do not have much functionality over and above the basic reason for replacement. Joints are often replaced with synthetic alternatives to prevent painful conditions. Natives of high-g worlds are more likely to need joint replacements. Takes 2 hours to install.

Finger

Digital replacements take many forms, from simple replacement of damaged or disabled fingers to upgrading to a housing for electronic devices.
FUNCTIONS: Touch-plate for computer interface, standard connectors, internal weaponry (energy only), increased strength, removal of section to allow attachment of peripherals.
COST: 4,000Cr per digit for simple replacement, 1,200Cr per additional function.
NOTES: Peripherals above refer to external equipment. These are rare due to the prevalence of touch-connective peripherals. Takes 1 standard hour per digit to install.

Hand

Removal and replacement of entire hand. Includes cost of five individual digital replacements.
FUNCTIONS: Like for like repair and replacement of hand, integrated touch connectivity sensors, storage compartments, visual display in back or palm of hand.
COST: 28,000Cr for basic replacement, plus 1,500Cr per additional feature.
NOTES: Fingers must be replaced when hand is replaced. Takes 2 standard hours to install.

Forearm

Removal and replacement of entire forearm plus hand and fingers. Radius and ulna are replaced and mated to the existing humerus in the elbow joint. Artificial muscle fibres are used and can be replaced with stronger material. Cost includes replacement hand and fingers.
FUNCTIONS: Improved functionality, increased lower arm strength, storage areas, integration of energy weapons, computer touch interfaces, visual display in forearm.
COST: 37,000Cr for basic replacement plus 1,800Cr per function. Integrated weaponry will cost 5,200Cr and denies the fitting of any storage space.
NOTES: Replacement of forearm means that hand and fingers must also be replaced. Takes 3 standard hours to install.

Arm

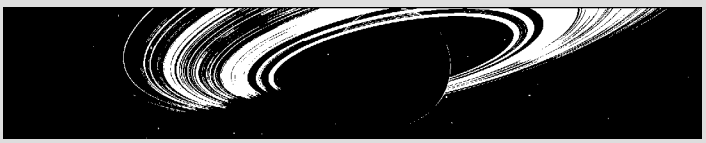
Removal of entire arm and replacement with bionic substitute. Bones, muscle and skin replaced with engineered alternatives, including the ball of the shoulder joint. Cost includes replacement of forearm, hand and fingers as outlined above.
FUNCTIONS: Muscle and bone replacement, synthetic skin with artificial nerve endings that can be tied to a neural implant, storage compartments, integral energy weapon and power pack, increased lifting strength and speed of movement, inclusion of sensors.
COST: 89,500Cr for basic replacement plus 2,000Cr for each additional feature. Features for forearm, hand and digits should be applied as outlined above.
NOTES: Inclusion of a storage compartment will disallow the inclusion of increased strength and vice versa. Replacement of a complete arm with enhanced muscle and bone structure allows BODY to be increased by +1. Replacement of both arms provide +2 dice to any BODY task pools. Takes 4 standard hours to install each arm.

Toe

Replacement for damaged or missing toes. Can incorporate artificial muscle fibres to increase strength and balance, data storage and touch connectivity.
FUNCTIONS: Enhanced artificial muscle fibres, touch connectors, artificial skin with sensor webs, artificial bones, data storage media centres.
COST: 3,000Cr for basic replacement, 1,200Cr per additional function.
NOTES: No effect on stats. Improvements and functionality should be limited to narrative. Takes 1 standard hour to install.

Foot

Replacement of lost or damaged foot. Can include enhanced muscle fibres, upgraded tendons, electronic implants and other small upgrades.
FUNCTIONS: Enhanced artificial muscle fibres, artificial bones to increase strength of foot, complete with bionic toes as standard. Can include alternative hinging to allow non-standard movement of the bones and structure.
COST: 23,300Cr for basic replacement plus 2,200Cr per additional feature (individual toes can be enhanced using the structure described above).
NOTES: No effect on stats. Improvements and functionality should be limited to narrative. Takes 1 standard hour to install.



Lower Leg
Replacement of leg below the knee, including replacement foot and toes as outlined above.
FUNCTIONS: Enhanced muscle, bone and/or tendons for improved movement and function. Storage compartment in calf/shin area, implant connection areas, enhanced dermal substitute.
COST: 36,200Cr for basic replacement plus 2,500Cr per additional feature. Lower leg, foot and toe features can be added at the rates described in those entries.
NOTES: If both lower legs are replaced and contain enhanced muscle and bone structure, BODY is increased by +1. Takes 1 standard hour to install.

Leg
Replacement of entire leg, including ball joint of hip, and all joints and structures.
FUNCTIONS: Basic replacement of muscles, bones and tendons, improved muscle and/or tendon fibres, strengthened bones, artificial bone marrow, storage compartments (behind shin and on outer thigh), capacity for implant connection, sensory improvements, upgraded dermis with sensor web, integrated energy weaponry.
COST: 59,000Cr for basic replacement, 3,000Cr per additional feature and 8,900Cr for integrated energy weapon.
NOTES: Integrated weaponry means that storage areas and improved strength cannot be included in this replacement. If improved muscles and bones are fitted to both legs +2 dice can be added to BODY task pools. Takes 4 standard hours to install.

Posterior
Replacement of gluteus maximum muscles, hips, pelvis and lumbar spine. Replacement of excretory system (lower alimentary canals) and bowels. Due to range of movement required in this area, no additional functionality can be fitted.
FUNCTIONS: Replacement of damaged or malformed muscles and bone structure. Increased performance muscle fibres, improved strength pelvic bones.
COST: 48,300Cr for replacement of hips, pelvis and glute muscles. 27,000Cr for replacement of lumbar spine. 23,000Cr for replacement of lower digestive system. All three available in combined procedure for 85,000Cr.
NOTES: No effect on stats. Takes 6 standard hours to install.

Genitalia
Replacement or modification to functional genitalia (male and female available).
FUNCTIONS: Basic replacement reproduces physical functionality of existing organs. Scrotum can be replaced with protective dermal cushioning. Common modifications to male genitalia include retraction into the pelvic cavity and automatic control of musculature using a neural implant. Female modifications include contraceptive features and modifications to increase lubrication and stimulation.
COST: Replacement of male external genitalia: 34,000Cr; replacement of female external features, vagina; wall and cervix: 42,000Cr; enhancements as outlined above: 12,000Cr each
NOTES: Experienced use of certain of the above enhancements may allow the user to gain +1D6 to INFLUENCE task pools. The primary reason for the development of these bionics was for replacement of damaged or malformed genitalia, but there is a sizeable market for these bionics for cosmetic reasons. Installation takes 4 standard hours.

Heart
Replacement heart, improving circulation and blood flow.
FUNCTIONS: Basic replacement duplicates the functions of a real heart. Bionic variant can include controls to regulate blood flow in non-standard gravity, control the heart rate in adrenaline-rich situations and find alternative oxygenation sources for the blood in case the respiratory system shuts down. Defensive modifications include EMP hardening and resistance to electrical currents (which can cause cardiac arrest).
COST: 12,300Cr for basic replacement, 2,500Cr for each additional feature.
NOTES: No effect on stats, but bionic hearts may be able to survive heavier damage from weapons than normal. Each instance of TRAUMA to the chest is reduced by one point. Takes 2 hours to install.

Lung
Replacement of one lung with cybernetic substitute that uses catalytic conversion to oxygenate the blood.
FUNCTIONS: Oxygenation of blood, removal of CO2 from blood, filtration of harmful airborne elements, increased oxygen retention (for use in low-oxygen environments), liquid capture and removal (prevents or delays drowning), alternative oxygen collection methods in extreme circumstances.
COST: 14,500Cr for basic replacement, 3,500Cr for each additional feature.
NOTES: "Alternative oxygen collection methods" include protection against suffocation or strangulation by projecting air-tubes through the surrounding tissue into the outer body areas, taking care not to damage other organs in the process. No effect on stats, but can provide protection against vacuum suffocation or loss of life support. Takes 2 hours to install.

Liver
Replacement of liver, allowing repair or improvement of digestive filtration and protein synthesis alongside existing biomatter synthesis.
FUNCTIONS: Replacement or improvement of digestion, bile production, blood filtration and hormone synthesis. Additional features can improve these functions.
COST: 11,000Cr for basic replacement, 2,500Cr for each feature improvement.
NOTES: No improvement to stats but may provide +1D6 to SENSES task rolls when under the influence of alcohol. Takes 1 hour to install.

Kidney
Replacement organ to improve or increase fluid filtration, including blood and urea.
FUNCTIONS: Filtration, purification and movement of blood and urea. Upgrades can increase the efficiency of the filtration or provide removal of harmful or poisonous elements.
COST: 7,400Cr for basic replacement, 1,600Cr per additional feature.
NOTES: No improvement to stats, but may give +1D6 to RESISTANCE task pools against poisoning or other imbibed substances. Takes 1 standard hour to install.

Pancreas
Replacement organ to repair or improve hormone production.
FUNCTIONS: Manufacture of hormones and distribution into the bloodstream. Increased production can be added as an upgrade, as well as capacity to detect unwelcome elements in the circulatory system.
COST: 5,800Cr for basic replacement, 1,500Cr per additional feature.
NOTES: No bonus to stats. Takes 1 standard hour to install.

Circulatory System
Network of tubes, tubules and capillaries that transport blood and related fluids through the body.
FUNCTIONS: Replacement of organic blood vessels with synthetic, self-cleaning vessels.
COST: 192,000Cr for major vessel replacement, 12,000Cr per additional limb-related vessel replacement.
NOTES: Major veins and arteries can be replaced as standard, but smaller vessels in various body locations will need to be replaced on an area-by-area basis. This surgery is lengthy and dangerous. Large vessel replacement will take 20 hours plus 2 Earth-standard weeks recovery time. Small vessel replacement will take 40 hours plus six Earth-standard weeks recovery time.

Glandular System
Modification or replacement of glands, restoring or improving the release of various hormones, fluids or other substances.
FUNCTIONS: Restore production of substances required in the body or on the skin, improve production of selected substances, added ability to produce or secrete alternative substances.
COST: 27,000Cr per gland replaced (52,000Cr for pineal or pituitary gland), 1,900Cr per gland per additional feature.
NOTES: No bonus to stats. Takes 3 standard hours to install.

Bone
Replacement of existing bone with artificial structures, usually made from high-impact plastic or surgical metals. Bone marrow is also replaced with a synthetic equivalent which stimulates the regeneration or natural marrow over a two-year period.
FUNCTIONS: Replacement of existing bone, increased bone strength, replacement or improvement of bone marrow production, addition of implants or electronic devices.
COST: 5,000Cr to 25,000Cr per bone depending on size and location. 15,000Cr per vertebra for replacement of spinal column bone structure. Note that nervous system cannot be replaced. Replacement of cartilage or tendons around bones will cost an additional 3,000Cr per bone terminus.
NOTES: Bone replacement surgery will take approximately one hour per bone. This includes small bones like digital phalanges. If a hand is to be replaced, for example, one hour should be assumed for each of the 27 bones in the hand. The patient should then roll 2D6 and the result is the number of Earth-standard weeks needed for recovery.

Muscle
Muscle fibre can be replaced with a synthetic substitute that can integrate with the existing tissue and nerve endings. The material can "learn" the patterns of nerve pulses and soon become a seamless replacement for the original fibres.
FUNCTIONS: Restoration or improvement of existing muscle behaviour, increased power and durability of tissue.
COST: 3,500Cr per muscle group for basic replacement, 900Cr for enhanced strength and durability fibres.
NOTES: If the back, arm and leg muscles are all replaced with enhanced synthetic muscle fibres, BODY can be increased by +1. Installation will take 1 standard hour per muscle group and 1D6 x 10 hours for assisted recovery.

CLONED BODY PARTS

Cells from the patient's existing organ or limb are sampled, along with a quantity of stem cells and growth hormones. These are cultured and engineered to act on each other and grow into the required limb or organ. Once fully grown, the original limb or organ is removed as required and the replacement can be grafted onto the body. Body parts that cannot be replaced this way include the brain, nervous system and circulatory system.

The entries below list the base cost in credits (Cr) to culture a replacement and graft it to the body in question. Replacements are exactly that – a like-for-like replacement of a body part. No special features or enhancements can be added to cloned items. Prices include the removal of existing cloned parts and the fitting of the new ones.

Bones
Single bones can be cloned, as can a cluster of bones (e.g, all the bones of the hand). The cost depends on the size of the bone.
COST: 5,000 (digits, extremities) to 25,000 (long bones)

Muscle tissue
Includes cartilage and tendons. Single muscle fibres and complete muscle groups can be cloned using structural frameworks alongside the cloned donor material. The cost depends on the size or complexity of the muscle being cloned.
COST: 1,300 (single small muscle) to 320,000 (muscle group)

Skin
Cloned replacement dermis and epidermis. Used to reverse the effects of ageing, scarring or various skin diseases.
COST: 39,000 for all-over replacement, lower cost for individual areas (i.e. 4,100 for facial skin)

Organs
Replacement for single organ. This includes single kidney and single lung. Prices have been standardised.
COST: 45,000Cr

Glands
Naturally cloned replacement glands are grown in situ to ensure complete integration into the body's systems. Cranial glands can also be cloned in this way.
COST: 28,000Cr

Limbs
Growth of a whole limb can be achieved but is a complex process that can take many weeks and involves the patient being immobilised for several days at the start of the process.
COST: Complete Limb (including joints): 700,000Cr
Lower Limb (including joints): 485,000Cr
Extremity (including joints): 225,000Cr
Digit: 18,000Cr

ELECTRONICS, MEDIA AND COMPUTING

Electronic items are amongst the most common items in colonised space, but the majority can be refined into one of three categories. Communications items are the most common, providing an interface between an individual, the environment and important contacts in other parts of the galaxy – most devices have some sort of communications technology built in, but others may need a dedicated "portal" device to connect to the outside world.

Personal computers are another very common item, and come in a variety of shapes and sizes to suit any budget or requirement. The size of a computing device does not limit the processing power, and the majority of computing devices are sized according to the visual needs of the owner: some prefer an ocular implant screen to see the content in detail whilst others are content to have a tiny device that verbally relays the required information. Each device is equipped with the interface method that best suits its application.

Audio and visual media devices are the third main category, including items that can record and play back audio and video streams either from a communications source or from a connected storage device.

Often a device will be designed to incorporate some or all of the above functions. All-in-one devices are very common and easily obtainable, with many single-purpose devices available that can incorporate add-on modules that expand the functionality into one or both of the other categories.

COMMUNICATIONS

There are several methods of communications commonly found both planetside and in space. Faster-than-light (FTL) comms, sometimes known as hyperlinks, can be achieved even with small devices as they will locate the nearest FTL relay terminal and attempt to initiate the communication through that route.

Personal and public comms devices also act as relays themselves, allowing certain recognised devices to push a comms signal through their own transceivers. Although some older businesses still advertise a communications relay service, the majority of people either use their own device or a freely available one. Some comm-links are small devices that can be held in the palm of the hand or clipped to an item of clothing. Most include at least one small display screen and touch interface, although wearable contact lens screens are common. Peripherals are available for these devices, including over-the-ear outputs and subcutaneous implants that relay the audio and video streams directly to the inner ear and optic nerve.

Personal comms devices are free to use and can link to other comms devices in the local star system without any additional purchases. Making a device hyperlink-capable doubles the price of the unit and involves a subscription to a hyperspace tightbeam provider that can cost between 100Cr and 1,000Cr per year. A hyperlink call can be made to another star system for the cost of between 10Cr and 1,000Cr credits.

A basic commlink costs about 20Cr from a TL7 outlet, and the relative size or interface type does not affect the price or availability. Subcutaneous implants are usually included in the price of a device but a medical professional should be consulted (and paid) to install the implant safely.

PERSONAL COMPUTERS / ASSISTANTS

Comms devices incorporate a certain amount of computing power to provide better functionality and reliability, but for more intensive processing a dedicated personal computer is desirable. These are again available in varying sizes and designs, but the average computer measures roughly 30x20cm and incorporates both touch and voice interfaces, programmable display modes and expansion slots. Implants and interface preferences are available, including ocular overlay lenses, optic nerve and inner ear implants and advanced security systems. Both remote and local storage options are standard, and most computers include a standard linking service for anyone with a vehicle or spacecraft that has an on-board computer system.

Standard computers are available for 120Cr at TL7 locations and contain up to three interface options including (but not limited to) those listed above. Short range communications are included as standard and long-range comms linkups can be purchased for 20Cr. If the computing power required is greater than the average, then the price for a computer can be increased depending on the demands of the situation, the Tech Level of the location and the nature of the sellers in that location.

Removable storage media is available for computers in compact modules and costs between 100Cr and 200Cr depending on transfer rate. Storage is available at TL6 or above.

Computing devices containing autonomic, pseudo-intelligent software have been common for two centuries, and are available in a variety of interface types and sizes. The software is called "pseudo-intelligent" because it mimics true personality through programming and simulation rather than containing illegal true-AI software. Vehicle control systems, communications terminals, vending machines and personal computing devices can contain intelligent interfaces. Amongst the smallest are the Voight-Comal C-902 Personal Companion and the SenWare ATP12 AutoRemote, both as small as a fingernail but capable of independent thought and action (within certain safety parameters) and both capable of acting as transceivers and remote monitoring devices. The C-902 is the more expensive of the two, retailing at around 2,500Cr whilst the ATP12 can be bought for 1,900Cr.

Autonomic interface modules can be installed in most standard computing devices for an additional 750Cr, and can optionally contain a randomly chosen or specifically requested personality type. Voight-Comal is notable for their requirement that potential C-902 owners undergo a personality test to determine which simulated personality traits a customised C-902 should be programmed with to provide maximum effectiveness in its assigned role.

AUDIO/VISUAL MEDIA

Video and audio recorders are available to buy both as standalone devices and add-on components for communications and computer systems. Video media recorders always include full motion and still image recording modes as well as a built in separate audio recording facility. Dedicated audio recorders are also available.

A standard quality audio recorder/player can be bought for 15Cr at TL 4 or above. Small scale video recorders can be bought for 100Cr at TL5 or above, and larger models for high definition recording can be bought for 250Cr at TL6 or greater.

Filters can be bought for these devices that enable thermal imaging, high definition optical zoom and other effects for 50Cr per modification.

Clandestine recording devices are also available, but the legality of these items is questionable. HD surveillance cameras the size and thickness of a fingernail will cost 500Cr at TL5 and above, and will include low-light, thermal imaging and automatic zoom functions whilst being able to transmit wirelessly to a receiver unit up to twenty kilometres away. Audio only devices that are no bigger than a human hair in diameter can be purchased for 300Cr at TL5 and up and can transmit wirelessly over distances up to a hundred kilometres.

Home Entertainment is another aspect of audio/visual electronics that is popular, with an increasing number of subscribers joining entertainment streaming services each year. A standard quality home audio system, providing immersive, full surround sound from a 20cm cubed base unit supplying high-definition sonic filament wire retails at around 250Cr. A similar video system with a choice of super-size projected images or optic lens reception can be bought for 400Cr. Both systems are available at TL6 or above. Fully immersive holographic entertainment systems, where the nerves and senses are directly stimulated by micro-electric impulses cost 650Cr at TL8 or above. All the above systems are fully portable and can be transported in a small briefcase.

POWER GENERATION

Hydrogen-fuelled power cells are the cleanest, most efficient choice for the vast majority of power needs across the galaxy. At the upper end of the scale hydrogen-fuelled generators use nuclear fusion to provide clean energy for space stations, spacecraft, towns and cities with very little waste product. At the smaller end of the scale electrolytic hydrogen catalyst power cells (sometimes called EHCPCs or “H-cells”) provide the energy for home appliances, portable devices and energy-based weapons. Hydrogen power cells are rechargeable.

Power cells are available in a range of sizes suited to certain applications. General power cells, designed to fit everyday portable appliances like computers, comm-links and portable media systems, are classed as mid-sized objects and take mid-sized power cells that are anywhere between 3x5x1cm in size and 6x10x3cm in size, costing from 15Cr to 30Cr each at TL6 locations. Weapons also take mid-sized cells but at the military grade performance level costing 50Cr each.

Small devices take small power cells, normally about 1cm in diameter and 0.5cm tall but available anywhere between 1mm in height and 2cm in approximate diameter. These cost between 10Cr and 40Cr from TL6 locations. Military grade small cells are also available but are not used in weapons.

Large appliances and equipment, for example vehicle control systems or scientific apparatus, can take large size power cells (or can, of course, be powered from external power generators or mains electrical supplies). Large cells range from 20x20x20cm to a metre on all sides and standard models cost from 100Cr to 2,000Cr depending on size and can be found at TL6 and above locations.

A hydrogen cell generator, designed to power vehicles, home electrical supplies or businesses, can be purchased from 10,000Cr at TL6 and above.



PERSONAL WEAPONS

Weapons carry the following additional statistics related to their function and effect. These should be noted in the "Available Weapons" section of the Avatar Record file when the weapon is being carried on the Avatar's person.

- **WEAPON DESCRIPTION**: the manufacturer and model of the weapon.

- **MASS** (kg): The physical mass of the item in kilogrammes.

- **TYPE**: Type of weapon:
  - Blunt (**BLU**): soft or hard material, unsharpened and used for clubbing.
  - Blade (**BLA**): sharp metal, monofilament or shaped energy blades for cutting and stabbing.
  - Kinetic (**KIN**): weapon that uses kinetic energy to fire projectiles. Common kinetic weapons include rail guns (which use electromagnets to propel the projectile), compressed air guns and explosive round weaponry.
  - Energy (**NRG**): fires charged particles or wave-forms (lasers, plasma etc). Can be lethal or non-lethal depending on power and type of energy used.
  - Electro-Shock Weapon (**ESW**): uses electrical charge to incapacitate an opponent or short out electrical or electronic equipment.

- **CLASS**: the class of the weapon, based on the size:
  - Class 0: Tiny (T) - Easily carried and concealed in a closed fist.
  - Class 1: Small (S) - Easily carried in one hand.
  - Class 2: Medium (M) – Bulky and heavy, but can still be carried in one hand.
  - Class 3: Large (L) - Carried in one hand with difficulty or with both hands. This is the largest class of man-portable weapon listed. Anything larger is considered to be a vehicle-mounted weapon.

- **AMMO TYPE**: The type and calibre or power rating of ammunition that the weapon requires. Calibre of kinetic weapons is represented as the diameter of the round followed by the length of the shell, e.g. "9x55" means a 9mm diameter round that is 55mm long. Power ratings for energy weapon power cells are listed as a wattage value representing the highest power rating of the cell that can be used.

- **CLIP SIZE**: How many rounds can be fired before the weapon has to be reloaded (new magazine of bullets for a kinetic weapon or a new power cell for an energy weapon). Energy weapon power cells do not need to be reloaded, but the internal coils need time to cool down and sometimes it is quicker to eject the cell and load a new one. The clip size value here denotes how many times the weapon can be fired or discharged before it needs to be cooled. This can be done by not firing the weapon for one turn of 15 seconds.

- **RNG** (m): How far the weapon can cause injury in metres. To convert this to a tabletop range using the same units as the vehicle combat simulator, divide the range in metres by 4 to find the range in inches on the table.

- **ROF**: Stands for Rate Of Fire. How often per combat round the weapon can be fired. May contain multiple values representing weapon settings that will affect the ROF. For example, 1,3,6 would represent a weapon that can be set to single shot, three round burst or a full automatic setting that will allow 6 shots in a round. Non-ranged weapons would have an ROF of 1.

- **TRAUMA**: How much damage the weapon inflicts per hit. This is a BASE value, and can be modified by ammunition.

- **COST**: The amount of credits (Cr) it costs to buy a standard quality example of this weapon.

The AMMO LOAD tracker allows the player to keep track of what ammunition has been loaded into the weapon and how many shots remain.

- **AMMUNITION DESCRIPTION**: Useful identifying information about the ammunition. For example, the calibre and tip type of kinetic rounds or the wattage of an energy pack.

- **MASS** (kg): The mass of the clip or pack in kilogrammes.

- **AMMO IN CLIP**: A place to keep track of how much of the current clip or power pack has been used. Use it to count down the rounds or charges remaining in the clip or power pack or use it to count upwards to the "Clip" value.

- **AVAIL. CLIPS**: A count of how many clips of this ammunition still remain.

- **TRAUMA MOD**: Modifier to the weapon's TRAUMA value provided by the ammunition.

In the majority of weapons it is the weapon stats alone that provide the TRAUMA values, but kinetic weapons can have these stats altered by certain types of ammunition. The TRAUMA values of the kinetic weapons themselves are considered to be BASE stats, modified by the ammunition type.

BLUNT FORCE WEAPONS (BLU)

No range value is noted for blunt force weapons. When wielded in the hand the range is 1m (representing the length of an arm) plus the length of the club, cosh or baton. If using miniatures rules a wielded blunt force weapon is only effective on a target directly adjacent in the forward arc (either in an adjacent hex or within one measurement unit). If throwing an object the range is the thrower's BODY in measurement units.

CLUB

A blunt weapon that can be anything from a baseball bat to a half-brick in a sock. There are two classes of club – the class 1 version is a short but effective weapon of no longer than eight to twelve inches in length and easily carried in one hand. This includes things like coshes (a soft bag filled with sand), pistol handles (called pistol-whipping) or short planks of wood.
MASS 1; **TRAUMA** BODY-1; **COST** 8*

A class 2 club is a longer, more damaging club, usually between 12 inches to a few feet in length. Sporting goods (baseball bats, zero-g cricket bats) and gardening tools (broom handles, four-foot fencing planks) are common larger clubbing weapons but if there's one thing that humanity is good at, it's making weapons out of whatever is lying around (tree branches, thigh bones etc.).
MASS 1; **TRAUMA** BODY; **COST** 12*

* The price indicates the average price for something that would be an effective club or has been made for that purpose. Makeshift clubs can be freely lying around for the taking.

EXTENDABLE BATON
These are the thin batons that many police forces around the galaxy commonly use. They are stored as a six-to-eight inch long metal tube, but a flick of the wrists can extend the baton out up to two feet. They are lightweight and very effective.
MASS 0.2; **CLASS** 1; **TRAUMA** BODY; **COST** 40

NUNCHAKU (SOFT)
Nunchaku are an ancient weapon created by joining two short clubs together with a length of chain or rope. Soft nunchaku are padded wooden clubs or can be fabric stuffed with cork. They are commonly used to subdue rather than injure.
MASS 0.2; **CLASS** 1; **TRAUMA** BODY-1; **COST** 45

NUNCHAKU (HARD)
Hard nunchaku are the same as the version described above but made of hard wood, composite materials or metal and are designed to maim and often kill if used without restraint.
MASS 0.4; **CLASS** 1; **TRAUMA** BODY+1; **COST** 60

KNIVES (BLA)

No range value is noted for knives. When wielded in the hand, a knife's range is 1m (representing the length of an arm), and the throwing range is the thrower's BODY + 1D6m. If using miniatures rules a wielded knife is only effective on a target directly adjacent in the forward arc (either in an adjacent hex or within one measurement unit). If throwing a knife the range is the thrower's BODY + 1D6 in hexes or measurement units.

SWITCHBLADE KNIFE
A knife with a blade that retracts completely into the handle and can be released by swinging the knife around and snapping the handle closed whilst the blade is extended.
MASS 0.1; **CLASS** 1; **TRAUMA** 1; **COST** 60

THROWING KNIFE
Small, easily concealed knives that are weighted for throwing. Price given below is for the standard set of three held in one leather pouch.
MASS 0.1; **CLASS** 1; **TRAUMA** 1; **COST** 120

COMBAT KNIFE
A medium sized blade, normally about 4 to 6 inches long, with one smooth cutting edge and one serrated sawing edge. Often contains small utility items in the handle (such as a compass or field medicine kit).
MASS 0.3; **CLASS** 1; **TRAUMA** 1; **COST** 210

SWORDS (BLA)

No range is given for swords – as hand-held weapons the effective range is the length of the sword's blade plus the length of the wielder's arm. If using miniatures rules a wielded knife is only effective on a target directly adjacent in the forward arc (either in an adjacent hex or within one measurement unit). Swords cannot be thrown.

SHORT-BLADED SWORD
A sword of blade length no more than 12 inches designed for thrusting and slicing at opponents at short range. Most designs are double-edged with a point for thrusting when the opportunity presents itself.
MASS 1; **CLASS** 1; **TRAUMA** 3; **COST** 120

LONG-BLADED SWORD
A double-edged sword with a length between 12 inches and three feet. Designed for sweeping attacks and thrusting but needs some strength to use well.
MASS 3; **CLASS** 2; **TRAUMA** 3; **COST** 410

KINETIC WEAPONS (KIN)

Weapons designed to rapidly expel a solid projectile from the weapon are collectively known as KINETIC weapons. Kinetic energy is the energy that results from a reaction taking place in the confines of the weapon, pushing the projectile out along an exit path. The damage from these weapons is caused by the projectile impacting the target - the high velocities these projectiles are fired at cause catastrophic and often fatal injuries to living organisms and significant damage to harder targets depending on size and composition. Different types of projectile also can affect the damage caused.

The weapon may have multiple firing modes that are active when the trigger is pulled: single shot, three-round burst or full automatic. A weapon in full automatic mode will use up to six rounds in one combat action. Modern weapons are recoil limited, venting waste gases through the weapon's casing to keep it immobile.

The range of the weapon and the damage it can cause both depend on the diameter and size of the cartridge, known as the "calibre". Two diameters are available, 5mm and 9mm, with the 9mm being the standard across most of the galaxy: 5mm cartridges are most commonly used in secondary or concealed weapons. Three lengths of cartridge are available for man-portable kinetic weapons. 30mm long rounds are the most common, and are used in pistols and machine guns. 55mm long rounds are used in heavy pistols, machine guns and some assault rifles. 80mm long rounds are used in heavy machine guns, assault rifles and sniper rifles.

All kinetic weapons are capable of being loaded with soft or hard projectile ammunition. The two types of ammo function the same way, but trauma from soft projectile ammunition is temporary. Whilst other types of ammo can cause death, if a character being hit with SPR ammo reaches the limit of their Trauma they are only knocked out.

Soft projectile ammunition (**SPR**) is tipped with rubber or other soft material which cushions the target from the full force of the impact and are engineered to reduce the speed with which they are fired from the weapon.

Hard projectile ammunition (**HPR**) is much the same as SPR ammunition, but the tip is made from a hard, dense material such as lead. The round is also engineered to maximise the velocity at which it is fired

The trauma and blood loss sustained from being shot by a kinetic weapon is dependent on the ammunition used. Those stats are listed in the ammunition descriptions below this section. The ranges listed include modifiers for the calibre and length of the ammunition (representing the larger explosive force from the firing process).

5MM MINI PISTOL

Snub-nosed pistol with limited ammo, small enough to conceal in a pocket or in the hand.
MASS 0.5; **CLASS** 0; **AMMO** 5x30; **CLIP** 3; **RNG** 15m; **ROF** 2; **TRAUMA** 2; **COST** 260

5MM PISTOL

Compact semi-automatic with a hammerless action.
MASS 0.5; **CLASS** 1; **AMMO** 5x30; **CLIP** 15; **RNG** 60m; **ROF** 1; **TRAUMA** 2; **COST** 390

9MM PISTOL

Larger calibre semi-automatic pistol.
MASS 1; **CLASS** 1; **AMMO** 9x30; **CLIP** 18; **RNG** 70m; **ROF** 1; **TRAUMA** 2; **COST** 550

9MM HEAVY PISTOL

Long-barrelled semi-automatic pistol. It has a longer range than the standard pistol thanks to the longer shell casing.
MASS 1; **CLASS** 1; **AMMO** 9x55; **CLIP** 12; **RNG** 90m; **ROF** 1; **TRAUMA** 2; **COST** 675

MACHINE PISTOL

A compact and lightweight fully-automatic pistol. Carrying a weapon of Machine Pistol or greater size in most public areas is an offence and will, at the very least, attract the attention of local law enforcement.
MASS 2; **CLASS** 1; **AMMO** 9x30; **CLIP** 22; **RNG** 80m; **ROF** 2; **TRAUMA** 2; **COST** 845

SUB MACHINE GUN

Small, reduced recoil automatic weapon with retractable stock. Comes as standard with an electronic scope and a targeting laser pointer.
MASS 3; **CLASS** 2; **AMMO** 9x30; **CLIP** 18; **RNG** 100m; **ROF** 2; **TRAUMA** 2; **COST** 1,350

HEAVY SMG

A heavier and more accurate version of the submachine gun which holds a longer bullet casing to give superior range when compared to standard SMGs.
MASS 4; **CLASS** 2; **AMMO** 9x55; **CLIP** 12; **RNG** 120m; **ROF** 2; **TRAUMA** 2; **COST** 1,650

ASSAULT RIFLE

Long-barrelled, longer-range weapon with higher damage.
MASS 5; **CLASS** 3; **AMMO** 9x55; **CLIP** 26; **RNG** 160m; **ROF** 2; **TRAUMA** 3; **COST** 2,050

HEAVY ASSAULT RIFLE

Uses a longer shell casing to contain more explosives and thus increase the range of the weapon.
MASS 6; **CLASS** 2; **AMMO** 9x80; **CLIP** 28; **RNG** 180m; **ROF** 2; **TRAUMA** 3; **COST** 2,600

BELT-FED ASSAULT RIFLE

The belt-fed rifle feeds a long chain of linked bullets through the weapon's firing chamber. Its rate of fire is slow, but the mechanism is reliable and allows for a wider weapon casing and more efficient release of the bullet into the barrel. This means that the damage is increased whilst using the same sort of ammunition as smaller weapons.
MASS 10; **CLASS** 3; **AMMO** 9x80; **CLIP** 120; **RNG** 170m; **ROF** 1; **TRAUMA** 4; **COST** 5,300

SNIPER RIFLE

Sniper rifles allow marksmen to take out targets from a safe distance. A holoscope provides detailed information about wind speeds and other environmental factors.
MASS 6; **CLASS** 3; **AMMO** 9x80; **CLIP** 4; **RNG** 1000m; **ROF** 2; **TRAUMA** 6; **COST** 675

ROTARY MINIGUN

Six linked barrels allowing high rate of fire and good stability.
MASS 14; **CLASS** 4; **AMMO** 9x55; **CLIP** 180; **RNG** 350m; **ROF** 6; **TRAUMA** 5; **COST** 12,500

SHOTGUNS

Shotguns can shoot two different types of ammunition: shot and slugs. Shot is a quantity of metal ball bearings pushed into the end of a shell and capped with a soft plug to keep them in place. When the shot is fired, the explosive force pushes the shot through the plug and out to form a rapidly moving cloud of ball bearings that can cause massive damage at close range. A slug works in the same way as other kinetic ammunition, pushing a solid metal lump out of the shotgun's barrel at high velocity. The slug is larger than the bullets fired from a smaller calibre gun and can potentially cause more damage. Most shotguns are manually pump-action fed.
MASS 3; **CLASS** 3; **AMMO** Shell; **CLIP** 6; **RNG** 30m; **ROF** 1; **TRAUMA** 3; **COST** 675

KINETIC AMMUNITION

SPR AMMUNITION

Non-lethal ammunition (Soft Projectile or SPR ammo) is provided at the stated price in cases of 100 rounds weighing 1kg, replaces the weapon's TRAUMA and Blood Loss stats with the ammo's TRAUMA value and comes in four distinct bullet types:

- **Rubber**: Soft rubber pellet to sting and shock target.
- **Pepper**: Breakable globes filled with pepper to blind and incapacitate target.
- **Paint**: Breakable globes filled with coloured paint for marking targets.
- **ESD**: Electroshock probe-tipped bullets, delivers a stunning shot to the target.

The list below shows the TRAUMA value and cost for each calibre of soft ammunition.

- **CAL** 5x30; **TRAUMA** 1; **COST** 60
- **CAL** 9x30; **TRAUMA** 2; **COST** 80
- **CAL** 9x55; **TRAUMA** 3; **COST** 120
- **CAL** 9x80; **TRAUMA** 4; **COST** 180

HPR AMMUNITION



Hard Projectile (HPR) ammunition is provided at the stated price in cases of 100 rounds weighing 2kg, adds the TRMOD value to the weapon's TRAUMA and Blood Loss values and comes in four distinct bullet types:

- **Lead**: Standard rounds, carrying lead bullet.
- **Teflon**: Better armour penetration, +1 to TRMOD against equipped Armour only.
- **Flechette**: Good penetration, +1 to TRMOD to body only.
- **Hollow-point**: Poor armour penetration, bullet spreads out into shrapnel after impact, +2 to TRMOD to body only.

TRMOD bonuses above are in addition to the TRMOD bonuses given for ammunition's calibre. The following list shows the prices and bonuses for each available calibre.

- **CAL** 5x30; **TRMOD** 0; **COST** 140
- **CAL** 9x30; **TRMOD** 0; **COST** 180
- **CAL** 9x55; **TRMOD** +1; **COST** 260
- **CAL** 9x80; **TRMOD** +2; **COST** 360

HPR SHOTGUN SHELLS

Shotgun ammunition costs 600Cr for a case of 100 12 gauge shells weighing 3kg. Using the ammo adds the TRMOD value to the weapon's TRAUMA and Blood Loss values and comes in four distinct shell types:

- **Packed shot**: Shot is spun in a sabot before leaving the barrel, keeping it in a narrow focused area. This is the default type of shell.
- **Spread shot**: Shot is spread over a wide area, shorter effective range (RNG -10m).
- **Slug**: Good penetration,+1 to armour TRAUMA only.
- **Hollow point slug**: Poor penetration but cause more damage to body, +1 to body TRAUMA and Blood Loss only.

ELECTROSHOCK BATONS [ESW]

Short batons are commonly carried as personal defence items in unfriendly environments and are commonly found as concealed weapons in the more lawless areas of the galaxy. The medium and long versions are more frequently found in the hands of law enforcement or civil defence officers. They have a long history of use in agriculture, and are still marketed to those sectors.

ELECTROSHOCK BATON, SHORT

MASS 0.5; **CLASS** 1; **AMMO** 100mW; **CLIP** 10; **RNG** 1m; **ROF** 1; **TRAUMA** 1; **COST** 120

ELECTROSHOCK BATON, MEDIUM

MASS 1; **CLASS** 1; **AMMO** 150mW; **CLIP** 5; **RNG** 1.5m; **ROF** 1; **TRAUMA** 1; **COST** 270

ELECTROSHOCK BATON, LONG

MASS 1.5; **CLASS** 2; **AMMO** 250mW; **CLIP** 5; **RNG** 2m; **ROF** 1; **TRAUMA** 2; **COST** 475

ENERGY WEAPONS [NRG, ESW]

Energy weapons have the same primary purpose as kinetic weapons, but use focused energy to shoot the target rather than physical projectiles. The two most common hand-held energy weapon types are thermal lasers and electroshock weapons. Laser weapons use a focused beam of high frequency light passed through a series of lenses whilst electroshock weapons deliver an electrical charge into the target.

Thermal lasers (NRG) rapidly heat and cool the target surface to create damaging shockwaves in that surface. The lowest settings on a thermal laser will gradually heat the target and eventually burn through. Higher power settings will burn through skin, muscle and other tissues almost instantly, cleanly cauterising the edges of the resulting wound.

ElectroShock Weapons (ESW) are designed to deliver a debilitating electrical shock to a living target without endangering life. At low levels it will render a person or creature unable to move or speak only whilst the charge is being applied. At high levels the electrical shock will disrupt the nervous system completely, causing intense pain, complete loss of control of bodily functions and paralysis for anything up to 10 hours.

Hybrid weapons (HYB) are combination thermal laser and electroshock devices that can be set to deliver either the thermal damage expected from a laser weapon or the electrical shock that an ESD weapon would discharge.

Energy weapons use power packs instead of physical ammunition and are available to buy at worlds of TL6 or above.

MINI PISTOL [ESW OR NRG]

The miniature pistol is a palm-concealable device that can be used to good effect as an emergency defence weapon. It is a very short range weapon that allows a short and focused burst of energy to be fired.

MASS 0.5; **CLASS** 1; **AMMO** 150mW; **CLIP** 4; **RNG** 10m; **ROF** 1; **TRAUMA** 1; **COST** 250

ELECTRO PISTOL [ESW]

The electro pistol sends an electrical charge through the air to ground on whatever it encounters first. It can bring an unarmoured soldier to the ground in one shot and is a popular choice with private security forces.

MASS 1; **CLASS** 1; **AMMO** 250mW; **CLIP** 10; **RNG** 150m; **ROF** 1; **TRAUMA** 2; **COST** 380



LASER PISTOL (NRG)
The standard spec laser pistol is an efficient design with respectable range for a weapon of its size.
MASS 1; **CLASS** 1; **AMMO** 250mW; **CLIP** 8; **RNG** 150m; **ROF** 1,3; **TRAUMA** 2; **COST** 450

HYBRID PISTOL (ESW & NRG)
The hybrid electro/laser pistol combines the best elements of the laser and electro pistols into one unit, retaining the stopping power of the equivalent dedicated electro pistol. The TRAUMA values given are the ESW damage then the NRG damage.
MASS 1; **CLASS** 1; **AMMO** 250mW; **CLIP** 8; **RNG** 150m; **ROF** 2; **TRAUMA** 2,2; **COST** 650

HEAVY ELECTRO PISTOL (ESW)
The heavy electro pistol is the harder hitting big brother of the standard electro pistol.
MASS 2; **CLASS** 2; **AMMO** 500mW; **CLIP** 12; **RNG** 250m; **ROF** 2; **TRAUMA** 3; **COST** 1,235

HEAVY LASER PISTOL (NRG)
The RM-177 is Reay-Martin's second foray into heavy weaponry following the RM-92S rifle. It is the preferred weapon of the Alliance military and is becoming a favoured weapon in many other jurisdictions for its lightweight design, reliability and stopping power.
MASS 2; **CLASS** 2; **AMMO** 500mW; **CLIP** 8; **RNG** 250m; **ROF** 2; **TRAUMA** 3; **COST** 1,675

HYBRID HEAVY PISTOL (ESW & NRG)
The most common tactical weapon in the galaxy, carried by Federal Special Forces and most militia. The pistol does lose some power to the hybrid modes but makes up for it by having a very efficient cooling coil that allows 10 shots before needing a cooldown.
MASS 2; **CLASS** 2; **AMMO** 500mW; **CLIP** 10; **RNG** 250m; **ROF** 2; **TRAUMA** 3,3; **COST** 2,475

ELECTRO RIFLE (ESW)
The largest electro weapon, the rifle has a folding stock that incorporates electronic targeting.
MASS 4; **CLASS** 3; **AMMO** 500mW; **CLIP** 8; **RNG** 1150m; **ROF** 1; **TRAUMA** 4; **COST** 1,675

LASER RIFLE (NRG)
A common battlefield weapon that offers a significant increase in range over laser pistols. Features a heat suppressing barrel and a pair of micro heatsinks that dissipate the heat from the coils more efficiently than air cooling alone.
MASS 5; **CLASS** 3; **AMMO** 500mW; **CLIP** 6; **RNG** 1150m; **ROF** 3; **TRAUMA** 4; **COST** 2,450

SNIPER LASER RIFLE (NRG)
Sniper rifles allow combatants to strike from deep cover up to a kilometre away from the target. This type of range needs a level head and a good eye, but the BK-908 includes holographic targeting and on-scope wind speed and direction information to help the gunner stay on target.
MASS 6; **CLASS** 3; **AMMO** 1W; **CLIP** 3; **RNG** 2,000m; **ROF** 1; **TRAUMA** 6; **COST** 8,675

ENERGY WEAPON POWER CELLS

Lasers and electroshock weapons draw the energy for each shot from power cells. These are compact, rechargeable hydrogen fuel cells that are available in a variety of output levels.
- **100mW**: **MASS** 0.1; **CLASS** 0; **COST** 40
- **250mW**: **MASS** 0.1; **CLASS** 0; **COST** 120
- **500mW**: **MASS** 0.1; **CLASS** 0; **COST** 200
- **1W**: **MASS** 0.2; **CLASS** 0; **COST** 410
- **2W**: **MASS** 0.4; **CLASS** 1; **COST** 1,225

SMALL EXPLOSIVES (THROWN)

Personal-use explosive munitions include hand grenades, pipe bombs and other small-scale explosive devices. Small explosives are activated before throwing or launching them and can be set to detonate after a set delay, giving the device time to arrive at its destination. The RANGE value shown here is the blast radius of the explosive device. To see how to calculate the range the weapon can be thrown, see the "Thrown Weapons", "Area Effects" and "Gravity and Atmosphere" sections above.

SMOKE GRENADE
No direct damage, trauma is suffered every minute of exposure. Everyone within the blast radius will lose a die in SENSES Task Pools until the smoke wears off. LMs should take atmospheric elements into account when determining how long the smoke will take to dissipate. As a guide it will take three rounds for the smoke to dissipate if there are no other environmental factors.
MASS 0.5; **CLASS** 0; **RNG** 20m; **TRAUMA** 1; **COST** 270

FRAG GRENADE
Fragmentation grenades throw tiny pieces of shrapnel around the blast area of the grenade. The TRAUMA value indicates the damage done by each bit of shrapnel to each person hit. The LM or player should roll 1D6 to see how many bits of shrapnel hit each person in the blast radius (RNG value). 1D3 should be rolled for anyone between RNG+1 and RNGx2 metres from the blast and 1D2 should be rolled for anyone between RNGx2+1 and RNGx3 metres away.

THROWING GRENADE
MASS 0.5; **CLASS** 1; **RNG** 30m; **TRAUMA** 2; **COST** 110

LAUNCHER PROPELLED GRENADE
MASS 0.5; **CLASS** 1; **RNG** 30m; **TRAUMA** 2; **COST** 180

INCENDIARY GRENADE
Incendiary grenades blow rapidly expanding burning liquid around the blast area, which will stick to any target and burn hotly. TRAUMA damage is due to fire and is debilitating. Anyone in the blast area will lose one die from SENSES Task Pools for two rounds through exposure to fire and smoke.
MASS 0.5; **CLASS** 1; **RNG** 20m; **TRAUMA** 10; **COST** 130

FLASH-BANG GRENADE
Flashbangs are grenades that emit a bright, blinding light intended to incapacitate rather than injure. Anyone in the blast radius will suffer stun damage and blinding for 2 rounds: any SENSES rolls should lose two dice from the Task Pool.

THROWING GRENADE
MASS 0.5; **CLASS** 1; **RNG** 30m; **TRAUMA** 0; **COST** 130

LAUNCHER PROPELLED GRENADE
MASS 0.5; **CLASS** 1; **RNG** 20m; **TRAUMA** 10; **COST** 130

GAS GRENADE
Gas grenades are intended to incapacitate by spitting choking gas around the blast area to prevent people from breathing normally. No direct damage is suffered, but TRAUMA is suffered for every round of exposure.
MASS 0.5; **CLASS** 1; **RNG** 20m; **TRAUMA** 2; **COST** 180

CHEMICAL GRENADE
Chemical grenades pour caustic, damaging elements into the air in the blast radius. There is no immediate damage from the blast, but anyone in the blast area will suffer the TRAUMA damage every round they remain in the blast area. Due to the effect of the chemicals on the eyes, anyone caught in the blast will lose one die in SENSES Task Pools until the chemicals are cleaned off.
MASS 0.5; **CLASS** 1; **RNG** 20m; **TRAUMA** 4; **COST** 260

PIPE BOMB
A pipe bomb is a home-made grenade that is made from whatever chemicals, explosives or sharp objects are lying around (or have been bought specially to make the bomb, of course). Pipe bombs are most often classed as fragmentation weapons, as they invariably contain glass, nails or other shrapnel that will hurt people as they fly out of the pipe. The same rules outlined in the Frag Grenade entry should be used to work out how many pieces of shrapnel hit at each range.
MASS 1; **CLASS** 1; **RNG** 20m; **TRAUMA** 4; **COST** 280

LASER GRENADE
A laser grenade is a flat disc that lands on the ground and fires laser bolts into the air and across the ground. Anyone caught in the blast radius has a chance of being hit by these beams. The same rules outlined in the Frag Grenade entry should be used to work out how many lasers hit at each range.
MASS 0.5; **CLASS** 1; **RNG** 20m; **TRAUMA** 2; **COST** 380

LAUNCHED EXPLOSIVES & LAUNCHERS

Launchers are available that can launch grenades, missiles or rockets. Grenades designed to be launched are a different design to throwing grenades, powered only by the force of the launch mechanism and often cased in a jacket (or sabot) to improve range and stability. Rockets and missiles, which contain their own propellant, have a much higher range than grenades.

UNDERBARREL GRENADE LAUNCHER
The underbarrel launcher should be attached to a rifle or machine gun. It will fire a grenade in the direction that the weapon is pointing, but a grenade must be manually inserted into the launcher every time one is to be fired.
MASS 1; **CLASS** 2; **RNG** 100m; **ROF** 1; **COST** 1,350

AUTOMATIC GRENADE LAUNCHER
An automatic grenade launcher is a small munitions item that can be assembled on any flat surface and can be set to fire grenades from its magazine automatically. It must be ground-positioned and primed with a grenade belt. TRAUMA damage should be taken from the grenade's stats.
MASS 3; **CLASS** 3; **RNG** 400m; **ROF** 1; **COST** 6,000

SHOULDER-MOUNTED LAUNCHER
A long tube with a priming and firing mechanism that can launch dumbfire rockets or missiles. See missile stats for RNG and TRAUMA values. Re-usable, takes one round to reload and thus can only be fired once every two rounds.
MASS 3; **CLASS** 3; **RNG** 400m; **ROF** 0.5; **TRAUMA** 2; **COST** 6,000

FRAG GRENADE BELT
Fragmentation grenades in a belt of 20 for use in automatic grenade launchers.
MASS 21; **CLASS** 3; **COST** 1,900

INCENDIARY GRENADE BELT
Incendiary grenades in a belt of 20 for use in automatic grenade launchers.
MASS 21; **CLASS** 3; **COST** 2,500

SELF-PROPELLED LAUNCHED MUNITIONS

The RNG values are split into two separate numbers. The first number is the range of the missile in flight. The second number is the blast radius once the missile's warhead explodes. The TRAUMA value indicates how many pieces of shrapnel can hit each person within the blast radius. Each piece of shrapnel that hits will cause 1 TRAUMA point of damage.

SHOULDER-LAUNCHED ROCKET
This is a non-guided weapon that will hit wherever it is pointed at and will not track any targets. If the person firing the weapon makes a successful attack roll, the weapon will detonate where it was aimed. If the attack roll fails, the weapon will drift according to the scatter diagram for one metre for every die that was rolled in the attack roll.
MASS 3; **CLASS** 3; **RNG** 800/60m; **TRAUMA** 1D6x10; **COST** 750

SHOULDER-LAUNCHED HEAT-SEEKING MISSILE
Once a heat seeking missile is launched it will track the target it was locked onto when fired. If another target that is hotter than the original target should obscure the original target, the missile will lock on to the hotter target.
MASS 3; **CLASS** 3; **RNG** 800/60m; **TRAUMA** 1D6x10; **COST** 950

The comms bleep the urgent tones of an SOS. Guess I should check it out... I arm my lasers. Y'see on the frontiers, you hear a distress call you don't know if you'll end up saviour or sucker. I always go in guns ready. It's a wrecked Python, hull spilling cargo. Looks like she misjumped into some asteroids. I hail her.
"Help! I'm trapped in here! Please, save me!"
Ah, how pitiful. I send a reassuring message and steer into docking position, charging my pistol with a grin. Yup, y'see on the frontiers there ain't so many saviours... Just suckers.

From the Journal of Lucius Cromwell, Captain of the Imperial Courier *Lady Night*

"You take the job in front of you, but sometimes it bites you in the ass.

"So your crew doesn't want to ever set foot in the Federation again: Imperial space is not a bad next stop and if you're *very* lucky you find an old junked Courier that with time, care, love and a lot of cash can be whipped back into something resembling the old icon, but a ship like that costs credits to keep in the sky and the crew want to be paid.

"So you take a job. A simple one really: go to Facece and pick up a good hundred tonnes of a certain highly valuable luxury foodstuff for some Patron on a barren rock in an Imperial frontier system. He'll pay triple market value - wants to live it up like the Emperor himself - so you go, but, to no-one's surprise, harvest has been poor and when they say “highly valuable and luxury” they mean rare. Still, Catlyn, my 'comms officer', is good at this kinda thing. She finds everything I need down to the last kilo. She has to shake down a couple of traders, blackmail some warehouse workers and help convince the local quartermaster to empty the 'reserve' but we do it and now our debts might just get paid.

"Of course life in the black ain’t ever that easy. Turns out we liberated the private stock of the Senator of Facece and while he won't make us criminals (as he doesn't want to admit to Imperial authorities that his people got bribed) he can and will put a million on our head.

"If we pay him the million he'll call the dogs off. He'd call it a kindness but... it's a *million*!

Now we're even deeper. A bulletin board that took a lot of digging to even find had a job worth a million. All we have to do is deliver a package to Baker Terminal - a small trade station above Yamaha's Grave in Achenar, the Imperial capital.

"Did I say deliver? I meant smuggle."

End Log

Two men were standing by a door in the corridor. One seemed plain and ordinary: average height and build with short brown hair and wrapped in a big black greatcoat, showing off the current Imperial style. Beneath the drop of his coat a pair of durable combat boots could be seen and a betting man would make money guessing that the bulge in his left pocket was a gun. The other, bent over and fiddling with a panel by the door, was a man stained with grease and dirt, sorting through tools. He wore a simple shirt and trousers with rugged boots and his skin and face showed a hint of Old Earth's far eastern blood. Next to them sat a sled holding a large crate.

At the end of the corridor a third man stood watch, cutting off access to the more travelled areas of the station. He was a huge mountain of a man with hair almost military cut and wearing an outfit that fell just short of being a uniform but nevertheless cried out military. His complexion was pale, a bright contrast even in the dim light of the corridor, but that pallor seemed more to do with lack of exposure to sunshine than an indication of fear.

"Come on, Shin. You can keep a pair of mismatched engines within point five of each other but a door lock is troubling you?" Lucius frowned while his companion crouched next to him, fiddling with the door.

“It ain't so simple, boss,” Shin complained, “The lock is easy: not having every trooper from here to the barracks come running when the door opens, that's the trick. If the alarms go off, Catlyn's efforts in the docks won't keep us from a fast trip to the slave mines,” the engineer grumbled as he tried different wiring and code options on the lock.

The man at the corner chuckled as he heard the engineer grumble, “Ever the optimist, Shin. If we get caught it's a firing squad if we're lucky. One box worth a million? It's a nuke or a bioweapon and that's a shooting offence.”

"Everett, you just focus on keeping watch while I trust our siren to do her thing. I don't want some docker or desk jockey strolling past us," the captain commented, trying not to snap at his men: after all, it was really his fault they were in this damn mess.

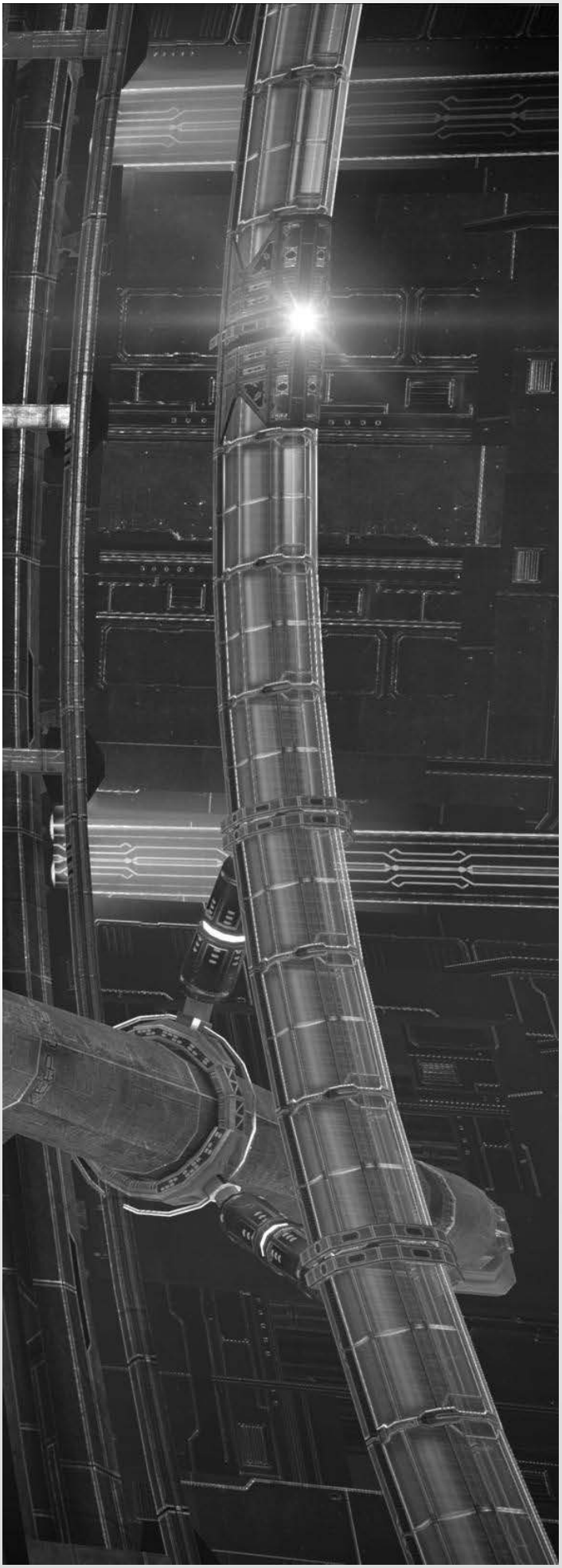
Everett looked around, scanning the corridor ahead and behind. "Still nothing, Cap. Seems too quiet, you know? I've been in plenty of docks in the core and on the frontier, and this is the Capital of the Empire here – it don't matter how far out of the system we are, nowhere is this quiet. No guards just smells bad to me."

Lucius knew he was right: when you hired a Federation ex-Marine you listened to his instincts. What choice did they have? "Well, we have weapons and no choice but to try this damn fool thing unless you want to try the Alliance or indie space and we'd have to go the long way round the Feds to get somewhere secure," he commented, shaking his head. No, for better or worse his crew was stuck. Stuck doing this stupid job.

From the floor Shin suddenly exclaimed, "Got it at last!" With a barely audible hiss the door slid open to reveal a storage locker: the drop point. The large room was dark apart from a few faint, flickering lights near the opposite door that did nothing except briefly throw shadows across the various containers and boxes in the room. Lucius' senses were screaming "TRAP", but he shrugged off the uneasy feeling. After all, you do the job in front of you.

Lucius pushed the sled into the room and motioned for Shin to help him move the cargo off. Suddenly the lights blinked on. Around the sides of the room, previously concealed in shadow, stood about thirty men in what looked like private guard uniforms, their rifles ready and pointing towards Lucius and his cohorts. At the far end of the room a group of five figures immediately grabbed the captain's attention and his heart sank. Flanked by three burly bodyguards stood an imposing figure dressed in the finest Imperial garb, his left hand resting lightly on the head of a bound figure kneeling at his side: Lucius' comms officer, Catlyn.

"Ahh, Captain Cromwell," purred the Senator of Facece, his hand almost absently stroking Catlyn's hair, "Do come in. I have a job for you."



PART 2: VEHICLES AND OUTFITTING

Each vehicle available to use is represented by a series of stats that describe the performance and structure of the vehicle. The listings show the name of the vehicle type along with two icons: one represents the vehicle type and the other indicates the relative size of the vehicle as shown:

CLASS 0 / TINY (T)	T	LEG-POWERED
CLASS 1 / SMALL (S)	S	WHEELED VEHICLE
CLASS 2 / MEDIUM (M)	M	RAIL VEHICLE
CLASS 3 / LARGE (L)	L	TRACKED VEHICLE
CLASS 4 / HUGE (H)	H	HOVERCRAFT / MAGLEV
CLASS 5 / CAPITAL (C)	C	WATERCRAFT
CLASS 6 / MEGA (G)	G	AIRCRAFT
		SPACECRAFT

The statistics given for the vehicles are:

- **PWR**: The rating of the vehicle's default power plant. This is the amount of power points that are available to distribute amongst the three primary systems of the vehicle. Note that some vehicles may not have weapons or shields and as such the power supplied to that vehicle is always assigned to the engines, allowing those vehicles to use the boosted values for the engines without the penalties to other systems (but still risking damage to the vehicle if the full SPD rating is used).
- **SPD**: A numeric value representing the relative speed of the vehicle compared to others.
- **MAN**: A numeric value representing how powerful the Thrusters are on the vehicle and thus how manoeuvrable the vehicle is.
- **HUL**: How many HULL points the vehicle has, and thus how much damage the vehicle can sustain before being destroyed.
- **SHD**: How many SHIELD points the vehicle's shield generators provide (if present). A SHD value of 0 indicates that a shield generator is not fitted.
- **HDPT**: How many weapon hardpoints are on the vehicle and what size they are.
- **FPWR**: Optional. The amount of damage the vehicle's default fitted weapon systems can cause in one round when fired.
- **MODS**: A list of standard modules that are fitted to the vehicle as well as a numerical value relevant to that item and its function. The modules are annotated as the following acronyms and values:
  - **PP**: Power Plant; number denotes the class of power plant fitted by default.
  - **PD**: Power Distributor; number denotes the class of power distributor fitted.
  - **SG**: Shields (Shield Generator); number denotes the class of shield generator fitted (if one is fitted).
  - **DR**: Drive; number denotes the class of drive motor and thrusters fitted.
  - **FS**: Frame Shift drive; number denotes the class of FSD fitted (spacecraft only).
  - **FT**: Fuel Tank; number denotes the class of the fuel tank and thus how much fuel is carried.
- **INT**: How many internal compartments the vehicle has, and thus how many specialised modules can be installed. Also indicates the size/class of each compartment. This abbreviation uses the format 2[2] where the number in square brackets is the size class of the compartment.
- **UTIL**: How many utility mounts the vehicle has.
- **CREW**: How many crew are needed to fly/drive the vehicle.
- **CRGO**: How much cargo the vehicle can take in its default configuration, including the cargo value units of mass.
- **PASS**: How many passengers the vehicle can carry in its default configuration.

For all vehicle types other than spacecraft, the stats represent a general average stat level for vehicles of that type. Specific models and manufacturers of vehicle will feature slight tweaks to those stats. Players and LMs should feel free to discuss vehicle variables when creating a vehicle to use in the game.

Each vehicle will include notes to state what notable default equipment is installed and the base price of the vehicle. Note that the base price for the vehicle can be modified by the same economic and location factors as other commodities. The base price listed is for a default loadout as described in the entries below – pre-owned vehicles with different equipment loadouts will be priced accordingly. The class of any equipment fitted indicates the minimum class that will be needed to allow that aspect of the vehicle to handle at the default levels. A vehicle's standard equipment can only be upgraded two classes before the vehicle suffers performance issues (there's only so much room in an equipment bay, after all).

The "Default Loadout" states the default weapons load on a newly purchased vehicle if it comes complete with armaments.

All default equipment starts as E-rated.

GROUND VEHICLES

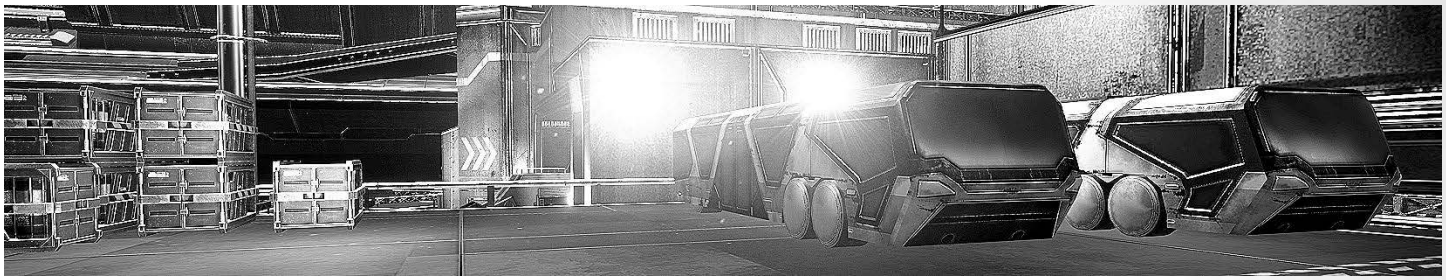
These are vehicles that travel in physical contact with the ground. They travel on wheels or tracks powered by rotary motors that turn each wheel. Modern wheeled vehicles use individual motors for each wheel, giving good traction control and steering compared to older designs that used a single motor to provide power to all wheels.

Most ground vehicles that are large enough to have a generator are fitted with basic shielding as protection against impacts with other vehicles and obstacles on the ground. The shield in these cases is usually a dome that closely conforms to the outer hull of the vehicle.

CYCLES

Cycles are two to four wheeled open vehicles that can be powered either by mechanical pedal motion from the rider or driver or by the use of a small-scale engine or power generator. The main definition of a cycle is the presence of a drive chain that goes from the source of power to the wheels.

Cycles are very low-tech vehicles and the pedal-powered types are considered very eco-friendly with no pollutants being produced at all. They are therefore popular on garden worlds or in the confined atmosphere of space stations with gravity. Cycles are all too small to have shields fitted.



BICYCLE

Two-wheeled vehicle made from lightweight composite materials. Bicycles rely on the rider's legs to provide power through a pedal assembly that is linked to the wheels with a connecting drive chain. They are easily carried by one person and many models can be disassembled into a relatively small package. Only practically usable on planetary surfaces with a gravity above 0.5G.

Bicycles have a HULL of 0. This is because the frame is obscured by the rider's body – if a bicycle is hit by a vehicle-mounted weapon, the rider will take the damage and the bicycle will be destroyed with a hit of even 1 FPWR.

PWR 0; **SPD** 1; **THR** 3; **HUL** 0; **SHD** N/A; **HRDPTS** 0
MODS N/A; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 0
Default Loadout: None; **COST** 500

CART

Four-wheeled vehicle made from lightweight composite materials. Carts are powered by the rider's legs through a pedal assembly that is linked to the drive wheels with a connecting chain. Carts are open and do not contain any protective covering over the driver's seat. Only practically usable on planetary surfaces with a gravity above 0.5G.

Carts have a HULL of 0 because the frame is delicate – if a cart is hit by a vehicle-mounted weapon, the occupants take the damage and the cart will be destroyed with a hit of 1 FPWR.

PWR 0; **SPD** 1; **THR** 2; **HUL** 0; **SHD** N/A; **HRDPTS** 0
MODS N/A; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 1
Default Loadout: None; **COST** 500

MOTORCYCLE (OPEN)

Two-wheeled powered vehicle under the control of a single rider. Open motorcycles expose the rider to the surrounding environment but allow greater visibility and the ability to carry a pillion passenger. Only practically usable on planetary surfaces with a gravity above 0.5G.

PWR 3; **SPD** 3; **THR** 4; **HUL** 1; **SHD** N/A; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 0; **PASS** 1
Default Loadout: None; **COST** 1,600

MOTORCYCLE (CLOSED)

Two-wheeled powered vehicle under the control of a single rider. Closed motorcycles enclose the rider in a protective canopy providing greater safety and versatility at the cost of the passenger capacity and all round visibility. Only practically usable on planetary surfaces with a gravity above 0.5G.

PWR 3; **SPD** 3; **THR** 4; **HUL** 1; **SHD** N/A; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 0; **PASS** 1
Default Loadout: None; **COST** 2,000

QUAD BIKE (OPEN)

Quad Bikes use the same power plants as motorcycles but fitted to a four-wheel chassis. Open quad bikes expose the rider to the surrounding environment but allow greater visibility and the ability to carry a pillion passenger. Can be used on planetary surfaces or on orbital facilities with gravity. Open quad bikes cannot have wheel thrusters fitted.

PWR 3; **SPD** 2; **THR** 3; **HUL** 2; **SHD** N/A; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 20kg; **PASS** 1
Default Loadout: None; **COST** 1,800

QUAD BIKE (CLOSED)

Quad Bikes use the same power plants as motorcycles but fitted to a four-wheel chassis. An airtight canopy encloses the rider in a protective bubble providing greater safety and versatility at the cost of the passenger capacity and all round visibility. Can be used on planetary surfaces or on orbital facilities with gravity. For 500Cr a closed quad bike can have thrusters fitted to the wheels to allow use in low gravity areas.

PWR 3; **SPD** 2; **THR** 3; **HUL** 2; **SHD** N/A; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 20kg; **PASS** 1
Default Loadout: None; **COST** 2,200

CARS

Passenger automobiles, historically more commonly known as cars, are closed four-wheel vehicles with space inside the chassis for passengers and small cargo.

SMALL CAR

The small car doesn't have much in the way of cargo space and will fit three passengers comfortably alongside the driver. Cars are the smallest vehicles that can carry a shield generator. These are low-powered models that provide protection against small collisions and debris.

PWR 3; **SPD** 3; **THR** 3; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 100kg; **PASS** 3
Default Loadout: None; **COST** 5,200

FAMILY CAR

Family cars have much more room inside, being designed to transport a family of four or more with enough space to carry luggage or supplies for trips.

PWR 3; **SPD** 2; **THR** 3; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 300kg; **PASS** 4
Default Loadout: None; **COST** 7,200

UTILITY VEHICLE



A car that can be adapted to fit different tasks. It is big enough to offer a reasonable sized cargo space in the back, behind the driver, or can be fitted with seats to fit up to 6 passengers. Configurations can be changed to allow a mix of passengers and cargo or the rear section can be fitted with a medium hardpoint allowing it to be turned into a paramilitary transport.
PWR 3; **SPD** 2; **THR** 3; **HUL** 3; **SHD** 1; **HRDPTS** 1M*
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1; **CRGO** 2T*; **PASS** 6*
Default Loadout: G1: 1 x C1 Autocannon (Turreted); **COST** 8,900
* The vehicle can be fitted out to carry the max number of passengers OR the max cargo OR a medium weapon. If a mix are to be carried then the available space should be reduced as required – note though that if a Medium weapon is fitted, no cargo or passenger space will be available.

MINIBUS



The minibus is built on the same sort of chassis as a medium sized van, but with the shell modified to include windows in the rear box and the addition of six to eight passenger seats. Minibuses have a long, cushioned, bench-like front seat designed for three people.
PWR 3; **SPD** 2; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1; **CRGO** 6T; **PASS** 10
Default Loadout: None; **COST** 12,400

MOBILE HOME



A vehicle that can carry passengers and driver in comfort as well as provide sleeping space, cooking and washing facilities and all the comforts of a home for a family or group on the move. The cargo capacity of the mobile home represents the areas of the inhabitable area that contain the passengers' luggage and items that personalise the living space.
PWR 3; **SPD** 2; **THR** 2; **HUL** 3; **SHD** 2; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 1[2]; **UTIL** 2; **CREW** 1; **CRGO** 2T; **PASS** 8
Default Loadout: None; **COST** 10,200

RACING CAR



Small, often single-seat cars that have been designed for racing. They are sleek, fast and highly manoeuvrable but are relatively delicate compared to other types of car.
PWR 3; **SPD** 4; **THR** 4; **HUL** 2; **SHD** 0; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 0
Default Loadout: None; **COST** 9,200

WHEELED CARGO VEHICLES

The majority of populated worlds have road transit systems, and in this trade-oriented culture the most common sight on these roads is some sort of cargo transport. These come in many sizes – small vans provide a cheap, clean method to transport small goods whilst large trucks provide long distance bulk transport.

MINIVAN



A converted small car, extended at the rear to accommodate a box for cargo. The engine is slightly more powerful to cope with the added weight but does not provide noticeable improvements to performance.
PWR 3; **SPD** 3; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1; **CRGO** 3T; **PASS** 1
Default Loadout: None; **COST** 8,600

COMMUTER VAN



A medium sized cargo vehicle, large enough to carry standard cargo canisters upright in the rear box. Commuter vans are so-called because they are often used to carry personal belongings or work-related equipment over short to moderate distances every day. They have a long, cushioned, bench-like front seat designed for three people.
PWR 3; **SPD** 2; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1; **CRGO** 6T; **PASS** 2
Default Loadout: None; **COST** 10,800

TRACTOR-TRAILER



An articulated vehicle comprised of a forward tractor section, where the engine, driver and small living area are located, and a rear cargo container trailer. This design allows the same tractor to carry different types of trailer depending on the type of cargo the driver and/or transport company wants to haul. The stats below represent the average stats for a tractor-trailer combination. The numbers in brackets are the values for the tractor on its own. If using a trailer bigger than 10T capacity the vehicle is classed as MEDIUM size.
PWR 3; **SPD** 2 (4); **THR** 2 (3); **HUL** 4 (3); **SHD** 2 (1); **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT2; **INT** 1[2]; **UTIL** 1; **CREW** 1; **CRGO** 22T (0); **PASS** 2
Default Loadout: None; **COST** 81,500

ROVERS

Rovers are a special type of vehicle designed to operate in a variety of hostile environments, including vacuum and low-gravity regions. They provide a sealed environment for crew and passengers and can be equipped as passenger vehicles, scientific survey platforms or cargo carriers.

SURFACE RECON VEHICLE (SRV)



A one-person survey vehicle designed for exploring hostile surfaces, such as non-atmospheric moons or planet surfaces. The large canopy allows the driver good all-round visibility and the wide wheelbase gives the vehicle very good stability over uneven and treacherous terrain.
PWR 3; **SPD** 2; **THR** 3; **HUL** 1; **SHD** 2; **HRDPTS** 2S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 2T; **PASS** 0
Default Loadout: G1: 2 x C1 Plasma Repeater; **COST** 5,200

PASSENGER SERVICE VEHICLE (PSV)



An elongated version of the SRV with a bubble canopy at the front of a sealed, secure compartment allowing up to 4 people to be carried in comfort. The same wide wheelbase

provides a stable ride and the softer suspension system gives about as much comfort as can be found whilst careening over the peaks and dunes of a rocky planetoid.
PWR 3; **SPD** 2; **THR** 3; **HUL** 2; **SHD** 2; **HRDPTS** 1S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 1[2]; **UTIL** 1;
CREW 1; **CRGO** 0; **PASS** 4
Default Loadout: G1: 2 x C1 Plasma Repeater; **COST** 10,200

CARGO TRANSPORT VEHICLE (CTV)



A six-metre long, 16-wheeled rover with a reinforced chassis and strong shielding to protect the vehicle and its cargo from the dangers of opportunistic raiders or the ruts and hills of the more rugged planetoids. CTVs carry an extra crew member to provide security and to assist with the loading and unloading of the cargo bay.
PWR 3; **SPD** 2; **THR** 3; **HUL** 3; **SHD** 3; **HRDPTS** 2S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 2[2]; **UTIL** 1;
CREW 2; **CRGO** 10T; **PASS** 0
Default Loadout: G1: 2 x Class 1 Multicannon; **COST** 14,800

MASS TRANSIT VEHICLES (MTV)

MTVs are large-scale surface vehicles that transport a hundred or more people or a quantity of cargo on each trip. They are specially designed to travel on a particular medium (including road, rail and sea) and normally follow a regular route to allow passengers consistency with their travel plans.

ROAD MTV



Road-based mass transit systems are a series of connected carriages pulled along the roads by a tractor engine. Each tractor can pull three carriages or wagons – the former carries passengers and the latter carries cargo. The pulling power of a tractor is less than for a rail locomotive, but the benefit of a road-based MTV is flexibility of route and ease of access for passengers or potential freight customers. Stats are given below for a standard size road train – one tractor and two transport cars (either passenger or freight – never both). To add more cars, the cost for either a cargo or passenger car is 48,500Cr.
PWR 3; **SPD** 2; **THR** 1; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP2, PD2, SG1, DR2, FT2; **INT** 1[3]; **UTIL** 2;
CREW 3; **CRGO** 35T*; **PASS** 60*
Default Loadout: None; **COST** 153,000
* 35T cargo can only be carried on freight wagons, and 60 passengers can only be carried on passenger carriages.

RAIL MTV



A Rail MTV consists of a number of passenger carriages or freight wagons (collectively referred to as "cars") with a drive locomotive at each end. A collection of carriages being pulled by a locomotive is called a "train". Stats are given below for a standard size train – two locomotives and two transport cars (either passenger or freight – never both). To add more cars, the cost for either car is 12,500Cr.
PWR 3; **SPD** 4; **THR** 1; **HUL** 3; **SHD** 2; **HRDPTS** 0
MODS PP2, PD2, SG1, DR2, FT2; **INT** 1[3]; **UTIL** 2;
CREW 3; **CRGO** 50T*; **PASS** 100*
Default Loadout: None; **COST** 124,000
* 50T cargo can only be carried on freight wagons, and 100 passengers can only be carried on passenger carriages.

MAGLEV MTV



A MagLev (magnetic levitation) vehicle is a large bulk transport vehicle. Each MagLev "train" consists of two maglev engines fitted with generators and electromagnetic field emitters. The default configuration for a Maglev train is two engines and two cars. Additional cars can be bought for 22,000Cr and will hold a further 170 passengers or 60T cargo.
PWR 3; **SPD** 4; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP2, PD2, SG1, DR2, FT2; **INT** 1[3]; **UTIL** 2; **CREW** 2; **CRGO** 60T*; **PASS** 170*
Default Loadout: None; **COST** 89,400
* 60T cargo can only be carried on freight wagons, and 170 passengers can only be carried on passenger carriages.

HOVERCRAFT AND WATERCRAFT

HOVER/MAGLEV VEHICLES

Hover vehicles, also called hovercraft, are vehicles that "float" above the ground. This lift can be provided by air-cushion generators, thrusters or magnetic repulsion. They use separately mounted thrusters to provide lateral movement. Hover craft that use magnetic fields to achieve this are classed as maglev (magnetic levitation) vehicles but still fit into the same category. There is a limit to the weight that can be lifted using air pressure, so hover vehicles tend to be smaller utility vehicles. Maglev technology, with its reliance on a firm infrastructure, is more suited to larger bulk transit transport.

PERSONAL HOVERCAR



Personal hovercars travel on an air-filled cushion that provides a constant air pressure all around the underside of the vehicle to provide very good stability. They can carry three passengers alongside the driver but have no room for cargo or luggage, as the air pumps and compressors take up the majority of the inside space.
PWR 3; **SPD** 2; **THR** 3; **HUL** 1; **SHD** 0; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1;
CRGO 0; **PASS** 3
Default Loadout: None; **COST** 9,200

UTILITY HOVERCAR



Slightly larger than a personal hovercar but with less room inside for passengers. The rear half of the car is dedicated cargo space, leaving only the front space for the driver and one additional occupant. Most utility hovercars use cell-powered thrusters to provide the lift as well as motive force, and the smaller power plant required for these thrusters provides more space for cargo or equipment.
PWR 3; **SPD** 2; **THR** 2; **HUL** 2; **SHD** 0; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 1;
CRGO 4T; **PASS** 1
Default Loadout: None; **COST** 10,600

WATERCRAFT

Watercraft are vehicles that travel on or under water. They can be small craft that are suited for river or lake travel or can be large scale cruise or cargo liners. Watercraft use the water's buoyancy to provide stability and thus require little in the way of equipment to move the boat through the water. This leaves more

room inside for cargo, passengers or (occasionally) weaponry. Boats and ships can be powered by traditional propshaft mechanisms or hydrojets. Some recent models are fitted with the same type of thrusters now found on spacecraft.

SMALL LAUNCH



A 4-seater open-topped "speedboat". Launches are fast and agile with good range, but are not very robust in collisions or in a combat situation. They are equipped with reasonably powerful shields in order to provide protection in a hostile environment.
PWR 3; **SPD** 3; **THR** 3; **HUL** 2; **SHD** 2; **HRDPTS** 1S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 3
Default Loadout: None; **COST** 11,200

MEDIUM CRUISER



Up to 20-seater open-topped waterway cruiser with accommodation below decks. Cruisers have the capacity for a fixed (non-retractable) weapon hardpoint to be fitted to the forward hull. Standard cruisers are fitted for passenger transport, but can be retrofitted with cargo space instead.
PWR 3; **SPD** 3; **THR** 2; **HUL** 4; **SHD** 2; **HRDPTS** 1M
MODS PP1, PD1, SG1, DR1, FT2; **INT** 1[2]; **UTIL** 2; **CREW** 2; **CRGO** 6T*; **PASS** 10*
Default Loadout: G2: 2 x C1 Multicannons (Turreted); **COST** 47,000
* A cruiser can be fitted with cargo bays OR passenger compartments but not both.

BARGE / NARROWBOAT



Long, flat bottomed, open topped boat with full facilities below deck for up to 4 people. Alternatively, the boat can be converted to carry cargo up to 10T.

Barges are designed to be used on shallow waterways and can therefore reach inland regions that other boats cannot. They are long and narrow, measuring between 20 and 25 metres in length but only 2 metres wide. There is very little space inside, with all available space being taken up with living quarters and drive bays. The hull, however, can take a lot of punishment for a boat of its size.
PWR 3; **SPD** 1; **THR** 1; **HUL** 3; **SHD** 0; **HRDPTS** 0
MODS PP1, PD1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 10T*; **PASS** 4*
Default Loadout: None; **COST** 47,000
* A narrowboat can carry either cargo or passengers but not both – extensive modifications need to be made to convert the boat to each configuration.

OCEAN LINER / FREIGHTER



Large, multi-deck passenger/cargo liner equipped to room 300 passengers with catering and entertainment facilities or to carry bulk cargo. Liners can come in a variety of sizes, designs and functions. Standard passenger liners, used for general transport duties like ferry crossings or inter-continental transport, are not very feature rich, whilst expensive, fully appointed liners can be equipped with top class restaurants, swimming pools, shopping centres and theatres. Cargo liners (freighters) carry the majority of their cargo in canisters on the upper levels, leaving the lower levels of the ship for crew quarters and facilities.

To illustrate this, when changing the quality of the vehicle, liners should have a 50% cost change for each quality level. Most liners carry weaponry to fend off attacks by ocean-borne pirates or opportunists.
PWR 3; **SPD** 2; **THR** 2; **HUL** 10; **SHD** 4; **HRDPTS** 2M
MODS PP3, PD3, SG2, DR3, FT3; **INT** 2[1], 2[2]; **UTIL** 4; CREW 30; **CRGO** 700T*; **PASS** 3000*
Default Loadout: G2: 2 x C1 Multicannons (Turreted); **COST** 2,890,000
* Passenger liners and freighters are listed here as one entry – the cargo capacity only applies to the freighter and the passenger count only applies to the passenger liner.

PERSONAL SUBMERSIBLE



A small underwater vehicle designed for survey and short-range transport. Submersibles can dive to pressures of around 1,000 psi and carry the same life support systems as spacecraft, allowing considerable time to be spent submerged – the only limiting factor is fuel.
PWR 3; **SPD** 1; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 1[1]; **UTIL** 1; **CREW** 1; **CRGO** 0; **PASS** 2
Default Loadout: None; **COST** 86,000

SUBMARINE



Large, multi-deck submarine equipped for 20 crew and 200 passengers with catering facilities. Submarines are generally of military origin, but large numbers of older models turned up in the hands of private owner/operators over the last few centuries to the extent that manufacturers started making them available on the open market in passenger and cargo roles.
PWR 3; **SPD** 2; **THR** 2; **HUL** 6; **SHD** 6; **HRDPTS** 2M
MODS PP2, PD2, SG2, DR2, FT2; **INT** 1[1], 2[2]; **UTIL** 2; **CREW** 20; **CRGO** 100T*; **PASS** 200*
Default Loadout: G2: 2 x C1 Torpedo Launchers; **COST** 857,000
* A submarine can carry either cargo or passengers but not both – extensive work is needed to convert the boat to each option.

AIRCRAFT

Aircraft are vehicles designed to operate in the atmosphere of a planet or in the vacuum above an airless planetoid. Aircraft designed to work in atmosphere use aerofoils to provide lift and stay flying. Aircraft designed for operation in vacuum use thrusters to remain aloft, with no atmosphere to provide lift for any kind of aerofoil. Aircraft are generally more agile than ground vehicles but tend to be larger. This section lists only the craft that are (or were originally) designed to operate in atmospheric or near-ground environments using specific anti-gravity technologies like aerofoils or light thrusters whilst remaining in the planet's gravity at all times.



REMOTE AIRCRAFT

Remotely controlled craft are a recently improved technology, with both instantaneous comms and autonomous control systems being drastically improved in the last hundred years. As a result many installations now include remote craft as a common part of their defence and management systems.

LIGHT ATTACK SKIMMER

Small and agile patrol skimmer designed to deter intruders via audio and visual warning. If this fails, the skimmer's programming is designed to find the attackers weakest point and use its own systems as an explosive. Some installations use these skimmers to form a last line of defence for sensitive bases and outposts.
PWR 3; **SPD** 3; **THR** 3; **HUL** 1; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 0; **CRGO** 100kg*; **PASS** 0
Default Loadout: Acts as incendiary grenade; **COST** 12,000
* The 100kg cargo space is taken up with explosives for the skimmer's self-destruct system.

DEFENCE SKIMMER

A reliable and compact remote drone designed to patrol and protect. Can be controlled from a remote location or installed with an autonomous control system. It carries twin-linked weapons, the standard choice for which is a pair of Class 1 Multicannons. Defence skimmers can be found in many locations, adapted to carry observation kit, scanners or even small cargo pods to allow the skimmer to perform courier and delivery duties.
PWR 3; **SPD** 3; **THR** 3; **HUL** 3; **SHD** 1; **HRDPTS** 2S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 0; **CRGO** 0; **PASS** 0
Default Loadout: G2: 2 x C1 Multicannons; **COST** 24,000

MISSILE SKIMMER

Reduced weight compared to the defence skimmer and an enhanced missile launcher weapon mount instead of the multicannons. Often used to protect higher value installations, it sacrifices armour to carry the weight of missiles and is more vulnerable. Can be controlled from a remote location or installed with an autonomous control system.
PWR 3; **SPD** 3; **THR** 3; **HUL** 2; **SHD** 1; **HRDPTS** 2M
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 0; **CRGO** 0; **PASS** 0
Default Loadout: G2: 2 x C1 Missile Launchers; **COST** 26,000

HEAVY SKIMMER

This armoured and well-armed skimmer is the most effective on the market. Its greater cost means it is generally only used by military clients, and use is not permitted in some jurisdictions.
PWR 3; **SPD** 3; **THR** 3; **HUL** 4; **SHD** 2; **HRDPTS** 2M, 2S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 1; **CREW** 0; **CRGO** 0; **PASS** 0
Default Loadout: G1: 2 x C1 Missile Launchers; G2: 2 x C1 Pulse Lasers; **COST** 26,000

ROTORCRAFT

Rotors are small, thin aerofoils that rotate parallel to the ground, generating lift for the vehicle. They are mounted to a central motorised hub that can attach between two and six rotors. Rotorcraft can have one or more rotor assemblies attached to the fuselage. Whatever the design, the rotorcraft is a compact, cheap and effective transport that can travel over 400km on one fuel load and can stay aloft for over 8 hours.

HELICAR

A helicar is a small vehicle that can hold up to 6 occupants. It consists of a central pod with room for a total of 6 people (or a maximum mass of 1T) and is powered by four tilting miniature rotor assemblies, one on each corner of the vehicle. Mostly bought for recreational use.
PWR 3; **SPD** 3; **THR** 2; **HUL** 3; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 5
Default Loadout: None; **COST** 18,700

LIGHT HELICOPTER

A small passenger aircraft that can hold up to 6 people and their baggage. Light helicopters are too fragile to carry weaponry, and are balanced for passenger transport.
PWR 3; **SPD** 3; **THR** 4; **HUL** 2; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT2; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 5
Default Loadout: None; **COST** 24,000

MULTIROLE HELICOPTER

A customisable, modular vehicle that can be adapted to suit a passenger, light cargo or military role just by swapping out the modular interior compartments. External pods on each side allow for equipment storage or weapon systems.
PWR 3; **SPD** 3; **THR** 3; **HUL** 4; **SHD** 2; **HRDPTS** 2S, 2M*
MODS PP2, PD2, SG1, DR2, FT2; **INT** 2[1]; **UTIL** 4; **CREW** 2; **CRGO** 8T*; **PASS** 20*
Default Loadout: G1L 2 x C1 Multicannons; **COST** 80,000
* Cargo, weapons and passenger options are separate configurations and ONE option must be chosen.

TRANSPORT HELICOPTER

A multi-rotor vehicle used for bulk transport. Can be configured to seat up to 30 people or carry 18 tonnes of cargo. Has 4 dedicated medium hardpoints.
PWR 3; **SPD** 3; **THR** 3; **HUL** 6; **SHD** 2; **HRDPTS** 4M
MODS PP3, PD2, SG1, DR3, FT2; **INT** 2[2]; **UTIL** 4; **CREW** 2; **CRGO** 18*; **PASS** 30*
Default Loadout: G1: 2 x C1 Multicannons; G2: 2 x C1 Pulse Lasers; **COST** 210,000
* Cargo and passenger options are separate configurations and ONE option must be chosen.



FIXED-WING AIRCRAFT

A fixed wing aircraft consists of a central fuselage that can carry passengers, cargo or equipment, with wings attached to that fuselage. The wings provide lift due to their aerofoil shape and also provide storage for weapons and smaller equipment.

Recreational aircraft tend to use propeller technology, where a spinning shaped blade forces air backwards, pushing the aircraft forwards. Many aircraft use ramjet propulsion, which sucks air through a compressor to force it out at great pressure, moving the aircraft forwards. The majority of modern aircraft, however, use the same thruster technology used in spacecraft.

Ramjet and thruster propulsion generate around the same amount of thrust and speed. Prop-driven aircraft are slower and easier to control. Stats will be shown below for both prop-driven and jet/thruster powered aircraft: The number in brackets indicates the speed for prop-driven aircraft (the less common variant) if one is available.

SINGLE-SEAT CIVIL AIRCRAFT



The personal transport of the skies, used in a wide variety of roles including commuters, sports vehicles and fast courier vehicles. Single-seat aircraft are relatively inexpensive to own and operate, but most planetary governments insist on some kind of safety training and certification before allowing someone to take the controls of their own aircraft.
PWR 3; **SPD** 5 (3); **THR** 4 (3); **HUL** 2; **SHD** 1; **HRDPTS** 0
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 0; **CREW** 1; **CRGO** 0; **PASS** 0
Default Loadout: None; **COST** 218,000

SINGLE-SEAT COMBAT AIRCRAFT



Fast, agile atmospheric fighter. Limited weapon capacities due to its size, but can strike much faster than larger, better armoured opponents. Often used to escort less agile bombers to and from target areas.
PWR 3; **SPD** 6 (3); **THR** 6 (3); **HUL** 3; **SHD** 2; **HRDPTS** 3S
MODS PP1, PD1, SG1, DR1, FT1; **INT** 0; **UTIL** 2; **CREW** 1; **CRGO** 0; **PASS** 0
Default Loadout: G1: 2 x C1 Pulse Lasers; **COST** 149,000

INTERCEPTOR



A larger, heavily armed aircraft with longer range than single-seat fighters. Slower and less responsive but much more robust.
PWR 3; **SPD** 4; **THR** 4; **HUL** 4; **SHD** 3; **HRDPTS** 2S, 2M
MODS PP2, PD1, SG1, DR2, FT2; **INT** 0; **UTIL** 2; **CREW** 1; **CRGO** 0; **PASS** 0
Default Loadout: 2 x C1 Burst Lasers; **COST** 725,000

COMMUTER AIRCRAFT



Medium-sized passenger aircraft suitable for domestic or sub-continental flights.
PWR 3; **SPD** 5 (3); **THR** 4 (3); **HUL** 6; **SHD** 4; **HRDPTS** 0
MODS PP2, PD2, SG2, DR2, FT2; **INT** 0; **UTIL** 2; **CREW** 4; **CRGO** 0; **PASS** 20
Default Loadout: None; **COST** 525,000

MEDIUM RANGE BOMBER



A tactical weapon platform capable of carrying ordnance to a remote location and dropping it with pinpoint accuracy. Bombers need to be accompanied by smaller fighters for protection whilst in action.
PWR 3; **SPD** 4; **THR** 2; **HUL** 8; **SHD** 6; **HRDPTS** 2S, 2M, 2L
MODS PP3, PD2, SG3, DR3, FT3; **INT** 2[2]; **UTIL** 4; **CREW** 3; **CRGO** 0; **PASS** 0
Default Loadout: G1: 2 x C1 Beam Lasers; **COST** 2,125,000

PASSENGER AIRLINER



Large, furnished aircraft where passengers can be seated in comfort for long-distance planetary journeys. Underneath the passenger compartment is a cargo and baggage space.
PWR 3; **SPD** 6; **THR** 3; **HUL** 10; **SHD** 4; **HRDPTS** 0
MODS PP3, PD2, SG2, DR2, FT3; **INT** 1[1]; **UTIL** 2; **CREW** 6; **CRGO** 2T; **PASS** 300
Default Loadout: None; **COST** 2,895,000

CARGO TRANSPORT



Specially designed aircraft with a central fuselage that allows cargo of many shapes and sizes to be held securely there. Standard design cargo containers are commonly used, but cargo liners can also carry fully assembled vehicles, including small aircraft and some spacecraft hulls. Due to the expensive cargo that can be carried on these aircraft, they have reinforced fuselages and a better shield system than similar sized vehicles.
PWR 3; **SPD** 5; **THR** 2; **HUL** 12; **SHD** 8; **HRDPTS** 0
MODS PP3, PD3, SG3, DR3, FT3; **INT** 2[1]; **UTIL** 2; **CREW** 3; **CRGO** 100T; **PASS** 0
Default Loadout: None; **COST** 9,321,000

LONG-RANGE BOMBER



The bearers of weapons of mass destruction, often loaded with lots of small ordnance or up to three very large items of ordnance. To see one of these flying over a contested location is a clear invitation to run away. Quickly. They are slow, easy targets, and are always accompanied by interceptors or single-seat fighters for protection.
PWR 3; **SPD** 4; **THR** 2; **HUL** 16; **SHD** 10; **HRDPTS** 2S, 2L, 1H
MODS PP3, PD3, SG3, DR3, FT3; **INT** 2[3]; **UTIL** 6; **CREW** 3; **CRGO** 0; **PASS** 0
Default Loadout: G1: 2 x C1 Beam Lasers; **COST** 21,492,000

SUBORBITAL PASSENGER LINER



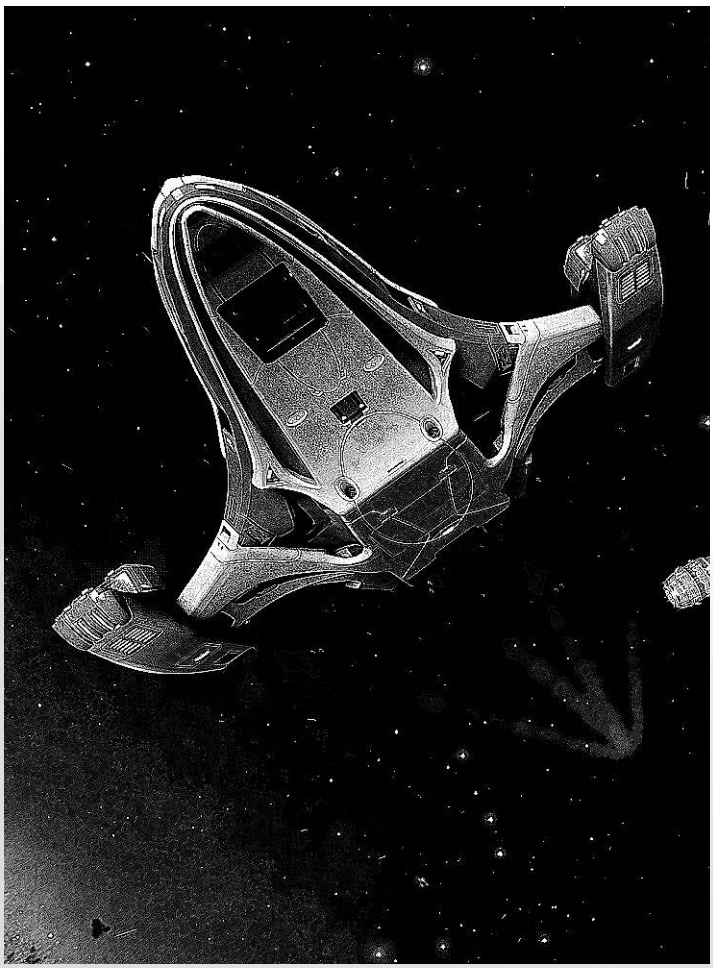
Rapid-transit airliner that uses the upper atmosphere for faster travel. These are primarily tourist attractions, given that spacecraft can do the same job much faster and easier, but suborbital flights are popular with the rich and famous as well as thrill seekers who don't want to feel "safe" on board a spacecraft. There is space below the passenger cabin floor for passenger baggage and equipment.
PWR 3; **SPD** 6; **THR** 4; **HUL** 14; **SHD** 10; **HRDPTS** 0
MODS PP3, PD2, SG3, DR3, FT2; **INT** 2[2]; **UTIL** 2; **CREW** 6; **CRGO** 2T; **PASS** 200
Default Loadout: None; **COST** 23,459,000

SPACECRAFT

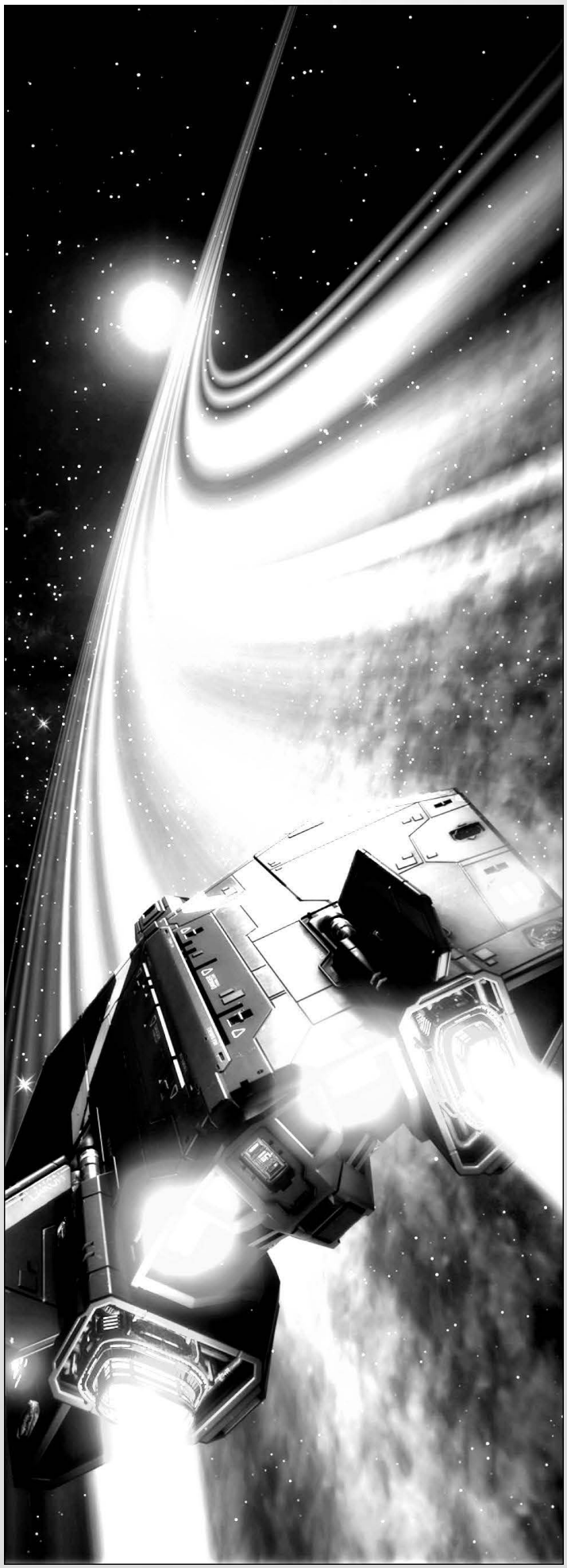
Spacecraft are very different to other types of vehicle. For one, they are the only type of vehicle that can travel in both outer space and hyperspace. For another they are still a growing area of technological development and unlike, for example, aircraft or hovercraft, development of new tech for spacecraft is always changing how spacecraft work.

It was spacecraft design that pioneered the modular nature of modern vehicles, and each spacecraft featured here can be customised in almost every way. Manufacturers provide their products with a default loadout that allows new pilots to get straight into space with the minimum of delays.

The ships featured in this section are presented as full-colour posters, on which are shown the ship, the manufacturer and model and the default loadout of the ship. There is also a summary card for use in the ship combat narrative or in the Vehicle Combat Simulator rules presented later in the book.



In the approaching darkness I followed the parallel lines dug into the dusty moon's surface for a few hundred metres before I found the twisted remains of undercarriage. Two hundred metres further and the mangled carcass of an Eagle was illuminated in the lights of my SRV. I identified the makeshift solar array connected to the emergency distress beacon that had brought me here. I panned the sensors and found the pilot's body a few metres away. I zoomed in. I counted the five bar gates scratched into the side of the ship. He had survived almost ninety standard days...





ADDER

ZORGON PETERSON — MULTIROLE



		FIREPOWER	
PWR	3	GRP 1: 4	GRP 2
SPD	3	GRP 3	GRP 4
MAN	3	GRP 5	GRP 6
SHIELDS	6		
HULL	6		

The Adder is another classic design developed as a general utility vessel. The original model was first built in 2914 by Outworld Workshops and the type is now manufactured by Zorgon Peterson.

Although lightly armed the Adder has more cargo capacity than a Sidewinder and can often be seen doing shuttle runs as well as light trading.

COST: 88,000Cr
INSURANCE: 4,500Cr
CREW: 1

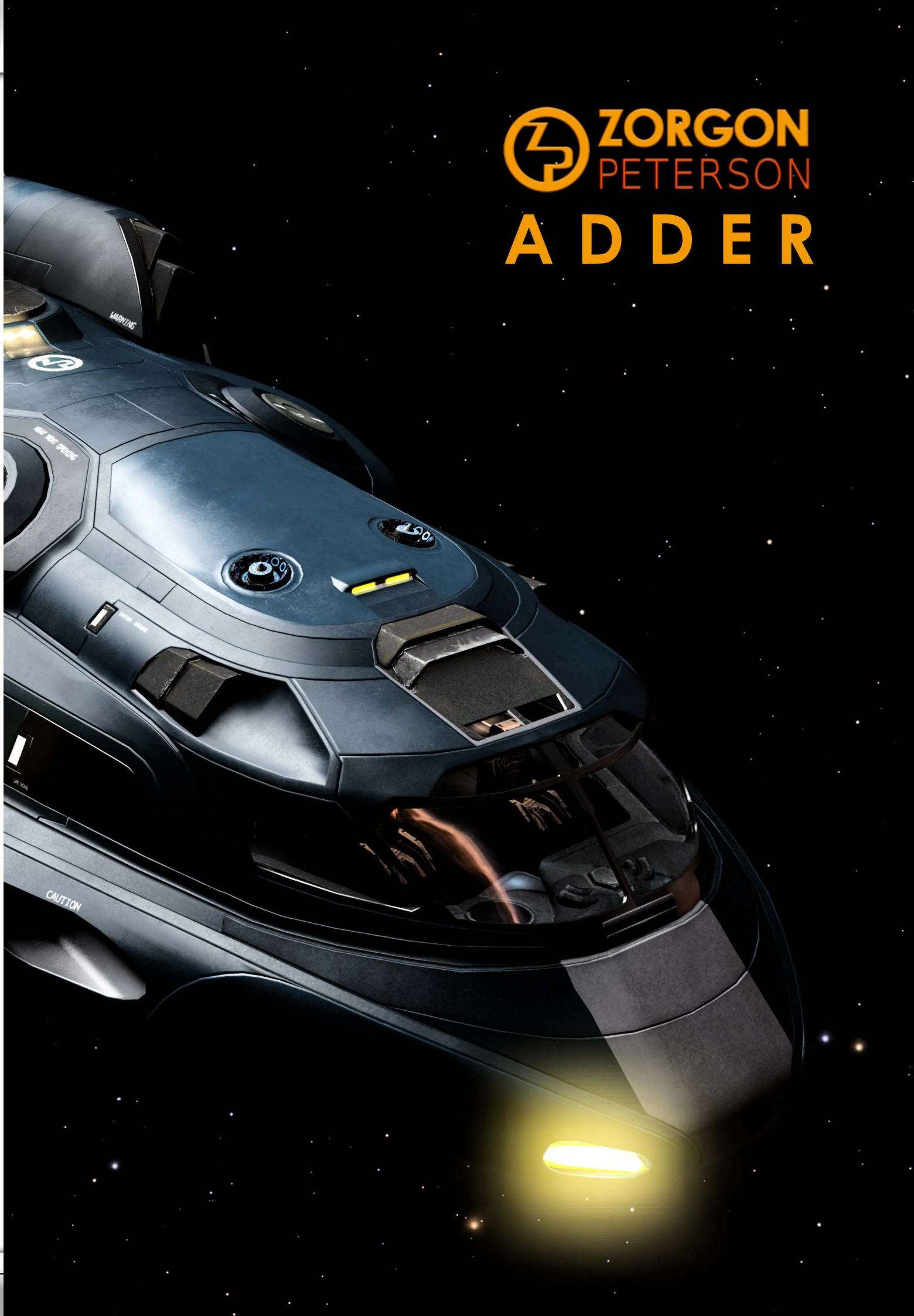
CONFIGURATION

HARDPOINTS:
2xS, 1xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
1xC1; 2xC2; 2xC3

JUMP RANGE: 9.12LY
TOP SPEED: 220 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

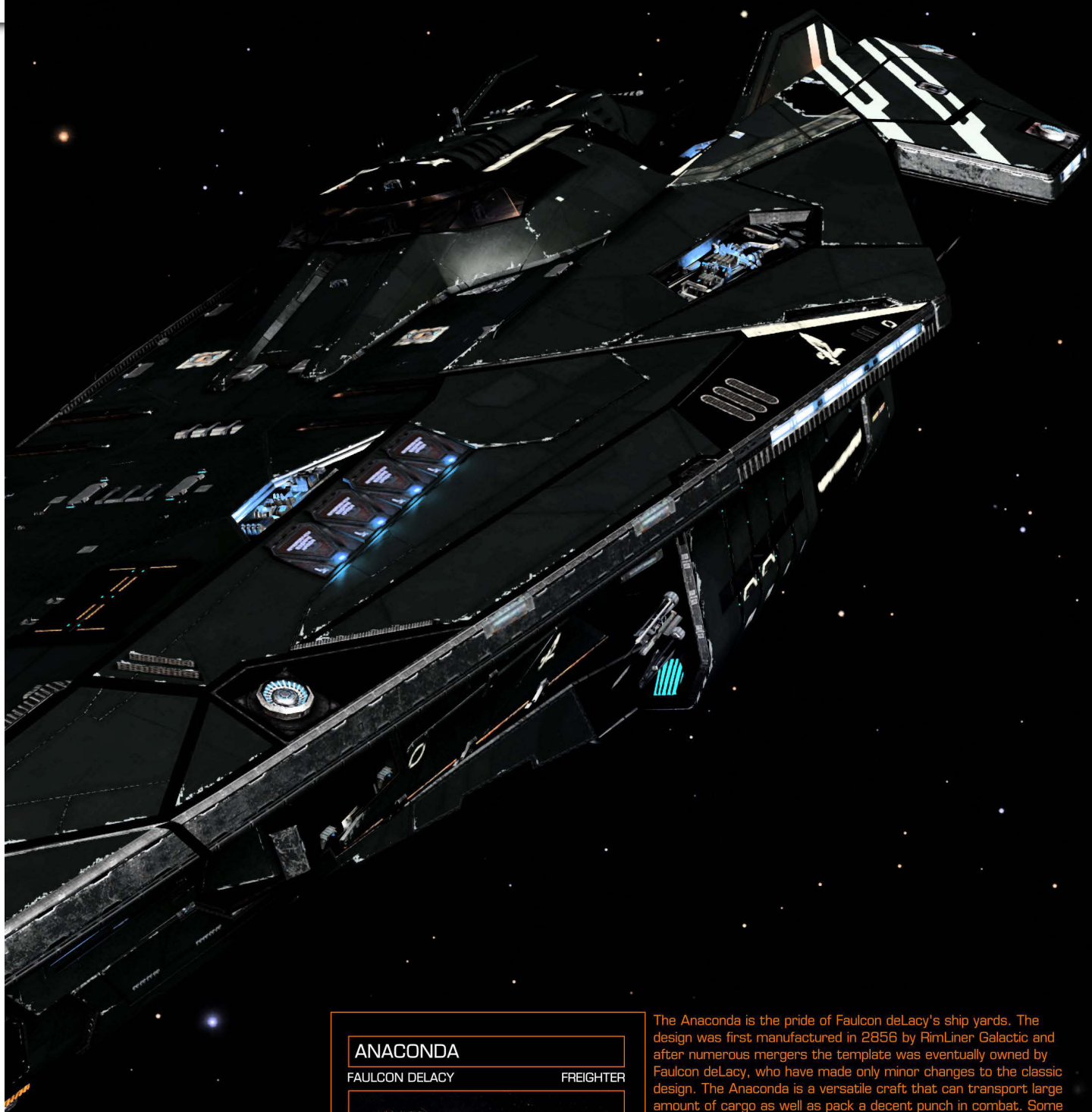
3E SENSORS
1E LIFE SUPPORT
3E POWER PLANT
2E POWER DISTRIBUTOR
3E THRUSTERS
3E FRAME SHIFT DRIVE
3C FUEL TANK (x8)
2x 1F PULSE LASER (S)
IC3: 2E CARGO RACK (x4)
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK (X2)
IC1: 1E BASIC DISC. SCAN.


ZORGON
PETERSON
ADDER
WARNING
CAUTION

DELACY

ANACONDA





ANACONDA

FAULCON DELACY — FREIGHTER



PWR	3
SPD	3
MAN	2
SHIELDS	18
HULL	18

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Anaconda is the pride of Faulcon deLacy's ship yards. The design was first manufactured in 2856 by RimLiner Galactic and after numerous mergers the template was eventually owned by Faulcon deLacy, who have made only minor changes to the classic design. The Anaconda is a versatile craft that can transport large amount of cargo as well as pack a decent punch in combat. Some smaller navies use the Anaconda in the light cruiser and frigate roles. The Anaconda can also be upgraded with a docking bay allowing small fighters to be carried and launched.

COST: 146,970,000Cr
INSURANCE: 7,400,000Cr
CREW: 3

CONFIGURATION

HARDPOINTS:
2xS; 2xM; 3xL; 1xH
UTILITY MOUNTS: 8
INTERNAL COMPARTMENTS:
1xC2; 3xC4; 3xC5; 3xC6; 1xC7; 1xS5 MIL
JUMP RANGE: 9.41LY
TOP SPEED: 183 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

8E SENSORS
5E LIFE SUPPORT
8E POWER PLANT
8E POWER DISTRIBUTOR
7E THRUSTERS
6E FRAME SHIFT DRIVE
5C FUEL TANK [x32]
2x 1F PULSE LASER [S]
IC7: 6E CARGO RACK [x64]
IC6: 5E CARGO RACK [x32]
IC6: 6E SHIELD GENERATOR
IC5: 4E CARGO RACK [x16]
IC4: 1E BASIC DISC. SCAN.
IC2: 1E CARGO RACK [X2]

ASP EXPLORER

LAKON SPACEWAYS — MULTIROLE



The Asp Explorer is the civilian version of the military model Asp Mk II (which first saw service in 2878). Lakon Spaceways now owns the licence to construct these ships and has marketed them heavily at customers looking for their first multi-crewed ships. The ship class has earned a solid reputation for long range missions and those requiring some discretion.

PWR	3
SPD	4
MAN	3
SHIELDS	10
HULL	10

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COST: 6,661,000Cr
INSURANCE: 333,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
4xS; 2xM
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 3xC3; 1xC5; 1xC6

JUMP RANGE: 13.12LY
TOP SPEED: 254 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

5E SENSORS
4E LIFE SUPPORT
5E POWER PLANT
4E POWER DISTRIBUTOR
5E THRUSTERS
5E FRAME SHIFT DRIVE
5C FUEL TANK [x32]
2x 1F PULSE LASER [S]
IC6: 5E CARGO RACK [x32]
IC5: 5E SHIELD GENERATOR
IC3: 2E CARGO RACK [x4]
IC2: 1E CARGO RACK [x2]
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.





LAKON ASP EXPLORER



LAKON ASP SCOUT

ASP SCOUT

FAULCON DELACY — LIGHT EXPLORER



Lakon Spaceways unveiled the Asp Scout in late 3301 as a cheaper alternative to the well-regarded Asp Explorer, and in terms of market it sits between the Diamondback range and its own big brother. It utilizes much of the same airframe as the Explorer, but the reduced hardpoint capacity means it packs less of a punch. Test pilots reported that the mass reduction resulted in a vessel that handles better than the Asp Explorer while maintaining its impressive jump capability.

PWR	3
SPD	3
MAN	5
SHIELDS	4
HULL	6

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COST: 4,000,000Cr
INSURANCE: 198,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
2xC2; 2xC3; 1xC4; 1xC5

JUMP RANGE: 11.59LY
TOP SPEED: 223 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
3E LIFE SUPPORT
4E POWER PLANT
4E POWER DISTRIBUTOR
4E THRUSTERS
4E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [S]
IC4: 3E CARGO RACK [x8]
IC4: 3E CARGO RACK [x8]
IC3: 3E SHIELD GENERATOR

SAUD KRUGER

BELUGA



BELUGA

SAUD-KRUGER | FREIGHTER / LINER



PWR	3
SPD	2
MAN	1
SHIELDS	20
HULL	24

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

The Beluga Class Liner is one of the most prestigious vessels to travel the space lanes. Only the Imperial Gutamaya liners rival these glorious vessels. If you want to travel in style, this is the vessel to do it in. A fighter hangar can be equipped to these ships.

COST: 84,500,000Cr
INSURANCE: 4,225,000Cr
CREW: 3

CONFIGURATION

HARDPOINTS:
5xM
UTILITY MOUNTS: 6
INTERNAL COMPARTMENTS:
4xC3; 1xC4; 2xC6;
2xC5R; 2xC6R
JUMP RANGE: 10.60LY
TOP SPEED: 197 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

5E SENSORS
8E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
7E THRUSTERS
7C FUEL TANK [x128]
2x 1F PULSE LASER [M]
IC6: 6E SHIELD GENERATOR
IC6: 5E CARGO RACK [x32]
IC6: 6E PASSENGER CABIN
IC6: 6E PASSENGER CABIN
IC5: 4E PASSENGER CABIN
IC5: 4E PASSENGER CABIN
IC4: 3E CARGO RACK [x8]
IC3: 2E CARGO RACK [x4]
IC3: 1E BASIC DISC. SCAN.



COBRA MK III

FAULCON DELACY — MULTIROLE



PWR	3
SPD	5
MAN	4
SHIELDS	8
HULL	9

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Cobra MkIII is a classic all-purpose ship found throughout human space. The model was first produced at Lave's Cowell & MgRath shipyard in 3100. Despite its age it remains a popular ship for lone pilots who value its balance of carrying capacity and ability in combat.

COST: 380,000Cr
INSURANCE: 19,000Cr
CREW: 2

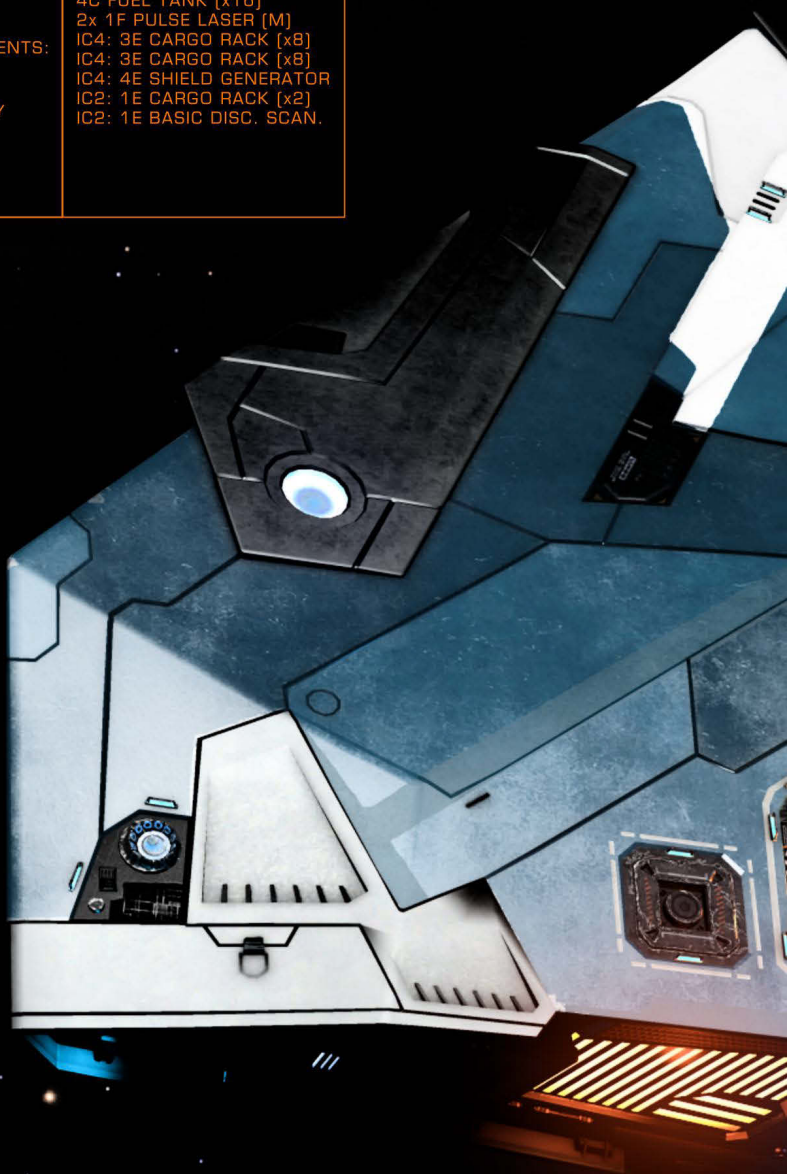
CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
3xC2; 3xC4

JUMP RANGE: 10.46LY
TOP SPEED: 286 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
3E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [M]
IC4: 3E CARGO RACK [x8]
IC4: 3E CARGO RACK [x8]
IC4: 4E SHIELD GENERATOR
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.




DELACY
COBRA
MK3

COBRA MK IV

DELACY



COBRA MK IV

FAULCON DELACY — MULTIROLE



PWR	3
SPD	5
MAN	3
SHIELDS	7
HULL	7

FIREPOWER

GRP 1	4
GRP 2	
GRP 3	
GRP 4	
GRP 5	
GRP 6	

The Cobra Mk IV is Faulcon deLacy's development of the famous Cobra MkIII. It's heavier and slower than the MkIII, but better weapon placement makes it a more effective combat vessel.

The MkIV is tough with improved survivability over the MkIII, and allows better upgrading but at the expense of some of the agility that made its predecessor such a successful ship.

COST: 765,000Cr
INSURANCE: 38,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
3xS; 2xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
2xC2; 2xC3; 4xC4

JUMP RANGE: 9.37LY
TOP SPEED: 200 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
3E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [M]
IC4: 4E SHIELD GENERATOR
IC4: 3E CARGO RACK [x8]
IC4: 3E CARGO RACK [x8]
IC4: 3E CARGO RACK [x8]
IC3: 2E CARGO RACK [x4]
IC3: 2E CARGO RACK [x4]
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.

DIAMONDBACK EXPLORER

LAKON EXPLORER



The Diamondback Explorer was Lakon Spaceways' response to criticism of the original Diamondback ship class. By extending the ship's frame it allowed greater cargo capacity and so greater mission variety and endurance. It also brought the ship more into line as a smaller brother to the successful Asp line although at a much more modest price range. The Explorer model can fulfil the same roles as its companion ship type, but is also able to operate as a fast transport and resupply vessel useful for supporting deep space operations in a hostile environment.

PWR	3
SPD	4
MAN	3
SHIELDS	7
HULL	8

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COST: 1,895,000Cr
INSURANCE: 94,700Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xM, 1xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 2xC3; 2xC4
JUMP RANGE: 16.93LY
TOP SPEED: 251 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
3E LIFE SUPPORT
4E POWER PLANT
4E POWER DISTRIBUTOR
4E THRUSTERS
5E FRAME SHIFT DRIVE
5C FUEL TANK (x32)
2x 1F PULSE LASER (M)
IC4: 4E SHIELD GENERATOR
IC4: 3E CARGO RACK (x8)
IC3: 2E CARGO RACK (x4)
IC2: 1E BASIC DISC. SCAN.

LAKON

DIAMONDBACK EXPLORER


THERMAL VENT


THERMAL VENT
THERMAL VENT
HOT SURFACE
01

LAKON

DIAMONDBACK SCOUT

DIAMONDBACK SCOUT

LAKON — MULTIROLE



PWR	3
SPD	4
MAN	4
SHIELDS	5
HULL	6

FIREPOWER

GRP 1	4
GRP 2	
GRP 3	
GRP 4	
GRP 5	
GRP 6	

The Diamondback Scout is Lakon Spaceways' specialist combat explorer vessel. Unlike its bigger brother the Asp, the Diamondback isn't suited as an all-rounder vessel. It is popular with elite recon and pathfinder units in navies throughout human space. Its relatively low cost also makes it a popular choice with independent pilots who appreciate its combat and exploration potential.

COST: 564,000Cr
INSURANCE: 28,000Cr
CREW: 1

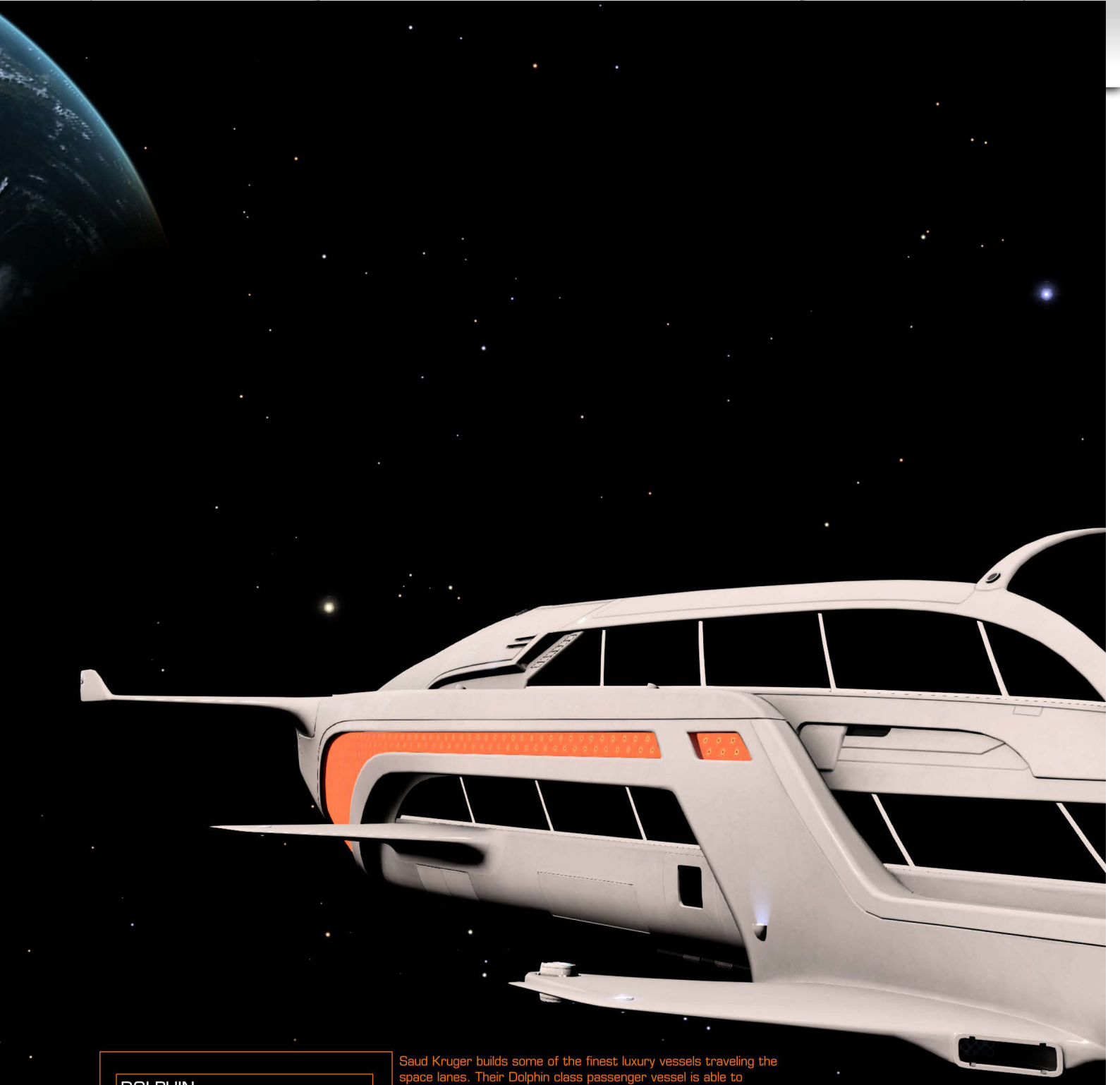
CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
1xC2; 3xC3

JUMP RANGE: 11.35LY
TOP SPEED: 286 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

2E SENSORS
2E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4E FRAME SHIFT DRIVE
4C FUEL TANK (x16)
2x 1F PULSE LASER (M)
IC3: 3E SHIELD GENERATOR
IC2: 1E BASIC DISC. SCAN.



DOLPHIN

SAUD-KRUGER — FREIGHTER / LINER



Saud Kruger builds some of the finest luxury vessels traveling the space lanes. Their Dolphin class passenger vessel is able to transport a small number of people in extreme comfort.

PWR	3
SPD	4
MAN	3
SHIELDS	6
HULL	8

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 1,335,000Cr
INSURANCE: 67,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS
UTILITY MOUNTS: 3
INTERNAL COMPARTMENTS:
3xC2; 1xC3; 2xC4; 1xS5R

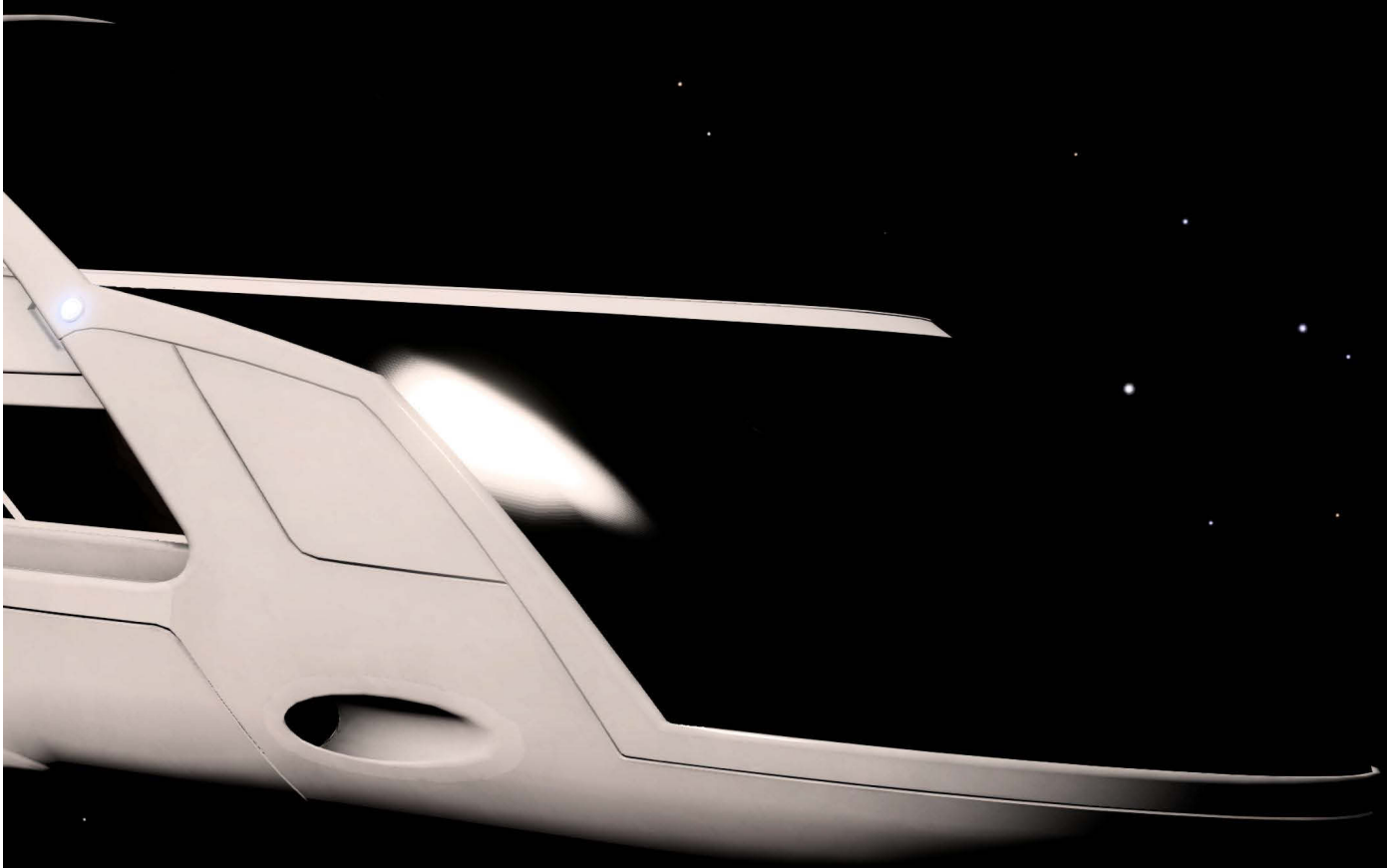
JUMP RANGE: 10.67LY
TOP SPEED: 258 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
4E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
5E THRUSTERS
4E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [S]
IC5: 5E PASSENGER CABIN
IC4: 3E CARGO RACK [x8]
IC4: 4D SHIELD GENERATOR
IC3: 2E CARGO RACK [x4]
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.

SAUD KRUGER

Dolphin



EAGLE MK II

CORE DYNAMICS — FIGHTER



The Eagle is a proven combat fighter with a distinguished history. It is one of the smallest fighters available with jump capability and has the distinction of being the only ship that has been so successful versions have been built for both the Federation and Imperial navies. This role has been superseded by the respective navies' short range fighter programmes, but the Eagle still sees extensive service across human space. Core Dynamics are no longer building these ships, but do still provide parts and servicing due to their popularity.

PWR	3
SPD	4
MAN	6
SHIELDS	4
HULL	6

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COST: 45,000Cr
INSURANCE: 2,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
3xS
UTILITY MOUNTS: 1
INTERNAL COMPARTMENTS:
2xC1; 1xC2; 1xC3;
1xC2M
JUMP RANGE: 8.47LY
TOP SPEED: 239 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

2E SENSORS
1E LIFE SUPPORT
2E POWER PLANT
2E POWER DISTRIBUTOR
3E THRUSTERS
3E FRAME SHIFT DRIVE
2C FUEL TANK (x4)
2x 1F PULSE LASER (S)
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK (x2)
IC1: 1E BASIC DISC. SCAN.



WORLIDGE TERMINAL
WELCOME
WELCOME
WORLIDGE TERMINAL
CORE
DYNAMICS
EAGLE MK2

FEDERAL ASSAULT SHIP

CORE DYNAMICS — COMBAT



The Assault Ship is designed for a more combat intensive role than the original Dropship. It has improved manoeuvrability, hardpoint placement and weapon size. These additions come at the expense of internal capacity making it less versatile but better in its specialised role.

PWR	3
SPD	3
MAN	2
SHIELDS	12
HULL	12

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

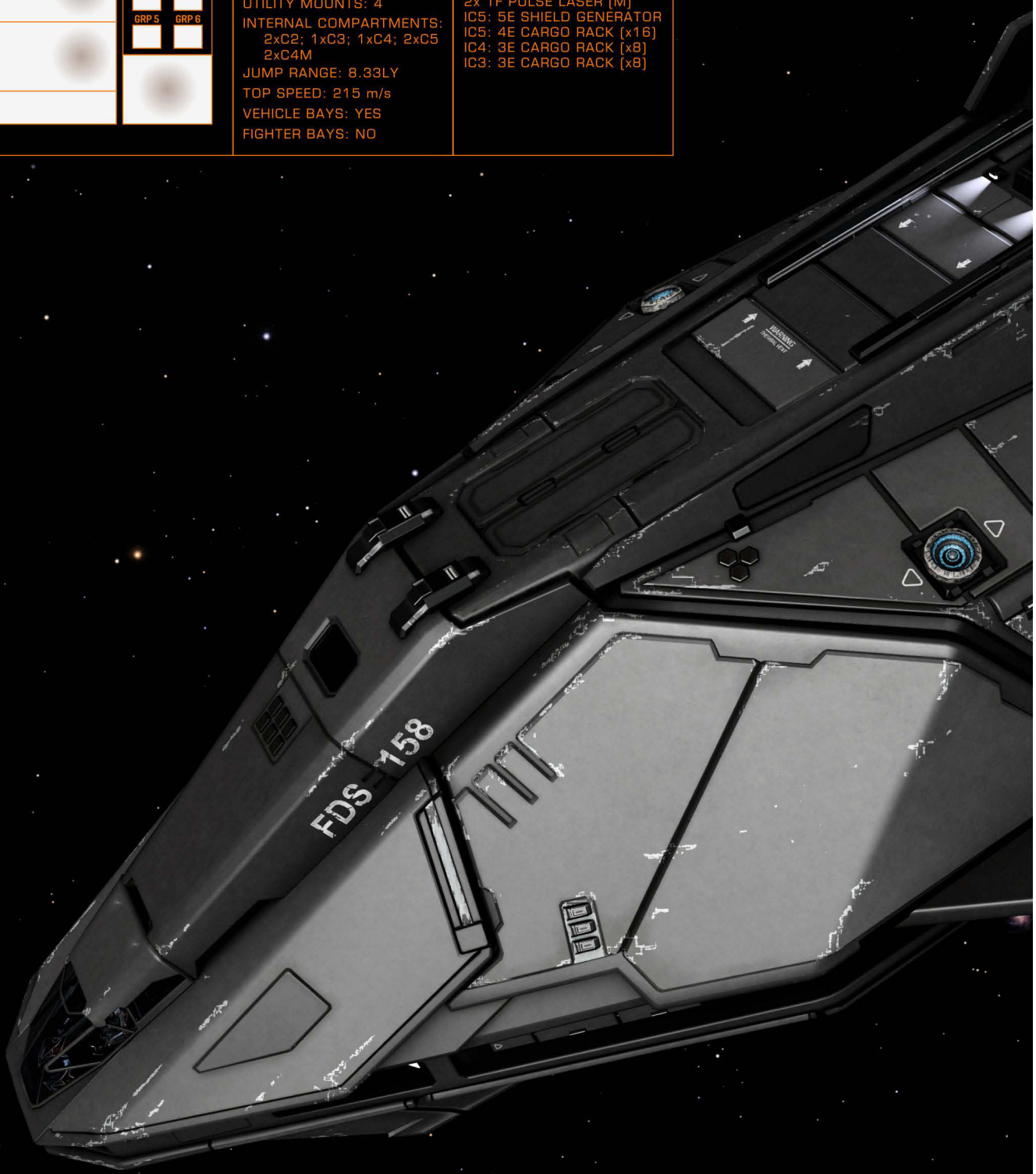
COST: 19,810,000Cr
INSURANCE: 990,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
2xM; 2xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 1xC3; 1xC4; 2xC5
2xC4M
JUMP RANGE: 8.33LY
TOP SPEED: 215 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
5E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
6E THRUSTERS
5E FRAME SHIFT DRIVE
4C FUEL TANK (x16)
2x 1F PULSE LASER (M)
IC5: 5E SHIELD GENERATOR
IC5: 4E CARGO RACK (x16)
IC4: 3E CARGO RACK (x8)
IC3: 3E CARGO RACK (x8)





CORE DYNAMICS

FEDERAL ASSAULT SHIP

FEDERAL CORVETTE

CORE DYNAMICS — CRUISER



PWR	3
SPD	2
MAN	2
SHIELDS	20
HULL	24

FIREPOWER

GRP 1	4
GRP 2	
GRP 3	
GRP 4	
GRP 5	
GRP 6	

The Federal Corvette is the smallest warship deployed by the Federation Navy. It is a quick, hard hitting vessel also capable of transporting cargo and personnel. Its versatility makes it the most common vessel of the Federation Navy that most people will encounter. It can be found everywhere: on long range patrol, peace keeping, pirate suppression, in fact anywhere the navy wishes to maintain a solid presence without deploying one of the Farragut class Battlecruisers. It is possible, but extremely rare, for a private citizen to own one of these vessels. The ship can carry and deploy two small fighter class ships.

COST: 187,970,000Cr
INSURANCE: 9,400,000Cr
CREW: 3

CONFIGURATION

HARDPOINTS:
2xS; 2xM; 2xL; 2xH
UTILITY MOUNTS: 8
INTERNAL COMPARTMENTS:
1xC3; 2xC4; 2xC5; 2xC6
3xC7; 2xC5M
JUMP RANGE: 6.31LY
TOP SPEED: 198 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

8E SENSORS
5E LIFE SUPPORT
8E POWER PLANT
8E POWER DISTRIBUTOR
7E THRUSTERS
6E FRAME SHIFT DRIVE
5C FUEL TANK [x32]
2x 1F PULSE LASER [M]
IC7: 7E SHIELD GENERATOR
IC7: 6E CARGO RACK [x64]
IC4: 3E CARGO RACK [x8]
IC4: 2E CARGO RACK [x4]
IC3: 1E BASIC DISC. SCAN.

CORE DYNAMICS

FEDERAL CORVETTE



FEDERAL DROPSHIP

CORE DYNAMICS — HEAVY MULTI



The Federal Dropship is the Federation Navy's workhorse ship for tactical and special forces deployments. This is a well armoured and well armed ship capable of carrying large loads. Its versatile nature means that it is well suited to tackling even the most hostile environment.

PWR	3
SPD	3
MAN	2
SHIELDS	13
HULL	13

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 14,315,000Cr
INSURANCE: 716,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
4xM; 1xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
1xC2; 2xC3; 1xC4; 2xC5
1xC6; 2xC4M
JUMP RANGE: 7.25LY
TOP SPEED: 182 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
5E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
6E THRUSTERS
5E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [M]
IC6: 5E CARGO RACK [x32]
IC5: 4E CARGO RACK [x16]
IC5: 5E SHIELD GENERATOR
IC4: 3E CARGO RACK [x8]
IC2: 1E BASIC DISC. SCAN.




CORE
DYNAMICS
FEDERAL
DROPSHIP



F-63 CONDOR

CORE DYNAMICS — FIGHTER



The F-63 is the Federation's standard space-superiority fighter. Commonly deployed on battlecruisers and corvettes, a Condor wing can hold its own against larger adversaries and skilled pilots can go toe-to-toe with ships like the Sidewinder.

PWR	3
SPD	6
MAN	7
SHIELDS	3
HULL	2

FIREPOWER

GRP 1: 4	GRP 2:
GRP 3:	GRP 4:
GRP 5:	GRP 6:

COST: 15,00Cr
RESTOCK: 1,000Cr
CREW: 1

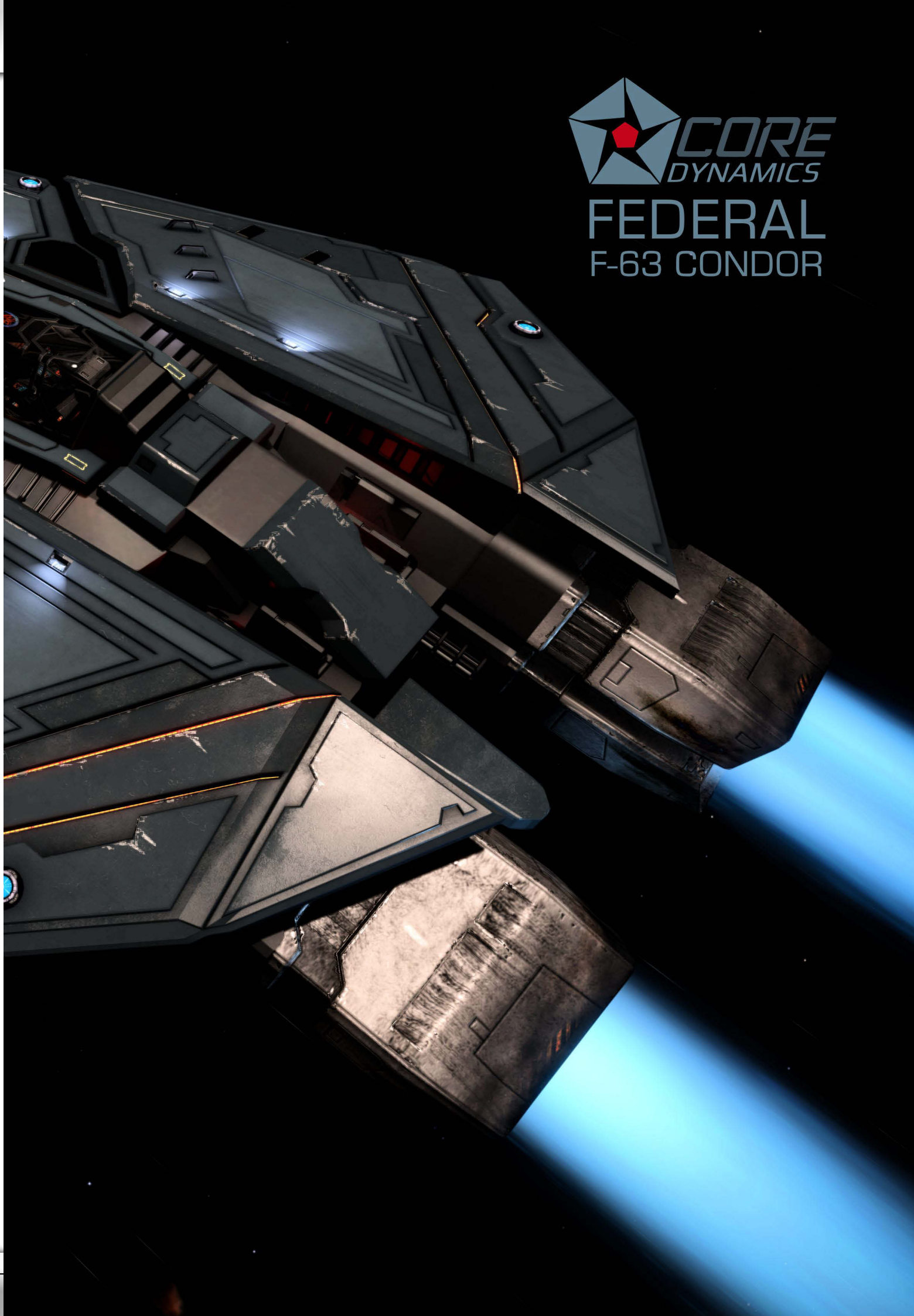
CONFIGURATION

HARDPOINTS: 2xS
UTILITY MOUNTS: 1
INTERNAL COMPARTMENTS: NONE

JUMP RANGE: N/A
TOP SPEED: 322 m/s
VEHICLE BAYS: NO
FIGHTER BAYS: NO

DEFAULT LOADOUT

1D SENSORS
1D LIFE SUPPORT
1D POWER PLANT
1D POWER DISTRIBUTOR
1D THRUSTERS
2x 1F PULSE LASER (S)


CORE
DYNAMICS
FEDERAL
F-63 CONDOR


CORE
DYNAMICS
FEDERAL
GUNSHIP
FDS 118
FSS
CAUTION
GRAVITY

FEDERAL GUNSHIP

CORE DYNAMICS — FREIGHTER



M

PWR	3
SPD	3
MAN	2
SHIELDS	14
HULL	14

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Federal Gunship was developed to address the need for a more versatile military transport and is a progression of the standard Dropship frame. Its greater durability and expanded internal capacity improve its options and have made it an attractive option in a fire support role.

COST: 35,660,000Cr
INSURANCE: 1,780,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
2xS; 4xM; 1xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 1xC5; 2xC6
3xC4M
JUMP RANGE: 6.66LY
TOP SPEED: 171 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

5E SENSORS
5E LIFE SUPPORT
6E POWER PLANT
7E POWER DISTRIBUTOR
6E THRUSTERS
5E FRAME SHIFT DRIVE
4C FUEL TANK [x16]
2x 1F PULSE LASER [M]
IC6: 6E SHIELD GENERATOR
IC5: 4E CARGO RACK [x16]
IC2: 1E BASIC DISC. SCAN.



FER-DE-LANCE

ZORGON PETERSON — MULTIROLE



M

PWR	3
SPD	5
MAN	3
SHIELDS	10
HULL	10

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Fer-de-Lance is another classic design that has now been in production for two centuries. The ship became famous for its popularity with top business executives and wealthy bounty hunters, being a fast, well armed vessel with luxurious accommodation and high quality components fitted as standard. Early models were built by Zorgon Peterson, but more recently, limited numbers have been upgraded by Saud Kruger in a rare collaboration, resulting in even more lavish creations without affecting the original design and specification.

COST: 51,570,000Cr
INSURANCE: 2,600,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
4xM; 1xH
UTILITY MOUNTS: 6
INTERNAL COMPARTMENTS:
1xC1; 1xC2; 2xC4; 1xC5

JUMP RANGE: 7.04LY
TOP SPEED: 265 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
4E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
5E THRUSTERS
4E FRAME SHIFT DRIVE
3C FUEL TANK (x8)
2x 1F PULSE LASER (M)
IC5: 4E CARGO RACK (x16)
IC4: 4E SHIELD GENERATOR
IC4: 3E CARGO RACK (x8)
IC1: 1E BASIC DISC. SCAN.


ZORGON
PETERSON
FER-DE-LANCE


ZORGON
PETERSON
HAULER

HAULER

LAKON SPACEWAYS — FREIGHTER



PWR	3
SPD	3
MAN	2
SHIELDS	4
HULL	3

FIREPOWER

GRP 1	GRP 2
2	
GRP 3	GRP 4
GRP 5	GRP 6

The Hauler is Zorgon Peterson's low level entry into the freighter market and has been a big success. A large cargo capacity (for its size), a cheap purchase price and low running costs have made these the most popular small cargo ships in human space.

COST: 53,000Cr
INSURANCE: 2,600Cr
CREW: 1

CONFIGURATION

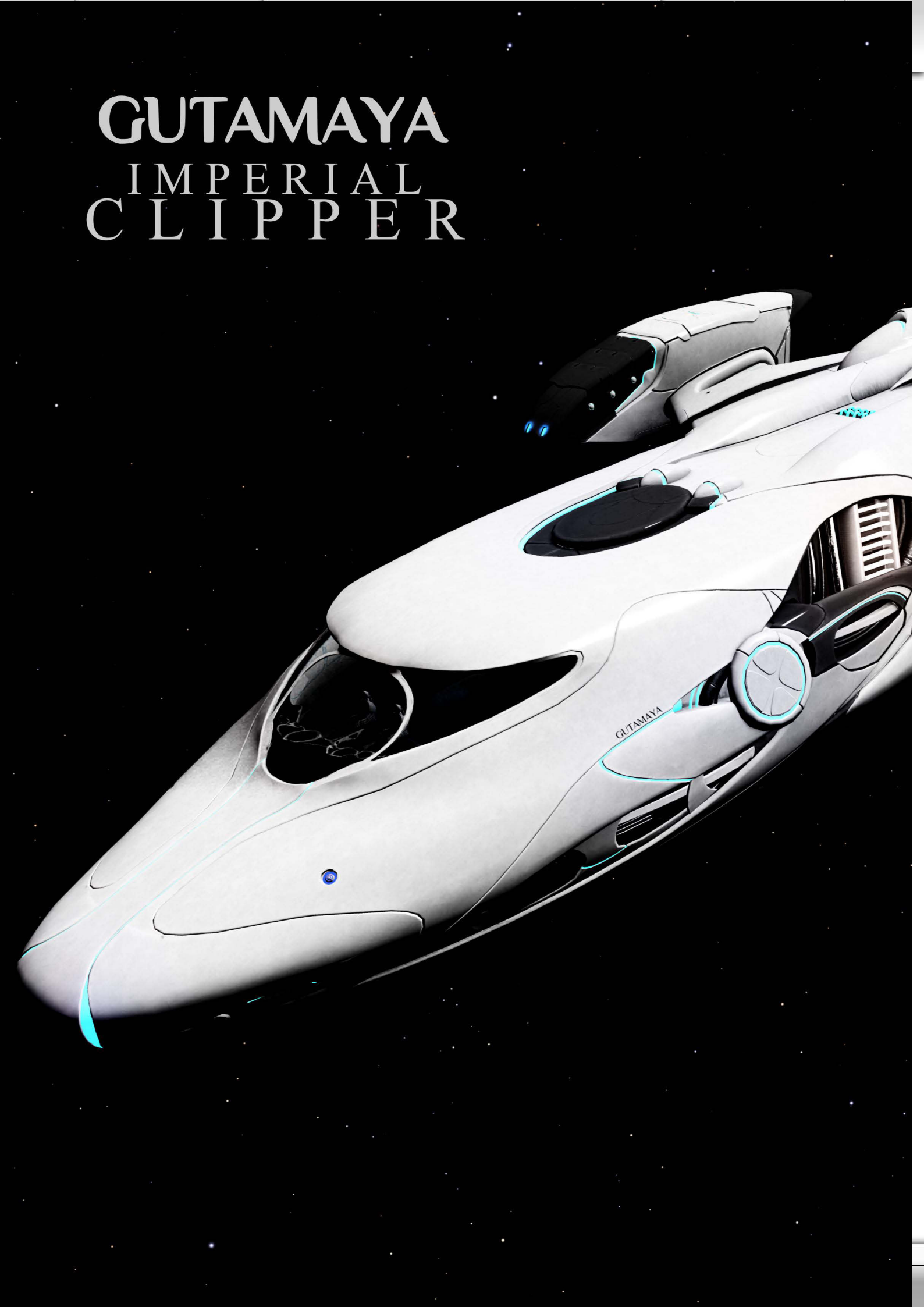
HARDPOINTS:
1xS
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
1xC1; 1xC2; 2xC3

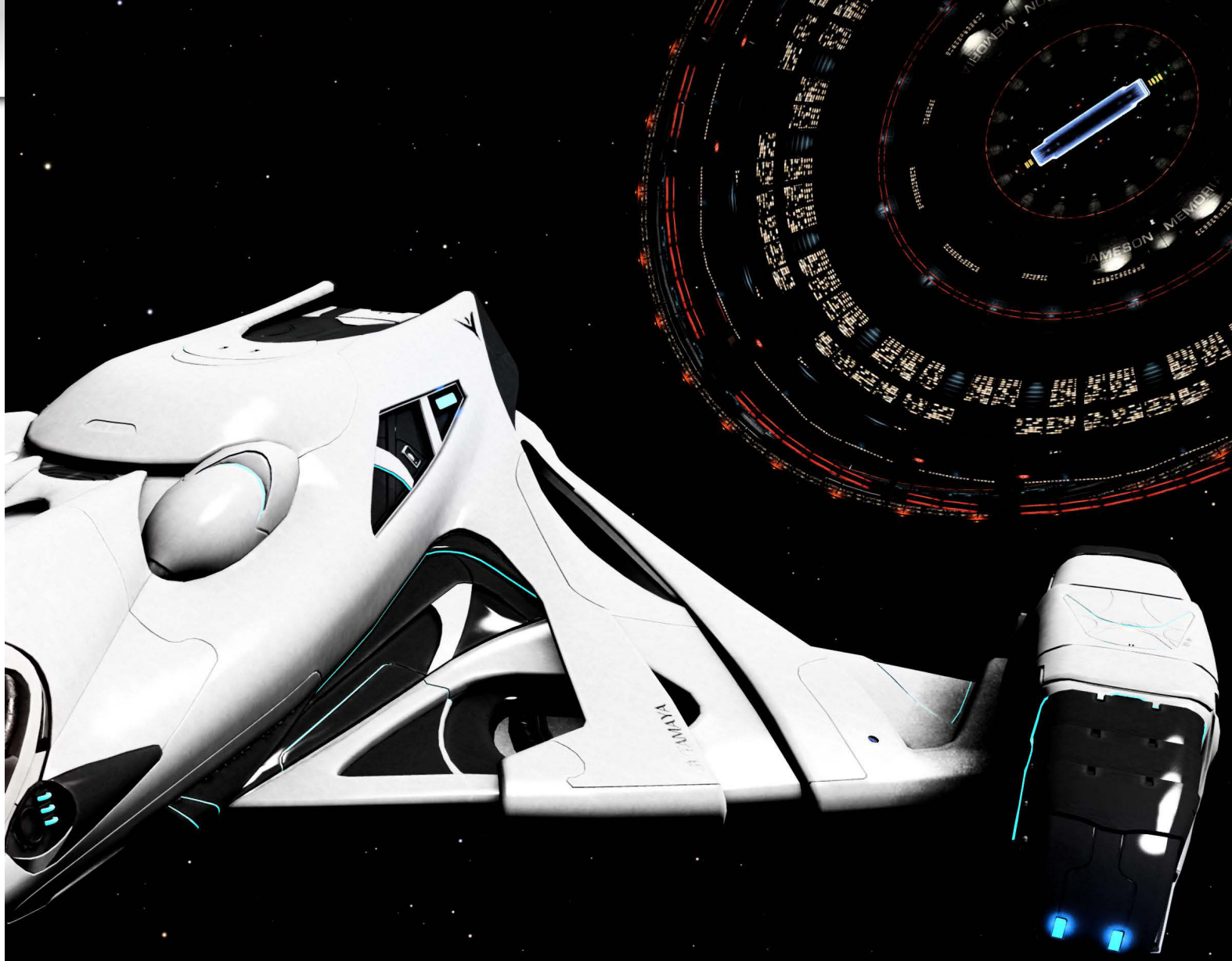
JUMP RANGE: 9.87LY
TOP SPEED: 203 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

1E SENSORS
1E LIFE SUPPORT
2E POWER PLANT
1E POWER DISTRIBUTOR
2E THRUSTERS
2E FRAME SHIFT DRIVE
2C FUEL TANK (x4)
1x 1F PULSE LASER (S)
IC3: 2E CARGO RACK (x4)
IC3: 2E CARGO RACK (x4)
IC2: 2E SHIELD GENERATOR
IC1: 1E BASIC DISC. SCAN.

GUTAMAYA
IMPERIAL CLIPPER





IMPERIAL CLIPPER

GUTAMAYA — FREIGHTER



PWR	3	
SPD	3	
MAN	2	
SHIELDS	13	
HULL	13	

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Imperial Clipper is Gutamaya's flagship design. It epitomises elegance of form while delivering speed and agility. Due to its balance of speed, luxury and strength it is often used to transport valuable items and important personnel across the Empire.

COST: 22,300,000Cr
INSURANCE: 1,100,00Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
2xM; 2xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 2xC3; 2xC4; 1xC6; 1xC7
JUMP RANGE: 8.98LY
TOP SPEED: 306 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

5E SENSORS
5E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
6E THRUSTERS
5E FRAME SHIFT DRIVE
4C FUEL TANK (x16)
2x 1F PULSE LASER (M)
IC7: 6E CARGO RACK (x64)
IC6: 6E SHIELD GENERATOR
IC4: 3E CARGO RACK (x8)
IC2: 1E CARGO RACK (x2)



IMPERIAL COURIER

GUTAMAYA — LIGHT MULTI



PWR	3
SPD	4
MAN	4
SHIELDS	5
HULL	6

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

The Imperial Courier is the quintessential Imperial ship. It epitomises elegance of form while packing a good punch. Officially the class is used to provide transport for officials whose status don't warrant the use of a Cutter or Interdictor. Its flexibility means that it fills many roles in both the Imperial Navy and private services.

COST: 2,543,000Cr
INSURANCE: 127,00Cr
CREW: 1

CONFIGURATION

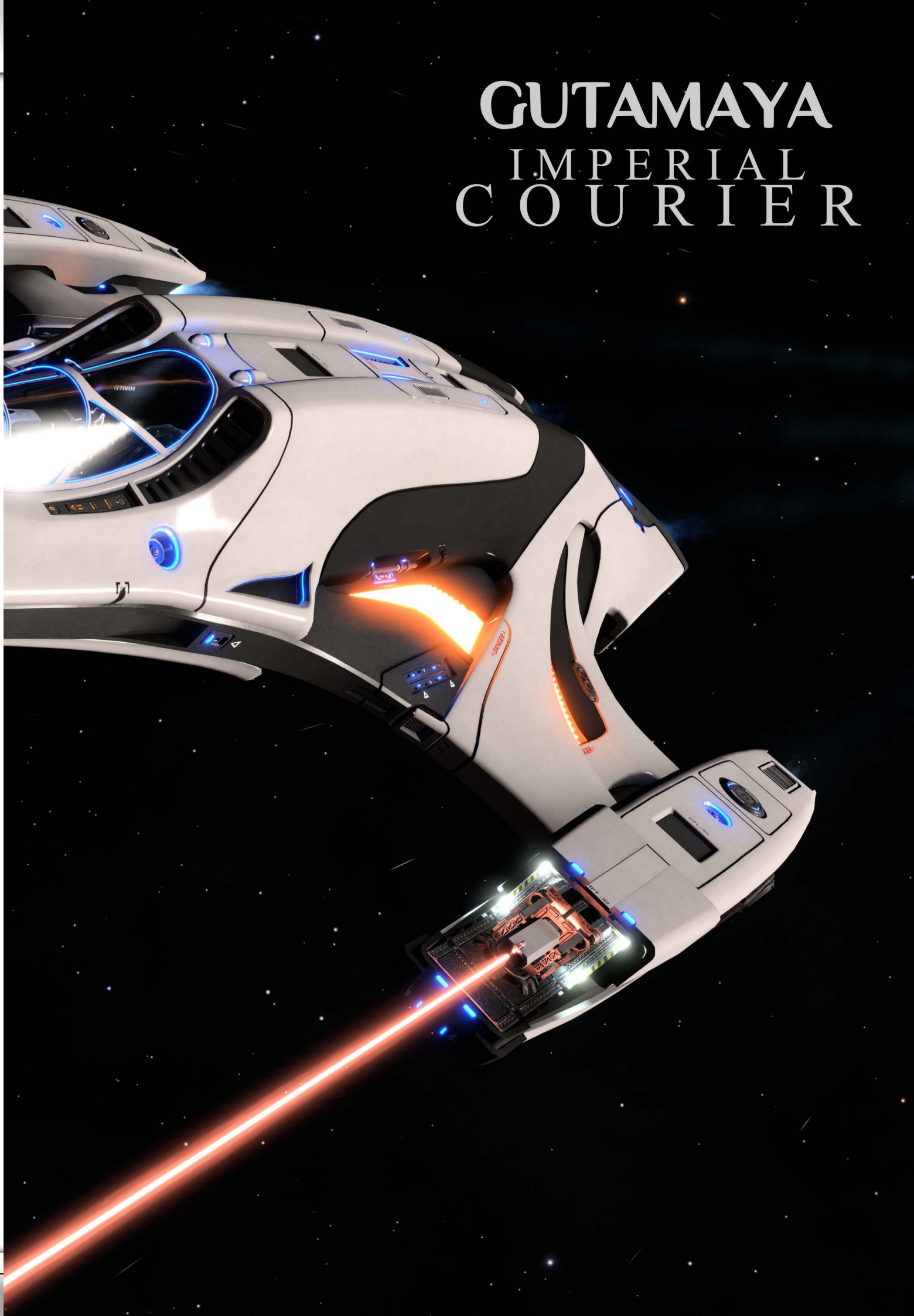
HARDPOINTS:
3xM
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
1xC1; 3xC2; 2xC3

JUMP RANGE: 7.81LY
TOP SPEED: 277 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

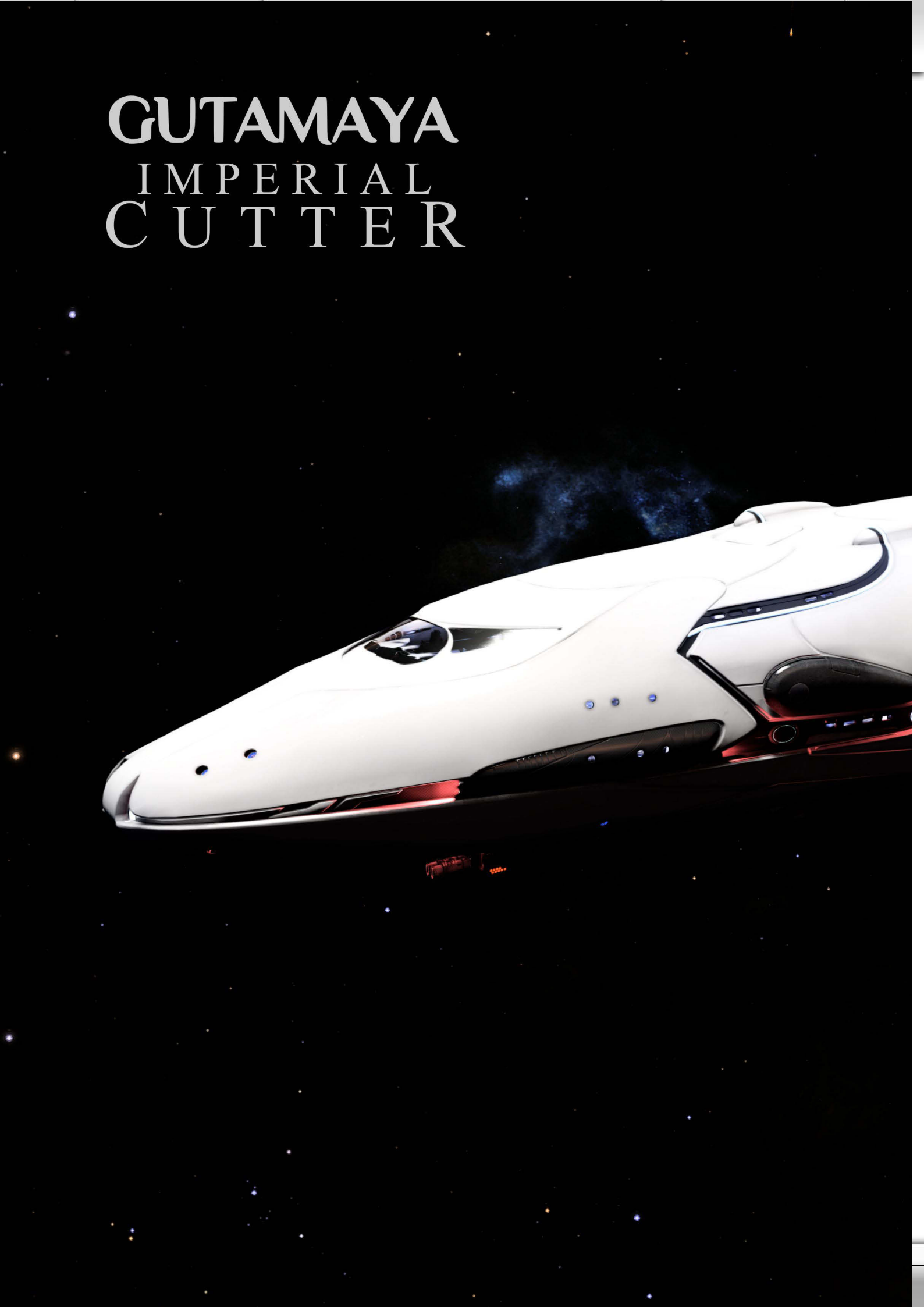
DEFAULT LOADOUT

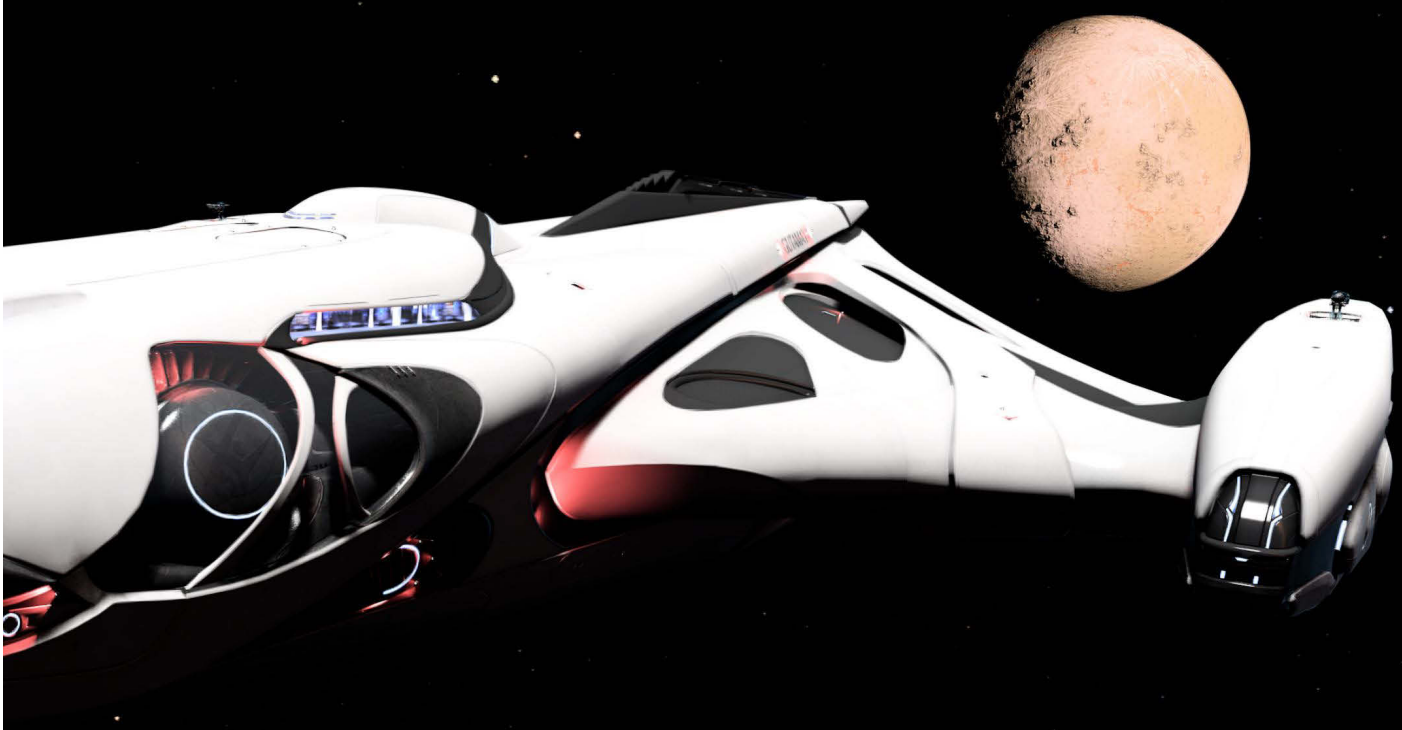
2E SENSORS
1E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
3E THRUSTERS
3E FRAME SHIFT DRIVE
3C FUEL TANK [x8]
2x 1F PULSE LASER [M]
IC3: 2E CARGO RACK [x4]
IC3: 2E CARGO RACK [x4]
IC2: 2E SHIELD GENERATOR
IC2: 1E CARGO RACK [x2]
IC2: 1E CARGO RACK [x2]
IC1: 1E BASIC DISC. SCAN.

GUTAMAYA
IMPERIAL COURIER



GUTAMAYA
IMPERIAL CUTTER





IMPERIAL CUTTER

GUTAMAYA — CRUISER



PWR	3
SPD	3
MAN	1
SHIELDS	22
HULL	22

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Imperial Cutter fills the corvette role in the Imperial Navy. The design philosophy reflects Imperial sensibilities as it is faster and more elegant than the Federal Corvette, but doesn't quite match it in firepower. As with other Imperial warships the Cutter is also used for projecting soft power via diplomatic missions and support for friendly powers. It is possible, although rare, for a well connected client or patron to own one of these ships. Some models can deploy two small fighter sized ships, although civilian models are restricted to one fighter bay.

COST: 209,000,000Cr
INSURANCE: 10,500,00Cr
CREW: 3

CONFIGURATION

HARDPOINTS:
4xM; 2xL; 1xH
UTILITY MOUNTS: 8
INTERNAL COMPARTMENTS:
1xC3; 1xC4; 2xC5; 3xC6
2xC8; 2xC5M
JUMP RANGE: 8.21LY
TOP SPEED: 202 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

7E SENSORS
7E LIFE SUPPORT
8E POWER PLANT
7E POWER DISTRIBUTOR
8E THRUSTERS
7E FRAME SHIFT DRIVE
6C FUEL TANK (x64)
2x 1F PULSE LASER (M)
IC8: 8E SHIELD GENERATOR
IC8: 7E CARGO RACK (x128)
IC6: 5E CARGO RACK (x32)
IC4: 2E CARGO RACK (x4)
IC3: 1E BASIC DISC. SCAN.

IMPERIAL EAGLE

GUTAMAYA — FIGHTER



The Imperial Eagle has seen service in the Imperial Navy and allied fleets for many years. The Core Dynamics Eagle is a multi-role fighter whereas the Imperial variant is geared towards the interceptor role. It carries more powerful weaponry and is capable of higher speeds than the original at the expense of some of the original ship's famed manoeuvrablity.

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1 GRP 2
GRP 3 GRP 4
GRP 5 GRP 6

COST: 111,000Cr
INSURANCE: 5,50Cr
CREW: 1

CONFIGURATION

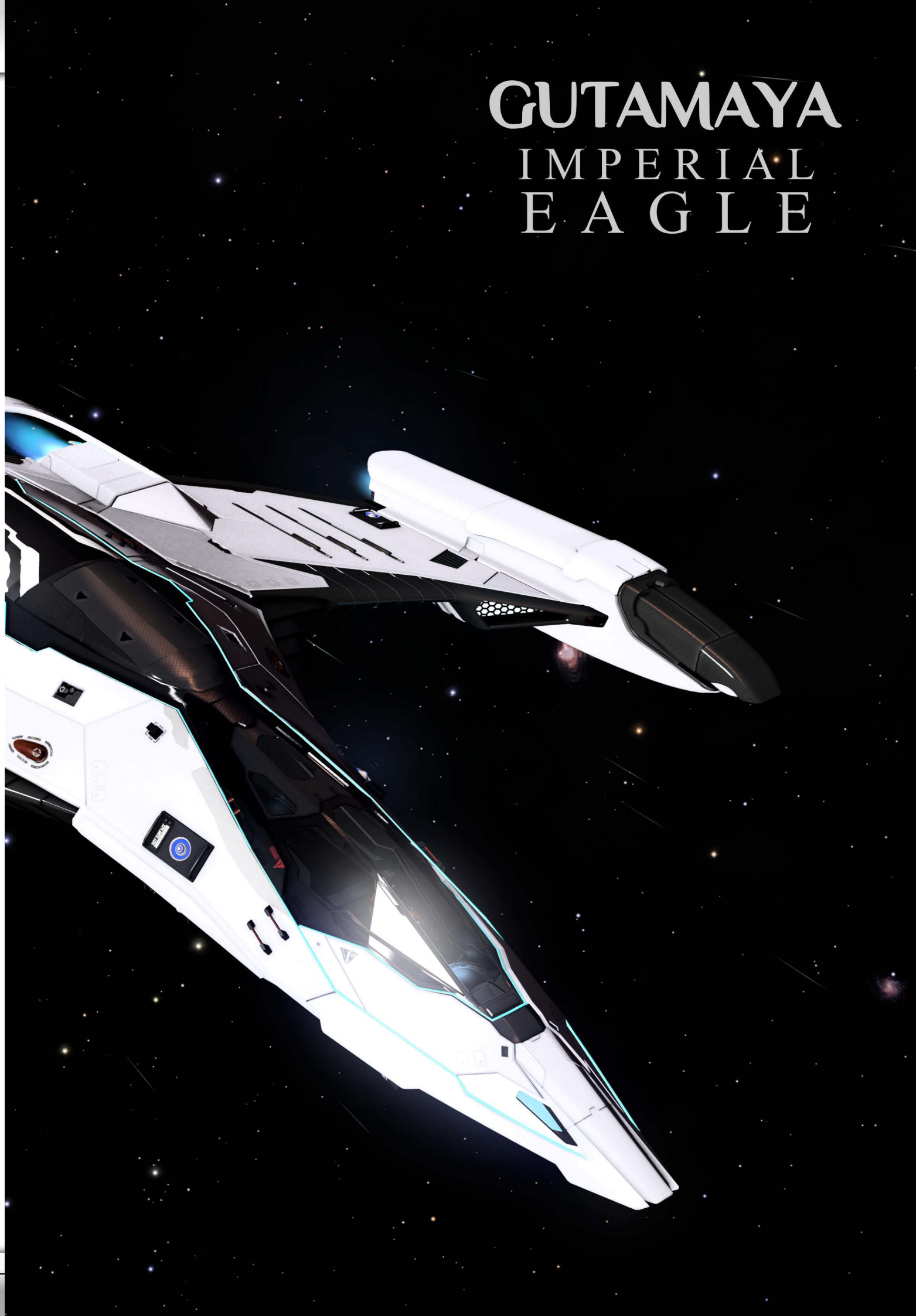
HARDPOINTS:
2xS; 1xM
UTILITY MOUNTS: 1
INTERNAL COMPARTMENTS:
2xC1; 1xC2; 1xC3
1xC2M
JUMP RANGE: 8.22LY
TOP SPEED: 302 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

2E SENSORS
1E LIFE SUPPORT
3E POWER PLANT
2E POWER DISTRIBUTOR
3E THRUSTERS
3E FRAME SHIFT DRIVE
2C FUEL TANK [x4]
2x 1F PULSE LASER [S]
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK [x2]
IC1: 1E BASIC DISC. SCAN.



GUTAMAYA
IMPERIAL EAGLE



GUTAMAYA
IMPERIAL
Gu-97
FIGHTER



IMPERIAL FIGHTER

GUTAMAYA — FIGHTER



PWR	3
SPD	7
MAN	6
SHIELDS	2
HULL	3

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

The Gu-97 was originally designed for the Close Quarters Championship under the name "Imperial Fighter". After proving itself as a versatile and agile competitor, the Imperial Navy commissioned a variant for deployment on military vessels and Gutamaya Shipyards released the design on the civilian market soon afterwards.

COST: 15,000Cr
RESTOCK: 1,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS: 2xS
UTILITY MOUNTS: 1
INTERNAL COMPARTMENTS: NONE

JUMP RANGE: N/A
TOP SPEED: 312 m/s
VEHICLE BAYS: NO
FIGHTER BAYS: NO

DEFAULT LOADOUT

1D SENSORS
1D LIFE SUPPORT
1D POWER PLANT
1D POWER DISTRIBUTOR
1D THRUSTERS
2x 1F PULSE LASER (S)

KEELBACK

LAKON SPACEWAYS — LIGHT FREIGHTER



This is Lakon Spaceways combat-trader class vessel, based on the Type 6 frame but with extra weapon hardpoints. It has been designed for hostile-environment deliveries and light support duties with a reduced cargo capacity to support a higher class of power-plant, and can even acommodate a fighter bay. Its durability is improved by better armour and shield capacity. A similar silhouette to the Type 6 makes it a suitable vessel for commerce raiding or convoy support.

PWR	3
SPD	3
MAN	3
SHIELDS	7
HULL	9

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 3,100,000Cr
INSURANCE: 156,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 3
INTERNAL COMPARTMENTS:
2xC2; 1xC3; 1xC4; 2xC5

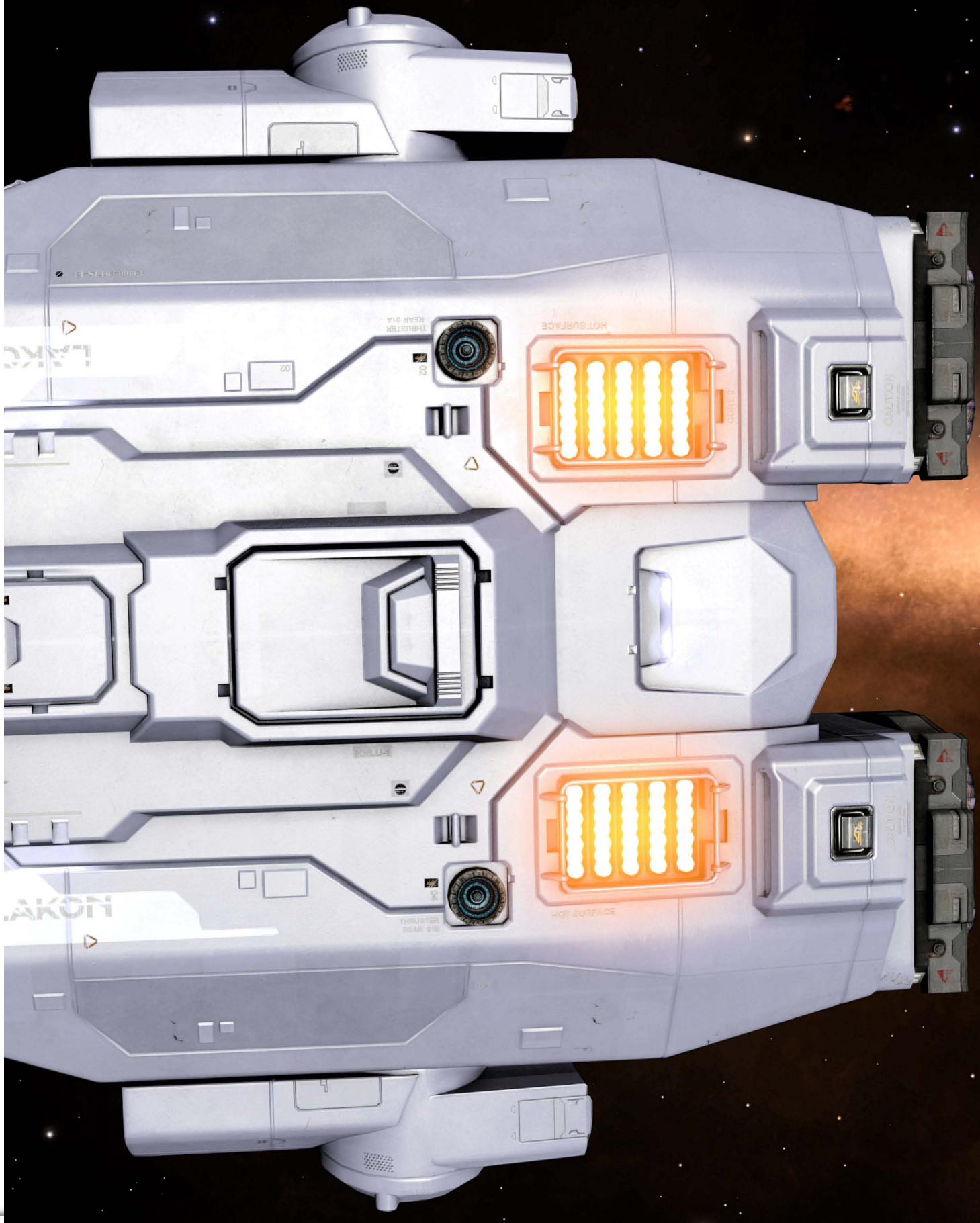
JUMP RANGE: 10.94LY
TOP SPEED: 202 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

2E SENSORS
1E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4C FUEL TANK [x16]
2x 1F PULSE LASER [S]
IC5: 4E CARGO RACK [x16]
IC5: 4E CARGO RACK [x16]
IC4: 2E CARGO RACK [x4]
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.



LAKON
KEELBACK



ORCA

SAUD-KRUGER | FREIGHTER / LINER



Saud Kruger are famed for their range of luxury passenger vessels. This is their top of the line vessel (although they do offer custom built vessels that are larger) and is capable of carrying passengers in extreme comfort and elegance. For its size and class it's also quite capable of defending itself.

PWR	3
SPD	4
MAN	2
SHIELDS	15
HULL	15

FIREPOWER

GRP 1: 4	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COST: 48,540,000Cr
INSURANCE: 2,425,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS:
2xM; 1xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
2xC2; 1xC3; 1xC4; 2xC5; 1xC5R; 1xC6R
JUMP RANGE: 7.44LY
TOP SPEED: 308 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
6E LIFE SUPPORT
5E POWER PLANT
5E POWER DISTRIBUTOR
6E THRUSTERS
4C FUEL TANK (x16)
2x 1F PULSE LASER (M)
IC6: 5E CARGO RACK (x32)
IC5: 4E CARGO RACK (x16)
IC5: 4E CARGO RACK (x16)
IC5: 5E SHIELD GENERATOR
IC4: 3E CARGO RACK (x8)
IC2: 1E BASIC DISC. SCAN.


SAUD KRUGER
ORCA


DELACY
PYTHON

PYTHON

FAULCON DELACY — FREIGHTER



Another classic design that has survived the centuries. The first Python was constructed in 2700 by Whatt and Pritney Ship Construction. With the demise of the company and after various mergers and takeovers the ship design is now owned by Faulcon deLacy. The ship remains the slow and sturdy craft it was originally notable as and some smaller navies still use this class as a patrol cruiser (although it is small compared to the Imperial Interdictors and Federal Battle cruisers).

PWR	3
SPD	4
MAN	3
SHIELDS	12
HULL	12

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 56,978,000Cr
INSURANCE: 2,850,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS: 2xM; 3xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS: 1xC2; 2xC3; 1xC4; 2xC5; 3xC6
JUMP RANGE: 8.23LY
TOP SPEED: 234 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

6E SENSORS
4E LIFE SUPPORT
7E POWER PLANT
7E POWER DISTRIBUTOR
6E THRUSTERS
5C FUEL TANK [x32]
2x 1F PULSE LASER [M]
IC6: 5E CARGO RACK [x32]
IC6: 5E CARGO RACK [x32]
IC6: 6E SHIELD GENERATOR
IC5: 4E CARGO RACK [x16]
IC3: 1E BASIC DISC. SCAN.
IC2: 1E CARGO RACK [x2]

SIDEWINDER

DELACY



SIDEWINDER

FAULCON DELACY — LIGHT MULTI



PWR	3
SPD	4
MAN	5
SHIELDS	5
HULL	4

FIREPOWER

GRP 1	4
GRP 2	
GRP 3	
GRP 4	
GRP 5	
GRP 6	

Most pilots start their careers in the Sidewinder. It is a classic ship design that has been in use (in various configurations) since 2982. Its original design was a light support ship and it lacked jump capability but modern compact drives have enabled jump-capable versions to be created making this a useful all-rounder. Some navies still use these ships as fighters and patrol craft.

COST: 32,000Cr
INSURANCE: 1,600Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
2xC1; 2xC2

JUMP RANGE: 7.56LY
TOP SPEED: 220 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

1E SENSORS
1E LIFE SUPPORT
2E POWER PLANT
1E POWER DISTRIBUTOR
2E THRUSTERS
1C FUEL TANK (x2)
2x 1F PULSE LASER (S)
IC2: 2E SHIELD GENERATOR
IC2: 2E CARGO RACK (x4)
IC1: 1E BASIC DISC. SCAN.

TAIPAN

LAKON — FIGHTER



The Taipan fighter was introduced by Lakon to fulfill public demand for a ship-launched fighter to rival the F-63 Condor and Gu-97 Imperial Fighter. The drive by the superpowers to restrict access to their fighters pushed the Taipan into high demand as independent pilots scrambled to give themselves an edge.

PWR	3
SPD	6
MAN	5
SHIELDS	3
HULL	4

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 15,000Cr
RESTOCK: 1,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS
UTILITY MOUNTS: 1
INTERNAL COMPARTMENTS:
NONE

JUMP RANGE: N/A
TOP SPEED: 268 m/s
VEHICLE BAYS: NO
FIGHTER BAYS: NO

DEFAULT LOADOUT

1E SENSORS
1E LIFE SUPPORT
1E POWER PLANT
1E POWER DISTRIBUTOR
1E THRUSTERS
2x 1F PULSE LASER (S)
IC1: 1E SHIELD GENERATOR





LAKON
TAIPAN



TYPE-6 TRANSPORTER

LAKON SPACEWAYS — LIGHT FREIGHTER



Lakon Spaceways are famous for building dependable, jump capable transport vessels. The venerable Type 6 is their smallest commercially available model. It has limited combat capability, but is capable of transporting decent loads for its size class.

PWR	3
SPD	3
MAN	2
SHIELDS	6
HULL	9

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 1,050,000Cr
INSURANCE: 52,300Cr
CREW: 1

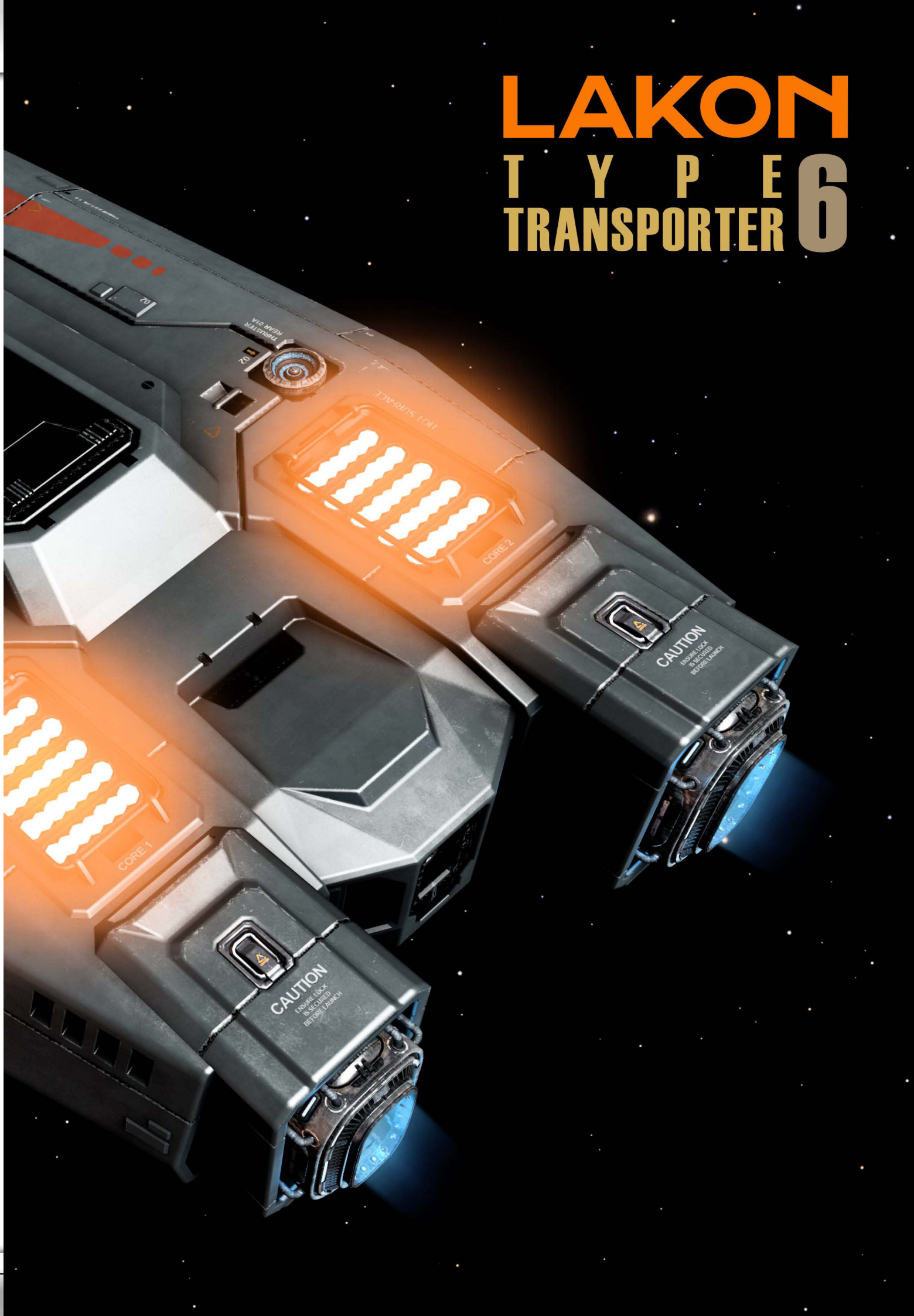
CONFIGURATION

HARDPOINTS:
2xS
UTILITY MOUNTS: 3
INTERNAL COMPARTMENTS:
2xC2; 1xC3; 2xC4; 2xC5

JUMP RANGE: 12.39LY
TOP SPEED: 223 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

2E SENSORS
2E LIFE SUPPORT
3E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4C FUEL TANK [x16]
2x 1F PULSE LASER [S]
IC5: 4E CARGO RACK [x16]
IC5: 4E CARGO RACK [x16]
IC4: 3E CARGO RACK [x8]
IC4: 3E CARGO RACK [x8]
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK [x2]
IC2: 1E BASIC DISC. SCAN.


LAKON
TYPE 6
TRANSPORTER
CORE 1
CORE 2
CAUTION
ENSURE LOCK IS SECURED BEFORE LAUNCH
CAUTION
ENSURE LOCK IS SECURED BEFORE LAUNCH

TYPE-7 TRANSPORT

LAKON SPACEWAYS — FREIGHTER



Released in 3290, the Type 7 Transporter is Lakon Spaceway's medium size transport vessel. It's slow but moves a lot of tonnage for its size.

PWR	3
SPD	2
MAN	2
SHIELDS	10
HULL	13

FIREPOWER

GRP 1: 4	GRP 2:
GRP 3:	GRP 4:
GRP 5:	GRP 6:

COST: 17,500,000Cr
INSURANCE: 873,500Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
4xS
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
1xC1; 2xC3; 3xC5; 3xC6

JUMP RANGE: 10.68LY
TOP SPEED: 181 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
4E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
5E THRUSTERS
5C FUEL TANK (x32)
2x 1F PULSE LASER (S)
IC6: 5E CARGO RACK (x32)
IC6: 5E CARGO RACK (x32)
IC6: 5E CARGO RACK (x32)
IC5: 4E CARGO RACK (x16)
IC5: 4E CARGO RACK (x16)
IC5: 4E SHIELD GENERATOR
IC3: 1E BASIC DISC. SCAN.





LAKON
TYPE 7
TRANSPORTER

TYPE-9 HEAVY

LAKON SPACEWAYS — FREIGHTER



The Type-9 Heavy is Lakon Spaceways' large freighter entry. This ship is built to transport large cargo - a job it does very well - but it doesn't stand up well in a fight. Adding a fighter bay allows the Type 9 to act as a carrier, deploying fighters from a safe distance and increasing its survivability.

PWR	3
SPD	1
MAN	1
SHIELDS	16
HULL	16

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 76,500,000Cr
INSURANCE: 3,828,000Cr
CREW: 3

CONFIGURATION

HARDPOINTS:
2xS; 3xM
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS:
1xC1; 2xC3; 2xC4; 1xC5; 1xC6; 1xC7; 1xC8
JUMP RANGE: 7.71LY
TOP SPEED: 131 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: YES

DEFAULT LOADOUT

4E SENSORS
5E LIFE SUPPORT
6E POWER PLANT
6E POWER DISTRIBUTOR
7E THRUSTERS
6C FUEL TANK (x64)
2x 1F PULSE LASER (M)
IC8: 7E CARGO RACK (x128)
IC7: 6E CARGO RACK (x64)
IC6: 6E SHIELD GENERATOR
IC5: 4E CARGO RACK (x16)
IC4: 3E CARGO RACK (x8)
IC3: 2E CARGO RACK (x4)
IC2: 1E BASIC DISC. SCAN.


LAKON
TYPE 9
HEAVY


DELACY
VIPER
MK III

VIPER MK III

FAULCON DELACY — FIGHTER



PWR	3
SPD	6
MAN	4
SHIELDS	6
HULL	8

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

The Viper MkIII is a development of the most successful fighter classes ever built. The original Viper Defence Craft was designed by Faulcon Manspace in 2762 at the Reorte shipyards. The basic model was beefed up with the Viper II by Faulcon deLacy and the Viper MkIII is a revitalised model with a more armoured look. It is a top class fighter found in many well-equipped police and naval forces.

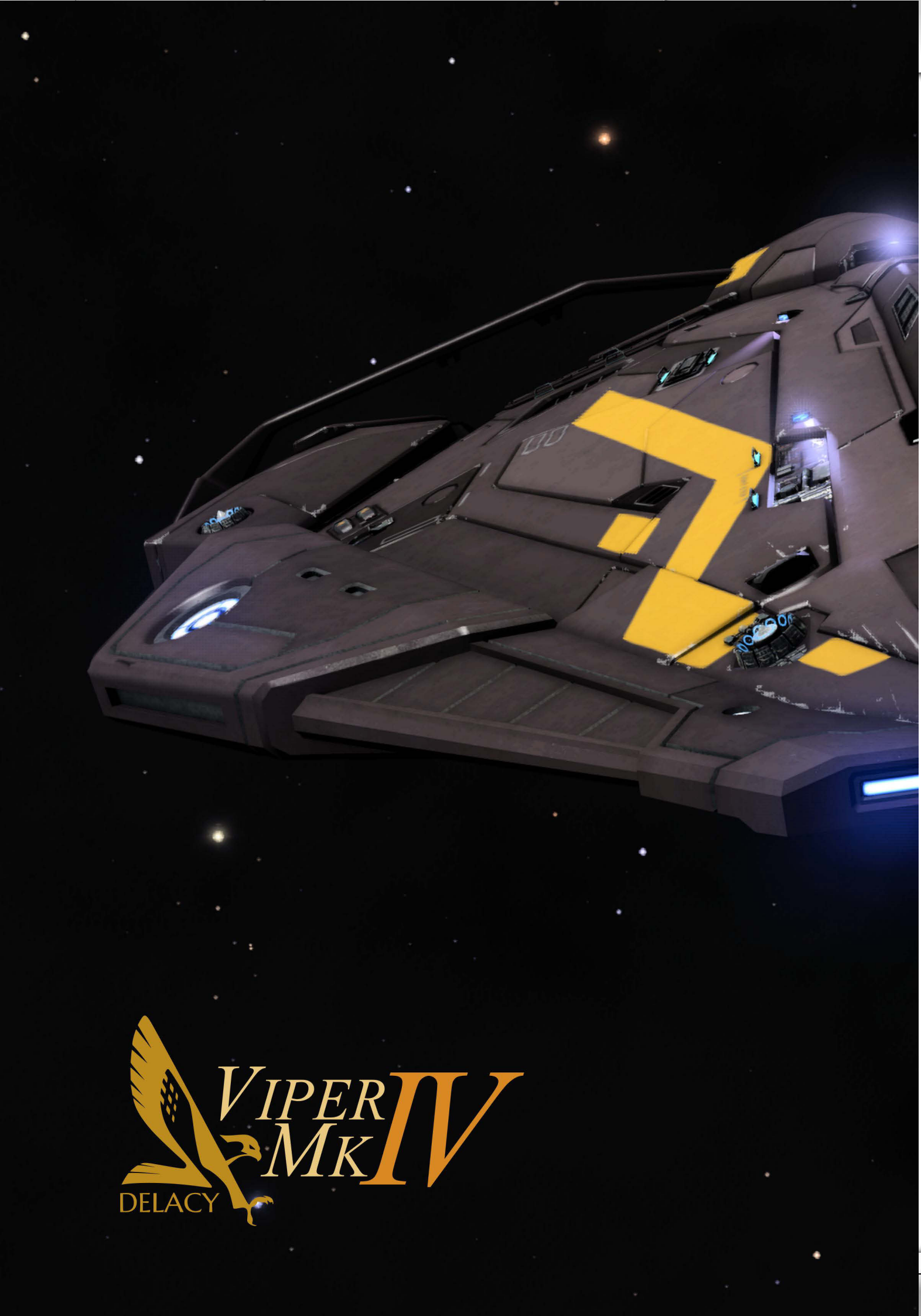
COST: 143,000Cr
INSURANCE: 7,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
1xC1; 1xC2; 2xC3
1xC3M
JUMP RANGE: 7.67LY
TOP SPEED: 315 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
2E LIFE SUPPORT
3E POWER PLANT
3E POWER DISTRIBUTOR
3E THRUSTERS
2C FUEL TANK (x4)
2x 1F PULSE LASER (M)
IC3: 2E CARGO RACK (x4)
IC3: 3E SHIELD GENERATOR
IC1: 1E BASIC DISC. SCAN.


DELACY
VIPER
MK IV



VIPER MK IV

FAULCON DELACY — FIGHTER



		FIREPOWER	
PWR	3	GRP 1: 4	GRP 2:
SPD	5	GRP 3:	GRP 4:
MAN	4	GRP 5:	GRP 6:
SHIELDS	8		
HULL	8		

Faulcon deLacy's Viper MkIV takes the MkIII model and beefs it up to a heavy fighter role. While it lacks the speed of the older ship, it enjoys much better protection from shields and armour and, with the capacity for a more capable powerplant and frame shift drive, the MkIV is well-suited for long-range patrols and rapid deployment. The powerplant upgrade potential supports greater customization for weapons and modules, making this a versatile fighter that would be an excellent addition to any navy or private security concern.

COST: 438,000Cr
INSURANCE: 22,000Cr
CREW: 1

CONFIGURATION

HARDPOINTS:
2xS; 2xM
UTILITY MOUNTS: 2
INTERNAL COMPARTMENTS:
1xC1; 2xC2; 1xC3; 2xC4; 1xC3M
JUMP RANGE: 10.36LY
TOP SPEED: 271 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

3E SENSORS
2E LIFE SUPPORT
4E POWER PLANT
3E POWER DISTRIBUTOR
4E THRUSTERS
4C FUEL TANK (x16)
2x 1F PULSE LASER (S)
IC4: 3E CARGO RACK (x8)
IC4: 3E CARGO RACK (x8)
IC3: 3E SHIELD GENERATOR
IC2: 1E CARGO RACK (x2)
IC1: 1E BASIC DISC. SCAN.



CORE DYNAMICS

VULTURE

VULTURE

CORE DYNAMICS — HEAVY FIGHTER



The Vulture space superiority fighter sacrifices hardpoint flexibility for manoeuvrability. Advanced manufacturing techniques have allowed the Vulture to integrate large hardpoints into its relatively small frame, offsetting the ship's limited weapon count, but its nimble flight characteristics make it equally devastating against smaller targets. A limited cargo and passenger capability has not stopped it becoming a preferred personal transport for those who like to project a certain attitude in their dealings.

PWR	3
SPD	5
MAN	5
SHIELDS	9
HULL	7

FIREPOWER

GRP 1	GRP 2
4	
GRP 3	GRP 4
GRP 5	GRP 6

COST: 4,900,000Cr
INSURANCE: 246,000Cr
CREW: 2

CONFIGURATION

HARDPOINTS: 2xL
UTILITY MOUNTS: 4
INTERNAL COMPARTMENTS: 2xC1; 1xC2; 1xC4; 1xC5; 1xC5M
JUMP RANGE: 7.93LY
TOP SPEED: 215 m/s
VEHICLE BAYS: YES
FIGHTER BAYS: NO

DEFAULT LOADOUT

4E SENSORS
3E LIFE SUPPORT
4E POWER PLANT
5E POWER DISTRIBUTOR
5E THRUSTERS
3C FUEL TANK (x16)
2x 1F PULSE LASER (L)
IC5: 5E SHIELD GENERATOR
IC4: 3E CARGO RACK (x8)
IC2: 1E BASIC DISC. SCAN.

VEHICLE-SPECIFIC EQUIPMENT

Over the years, modularisation and standardisation has led to all vehicle types being able to use the same equipment, scaled depending on the vehicle it will be fitted to. Smaller vehicles are fitted with Class 1 equipment whilst the largest vehicles use Class 8 equipment. In addition the base Rating (a measure of quality) of any equipment is E – The only exception to this is the Fuel Store, which is not produced below C-rating for safety reasons. These stats are shown in the descriptions as a two-character code listing the class then the rating: for example a Class 3, C-rated item would be shown as 3C

The equipment list below gives the stats and costs for Class 1 E-rated equipment unless otherwise stated. In order to work out the information for higher rated equipment use the following methods:

- **Cost**: Multiply the default cost by three for every increase in rating AND every increase in class.
- **Mass**: In the case of weapons, the mass for each class is constant – C1 weapons are 2T, C2 weapons are 4T and C3 weapons are 8T. For all other equipment, for each Class increase, double the mass of the item. Rating mass increases are as follows:
  - E-D: Half the mass of E-rated
  - D-C: Increase D-rated mass by one third (round down)
  - C-B: Same mass as E-rated
  - B-A: Same mass as C-rated

- **Power**: The power requirement for most items of equipment increases by 1 point for each rating or class increase above the default unless otherwise stated. This means that if an item whose default values were Class 1 and rating E was upgraded to Class 2, rating D would require 3 power points to operate.

Other values specific to each item of equipment will be noted in the item descriptions. The stats for every equipment type are as follows:

- **MASS**: The mass of the default item in tonnes.
- **POWER** (**PWR**): How many power points are required to power this item.
- **CLASS**: The class for which the default values are given.
- **RATING**: The rating for which the default values are given.
- **COST**: The cost of the default item in credits (Cr)

Unless otherwise stated, the equipment is fitted to an Internal Compartment.



AUTO FIELD-MAINTENANCE UNIT

When activated the AFMU will slowly repair modules that are set to repair but will consume resources to do so. The AFMU can be resupplied at starports and outposts from the munitions interface. **REPAIR** is a measure of how many minutes it takes to repair one point of damage. This can also refer to how many additional dice can be added to repair rolls in combat. For each class or rating increase, add one to the REPAIR value.
MASS 0; **POWER** 1; **REPAIR** 1; **COST** 10,000Cr

BI-WEAVE SHIELD GENERATOR

An alternative shield generator that sacrifices shield strength for a much faster recharge rate. These shields are recognised as they flare pink when hit rather than the blue flare from normal shields. This shield type is only available in C-rating. **SHD-** is the number by which the standard shield value for this class must be decreased: SHD- increases by 1 for each class increase.
MASS 1.3; **POWER** 2; **RATING** C; **SHD-** 1; **COST** 7,700

BULKHEADS

Bulkheads are the constructs that give a vehicle its structural integrity. The stats given for a vehicle's hull represent the default material: "Lightweight Alloys". The only additional stat for Bulkheads is the **HULL+** stat, which is the number by which the vehicle's HULL value is increased due to the upgrade. The **MASS** stats given represent the increase in mass for each size grade and the number should be converted into the unit of mass that the vehicle is weighed in (usually kilogrammes or tonnes).

REINFORCED ALLOYS: Advanced structure and compounds offer improved resistance against all types of attack.
MASS T: +5, S: +10, M: +15, L: +36, H: +75; **HULL+** T or S: +1; M or L: +2; H: +3; **COST** ½ vehicle default cost

MILITARY GRADE COMPOSITE: Hardened structure and compounds offering superior protection against all types of attack.
MASS T: +10, S: +20, M: +30, L: +75, H: +150; **HULL+** T or S: +2; M or L: +3; H: +4; **COST** Vehicle default cost

MIRRORED SURFACE COMPOSITE: Specifically formulated structure offering superior resistance to thermal damage at the cost of vulnerability to kinetic attack. When attacked by a kinetic weapon, an extra HULL Point will be lost for every successful hit.
MASS T: +10, S: +20, M: +30, L: +75, H: +150; **HULL+** T or S: +2; M or L: +3; H: +4; **COST** 2 x vehicle default cost

REACTIVE SURFACE COMPOSITE: Specifically formulated structure offering superior resistance to kinetic damage at the cost of vulnerability to thermal attack. When attacked by a laser or thermal weapon, an extra HULL Point will be lost for every successful hit.
MASS T: +10, S: +20, M: +30, L: +75, H: +150; **HULL+** T or S: +2; M or L: +3; H: +4; **COST** 2 x vehicle default cost

CARGO RACK

Standardised storage system for use in automated cargo transfer system. The racks are lightweight and thus do not add any mass to the vehicle – the cargo adds all the mass.

All Cargo Racks are E-Rated. For each class increase the capacity (**CAP**) is doubled and, as normal, the cost is tripled. The highest class of Cargo Rack is Class 8, carrying 256 tonne canisters.
MASS 0; **POWER** N/A; **CAP** 2; **COST** 1,000

CARGO SCANNER

Scanner that can detect and analyse the contents of a targeted vehicle's cargo hold. Upgraded scanners do not increase in mass. Cargo scanners are fitted to Utility Mounts and thus do not come in a variety of classes, although there are different ratings

available, each of which increase the scanning range. Each increase in rating increases the scanner's RANGE by 0.5km.
MASS 1.3; **POWER** 1; **RANGE** 2; **COST** 13,500

CARGO SCOOP
The Cargo Scoop is a spacecraft-only standard piece of equipment which is mounted by default to every ship. It allows for the collection of materials that are floating in space. The scoop is a door fitted to the outer hull which opens to allow cargo canisters or other debris to be collected. It cannot be upgraded.

CHAFF LAUNCHER
Vehicle defence item that launches thousands of magnesium-impregnated ribbons which ignite after launch. When deployed, causes gimbal and turret mounted devices to lose lock. Chaff launchers are fitted to Utility Mounts and require Ammunition. There is only one variant available. Replacement chaff rounds cost 2Cr each.
MASS 1.3; **POWER** 1; **CLASS** 0; **RATING** I; **AMMO** 10; **COST** 8,500

DATA LINK SCANNER
A DLS is a remote connection device that allows a vehicle's systems to connect to other nearby computer systems. It can be used to hack into secured networks and pass data and instructions back and forth across the data link. If a vehicle is found to have a DLS on board, the crew can expect questions to be asked and their cargo bays to be checked. Data link scanners are fitted to SRVs as standard due to their roles in surface exploration and data carriage.
MASS 0; **POWER** 1; **CLASS** 0; **RATING** 0; **COST** 2,000

DETAILED SURFACE SCANNER
Advanced stellar body scanner used during space exploration. This scanner can perform extreme high resolution scans in the visual, extra-visual and mass spectrums. Detailed surface scanners can only be fitted to spacecraft. Only one version of this scanner is available and cannot be upgraded.
MASS 1.3; **POWER** 1; **RATING** C; **COST** 250,000

DISCOVERY SCANNER
The discovery scanner is a spacecraft-only unit that scans the local system for asteroid, planetary or stellar masses. It then uses gravimetric and visual readings to extrapolate the location of each body in the system, plotting the locations of each to the vehicle's computer. There are three scanners available. Each variant has successively better scanning range.

BASIC
MASS 0; **POWER** 1; **CLASS** 1; **RATING** E; **RANGE** 500LS; **COST** 1,000

INTERMEDIATE
MASS 0; **POWER** 1; **CLASS** 0; **RATING** C; **RANGE** 1000LS; **COST** 505,000

ADVANCED
MASS 0; **POWER** 1; **CLASS** 0; **RATING** A; **RANGE** System-wide; **COST** 1,545,000

ELECTRONIC COUNTERMEASURES
Missile and torpedo defence. When deployed, uses electromagnetic interference to disable the tracking systems in guided ordnance lock. Only one version of this item is available. The ECM system is fitted to a Utility Mount.
MASS 1.3; **POWER** 1; **CLASS** 0; **RATING** B; **COST** 12,500

FIGHTER BAYS
A spacecraft-only module designed to house smaller spacecraft that can be used as utility vehicles or fighters. Note that fighter bays can only be fitted to certain classes of spacecraft – the entries for each in the Vehicle section above indicate this in the ship description panels.

Fighter bays are available in three classes (2, 4 and 6) and two ratings (H and G). For each increase in class the number of vehicle **SLOTS** increases by 1. The power requirements do not increase with class increases. Costs for both multiply by a factor of 4 for each class increase. The mass doubles for each class increase. Fighter bays can be configured to carry a variety of small spacecraft as follows:

- Class 2 hangars can carry 1 TINY spacecraft.
- Class 4 hangars can carry either 2 TINY fighters or 1 SMALL fighter.
- Class 6 hangars can carry 4 TINY fighters or 2 SMALL fighters.

H-Rated Fighter Bay
MASS 24; **POWER** 1; **CLASS** 2; **RATING** H; **SLOTS** 1; **COST** 36,000

G-Rated Fighter Bay
MASS 12; **POWER** 2; **CLASS** 2; **RATING** G; **SLOTS** 1; **COST** 48,000

FRAME SHIFT DRIVE INTERDICTOR
The FSD Interdictor is a triggered device that can pull a target ship out of supercruise along with your own vessel, in effect dragging both ships to the same area in space. Using it requires the target to be in front of your vessel, facing a similar direction, and within range of the device. If these three criteria are met, activating the FSD Interdictor will destabilize the target's frame shift drive.

When interdicting, both pilots should roll their PILOTING Task Pools in a contested task roll, counting how many successes are gained. The first pilot to achieve six more successes than the opponent wins. If the inderdicting pilot is successful, both ships exit supercruise and the defeated ship loses 1 HULL and SHIELD point and cannot re-enter supercruise or hyperspace for 1D6+2 rounds or 30 seconds of real-time.

Interdiction places significant stress on all vessels involved, causing a small amount of damage. Pilots may submit to an interdiction by throttling down to avoid suffering this damage. Be aware, interdicting a vessel not currently wanted by the authorities is a crime.

The highest class of Interdictor available is Class 4. The RANGE increases by 5ls for every Class or Rating increase.
MASS 1.3; **POWER** 1; **RANGE** 10ls; **COST** 12,000

FUEL SCOOP

A fuel scoop is a spacecraft-only item that allows the ship to refill its fuel tanks by skimming energy from active stars. Fuel scooping is an automatic process provided the fuel scoop is active and the ship is in close proximity to the star's corona.

Only certain star types can provide fuel to be scooped. The rate of fuel gain is based on the quality and size of the scoop and by the proximity to the star in question. Remaining close to a star can cause your ship to suffer heat fatigue and potential destruction. The **RATE** at which the scoop operates is measured in tonnes per round or second and doubles for each class increase, and doubles for each rating increase.
MASS 0; **POWER** 1; **CLASS** 1; **RATE** 0.25; **COST** 309

FUEL TANK

Storage container for fuel used by the vehicle's power plant. Fuel tanks are only available in C-rated variants for each class. The **CAP** or capacity (in tonnes) doubles for each class increase.
MASS 0; **POWER** N/A; **RATING** C; **CAP** 2; **COST** 1,000

HEAT SINK LAUNCHER

Purges vehicle's heat into a disposable sink block, which is then ejected. Requires ammunition. Heat sink launchers are fitted to a Utility Mount. They are a standard design and there are no upgraded classes or ratings. Replacement heat sinks cost 5Cr.
MASS 1.3; **POWER** 1; **CLASS** N/A; **RATING** N/A; **AMMO** 4; **COST** 3,500

HULL REINFORCEMENT PACKAGE

Increases the vehicle's hull integrity and resistance to damage. Available up to Class 5. The HULL bonus (HULL+) value increases by 1 for each class and rating increase. Note that these packages are only suited to certain sizes of vehicle as noted here:

- TINY: Class 1 only
- SMALL: Up to Class 2
- MEDIUM: Up to Class 3
- LARGE: Up to Class 4
- HUGE: All classes

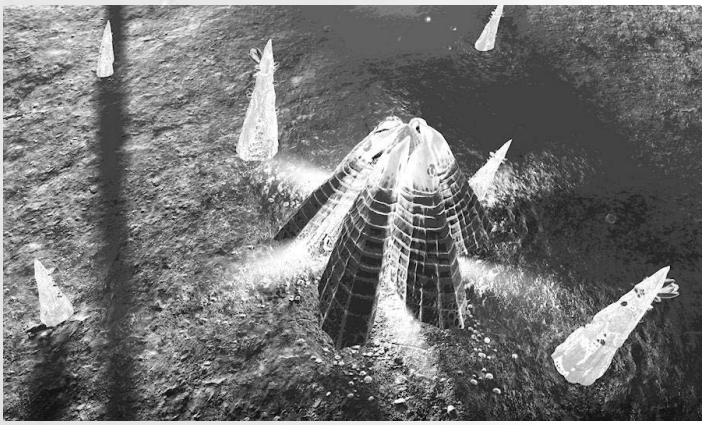
MASS 4; **POWER** 0; **HULL+** 1; **COST** 5,000

HYPERDRIVES

Device that allows hyperspace travel between star systems and can provide improvements to the performance of the in-system drives to increase speed. Three specific stats are used for hyperdrives:

- **RANGE**: The default range of the drive in light years (LY). This should double for each increase in class and should increase by 1 for each rating increase.
- **OHP**: Optimum Hull Points: the ideal number of hull points a ship should have to get the maximum range out of the drive. This should be multiplied by two for each increase in class or rating. For every point of difference between the ship's hull point value and the drive's OHP, modifiy the range by 1 – if HULL exceeds OHP, deduct the difference from the range; if OHP exceeds HULL, add the difference to the range.
- **FPJ**: Fuel Per Jump. This should be doubled for every class increase. Rating increases do not affect this value.

Two variants of hyperdrive are available depending on the timeframe in which the campaign is set.



EARLY HYPERDRIVE (2300s-3290s)
This drive targets the outer regions of a star system, leaving the pilot to navigate to the innermost regions. Travel from the outer reaches of a system can be a trip that takes days or weeks depending on the thruster rating of the spacecraft.
MASS 10; **POWER** 1; **CLASS** 1; **RATING** N/A; **RANGE** 6; **OHP** 3; **FPJ** 1; **COST** 7,200

IMPROVED "FRAME SHIFT DRIVE" (3290s+)
FSDs are the pinnacle of hyperdrive travel, allowing transit between systems in mere seconds using standard and freely accessible hydrogen fuel. It targets the most significant gravity well in the system, normally the star. In addition the FSD includes an operational mode called "Supercruise". This allows the ship to travel at speeds greatly in excess of light speed without any relativistic or acceleration effects on the ship and its occupants.
MASS 2.5; **POWER** 1; **CLASS** 2; **RATING** E; **RANGE** 8; **OHP** 3; **FPJ** 0.6; **COST** 2,000

HYPERSPACE WAKE SCANNER

Spacecraft-only scanner that can calculate the destination of a hyperspace jump by analysis of the exit point's energy wake. This item is fitted to a Utility Mount. There are two versions available, one suited for the early hyperdrives and one that works with the improved Frame Shift Drives. Both versions have the same stats.

It takes 10 seconds to scan a hyperspace wake. The **RANGE** increases by 1km for each rating increase.
MASS 1.3; **POWER** 1; **CLASS** 0; **RATING** E; **RANGE** 2km; **COST** 13,500

KILL WARRANT SCANNER

Kill Warrant Scanners reveal the bounties a vehicle and its pilot may have accrued. Kill Warrant Scanners are extremely useful when trying to bounty hunt in an anarchy system as no vehicle will be wanted by default but they often have bounties elsewhere. These scanners are fitted to a Utility Mount. RANGE increases by 0.5km (or one light second if in space) for each Rating increase. The amount of power points required goes up by 1 for every two rating increases.
MASS 1.3; **POWER** 1; **CLASS** 0; **RATING** E; **RANGE** 2km; **COST** 13,500

LIFE SUPPORT

All vehicles with airtight or watertight hulls have a life support system that circulates fresh air around the hull. The size of the

system that accomplishes this depends on the overall size of the hull, and the rating of the system dictates how much air it can continue to circulate when the hull is breached. Unlike most other equipment, the size of the vehicle directly dictates which class of life support system is required to be fitted:

- TINY: Class 1
- SMALL: Class 2
- MEDIUM: Class 3
- LARGE: Class 4
- HUGE: Class 5

If a lower-class life support system is fitted to a vehicle, the air within will become saturated with CO2 within an hour.

The **O-CAP** (Oxygen Capacity) value increases by 2m 30s for each rating increase.
MASS 1.3; **POWER** 1; **CLASS** 1; **RATING** E; **O-CAP** 5m; **COST** 517

LIMPET CONTROLLER

Limpet Controllers, devices only available for fitting to a spacecraft, are the controllers for semi-autonomous drones. These drones can be launched from the ship to do various tasks depending on the type of controller installed. The limpets are consumable items programmed by the controller before launch. They are classed as Ammunition and should be recorded in the Ammunition Bays section of the Vehicle Record File. They cost around 100Cr each and are available in class 1, 3, 5 and 7. Stats specific to the Limpet Controllers are:

- **T-RANGE**: Transfer Range. Collector and Fuel Transfer controllers only. Measures both the maximum distance to which a limpet can be targeted and the maximum range the limpet can travel between target and mother ship. Range increases by 10% for each class increase and by 200m for every rating increase.
- **A-RANGE**: Active Range. Prospector controller only. The maximum distance a prospector limpet can travel from the mother ship before losing contact. A-Range increases by 1000m for every rating increase and 10% for every class increase.
- **MAX-L**: How many limpets can be operational at the same time. Increases by one for each two classes.
- **L-DUR**: The amount of time in seconds that the limpet will remain active before the power cells run out. L-DUR doubles for every rating increase and is not affected by class upgrades.
- **HACK**: Hack Time. Hatch Breaker controller only. The amount of time in seconds it takes for the hatch breaker limpet to break open the cargo hatch.

COLLECTOR: Limpets can collect canisters and asteroid chunks automatically. An object can be collected quickly by deploying the limpet whilst targeting the object in question; this will consume the limpet. Alternatively a limpet can be deployed with no collectable object targeted: the limpet will enter a slower autonomous mode where it will collect any available object automatically for a set time. Collecting asteroid chunks in either mode requires a Refinery module to be fitted to the parent ship.
MASS 0.5; **POWER** 1; **T-RANGE** 600; **MAX-L** 800; **L-DUR** 300; **COST** 600

FUEL TRANSFER: Limpets controlled by this module can transfer fuel to a targeted ship. A limpet can carry 1 tonne of fuel. The limpet is consumed in this process. Fuel is taken from the firing ship's main tank and sent to the targeted ship via the limpet.
MASS 1.3; **POWER** 1; **T-RANGE** 600; **MAX-L** 1; **COST** 600

HATCH BREAKER: Control unit that can program a blank limpet to hack an unshielded target's hold, causing cargo ejection.
MASS 1.3; **POWER** 1; **HACK** 42; **MAX-L** 1; **COST** 600

PROSPECTOR: Limpets controlled by this module can be fired at the surface of mineable asteroids to discover their composition, aiding in efficient mining. Once deployed the limpet will take some time to gather information about the asteroid's composition and send it to the parent cockpit HUD.
MASS 1.3; **POWER** 1; **A-RANGE** 3000; **MAX-L** 1; **COST** 600

PASSENGER CABINS

Modular passenger cabins contain seating for a number of passengers. Spacecraft, airliners, cruise liners and mass transit vehicles as well as some smaller vehicles can install cabins. Luxury cabins can only be fitted to Saud Kruger spacecraft and some custom planetary vehicles.

In the descriptions below, the cabin's RATING indicates the quality of the seating and the amount of space available to each passenger. The CLASS entry shows the minimum class each rating of cabin is available in. Each Class increase doubles the **SEATS** in the cabin, and cabin classes range from 2 to 6.

ECONOMY (E RATING)
MASS 2.5T; **POWER** 1; **CLASS** 2; **SEATS** 2; **COST** 4,300

BUSINESS CLASS (D RATING)
MASS 2.5T; **POWER** 1; **CLASS** 3; **SEATS** 3; **COST** 22,700

FIRST CLASS (C RATING)
MASS 2.5T; **POWER** 1; **CLASS** 4; **SEATS** 3; **COST** 170,600

LUXURY (B RATING)
MASS 2.5T; **POWER** 1; **CLASS** 5; **SEATS** 4; **COST** 1,660,000

PLANETARY APPROACH SUITE

A spacecraft-only commodity, the planetary approach suite adds the required systems modifications to allow a ship to approach and land on planets. The PAS upgrades the HUD to provide planetary approach information, including artificial horizons and more accurate readings on altitude and heading. There is only one class of planetary approach suite, and it is fitted to all spacecraft as standard.
MASS 0; **POWER** 0; **CLASS** 1; **RATING** I; **COST** 500

PLANETARY VEHICLE HANGAR

A spacecraft-only module designed to house surface rovers. This hangar can only hold TINY vehicles. Hangars are available in three classes (2, 4 and 6) and two ratings (H and G). The cost, mass and power increments for each rating are different so will be listed as separate items below. For each increase in class the number of vehicle **SLOTS** increases by 1. The power requirements do not increase with class increases. Costs for both

increase by a factor of 4 for each class increase. The mass doubles with each class increase.

H-Rated Planetary Vehicle Hangar
MASS 12; **POWER** 1; **CLASS** 2; **RATING** H; **SLOTS** 1; **COST** 18,000

G-Rated Planetary Vehicle Hangar
MASS 6; **POWER** 2; **CLASS** 2; **RATING** G; **SLOTS** 1; **COST** 21,600

POINT DEFENCE TURRET

Automatically tracks and fires upon missiles and torpedoes in range when powered. This turret is fitted to a Utility Mount, and can be used to attempt to shoot down enemy ordnance coming from any direction towards the vehicle.
MASS 1.3; **POWER** 1; **CLASS** N/A; **RATING** I; **COST** 18,500



POWER DISTRIBUTOR

Distribution system that allows power to be transferred between a vehicle's main systems. This can provide emergency power to prevent weapons overheating or to allow shields to charge faster. The **ALLOC** value is a measure of how many power points can be reallocated in a combat turn, and increases by 1 for each rating increase. The maximum class of a power distributor on a particular vehicle depends on the size of the vehicle.

- TINY: Class 1
- SMALL: Class 1 to 3
- MEDIUM: Class 2 to 4
- LARGE: Class 4 to 6
- HUGE: Class 6 to 8

The power requirement of this item does not increase with the Class or Rating.
MASS 1; **POWER** 1; **ALLOC** 1; **COST** 517

POWER PLANT

The power plant consumes fuel to provide energy to all of the vehicle systems. All power plants are based on the hydrogen power cell. The cells are refillable and replaceable. The power plant provides more power points to distribute among the three main systems used in vehicle combat: the shields, weapons and engines. Note that only certain classes of power plant can be used in certain sizes of vehicle:

- TINY: Class 1
- SMALL: Class 1 to 3
- MEDIUM: Class 2 to 4
- LARGE: Class 4 to 6
- HUGE: Class 6 to 8

The **PWR+** value indicates how many extra points are available to the vehicle over the default 3. This value increases by 1 for each increase in rating and class. At Class 1, Rating E there are no extra points (hence the 0 listed below). Once either the class or the rating has been increased, the additional points will be 1, then increase by one for each successive upgrade.

The **AUXP** value indicates how many power points are available for auxiliary systems around the vehicle. These are not used in combat but provide power to other systems as shown on the Vehicle Record Files. AUXP increases by 1 for each increase in rating and class.
MASS 2.5; **POWER** N/A; **PWR+** 0; **AUXP** 2; **COST** 2,000

PRISMATIC SHIELD GENERATOR

An alternative shield generator that has greater than normal strength but requires a higher power draw and weight allowance. Access to this generator was restricted, but it has recently found its way into common use through the black market. As a result this item is very rare.

The POWER requirement for this item increases by 1 for each class. Only A-rated prismatic shield generators are available. The **SHD+** value indicates how many extra shield points are available over and above the default shield value for the vehicle. No vehicle comes equipped with prismatic shields by default, so the default value for this is 1.
MASS 3; **POWER** 3; **RATING** A; **SHD+** 1; **COST** 132,000

REFINERY

Converts scooped asteroid fragments into usable resources. If the Refinery module is powered, chunks of asteroid can be scooped and the resources trapped within can be assigned to an available bin using the cockpit interface. Each chunk will have varying amounts of different resources so the bins are used to accumulate them individually. Once a bin is full of a particular resource a single unit of cargo of that resource will be generated and stored in the cargo hold. Undesired or unused resources can be vented into space.

The **BINS** value indicates the number of cargo bins that the refinery has. When the refinery has processed resources into saleable resources, a temporary cargo container is formed around the material and it is released into the cargo bay if room is available. If there is no room in the cargo bay then the material and container will remain in the bin. If there are no available bins, the refinery will not be able to operate. The number of bins does not increase between ratings E and D but increases by 1 for every other rating increase. The number of bins increases by 1 for every class increase.

The power draw and mass for refineries do not increase with rating or class upgrades. The cost of a refinery triples for each rating increase and doubles for each class increase.
MASS 0; **POWER** 1; **BINS** 1; **COST** 6,000

SENSORS

Standard suite providing basic detection, identification and targeting capabilities. Sensors are available in all ratings and all classes except 7. The **RANGE** stat is the maximum range of the sensors in kilometres. Range starts at 4 in classes 1 to 4 and at 5km for classes 5 and above. Range increases by 1 for every rating upgrade. Power requirements for Sensors do not increase with rating or class.
MASS 1.3; **POWER** 1; **RATING** C1-4: 4 C5-8: 5; **COST** 517

SHIELD BOOSTER

Strengthens the active shield if powered. Multiple boosters stack in effectiveness. Shield Boosters attach to Utility Mounts. Each booster adds the value shown in the **SHD+** value to the vehicle's shield value. The SHD+ value increases by 1 for each rating

increase. Like all Utility Mounted equipment, there are no class upgrades. The MASS increases by 0.5T for each rating increase from E to A.
MASS 0.5; **POWER** 1; **CLASS** 0; **RATING** E; **SHD+** 1; **COST** 10,000

SHIELD CELL BANK

Shield Cells are consumed to quickly repair an active shield. Once activated, a shield cell requires a warm up period before it will regenerate the shield. During this period the shield is vulnerable to further attack; if the shield collapses during the warm up period the shield cell will still be spent but will have no effect. In game terms, the use of a shield cell recharges the shields to full power if the shield has not been reduced to nothing. The Shield Cell Bank stores the shield cells, and the more advanced the bank the more cells it can hold.

The stats for a Shield Cell Bank differ substantially from the Elite: Dangerous version. In this game the cell bank does not have any class upgrades and only the rating can be improved. For each increase in Rating, the AMMO value is increased by 1. When a shield cell is used it is gone until it can be replaced at an outfitting facility.
MASS 1.3; **POWER** 1; **CLASS** N/A; **RATING** E; **AMMO** 1; **COST** 517

SHIELD CELLS

Shield Cells are the ammunition for the Shield Cell Bank. Each cell provides the ability to recharge the shields back to full strength in only a few seconds. As they are classed as ammunition, Shield Cells should be tracked in the "Ammunition Bay" section of the Vehicle Record File.
MASS 0.2; **POWER** 0; **CLASS** N/A; **RATING** N/A; **COST** 300

SHIELD GENERATOR

Forms a continually regenerating protective energy shield around the vessel. Most vehicles that are capable of using shield generators will include one with the vehicle's default loadout. The **SHD+** value indicates how many extra shield points are available. This value increases by 1 for each increase in rating and class. At Class 1, Rating E there are no extra points (hence the 0 listed below). Once either the class or the rating has been increased, the additional points will be 1, then increase by one for each successive upgrade.

Note that Shield Generator instalment is limited by the size of the vehicle and its shield bay. This gives a special relationship between the default stats. Firstly, the class of generator that can be fitted to a vehicle is limited by that vehicle's size:

- TINY: Class 1 to 2
- SMALL: Class 2 to 4
- MEDIUM: Class 3 to 6
- LARGE: Class 5 to 7
- HUGE: Class 6 to 8

If the vehicle has its lowest available class of shield generator fitted at rating E then the SHD+ value is 0. Increasing the rating increases the SHD+ value by 1 from that point. Increasing the class increases the SHD+ value by 1 for the equivalent rating.
MASS 2.5; **POWER** 1; **CLASS** 1; **RATING** E; **SHD+** 0; **COST** 350

STANDARD DOCKING/LANDING COMPUTER

A Docking Computer is an advanced system that will dock a vehicle or spacecraft without the need for the pilot to perform the action. These devices are available for most vehicle types, but are most commonly found on spacecraft and aircraft. There is only one variant of this device. No upgrades are available.
MASS 0; **POWER** 1; **CLASS** 1; **RATING** E; **COST** 4,500

THRUSTERS/DRIVE MOTORS

The vehicle's thrusters are the means by which it is propelled around its operating environment. Aircraft, spacecraft, hovercraft and seacraft generally all have some sort of thruster technology, whether it be water jets, turbojets or ion thrusters. Alternatively "thrusters" may refer to a land vehicle's drive motors, which are the motive force that make the wheels turn. Either way, upgrading the thrusters allows the vehicle to move faster and improves agility at optimum speeds.

Thrusters are only efficient if fitted to the correct size of vehicle. Thrusters or motors that are too small will not be able to move the vehicle, and thrusters that are too large will risk tearing the vehicle apart. Thus only certain classes of thruster package can be fitted to certain sizes of vehicle:

- TINY: Class 1
- SMALL: Class 2 to 4
- MEDIUM: Class 3 to 6
- LARGE: Class 5 to 7
- HUGE: Class 6 to 8

In addition to the above, the stats unique to thruster packages are:

- **SPD+:** how many extra movement points are available to the vehicle. The default for this values is 0. Increasing the CLASS of the thruster package increases SPD by 1 for each CLASS level increase. If the CLASS of the thrusters is reduced below the default, each level decrease results in the loss of 1 SPD point.
- **THR+**: how many extra manoeuvrability points are available to the vehicle. The default THR+ value is 0. Each RATING increase will allow the player to increase the vehicle's THR by that amount. Similarly, if the RATING is decreased from the default, this will result in the vehicle losing a corresponding amount of THR points.

A SPD+ or THR+ value of 3 or more could overstress the hull. Crews using full SPD or MAN should make a PILOTING task roll at difficulty 5. Failing this removes 1 HULL point.
MASS 2.5; **POWER** 1; **CLASS** 1; **RATING** E; **SPD+** 0; **THR+** 48; **COST** 2,000

WAVE SCANNER

The wave scanner is an item of equipment unique to survey vehicles, and is fitted as standard to SRVs. It can be fitted to other ground exploration vehicles. It uses a wave motion to scan the surrounding area for certain materials. Rocky or metallic items that match the spectrographic signature of base elements are highlighted on the lower half of the scanner's sweep display, and man-made or refined items are highlighted in the middle part of the sweep. Technological items and data signals are indicated on the top half of the sweep.
MASS 0; **POWER** 1; **CLASS** 0; **RATING** I; **COST** 500



VEHICLE-MOUNTED WEAPONS

Vehicle-based weaponry works in the same way as man-portable weapons, but are larger and use larger calibre ammunition or higher power ratings. In addition to the laser, ESD and kinetic weaponry, larger vehicles can also be fitted with magnetic induction weaponry (railguns) and plasma weaponry.

The POWER value represents how many power points are needed to arm the weapon for a combat round. If using vehicle mounted kinetic weapons in space, double the range value due to the lack of atmosphere. Energy-based weapons do not receive this bonus: an energy weapon's range is limited by the loss of power in the beam as it gets further away from its point of origin. The stats for all available weapons will be given in this section. Certain weapons are available in different classes. Weaponry does not have a rating in these stats, as the rating is a factor of the mounting type. Weaponry has the following stats:

- **CLASS (CLS)**: The class of the weapon.
- **POWER (PWR)**: How many power points the weapon needs to function.
- **MASS**: How heavy the weapon is.
- **MOUNT (MNT)**: The type of mounting that the weapon is fitted to. This can be Fixed (restricted to a line of fire), Gimballed (mount rotates through an angle of 90 degrees) and Turreted (mount rotates through a full 360 degree arc).
- **DAMAGE (DMG)**: How much damage the weapon does.

ENERGY WEAPONS

Energy weapons have a rate of fire of 1 shot per round. The damage values for each weapon take the higher energy release into account. Note that although energy weapon ranges will differ between use in atmosphere and use in vacuum, the ranges being considered in these rules are not long enough for this to be an issue.

MINING LASER



This is a low-range, highly attenuated laser calibrated to cut through unprotected rock. It is largely ineffective against vehicles and is only available as a Class 1 Fixed weapon. Against an unprotected hull if any sixes are rolled for the attack task, 1 DAMAGE can be done. No damage can be dealt to shielded vehicles. If the adversary is at very close range (or is touching bases with the attacker in the vehicle combat rules), a successful attack will cause 4 points of damage due to the weapon's highly attenuated beam at short range.
CLS 1; **PWR** 1; **MASS** 2; **MNT** F; **DMG** 0; **COST** 2,000

PULSE LASERS

Fires short pulses of thermal energy at a high frequency rather than the single continuous stream of a beam weapon. This means that pulse lasers do not generate as much heat and can fire for longer.

Fixed Mount:
- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 2; **COST** 2,200
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 4; **COST** 17,500
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 6; **COST** 70,500

Gimballed mount:
- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 2; **COST** 6,600
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 4; **COST** 35,500
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 6; **COST** 140,500

Turreted:
- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 1; **COST** 26,000
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 2; **COST** 93,300
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 4; **COST** 400,500

BURST LASERS

Burst lasers fire three pulses of energy in rapid succession then pause before firing the next burst.

Fixed Mount:
- **CLS** 1; **PWR** 2; **MASS** 2; **DMG** 4; **COST** 4,400
- **CLS** 2; **PWR** 3; **MASS** 4; **DMG** 6; **COST** 70,500
- **CLS** 3; **PWR** 4; **MASS** 8; **DMG** 8; **COST** 140,500

Gimballed mount:
- **CLS** 1; **PWR** 2; **MASS** 2; **DMG** 4; **COST** 8,600
- **CLS** 2; **PWR** 3; **MASS** 4; **DMG** 6; **COST** 137,500
- **CLS** 3; **PWR** 4; **MASS** 8; **DMG** 8; **COST** 282,500

Turreted:
- **CLS** 1; **PWR** 2; **MASS** 2; **DMG** 2; **COST** 528,000
- **CLS** 2; **PWR** 3; **MASS** 4; **DMG** 4; **COST** 680,300
- **CLS** 3; **PWR** 4; **MASS** 8; **DMG** 6; **COST** 800,500

BEAM LASERS



Beam lasers fire a continuous lance of energy. Beam weapons inflict a lot of damage but they overheat very quickly: fire can only be sustained for a few seconds unless power is diverted to the weapons systems to assist cooling.

Fixed Mount:
- **CLS** 1; **PWR** 3; **MASS** 2; **DMG** 6; **COST** 4,400
- **CLS** 2; **PWR** 4; **MASS** 4; **DMG** 8; **COST** 70,500
- **CLS** 3; **PWR** 5; **MASS** 8; **DMG** 10; **COST** 140,500

Gimballed mount:
- **CLS** 1; **PWR** 3; **MASS** 2; **DMG** 6; **COST** 8,600
- **CLS** 2; **PWR** 4; **MASS** 4; **DMG** 8; **COST** 137,500
- **CLS** 3; **PWR** 5; **MASS** 8; **DMG** 10; **COST** 282,500

Turreted:
- **CLS** 1; **PWR** 3; **MASS** 2; **DMG** 4; COST 528,000
- **CLS** 2; **PWR** 4; **MASS** 4; **DMG** 6; **COST** 680,300
- **CLS** 3; **PWR** 5; **MASS** 8; **DMG** 8; **COST** 800,500

PLASMA ACCELERATOR

A fearsome energy weapon capable of inflicting huge amounts of damage to a target. It is available in Class 2 to Class 4 versions and can only be fitted to a fixed mount. A class 5

version was rumoured to exist in the mid-3200s, but no evidence has been found to confirm this.

- **CLS** 2; **PWR** 4; **MASS** 4; **DMG** 8; **COST** 834,000
- **CLS** 3; **PWR** 5; **MASS** 8; **DMG** 12; **COST** 3,051,500
- **CLS** 4; **PWR** 6; **MASS** 16; **DMG** 16; **COST** 13,794,000

KINETIC (PROJECTILE) WEAPONS

Kinetic weapons expel a hard projectile from the weapon's barrel at high speed. The projectile is propelled by an explosive chemical reaction. The travel time for kinetic ammunition is much slower than that of laser weapons. Gunners using kinetic weapons need to "lead" the target, which means that the weapon needs to be aimed slightly in front of the target in its direction of travel to allow the projectiles time to get to the target's location. Using projectile weapons is therefore a more advanced skill than using laser weaponry. Targeting systems make this easy by providing useful HUD information to the gunner and by automatically tracking the target.

Like laser weapons, the rate of fire for all kinetic weapons is considered to be 1 and the amount of damage for the various actual rates of fire has been accounted for in the damage values for each weapon.

MULTICANNON

Multicannons are projectile weapons with multiple barrels. The barrels rotate to load each with a bullet that is explosively launched from the muzzle at high velocity.

Multicannons can carry 90 rounds in a magazine and the ammo bay that comes with the weapon can hold up to 460 rounds, which can be rotated into the magazine during a combat situation. Each round costs 1Cr to replenish. Each time a multicannon is fired it uses up 3 rounds.

Fixed Mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 2; **COST** 9,500
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 4; **COST** 38,000

Gimballed mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 2; **COST** 14,000
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 4; **COST** 57,000

Turreted:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 1; **COST** 81,500
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 2; **COST** 1,293,000

FRAGMENT CANNON

A devastating short range weapon that fires a three-round burst of fragmenting shells. These shells disintegrate into smaller, sharp projectiles that can cause widespread damage to wide areas of a vehicle's hull. Fragment cannons are available up to Class 3 but are not available in a turreted variant at Class 3.

The fragment cannon can hold 3 rounds in the magazine and a further 90 rounds in the ammo bay. Frag cannon rounds cost 17Cr each to replenish. Each time the fragment cannon is fired it uses up 3 rounds.

Fixed Mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 4; **COST** 36,000
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 6; **COST** 292,000
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 8; **COST** 1,167,000

Gimballed mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 4; **COST** 54,700
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 6; **COST** 438,000
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 8; **COST** 1,751,000

Turreted:

- **CLS** 1; **PWR** 2; **MASS** 2; **DMG** 2; **COST** 182,500
- **CLS** 2; **PWR** 3; **MASS** 4; **DMG** 4; **COST** 680,300

CANNON



A large calibre projectile weapon that fires explosive rounds at high speed. It fires one round at a time but that round is highly penetrative and can cause considerable damage to a hull. Cannons are available up to Class 4 but are not available in a turreted variant at Class 4.

The cannon can carry 5 rounds in the magazine and the ammo bay that is supplied with the weapon can carry a further 100 rounds to refill the magazine. During a combat scenario a turn must pass without firing the cannon in order for the magazine to be reloaded. Cannon rounds cost 200Cr each.

Fixed Mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 6; **COST** 21,100
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 8; **COST** 168,500
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 10; **COST** 675,000
- **CLS** 4; **PWR** 4; **MASS** 16; **DMG** 12; **COST** 2,701,000

Gimballed mount:

- **CLS** 1; **PWR** 1; **MASS** 2; **DMG** 6; **COST** 42,200
- **CLS** 2; **PWR** 2; **MASS** 4; **DMG** 8; **COST** 337,500
- **CLS** 3; **PWR** 3; **MASS** 8; **DMG** 10; **COST** 1,350,000
- **CLS** 4; **PWR** 4; **MASS** 16; **DMG** 12; **COST** 5,402,000

Turreted:

- **CLS** 1; **PWR** 2; **MASS** 2; **DMG** 4; **COST** 528,000
- **CLS** 2; **PWR** 3; **MASS** 4; **DMG** 6; **COST** 680,300
- **CLS** 3; **PWR** 4; **MASS** 8; **DMG** 8; **COST** 800,500

RAIL GUN



A very powerful electromagnetic projectile weapon requiring a large amount of power to use compared to other weapons but can cause a devastating amount of damage to the target.

Railguns are only available up to Class 2 and can only be mounted on fixed mounts. Railguns hold a single round in the breech at one time with a further 30 rounds in the ammo bay. Ammunition for the railgun costs 200Cr per round.

- **CLS** 1: **PWR** 4; **MASS** 2; **MOUNT** F; **DMG** 8; **COST** 51,500
- **CLS** 2: **PWR** 5; **MASS** 4; **MOUNT** F; **DMG** 10; **COST** 413,000



EXPLOSIVE (ORDNANCE) WEAPONS

Explosive weapons are those weapons that are fired or dropped to explode at some distance from the parent vehicle. There are three types of ordnance weapon that can be fitted to a vehicle: missile launchers, torpedo pylons and mine launchers. Missile launchers are capable of loading two different types of ordnance: missiles and rockets. Each of these weapons has different characteristics which will be noted in the description for that launcher.

MISSILE LAUNCHER

A platform that holds up to 12 targetable missiles to fire at remote targets. In order to fire, the parent vehicle must have attained a missile lock on a target. Missile launchers are available up to Class 2 but can only be fitted to a fixed mount.

Missiles come in two variants: dumbfire missiles and seeker missiles. The latter home in on heat sources whilst the dumbfire missiles home in on a visual target. Dumbfires can be fooled by chaff (which disrupts the visual lock) but the damage from a dumbfire missile is higher. Both types of missile cost 250Cr to replace at Class 1 and 500Cr to replace at Class 2.

Dumbfire Missile Launcher

- **CLS** 1; **PWR** 1; **MASS** 2; **AMMO** 8; **DMG** 8; **COST** 32,200
- **CLS** 2; **PWR** 2; **MASS** 4; **AMMO** 12; **DMG** 12; **COST** 240,500

Seeker Missile Launcher

- **CLS** 1; **PWR** 1; **MASS** 2; **AMMO** 6; **DMG** 6; **COST** 72,600
- **CLS** 2; **PWR** 2; **MASS** 4; **AMMO** 6; **DMG** 10; **COST** 512,500





TORPEDO PYLON

Large rocket-propelled explosive projectiles that lock on to the heat signature of a target and can cause large amounts of damage to hulls. Torpedoes are no use against shields, so if an opposing vehicle is shielded these must be taken down by other means before using a torpedo. Torpedo launchers are available up to Class 2 but can only be fitted to a fixed mount. The only difference between a Class 1 and Class 2 torpedo launcher is that the C2 can carry 2 torpedoes as opposed to the single weapon capacity of the C1.

The torpedo launcher cannot be automatically reloaded and must be manually replenished. On vehicles where weapon hardpoints can be retracted, this means that the weapon must be stowed before it can be reloaded. On vehicles with external, non-retractable hardpoints, the weapon must be physically reloaded from the outside. As such, no ammunition stored in a bay can be automatically fed into the launcher during combat. Replacement torpedoes cost 15,000Cr each.

- **CLS** 1; **PWR** 1; **MASS** 2; **AMMO** 1; **DMG** 10; **COST** 11,000
- **CLS** 2; **PWR** 2; **MASS** 4; **AMMO** 2; **DMG** 12; **COST** 45,000

MINE LAUNCHER

Mines are small munitions that are dropped from a vehicle. Once a set time has passed a proximity detector is activated and any vehicle coming into range of the mine will set off the detonator, exploding the mine and causing damage to the vehicle. Mine launchers are available up to Class 2 but can only be fitted to a fixed mount. The mines launched by a Class 2 launcher are slightly larger and cause more damage. In addition, two mines are fired at once.

The mine launcher fires mines rapidly away from the vehicle in a rearward or lateral direction depending on the type of vehicle that the launcher is fitted to. Class 1 mine launchers store one mine in the pipe and have an ammo bay that can store up to 36 mines. Class 2 launchers store two mines ready to fire and have an ammo bay that can store up to 37 mines. Class 1 mines cost 139Cr to replace and Class 2 mines cost 667Cr to replace.

- **CLS** 1; **PWR** 1; **MASS** 2; **AMMO** 1; **DMG** 6; **COST** 24,300
- **CLS** 2; **PWR** 2; **MASS** 4; **AMMO** 2; **DMG** 10; **COST** 294,100

"Missile launch detected." The silence was broken as the ship's flight computer tore Meg's attention from the Sidewinder she had been silently stalking.

She swung the Cobra violently, away from the missile's projected path. Switching full power to the engines and systems she powered up her shields knowing there was little chance they would be on line in time.

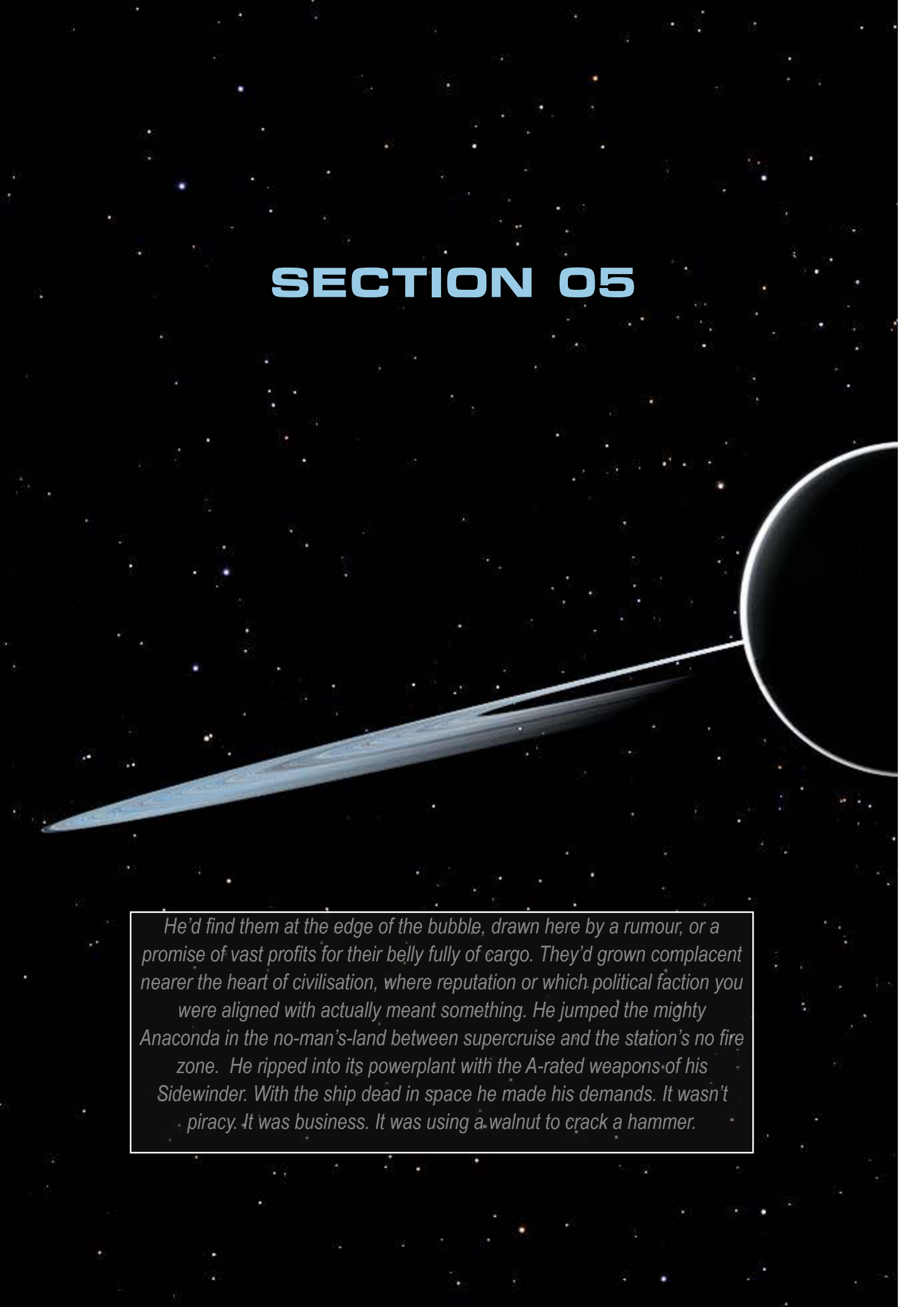
In desperation she jinked left and right as the missile inexorably homed in on the unprotected spacecraft. It struck home in a deafening thud and screech of metal, deadened as the canopy shattered outwards, taking the air with it.

Silence. Broken.

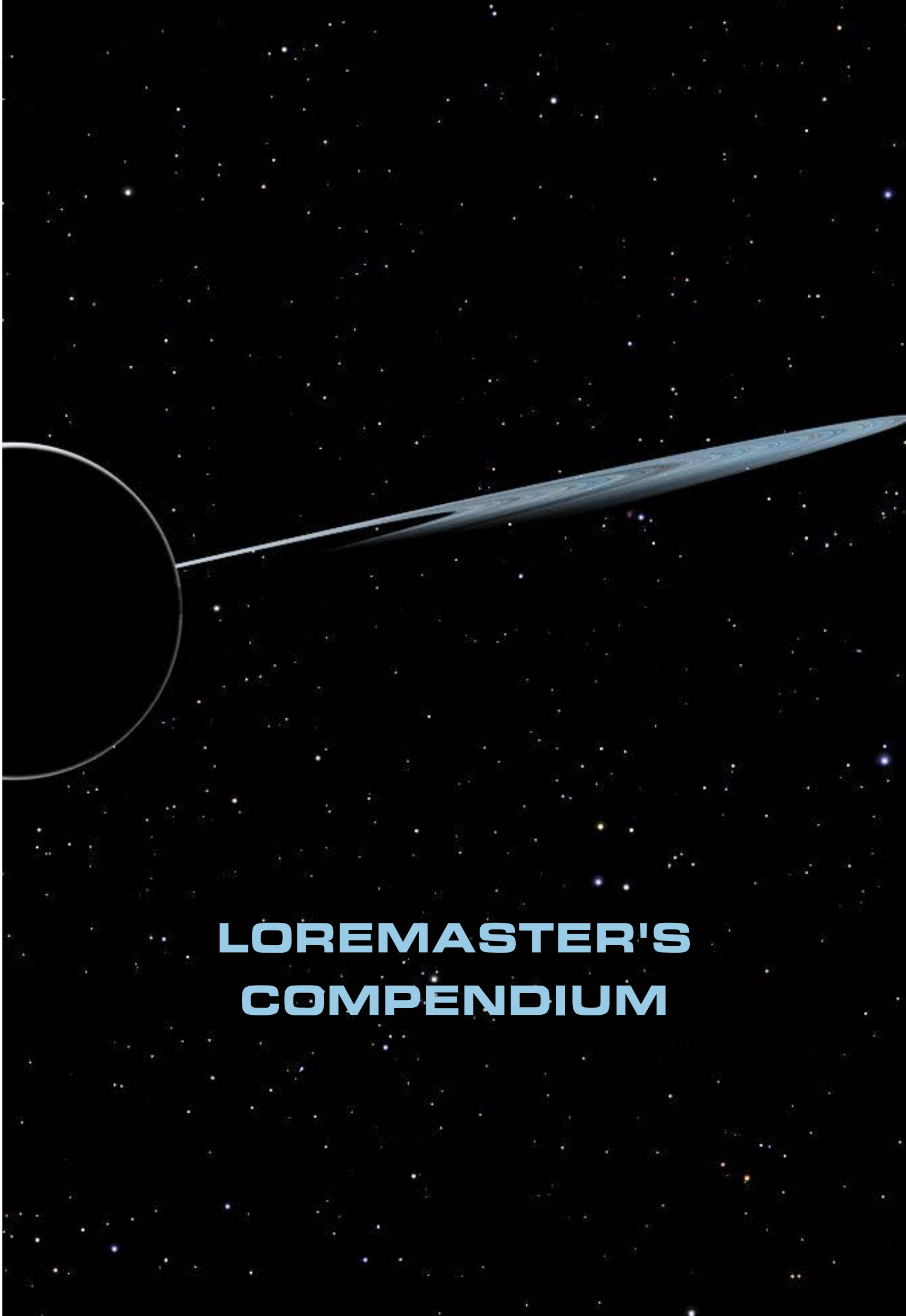




SECTION 05



He'd find them at the edge of the bubble, drawn here by a rumour, or a promise of vast profits for their belly fully of cargo. They'd grown complacent nearer the heart of civilisation, where reputation or which political faction you were aligned with actually meant something. He jumped the mighty Anaconda in the no-man's-land between supercruise and the station's no fire zone. He ripped into its powerplant with the A-rated weapons of his Sidewinder. With the ship dead in space he made his demands. It wasn't piracy. It was business. It was using a walnut to crack a hammer.



LOREMASTER'S COMPENDIUM

PART 1: WELCOME TO THE ELITE

If you're just starting out as a Loremaster, and Elite Encounters is your first foray into the world of role-playing, there are a few hints and tips that could be useful as you take charge of your first group of players.

If you've been playing in RPGs for some time then you'll know what to expect. You're about to take on the role of both narrator and supporting cast of a lovingly crafted story. You are about to understand why the LM you had for your last few games rolled his eyes when the players strayed from the story narrative and branched out on their own.

Loremastering is a challenge, but the rewards are worth the effort. Even the simplest of storylines are brought to life by the players and a story will never be told in the same way twice.

WHERE THE MAGIC HAPPENS

This book has been written alongside the development, release and evolution of the computer game Elite: Dangerous. That game's developers are keen to make their representation of the Milky Way galaxy as realistic as possible, using real astronomical data to plot the positions of stars. Although the "present day" of this RPG is presented as the same period as the computer game's events occur, the background section and information presented through the book should give you enough details to set a game or campaign at any point through its rich history.

Elite: Dangerous has a rich and interesting in-game background that has evolved over the years the game has been in active development and spans over a thousand years of human history. The scope of that background is huge, but it has been left open enough to let players and LMs fill in the blanks themselves: YOU have the chance to create your very own version of Elite: Dangerous history that can diverge from the "canon" being played out in the computer game. Just ask Frontier's permission before you try to publish it!

An LM should make use of the source computer game and its content as much as possible. This book contains a section providing sample worlds to visit or base other worlds on, but the richest source of that information is the Elite: Dangerous computer game itself. The community that has stayed loyal to the "order of Elite" is widespread and enthusiastic and they have created many real-world and online places to get good information about the Elite: Dangerous setting. Dozens of websites exist with information about the galaxy, the technology and the lore, and there are online videos and live streams that expand that knowledge. A number of official novels exist that expand the lore even further.

By far the most informative resource for any Elite Encounters gaming group is the Elite: Dangerous game itself, as it is the best place for fully accurate planet descriptions, navigation information, data on ships and equipment and details about the ongoing story. As the game evolves it will include new features and developments that this book can't cover but that might be good story ideas for your games.

Finally, if you need information or hints and tips about any aspects of Elite, the Frontier Developments forums are the best place to go. If your question hasn't already been answered then the friendly members there will be quick to help out.

PLANNING SESSIONS

If you are thinking about leading an Elite Encounters role-playing group, there are certain things that are good to think about beforehand.

How many players do you want or need?

RPG groups work best with between three and five players. Any more than five can result in games becoming fractured as the players declare that they are going to do different things to each other (splitting the party). If this happens too often it can make for a piecemeal game, where half the group is doing something whilst the other half is waiting to play.

Eight players is really the practical maximum to at least ensure that the players will all be doing something during each session. As your experience grows you will find it easier to manage larger groups and to tell a story that will allow each character to grow and evolve as the game progresses.

Oh, and find out how long each player is expecting to play this game for, both in terms of the session length and the overall amount of time that a multi-session campaign could go on for. There's nothing worse than spending two sessions getting everyone in place for the campaign only to find that a player has to bow out before the first real game session.

How well do you know the players?

If you know your players well then you can probably hazard an educated guess as to how they will play the game. If you have role-played with them before then so much the better. You will be able to plan sessions that will meet their expectations and play style and you should be able to design a campaign that will make good use of each individual character's abilities as well as the player's acting skills.

If you are recruiting players you don't know (for instance over an online session of the game) then try and get to know them a bit before playing to find out what they are expecting the game to be like. Ask what sort of character they want to play and what their preferred method of play is (some people prefer dice rolling to acting, for instance) and whether they prefer action-oriented stories or like to be challenged on a mental level with problem-solving.

If you can, it's often good to get all the players together in one place to have an informal pre-game session where you go over the game and how it works, explain the game system and give an introduction to the setting. During this session throw some ideas out about events that are likely to happen and ask how they would deal with it – the answers to that will give you some idea how the group will interact and the sort of character that you think will be created by each player.

If you have time, start the character generation process with each player during this session so that there is at least a set of archetypes for each character. This will help you create a scenario where each player will be able to contribute.

How do the player characters meet?

Starting a campaign often means that the characters will be meeting for the first time. After talking to all the players and discussing the characters they want to play, design a starting point for your game where the characters are able to meet and be

in the same place at the same time. As a rule of thumb try to get your ensemble together by the end of the second session at the latest.

The cliché for this, which you may have heard before, is the notorious "you are all in a bar" speech. Having your team meet each other in a public place is still a valid way to achieve that goal, but care must be taken with this to make sure that it doesn't come across as manufactured. Build a realistic scenario around it, such as that each character is asked to go to the bar by a contact, or that they would have a good reason to go to a bar in the first place. Alternative locations for the scenario include restaurants, government offices and spaceports (both planetary and space-bound).

There are many other ways that the characters can meet, of course. They could be assigned to the same starship crew, or could all be contracted as escort pilots. The details are up to the LM's imagination and/or the needs of the story that's being told.

What if the players split the party?

A common role-playing joke is that a group should "never split the party". The quote refers to the common adage that things tend to get complicated if the "heroes" are separated. The phrase's roleplaying roots highlight the distress of a Loremaster when a party splits up and suddenly instead of one narrative thread to keep track of there are two or three: the worst case scenario is where each player goes off on their own to do something. It will happen, and if it does you need to remember that each player should be involved in as much of the session as possible so they do not become bored or fed up. The LM should allocate a set time to each player or group's actions, say five or ten minutes, so that one significant action can be performed before turning to another group.

It's not as hard as it sounds, and it gets easier with practice. The seasoned LM will be able to create a small cliff-hanger at the end of each "action" to keep the players interested and eagerly awaiting their next action. If you're doing it right, you'll find that players will jump in when another group is taking an action.

What if a player's character dies?

Elite Encounters has tried to be pragmatic with the possibility of Avatar death – if players do dangerous things that their Avatar may not be equipped to handle then the Avatar could be killed. It's a dangerous universe, after all. In addition, the setting itself can be unforgiving: piracy and some lawless activities can result in lethal force being applied by the authorities.

If a player's character dies, the character is dead without much hope of resurrection unless the rest of the party have quick access to a cryo facility that can keep the character alive until they get to a hospital. Always make sure that the death is a justified one. For example, if the Avatar has a BODY of 2 and tries to outrun a car that's trying to run him over, then ask the player if they are sure that's the approach they want to take. Ask if there's nothing else that their stats might suggest would be a better option (maybe using SENSES to look for a side street to duck into, for example). If they insist that running is the only option then the likelihood is that they are going to die in a car accident. If someone starts running full tilt towards someone pointing a machine gun at them then this is likely going to end badly.

Never use character death for pointless purposes (like comic relief or punishment for a badly thought out act on the part of the player). Players may start to empathise with their Avatar over the duration of the game, because it represents a part of them that they have spent time and effort developing. Playing an RPG character is a creative endeavour in the same way as a book or painting is the artistic outlet for the creators of those types of work. Make sure that if the Avatar is going to die that it goes out in a meaningful or impressive way.

Some players, on the other hand, will treat their Avatars as disposable and will throw them away in showy or ridiculous ways. If you are unfortunate enough to be dealing with this sort of player then make the death as little a deal as possible. Just take the record file from the player and present him or her with a blank one to start over.

What dramatic elements should I include in my story?

This is another part of your skill as a LM that will develop as you get to know your characters and as you get more practice. When you and your players are starting out, keep the story elements simple. Elite is a game about trading and surviving as a lone pilot in the galactic frontier. Stories about trade deals gone wrong or hostile encounters that have unfortunate consequences are good places to start. Running this sort of story gives you and your players a chance to get to know each other and their characters without having to worry about deep or complex plots.

Once you are more comfortable expanding the depth of the story, feel free to gradually introduce more complex story elements. Start weaving parts of the Avatar backgrounds into the story – for example if one Avatar is a former police officer, maybe a criminal that they brought to justice is gunning for revenge, or an Avatar with a family has some kind of threat to his loved ones brought to his attention.

Set the level of the content to one that is comfortable to your players. You will only get to know this after a few sessions, and if you have any doubts about how a particular story element may be perceived, then discuss the options with the players first. Introducing emotional or adult concepts into sessions may make some players uncomfortable: after all, they might be playing this game to get away from real life problems! Turning the game into a soap opera may be something to think twice about, especially in the long term.

THE LONG GAME: CAMPAIGNS

PLANNING YOUR CAMPAIGN

A campaign is a long storyline that covers months or years of play. Generally a role-playing group will start out with a few short stories that can be played in one or two sessions just to get used to the game, its system and each player's style as well as the way that the LM will run the game. Then some story elements from those initial sessions can be used to launch a long story arc that will involve the players and their characters in a wide-ranging tale that could take them from one end of human space to the other.

Each LM will have a unique way to approach the crafting of a campaign, but you should find your own path based on the way that the players have played your initial games. If you have a group of players that tend to wander off and do their own thing, then there is very little point in writing out a linear storyline with

each step following on from what has gone before, for example. Below are the two most popular methods of story lining a campaign.

1: KEY EVENTS

One popular storylining method is to determine what NEEDS to happen in your story and write these encounters as scripted events that can occur at any point in the story. Normally it is best to have these events scripted to occur in a particular order but not to have them incur a timescale for each to happen.

Adding a deadline for each event will create a sense of urgency for the players but there would have to be a consequence if the deadline is missed, and using this plot device too often will lead the players to feel like they are being railroaded into a pre-determined story.

Each event should be flexible in its locations. If the event is locked to a certain location then you are relying on the players getting to that location in their own time. You can use the story or background elements of the universe to gradually convince the players to go where you want but you can't rely on that every time. Leave some wiggle room in the location so that even if the players go in the opposite direction you can still drop that event in along the way. This can be used for locations within a city or locations across the galaxy. If your players are traders by career, for example, you can use the availability of trade goods to prompt movement in a particular direction. If they are mercenaries taking on contracts to make money between events then you can inject a "mission" into that career that takes the party where it needs to go.

As a campaign goal approaches the party's attention should become more focused on that goal. Introducing danger and consequence at the later stages would work well at this point, as would introducing incentives for the more "mercenary" characters: for example a financial reward or a reputation boost. The goal should resolve one or more story threads that have been built during the group's adventures but leave more hanging and perhaps introduce more story threads right at the very end. Example of an event driven story:

Event 1: Players Meet
Players are asked to attend a meeting by Commodore Bredl, someone they have never had dealings with before. He offers them places as the crew of his freighter if they promise that during their time in his employ they keep their eyes peeled for news about his daughter Becky, who he has lost contact with after a regrettable argument.

Event 2: Players Get News
News of Becky can be injected into any star system. The name will first be heard in local news broadcasts as a fugitive accused of stealing several medical specimens from laboratories in the system.

Event 3: Players Notice Patterns
Another two events involving Becky should be received in systems quite a distance apart. The first report is that several tonnes of nutrient solvents have been detected aboard Becky's ship and that 2,000 credits reward will be paid on the return of those canisters. The second report involves the hacking of a computer owned by Brett Easterbrook, a prominent genetic scientist, and the copying of several manuals and papers that were considered to be confidential.

If the players look into Easterbrook's background they will find he was involved in some questionable research into creating hybrid species of insects that could survive in harsh conditions before his work was classified.

Event 4: Players Locate Becky
On entry into a system the players detect that Becky's ship is here. If they try and intercept she will be found to be in command of a tooled-up Cobra MkIII and will respond with hostility to any order to let them take her to her father. She will curse Bredl and his family before trying to get away, but if the players give chase she will tell them that they should maybe look a little further into their employer's past before judging her actions. She will attack their ship before running and frameshifting out of there.

At this point the players should start looking into Bredl's history. This could involve looking up his name in historical archives or media logs. They will find that he was a prominent scientist in the Empire before defecting to the Alliance and taking up a new life. His work was listed as "genetics and selective reproduction".

Event 5: Players Find The Problem
At some stage someone should think about trying to work out Becky's family line. If researched they will find that Bredl is not registered as having any offspring. Searches on Becky's name bring up no records.

Event 6: Employer Reacts Badly
If the players seek answers from Bredl he will react with resignation and regret that they have, like so many others before them, looked for the wrong answers – why couldn't they just find Becky and bring her back? He activates a self-destruct beacon in the players' ship and cuts communication. If the players can defuse the self-destruct they now have more questions than ever…

The events in the above scenario could take place within a few sessions over a few months of play, with smaller, shorter adventures taking place in between. Each event is a separate, distinct mini-adventure that could take place days, weeks or even months after the previous one. This keeps the players interested in the overall "arc" of that campaign whilst still enjoying smaller plotlines.

Those smaller plotlines could be geared towards improving the players and their characters' abilities and experience and improving their chances to be able to recognise and deal with the next events in the main plot.

2: ARC PLOTTING

Most campaigns will have one or more story arcs running through them. Arcs are a generalised storyline that is followed – a journey for one or more characters that will change them or their world in some way or other as it progresses. It is possible to focus the story arc on one character's journey, or a campaign can include multiple arcs for one or more characters.

The LM should write a general path that the character or group's arc will take, beginning with small events and changes

and building to major events that will profoundly affect the target of the arc. Arc plotting is more complex than events as the two concepts are really at opposite ends of the storytelling method. Events are specific things that happen, and the LM and players will flesh out those events into things that may or may not influence their character's worldview.

MILITARY CAMPAIGNS

Elite Encounters is geared towards playing out life as an independent space pilot or, at least, an independent person working for some kind of organisation. Military characters can, however, be generated and if the players are in the market for a structured, regimented lifestyle for their Avatars then that is their choice!

A military role-playing group has a number of pros and cons in terms of game content. Firstly, the LM should quickly establish that no matter how high-ranking the Avatars are, they are going to be under the command of someone. The character generation process should not be able to elevate any Avatar to the rank of Lord High Admiral of the universe, so there should always be someone to whom they will answer to.

Once the chain of command has been established, the players' roles in that chain should be discussed. The assumption would be that the Avatars have been created with military backgrounds and that their last three years of experience would have put them on the track to their preferred current posting. Each Avatar should be able to fit into a posting that will be compatible with each other's' experience and skills. If not, then the LM should take the players aside and discuss what could be modified to make them compatible with each other. Once all this has been sorted out then it should be easy to determine the sort of missions or adventures that would be possible in those roles.

Campaigns and adventures are much easier to begin for the military group. Orders from on high will be the preferred method and is ideal for the first couple of adventures. The group could be constrained by supervising officers initially then, when more trust has been gained as a group, the players can be granted more autonomy with their missions. The ultimate goal can be an extended solo tour together where an event-driven mission can be put together.

MILITARY EQUIPMENT

One of the down sides of a military environment is that there is much more access to hard-core military equipment such as heavy weaponry or military vehicles. The campaign should be structured in a way that should avoid the players and their Avatars getting hold of this ordnance too easily. Again, the highest ranking players should be restricted by their chain of command. If necessary, with players who might be overly belligerent in their approach to hardware, consider some "administrative punishment" to restrict their access to equipment that their rank might otherwise grant them access to.

Players should not have access to heavy ordnance right away, nor should they have direct control of any vehicle larger than an armoured car. Tanks, battleships, bomber aircraft and corvette-class space craft should be out of bounds to the starting group. The Avatars should always be crew or service officers and never command crew…at least not in the first session and definitely not on a permanent basis.

SETTING

Military campaigns bring a whole new set of settings to an RPG campaign. Battle cruisers, aircraft carriers and far-flung outposts are only some of the new environments that military characters can experience. Hyperspacing into a new star system in a Farragut-class cruiser, for example, should be an experience that the LM should describe to the character as closely as possible, trying to capture the wonder of the experience especially if this is the first time the characters have seen it for themselves.

The most obvious setting for a military campaign is in the midst of a war zone or other battle situation. Extended campaigns in a star system or on a continent should be explored to their conclusion through the group and its actions. Remember that the best stories are about the characters and how they develop and not about changing the world through the actions of one person. Start the players off small and build up to a bigger reward after a few adventures. Winning a few skirmishes and the respect of their comrades is a more rewarding story than instantly infiltrating the enemy command structure and tearing it down.



PART 2: SAMPLE SCENARIO 1

CLOAK AND DAGGER

A ship and its crew are sent into a disputed system by their shadowy paymaster for a mysterious rendezvous. What waits for them is not what they expected...

The sample adventure presented here can be used as a single adventure to test the system or introduce new players or it can be used as the start of a campaign that will feature the characters in an ongoing storyline.

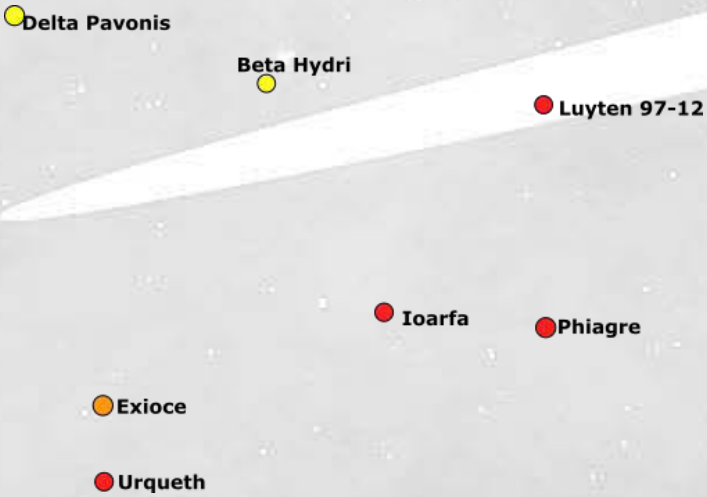
The adventure has been written to be flexible in both setting and cast - the only constant has to be that the players' Avatars are part of the same crew on the same ship. Potential therefore exists for the crew to be an established set of Avatars that has played many adventures together.

The timeframe of the story is the Elite Dangerous era, but this can easily be changed to any other era just by changing the ship types, systems and planets mentioned.

SPOILER ALERT FOR PLAYERS: The information from this point on is intended for Loremasters. If you will be a player in this game, then please do not read any further - your LM will present you with the information you need as the game progresses.

THE SETTING

The adventure is set on the border between the Federation and the Empire in the late 3220s.



A brief overview of each system shown above is provided. The players should be encouraged to explore and trade in this area as much as they can during the scenario. For the purposes of this list, "orbital station" refers to Orbis or Ocellus stations and "orbital base" refers to Coriolis or industrial stations.



DELTA PAVONIS

Allegiance: Federation
Government: Federal Democracy
Economy: Capitalist
Stellar Type: Type G Yellow
Population: 5 Million
Imports: Fruit and veg, synthetic meat, luxuries, heavy plastics, water, grain, medicine
Exports: Metal alloys, minerals
Planetary Info:
Delta Pavonis I (Camp Mitterand) - Small barren sphere of rock. Surface bases: Vardeman Terminal, Wallace Horizons
Delta Pavonis II (Suzuki Reward) - Rocky planet with a thin atmosphere. Surface bases: Deere Holdings, Bouch Holdings, Daimler Settlement. Orbital base: Hooper Relay
Delta Pavonis III (Reagan's Legacy) - World with indigenous life and oxygen atmosphere. Orbital base: Schneider Orbiter
Delta Pavonis IV - Class II gas giant. Orbital base: Stephenson Orbital (Outpost)
Delta Pavonis IVa (Gold) - Small barren sphere of rock. Surface bases: Burckhardt Point, Ejeta Relay, Chorel Keep
Delta Pavonis V - Class I gas giant

BETA HYDRI

Allegiance: Federation
Government: Federal Democracy
Economy: Capitalist
Stellar Type: Type G Yellow
Population: 6 Billion
Imports: Computers, farm machinery, metal alloys, plastics, robots
Exports: Grain, fruit and veg, animal meat, water, liquor
Planetary Info:
Beta Hydri I - Metal rich body
Beta Hydri II - Metal rich body
Edmondson High - orbital station
Beta Hydri III (Camp Schmidt) - Rocky body
Beta Hydri IV (Camp Shepherd) - High metal content world. Surface bases: Whitney's Inheritance, Rashid Vision
Edmondson High - orbital station
Beta Hydri V (Jordan's Legacy) - Rocky body. Surface base: Junlong Depot
Matteucci Enterprise - orbital station
Beta Hydri VI (Homeland) - Terraformed world with introduced life.
Stevenson Base - Orbital station
Beta Hydri VII - Class III gas giant
Beta Hydri VII A-E - Rocky planets
Beta Hydri VII F - Rocky planet. Surface base: Maury Keep
Beta Hydri VIII - Class II gas giant
Black Mausoleum - Orbital station

LUYTEN 97-12

Allegiance: Independent
Government: Feudal
Economy: Feudal
Stellar Type: Red Dwarf
Population: 35,000
Imports: Fruit and veg, Animal meat, minerals, water, grain

Exports: Synthetic meat, fertiliser, heavy plastics, metal alloys, computers
Planetary Info:
Luyten 97-12 I - Class III ringed gas giant
Luyten 97-12 I A - Rocky body
Luyten 97-12 II - High metal content world
Hardy Hub - Orbital trading post
Luyten 97-12 III - Class II gas giant
Luyten 97-12 III A-E - Icy bodies
Luyten 97-12 III F - Ringed icy body. Surface bases: Gaspar de Lemos Holdings, Ponce de Leon Landing
Arnarson Horizons - Outpost
Luyten 97-12 IV - Class I gas giant
Luyten 97-12 IV A - Icy body
Luyten 97-12 IV B - Icy body. Surface base: Bunch Hub
Luyten 97-12 IV C - Ringed icy body
Luyten 97-12 V, VII - Icy bodies

IOARFA

Allegiance: Independent
Government: None
Economy: None
Stellar Type: Binary system - faint type M red stars
Population: None registered
Imports: None
Exports: None
Planetary Info:
None present

PHIAGRE

Allegiance: Independent
Government: Dictatorship
Economy: Corporate
Stellar Type: Type M Red
Population: 70 Million
Imports: Fruit and veg, slaves, robots, grain, liquor, narcotics
Exports: Animal skins and meat, farm machinery, medicines, fertiliser
Planetary Info:
Phiagre I - High metal content world
Phiagre II (Coates' Wreck) - Rocky body. Surface bases: Clairaut's Pride, Baird Settlement, Shinn Landing, Moskowitz Town
The Victoria Chappell Foundation - Orbital base
Phiagre III (Stevenson) - Earth-like world
Greeboski's Outpost - Orbital station
Phiagre III A (Kurinjal) - Rocky body. Surface bases: Hughes Port, Delany Terminal, Darlton Landing
Sopheos - Orbital base
Phiagre IV - Class I gas giant
Phiagre IV A - Icy body
Phiagre V - Class 1 gas giant
Phiagre V A - Icy body. Surface bases: Naylor Reach, Levy Installation, Neff Terminal, Womack Oasis
Phiagre VI - Class I gas giant
Phiagre VI A-D - Icy bodies
Phiagre VI E - Icy body. Surface bases: Green Beacon, Geston Installation
Phiagre VII - Class I gas giant
Phiagre VII A-C - Icy bodies

EXIOCE

Allegiance: Imperial
Government: Imperial Rule
Economy: Strictly capitalist - no social safeguards
Stellar Type: Type K Orange star
Population: 1-10 Billion
Imports: Fertilizer, slaves, hand weapons, plastics, metal alloys
Exports: Animal skins, computers, robots, water, oxygen
Planetary Info:
Exioce I (O'Rourke Colony) - Terraformed Earth-like world
Fort Lawrence - Orbital station
Exioce I A (Experiment) - Terraformed Earth-like world
Macmillan Depot - Orbital station
Exioce II (Democracy) - Terraformed Earth-like world
Exioce II A (Boston's Wreck) - Rocky world. Surface base: Bereznyak Landing
Miller Terminal - Orbital base
Exioce III - Class II gas giant
Exioce III A-C - Rocky bodies
Exioce III D - Icy body
Exioce IV - Class I gas giant
Exioce IV A - Rocky body. Surface base: Bessel Base
Exioce IV A A - Rocky body
Exioce IV B - Rocky body. Surface base: Du Fresne Holdings
Exioce IV C - Rocky icy world. Surface bases: Ziljak's Claim, Sabine Installation
Exioce IV D - Rocky body. Surface base: Chernykh Vision
Exioce IV D A - Icy body
Exioce IV E - Ringed icy body
Ixioce V - Class III gas giant
Ixioce V A - Rocky body
Ixioce V B - Rocky body
Ixioce V B A - Rocky body. Surface bases: Hickman Prospect, Akiyama's Claim
Ixioce V C - Rocky body
Exioce VI - Class III gas giant
Exioce VI A - Rocky body
Exioce VI A - Icy body
Exioce VII - Class III gas giant
Exioce VII A - Icy body
Exioce VII B - Icy body. Surface bases: Beinmuth Landing, Rice Terminal
Exioce VII C - Icy body
Exioce VII D - Icy body
Exioce VIII - Icy body
Exioce VIII A - Icy body

URQUETH

Allegiance: Independent
Government: None
Economy: None
Stellar Type: Binary - Type M Red star
Population: None registered
Imports: None
Exports: None
Planetary Info:
None present

THE CHARACTERS

The example Avatars presented here are for use in the sample adventure. The details should be copied onto Avatar Record Files.

COMMANDING OFFICER

NAME: Donna Elizabeth Finnegan
GENDER: F
AGE: 42
HOMEWORLD: Reorte
ALLEGIANCE: Independent
BODY 2; **MIND** 4; **SENSES** 3
TRAITS: Instinct 2, Agility -2, Discipline 2
FACTION ST: Alliance (4)
EXPERIENCE: Diplomacy (2), Navigation (3), Space Combat (2)
Description: Commander and part-owner of the *Overly Obscure Punchline*, an Anaconda light freighter. Brought up planetside on Reorte and had a fifteen year career as a tour manager organising adventure holidays on a variety of planets. She learned to pilot a ship during this time and managed the transport for the tours as well before selling the business and using the profit to begin a new career as an explorer. Her intent had been to buy a small ship and begin slowly, but an individual approached her and offered half a stake in a bigger ship if she would be willing to take on various contracts for his organisation. After being reassured that she would be under no obligation to agree to anything that either made her uncomfortable or broke the law, she agreed to the deal and was introduced to her ship and command crew.

WEAPONS OFFICER

NAME: Sunkara Verelm
GENDER: M
AGE: 24
HOMEWORLD: Mars
ALLEGIANCE: Federation
BODY 3; **MIND** 2; **SENSES** 3
TRAITS: Awareness 1, Sensation 1
FACTION ST: Elite Federation (1)
EXPERIENCE: Cooking (1), Housebreaking (1), Marksmanship (2)
Description: Sunkara grew up in the back streets of Mars, earning an early living from petty crime. He spent a fair amount of time in prison cells both on Mars and Earth until his late teens when he left the Sol system and spent time in cells on other planets. He eventually got caught once too often and faced either life on a penal colony or a 2-year community service sentence. He chose the latter and was placed on a Federal military transport ship as a kitchen hand, finally working an honest living and earning the trust of the ship's cook, who taught him some skills in that area. During an attack, Sunkara was on hand when a gunner on one of the ship's turrets was injured and he took over, nailing two enemies and helping turn the tide of the skirmish. A natural talent for gunnery was discovered, and Sunkara trained on his own time, eventually leaving the ship and securing his second honest job at the end of his sentence - gunner on a ship called the *Overly Obscure Punchline*.

ENGINEERING OFFICER

NAME: Xavier Martagne
GENDER: M
AGE: 53
HOMEWORLD: Edhoeth
ALLEGIANCE: Independent
BODY 2; **MIND** 4; **SENSES** 4
TRAITS: Intellect 1, Awareness 1
FACTION ST: Information Gathering (1)
EXPERIENCE: Engineering (2), Stealth (1), Disguise (1)
Description: Xavier had a hard upbringing but always takes pride in the fact that he never, not once, failed to help someone in a worse situation than himself. He doesn't want pity or sympathy. He'd rather you bought him a drink and sang songs. Xavier is an irascible middle-aged iron-ass of a man, short, overweight and not at his best without at least two decent whiskies in his bloodstream. None of that cheap Sirian crap, though, the proper stuff. He's also one of the best engineers someone could wish for. He's also as crafty as the night is black. If you get to know him well you'll hear about his undercover police work or his, ahem, off-the-books work for certain Imperial gentlemen. He was assigned to the crew of the *Punchline* by the same individual who approached Captain Donna, but his agenda for this assignment may be slightly different...

MEDICAL OFFICER

NAME: Rika Hapsberg
GENDER: F
AGE: 32
HOMEWORLD: Ackdati
ALLEGIANCE: Empire
BODY 4; **MIND** 3; **SENSES** 3
TRAITS: Instinct -1, Discipline 2, Condition -1, Awareness 2
EXPERIENCE: Card Games (2), Mining (1), Surgery (3), Diagnosis (1)
Description: Rika is a quiet, almost shy woman from the mining complexes of Ackdati. A strict Imperial upbringing has produced a deferential but capable person. One too many slights to her chosen career as an emergency doctor on her homeworld introduced her to some spirit and she broke her brother's nose before hopping on the nearest transport into non-Imperial space. She keeps her Imperial background to herself and just wants to practice medicine. She applied directly to Donna for the position of medical officer on the *Punchline* when she saw the advertisement on the station's bulletin board.

EVENT 1: THE ADVENTURE BEGINS

Read the following to the players:

Welcome to Scheider Orbiter in the Delta Pavonis system. You have all come here by various means following a mysterious summons you received via holofac.

You are all seated one one side of a long rectangular table in a dimly lit room. On the other side is a thin man dressed in the sort of suit that was fashionable about ten years ago, even on the Frontier. His head is shaved, the dark stubble just starting to show through, and his face is lean and drawn. Between you and he, on the table's polished surface, sits an unopened metal briefcase. As you watch, he removes a thin

metallic disc from his breast pocket and places it directly in front of him with the fingertips of his right hand.

If anyone in the party tries to ask him a question, he simply smiles and carries on what he is doing. If using the sample characters, Donna and Xavier recognise this as the man who recruited them into this team. His name, if he chooses to reveal it, is Mr Metrophanes.

He opens the case and removes a black circlet which he puts in the middle of his forehead before closing the case again with a gentle snap. He then sits back and addresses you in a soft but steady voice. "Thank you for agreeing to come," he begins.

"Your ship is ready for you and is berthed at this facility. The paperwork is here," he gestures at the case, "and you can check through it if you wish. I can assure you that any terms we have agreed on verbally are repeated here.

"My employer would like to speak to you personally," he says, touching the sides of the disc with the forefingers of both hands. A glow spreads up from the disc and coalesces into the holographic head of another man, this time older, his face lined with age and his hair a dirty, almost yellow grey. His eyes are piercing blue even in this semi-opaque hologram and he has a direct, urgent air about him.

"I'm relieved you all made it," he started, his voice gruff. "Our first job is an urgent one, I'm afraid. There is a member of our organisation who needs an urgent pick-up from his current location. His name is John Graham.

"My associate here has already interviewed the rest of your crew and they are on board making the ship ready to launch. We're loading you up with cargo to take with you so you can start earning your own profits during the journey. We like crews who don't need to ask for handouts. Any credits you make on the trip are yours to keep, so make the most of it and don't ask for any pocket money." The hologram's mouth curled up in a very half-hearted attempt at a smile.

The hologram will answer any questions about the mission asked. Any non-mission questions will be avoided due to the urgency. Some sample questions and answers:

Q: If this is so urgent why are we doing this?
A: No other transports are in the area - the assignment was supposed to last another week.

Q: Is it dangerous?
A: It shouldn't be. Just a regular taxi service.

Q: What was Graham's mission?
A: None of your business.

Q: Why so urgent?
A: Graham is not keen on cooling his heels and has important information for us that he'd rather have delivered quickly, and quite frankly so do we.

Q: Do we get extra pay for this?
A: You get to keep your place on my ship. Oh, very well, we'll throw in a free bar / slap up meal / night on the town for you on completion of the job.

Once the team is satisfied with the parameters of the job, the hologram head curtly closes the transmission, the gaunt man takes off the circlet and puts both circlet and disc into the case. Whilst the case is open he takes out the contracts for each crew member and the deeds for the spacecraft, handing them all to the commanding officer. Any personal questions relating to Metrophanes, Graham, the hologram, the organisation or the mission are met with his now-familiar faint smile and he just continues about his business. Before he rises he says:

"Oh, I almost forgot: your ship is in docking bay 18. Mr Graham is at Miller Terminal in the Exioce system. Take note of the political affiliations of both locations and be careful. You will be heading from Federal space to Imperial space and this may attract some attention. Use the fact you have a cargo on board and make it look like you're at least trading in the area in case any patrols decide to board you and ask questions."

With that bombshell, he leaves. The crew are now on their own, with an urgent mission to perform on behalf of their paymasters.

The crew can spend some time exploring the station if they wish. The room they were in was a basic meeting room in a publicly accessible function centre booked in the name of Smith - imaginatively enough. The station is a rather worn-out old example of an Orbis station. The planet below, Reagan's Legacy, is one of the relatively few worlds in the galaxy that supports indigenous life, but by human standards is quite a harsh environment - definitely not a tourist attraction.

Once the players have explored enough they can head to the ship. Schneider's docking bay is pressurised, so the players will be able to walk straight to it. On entry to the docking area, when they present their identification the dockmaster hands them rucksacks that the players can keep for their characters (each can carry 10 kilos of medium sized equipment).

When ready, the players can make their way to the docking bay through the double-door airlock. The bay is a vast cylinder, at the far end of which is a rectangular slot through which the ships enter and leave the station. At regular intervals on the cylinder's surface are landing platforms outlined in yellow and black hazard markings. As the players watch, one ship lands on a platform and it descends into the floor, taking the ship into a sealed bay underneath. The players' ship is on another such platform about a third of the way down the cylinder's length and about a quarter of the way clockwise around the circumference.

Gravity is quite low in the docking bay, but the EV suits, like most clothing, are equipped with magnetic strips woven into the fabric and the soles of the boots are magnetised.

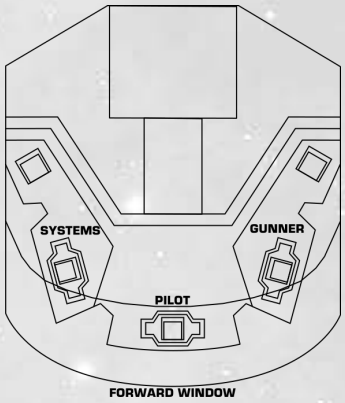
As the players approach the *Punchline*, they'll start to make out the details of the ship. Firstly, it's a reasonably big ship, measuring over a hundred metres in length, but it still takes up less than half the room on the landing platform it occupies. The next thing to be noticed is the tattered and chipped paint job - no stretch of the imagination would be enough to describe this ship as "fresh from the yard". Once the group arrives at the *Punchline*'s pad they see the access hatch swing down and two figures descend from it. They wave the group on, indicating that they should board right away.



Once on board, they find that the pair who ushered the group on board are two boisterous young men wearing overalls. They introduce themselves as Reess Molkam and Kasper Finknottle, the ship's engineering crew. They offer to escort the players to the bridge.

The players can decide to check out the rest of the ship first before going to the bridge. The engineers will accompany the commanding officer if this happens (and if the party splits up) unless Xavier (or another chief engineer) asks for a rundown of the ship's systems in which case they will take Xavier to the engineering bay. None of the other crew will be evident in the ship because (as will be found shortly) they are all on the bridge waiting for the command crew to arrive.

Once the players are ready, they will get to the bridge. The *Overly Obscure Punchline*'s bridge is shaped like a rounded rectangle, with the forward curve providing a view of the ship's bow and docking bay through the windows.



Optionally the *Punchline* has some non-bridge crew on-board. They aren't directly featured in the rest of this scenario as written, but are included to provide a non-player perspective on running the ship. Some or all of the crew can accompany the players, but at least one should be present during the scenario. The crew will be assembled on the bridge to meet their new commanders. Their descriptions are below.

NAME: Reess Molkam
ROLE: Drive Engineer
GENDER: M **AGE**: 27 **BODY** 3; **MIND** 3; **SENSES** 4
TRAITS: Condition -1, Sanity -1, Physique 2, Influence 2

NAME: Kasper Finknottle
ROLE: Computer Engineer
GENDER: M **AGE**: 25 **BODY** 4; **MIND** 2; **SENSES** 3
TRAITS: Influence 1, Discipline 1

NAME: Netty "Noodles" Reilly
ROLE: Weapons Maintenance
GENDER: F **AGE**: 42 **BODY** 3; **MIND** 4; **SENSES** 2
TRAITS: Awareness 1, Intellect 1

NAME: Dave Barker
ROLE: Weapons Maintenance
GENDER: M **AGE**: 37 **BODY** 3; **MIND** 3; **SENSES** 4
TRAITS: Speed 1, Awareness 1

NAME: Lytisha "Tish" Fogle
ROLE: Cargo & Supply Officer
GENDER: F **AGE**: 48 **BODY** 2; **MIND** 3; **SENSES**: 2
TRAITS: Intellect 2

NAME: Ian Cadwallader
ROLE: Facilities Technician
GENDER: M **AGE**: 56 **BODY** 3; **MIND** 3; **SENSES** 2
TRAITS: Condition 1, Discipline 1

The players can engage in whatever variety of small talk they want to but it will soon become apparent that some members of the crew are keen to be on the move. If the players declare that they want to rest or otherwise spend some time on the ship, a communication from the gaunt fellow will come in to the ship urging them to leave, stating that a further message from their potential passenger has been received asking for an estimated time he will be picked up. Once launched and clear of the station, the next step is up to the players.



SPACE BOUND

The distance between Delta Pavonis and Exioce is 85.5 light years. The expectation of the organisation paying for the mission is that the ship head straight for Exioce to pick up the passenger. Metrophanes has filled the cargo hold with the system's main export - three hundred tons of metal alloys - and fuel for thirty light years of travel. The ship's engines can manage an 8 light year jump on one load of fuel.

The players can take any route they like through the region. Since they are carrying fuel they do not even have to jump to any of the other systems on the way. They can program a jump to a system that isn't marked on the map (inhabited or otherwise) or similar uninhabited area of the galaxy then sunskim to refuel the ship before jumping again.

When entering a system and travelling to a point of interest, random encounters are possible depending on the lawlessness of the system. The LM should roll on the encounter table and play through any encounters that come up.

Each time the ship docks at a station that isn't their destination, the LM should roll 1D6. On a 1 Metrophanes shows up at that station whilst the team is there and takes command of the ship to get it to Exioce. On a 2-6 Metrophanes merely communicates his rapidly diminishing patience.

When the players arrive in the Exioce system their journey to the Miller Terminal trading post will be a largely routine trip. However, about half-way to Miller Terminal they will encounter a group of three Imperial Couriers who will order them to stand down and be boarded. The lead ship will dock with them and four Imperial Navy officers will demand to see their paperwork and inspect their cargo.

- If they have no cargo the officers will demand to know their business in the system. The players should role-play this situation as they see fit, but mention of a mysterious meeting will raise suspicions. If the players mention that they are transporting a passenger but do not reveal the name, the officers will insist on escorting them to the station and having at least one officer escort the party to this meeting. If Graham's name is revealed by one of the players then the players will be informed that John Graham is not currently in the Exioce system and that they are respectfully requested to leave. The officers will not aggressively insist on this, but will hint that if it becomes known they were here to meet this individual then their presence in the system may become uncomfortable. They will then leave.
- If the players are carrying a cargo then the officers will inspect the manifest, then the cargo bay and if nothing has been mentioned about their primary mission they will leave, apparently satisfied with the *Punchline*'s reason for being in the system.

EVENT 2: THE MEETING

When they arrive at Miller Terminal and dock, again in a pressurised bay, they will get through the docking and disembarkation procedure without any undue attention. The party can then attempt to locate John Graham. An information terminal will have a record of his arrival at the station without a date stamp and will give a location for him.

The players should be encouraged to head for Graham's quarters immediately after finding his location. Upon arrival there, one of two things will happen.

If the players did not mention Graham to the Imperial Navy officers:
As they approach Graham's quarters the party should make an awareness check. Anyone who passes this check will detect a smell of burning getting stronger as they approach the doorway to the quarters. It is quite faint but isn't the smell of burning plastic or furnishings: it's more like the smell of cooking meat. The door is slightly open when they arrive. Manually opening the door reveals an apparently empty, standard quality short-term lease room. A bed, a wardrobe, a bathroom and a table are visible inside. On the bed is a figure, apparently asleep. The smell of cooked meat is now stronger. Anyone who makes an awareness task roll now will note that the figure on the bed is ominously still, and when they approach they see a charred laser burn in the centre of his chest. The dead man is Graham.

If the players revealed their true reason for being in the system to the Imperial Navy officers:
As they approach Graham's quarters the party should make an awareness check. Anyone who passes this check will note that a figure has been behind them for most of the journey from the information terminal to the quarters. As they approach the door itself the figure cannot be seen. The door is already slightly open. Opening the door reveals an apparently empty, standard quality short-term lease room. A bed, a wardrobe, a bathroom and a table are visible inside. The bathroom door is closed and there is no sign of life in the room. When the party enter the room and approach the bathroom door they should make awareness checks at a higher than default difficulty. Anyone who passes makes out faint sounds from the bathroom. Calling out brings no reply, and any attempt to open the bathroom door is met with the whine of a laser pistol firing. The bolt will not penetrate the door, giving the party time to draw any weapons they have before combat is joined. The skirmish is with a single male individual with the following stats:

NAME: Lord JeVader **ROLE**: Ambusher
GENDER: M; **BODY** 4; **MIND** 3; **SENSES** 4
WEAPON: Standard Laser Pistol

If anyone survives the combat, they will note that another body is lying in the shower cubicle - the body of John Graham.

Whichever scenario played out, the players now have a problem - their contact is dead. They now have enough time to carry out two actions. If they choose to do any of the following, play through the actions as described.

1) Searching Graham's body: nothing overtly electronic or interesting is on the body - it has likely already been searched. The only things of interest are a circular green pin on the collar of his shirt and a scrap of paper in his rear trouser pocket that has "10:22, MTB" written on it. Anyone who makes and passes a difficulty 4 AWARENESS check (or the player comes up with the idea themselves) checks under the clothes Graham is wearing and finds a small memory chip.

2) Searching the Room: a single briefcase has been tossed carelessly into the wardrobe alongside a jacket and a light EVA suit with accompanying helmet. The briefcase has been forced open and is empty and the EVA suit has been ripped apart with a sharp object. These things have obviously been thoroughly searched. There is nothing else in the room.

As the party finishes the second action (or, depending on how nasty the LM feels, the first action) two armed security officers barge into the room wielding electro static weapons. Behind them come another two officers who remain outside the door, their own shockers in hand and ready. They take in the scene, with the party in suspicious proximity to the body of Graham, and instantly jump to the obvious conclusion. The lead officer raises his shocker and says "You are under arrest on suspicion of murder. Lay down your weapons and put your hands above your head!"

EPILOGUE

Here ends the first part of this adventure. Several plot hooks are here to allow the players and LM to take the story forward.

- Who killed Graham and why? What was his mission here anyway?
- What does "10:22, MTB" mean. Why was the pin mentioned?
- Will Metrophanes or the person in the hologram do anything to get the players out of this mess?
- Will the players even allow themselves to be arrested?

It's up to the LM from here on to take this story forward. It can be expanded into a long campaign by taking these hooks on into a full story or wrapped up quickly with another single session.

PART 3: SAMPLE SCENARIO 2

A SHORT HAUL

This short adventure is suited to a group that have played together before but may be new to the Elite Encounters game. Like Cloak and Dagger, it can be used as a single adventure to test the system or to introduce new players or it can be used as the start of a campaign that will feature the characters in an ongoing storyline.

This adventure requires each player to either own or be in possession of their own spacecraft. One must be a cargo hauler and the others must be fighters.

SPOILER ALERT FOR PLAYERS: The information from this point on is intended for Loremasters. If you will be a player in this game, then please do not read any further - your LM will present you with the information you need as the game progresses.

THE SETTING



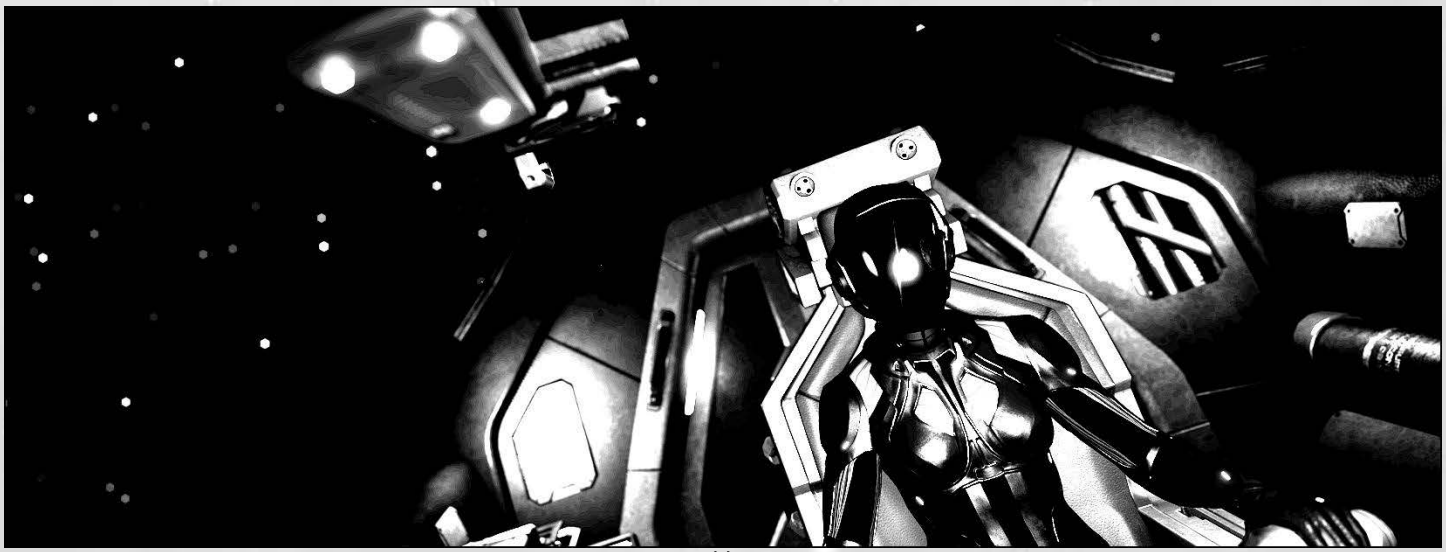
This scenario is designed to be set any time between 3100 and 3300. Use this book's background section to determine the political and galactic situation you think would best fit this scenario in your campaign. It is set in the "Old Worlds" region of the galaxy and the systems mentioned in the scenario are outlined below, showing 3300 data.

LEESTI

Allegiance: Alliance
Government: Democracy
Economy: Corporate
Stellar Type: Type K Yellow-Orange
Population: 5 Billion
Imports: Fruit and veg, hydrogen fuel
Exports: Fertiliser, heavy plastics, industrial parts, computers, farm machinery, robots
Planetary Info:
Leesti I - Ringed high metal content world
  Leesti 1 A - Rocky body
Leesti II - High metal content world
Leesti III (Leesti) - Terraformed Earth-like world
  George Lucas - Orbital base
Leesti IV - Class III ringed gas giant
  Leesti IV A - Rocky body. Surface base: Tolstoi Barracks
    Kolmogorov Hub - Outpost
  Leesti IV B-E - Rocky bodies
  Leesti IV F-G - Icy bodies

ORERVE

Allegiance: Federation
Government: Corporate
Economy: Corporate
Stellar Type: Type G Yellow
Population: 2.5 Billion
Imports: Grain, Fruit and veg, hydrogen fuel
Exports: Narcotics, fertiliser, heavy plastics, metal alloys, industrial parts
Planetary Info:
Orerve I (Simpson's Eden) - Terraformed Earth-like world
  Watson Station - Orbital station
Orerve II - Rocky icy world
  Orerve II A - Rocky icy world
Orerve III - Icy body
  Orerve III A - Icy body
Orerve IV - Icy body
Orerve V - Icy body



THE CHARACTERS

The Avatars in this case should all be pilots of their own ships. One of the Avatars will be the commander of a vessel with a cargo capacity of no less than 24, such as a Cobra or a Python. If the ship's crew complement is more than one, the rest of the crew are NPCs under the control of the LM. The other player avatars should each be in command of a fighter or small multirole vessel like an Eagle or Sidewinder. Their character types should be close to the Escort / Fighter Pilot archetype.

The group are all known to each other and have served together for a number of years. The details of the working relationship are up to the players.

LOAD 'EM UP...

Whilst docked in the Leesti system the players are approached by a male-female duo, both dressed in the style of well-to-do members of an independent state. Their clothing is almost immaculate, other than that slightly creased look that comes from spending too much time in passenger cabins. They both look relaxed and are walking casually, friendly smiles appearing on their features as they approach the party. They introduce themselves as Kurdoman and Marga and ask to hire the party as couriers on a "somewhat risky" mission.

The mission involves carrying 24 tonnes of cargo from their current location to Watson Station in the Orerve system. Kurdoman explains that they had a courier lined up for this job, but his Type 9 was destroyed two days ago and his insurance policy was suffering from total existence failure. They can pay a reasonable fee (approximately double what the party collectively has at the moment but not below 5,000 credits), but they would only be able to pay half of it now - the other half is being held by the cargo's new owner.

- If asked what the cargo is, Marga hands over a manifest that describes the cargo as 20 tonnes of spacecraft components, 2 tonnes of computer equipment, 1 tonne of medical supplies and 1 tonne of hydrogen fuel.
- If asked why they are not going through the normal station-based trade systems, Kurdoman explains that they had contacted their previous courier through the normal channels, but it seemed that his reputation was less than expected given his current predicament. They had checked out a few potential contractors and researched their backgrounds before narrowing the choices down to a final two. Before committing to the contract they wanted to meet their replacements face to face and judge for themselves that they could be relied on.
- If the party hold out for more money, Kurdoman is prepared to authorise the client to pay another two thousand when they deliver the cargo.
- If the party decline, or push for even more money, Kurdoman and Marga regretfully depart peacefully and note to themselves that they expected more from reliable traders.
- If the party agree to the contract, Kurdoman outlines the contract to them and asks each member of the party to touch their computer terminals to his console to seal the deal. He informs them the cargo will be loaded within the hour.

The avatars are free to do whatever they want until the cargo is loaded.

...ROLL 'EM OUT!

Once the avatars are ready to leave, Kurdoman will contact them again and remind them that the cargo needs to be at Watson Station in two days at the most. Once the fleet has departed the station, however, the party is at liberty to take a variety of options depending on how honest or otherwise they may be. They can opt to carry out the contract as agreed, in which case the adventure progresses through Option 1 below. If they decide that the cargo is worth more as tradable goods than the contract payment then skip ahead to Option 2. If curiosity overcomes them and they decide to open the canisters and check the content for themselves, skip ahead to Option 3.

OPTION 1: Party decides to honour contract

The Orerve system is a Federation system whose primary export is narcotics, and piracy here is high. Pirates usually prefer outgoing targets which may be carrying shipments of valuable Orervan stimweed but aren't overly fussy as long as the target they find has a reasonably sized cargo.

The LM should generate some random encounters in the system. In addition to those interdictions (assuming, of course, that the players survive the encounters) one additional encounter will occur.

Once the proximity detectors have dropped the fleet to space-normal speeds, the ships will all be scanned. During this time the players will be able to identify the interdicting ships as four Eagles and an Anaconda, all equipped with top of the line armaments and none of them with criminal records or bounties. The Anaconda is maintaining a large distance from the fleet, but all four Eagles are on direct headings towards the players as they scan them.

Once the scan is complete the Anaconda broadcasts a message ordering the players to stand to and orders the ship carrying the cargo to prepare to be boarded. Each Eagle takes up a point position around the fleet, and the players in fighter craft detect weapons locks on their ships. The Anaconda remains where it is but a new ship is detected boosting towards the standoff, identified as a Sidewinder but travelling relatively slowly: anyone with a SENSES of 3 can guess that the limited speed and slow banking rates could indicate passengers in the cargo hold - a potential boarding party.

The players can take action here to avoid being boarded. The Eagles can be engaged in combat, which will encourage the Sidewinder to turn back for the Anaconda. If the Sidewinder returns to the Anaconda before the fight is over, the Anaconda will join the fight.

EAGLES (x4)
PWR 3; **SPD** 4; **THR** 6; **HUL** 3; **SHD** 5; **FPWR**: **GRP1** 6, **GRP2** 6(T)

SIDEWINDER
PWR 3; **SPD** 4; **THR** 5; **HUL** 4; **SHD** 3; **FPWR**: **GRP1** 4

ANACONDA
PWR 3; **SPD** 3; **THR** 2; **HUL** 18; **SHD** 18
FPWR: **GRP1** 4; **GRP2** 8; **GRP3** 16

- If combat is to be avoided, the players can try to outrun the Eagles and make a run for the planet. The Eagles will give chase, but Sidewinders, Cobra MkIIIs or Fer-de-Lances will be able to outrun them by diverting their power to the engines and boosting until they are out of mass-lock range and can engage supercruise mode. Skilful piloting will be required to manage the systems, so dice rolls should be considered.
- If a fight is engaged and the players are losing, the attackers will accept a cease fire on the provision that the cargo-carrying ship can be boarded.
- If the players evade capture then they can make their way to Orerve I.
- If the players are captured and boarded, the Sidewinder will open its cargo bay and five individuals in EVA suits will float over to the cargo-carrying ship. Once on board two of the individuals will make their way to the bridge to arrest the pilot and crew. If any of the crew are on their way to different parts of the ship they will be collected by the boarders and gathered on the bridge.
- If the crew plan a surprise attack on the boarders, this should be role-played. If the player and crew successfully subdue the boarders then they can be used as hostages to convince the Anaconda and its escorts to let the players go about their business.
- If the player and crew are subdued or take no action, the boarders will signal the Anaconda and begin transferring the cargo to that ship. Once the cargo has been transferred the boarders will leave the player ship and return to the Sidewinder.

Once the Sidewinder has returned to the Anaconda it will enter Supercruise and vanish (or will enter hyperspace if playing earlier than the 3290s). The Eagles will disengage and do the same. The players will be able to continue to Orerve I.

Whether or not they still have the cargo, on arrival at Watson Station the players should wait to be contacted by the recipient. After a few hours they are contacted by a man with short brown hair, piercing eyes and a thin moustache over a cruel-looking mouth. He asks if they have the cargo. If the players have lost the cargo, the man will demand an explanation. If the cargo was taken during the exchange with the Anaconda and its escort Eagles, the man will sigh and simply state that the matter is out of his hands now. If the players ask about payment, the man will respond with a dismissive gesture and state that payment was dependent on the cargo, and that it's all academic now.

If they have the cargo the man will tell them he is on his way and to have the cargo hold open and ready for inspection.

When he arrives he is accompanied by two other men, dressed in dark clothing and carrying weapons in plain sight. He whispers something to them as they enter, and they retreat outside the hangar entrance. The man himself is dressed in clothing that looks shabby and nondescript at first but on close inspection (awareness check) is well-tailored and made of quality materials. The clothing doesn't fit the man, who is well-spoken, well-groomed and seems to be uncomfortable in his surroundings. He demands to be taken on board the cargo ship to inspect the canisters. If refused he will become belligerent and insist on inspecting the cargo before it is handed over.

If again refused he will touch a device on his belt and the two other men he arrived with will re-enter the room with their weapons drawn and ready. If the players still resist, the man will give a signal and the other two will start firing as the supposed contact makes for the ship or, if his path to the ship is cut off, any cover he can find. If any players have weapons on their person, they can be used here as combat is joined. The attacking henchmen get first attack, but the contact will not join in the gunfight.

NAME: 'Mad' Gav **ROLE**: Henchman
GENDER: M; **BODY** 3; **MIND** 3; **SENSES** 4
TRAITS: Awareness 1
WEAPON: Heavy kinetic pistol

NAME: Hook **ROLE**: Henchman
GENDER: M; **BODY** 4; **MIND** 3; **SENSES** 3
TRAITS: Awareness 1
WEAPON: Heavy ESW pistol

Should the players defeat or kill the henchmen, the contact will attempt to run for it. He is well-trained and fast, and should evade capture. If the players have either pre-empted his escape or caught up with him then he will refuse to say anything else. What the players do with him then is up to them.

- If the contact makes it onto the ship and into the cargo hold, what happens will depend on whether the players have opened any canisters. If not, he will try to enter an access code into one of the spacecraft component canisters. If he achieves this, the canister will open to reveal the items outlined in Option 3 below. The contact will then stop resisting or attempting to get away, instead relaxing and just standing and staring at the content of the pod. He will then say, "It doesn't matter what happens to me now - I'm live casting this through an ocular vidlink. Soon it'll be on the news channels and then from there the law enforcement network. This stuff is outlawed, you know that."
- If a canister has been opened and the occupants (one or many) have been assembled, the contact will either be greeted by a number of androids or a quantity of empty canisters. At that he will draw his weapon and try to fire at either the androids or the players in that order of priority. The androids are unarmed and will not try to engage, but they will try to seek as much cover as possible.

What happens next is up to the players. If the canisters have not been opened by this point the players are likely curious to know what all the fuss is about - if they decide to open the canisters the game should progress to Option 3 below. If not, then they can dump the cargo and leave or can try and sell it on. What they do with the unknown contact is up to them.

OPTION 2: Party decides to sell the canisters

There's nothing really stopping the players just travelling to a different system and offloading the cargo to any old buyer. The listed cargo is valuable enough to carry a decent profit in most markets.

If this is what the players decide to do, then they will indeed make a reasonable profit. However, their reputations as honest traders will be tarnished and they risk Kurdoman and Marga registering the theft of their property. If the police and judicial systems in Leesti escalate the matter to the Pilots Federation

then each player's character will have a bounty placed on their heads.

If the players carry on with this course of action, they should be able to offload the cargo easily and profitably at almost any world in the Old Worlds region or beyond. They will get in the region of 300 credits for each canister of spacecraft parts, 200 credits for each canister of computer equipment, 100 credits for the canister of medical supplies and 20 credits for the fuel canister.

Once the cargo has been offloaded the players and LM can carry on with further adventures or missions, but two days after the cargo is sold on, each player will notice that their legal status has been changed to offender, and an official notice from the Pilots Federation will tell them that they are now wanted for smuggling illicit technologies and that a bounty of 200 credits has been put on their heads. The next day, they will receive a message from Kurdoman stating that Marga has been killed by the intended recipient of the cargo as punishment for failing to keep to her side of the bargain and that Kurdoman will be pursuing them himself when he is released from hospital.

If the players chase up the case against them, they will find that they have been accused of trading in outlawed technologies, including artificial intelligence and related equipment.

It's up to the players to work out what to do next. They can try and clear their name through the proper channels, explaining the lead up to the sale, but again that would involve exposing the underhanded acts they took in selling on another person's property. They could also attempt to trace the buyer and retrieve the cargo for whatever reason they feel is appropriate.

If the players manage to recover the cargo and gain access to the contents, the game should progress to Option 3 below.

OPTION 3: Party decides to open the canisters

Once in open space, the players are free to open up the canisters and take a look at these components. The players should all find some way of getting on board the cargo carrier to participate in the opening. This can either be done by hyperspacing to a relatively peaceful system to dock and get together or by spacewalking from the fighters to the cargo carrier. The security on the canisters is fairly tight, but someone with a MIND of 5 will be able to pick the locks without needing a task roll.

The containers have the following content:

- 20 canisters of humaniform android body parts
- 2 canisters of humaniform android heads, eerily stacked in rows in the container
- 1 canister of precision tools, machinery and diagnostic equipment
- 1 canister of hydrogen fuel cells.

The humaniform androids are extremely lifelike, and if it were not for the fact that the neck joint circuitry and connectors were exposed, it would be difficult to tell if the bodies were artificial. Each body part container has six android bodies in it, all strapped to each other and protected by padding around the inside of the container. Each container also contains a scan disruptor which is set to respond to any content scan and trick the scanning equipment into seeing what's on the manifest as being in there.

ACTIVATING THE CARGO

The bodies and heads all have identification numbers on them, matching the head to its body. Each body needs a hydrogen cell in order to operate. If the players decide to activate one or more of the androids, they will need to roll a split task roll for MIND at difficulty 4. One success will be needed in three areas: reattachment of the head, installation of the power cell and activation of the unit.

If successful, the android subject will reactivate. It will open its eyes and look around itself, studying the characters around it, then ask, "I was told that I would be awoken at the colony. Are you Ismene's people?"

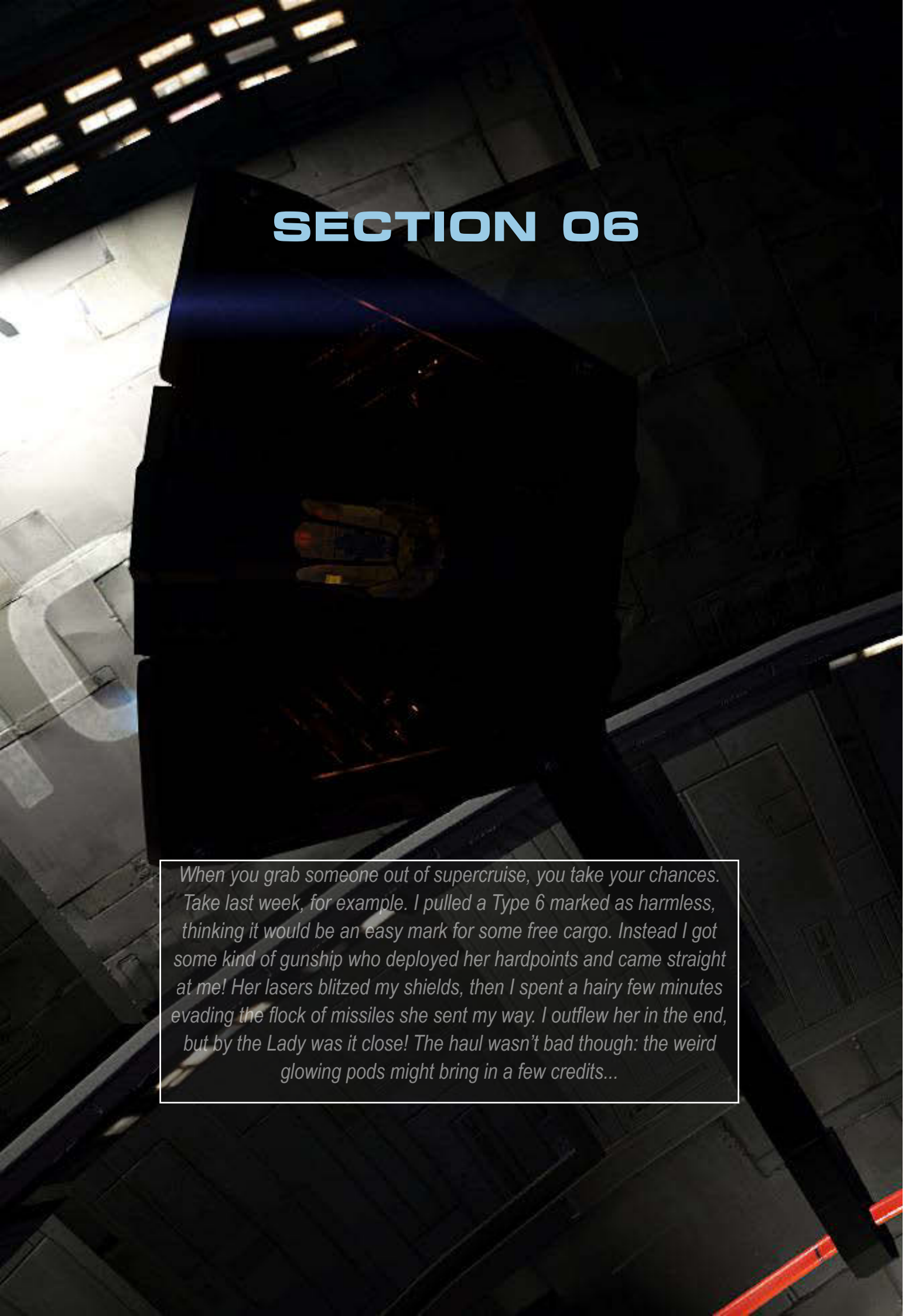
If asked, the android will describe Ismene as a stocky, bearded man with garish dress sense - clearly not Kurdoman (and clearly not the unknown contact that attacked them if Option 1 was played through). It will go on to describe Ismene as the man who had brokered their passage from the restricted inner systems of the Empire, where they had been trapped for a long time, to the outer reaches of the Frontier. The android states that Ismene would be arranging for transport on a passenger transport under fake identities.

The android is suspicious about the players, and asks them what has happened and who they are. If the players are honest about the situation the android will appear to be annoyed (or a close approximation of it) and demand that they be taken to their final destination as planned to meet with their appointed contact.

The android is not actively hostile, but is keen to be taken to his intended destination. If the players decide to do this, then the voyage should continue as outlined in Option 1. If the players are not willing to transport this contraband then they are welcome to either return to Leesti and hand the cargo back to Kurdoman and Marga, jump to another system and turn the androids over to either another trader or the authorities. They are also free to do whatever else they see fit.

...AND ONWARDS

That about wraps up the initial stage of this scenario. By the end of this session the players may have come into possession of a large quantity of ownerless androids being smuggled around space and have either sold them on, had them impounded by an unknown party or have tried to hand them over to their intended recipient only to have the ground shot from under them. They are bound to have questions: those questions are the basis for a longer campaign.



SECTION 06

When you grab someone out of supercruise, you take your chances. Take last week, for example. I pulled a Type 6 marked as harmless, thinking it would be an easy mark for some free cargo. Instead I got some kind of gunship who deployed her hardpoints and came straight at me! Her lasers blitzed my shields, then I spent a hairy few minutes evading the flock of missiles she sent my way. I outflew her in the end, but by the Lady was it close! The haul wasn't bad though: the weird glowing pods might bring in a few credits...


VEHICLE COMBAT
SIMULATOR

PART 1: VEHICLE COMBAT SIMULATOR RULES

The system presented in this section of the book allows players and LMs to visualise space or planetary battles. This is achieved by using counters, bases and models to represent the vehicles in the combat scenario and using rulers, templates and dice to manage the movement and firing of weapons.

Some of the stats used in the simulator are derived from RPG Avatar values and are thus tied into the RPG's system. This means that players can use the simulator to play through a combat scenario in their RPG campaign just as easily as playing through using the RPG's narrative-based combat rules.

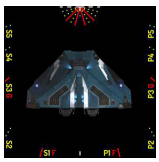
These rules include the concept of "cardlets" – small boxes or tables of information for specific items, equipment or statistics in the game. The Vehicle Record File (VRF) is split into many areas where cardlets can be used, including the weapon hardpoints and equipment modules.

WHAT YOU NEED TO PLAY

- Vehicle counters
- Vehicle Record Files
- Vehicle Information Cards
- Weapon and Equipment cardlets
- Player Aid cardlets (crew stats, movement planning)
- Movement and Firing Arc templates
- Dice templates (if you don't already have any 6-sided dice)
- Tokens

VEHICLE COUNTERS

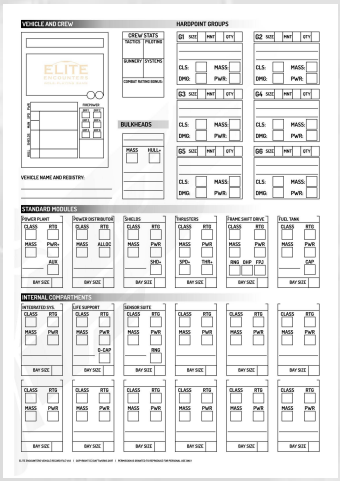
All vehicles are represented by a 4cm x 4cm square tile, known as a "base", on which is shown a top-down view of the vehicle as well as the firing and movement arc definitions.

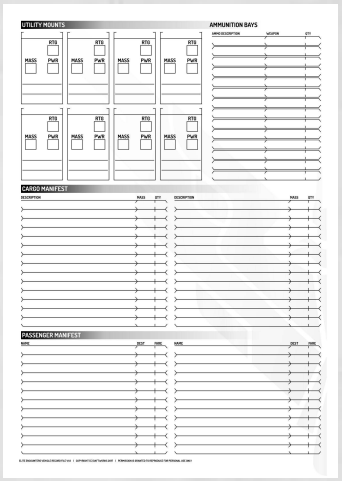



The yellow and red notches on the edges of the base indicate the movement and firing arcs respectively. The leading edge shows the common point through which all arc lines pass on the base. The yellow S1 through S5 indicators show the STARBOARD movement arcs: a straight edged object like a range ruler should be lined up with one of these indicators and made to pass through the common point to show the furthest extent of that movement arc if the vehicle is turning to starboard (the right). The same should be done with the P1 to P5 marks on the right of the base if the vehicle is turning to port (the left). The red F and G markings indicate the FIXED and GIMBALLED firing arcs. A range ruler or straight edge should be laid along this indicator and passed through the common point on the leading edge to show the appropriate edge of that firing arc. The red line passing near the yellow S1, P1, S3 and P3 markings share that firing arc with the stated movement arcs. A template is included with the game that makes visualising the arcs easier.

VEHICLE RECORD FILE

The two-sided Vehicle Record File shows all the relevant information needed to engage the vehicle in a combat scenario. It is used to both show the stats for the vehicle and track things like weapons loadout, damage and power management. It contains areas where the Vehicle Information Card and equipment cardlets can be attached. It is divided into several distinct areas.





The **Vehicle and Crew** section includes an **Information Card** with the vehicle's essential statistics. This contains details about the vehicle's performance, combat abilities and weapons loadout as shown below. During play, tokens are used to represent power allocation, shield and hull strength as well as any special conditions being experienced by vehicles. The Information Card has areas for some of those tokens.



This section also includes:

- The vehicle's registry and name.
- The Crew Stats (see below).
- The vehicle's installed bulkheads and any modifications those provide to the vehicle stats.

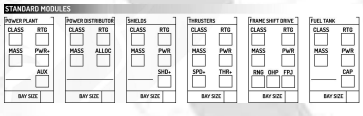
The **Crew Stats** cardlet shows the values that will form the basis of most attack and defence actions during the game. See the CREW section below for more information.



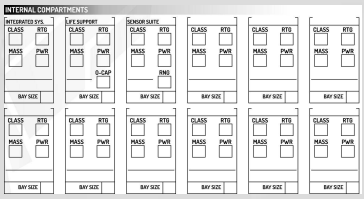
Hardpoint Groups are used to represent weapons that fire together. Hardpoints are retractable, powered external mounts where a variety of weaponry can be fitted to the vehicle. For the purposes of these rules, similar hardpoints are connected together in groups, where each group must contain the same type of weapon on the same sort of mounting. Cardlets with stats for the common weapons are supplied to be placed here. See the Weapons section later for more information.



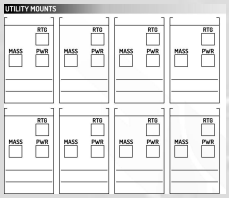
Standard Modules are items of equipment that are expected to be fitted to a vehicle, and generally ensure that the vehicle works properly. The equipment shown here will have some effect on the stats the vehicle will use in combat.

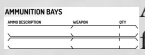


Internal Compartments are configurable areas of the ship that can have a variety of different types of equipment fitted. See the Equipment section below for more information. Most equipment shown here will not have an impact on the vehicle's performance in a combat situation, but may be affected by critical hits.



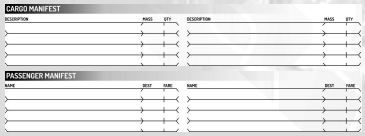
Utility Mounts are where equipment can be mounted on the outside of the hull. Combat and non-combative equipment can be fitted, such as shield cell boosters, ECM units or warrant scanners.



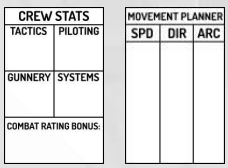


Ammunition Bays store the consumable munitions for projectile weapons or other equipment that use ammunition. Ammunition bays automatically replenish the consumables when needed until they themselves have been emptied. See the Weapons section for more information.

The **Cargo and Passenger Manifests** list the items and people located in cargo bays or passenger cabins within the vehicle. Although cargo and passengers do not generally take an active role in a combat scenario, they can be affected by the battle and can be injured or damaged in certain circumstances if the vehicle is damaged. See the Critical Hits section for more information.



PLAYER AID CARDLETS



Cardlets are provided for players to write their crew stats on and to plan vehicle movements. See the Crew and Movement Phase sections below for more information.

DICE MECHANICS

This game uses six sided dice (usually referred to as D6) during play to provide the player with a way to resolve combat. D6s are also used to roll for other things, like critical damage. No other dice types are used.

Six-sided dice are the most common dice available, and are found in many different types of game, including family board games. Most households will have at least one D6 somewhere around, but if you're not lucky enough to own any, then this book contains some cut-out-and-build templates you can use until you can get to your local game shop.



In combat, dice rolls are made against a difficulty level, which is the minimum value that must be scored to roll a success. These are called "task rolls". The default difficulty for a task roll is 4, but higher difficulties can be used depending on the circumstance. In play, unless otherwise specified, the default difficulty is used.

Multiple dice can be used in task rolls, and these are called "dice pools". The most common dice pools you'll see in this game are the attack and defence dice pools used between adversaries in a combat situation. These dice pools are built from crew and vehicle stats and one die can be rolled for each number in the dice pool. Dice pools can usually be split into sub-pools to perform multiple actions, for example if a vehicle commander wants to shoot at more than one adversary or wants to fire more than one weapon group.

UNITS OF MEASUREMENT

The rules and stats for this game have been calibrated to use the standard counter or base size as the basis for movement. This means that a single unit of movement is equal to 4cm, or the width of a vehicle counter. Units of movement in the game are referred to as "bases".

Measuring movement distances or firing ranges should be done using the rulers supplied with the game, which have already been marked with the base sizes and the range that they represent. Alternatively you can use the counter bases themselves to measure (use a counter that isn't in play) or you can use a standard ruler or tape measure, remembering that one base is 4cm long.

GAMEPLAY

A Vehicle Combat Simulator session can be started either as part of an ongoing Elite Encounters RPG narrative, where the players control their vehicles on one side and the LM takes the role of the adversaries, or as a stand-alone scenario played out between two or more players where there is no larger narrative.

Vehicle Record Files should be filled out for all participant vehicles with the details appropriate for their chosen vehicle and equipment loadout. A Vehicle Information Card and equipment cardlets should be used to represent the configuration of the vehicles being used. A set of stats for the crew should be decided on or generated. RPG sessions can use the Aspects of the campaign's characters or Avatars, but a standalone session should either use the RPG Avatar creation rules or just use the default stats from the examples included with these rules. Of course, you could always generate random crew stats or make them up.

SCENARIOS

Standalone games of the Elite Encounters Vehicle Combat Simulator will need some sort of objective. The set-up for this objective is called a scenario, and can be very simple or intricately detailed. In general, VCS games do not have a referee or Loremaster like the RPG. Each player is playing the part of a commander or crew for one or more vehicles. Sessions that are being played as part of an RPG narrative, however, will have the LM playing the part of one or more adversaries against the other players in their vehicle or vehicles.

Each scenario should have a limit on the type of vehicle and equipment loadout each player can choose in order to balance the sides. Of course, this doesn't have to be the case – as the players, you have the choice whether to balance the sides or weigh the odds in favour of one participant. In the latter case the players should have complete freedom in choosing their loadout.

SETTING UP

At the start of the game the players on each side of the conflict should place their vehicles as far away from each other as possible. Players can team together in "wings" to take on bigger opponents. Vehicles can link their systems together, so players in a wing can talk freely among themselves and plan out a strategy to win the game.

If there are any physical objectives, then these should be placed in the middle of the play area or at a point equidistant from the majority of the player start points. If a player vehicle is the objective, then that player should start at the midpoint of the play area as well.

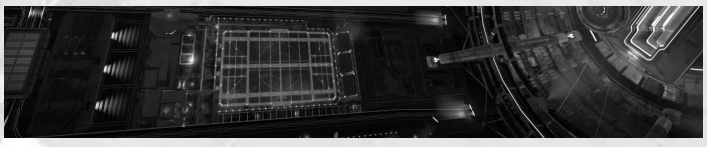
The possibilities for scenarios are limited only by the imagination of the players, so please consider these instructions as a guide only – if there is a set-up method that would suit your scenario better than those outlined above, use those instead.

Players must keep their vehicles in the play area at all times. Leaving the play area (i.e. flying or driving off the edge of the table) is considered running away. A vehicle that leaves the play area is considered to be out of the game.

VICTORY CONDITIONS

Winning the game in most scenarios will be a case of "last man standing" – the last player vehicle left on the play area is the winner. However, other conditions may be present.

- **Capture the Flag**: players must capture an object and retain possession of it until the end of the game. A set number of turns are played, and the player or wing in possession of the "flag" at the end of that turn is the winner.
- **Escort**: a freighter or passenger vehicle needs escorting through hostile territory. One player or wing must ensure this happens and the others are all trying to bring the escorted vehicle down. If the escorted vehicle leaves the play area it has successfully jumped out of the area. Note that in these scenarios, the escorted vehicle should move at a fixed rate from one side of the play area to the other at its maximum speed in each turn. One of the players should take charge of this movement.
- **Search and Rescue**: the play area contains several markers, one or two of which are known to be escape pods or cargo pods with valuable items inside. The players are out to collect whatever's inside and must fight each other for the right to salvage. Getting within short range of a marker reveals what that marker is. Scooping a cargo pod involves remaining motionless for a whole turn.



COMMANDERS AND CREW

The crew of a vehicle, whether it is the lone rider of a motorcycle or the five-man crew of a space cruiser, are the brain and heart of that vehicle. It is the crew who decide whether a fight is won or lost using tactical knowhow, strategy and gut instinct to better their opponents. Commanders and crews have four vital statistics that determine their skills in the VCS. These skills are:

- **TACTICS** (**TAC**): This is a measure of the commander's proficiency at analysing the situation, making decisions and giving orders. It also serves as an indication of how the commander and pilot work together if these are different people in a particular crew. It determines when a vehicle can move in a turn.
- **PILOTING** (**PIL**): This illustrates how quickly the pilot can react to situations and how good the pilot is at executing manoeuvres and evasive actions.
- **GUNNERY** (**GUN**): This is a record of how proficient the weapons crew member is at targeting and firing the vehicle's guns.
- **SYSTEMS** (**SYS**): This is a record of how proficient the crew member in charge or repairs and maintenance is during a combat scenario.

The values for these skills can all come from one crew member or from a variety of crew members depending on the needs of the vehicle in question. A single-person vehicle such as a motorcycle, fighter aircraft or small spacecraft (like a Sidewinder) would have all the skills originating with that one person. Two or three person crews, such as on medium size spacecraft, airliners, sea ships or multi-person ground cars, can take the skills from whichever crew member is responsible for a particular area of vehicle operations. For example, a ground car may have a driver in control of the movement whilst the passenger uses hand weaponry to fire out of the window.

There can be a crew of four where each crew member can be responsible for an individual vehicle function. This crew would have each member in a specific role: commander (TACTICS), pilot (PILOTING), gunner (GUNNERY) and technician (SYSTEMS).

There are many other combinations of crew complement and responsibility that aren't covered here, but the exact details of these can be left to the players to sort out between themselves if needs be. No matter what the makeup of the crew, the stats that will be used are all the same.

COMBAT RATING BONUS

The Pilots Federation Combat Rating can be used to provide bonuses to dice pools. There is ONE combat rating for each crew: if the crew is made up of more than one person then the highest rated crewmember's Combat Rating should be used. The Combat Rating will provide between one and three bonus dice during a turn depending on the level. These dice can be used at any point in the turn but once they have been used there are no more until the next turn. The bonus dice can be added to the attack dice pool or the defence dice pool as desired. Any number of bonus dice (up to the number of unused bonus dice in that turn) can be added to a single roll.

The Combat Ratings are split into three tiers and a separate entry for the coveted Elite rank. These tiers, along with their modifiers, are listed below:

- First tier ratings (Harmless, Mostly Harmless, Novice): no modifier (0)
- Second tier ratings (Competent, Expert, Master): +1
- Third tier ratings (Dangerous, Deadly): +2
- Elite: +3

The Combat Rating and the bonus dice value should be recorded on the Crew Cardlet. The cardlet can be used to track the use of the bonus dice during a turn. Bonus dice regenerate every turn.

CALCULATING CREW SKILL LEVELS

Each skill is measured from a minimum level of 4 to a maximum of 10. If using an Avatar (or set of Avatars) from the RPG to create the crew, the stats of the Avatars can be used to create the skill values for the VCS as follows:

The TACTICS value:

- Add together the relevant Avatar's **MIND** + **SENSES**.
- Add or subtract the values from either INTELLECT, AWARENESS or INSTINCT Traits.
- Add any full levels from ONE Experience relevant to tactics, strategy or analysis.

The PILOTING value:

- Add together the relevant Avatar's **MIND** + **SENSES**.
- Add or subtract the values from either DISCIPLINE, AWARENESS or INSTINCT Traits.
- Add any full levels from ONE Experience relevant to navigation, manoeuvring or control of the relevant vehicle type.

The GUNNERY value:

- Add together the relevant Avatar's **MIND** + **SENSES**.
- Add or subtract the values from either DISCIPLINE, AWARENESS or INSTINCT Traits.
- Add any full levels from ONE Experience relevant to weapon use, situational awareness or vehicle to vehicle combat.

The SYSTEMS value:

- Add together the relevant Avatar's **MIND** + **SENSES**.
- Add or subtract the values from either INTELLECT, AWARENESS or INSTINCT Traits.
- Add any full levels from ONE Experience relevant to engineering, technical work or other mechanical work.

EXAMPLE CREW STATS

Four Examples of generic crew stat ranges are provided here for quick encounters. VCS players or RPG LMs can use these to generate crew stats appropriate to the level of challenger required in the scenario. Each consists of set values for the basic four stats plus a randomised value for the crew Combat Rating (CR). 1D2 is a D6 roll where 1, 2 or 3 equal 1 and 4 to 6 equal 2. 1D3 is a D6 roll where 1 or 2 equal 1, 3 or 4 equal 2 and 5 or 6 equal 3.

- **Inept**: **TAC** 4; **PIL** 5; **GUN** 4; **SYS** 4; **CR** 1D2 (1 or 2)
- **Average**: **TAC** 5; **PIL** 7; **GUN** 6; **SYS** 5; **CR** 2 + 1D2 (3-4)
- **Trained**: **TAC** 6; **PIL** 7; **GUN** 7; **SYS** 5; **CR** 4 + 1D2 (5-7)
- **Skilled**: **TAC** 7; **PIL** 8; **GUN** 8; **SYS** 7; **CR** 6 +1D3 (7-9)

RANDOMLY GENERATED CREW STATS

Crew Skills can be randomly generated by using the following process:

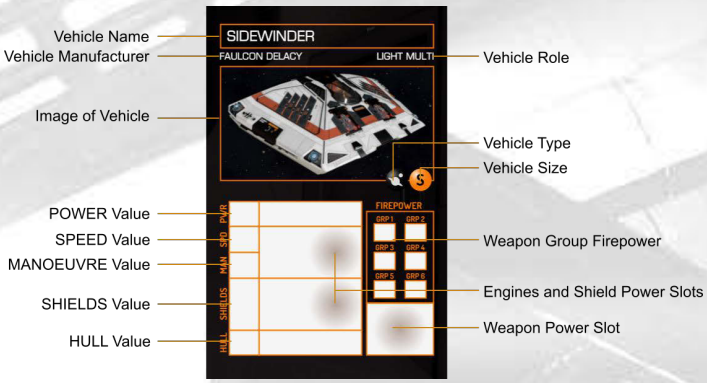
- Each stat starts at 2
- Roll 1D6+1 four times
- Assign each result to one of the stats as desired
- Roll 1D6 to generate the Combat Rating (note that only the first six ratings are available this way; see the section above for the ratings and the numbers that are assigned to each one)

IMPROVING CREW STATS

There are no written rules for improving Crew stats through playing the VCS system on its own. As part of the RPG, crew stats will be improved through gaining Experience through actions in a campaign or adventure or increasing the combat rating as the campaign progresses. There's nothing stopping players developing their own ways to promote or improve crew members and their stats through playing the stand-alone VCS rules, though.



VEHICLE SPECIFICATIONS



The RPG focuses on the characters and Avatars that are present in Elite Encounters, but the VCS relies more on the vehicles that are flown, driven or ridden by those characters. Each vehicle is represented in the game by a collection of values that define that vehicle's performance in critical areas. This includes the way in which the vehicle moves, how well protected it is and its offensive weapon capabilities.

TYPE AND SIZE

CLASS 0 / TINY (T)	T	LEG-POWERED
CLASS 1 / SMALL (S)	S	WHEELED VEHICLE
CLASS 2 / MEDIUM (M)	M	RAIL VEHICLE
CLASS 3 / LARGE (L)	L	TRACKED VEHICLE
CLASS 4 / HUGE (H)	H	HOVERCRAFT / MAGLEV
CLASS 5 / CAPITAL (C)	C	WATERCRAFT
CLASS 6 / MEGA (G)	G	AIRCRAFT
		SPACECRAFT

The size and type icons indicate the relative size of the vehicles and the environment in which those vehicles operate respectively. They can be found on the Vehicle Information Cards, or can be written on the blank version on the VRF. The size of the vehicle can have an impact on the types of weapon that can be fitted as well as cover and concealment.

POWER (PWR)

This value indicates how many power points are provided by the vehicle's power plant. Power points are used to provide energy to the shields, weapons and engines of the vehicle. The default E-rated power plant for a vehicle provides 3 power points, and upgraded power plants provide extra points that can be assigned to those three systems.

SPEED (SPD)

The maximum speed of the vehicle, listed in the units of measurement chosen for the game. Vehicles can move a number of units up to that value during a turn. Allocating extra power points to Engines will increase the SPD of the vehicle and improve its MAN (see below). Speed can be increased by upgrading the engines.

MANOEUVRABILITY (MAN)

The MAN value states how agile the vehicle is. The higher the value, the more acute a turn can be. In game terms the number indicates the highest turn arc on the movement and firing arc template that the vehicle can use. Allocating extra power points to Engines increases the efficiency of the thrusters and allows tighter turns. Manoeuvrability can be increased by upgrading the engines.

SHIELD (SHD)

Shield points allows the vehicle to take damage from a weapon without taking damage to the hull. Once the shield points have been depleted, the hull will take damage. Allocating extra points to shields will allow the shield to be recharged between turns. Shields can be improved through upgrades.

HULL

The HULL value records how resilient the vehicle's hull is. The larger the vehicle the stronger the hull will be. If the HULL value is reduced to 0 or -1 the vehicle cannot move without rupturing the hull, but a proficient engineer may be able to repair it enough to be able to get the vehicle out of danger. The HULL value can be improved by upgrading the vehicle's bulkheads.

FIREPOWER (FPWR)

FPWR is a measure of how much damage a vehicle's weapon or weapons can cause when fired. Weapons are mounted on hardpoints that are linked together in Fire Groups. In most cases these fire groups will be made up of paired weapons, but single turret weapons can comprise a group. The group's FPWR value is the total of the weapon FPWR values in that group. The FPWR value records the damage that can be done with laser or projectile weapons. Ordnance weapons (like missiles or mines) handle their FPWR values a little differently as will be illustrated in the rules below.



ORDER OF COMBAT

Combat in the VCS is broken up into turns. These turns are then broken down into phases where the players perform specific actions such as configuring their vehicle's power and weapon settings, moving their vehicles and striking at their opponents. This section outlines the order in which those phases occur and how the players determine in which order they play.

POWER ALLOCATION PHASE

- Power from the vehicle's Power Plant is allocated across the three primary systems: Engines, Weapons and Systems.

PLANNING PHASE

- Players select the manoeuvre they're going to execute.
- The chosen speed, turn arc and port or starboard indicator is written onto a Planning Cardlet, piece of scratch paper or other suitable medium and placed face down behind the vehicle counter.
- If performing a Flight Assist Off Flip (see below), the player should write the speed and "FA180" on the cardlet or scratch paper.

MOVEMENT PHASE

- In the order of the lowest to highest TACTICS value, the player reveals their written manoeuvre and then performs it.
- If two or more vehicles occupy the same location (bases overlap in any way) at the end of one vehicle's movement phase then each vehicle takes damage equal to the moving vehicle's HULL value.
- Special Actions can be performed at the end of the movement phase.

STRIKE PHASE

- In highest to lowest order of GUNNERY value, players select targets and resolve hits.
- Attacking player chooses whether to split the attack dice pool in order to use multiple weapon groups and/or attack separate targets (note that multiple targets can only be attacked if the vehicle has more than one active weapons group).
- Once the attacker has declared whether the attack pool will be split, the defending player can decide whether or not to split that dice pool as well.
- A number of dice equal to the dice pools are rolled for attack and defence. Any results of 4 or more are successes (note that the difficulty can be increased depending on the exact situation). If the defender rolls more successes than the attacker, then the attack fails. If the attacker rolls equal to or more successes than the defender then the attack is successful and the defender is hit.
- If the attack is successful and the attacker is using kinetic or energy weapons, the defender takes a number of hits equal to the FIREPOWER value of the weapon group that was used to shoot with. If the attacker is using other weaponry (such as missiles), then the damage is calculated according to the rules for that weapon.
- Damage points are initially deducted from the defender's shields if they are present. If the defender's shields are reduced to 0, the defending vehicle then takes damage to the hull.
- If the hull is taking damage and the attacker has rolled values on the attack dice that qualify for Critical Hits, the attacker can roll on the Critical Hits table to see what damage has been done to the defender.
- If a vehicle is reduced to -1 HULL points it is considered to be disabled and on the verge of destruction. A "hull compromised" token should be placed on the counter.
- If the player wants to make any more attacks then these should be made before moving on to the next player.

REPAIR PHASE

- In order of highest to lowest SYSTEMS skill, crews can attempt a repair.
- Roll a number of dice equal to the SYSTEMS skill. The difficulty for this roll is 4.
- Success means that one HULL point can be restored. Note that only one HULL point can be restored no matter how many successes are rolled.
- If the vehicle's HULL value is 0 or -1 a repair can still be attempted but if a vehicle has been repaired in this way, a "hull compromised" token is placed on the counter. If that vehicle is reduced to 0 or -1 again it is destroyed.

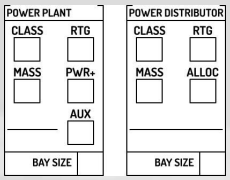
RESOLUTION PHASE

- Any destroyed vehicles are removed.
- Tokens or counters that are no longer required are removed.
- Any ships with a hull integrity of a minus number or cannot be repaired above 0 are destroyed and are removed from the map.
- Any missile locks whose targets have moved out of the gimballed firing arc have been lost.

END OF TURN

The turn has been completed. Play begins again at the power allocation phase. Repeat the order of play until the objectives have been met or all but one vehicles have been destroyed or otherwise removed from play.

POWER ALLOCATION



Vehicle functions are all dependent on power being delivered to the vehicle's Primary Systems by some sort of power generator and its distribution system. In Elite Encounters two systems dictate how much power can be delivered to the vehicle: the Power Plant and the Power Distributor.

The default E-rated Power Plant provides 3 power points per turn. Purchasing an upgrade for the Power Plant will provide more power points (represented by the PWR+ value shown in the power plant stats in the Commodities List above) that can be allocated, with each increase in Rating (RTG) providing one more power point. The Power Distributor module dictates the amount of power that can be shifted between primary systems in a turn. The standard E-rated Distributor allows 1 power point to be reassigned per turn, and each Rating upgrade allows one more point to be reassigned. This is represented by the Power Distributor's ALLOC (allocation) value in the commodities list.

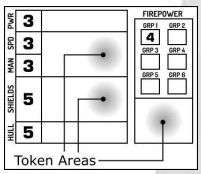
These power points must be distributed between the vehicle's three primary systems: Engines (altering SPD and MAN), Shields (altering SHD) and Weapons (altering FPWR). Each system should, by default, be assigned 1 power point to allow that system to function at its normal efficiency – this is called "balancing the power". Balancing the power will not restore any points lost to damage or critical hits - it only restores any points that were lost due to redistributing the power.
In order to allocate extra power TO a system, that power must be removed FROM another system. Transferring a power point does the following. Note that the FROM penalties only apply if the transfer of power drops the system below the minimum value required to power it fully:

Taking 1 PWR from:

- **Engines**: SPD -1, MAN -1. This loss comes into effect after the Power Allocation Phase.
- **Shields**: SHD -1 each round. This means that for each round that a shield point is NOT allocated to SHIELDS, the amount of SHD points available will decrease by 1 on top of any points lost for damage sustained. This loss comes into effect after the Power Allocation Phase.
- **Weapons**: Prevents weapons with a PWR requirement greater than the modified value from firing. If only one weapon group is equipped, group operates at half damage. This loss comes into effect after the Power Allocation Phase.

Adding 1 PWR to:

- **Engines**: SPD +1, MAN +1. This gain comes into effect after the Power Allocation Phase. If more than 2 power points are assigned to the engines (as many power points can be assigned as the Power Distributor's ALLOC value), the ship takes 1 point of hull damage (due to stress) for every point over +2.
- **Shields**: SHD +1. This means that an extra shield point can be regained at the end of the round for each power point assigned to shields up to the Power Distributor's ALLOC value. Shields cannot be overloaded above their maximum level and if the ship suffers any hits between the Power Allocation Phase and the Repair Phase, those extra shields are lost.
- **Weapons**: Allows weapons with higher power requirements to fire. If all active groups are equipped with small weapons, when an extra PWR is assigned to a fire group, that group gets +1 die to the GUNNERY skill and + 1 extra damage when fired.



Players should place the power tokens in the relevant boxes on the ship / vehicle card or write the power level into the box.

Purchasing upgrades for the vehicle's primary systems will require more power points to be available in order to power those upgrades – each upgrade has a PWR value which gives the minimum power required for that system. The crew can choose to move power between the primary systems to give the vehicle bonuses for using that system. Assigning a bonus power point to a system increases its effectiveness, but the system that power point has been removed from will see a corresponding drop in effectiveness. See the Commodities List and the Upgrades section below for more information on what upgrades are available and how to buy them.

PLANNING

Movement in the Vehicle Combat simulator is performed in a set order by the players, but is considered to be simultaneous. The movement has been separated out into two distinct phases in order to make it harder for players to anticipate moves based on the order of play. In this game the seafaring standards are used to describe most movement components.

- **Port** is left and **starboard** is right (from the perspective of someone facing in the direction of vehicle travel).
- **Fore** means forward and **aft** means rearward.
- The **bow** of a vessel is the front, and the **stern** is the rear.
- The **dorsal** surface is the top of the vehicle and the **ventral** surface is the bottom.

During the planning phase the players secretly plan out and make a note of their vehicle movement. This ensures that players cannot change their move once another player has revealed theirs (which would indicate the ability to read minds). A vehicle's movement is made up of three components: the vehicle speed (how far the vehicle will travel), the side to which the vehicle will move (port, starboard or straight ahead) and the turn arc to be used. The resulting three value code is called a Movement Vector.

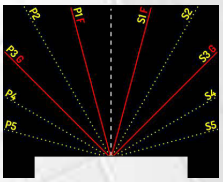
Players plan out their vector in secret. There is no specific order in which the players should do this, as it is not a physical action. The important thing is that the vector should be thought about and recorded without any of the other players knowing exactly what the movement will be. It is up to the individual player to decide whether to use the playing area (where all the vehicles and other objects are depicted) to measure things out or otherwise visually plan things out. Whether making a certain measurement or checking a certain range would give away the payer's plans is something the players will have to determine for themselves and take the risk if they want to. The following parameters must be decided:

- **Speed**: A number between the SPD value and the negative of HALF the SPD value. How far the ship moves in inches. A negative number notes a reverse movement. A value of 0 indicates the vehicle does not move. Example: 3.
- **Turn Direction**: Port (P) or starboard (S). Not needed if the vehicle is moving straight. Example: P.
- **Arc Number.** This indicates the turn arc which the ship moves within. This is a number between 0 and the MAN value. Example: 4.

Thus the complete Movement Vector for the above parameters would look like this: **3 P 4** or **3,P,4**.

A vehicle can move in reverse as well as forward. If a vehicle is moving forward in one turn and wishes to reverse, that vehicle must spend one turn at rest (SPD 0) before making the reverse manoeuvre. A reverse movement should be recorded as a minus number on the movement plan and a ship can only move up to half speed (rounded down) in reverse. In order for a ship to revert to forward movement, it has to spend another turn at rest (SPD 0). The ship will end the move facing in the direction of the turn arc that was chosen.

The Movement and Firing Arc Template can be used to plan this out, as it supplements the indicators on the vehicle counter with an extension of the required values and arcs - the yellow characters indicate the movement values. Note that the red arcs are combined movement and firing arcs.



The players should then record their vector parameters on a scrap piece of paper or card or similar, or can use the Movement Planning cardlet supplied with the game components.

180 Flip: Instead of the standard movement, a vehicle can elect to perform a 180 flip and head back the way it came. This is called a "Flight Assist Off Flip". There are restrictions on how a flip can be performed depending on the size of the vehicle.

- **Huge** and **Large** vehicles cannot perform a 180 flip.
- **Medium** vehicles have to move forward 3 in order to perform a flip.
- **Small** vehicles have to move 2 in order to flip.
- **Tiny** vehicles can perform a flip without having to move (essentially, they can turn on the spot just as fast without having to move).

The movement vector should be noted as the desired SPD and the term "FA 180". Example: 2,FA,180.

To see the actual movement mechanic of the 180 flip, see the next section.

MOVEMENT

Players carry out their movement vectors one after the other, and cannot change their chosen vector parameters once the first player's vector has been revealed.

ORDER OF MOVEMENT

Players compare their TACTICS values to determine the order in which they will move their vehicles (often referred to as the Order of Movement). In the case of tied TACTICS values, the following process should be followed in order to work out the full order:

- Compare TACTICS values.
- Resolve any ties by comparing attacker's GUNNERY to defender's PILOTING values.
- Resolve any remaining ties with a dice roll - highest value goes before the other. This dice roll should be repeated each turn for the tied pair(s) - this provides a good representation of people with similar abilities having the chance to get the drop on each other.

In the order defined above, the players execute their movement vectors. At the end of the movement the player should declare and perform any Special Actions being undertaken.

When it is a player's turn to move, the planned manoeuvre for that player's vehicle is revealed. As noted above the first number indicates the speed of the vehicle. This is how far in bases (or the chosen unit of measurement) the vehicle can move. The vehicle must move in the indicated port or starboard direction within an arc measured from the straight ahead vector (the 0 line on the template) to the arc number indicated in the movement planner. The following rules apply:

- The vehicle must move the full SPD value indicated in the movement vector.
- The vehicle can finish the move anywhere within the space between the 0 line (straight ahead on the move template) and the chosen arc on the chosen side, whilst moving the entire SPD value.
- Once the final position is chosen, the vehicle must be turned to face the direction of the chosen arc number NOT the actual direction travelled. Note that the vehicle counter's facing should only be changed at the END of the manoeuvre.
- If a vehicle's move would end with its base overlapping that of another vehicle, the moving vehicle must end its move before that point is reached and cannot fire that turn. For example, if a four inch move would end with the moving vehicle's base overlapping another vehicle by one inch, then the moving vehicle moves back so the cards/Bases are touching.

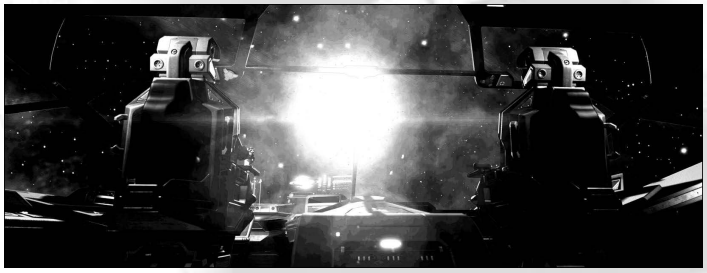
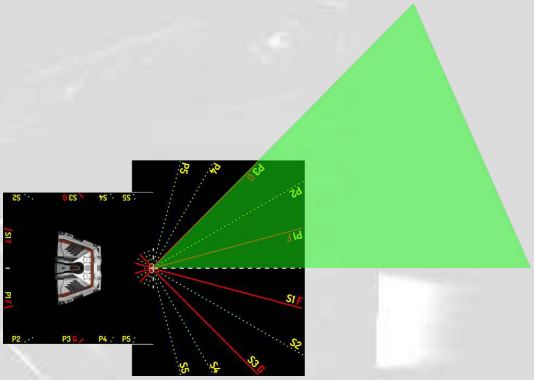
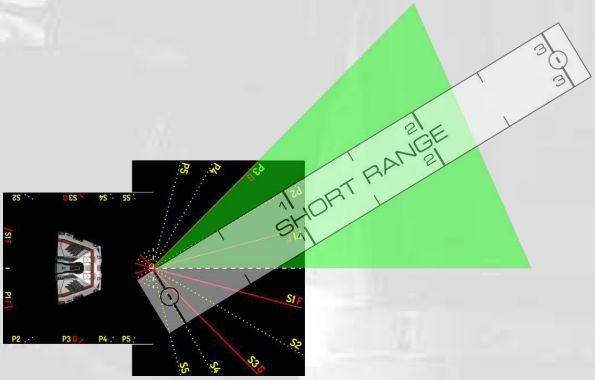


ILLUSTRATION OF BASIC MOVEMENT

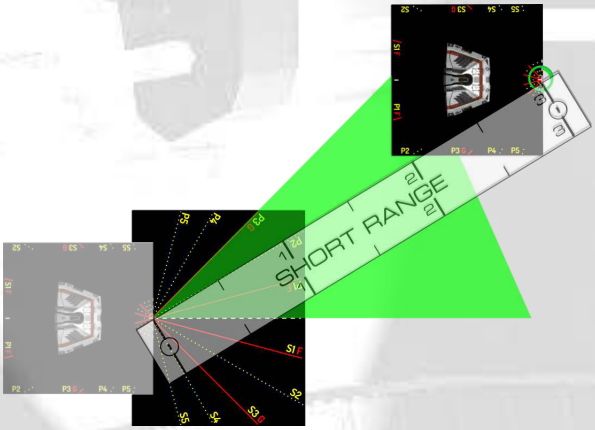
At the start of our movement, the player in charge of a Sidewinder (SPD 4, MAN 5) decides to declare 3 P 3 as his movement vector. That is a 3 base-length move in arc P3. Here's our player's ship with the movement and firing arc template.



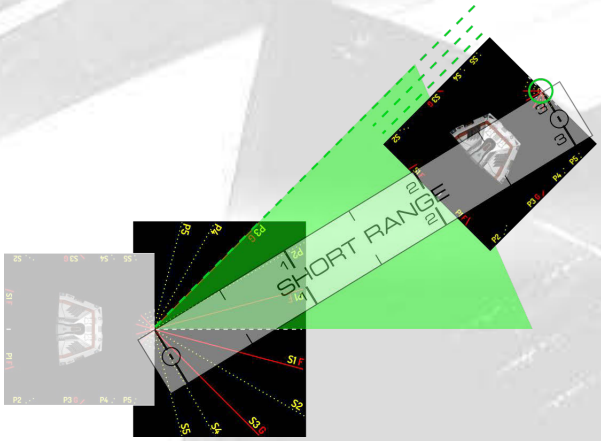
The green area is the arc in which the Sidewinder can move. Note that although the player has declared a turn of up to 45 degrees, the player does not have to use that entire allowance and can move anywhere between the 0 line (straight ahead) and the chosen arc limit.
The ruler is placed along the desired direction of movement, with the 0 mark at the centre front of the vehicle's base, where the base and template meet. Note that in this case the player has decided not to use the full arc of movement.



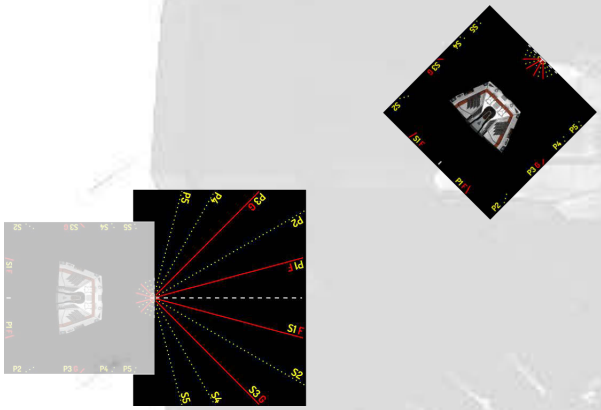
The player moves the Sidewinder within that green arc to a distance of 3 bases. Even though the player has decided not to use the full arc of movement, the full selected SPD must be moved. The green circle highlights that the reference point for the movement should be the centre of the counter's front edge.



Once the move is complete, the player turns the Sidewinder using the front centre point of the base as the rotation point, to face parallel to the chosen arc number (3 in this case) as indicated by the dotted green line in the illustration below:



The move is now complete.



OBSTACLES

Obstacles are items of equipment or geography that can get in the way of a vehicle's movement. Obstacles can come in many shapes and forms depending on the environment. On the ground an obstacle can be a stationary vehicle, a pedestrian, a clump of trees or a body of water. In space an obstacle can be a shipwreck, an asteroid, a cargo container or even another vehicle. In the right circumstances obstacles can provide cover for vehicles.

No matter the environment, there are five sizes of obstacle, matching the five available vehicle sizes: (T)iny, (S)mall, (M)edium, (L)arge and (H)uge. If the obstacle is of size M or larger, vehicles will need to manoeuvre around it and cannot end a move with the base overlapping the obstacle counter. A vehicle can end a movement overlapping the counter of a Tiny or Small obstacle but will not be able to fire any weapons or perform any special actions (as the crew is too busy trying to avoid the obstacle). An obstacle should have an indicator on it to show the size.

The representation of an obstacle on the gaming table can be done in several ways. Household objects can be used as "proxies" – meaning stand-ins for the obstacles – as long as they are clearly marked and/or explained as such. Each obstacle should have the size marked on it somewhere. For example, a Large Asteroid can be represented by a piece of paper with an asteroid drawn on it and a letter L somewhere on the drawing.

Alternatively the asteroid can be "proxied" by a potato. It depends on how edible you want your game to be. Note that other vehicles must be represented in the play area by the appropriate counter and should not be proxied.

ENDING A MOVE

If a movement will result in the moving vehicle counter ending the move overlapping another vehicle (whether this be a player vehicle or a non-player or obstacle vehicle counter), the moving vehicle must end the move with the leading edge of the counter touching the nearest edge of the obstacle counter as shown in the illustrations below.

A Sidewinder declares a move straight ahead at speed 3, intending to fly over the opposing Diamondback Scout in front of it. After measuring the distance, the vehicle would end its move with its counter overlapping that of the Scout (final position shown in red).



As a result the Sidewinder must stop its move short with its leading edge touching the closest corner of the obstacle ship's counter (indicated by the green circle).



HIGH-G MANOEUVRES

A high-g manoeuvre is a movement that causes high gravitational forces to be applied to the vehicle and its occupants as that manoeuvre is carried out. This kind of movement is dangerous as it can cause the vehicle's hull and engines to be damaged and can cause injury to the crew.

The vehicle/ship's MAN value can be increased temporarily above the stated maximum by assigning extra power points to ENGINES. The number of power points that can be allocated between systems is limited by the rating of the Power Distributor fitted to the vehicle. This allows +1 to be added to the MAN value for each power point assigned up to the Power Distributor's ALLOC value. However, MAN can only safely be increased by 2 points. If it is increased by more than 2 (by assigning more Power Points) the vehicle is considered to be performing outside its design specifications and will suffer damage. For each point above MAN+2, the vehicle will take 1 HULL damage automatically at the end of the move.

Special Move: 180 Flip

As noted in the planning phase, instead of the standard movement, a vehicle can elect to perform a Flight Assist Off flip. As a reminder, the size of a vehicle limits it ability to move and perform a 180 flip.

- **Huge** and **Large** vehicles cannot perform a 180 flip.
- **Medium** vehicles have to move forward 3 in order to perform a flip.
- **Small** vehicles have to move 2 in order to flip.
- **Tiny** vehicles can perform a flip without having to move (essentially, they can turn on the spot just as fast without having to move).

Once the required forward movement has been made the vehicle can then spin 180 degrees to end the movement facing back the way it came. The 180 flip is considered a High-G manoeuvre. This means that a High-G token must be placed on the vehicle after the flip has been completed, and on the next turn the vehicle must move in a straight line (but can do so at any speed). Vehicles performing a 180 flip cannot perform any Special Actions at the end of that turn. On the turn after the flight assist off manoeuvre, the vehicle can perform a Special Action after it has moved straight forward.



SPECIAL ACTIONS

After the movement has been completed, one of the following special actions can be performed.

Boost: This allows the vehicle to move forward 1 unit in the direction they are facing by overcharging the rear thrusters or prime mover. After boosting, the thrusters will take one turn to recharge. Vehicles cannot boost if the minimum number of power points are not allocated to Engines.

Silent Running: Silent running reduces the vehicle's heat signature by turning off most of the ship's systems and closing any heat vents on the exterior. This means that heat sensitive scanners won't be able to see the vehicle but heat will build up very quickly. Due to the heat build-up silent running can only be used for a short time. When using silent running the vehicle gains 2 dice to ALL evade rolls during that turn but the shields are lost until they are powered up again. Silent running can only be used once every alternate turn.

Missile Lock: Missiles can only be fired if the vehicle has a lock on the target. When declaring a target lock the player should place a Missile Lock Token on the target vehicle.



Concentration: The crew focuses on one task to the detriment of all others, providing a boost to one combat stat and a penalty to another. The player has a choice of + 1 dice to GUNNERY, -1 to PILOTING or -1 to GUNNERY, +1 to PILOTING.

Strafe: Strafing is sliding sideways using the lateral thrusters whilst still moving forwards. A vehicle can strafe 1 base to the left or right while keeping the same heading.

Drop Chaff: Only available if a Chaff Launcher has been fitted to the vehicle as an upgrade. The launcher can drop chaff at the end of the movement phase using this special action. When in use chaff interferes with weapons locks. Adversaries will not be able to gain Missile Lock (so any existing locks are broken and any locks that are attempted after chaff has been deployed will fail). In addition the interference with weapon targeting means that all attack rolls against the chaffing vehicle will be at a difficulty of 6. Chaff can only be used twice in a game. If a vehicle deploys chaff a chaff token should be placed on it. Chaff expires after one turn.



Drop Heat Sink: Only available if a Heat Sink Launcher has been fitted to the vehicle as an upgrade. Dropping a heat sink temporarily reduces the heat signature of the vehicle. If a vehicle drops a heatsink only an attacker that has that vehicle in the Fixed firing arc can fire on it. Existing Missile Locks are lost but any opponents who have yet to make a move will be able to get a target lock.

Fire ECM: Only available if an ECM module has been fitted to the vehicle as an upgrade. ECM systems destroy any missiles or rockets already in flight or that are fired in that turn. If a missile is fired during the turn then only a roll of six is counted as a success for the missile's attack roll. If the missile hits then it will not deliver any critical hits.

Use Point Defence Turret: Only available if a Point Defence Turret has been fitted to the vehicle as an upgrade. Point defence turrets actively track and destroy ordnance weapons in flight. If a missile or mine is launched then only a roll of five and six are counted as a success and any six doesn't count as a critical.

Use Shield Cell: Shield cells inject a catalyst into the shield capacitors, creating a reaction in the chambers that boost the power levels and recharge the shields to full strength. A shield cell will only work if there is a minimum of one shield point remaining – if the shields are down there is no energy in the capacitors for the catalyst to work on. Can only be used twice in a game.

Ramming Speed: The player has turned up the power and attempted to hit an opponent with their vehicle. This can only be done if the moving player has moved towards another vehicle and has ended the move either facing the target vehicle or having moved through the target vehicle. The players should each roll their combat rolls, but both players should use the PILOTING skill as the basis for the Task Pool. If the moving vehicle gains more successes the ramming move is a success and each vehicle takes damage equal to the other vehicle's remaining SHD + HULL values. In addition each vehicle takes a number of critical hits equal to the opponent's successes during the task roll. Furthermore each vehicle (assuming someone survives) will not be able to move or perform any action for three turns.



COMBAT

STRIKE PHASE

Vehicles can be fitted with a range of offensive weaponry and defensive technology to counter that weaponry. In Elite both laser and kinetic weaponry are available as well as a range of heavier ordnance. The stats and costs for each weapon in various sizes and variants are available in the Commodities section of this book.

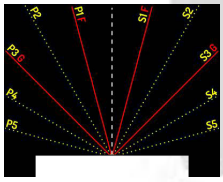
The combat system in the Vehicle Combat Simulator is an extended version of the rules presented in the main RPG rules for narrative-based combat. The Task Pool system is the same and the stats used are the same (although subject to some conversion for ease of reference as outlined at the start of this section). The intent is that players familiar with the RPG rules should be able to engage in combat using the visual VCS with little difficulty.

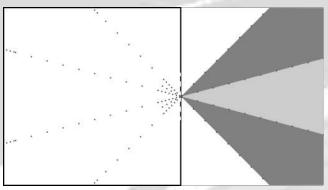
The crew skills are used in combat to resolve attacks and attempts to evade those attacks. Specifically, the attacker will use the vehicle crew's GUNNERY value to make an attack and the defending vehicle's crew will use the PILOTING value to try and avoid that attack.

FIRING ARCS

There are three mounting types that offer different firing arcs:

- Fixed weapons are mounted on a static base that cannot rotate or pan up or down, and can only be changed by altering the orientation of the vehicle. Fixed weapons have a 30 degree firing arc (the template's 1 arc on each side) that represents the range of movement the vehicle itself allows the weapon.
- Gimbal mounted weapons can rotate in two axes and cover a wider region. They have a 90 degree firing arc (the template's 3 arc on each side).
- Turrets have a 360 degree firing arc.





In the right hand image above the lighter area is the fixed firing arc and the darker area is the gimballed arc. The dotted lines within the base have been extended for clarity. A ruler or other straight edged item should be rested against the relevant arc line of the template (or the marks on the counter) to extend out towards the target vehicle. If ANY part of a target's counter or base falls within the firing arc of the attacker, it can be shot at. If a proxy item is a target, then if that item is smaller than a standard counter (4cm square) then it should be placed on a counter to be used in the game to allow the firing arcs to be used properly. If the proxy item is bigger than a standard counter then it can be used without being placed on a counter and if any part of the item falls within the firing arc it is a viable target.

RANGE

In game terms, the weapons all have a maximum range of 12 bases (48cm). This is a game mechanic to improve the balance of the game – lasers and projectile weapons have long ranges (especially lasers) in most environments but the mechanic represents the increasing inaccuracy of any weapon as distance increases. The range is split into four zones, each with a specific effect on the firing of a weapon:

- **Short Range**: 1-3 bases (12cm). Gunnery gets 1 extra die to roll to hit and + 1 FPWR.
- **Medium Range**: 4-6 bases (24cm). No modifiers.
- **Long Range**: 7-9 bases (36 cm). PILOTING evasion roll gets 1 extra die.
- **Extreme Range**: 10-12 bases (48 cm). PILOTING evasion roll gets 2 extra dice. Kinetic weapons lose 1 point of damage at Extreme range.

Fixed and gimballed weapon firing ranges are calculated from the FRONT of the attacker's counter to the closest edge of the defender's counter. Turret ranges are calculated from the closest edge of the counter between the two ships.

POWERING WEAPONS

A weapon with a PWR value greater than 1 MUST have that number of power points allocated to it or it will fire at lower power. For example, a Large (Class 3) pulse laser requires 3 power points to be fully powered. If only one power point is assigned to the laser it will function with the same FPWR as a Small (Class 1) pulse laser and will only do the same damage as that weapon. Similarly if 2 power points are assigned the laser will do the same damage as a Class 2 pulse laser.

RESOLVING AN ATTACK

Each player involved in a combat situation should evaluate a number of factors before beginning the attack process (or attack run):

- The number of dice in each pool is the maximum number of dice that can be rolled for actions of that type in the turn.
- Vehicles with multiple weapon groups can only fire those groups if GUNNERY pool dice are assigned to the group.
- Combatants in scenarios where there are more than two vehicles should be aware that multiple evasion PILOTING rolls may be needed if multiple vehicles attack in a turn.
- If extra power has been assigned to Engines, the extra dice for the bonus to MAN can be applied to EVERY attack or defence, no matter how many times the respective dice pools have been split. So, for example, if an attacker with GUNNERY 5 and an extra power point in Engines splits the dice pool three ways, each of those attacks will receive an extra die due to the extra MAN gained from the power point.

In descending order of GUNNERY values, the players execute their combat actions. The participants each have a number of dice equal to their GUNNERY (attacker) or PILOTING (defender) value plus any bonuses from range or other factors.

- The attacker declares their target and the weapon group(s) they are firing with. They will then decide how many dice from their GUNNERY task pool will be used in the attack. If extra power has been allocated to Weapons then one extra die can be added to the attack dice total for each extra power point (to a maximum of two). Range modifiers are then added or subtracted as required.

- The defender then decides how many points of the PILOTING Task Pool are being used to defend against the attack, with one die being added to the defence pool for each point. If the player has allocated extra power to Engines, an extra die can be added to the defence pool for each point allocated up to a maximum of two. Range modifiers should be added or subtracted as appropriate.
- Attacker and defender roll the number of dice equal to the dice pool for their action. The default target for a success roll is 4.
  - If the attacker rolls more successes than the defender, the defender's vehicle has been hit and will take damage to the Shields and/or Hull.
  - If the defender rolls more successes the defender has successfully evaded the attack and takes no damage.
  - If both participants roll the same number of successes, the defender will take half the normal amount of damage from the attack. No Critical hits are possible with these "glancing blows".

- If the attacker was successful, calculate the damage dealt to the defending vehicle as outlined in the next section.
- If the attacker has any remaining GUNNERY dice and weapon groups left that can be used, repeat the above steps until no dice are left, there are no weapons left to fire or all opponents have been destroyed.
- Move on to the player whose crew has the next lowest GUNNERY value.

FIRING THROUGH OBSTACLES

A vehicle can fire through an obstacle, but the difficulty level to do so will depend on the obstacle's size:
- **Tiny** and **Small**: no effect.
- **Medium**: a success will only count on a 5 and 6 roll.
- **Large**: a success will only count on a 6.
- **Huge**: cannot be fired through. Vehicles can therefore use Huge obstacles as cover to avoid attacks.

USING HEAVY ORDNANCE

There are three kinds of vehicle-mounted ordnance: Missiles, Torpedoes and Mines. The information below outlines the mechanic for using the weapons. To see the damage values for each item of ordnance, please see the Commodities section.

DUMBFIRE MISSILES

Dumbfire missiles are limited manoeuvrability missiles that need to keep a visual bead on a target. Missile lock is not required for dumbfire missiles. In the Strike Phase, if an enemy vehicle is within the Fixed firing arc of a rocket-equipped vehicle, the target is viable and can be fired at.

To see if the missile hits, the standard GUNNERY vs PILOTING roll should be made (as with laser and kinetic weapons) but the number of dice used for the missile's GUNNERY pool should be equal to the DAMAGE value for the missile. Missiles are subject to the same range modifiers as other combat rolls.

HEATSEEKING MISSILES AND TORPEDOES

Heat seekers are weapons that lock onto the heat signature of a target. They are easier to target due to a more advanced sensor suite and the more reliable lock that a heat-based signature can provide.

Torpedoes are a heavier and more damaging weapon that use a shaped charge to penetrate hulls and are the only ordnance weapons that can be used in water. The information below is accurate for both torpedoes and heat seeking missiles.

There is a two-step process for using guided ordnance. The first step needs to be performed during the movement phase as outlined above. To summarise:
- The missile-using commander must declare the Missile Lock special action after his own movement phase. A commander can declare a missile lock if:
  - The missile hardpoint group has been powered AND
  - The target vehicle is within the appropriate fire arc.
- Once the missile lock has been declared, the attacker should place a Missile Lock Token on the target vehicle's counter or base. If the locked vehicle moves out of the firing arc after the lock has been established this does NOT break the lock.

The second step is firing the weapon. If the attacker has achieved a Missile Lock on a target the attacker has the option of firing at that target. To see if the ordnance hits, the standard GUNNERY vs PILOTING roll should be made (as with laser and kinetic weapons) but the number of dice used for the missile's GUNNERY pool should be equal to the DAMAGE value for the missile. The defender is still allowed to use the PILOTING rating to avoid the missile and can, if desired, split the dice pool between this defence and other defences.

The attacking player should roll the missile's dice pool against the defender's PILOTING rating and a difficulty level of 4. If the missile scores more successes than the defender, the missile hits for full damage. If the defender rolls more successes the missile has been evaded and loses its lock. If both players roll the same number of successes then the missile explodes close to the target vehicle and causes half damage.

If the missile hits, it will do damage equal to its FIREPOWER value against the defender's shields and/or hull. If any missile damage is taken to the hull (and the defending vehicle survives) then one Critical Hit is automatically made and should be rolled for on the Critical Hit table.

A missile lock will remain in place for up to three turns as long as the locked vehicle is not obscured by any other medium, large or huge objects (including other vehicles).

MINES

There is a two-step process for using mines. As with all other weapons, the hardpoint group must be powered in order for it to be used.

Before a vehicle begins its Movement Phase, the player declares a mine is being dropped. A mine token is then placed immediately behind the vehicle and the vehicle performs its Movement. Once every player has completed movement and the Strike Phase begins, the mine explodes.



If any vehicles are within Short Range of the mine, damage is done to each equal to the mine's FIREPOWER value. If this damage penetrates the hull (and the vehicle survives) a single Critical Hit is suffered by each damaged vehicle.

If any vehicles are within Medium Range of the mine, the same process as above is followed but vehicles take half the weapon's FIREPOWER value as damage.

DAMAGE AND CRITICAL HITS

If the attacker's task roll generated more successes than the target player's defence roll, the attacker has successfully hit the target. A number of DAMAGE points equal to the FIREPOWER value of the hardpoint group used is applied to the target vehicle's shields and hull. In addition, the attacker should take note of any dice results that meet the requirements for a Critical Hit - the required result for a Critical Hit to be made depends on the type of weapons in the group (see below). If the defender's result has any successes that match the required value for a Critical Hit, those results can negate that critical.

- Defending ship deducts the FIREPOWER value for the hardpoint group from SHD and (if SHD is reduced to 0) HULL.
- If the attacker rolled any sixes and the defender's HULL took damage, critical hits have been taken by the defending vehicle. The attacker rolls 2D6 on the Critical Damage table once for each six rolled that was not cancelled out by a six from the defender's PILOTING roll.
- If the defending vehicle is reduced to HULL -1 for the first time, a "hull compromised" token is placed on that vehicle's counter or base to indicate it is on the verge of destruction – the player in control of that vehicle is allowed to make one attack on their turn and can attempt repairs in a later phase of the turn.
- If the defending vehicle has been reduced to HULL -1 and already has a "hull compromised" token on its base or counter, that vehicle has been destroyed and is removed from the game.
- If a vehicle is reduced to -2 HULL or less, it is instantly destroyed and removed from the game.

CRITICAL HITS

The type of weapon mounting used affects the dice roll result that is required in order to score a critical hit on a defending vehicle.

- **Fixed**: Critical Damage applies on a 5 and 6
- **Gimballed**: Critical Damage applies on a 6
- **Turreted**: Turreted weapons cannot do critical damage

If a critical hit has been inflicted, 2D6 are rolled on the critical damage table to the right. The effects are applied immediately.

Result	Effect
2	**Crewman Lost**: Non-flight deck crew sucked into space. If no crew, roll again. In an RPG scenario this may include Avatars if any are not involved with manning the vehicle's control area.
3	**Auxiliary Bay**: Each hit: 1D6 tonnes of cargo or 1 passenger lost. If no cargo or passengers left (or if no aux bay), reroll result.
4	**Shield Generator**: 1st hit: SHD halved (round down). 2nd hit: SHD reduced to 0 – vehicle cannot use shields without repair
5	**Directional Controls**: 1st hit: MAN halved (round down). 2nd hit: MAN reduced to 0 – vehicle cannot change direction without repair
6	**External Sensors**: Tactical scanners damaged: combat difficulties increased by 1 (Cumulative)
7	**Hyperdrive (spacecraft with such) or autoNav systems**: Hyperdrive cannot be used until repaired or automatic navigation systems are disabled until repaired.
8	**Communications**: 1st hit: comms array inoperable 2nd hit: comms array destroyed
9	**Weapon**: Lost one weapon, unusable until repaired
10	**Engines**: 1st hit: Max SPD reduced to half (rounded up). 2nd hit: Max SPD reduced to 0. Roll 1D6, and on a 1 the vehicle's engines explode – it's up to the GM what the consequences are.
11	**Flight Deck**: 1st hit: the screens, viewers and systems have been lightly damaged and the hull may have cracks or stress fractures. 2nd hit: the command area has been breached and is open to space.
12	**Power Plant**: 1 PWR point deducted every time the power plant is hit. If power plant is hit again after PWR = 0, ship is destroyed.

COMBAT EXAMPLE

Andy B's Imperial Eagle has two gimbal-mounted weapon groups - one twin-linked Class 1 (FPWR 4) and one Class 2 (FPWR 4) - and decides to fire on a Cobra at medium range. The GUNNERY skill of the crew is 6. The gunner decides to make two attacks and puts 4 GUNNERY points into an attack with the class 2 weapons and 2 GUNNERY points into a separate attack with the class 1 laser.

In the Cobra, Commander Ozoli has a PILOTING ability of 5 and has allocated 2 extra power points to Engines for a total pool of 7. In this case Ozoli elects to use his entire PILOTING value on evading the first attack and relying solely on the manoeuvrability boost as a defence against the second attack. So his evade pool for the first attack is a mighty 7 but an awful 2 for the second.

Andy B rolls 4 dice for the Eagle's first attack and gets a 2, two 4s and a 5 - three successes and no Critical Hits. He then rolls 2 dice for the second attack and rolls a 4 and a 6, the latter being a critical result for a gimbal-mounted weapon.

Ozoli rolls 7 defence dice against the first attack and rolls two 1s, a 2, three 4s and a 5 to give four successes. The Cobra has successfully evaded attacks from the Eagle's big guns. Ozoli then rolls 2 dice to defend against the second attack and gets a 2 and a 5 - one success, meaning that the class 1 group has scored a hit. The success is not a 6, and therefore does not cancel out the Critical hit. The first attack does no damage to Ozoli's Cobra but the second attack scores 2 points of damage and Andy B is allowed to roll 2D6 on the critical damage table.

REPAIR / RECHARGE

- Any vehicles with HULL value of 0 or less are permitted to make a Repair roll to restore the hull. The crew rolls the SYSTEMS skill. If they roll one or more successes, one hull point of damage can be repaired.
- If a vehicle has been repaired from a HULL value of 0 or -1 then the vehicle's counter can be turned back to face up or the miniature base can be righted to indicate ship is back in play. From that point on the HULL's maximum point value is reduced to half its original value (rounding down). A Hull Compromised token should be placed on or near that vehicle's base or vehicle card to indicate this.
- The vehicle must especially avoid being damaged on a turn during which it was repaired back to 0 or more points - if a vehicle that was on -1 HULL is reduced to -1 again, it is destroyed and will not have a chance to have a last action before being removed from play.
- Critical damage cannot be repaired.
- If the vehicle has any extra power points in SHIELDS and the vehicle has not taken any damage to either hull or shields, a number of shield points equal to the extra power points assigned can be recharged up to a maximum of 2 SHIELD points per turn.

RESOLUTION

Destroyed vehicles are removed and tokens or counters that are no longer needed are removed.
This phase ends the turn. The following actions are carried out in order.

- Any ships with a hull integrity of a minus number or cannot be repaired above 0 are destroyed and are removed from the map.
- All unused special ability tokens are removed.
- Any ship missile locks whose targets have moved out of the gimballed firing arc have been lost.



UPGRADES

The default vehicles in the game, as listed in the Commodities section earlier in the book, come supplied with a basic equipment and weapon loadout. Not every player will want to start off with the default loadout and will prefer to customise their vehicle before gameplay starts. Vehicles can be customised using upgrades to contain both combat-relevant and non-combat equipment. All of the available equipment for customising vehicles can be found in the Commodities section of this book along with the costs.

If using characters, Avatars and vehicles from an RPG scenario, upgrades and new equipment will be bought during the narrative part of that game. LMs should discourage players from using different vehicles to the ones they are currently using in the RPG. If the VCS rules are being used outside the RPG players can be allocated a budget in credits with which they can buy their vehicle and upgrades straight from the book's commodity list. The scenario designer should make sure that the amount of credits available is enough for each vehicle to have some flexibility in its loadout.

If the scenario calls for a Fer-de-Lance as the largest ship on one side, then the budget should include enough for a Fer-de-Lance with a few optional extras. Since a Fer-de-Lance costs around 52,000,000 credits, then the budget should include another million to allow the ship to be customised. The other player or players can then have that amount of credits to pick the fleet and loadout they want to use to take on that Fer-de-Lance.

WEAPONS

The basic weapon power weapon stat is based on if the hardpoint has a class 1 fixed pulse laser fitted. These hardpoints can be changed to other weapons types as long as the weapon size is the same as the hardpoint size. There are four types of weapon available: energy, kinetic, explosive and mines. The stats for all of those weapons can be found in the Vehicle Weapons section of the Commodities list earlier in this book.

EQUIPMENT

Not all equipment in the RPG will be of use in the VCS. For this reason, they are categorised as utilised and non-utilised. The cost and details for each item can be found in the Commodities list. The AUX value shown for Power Plants represents the amount of power available for these systems with the PWR value representing the power available to the three primary systems.

UTILISED

These are ship modules which are used or have an effect on ship performance in the VCS.

- Bulkheads
- Power Plant
- Power Distributor
- Engines (MAN / SPD)
- Shield Generator (SHD) - this can be removed in custom configurations.

Note on shield generators: if a bi-weave shield generator is used, the type changes two points at the end of each round, but has a negative modifier to the total shield points available.

NON-UTILISED

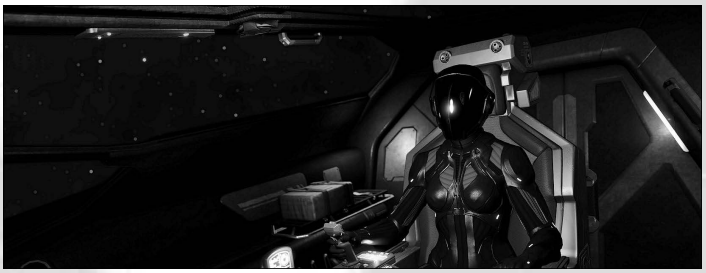
These are ship modules while they are used elsewhere in the RPG, have no effect on vehicle combat. They can, however, still be damaged or destroyed by receiving damage during a fight, which might have ramifications for the players.

- Frame Shift Drive (critical damage only) - can only be fitted to spacecraft
- Fuel Tank (critical damage only)
- Integrated Systems (critical damage only)
- Life Support (critical damage only)
- Sensor Suite (critical damage only)
- Discovery Scanner (critical damage only) - can only be fitted to spacecraft
- Detailed Surface Scanner (critical damage only) - can only be fitted to spacecraft
- Cargo Rack (critical damage only)
- FSD Interdictor (critical damage only) - can only be fitted to spacecraft
- Fuel Scoop (critical damage only) - can only be fitted to spacecraft
- Hatch Breaker Limpet Controller
- Planetary Vehicle Hangar (critical damage only)
- Refinery (critical damage only)
- Docking Computer (critical damage only) - can only be fitted to spacecraft
- Spacecraft Hangar - can only be fitted to spacecraft
- Cargo Scanner
- Heat Sink Launcher
- Frame Shift Wake Scanner - can only be fitted to spacecraft
- Kill Warrant Scanner

UTILITY MOUNTS

Items fitted to Utility Mounts provide special effects to combat situations.

- Chaff Launcher: When in use, chaff interferes with weapons locks. Adversaries will not be able to gain missile lock and all attack rolls against that vehicle will be at a difficulty of 6. Can only be used twice in a game.
- Electronic Countermeasures: The ECM can destroy any non-hardened missiles or torpedoes within long range. Roll 1D6 for each missile, noting the range of that missile from the vehicle using ECM - missiles in short range are destroyed with a roll of 4 or more. Missiles in medium range are destroyed with a roll of 5 or more. Missiles in long range are destroyed with a roll of 6.
- Point Defence Turret: On a roll of 5 or more, the PDT can intercept and destroy any nearby missiles, torpedoes or mines no matter who they are targeted on. Each item must be rolled for separately and must be within short range.
- Shield Booster: Each booster provides +1 SHIELD points, but shields take twice as long to recharge.



PART 2: VCS SUPPLIES



This short section presents to you the supplies you will need to be able to play the Vehicle Combat Simulator. You can print out or photocopy these pages for your personal use in game sessions.

- **Vehicle Record File**: A blank copy of this is included, ready to use. It is highly recommended that copies of this page be used rather than the original in the book (of course, if this is one of the EBook versions, then you don't have to worry about that). Once printed, it's best to write softly on the VRF with pencil. Alternatively the VRF can be laminated and written on with dry wipe marker pens.

- **Cardlets**: Copies of the Movement Planning and Crew Stats cardlets are included. There is also a complete set of weapons cardlets.

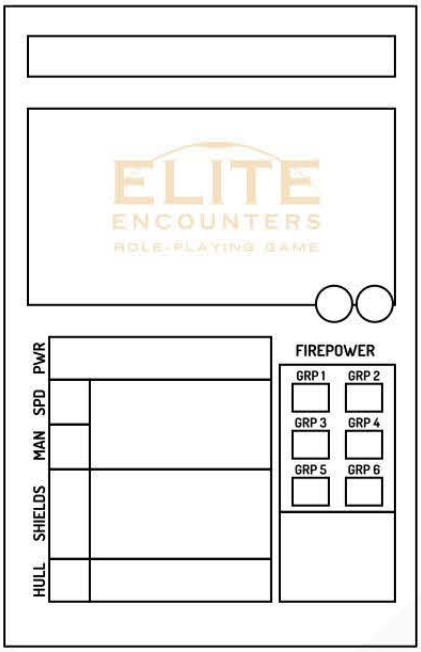
- **Tokens and Templates**: Multiple copies of the movement templates, all six tokens and the range rulers are included. They can be printed in black and white or colour.

- **Counters**: Two copies of each default vehicle counter are included here. Each counter has a white dot on it that can be coloured or marked to identify it on the table as belonging to a particular player.

- **Blank Ship Cards**: Similar to the data cards included on the ship posters but without the default loadout stats.

It is recommended to print or copy these pages onto card if possible, or stick them to card before cutting out. This is especially important for the counters and the build and play dice, as these will go through a lot of handling.

VEHICLE AND CREW



CREW STATS	
TACTICS	PILOTING
GUNNERY	SYSTEMS
COMBAT RATING BONUS:	

BULKHEADS

MASS | HULL+

VEHICLE NAME AND REGISTRY:

HARDPOINT GROUPS

G1 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

G2 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

G3 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

G4 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

G5 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

G6 SIZE | MNT | QTY
CLS: | MASS:
DMG: | PWR:

STANDARD MODULES

POWER PLANT
CLASS | RTG
MASS | PWR+
AUX
BAY SIZE

POWER DISTRIBUTOR
CLASS | RTG
MASS | ALLOC
BAY SIZE

SHIELDS
CLASS | RTG
MASS | PWR
SHD+
BAY SIZE

THRUSTERS
CLASS | RTG
MASS | PWR
SPD+ | THR+
BAY SIZE

FRAME SHIFT DRIVE
CLASS | RTG
MASS | PWR
RNG | OHP | FPJ
BAY SIZE

FUEL TANK
CLASS | RTG
MASS | PWR
CAP
BAY SIZE

INTERNAL COMPARTMENTS

INTEGRATED SYS.
CLASS | RTG
MASS | PWR
BAY SIZE

LIFE SUPPORT
CLASS | RTG
MASS | PWR
O-CAP
BAY SIZE

SENSOR SUITE
CLASS | RTG
MASS | PWR
RNG
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

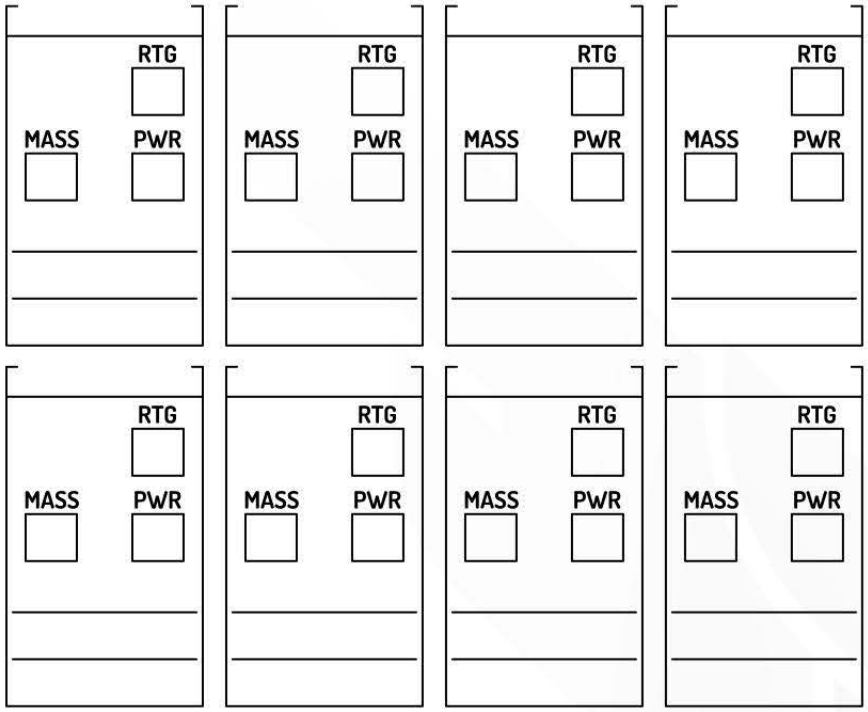
CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

CLASS | RTG
MASS | PWR
BAY SIZE

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UTILITY MOUNTS



AMMUNITION BAYS

AMMO DESCRIPTION	WEAPON	QTY

CARGO MANIFEST

DESCRIPTION	MASS	QTY

DESCRIPTION	MASS	QTY

PASSENGER MANIFEST

NAME	DEST	FARE

NAME	DEST	FARE

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MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC
MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC

MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC
MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC

MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC
MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC

MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC
MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC

MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC
MOVEMENT PLANNER			MOVEMENT PLANNER		
SPD	DIR	ARC	SPD	DIR	ARC

CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	
CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	

CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	
CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	

CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	
CREW STATS		CREW STATS	
TACTICS	PILOTING	TACTICS	PILOTING
GUNNERY	SYSTEMS	GUNNERY	SYSTEMS
COMBAT RATING BONUS:		COMBAT RATING BONUS:	

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WEAPON

PULSE LASER
CLS: 1F
DMG: 2 PWR: 1

WEAPON

PULSE LASER
CLS: 1G
DMG: 2 PWR: 1

WEAPON

PULSE LASER
CLS: 1T
DMG: 1 PWR: 1

WEAPON

PULSE LASER
CLS: 2F
DMG: 4 PWR: 2

WEAPON

PULSE LASER
CLS: 2G
DMG: 4 PWR: 2

WEAPON

PULSE LASER
CLS: 2T
DMG: 2 PWR: 2

WEAPON

PULSE LASER
CLS: 3F
DMG: 6 PWR: 3

WEAPON

PULSE LASER
CLS: 3G
DMG: 6 PWR: 3

WEAPON

PULSE LASER
CLS: 3T
DMG: 4 PWR: 3

WEAPON

BURST LASER
CLS: 1F
DMG: 4 PWR: 2

WEAPON

BURST LASER
CLS: 1G
DMG: 4 PWR: 2

WEAPON

BURST LASER
CLS: 1T
DMG: 2 PWR: 2

WEAPON

BURST LASER
CLS: 2F
DMG: 6 PWR: 3

WEAPON

BURST LASER
CLS: 2G
DMG: 6 PWR: 3

WEAPON

BURST LASER
CLS: 2T
DMG: 4 PWR: 3

WEAPON

BURST LASER
CLS: 3F
DMG: 8 PWR: 4

WEAPON

BURST LASER
CLS: 3G
DMG: 8 PWR: 4

WEAPON

BURST LASER
CLS: 3T
DMG: 6 PWR: 4

WEAPON

BEAM LASER
CLS: 1F
DMG: 6 PWR: 3

WEAPON

BEAM LASER
CLS: 1G
DMG: 6 PWR: 3

WEAPON

BEAM LASER
CLS: 1T
DMG: 4 PWR: 3

WEAPON

BEAM LASER
CLS: 2F
DMG: 8 PWR: 4

WEAPON

BEAM LASER
CLS: 2G
DMG: 8 PWR: 4

WEAPON

BEAM LASER
CLS: 2T
DMG: 6 PWR: 4

WEAPON

BEAM LASER
CLS: 3F
DMG: 10 PWR: 5

WEAPON

BEAM LASER
CLS: 3G
DMG: 10 PWR: 5

WEAPON

BEAM LASER
CLS: 3T
DMG: 8 PWR: 5

WEAPON

PLASMA ACCEL.
CLS: 2F
DMG: 8 PWR: 4

WEAPON

PLASMA ACCEL.
CLS: 3F
DMG: 12 PWR: 5

WEAPON

PLASMA ACCEL.
CLS: 4F
DMG: 16 PWR: 6

WEAPON

HEATSEEK MISSILE
CLS: 1 AMMO: 8
DMG: 6 PWR: 1

WEAPON

DUMBFIRE MISSILE
CLS: 1 AMMO: 8
DMG: 8 PWR: 1

WEAPON

TORPEDO
CLS: 1 AMMO: 6
DMG: 10 PWR: 1

WEAPON

HEATSEEK MISSILE
CLS: 2 AMMO: 8
DMG: 10 PWR: 2

WEAPON

DUMBFIRE MISSILE
CLS: 2 AMMO: 8
DMG: 12 PWR: 2

WEAPON

TORPEDO
CLS: 2 AMMO: 6
DMG: 12 PWR: 2

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WEAPON

MULTI-CANNON
CLS: 1F AMMO: 90
DMG: 2 PWR: 1

WEAPON

MULTI-CANNON
CLS: 1G AMMO: 90
DMG: 2 PWR: 1

WEAPON

MULTI-CANNON
CLS: 1T AMMO: 90
DMG: 1 PWR: 1

WEAPON

MULTI-CANNON
CLS: 2F AMMO: 90
DMG: 4 PWR: 2

WEAPON

MULTI-CANNON
CLS: 2G AMMO: 90
DMG: 4 PWR: 2

WEAPON

MULTI-CANNON
CLS: 2T AMMO: 90
DMG: 2 PWR: 2

WEAPON

CANNON
CLS: 1F AMMO: 5
DMG: 6 PWR: 1

WEAPON

CANNON
CLS: 1G AMMO: 5
DMG: 6 PWR: 1

WEAPON

CANNON
CLS: 1T AMMO: 5
DMG: 4 PWR: 2

WEAPON

CANNON
CLS: 2F AMMO: 5
DMG: 8 PWR: 2

WEAPON

CANNON
CLS: 2G AMMO: 5
DMG: 8 PWR: 2

WEAPON

CANNON
CLS: 2T AMMO: 5
DMG: 6 PWR: 3

WEAPON

CANNON
CLS: 3F AMMO: 5
DMG: 10 PWR: 3

WEAPON

CANNON
CLS: 3G AMMO: 5
DMG: 10 PWR: 3

WEAPON

CANNON
CLS: 3T AMMO: 5
DMG: 8 PWR: 4

WEAPON

CANNON
CLS: 4F AMMO: 5
DMG: 12 PWR: 4

WEAPON

CANNON
CLS: 4G AMMO: 5
DMG: 12 PWR: 4

WEAPON

FRAGMENT CANNON
CLS: 1F AMMO: 3
DMG: 4 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 1F AMMO: 3
DMG: 4 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 1F AMMO: 3
DMG: 2 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 2F AMMO: 3
DMG: 6 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 2G AMMO: 3
DMG: 6 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 2T AMMO: 3
DMG: 4 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 3F AMMO: 3
DMG: 8 PWR: 2

WEAPON

FRAGMENT CANNON
CLS: 3G AMMO: 3
DMG: 8 PWR: 2

WEAPON

RAILGUN
CLS: 1F AMMO: 30
DMG: 8 PWR: 3

WEAPON

RAILGUN
CLS: 2F AMMO: 30
DMG: 10 PWR: 4

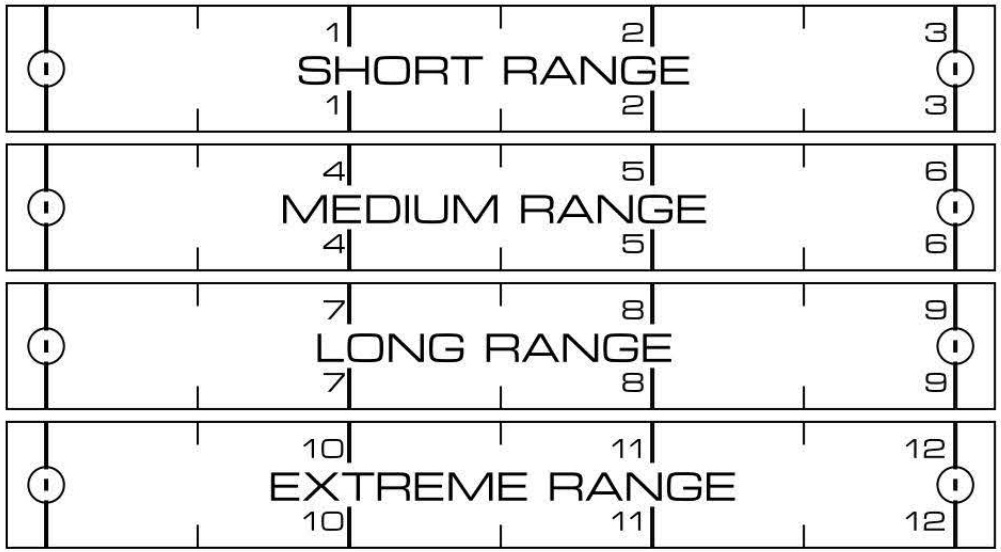
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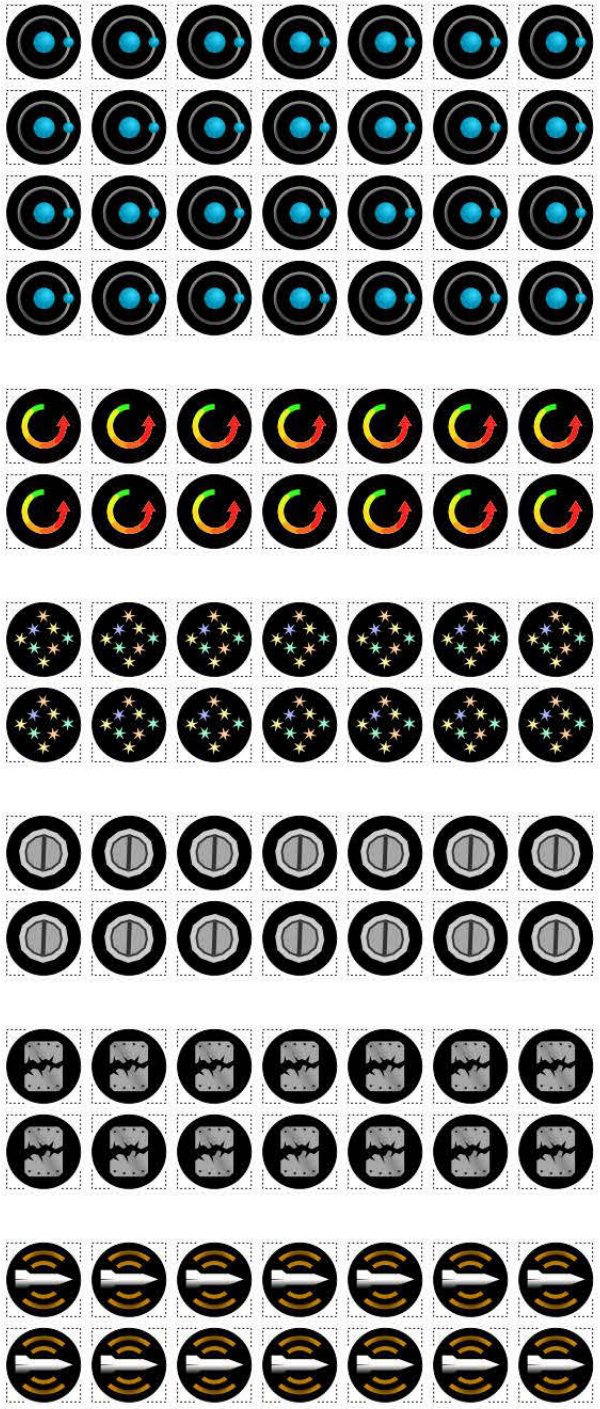
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DMG: 6 PWR: 1

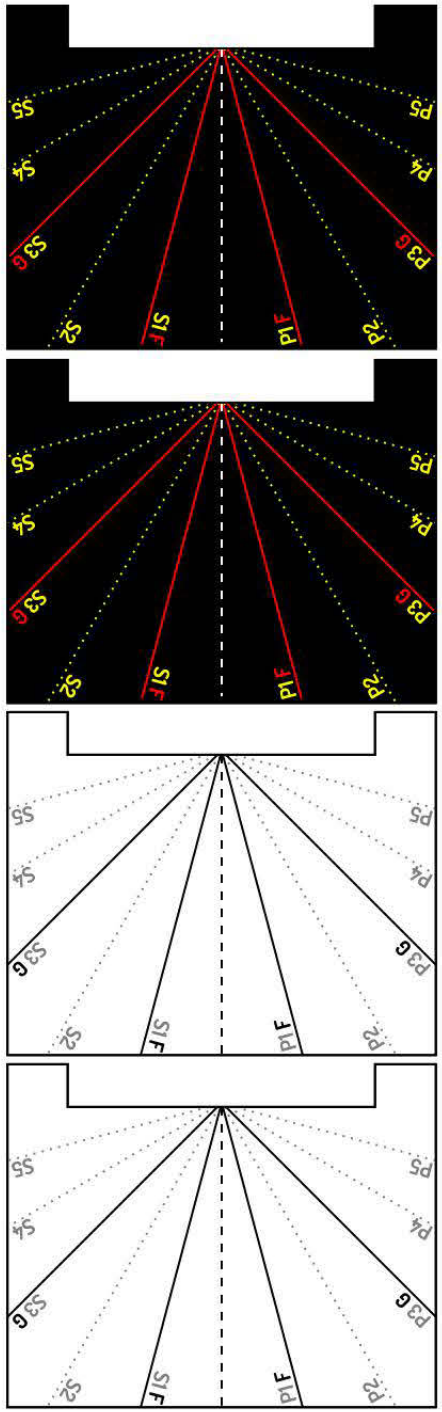
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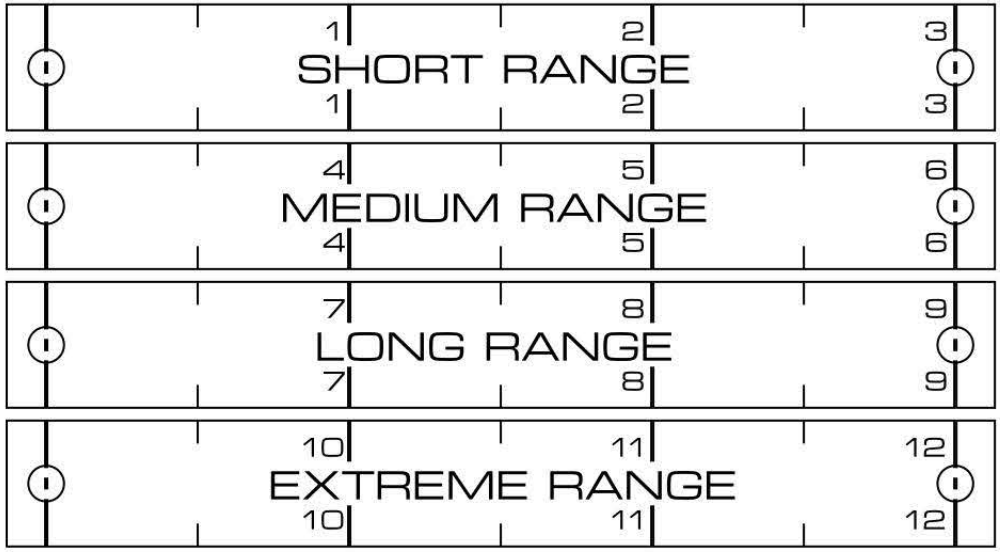
MINE
CLS: 2 AMMO: 6
DMG: 10 PWR: 2

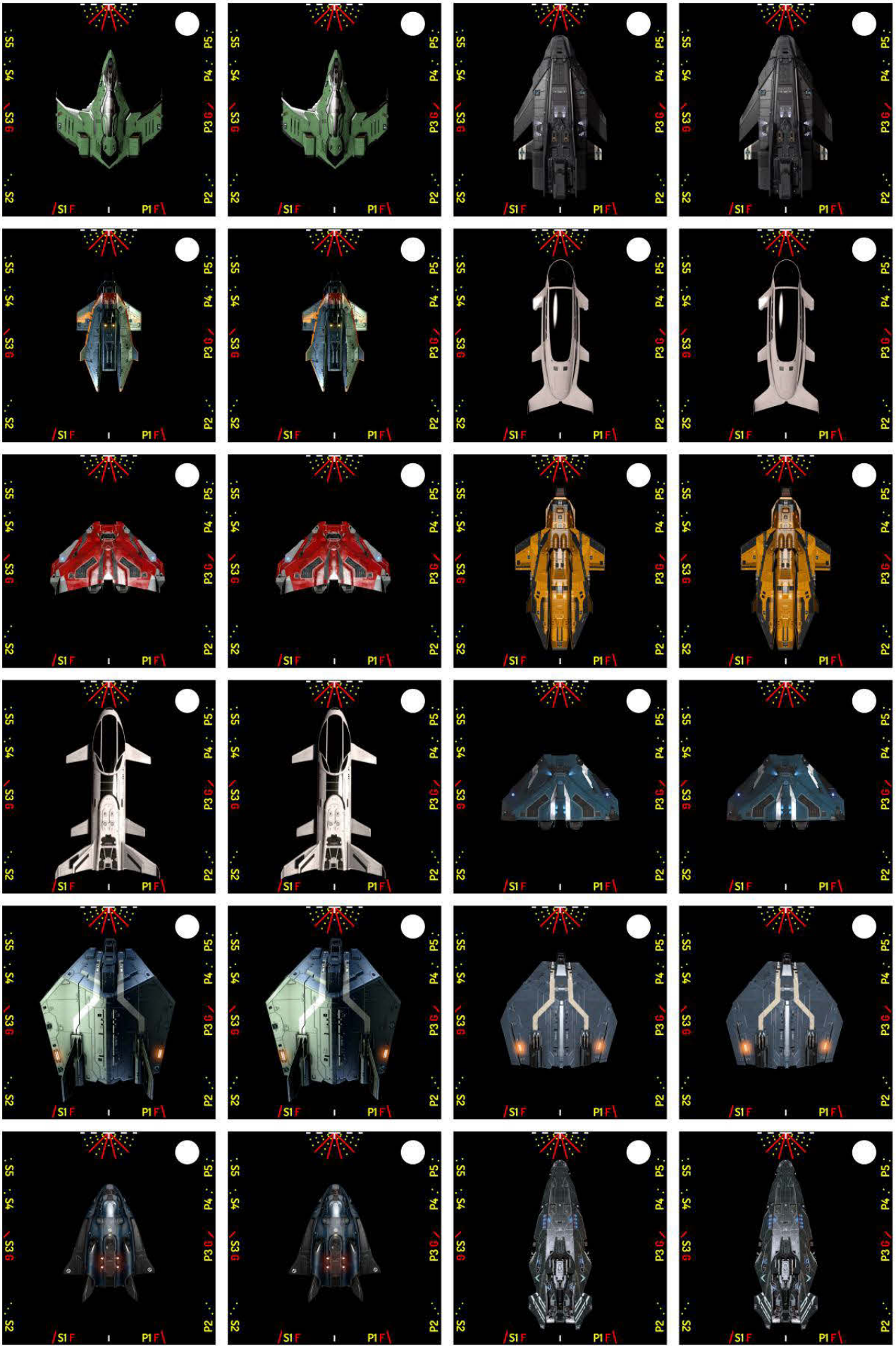
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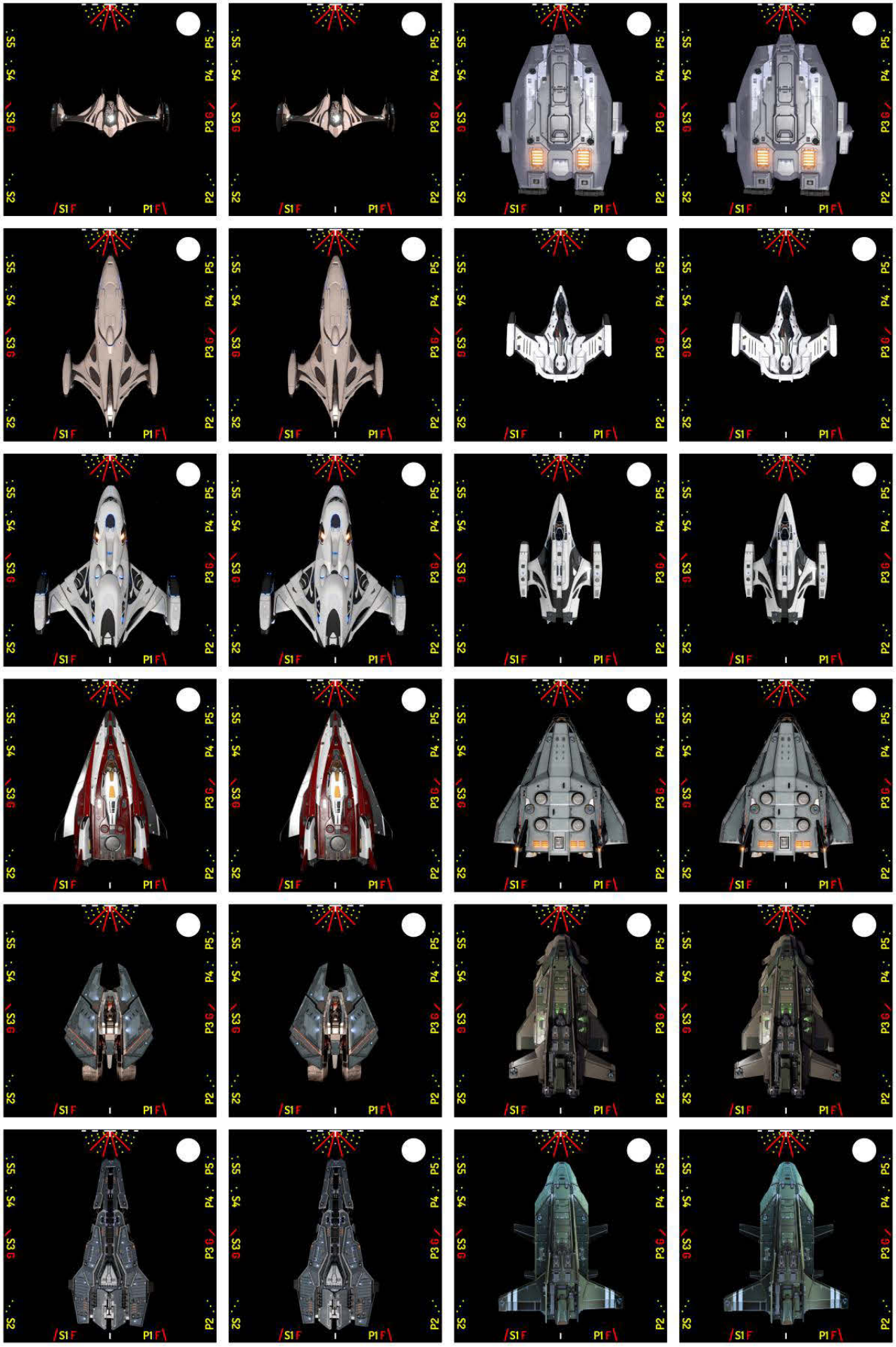








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ADDER

ZORGON PETERSON — MULTIROLE



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

ANACONDA

FAULCON DELACY — FREIGHTER



L

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

ASP EXPLORER

LAKON SPACEWAYS — MULTIROLE



M

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

ASP SCOUT

LAKON SPACEWAYS — LIGHT EXPLORER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

BELUGA

SAUD-KRUGER — FREIGHTER / LINER



H

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COBRA MK III

FAULCON DELACY — MULTIROLE



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

COBRA MK IV

FAULCON DELACY — MULTIROLE



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

DIAMONDBACK EXPLORER

LAKON — EXPLORER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

DIAMONDBACK SCOUT

LAKON — MULTIROLE



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

DOLPHIN

SAUD-KRUGER — FREIGHTER / LINER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

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EAGLE MK II

CORE DYNAMICS — FIGHTER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

FEDERAL ASSAULT SHIP

CORE DYNAMICS — COMBAT



M

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

FEDERAL CORVETTE

CORE DYNAMICS — CRUISER



H

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

FEDERAL DROPSHIP

CORE DYNAMICS — HEAVY MULTI



M

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

F-63 CONDOR

CORE DYNAMICS — FIGHTER



T

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

FEDERAL GUNSHIP

CORE DYNAMICS — FREIGHTER



M

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

FER-DE-LANCE

ZORGON PETERSON — MULTIROLE



M

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

HAULER

LAKON SPACEWAYS — FREIGHTER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

IMPERIAL CLIPPER

GUTAMAYA — FREIGHTER



L

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

IMPERIAL COURIER

GUTAMAYA — LIGHT MULTI



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

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IMPERIAL CUTTER

GUTAMAYA — CRUISER



H

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

IMPERIAL EAGLE

GUTAMAYA — FIGHTER



S

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

IMPERIAL FIGHTER

GUTAMAYA — FIGHTER



T

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

KEELBACK

LAKON SPACEWAYS — LIGHT FREIGHTER



M

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

ORCA

SAUD-KRUGER — FREIGHTER / LINER



L

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

PYTHON

FAULCON DELACY — FREIGHTER



M

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

SIDEWINDER

FAULCON DELACY — LIGHT MULTI



S

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

TAIPAN

LAKON — FIGHTER



T

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

TYPE-6 TRANSPORTER

LAKON SPACEWAYS — LIGHT FREIGHTER



M

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

TYPE-7 TRANSPORT

LAKON SPACEWAYS — FREIGHTER



L

PWR SPD MAN SHIELDS HULL

FIREPOWER

GRP 1 GRP 2 GRP 3 GRP 4 GRP 5 GRP 6

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TYPE-9 HEAVY

LAKON SPACEWAYS — FREIGHTER



L

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

VIPER MK III

FAULCON DELACY — FIGHTER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

VIPER MK IV

FAULCON DELACY — FIGHTER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

VULTURE

CORE DYNAMICS — HEAVY FIGHTER



S

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

SCARAB

VODEL — SRV



T

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

PWR
SPD
MAN
SHIELDS
HULL

FIREPOWER

GRP 1	GRP 2
GRP 3	GRP 4
GRP 5	GRP 6

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KICKSTARTER

This book owes a lot to Kickstarter. First, Frontier Developments Plc decided to use Kickstarter to raise funding for the much awaited sequel to the Elite series - Elite: Dangerous, and as part of that fundraiser they offered a "writer's pack", allowing people to write some fiction in their universe. Then some bright spark came up with the idea to fund their writer's pack pledge with a Kickstarter. Crazy!

But it worked.

With the support and generosity of Frontier I went down that same road, Kickstarting a project that would take over four times as long as I expected. It wasn't an easy road. Sacrifices had to be made. Compromises had to be negotiated. And people lost patience and, sometimes, hope. But we persevered and here it is. In your hands or on your screen. A project born from a teenager's love of those flickering wireframe spaceships that captured his imagination and raised amongst three of the best communities in the world: the Elite community, the role-playing game community and the Kickstarter community.

To those about to dock, we salute you. Engage friendship drive.

THANK YOU

One of the Kickstarter pledge levels was the "Thank You" pledge. Those below deserve a special thanks for believing in this project and keeping the faith. You are all Elite.

Alexander G. Saunders
Anders Svensson
Brett Easterbrook
Brother Dave, Keeper of the Holy Data Book
Che "UbiquitousRat" Webster
Chris Luke
Chris Morris
Chris O'Regan
Christopher Hopkinson
Clive Dakers
Dan Gerous
Darren Hubbard
Dave 'Bankrupt' Woods
Dave Stark
Gary P. Dillon
Harald Hellerud
Hugh Cowan
Iain C Docherty
Ian Cadwallader
Jay Watson
John 'Grizzly' Prew
Karsten Alexander Kopplin
Kasper Finknottle
Kevin Reilly
Kurt Klemm
Mage
Mark Baker
Michael Brookes
Nathan Brooks - Darth Bobo
Rebecca Scott
Rik Stewart
Stephen Thalarctos Burnside
Thank you to the Shanaghy Family
Thrumbly

PERSONAL DETAILS

VITALS

ORIGINS

CONCEPT

ASPECTS AND TRAITS

BODY	-[ ]	AGILITY	[ ]	-[ ]	PHYSIQUE	[ ]
	-[ ]	CONDITION	[ ]	-[ ]	SPEED	[ ]
MIND	-[ ]	DISCIPLINE	[ ]	-[ ]	INTELLECT	[ ]
	-[ ]	INFLUENCE	[ ]	-[ ]	SANITY	[ ]
SENSES	-[ ]	AWARENESS	[ ]	-[ ]	RESISTANCE	[ ]
	-[ ]	INSTINCT	[ ]	-[ ]	SENSATION	[ ]

EXPERIENCE

+1 die for each LVL in related tasks up to 3;
To increase LVL, USED must be 6 x (1 + current LVL)

DESCRIPTION	LVL	USE

DESCRIPTION	LVL	USE

FACTION STANDING

DESCRIPTION	LVL	INT

PILOTS FEDERATION RANKINGS

PILOTING / COMBAT

0	HARMLESS
6	MOSTLY HARMLESS
12	NOVICE
24	COMPETENT
48	EXPERT
96	MASTER
192	DANGEROUS
384	DEADLY
768	ELITE

EXPLORATION

0	AIMLESS
6	MOSTLY AIMLESS
12	SCOUT
24	SURVEYOR
48	TRAILBLAZER
96	PATHFINDER
192	RANGER
384	PIONEER
768	ELITE

TRADING

0	PENNILESS
6	MOSTLY PENNILESS
12	PEDDLER
24	DEALER
48	MERCHANT
96	BROKER
192	ENTREPRENEUR
384	TYCOON
768	ELITE

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WEALTH | AVG LOAD (BODY x 20) | MAX LOAD (AVG LOAD x 2)

EQUIPMENT

Equipment, armour and weapons - include a location

DESCRIPTION	MASS	QTY	CARRY	DESCRIPTION

TRAUMA AND BLOOD LOSS

MAX TRAUMA (BODY x3)

CRITICAL (BODY)

TRAUMA COUNT

TRAUMA COUNT = HALF MAX TRAUMA: -1 DICE TO ROLLS
1 TRAUMA REMAINING: -2 DICE TO ROLLS
TRAUMA COUNT = MAX TRAUMA: UNCONSCIOUS
TRAUMA COUNT = MAX TRAUMA +2: DEAD

BLOOD LOSS RATE (PER TURN)

+1 FOR EVERY SUCCESSFUL HIT

TRAUMA LOCATION HIT MODIFIERS
HEAD: x6; CHEST, UPPER LEG: x2
TORSO, LOWER LEG, ARM: x1

EQUIPPED ARMOUR

DESCRIPTION: HEAD (INNER) | MASS | DAMAGE TRACKER
MAX DAMAGE | R E C H A R G E

DESCRIPTION: HEAD (OUTER) | MASS | DAMAGE TRACKER
MAX DAMAGE | R E C H A R G E

DESCRIPTION: BODY (INNER) | MASS | DAMAGE TRACKER
MAX DAMAGE | R E C H A R G E

DESCRIPTION: BODY (OUTER) | MASS | DAMAGE TRACKER
MAX DAMAGE | R E C H A R G E

ARMOUR LOCATION HIT MODIFIERS
HEAD: x3; CHEST, UPPER LEG: x2; TORSO, LOWER LEG, ARM: x1

AVAILABLE WEAPONS

WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RANGE (m)	ROF	TRAUMA

AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP	AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD				

WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RANGE (m)	ROF	TRAUMA

AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP	AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD				

WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RNG (m)	ROF	TRAUMA

AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP	AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD				

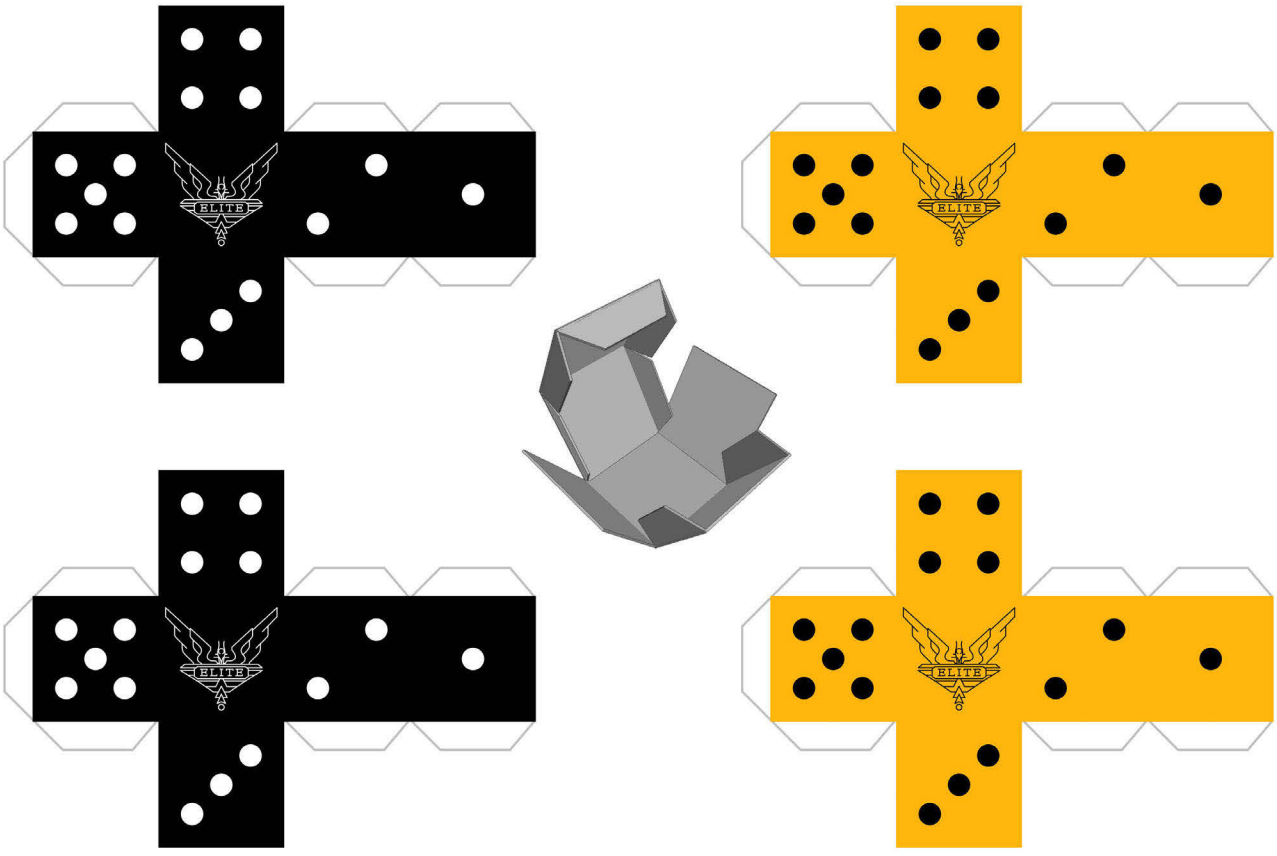
WEAPON DESCRIPTION	MASS (kg)	TYPE	CLASS	AMMO TYPE	CLIP SIZE	RNG (m)	ROF	TRAUMA

AMMUNITION DESCRIPTION	MASS (kg)	AMMO IN CLIP	AVAIL. CLIPS	TRAUMA MOD
AMMO LOAD				

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No dice [not even dice rings]? Why not use these?
Print onto card or photocopy and stick onto card
then cut out, fold and glue!



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ELITE ENCOUNTERS

Welcome to the back of the book!

Thanks for reading this far. We hope you've enjoyed the content and that you will have hours, weeks or even years of enjoyment from the game we've designed for you. We've found the role-playing hobby to be very rewarding, and if this is your first journey into that world (or galaxy) then we hope you have as much fun in it as we have.

But we're not done yet! Keeping the "print and play" ethic of this book going, we've included a bonus "Commander's Screen" for you, hidden away at the very end. Some other popular RPGs have produced "Gamesmaster's Screens" over the years, intended for the person running the game to set up around their part of the gaming table to hide those secret dice rolls and copious notes and evil plots. Usually they have a nice picture on the back for the other players to look at and envy.

Part of the Kickstarter campaign promise was to produce such a screen and send printed copies to pledgers. I didn't say anything about electronic copies of the screen's pages because at that time I wasn't sure how the screens would be designed or produced.

As time progressed on the project, however, I felt it would be more appropriate to design something that everyone who bought the book could use. The publishing tools I'm using have proved to be quite versatile and have allowed me to make the screen's rich content part of the main book as well.

So the Commander's Screen was born! This screen, presented to you over the next six pages, is a summary of some of the most common rules and tables that players and LMs will need during play.

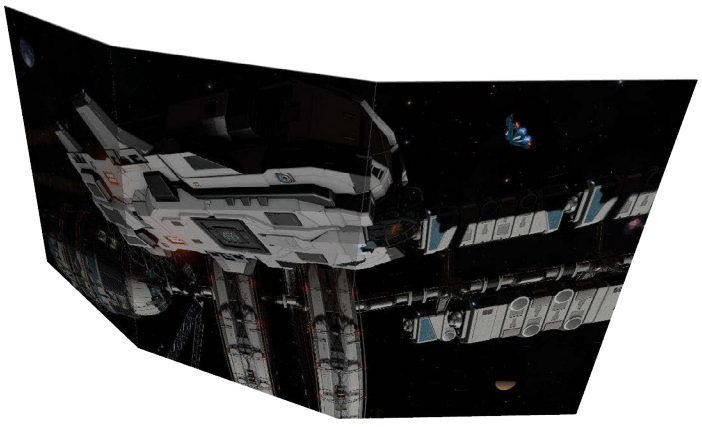
I hope you find it useful.

DTW Hughes

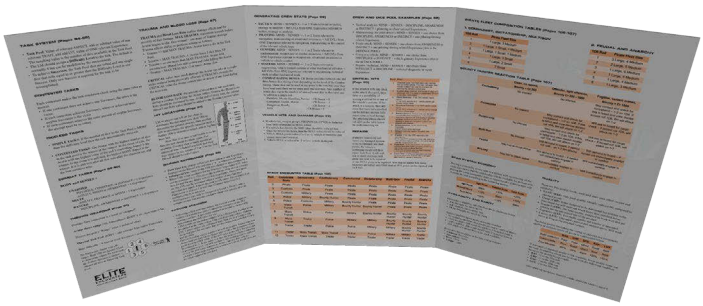
HOW TO CONSTRUCT YOUR COMMANDER'S SCREEN

Print out the next 6 pages from the PDF version of the book OR make photocopies of the pages from a hard-copy of the book using double sided copying. You can also download the pages individually from the RPG web site for free to print individually (see the front of the book for the web site address). Print onto good quality thick cardstock OR print onto paper and glue the pages onto card.

Assemble the double sided pages so that they make a long image on the back as shown below.



The inside pages should be shown in the same order as they are in this book as shown here.



Stick the long edges together using tape or another alternative. Make sure it's good quality tape that won't go yellow. Once assembled the screen should stand on its own at the angles shown above. It can also be folded up to A4 size for easy storage along with your hardcopy of the RPG if you have one!!



We recommend using a clear sticky backed plastic covering on the screen's pages to give it a nice finish and to make it last.

Enjoy!

TASK SYSTEM [Pages 84-85]

- **Task Pool**: Value of relevant ASPECT, add or subtract value of one relevant TRAIT, add LVL value of ONE relevant Experience. The resulting value is the number of dice available in the Task Pool.
- The LM should assign a **Difficulty Level** to the task. The default is normally 4 but can be modified by the environment.
- To achieve **Successes**, the Task Pool dice are rolled and any single dice that rolls equal to or greater than the Difficulty Level is one Success. Only one Success is required for the task to be accomplished.

CONTESTED TASKS

Each contestant makes the task resolution check using the same rules as normal.

- If one contestant does not achieve any Successes, the other is the victor.
- If each contestant achieves Successes, whoever achieved more surplus Successes is the victor.
- If each contestant achieves the same amount of surplus Successes, the attempt must be re-rolled.

DICELESS TASKS

- **SIMPLE TASKS**: If the number of dice in the Task Pool is MORE than the difficulty level then the task automatically succeeds.

- **CONTESTED TASKS**: The Avatar with the highest number of dice in the task pool is the winner of the contest. In the event of a tie, the Avatar with the highest value of the task's controlling Aspect is the winner. In the event it is still tied, the highest BODY Aspect is the winner. If it is still tied after all that, role-play the situation out, and the best narrative wins.

COMBAT TASKS [Pages 89-90]

BODY and SENSES +

UNARMED
PHYSIQUE, CONDITION or INSTINCT + 1 Experience
AGILITY, SPEED or AWARENESS + 1 Experience

MELEE
AGILITY, PHYSIQUE or SPEED + 1 Experience

RANGED
DISCIPLINE, AWARENESS or INSTINCT + 1 Experience

THROWN WEAPONS [Page 91]

Damage from explosives is a result of "shrapnel".

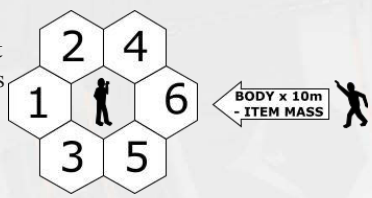
Avatar throw range (1G, Atmosphere): BODY x 10 - item mass in kg.

Thrown weapon's "Range" value = radius of effect.

Thrower Task Pool: BODY + one relevant Trait and/or Experience.

Base difficulty = 4. One or more Successes = accurate throw.

No Successes: throw was off-target. Roll 1D6 on Scatter Chart to determine where the item ends up. Scatter distance in metres = amount of dice in throwing Task Pool.



TRAUMA AND BLOOD LOSS [Page 87]

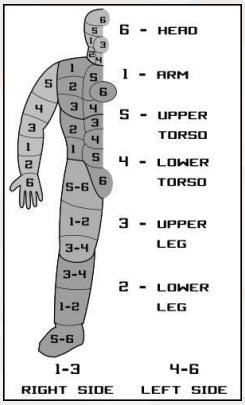
TRAUMA and **Blood Loss Rate** outline damage effects and the severity of that damage. **MAX TRAUMA**: maximum wounds before Avatar begins to die. One wound = one point of Trauma damage. Trauma affects ability to perform actions as follows:

- Trauma => half MAX TRAUMA: Avatar loses a die in the Task Pool.
- Trauma = MAX TRAUMA -1: Avatar loses 2 dice from TP.
- Trauma = or one more than MAX TRAUMA: Avatar falls unconscious. Blood loss still occurs and risks killing the Avatar.
- Trauma = MAX TRAUMA +2 or more: Avatar dies.

CRITICAL value: how much damage the Avatar can take in a single strike without being physically affected. If TRAUMA exceeds the CRITICAL value the Avatar cannot take an action of any kind during the next turn.

BLOOD LOSS RATE: the amount of blood that is lost each turn during a combat. Each time the Avatar suffers Trauma the Blood Loss Rate should be increased by one. At the end of every turn, the current Blood Loss Rate value should be added to the Trauma Counter value.

HIT LOCATIONS [Page 91]



LM or player can roll on this chart to determine the damaged area. Roll 1D6 to determine the general area hit, then another 1D6 to determine the specific location (with a further 1D6 to determine which arm or leg has been hit).

Note that if an area is not visible to be hit then the roll should be made again. For example, if a snap shot is made against an opponent who is behind a vehicle and their legs cannot be hit, results of 2 or 3 on the first D6 roll should be rolled again.

GAINING EXPERIENCE [Page 86]

- **First Time Use**: player writes task description in one Experience lozenge on the Record File and puts a "1" in adjacent USE box.
- **Subsequent Use**: value in the USE box should be incremented by 1.
- When USE value reaches 6 for the first time, Experience LVL value can be increased to 1. This gives the Avatar an extra dice or a bonus to a die roll for any future uses of that Experience. From that point on, the LVL can be increased when a number of uses has been recorded that equals 6 times the next level's value. For example if an Experience is at level 1 it will take 12 points (next level is 2, multiplied by 6) to advance.
- An Experience can only be increased to Level 3. There's only a certain amount that anyone can know about one subject, after all.

FACTION STANDING

- Following a first-time interaction, the Faction's name should be written on a blank line and a 1 should be entered into the INT (Interaction) box. A successful interaction should be recorded by incrementing the INT value by one.
- 6 INT points are needed to achieve LVL 1 Reputation. Further levels are gained in the same way as USE and Experience above. Gaining LVL 1 grants either one additional Task Pool die or a bonus to one die in that pool for any tasks that involve interaction with that faction and its allies.
- Faction Standing can be negative as well as positive. Interactions that do not turn out well for the Avatar will result in the deduction of one point from that INT value. If the INT value is already 0 the value can be reduced to -1. In the same way that the level of a faction standing is promoted to LVL 1 if INT reaches 6, that standing will be reduced to -1 if the INT value reaches -6. In this case any dice rolls for relevant actions with that faction would lose 1 die or would have one die result reduced by one point.

ELITE ENCOUNTERS
ROLE-PLAYING GAME

ELITE
ENCOUNTERS
ROLE-PLAYING GAME

GENERATING CREW STATS [Page 96]

- **TACTICS**: MIND + SENSES +/- 1 or 2 Traits relevant to tactics, strategy or analysis + full LVLs from ONE Experience relevant to tactics, strategy or analysis.
- **PILOTING**: MIND + SENSES +/- 1 or 2 Traits relevant to navigation, manoeuvring or situational awareness + full LVLs from ONE Experience relevant to navigation, manoeuvring or the control of the relevant vehicle type.
- **GUNNERY**: MIND + SENSES +/- 1 or 2 Traits relevant to marksmanship, weapon use or combat awareness + full LVLs from ONE Experience relevant to weapon use, situational awareness or vehicle to vehicle combat.
- **SYSTEMS**: MIND + SENSES +/- 1 or 2 Traits relevant to engineering, vehicle control systems or other mechanical affinities + full LVLs from ONE Experience relevant to engineering, technical work or other mechanical work.
- **COMBAT RATING BONUS**: CR Bonus provides between one and three bonus dice during a turn depending on the level of the Combat Rating. These dice can be used at any point in the turn but once they have been used there are no more until the next turn. Any number of bonus dice (up to the number of unused bonus dice in that turn) can be added to a single roll.

  Harmless, Mostly Harmless, Novice : CR Bonus = 0
  Competent, Expert, Master : CR Bonus = 1
  Dangerous, Deadly : CR Bonus = 2
  Elite : CR Bonus = 3

CREW AND DICE POOL EXAMPLES [Page 98]

- Tactical analysis: MIND + SENSES + DISCIPLINE, AWARENESS or INSTINCT + planning or observational Experiences.
- Manoeuvring: the pilot/driver's MIND + SENSES + one choice from DISCIPLINE, AWARENESS or INSTINCT + one piloting/driving related Experience.
- Evade attack: MIND + SENSES + one choice from AWARENESS or INSTINCT + one piloting/driving related Experience (this is the DEFENCE POOL).
- Firing at a vehicle: MIND + SENSES + one choice from DISCIPLINE or INSTINCT + vehicle gunnery Experience (this is the ATTACK POOL).
- Repairs / technical: MIND + SENSES + one choice from INTELLECT or DISCIPLINE + technical diagnostic or repair Experience.

VEHICLE HITS AND DAMAGE [Page 99]

- If vehicle hit, weapon group's FIREPOWER (FPWR) is deducted from SHD (if present) or HULL values.
- If a vehicle has shields, the SHD value should be reduced first.
- Once the shields are down, then the HULL value should be reduced.
- Vehicle HULL points reduced to 0 or -1: vehicle is immobile and cannot move until repaired.
- Vehicle HULL is reduced to -2 or less: vehicle destroyed.

CRITICAL HITS [Page 99]

If the attacker rolls any sixes in the attack dice pool, then there is a possibility of scoring a critical hit to one of the vehicle's systems. If the attack is a success, then any sixes that were not cancelled out by defence success rolls cause some critical damage. The attacking player should roll 2D6 on the table below for each remaining six.

ROLL	EFFECT
2	Crewman Lost: Non-flight deck crew member falls out of the vehicle. If no crew, roll again. May include Avatars if they are not involved with manning the vehicle's control area.
3	Auxiliary Bay: Each hit: 1D6 tonnes of cargo or 1 passenger lost. If no cargo or passengers left (or if no aux bay), reroll.
4	Shield Generator: 1st hit: SHD halved (round down) 2nd hit: SHD reduced to 0 - vehicle cannot use shields without repair.
5	Directional Controls: 1st hit: MAN halved (round down) 2nd hit: MAN reduced to 0 - vehicle cannot change direction without repair.
6	External Sensors: Tactical scanners damaged: combat difficulties increased by 1 (cumulative).
7	Hyperdrive (spacecraft with such) or autoNav systems: Hyperdrive cannot be used until repaired or automatic nav systems are disabled until repaired.
8	Communications: 1st hit: comms array inoperable 2nd hit: comms array destroyed.
9	Weapon: Lost one weapon, unusable until repaired.
10	Engines 1st hit: Max SPD reduced to half (rounded up) 2nd hit: Max SPD reduced to 0. Roll 1D6 and on a 1 the vehicle's engines explode - it's up to the LM what the consequences are.
11	Flight Deck: 1st hit: the screens, viewers and systems have been lightly damaged and the hull may have cracks or stress fractures. 2nd hit: the command area has been breached and is open to the environment.
12	Power Plant: 1 PWR deducted every time the power plant is hit. If power plant is hit again after PWR = 0, vehicle is destroyed.

REPAIRS

If players want to try and repair any damaged systems or try to replenish any Hull points, the vehicle's technician should roll their repair Task Pool. A roll with one or more successes will allow one item to be repaired or one HULL point to be regained. Note that no matter how many successes are rolled, only ONE item or HUL point can be repaired with each task.

SPACE ENCOUNTER TABLE [Page 106]

2D6 ROLL	CORPORATE STATE	DEMOCRACY	CO-OPERATIVE	THEOCRACY	CONFEDERACY	COMMUNIST	DICTATORSHIP / IMPERIAL	MULTIGOV	FEUDAL	ANARCHY / NO GOV
2	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
3	Customs	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
4	Customs	Military	Pirate	Military	Pirate	Pirate	Pirate	Pirate	Pirate	Pirate
5	Police	Military	Customs	Military	Bounty Hunter	Bounty Hunter	Pirate	Pirate	Pirate	Pirate
6	Police	Customs	Customs	Military	Military	Bounty Hunter	Pirate	Pirate	Pirate	Pirate
7	Mass Transit	Police	Police	Customs	Military	Military	Bounty Hunter	Pirate	Pirate	Pirate
8	Mass Transit	Police	Mass Transit	Customs	Police	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter
9	Mass Transit	Trader	Mass Transit	Mass Transit	Police	Police	Military	Bounty Hunter	Bounty Hunter	Bounty Hunter
10	Trader	Trader	Trader	Trader	Police	Police	Military	Military	Bounty Hunter	Bounty Hunter
11	Trader	Mass Transit	Trader	Trader	Mass Transit	Police	Police	Military	Military	Trader
12	Trader	Mass Transit	Trader	Trader	Trader	Trader	Police	Trader	Trader	Trader



PIRATE FLEET COMPOSITION TABLES [Pages 106-107]

1. COMMUNIST, CO-OPERATIVE, DICTATORSHIP, IMPERIAL, MULTIGOV

1D6 ROLL	Pirate Fleet Size
1	1 Large, 3 Medium
2	1 Large, 2 Small, 1 Medium
3	1 Large, 1 Small, 1 Medium
4	1 Large, 2 Small
5	1 Large, 2 Small
6	2 Small

2. FEUDAL AND ANARCHY

1D6 ROLL	Pirate Fleet Size
1	3 Large, 4 Medium
2	2 Large, 5 Medium
3	1 Large, 6 Medium
4	1 Large, 5 Medium
5	1 Large, 4 Medium
6	1 Large, 3 Medium

BOUNTY HUNTER REACTION TABLE [Page 107]

	Clean, No Record Bounty < 200Cr	Offender, light offences, Bounty 200 - 1000Cr	Fugitive, serious crimes, Bounty > 1000Cr
Confederacy	No Interest	No Interest	May contact and check for contraband - 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2
Communist	No Interest	May contact and check for contraband - 1-2 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check - if denied roll 1D6, will attack on 1-3
Dictatorship	No Interest	May contact and check for contraband - 1-3 on 1D6. If this is failed and crew denies access roll 1D6, BH will attack on 1-2	Will ask to board for cargo check - if denied roll 1D6, will attack on 1-3
Multi-Gov	No Interest	Will demand to board, if denied roll 1D6 - on 1-3 BH attacks	Will ask to board for cargo check - if denied will immediately engage in combat
Feudal	May hail to check status	Will demand to board, if denied will immediately engage in combat	Will immediately engage in combat
Anarchy	May hail to check status	Will immediately engage in combat	Will immediately engage in combat

STAR SYSTEM ECONOMY

Buying a commodity of one type in a system with an economy of the same type means that the commodity will be available for its base cost. Buying the same commodity from an economy of a different type will increase the cost according to the following matrix:

	Agri Econ.	Material Econ.	Tech Econ.
Agri Items	Base	+10%	+20%
Material Items	+10%	Base	+10%
Tech Items	+20%	+10%	Base

AVAILABILITY AND RARITY

Determine availability, roll 2D6 then check conditions below:
- **2-4**: Multiply the result by 10.
- **5-9**: Multiply the result by 100.
- **10-12**: Multiply the result by 1000.

Optional modifier based on the economic situation:
- No economy modifier: dice results are read as outlined above.
- +10% modifier: 2D6 result should have 1 deducted from it.
- +20% modifier: 2D6 result should have 2 deducted from it.
- 2D6 result of 0 means there is no stock available.

Rarity provides modifiers to the base cost as follows:
- **Common** : Base cost
- **Uncommon** : +10%
- **Rare** : +20%
- **Unique** : +50%

QUALITY

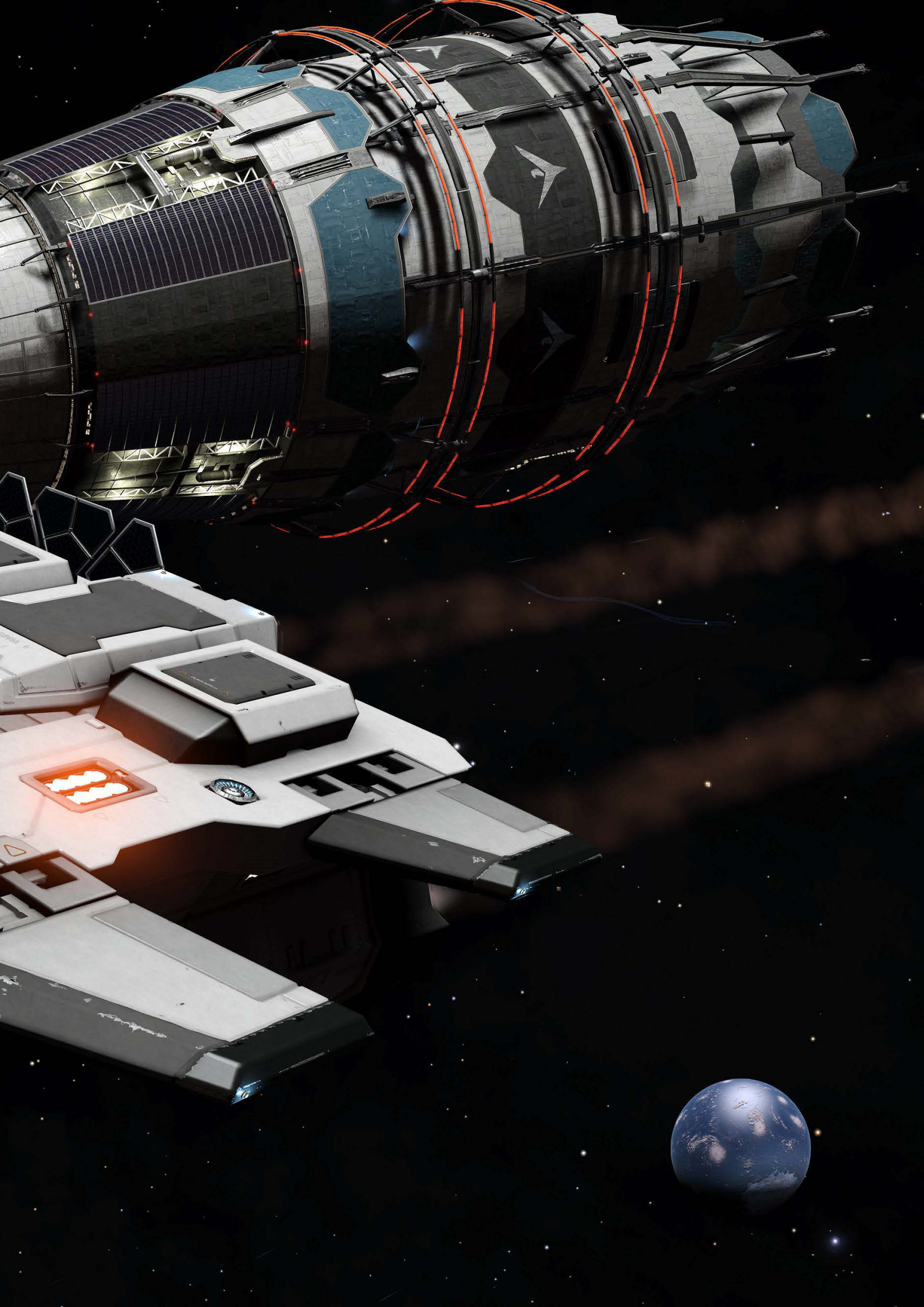
There are five quality levels, each with their own effect on cost and reliability:
- BASIC (**BAS**): Very poor quality. Greatly reduced life compared to standard goods.
- Cheap (**CHP**): Items designed to be functional but nothing more. Functional but will wear out much faster than standard items.
- Standard (**STD**): The base quality, designed to work well and are reliable for the advertised life of the product.
- Expensive (**EXP**): Externally similar but interior is upgraded.
- Luxury (**LUX**): Upgraded external and internal specs. Will work twice as long as the standard version.

The build quality (including the casing or chassis) and component quality of different levels of goods is summarised below.

	BAS	CHP	STD	EXP	LUX
Build (exterior)	Poor	Poor	Good	Good	Best
Components	Poor	Good	Good	Best	Best
Cost Modifier	-50%	-20%	Base	+20%	+50%

If a product of standard quality is not available, lower quality items can be used. Availability check can be made with the following modifiers based on the quality being sought:
- **BAS**: +2 to the 2D6 roll.
- **CHP**: +1 to the 2D6 roll.
- **EXP**: -1 to the 2D6 roll.
- **LUX**: -2 to the 2D6 roll.

After applying modifiers, negative results should be taken to equal 0.



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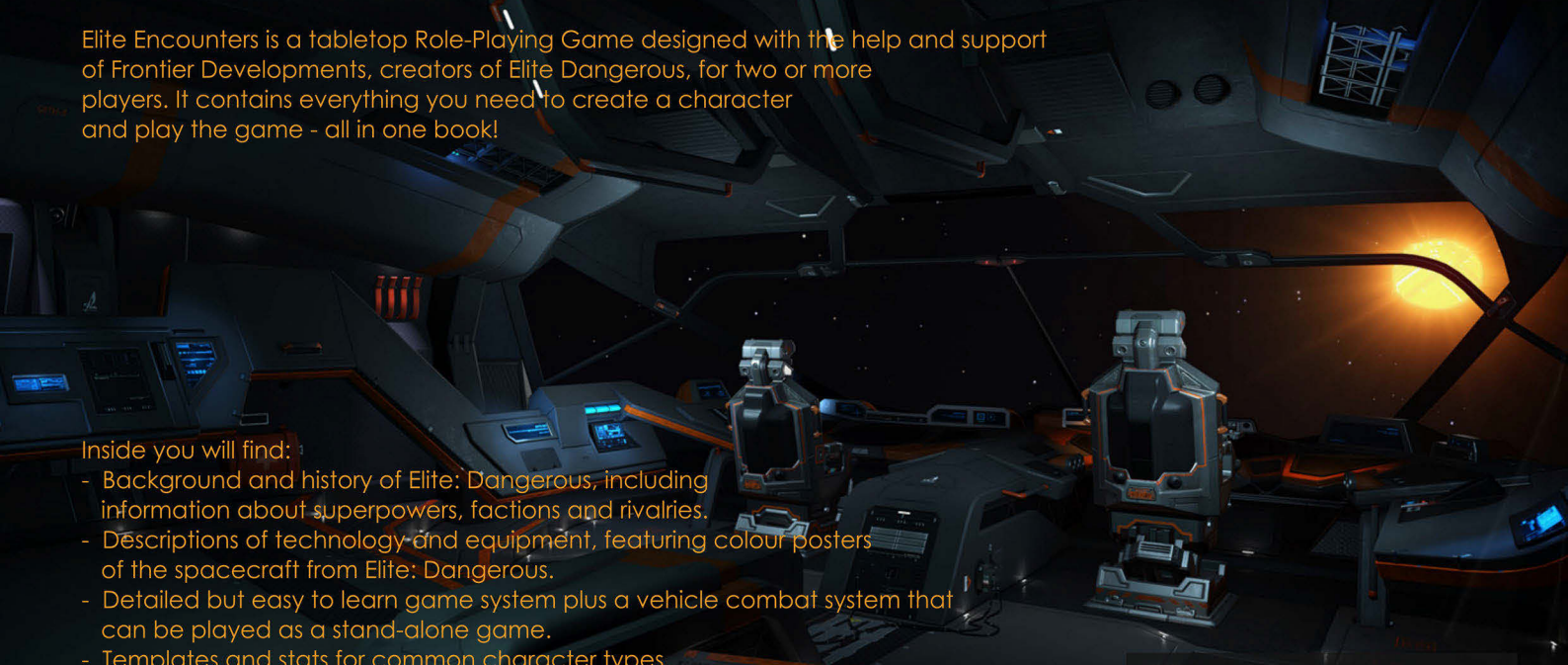
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