ICAR
SOCIETY

Contents

F o r e w o r d

car began in 1990 and has since grown and changed beyond all recognition of the original. The game grew from two statistics to eighteen and then back to five. Skills changed and grew on trees and guns went from hand drawn in pencil to fully 3D rendered models.

Icar is the creation of a single person, Rob Lang but much of the fuel for the energy that has kept the game going has come from a small group of dedicated players. For this rule set, I would like to thank the following people in particular.

Simon 'Fish' Aubury

Gideon 'Dwain' Moss

Andrew 'Byrnie' O'Byrne

Gareth 'Baldrick' Jones

Peter 'Blonde' Ganderton

space is big. really big.

C h a n g e   L i s t

Added overview at start.
Added more graphics.
Embedded Dyer font.

Introduction

Icar, it would seem, is set in a Universe which is notoriously difficult to explain. The main cause for the difficulty is that it is filled with cliches and yet not quite like anything else. It would be difficult to draw any comparisons between popular science fiction such as Star Wars and Star Trek as there are fundamental differences. So the reader should begin with a completely blank slate. Please do not seek to draw connections with other Science Fiction settings because that will lead to misconceptions that will be difficult to overturn later.

Using this Document

This is the background section. It is required that all Gamesmasters read this section before trying to run the game. It is useful if players read this section to get a feel for the universe. It is the designer's intention to make the Galaxy as complicated as the players and GM can handle. There are some basics which must understood before you continue to wade through all the background. Once you've read through the Overview, you're ready for the rest of the document. It starts from the broad picture and ends in the minute day to lives of people in the 93rd millenia.

machine called The Nexus to act as impartial judge and communicator between the Star Industries. The entire Imperium is driven by a civic duty that if they were not to continue their work, the Droid would soon win and the human race would be lost.

Corporations, although driven by profit are not treated as evil. They too have a civic duty to the human race, a fact the Imperium is quick to remind them of.

Geography

Human space is split into three Sectors and each Sector is split into a huge number of clusters. A cluster is a group of stars that geographically are nearby and share some economic aspect. A system is a series of planets orbiting a single star. Most action in Icar will take place across a series of systems in one or two clusters.

Humans live in Colonies. A colony is normall on or under a planet surface and is built using a set of standard building blocks called Mex Buildings. A Mex city is a large number of Mex buildings formed into a lattice. People also live on space craft (or space ships) and in space stations, called Orbitals.

overpopulation vs infinity:
infinity wins.

Overview of Icar

Icar is set in 92028, the human race is spread across space and is ruled by a benevolent empire-like organisation called Imperium. The only other sentient race are a race of robots called the Droids. The Droids were created by humanity to dispose of the problem of a lethal genetic branch of the human race. Humanity are at war with the Droids and the Droids were winning until recently, when they turned against each other. In most campaigns, the Droids can be used as the monster-in-the-closet as most of the human race is protected against them.

The Imperium

The Imperium is split into a large number of Councils, each governing a different area of humanities development. Outside of these councils are the Imperial Peers, Lords and Ladies who are given their own areas of space to look after and the Star Industries: Star Fleet, Star Scientifica, Star Civilisation, Star Enforcers. Star Fleet is tasked with defending humanity from the Droids. Star Scientifica makes sure research continues apace, Star Civlisation looks after human welfare, education and medicine and the Star Enforcers are the police. The Imperium uses an Artificially Intelligent

Technology

Travel between the stars is easy and cheap. Space craft are numerous and much of a Colony's economy depends upon selling goods to other planets or systems.

Humanity communicates using Gaia, a virtual world that is a copy of the real world. Gaia is immersive and the detail is such that in the in popular placs, the five sense can be completely mislead. Communication between two points in Gaia is instantaneous. Gaia also maps all the stars and systems and is used as a navigational aid. Most people use their real world appearance in Gaia. Gaia is free to use in public holorooms but advanced (and business) users will have a Gaiacard, which can store programs and information. You cannot be killed through Gaia.

The human race have created a a secondary race of machines called Automatons. These intelligent machines differ from the Droids in that they are unable to cause harm to humans. Automatons can be found everywhere and in all shapes and sizes, from humanoid receptions that are indistinguishable from humans to automated cargo haulers called Hoppers. Every Automaton has an owner but there are those fighting for their rights to be considered. Most of the

human race distrust Automatons, regardless of their proven safety.

Humanity

The human race has evolved and as it did so, it split into different Genii. Normal humans are Genus 1. Genus is a mutated, zombie-like human who are poisonous to the other Genus. Genus 3 are a little known group of humans with "psychic" powers. The Imperium does not recognise their existence publically.

Philsophically, the human race can be split into three groups: Technologists, who believe that the future of the human race lies in technology. Humanists, who think the opposite and Akarakians who follow a philosophy of Futurism, based around ideas of the end justifying the means. There are no major religeons.

The human race augments itself with technology and there are few birth defects that cannot be rectified. Bionics include under-the-skin bionics called Cyber, limb-replacement bionics called Borging and minor genetic modification called Bioweave. Some people embrace this technology for its benefits but the general human populace fear those with augmentations and so are less popular as you might imagine.

into areas called Sectors.

The Galactal Divisions picture (next page) shows a plan view of the Milky Way. Volumes 1-14 are situated in the Morpheus Arm of the galaxy, this the vastly explored area of the Galaxy, occupied by Droids and Humans alike. Volume 15 is known as the Lone Systems, a region of stars that are far enough apart to make trade and defence difficult. A small strip (not marked on the map) that exists just outside human space is known as the Fringe, this is a more prosperous but unruly area of space. The humans class this area as the Lone Systems.

Volume 16 is the Galactic Core, an impassible mass of energy at the centre of the Galaxy. Volume 18 is the opposite galactic arm called the Hypnos Arm, which is largely and uncolonised due to the huge distances involved. Volume 17 is the Hypnos Wake and Volume 19 is the Morpheus Wake. These are areas of either such intense star activity that space is unstable there or areas where stars rarely form.

The huge mass of stars in three dimensions needs some splitting up and classifying to help people understand the huge scale of things. The galaxy is split into two arms, the Morpheus Arm and the Hypnos Arm. The Morpheus Arm is the only one of interest,

there no such thing as paramilitary there is only expeditionary.

Syndicates

Not everyoneplays by the rules. With the Nexus having exceptional information and resources, petty crime is easily solved. Crime syndicates are a reaction to the Nexus, highly organised groups of people that seek to gain power, make money or subvert society. Syndicates tend to have either Humanist or Technologist leanings and this generates a fair amount of conflict.

THE GALAXY

The Galaxy is locally called The Milky Way and contains approximately one hundred billion stars. It is one hundred thousand light years in diameter and bulges in the middle sixteen thousand light years thick. The galaxy is populated by two species. Only one hundred million of the stars in the galaxy hold stable systems, the others are either engulfed in Nebulae or are unstable. Of these systems, approximately ten million are populated by one of two species. The first, holding a 95% majority are a race of robots called by humans as the Droids. The other 5% are a derivative of homo sapiens. Many different lower intelligence species exist locally to planets but do not have any particular bearing on interstellar affairs. The galaxy is broken up

so it is split into sections called Sectors. Each sector has a name, specified by the humans but used by both humans and Droids. Within a sector, stars tend to form in clumps called Clusters. Around each star is likely to be a set of planets (stars without any planets tend to go un-noticed), a star and its planets are called a system. Only stable systems are considered for colonisation, unstable systems include those with unstable or multiple stars or those near space anomalies. Space is considered as being 2D as the Galaxy spins in one plane (although it is 3D, it is not very fat in its third dimension so it can be ignored for simplicity). Furthermore, the curves and anomalies of space are not listed on the diagrams for simplicity.

The Galactal Divisions

GALACTIC DIVISION KEY

1. Unite Verita (UV) The old home of the Imperium. Now Droid Space.

2. Cassius Droid Space.

3. Karolyn Droid Space.

4. Hesperos Droid Space.

5. Atlas Droid Space.

6. Frobish Droid Space.

7. Artemis Droid Space.

8. Nyx Droid Space.

9. Eos Droid Space.

10. Dorian Human Space.

11. Sayshell Human Space.

12. Remmar Human Space.

13. Typhon Droid Space.

14. Rhea Droid Space.

15. Lone Systems

16. Galactic Core

17. Hypnos Wake

18. Hypnos Arm

19. Morpheus Wake

Droid Space

Droid Space is the name given to the volume of stars that the Droids possess. The Droids are an artificially intelligent race of xenophobic robots. Originally created by humans to deal with the problem of a mutagenic virus, a flaw in their programming lead to a killing rampage and the death of 95% of the human race. Another flaw in their system was exploited by their creators and the Droids turned against each other. Droid space can be split into factions, areas where the Droids have split into groups. The are approximately 5 million different factions. Every system in Droid space is utilised in the most optimum way, mostly for the creation of more droids and support facilities.

The Droids are an extremely powerful race with incredible resources, if at any time many factions joined together, then a concerted (and probably successful) effort may be made against the human space. Until this time, the infighting amongst the Droids makes them quite ineffective against the humans. The emergence of the factions within the Droids does highlight another of their weaknesses, that they do evolve over time. There is a possibility that some factions may evolve into a non-violent race. Droids are organised by Mark and Variant, the Mark is just a way of distinguishing type (by number), it is not a chronological marking. Variant is a chronological marking (by letter), the higher the letter, the more powerful the Droid is.

Droids are extremely intelligent and will not give up until death. They have the ability to reproduce themselves (given the right resources) and can tactically gauge very complex situations from a very objective point of view. Their idea of self-worth only exists to aid a completed mission. The droids will only sacrifice themselves if the number of kills it can get is more than continuing its existence. At the start of the Droid war, the Droids could program other machines to turn against their human masters. Since the advent of Gaia and the Gaia 2 programming language, Droids are unable to access any machines within human space. This has effectively made all vehicles and home-service robots safe from Droids hacking and altering their programming.

Droids is a specific name for this particular race of killing machines. Not all robots are Droids, only those programmed to kill are called Droids. More information on this distinction can be found in the Automatons section.

Human Space

A small proportion of the galaxy is controlled and inhabited by humans, compared to that of the Droids. The area of Human space is split into three sectors, Sayshell, Dorian and Remmar. The Human race is in a period of rebuilding and expan-

The Droid Mk3, the most common Droid

COMMON DROID TYPES

MK1 A humanoid Droid designed for fighting in close quarters areas. Normally used as scouts.

MK2 Early marks are humanoid Droids, originally taken over humans but later marks tend to be heavier versions of MK1s.

MK3 The most common Droid. MK3 is a versatile walking weapons platform, can carry a huge amount of weaponry. Suffers from being a little large in Mex buildings.

MK4 The Droid elliptical fighter craft. Used mostly for space battles as it performs poorly in atmosphere.

MK5 A Grav based version of the MK3. Not restricted to walking on terrain, this Droid can fly (slowly, compared to the MK4).

MK6 A support Droid. Carries munitions and spares, also includes a powerful ammo beamer and many shields.

MK7 A very rare grav platform that can be up to 19 miles in diameter, used for massive support and carrying issues. Can light jump very slowly.

MK8 A 50m tall city-crushing Droid. Could be seen as a scaled up version of the MK3.

MK9 A very small (from 5cm to 5mm across) probe Droid that acts as sensor whiskers for any local Droids. Carries very little armament.

MK10 A fully modular Droid that can assemble and reassemble itself into several configurations from walking droid to flying droid. Later Variants have beamer units so configurations can happen anywhere.

MK11 - 14 Very rare liquid metal Droids that can sustain huge amounts of damage.

sion, a post war era. Human space is controlled by a benevolent organisation called The Imperium without which, chaos would reign and the Droids would surely invade with ease.

THE IMPERIUM

The Imperium is controlled by a set of councils, each overseeing a particular area of the Imperium's operation. Overall power is assigned to an Emperor who is more than just a figurehead. The core of The Imperium is a small organisation, employing only two thousand people. However, the Imperium has direct control of the Star Industries, organisation under the pay of The Imperium who are the real power. The Star Industries are Star Fleet, Star Scientifica, Star Enforcers and Star Civilisation and are dealt with in the next section.

THE IMPERIAL COUNCILS

The Imperial Councils are the organisations within the Imperium that control the day-to-day running of the Galaxy. The Councils are only made from 20 to 50 people. Each one of those councillors have a menagerie of politicians, information brokers and analysts, making the Imperium appear larger than it actually is.

IMPERIAL HIGH COUNCIL

This council is actually made from two eminent councillors from each of the other councils. The council deals with Imperial policy and is chaired by the Empress. The Empress has final say about all matters but normally the best solution is hammered out long before this council sits in a meeting.

IMPERIAL CIVIL COUNCIL

This council deals with colonisation and matters of power within the three sectors. The Civil council also deals with expansion and grants for existing systems. The Civil council is by far the largest of the councils (at 50 personnel) and controls the majority of Imperial funds.

IMPERIAL RESOURCE COUNCIL

The resource council controls the flow of money around the Galaxy. By controlling money, the control of inflation (which is practically unheard of) and the issuing of funds across the Imperium.

IMPERIAL STAR INDUSTRY COUNCIL

This council is made up from the heads of each of the Star Industries. This Council allows each Industry to vent their problems. The Empress sits as chair of this council in most sessions, however is only really required when a disagreement occurs across the council.

Empress Eshkar. the Empress of the Imperium since the death of Emperor Morius in 92025.
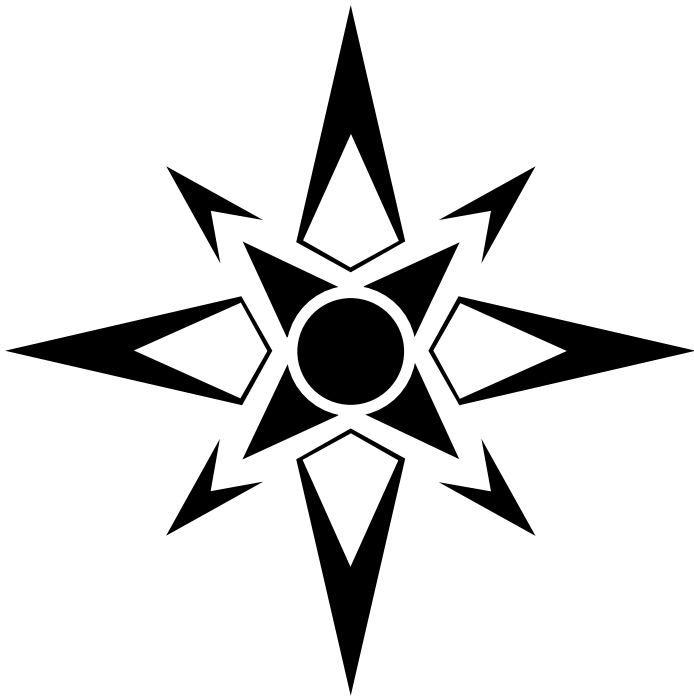
The Imperial Star, the symbol of the Imperium and of humanity.

IMPERIAL PEERS

Although not really a council as such, the Imperial Peers are the Imperial Lords and Ladies who oversee the running of Remmar and Dorian. The Imperial Peers sit in session rarely, most disputes are settled calmly amongst the Peers when away from the Imperial Crescent. The Imperial Peers must sit at least once per year.

The Imperium is not corrupt as one might expect, they are by their very nature a benevolent organisation. It is understood throughout all the councils that their actions could save or destroy the human race. Any corruption is immediately rooted out and removed in a completely public manner. Such paranoia about corruption is seated deeply within The Imperium as the last time corruption was allowed to seep in, it lead to a massive inter-human war (The Aran War).

The Imperium holds a crescent of systems in Remmar called The Imperial Crescent from where they gather information, hold festivals and allow people a place to vent their fears and worries. The Imperial Crescent is a high tech and high social model for the rest of the human race and attracts millions of holiday makers each year as well as businesses who believe that being close to the seat of power makes them more powerful.

STAR FLEET

As the name suggests, Star Fleet is a fleet of space craft that defend the human race against the Droids and other outside of the Imperium Invaders. The Fleet is split into three Commands: Battle Command, Support Command and Colonial Command. Battle Command contains all the craft and warriors which

IMPERIAL RANKS

The Imperium created the rank structure to give command responsibilities across the Star Industries. For example, a Captain in the Fleet outranks a Star Blade in the Enforcers. There are exceptions to the rule, but these are normally based upon the respect for a particular fighting unit.

Steel The lowest of the low. Everyone in training is a Steel. Few people remain a Steel through their whole career.

Blade The first level of responsibility, a Blade is there to motivate the Steels.

Star Blade The first rank to include any sort of command. Star Blades are squad leaders in Star Fleet, area officers in the Star Enforcers and senior researchers in Star Sci.

Miran This is the lowest command rank. When an individual shows a more pronounced talent for the job and the ability to manage and lead, they can become Miran.

Blade Miran Not much different than Miran, shows added responsibility.

Star Miran Not much different from Blade Miran, a Star Miran would normally have 20 to 50 people working under them.

Fire Miran This rank is normally reserved for those people who are on the brink of becoming a Captain. A Fire Miran should be able to do the job of the Captain to whom they are second to.

Captain Normally in command of many people within a single unit. The rank of Captain is normally found as Captain of a Ship or Head of Star Enforcers on a Colony.

Admiral All the Admiral ranks tend to be strategy jobs, rather than tactical jobs. This is the first level such responsibility.

Blade Admiral A indistinguishable step above Admiral.

Star Admiral Normally in command of an area of responsibility, like the Star Fleet Special Forces.

Fire Admiral Most of the Imperial councils are Fire Admirals.

Fire Lord The head of each Star Industry.

do the fighting. Support Command arranges for the craft in Battle Command to be repaired and supplied. Colonial Command visits systems within the fringe, acts as arbitrator and even offers Imperial protection to some systems. Star Fleet uses the very highest technology to combat the Droids and has discovered tactics and methods for combating them. Many of the ships in the Fleet (ranging from massive Battleship down to small and fast Clippers) spend their time patrolling the light jump nets which surround the edges of the sectors that border with the Droids, waiting for any ship to be caught crossing the line. Star Fleet also contains a number of powered armour foot soldiers called Troopers, a select few become highly trained Special Forces and the very best are made into the Elite.

Star Scientifica

With colonies placed across such a huge distance, it was noticed that any scientific discoveries took many years to proliferate through the colonies. Star Scientifica (Star Sci) was created as a centre of academic wisdom and research. Many of the great scientists flocked to be part of the Imperium funded research. Star Sci is now highly secretive, many of the installations it controls are completely hidden about

the galaxy (even in Droid space). Many of the areas of technology they research into are kept away from the public eye and are released when it is deemed safe to do so. This is seen as 'saving the public from themselves' and has proved to be a very good idea. Other pieces of technology are fairly distributed to the companies which they may aid, thus bumping up the level of technology.

Star Civilisation

When Emperor Morius died, his left a list of jobs for his successor to do. These were things he believed were very important, but never go round to doing. Star Civilisation (Star Civ) was one of these. Star Civ was set up to make sure that every colony had adequate food, medical and educational facilities. Star Civ effectively runs every medical unit. Star Civ is also responsible for creating and fostering new colonies. This includes the sanctioning of new systems as imperial ones and alterations to the light jump net. Star Civ also specifies and controls the issue of licenses (see right).

Star Civ is the second largest Star Industry (after the Star Enforcers) and has had a huge impact in the education on planets. Before Star Civ, many people

Licenses

The License system was created to allow the Star Enforcers better control over what people can and can not do. The license system also allows corporations to find out what the employee is able to do legally. Licenses come in two classes, those that are automatic (A) and those that have to be earned by qualification (Q). The licenses are stored not only on the Star Civilisation computer but also on the Gaiajack of the owner.

Architectural (Q) Allows architects to design new floors for Mex buildings.

Arms Dealing (Q) Allows owner to sell and create arms.

Corporation (A) Allows owner to set up a corporation.

Deep Space (A) Allows the owner to cross the light jump net in the lone systems.

Explosives (Q) Allows owner to buy, set and use explosives.

Ion (Q) Allows owner to buy, operate and create Ion energy systems.

Law (Q) Allows owner to work as a lawyer.

Medical (Q) Allows owner to practise medicine.

Star Craft (A) Allows owner to operate Star Craft.

Star Craft Construction (Q) Allows owner to supervise the repair or construction of Star Craft.

Trade (Q) Allows owner to trade over 100 tons of goods.

Weapon (A) Allows owner to bear arms.

A Star Civilisation Trauma Team Fortitude, an ambulance. Chances are, when you get shot up, this is what will come to patch you up.

could not find jobs as they did not have the correct qualifications, these qualifications were often expensive through private means. Now, Star Civ provides the teaching service for free. Anyone who wishes to learn, may. Many have (and will) argue that the Imperium wants to control what people think and the best way to do this is to control the education of children. This is purely conjecture and there are no indications that the lessons taught have changed in content.

Star Civ also controls medical facilities on each colony, making sure that there are adequate hospital as well as rapid response facilities. Star Civ has improved the situation on most systems, although the number of medics available for hire is slim.

STAR ENFORCERS

Originally, it was the intention that Star Fleet were to police space and colonies would look after their own affairs. However, with the advent of Gaia, it was noticed that a lot of crimes were going unsolved when the culprit would leave the system and disappear. The Star Enforcers replaced a corrupt and under-resourced interstellar police force (called the FEDS). Utilising their own fleet and a wealth of resources they are able to keep excellent law and order on colonies and in space around them. The Star Enforcers are split into four 'Divisions'. Star deals with the space craft and defends against pirates. Investigation deals with matters of interstellar importance (particularly dangerous criminals). Colonial is by far the largest of the divisions and includes all the police on colonies keeping law and order. The last division is Justice system and deals with imprisonment and execution (depending on local law).

CORPORATIONS

Many years ago, corporations were able to control the economic standing of a colony. This lead to corruption and power mongering. The majority intersector corporations of today are much more co-operative, working with colonies to produce a better economic environment. The number of fully intersector corporations is small but significant, enough to allow the flow of money and resources between sectors. Corporations are much like in any other time, they expand and attempt to make life hard for the competition while producing goods for systems and individuals. However, unlike any other time, there are very few illegal operations in the intersector corporations of 92029 as there is so very much to loose.
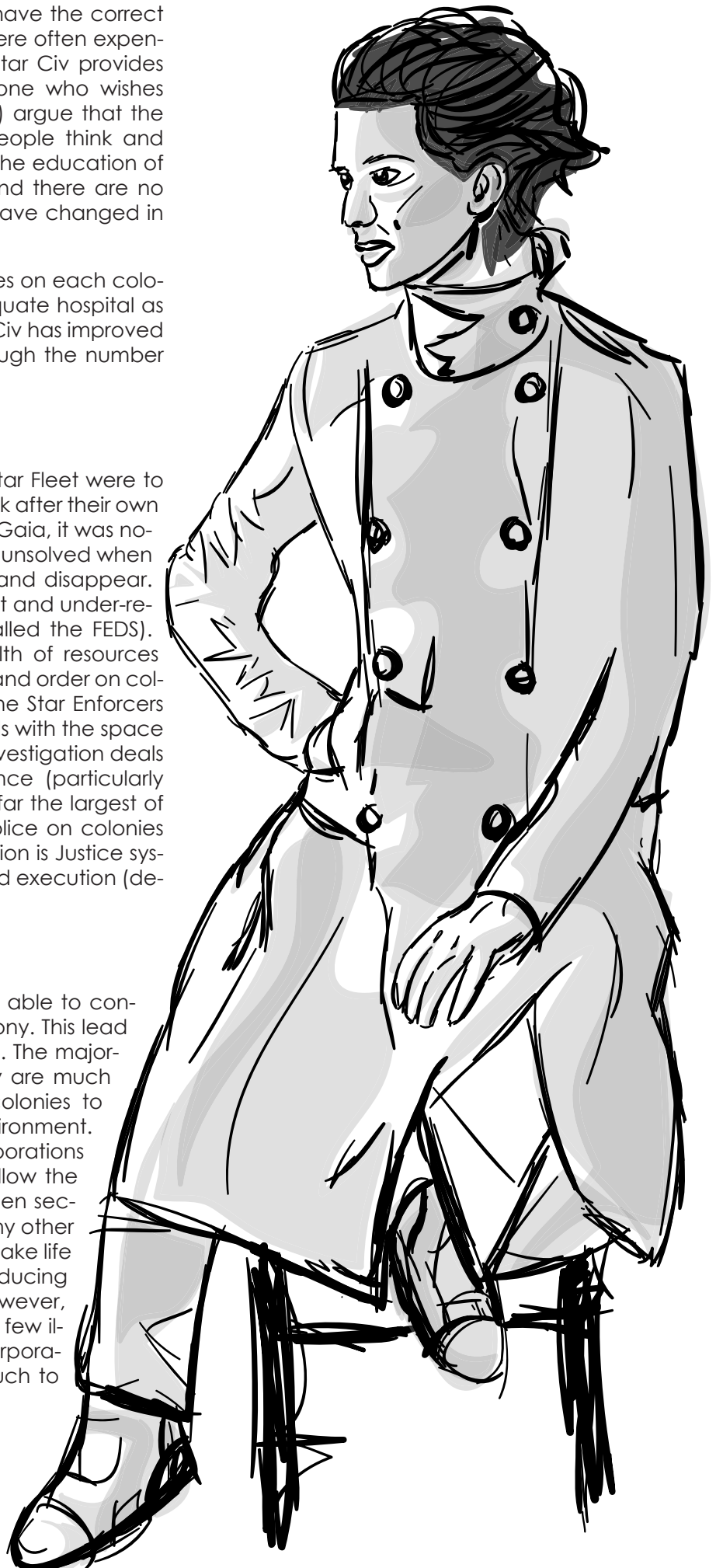
IMPERIAL LORDS AND LADIES

The Imperial Lords and Ladies (Imperial Peers) oversee and rule Dorian and Remmar. By their very nature, they do not intervene unless called for, they are the emissaries of the Imperium and should be silent in their work. However silent they are, the Imperial Peers are figureheads of the systems they oversee. The general public see their Peer as the ultimate problem solver as the Peer is normally required to solve large, system wide problems such as food or air shortages.

Funding is given to the Lords and Ladies by the Imperium to award to systems that have either shown promise or have fallen on hard times. The criteria for awards is largely left in the realm of the Peers. Other funding is often redirected into teams of trouble-shooters and investigators under the constant pay of the Peer. These groups attempt to solve problems in a quiet and ground level way rather than using the large scale economic powers of the Peers.

Each Peer also has a Trade Navy. These space craft are owned and operated by the Peer. Trade routes which would not be viable for a normal trader will be given to the Trade Navy (as they do not need to pay taxes to the Peer). Trade Navies are resented by the general trading public but they are understood as a

IMPERIAL PEER POWERS

Apply Imperial Funding

Each Imperial Peer is given a budget from the Imperium to spend on worthy causes or pet colonies.

Impose Trade Routes

This forces corporations on a colony to trade a certain number of units each month to another colony at a budget price.

Call Council Elections

If the Lord or Lady believes that the colony's council are not administering correctly, they can call for a re-election.

Stop any Corporation from doing business in their territory

A rarely used policy that allows an extra level of protection from powerful corporations. This power was often used in the past, when the corporations hindered the colony.

corporations can't afford to be evil

necessary evil.

Most clusters and systems tend to stay under the control of the same Peer. However, the Peers can swap systems between them (as long as the general public vote in favour). Another method for changing systems is when the council of the system vote against the Peer with the support of the public and the industries on planet. This is more common but frowned upon by the Imperial Civil Council. Normally, the colony will only vote against the Peer if there has been a serious miscarriage of justice.

The Sectors

The reason for sectioning volumes of space is long since been forgotten. Now the boundaries serve as a way to section space for control and to show the vast differences between the economic and technological make up of the clusters inside them.

There are three sectors under human control, Sayshell, Dorian and Remmar. Sayshell is the home of Star Fleet and is prosperous and very high tech. Dorian holds the reigns of production and is mostly industrial and trade orientated. Remmar, newly retaken from the Droids is the sector of expansion and new opportunities. Sectors can be further broken down into clusters.

A cluster is a group of stars that are spacially close to each other. Clusters tend to have similar economies and share trade as the distances for the transportation of goods is quite small. Separating the sectors from the Fringe and Droid space is a Light Jump Net. This net will stop any craft light jumping through it in either direction. If a craft light jumps though this 1 light year thick barrier, it will be pulled out of its jump and Star Fleet are automatically notified.

not.

The Fringe: The area outside the Lightjump net is the top and bottom edges of the image. The exception to this is the white line, which shows the lightjump net. Outside this is the Lone Systems or Fringe.

SAYSHELL

First populated in the 11th millennia, Sayshell began as a centre of learning and commerce. It remained like this until Star Fleet moved its operation there during the Aran War, being the only really Imperium safe sector in the Morpheus Arm. Since then, The Star Fleet protected and looked after Sayshell more so than any other sector. When the war against the Droids looked like all was lost, the Fleet retreated to Sayshell and with the aid of Star Sci kept the Droids out. Sayshell's economy revolves around technology and learning with food production coming a close second. Comparatively little is actually manufactured in Sayshell, although most inventions originate there. Sayshell does not have any Imperial Lords in control, it administers its colonial councils through Colonial Command. Sayshell is by far the richest and most technological system in the human space, by living there you are assured a job, even if it is in Star Fleet.

so many places to go
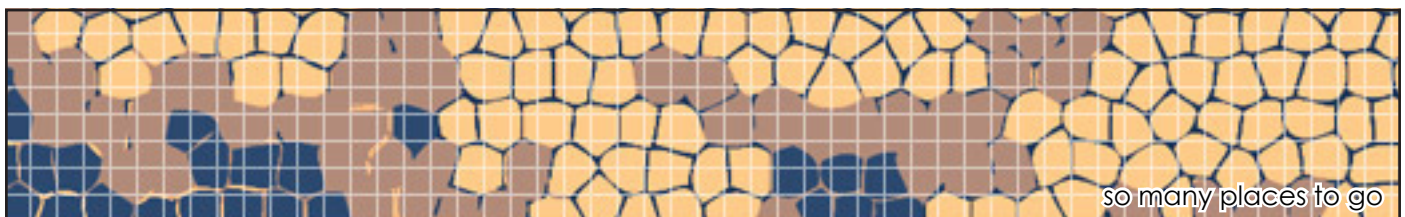
THE ANATOMY OF A SECTOR

Most sectors look quite different in their make up but all have some similarities between them. Sayshell is shown as an example (right). The maps are a snapshot taken from the top, all the clusters are compressed flat. As the spiral arm is elliptical in cross-section, the distance to the lone systems to the top and bottom of the arm is the same as it is to the edge. This is a simplification but seems to work well for most calculations.
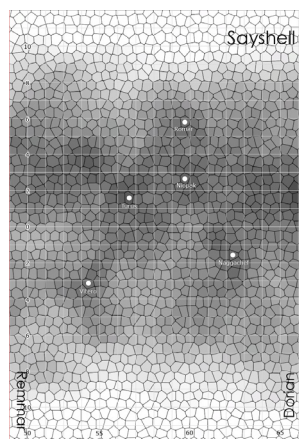
The main features of a sector are:

The Central Arm: The central arm is the name given to the bright section running down the centre of the sector.

Clusters: A dark line between each of the sections are the markings defining clusters. Those clusters that are bright have many stars, the darker ones do

Sayshell

Romar

Niopak

Turus

Naggachef

Vitero

Remmar

Dorian

DORIAN

The War Of Dorian was the closing chapter of the Droid War, where Star Fleet had a limited presence (only due to its proximity to Sayshell) but the colonists who had retreated and fought their way out of every system up until then were not going to let Dorian and all its resources to fall to the Droids. Although the space was invaded, it was never entirely occupied, the human inhabitants giving a hard resistance. The Imperium soon took the sector back as the many systems yielded much needed resources that were not available in enough quantity in Sayshell. Dorian grew once more as the production centre of the galaxy once the Droids were expelled.

Now Dorian produces the most raw materials and technological goods of the three sectors and continues to grow economically. Although many of the systems have been neglected in their upgrade over the years and many of the hulks that traverse the long black trade routes are old and obsolete, the sector works well. They fix things only when they become broken, to do before is waste unless a significant improvement in performance is gained. Dorian is controlled by a selection of Imperial Lords who act as overseers to elections, economic relations and trade

dead suns are hot too
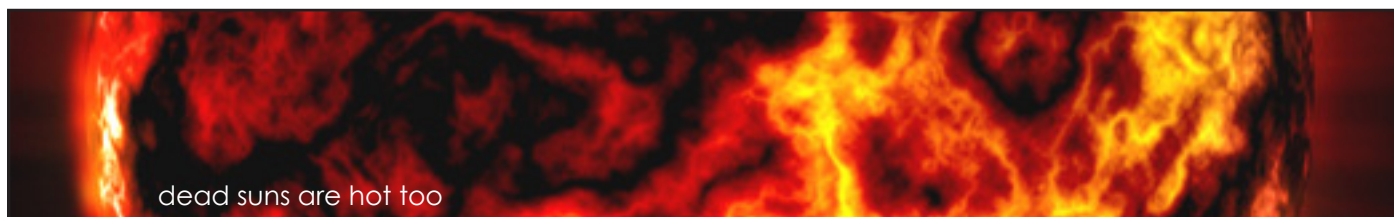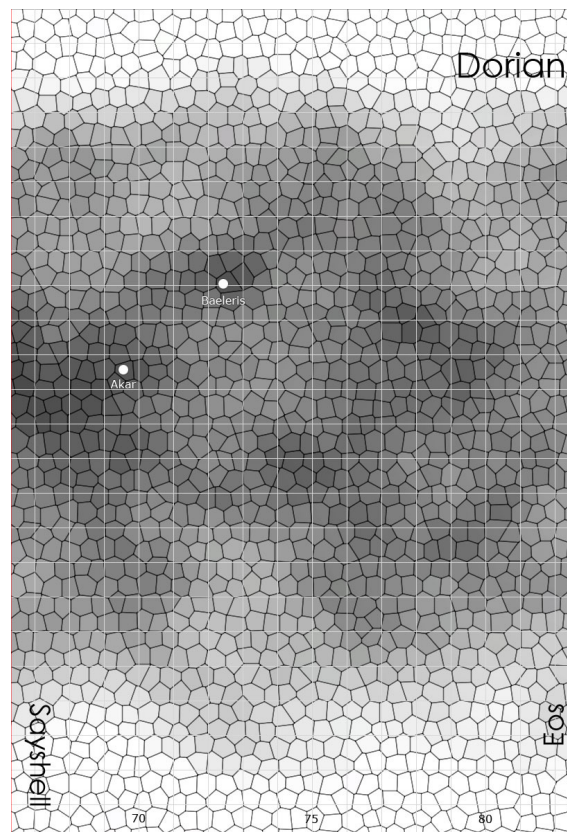
inducers.

REMMAR

Open now for only two years, Remmar is a fledgling sector with one very important resource; food. As the human race grew in the other two sectors, it was soon clear that it would be impossible to feed everyone with the food available. More effort was put into opening Remmar and when it was finally opened for the general public to colonise, a quarter of the human population flocked there to start up crofts (small, self sufficient farms). Remmar's function is to produce food and allow private enterprise to flourish. Unfortunately, there is not yet enough resources coming out of Remmar to make Imperial Lords overseeing all the systems worthwhile. To combat this problem, the Imperium have decreed that not all systems begin as Imperium systems and they must proved themselves before becoming 'Sanctioned'.
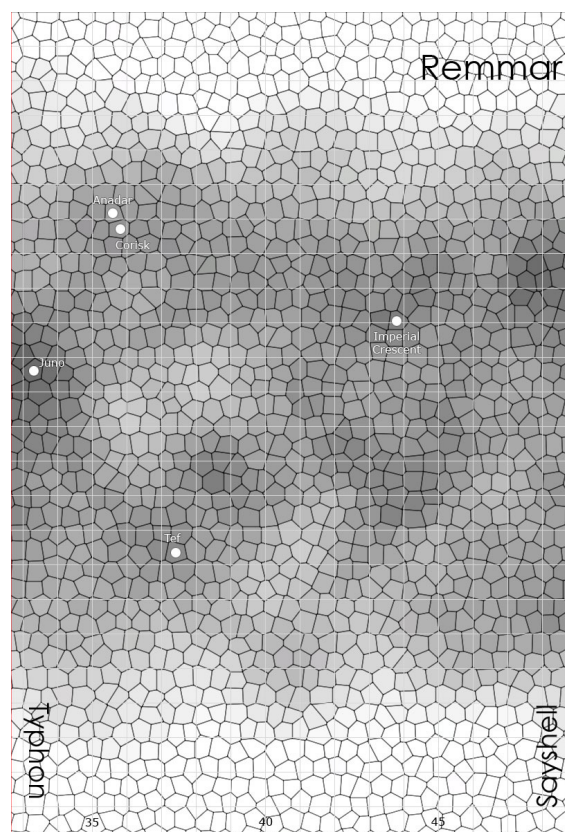
Anadar

Corisk

Imperial
Crescent

Juno

Tef

Typhon

Sayshell

35

40

45

Clusters

A whole sector is a large area to administer without further sectioning. A cluster is a group of star arranged in geographical proximity (they are near each other) and as a result of this share trade and economies. A cluster can be any number of systems from 2 to 20. Below is a list of clusters which are important to note. Detailed descriptions for the Clusters of Anadar and Corisk are included in the Scavenger Setting document (download from the website).

THE IMPERIAL CRESCENT

Deep within the heart of Remmar, the Imperial Crescent is a cluster which resembles a crescent if viewed directly from above the galactic axis. The Imperial Crescent was built extremely quickly and is the home of the Emperor, Star Scientifica and The Star Enforcers. The technology of the Imperial Crescent is second only to Arcturus (Star Fleet's home) but is also the centre of art and humanitarian issues as well. Many of the Interstellar corporations moved their operation to The Crescent purely for the prestige of being in the same cluster as the Emperor. Trade, as you would expect, is blisteringly high around the cluster. The cluster also has a industrial edge, it is responsi-

ble for the production a huge amount of food which serves less fortunate clusters around it. The Imperial Crescent is a shining example for the rest of the human race.

THE TURUS CLUSTER

Since the The Star Fleet was first created as Stella Fleet in 5800, the Turus cluster (1 on the Sayshell Guide) has been its home. Boasting the largest colonies and Star Bases, the Turus cluster is quite the centre of technology and learning. The Turus cluster produces food and starcraft, as well as training for the Star Fleet. Its excellent position leaves it open to trade from the other sectors and is by far the most advanced cluster in the galaxy.

ROMAR CLUSTER

Populated by Romar Smith in 6002, the founder only remained on the system (Romar Grand) for a space of five years in which he managed to set up a self sufficient economy. He soon realised that the remaining systems around Romar Grand were ripe for the picking, he squeezed Romar Grand for the resources for setting up more colonies around it. Bored of colonisation, Romar began setting up trade links with the

colonies. When Romar was 56, he had managed to populate 10 planets and was training his two sons (Andrew and Simon) all that he had learnt. The Romar Cluster is now the most powerful economic cluster in the Galaxy, situated far from any recurring anomalies to one edge of Sayshell.

Romar's strength is in its excellent adaption to changing needs. Since the reopening of Remmar, its grip on the food market has waned, so the output of Romar has become more technological and houses some of the most extensive Star Docks in the Galaxy. Romar can be called a 'Nomadic Cluster' as most of the cluster's inhabitants are traders who do not tend to spend too long in one place.

NIOPAK CLUSTER

'Niopak Primus Retaris' was first landed upon by James "Niopak" Trenchard in 6156, life was very hard there. The colonists that had come out here were more idealists and dreamers than realists. Artisans, writers, poets and drifters soon settled the many I class planets surrounding Primus. Unfortunately, they were not well suited to the hard work required in setting up manual farms and building a colony. However, a few harsh winters later and the colonies began to build well.

When the Romar Cluster began links in 6211, the colonies in Niopak strengthened, without losing the artisan core that permeated all the systems.

Today, Niopak is a very wealthy cluster, known for its fashion and for creating new trends and often being the centre of attention in Sayshell. Although there is quite a frivolous side to the Niopak cluster, there is a basis of hard fashion industry to support it all. Any item of day to day living is made fashionable, from Gaiajacks to sports cars. Pointless technology, gadgets and trivial additions to people lives are also produced in large quantities. Noted as being perhaps one of the most high tech clusters in the Galaxy!

NAGGACHEF CLUSTER

This cluster exists within the Nagga and Chef nebulae, two massive clouds of gas which exist 5 Astronomical Units apart, swallowing most of the cluster. The sparseness of the nebulae (compared to other nebulae of similar size) attribute to the fact that the colonies on these planets are populated. When Peter Nagga settled the first colony with his wife-to-be Sarah Chef in the latter part of 5998, the colonists who had taken the gamble were quite cut off from the rest of humanity. Most traders would not venture into the Nagga

or Chef nebulae for fear of collision. Once the nebulae were correctly charted, the system became very popular indeed.

Naggachef contains many systems within its nebulae, most of these systems have many I class planets (some Terraformed) and great, untapped natural resources. The cluster has two major systems Prem-Nagga, a huge I class planet with a massive farming industry and Prem-chef, a medium I class planet with a huge tourist and pleasure industry. Those on any system within Naggechef are delighted by the 'Nebularis' or 'sky lights', the patterns in space made by the two swirling nebulae. Never do any of the systems have complete darkness, there is always a glow of red, green or blue.

Naggachef is the main food producing cluster in Sayshell, turning out enough food to feed a third of the population of Sayshell. Subsidiary industries include production and tourism.

Vitero Cluster

The 'Blue World' colony was founded in 6322, the cluster taking its name from the founder Simon Vitero. The ideals that the colony founded itself on were based within practicality. In the early years of colonisation,

so keen were we to leave earth, we forgot where it was.

Vitero and his colleagues did well by saving time and effort for that which was absolutely necessary. The technological and agricultural output of the Blue World colony and the colonies that followed were excellent while the sociological advancements were minimal in the extreme.

Today, the Cluster still thrives on its principles of function rather than form. It is no surprise that the Mex building was designed here along with the laser-bladed harvester. Vitero also holds the headquarters of the Endotech shipwrights, along with a massive space craft manufacture trade. The colonies suffer from being quite uninteresting for the populous, unlike many clusters, many have holidays outside of this cluster for entertainment.

Baleris Cluster

Situated on the border between Sayshell and Dorian, the Baleris Cluster cluster location has been disputed since the original pioneers landed on Zeff Orb in 6295. The colony was soon absorbed into the Akarak culture but took a slightly different spin on their ideals. Baleris was a cultural centre for Akaraks, allowing the Akarak people to have more freedom from the constraints of the elder's wishes. Times soon changed and the

colonies in Baleris moved away from the Akarak way of thinking, it has kept its cultural significance and its leading system Acerine Prime is a good example of a system with all the good aspects of Akarakian ideas.

Akar Cluster

The Akar Cluster was first settled in 4002 by Jebediah Akarak. Jebediah believed that to lead a long and healthy life both Mind and Body must be expanded and pursued. The first colonies starved as the colonies split their time evenly between encouraging their mind state and doing duties on the farms. This lead to many harsh winters where hundreds died through starvation. The food that was created barely fed the populace, so little trade was done. The cluster was quickly populated by people of the Akarak nation (many took surnames with 'AK' to show their affiliation) and slowly the wealth and power of these seemingly odd-ball people began to grow. This growth was massively aided by the Akarak Aid Fleet whose job it was to stop colonies from dying out.

Now the cluster is a thriving trade source as well as cultural centre. The strict Akarakian discipline lends itself well to trade as outside traders fell that the deal that they were getting will always be honest and fair.

The details of the Akarak nation are given later in the section 'Akarak Nation'.

Tef Cluster

Settled in 4142 by Norman Teffralliage (Tef), the Tef cluster is by far the most disreputable cluster in Imperial space. Within the Tef systems there are two sets of laws. The first set is Imperial Law, by which any respectable person goes by. 'Fralliage' law is the laws more often used, which works using ideas about 'You can do anything as long as no one sees you' as laws. Corruption, theft, political overthrow are common place in Tef. However, people still enjoy living there because it is out from under the thumb of the Imperium while still remaining inside the Light Jump net. Tef also includes a very high percentage of I class planets (about 40%!), Although most of the climates are very harsh on those living there, they do still count as I class.

Colonies

A colony is the name given to a dwelling on the surface of a planet. A colony is a city or an area of land where there are many different

villages. Colonies are classified depending on the type of planet upon which they stand. The phrase colony means all the cities and dwellings on the planet surface, not just the main city. Colonies are classified thus:

Prosurface

Any colony on a planet where the air is non-toxic to humans is a Prosurface colony. Only about 28% of colonies are Prosurface colonies. Earth in the 21st Century was a Prosurface colony.

Subsurface

Any colony where the atmosphere is not breathable is called a Subsurface colony. These colonies are normally huge caverns buried deep within the surface of the crust, sealed to the harmful atmosphere. Within these caverns are cities, much the same as on Prosurface planets. Access to the colony is through many huge circular tunnels called 'vents'.

Colony Buildings

After the many wars that have raged across the galaxy, the human race were left with nowhere to live. Therefore, prefabricated buildings needed to be made quickly and distributed around the galaxy to make homes. There are two main types of building, Mex Cities and Crofts. Mex cities are huge lattice structures with tall, straight buildings connected together with structural walkways, providing excellent strength. Crofts are smaller buildings, made to house farms and holiday homes. Mex cities are by far the most popular builds as they are cheap and the levels are standard in shape. This allows the same building to have many different uses.

Croft Buildings

A typical croft building is a circular hut which has a domed roof. On the ground floor of this hut is where all the utility equipment is kept, including generators and for larger croft buildings, any vehicles. The upper floor is the living space. The more people that live in the croft, the larger the diameter of the building is to be. Due to the domed design, every living space has a sky view and all rooms are on the edge of the building.
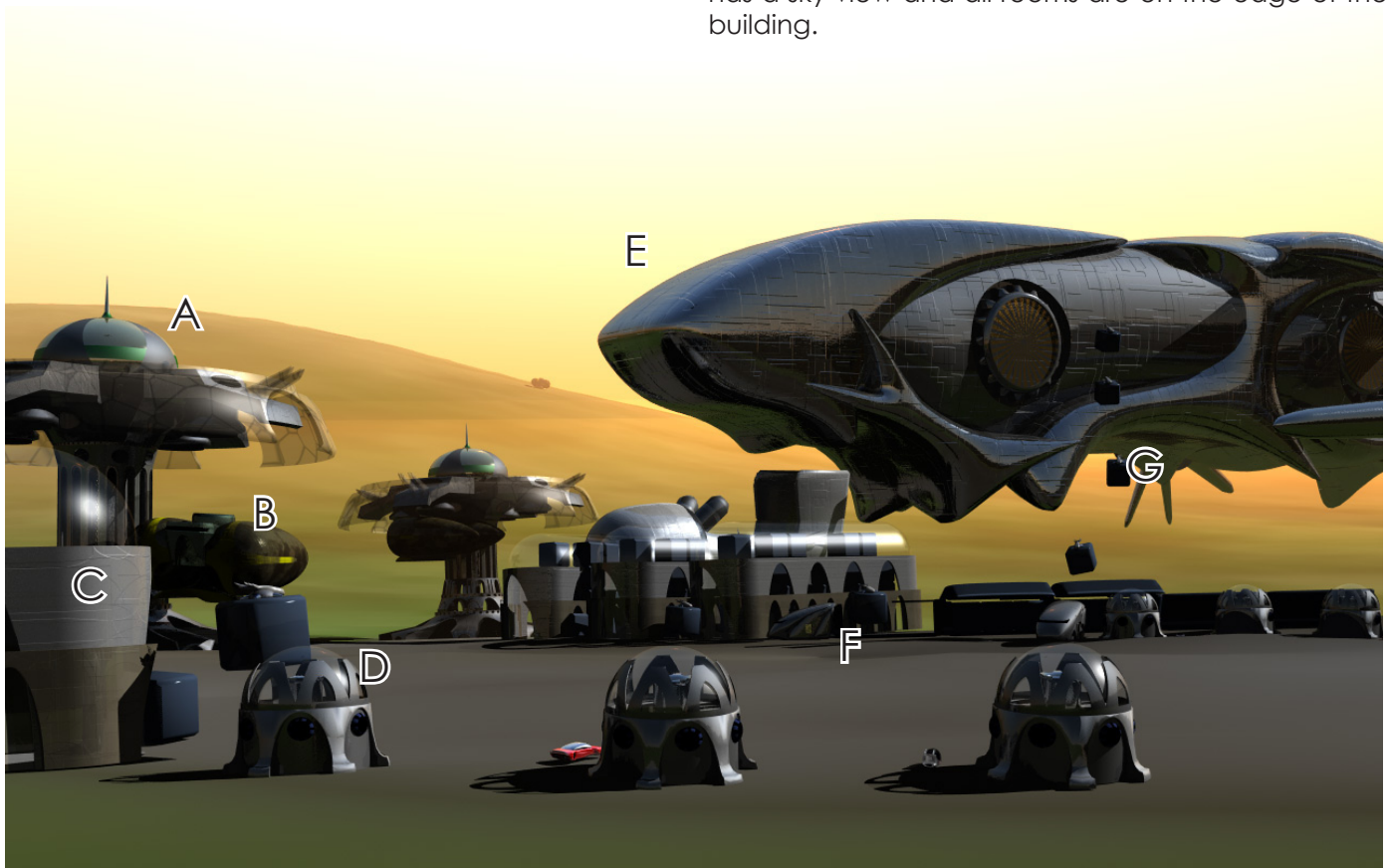
A Typical Croft Scene

A: A Croft mushroom, harvesters (**B**) dock onto the ports on the mushroom to deliver their grain to a silo stored underground. **C**: Storage for grain processed into biomatter, inside are a large number of 10 metre cube space crates to hold the grain. **D**: A croft building, where people live, sleep and use Gaia. **E**: A Cyclone space craft freighter hovers near the main storeage buildings to receive cargo. **F**: A surface-bound hauler is used to carry cargo to the nearest starport. **G**: Automated hoppers move the crates between store, space craft and hauler.

A typical croft has a diameter of 15 metres, large ones can go up to 50 metres. There are many different designs on offer, with many different interiors of all qualities. A simple Croft (including installation fees) costs 10K. Permission needs to be granted by the council (which it normally is) before one is installed.

Mex Cities

Found in subsurface and prosurface colonies, a Mex city is made from many levels stacked on top of each other. Each level has a particular template so that varying levels can be stacked easily. Each building stands alone, connected to other buildings by walkways which people walk through. Lifts run up and down the corners of the building, each powered by Grav.

Although this pre-fab system of building is normally followed, each system does have its own special character which can be seen in the colours and layout of the buildings. Mex buildings on very different systems sometimes look very similar in shape. Mex buildings tend to be very tall and thin, a normal size for a building would be approximately 1200m high!

In Mex cities, there are many ways of travelling. Inside buildings, people travel by foot, to move up and down the buildings are extremely fast lifts that can traverse 100s of floors in seconds. Free transport is provided in all Mex cities by the Free Mass-Transportation System (FEMTS) which are huge bullet-shaped Grav vehicles that run methodical routes around the cities. Personal transport is provided by Grav Cars and Grav bikes which are flying vehicles that fly down the gaps between the buildings.

Living in a Mex city is a very strange experience as people tend to work near where they live, even in the same or neighbouring building. Nearly all humans live in a Mex city in one form or another as Mex cities can be built on both Prosurface and Subsurface colonies. Mex buildings can be repaired and constructed very easily, they can also be added to by lifting off the top level and add more levels in underneath.

Mex in General

From a distance, a Mex city tends to look out of place within the landscape. This is because of the large square lattice work of the buildings. The edges of the city tend to be square and the can be built in any place (shown below in a valley). This is due to their sturdy structure and the fact that all vehicles fly in and out of the city, there are no need for roads, as such.

The ethos of the Mex city has lead to some standardisation in the layout. These standards are called The Imperial Polisat and they provide a perfect model for city designers to follow:
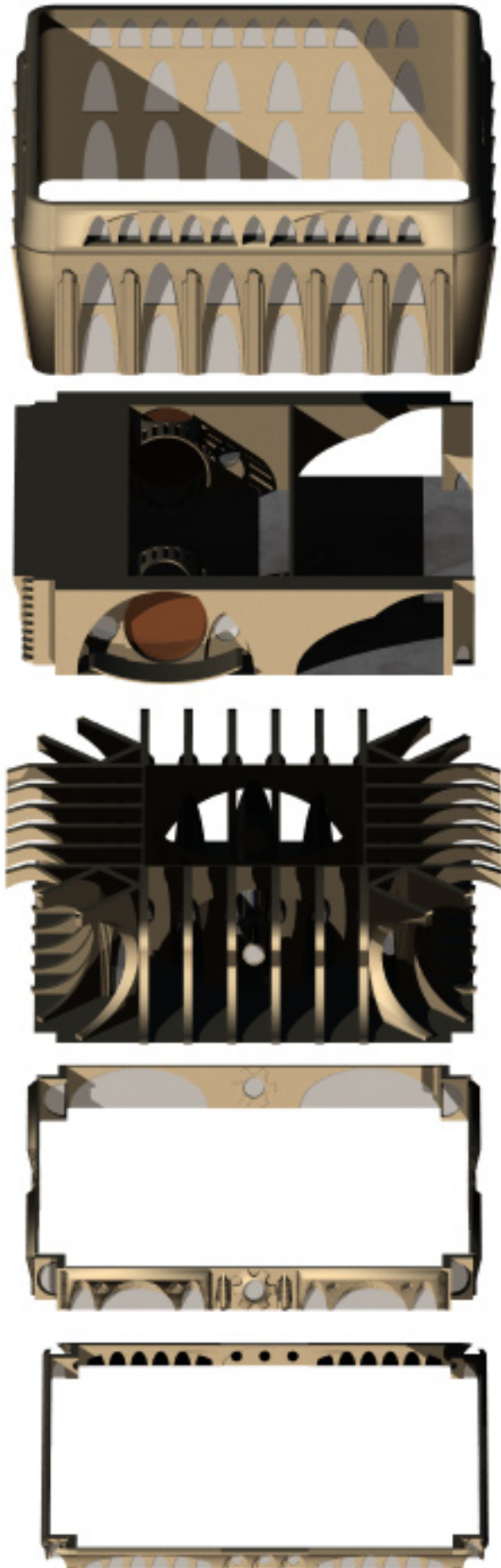
Generic levels of a Mex building can be combined to perform a function. Each level has a purpose.

Typical Mex Plan

1. Town Centre

Pivotal to the running of the colony, the Town Centre is the home of all the main colony offices and comprises of several Mex buildings. The main office is the Council Office where the councillors and their advisors organise new colony policy and sort out problems on planet. Star Enforcer Colonial Building or SEC Building is where the Enforcers (Police) on planet reside, often, the SECs have two or more buildings depending on state of the system. Also with a foothold on planet are the Star Civilisation who have their headquarters here too. However, Star Civ often have many offices all over the colony. The Town Centre is nearly always the largest buildings in the colony.

2. Home Gateway

The Home Gateway or Home Gate is the star craft docking facility that is used by smaller, private craft and the large passenger carrying Star Buses. Smaller berths with more commercial aspects (such as hotels, souvenir shops) are clusters around this edge. Traditionally, the Home Gate is normally a very well kept part of the Mex City as it is normally the first place that the visitors to the city will ever see. The Home Gateway has the feel of an old-fashioned 'airport', with people waiting to travel or moving away from the Gate area as quickly as possible. Local populace normally leave the inflated prices of the Home Gate for the tourists and live elsewhere. The Home Gate is often locally called something else, named after a founder or famous spacefarer.

3. Freight Gateway

This is the star craft docking facility for larger, freight vehicles. These star craft tend to be huge hulks that carry a mass of ceramic-metal space crates. Each of these freighters have only 100 crew but have many hundreds of automated 'Hoppers' which are flying robots that are designed to carry space crates on and off the freighter. The Freight Gateway has few bars and cheaper hotels (as crews tend to sleep on ship).

4. Hauler Port

Also situated on the edge of a city, the Hauler port the way in which a city transports good around on the planet surface. A hauler is a large vehicle which accelerates very slowly but can travel very fast indeed. This makes it perfect for long distances. Although mostly automated, the Haulers are normally piloted due to the mistrust of automated systems. Hauler ports tend to be poorer areas of the city as most of the Hauler pilots spend little time in the city, it is not looked after very well. The Hauler Port is also likely to contain many storage levels as it is not a desirable place to live.

A Mex city is a series of buildings connected together with walkways. Grav vehicles fly between these buildings and high-speed lifts travel up and down the edges. Many Mex buildings look similar from the outside but the layout of the internals varies depending on the use of the building. Each Mex building can be up to 4 km high but they all have the same 'footprint' of 100m square. The height of the building depends on its use and the amount of money the owner wishes to spend. A Mex building is never really 'finished' as such, more levels can always be added onto the top of the building after people have started living there. Thus, a city can grow and change vertically. Quite often, the lower levels of the building are owned by the poor (where little light penetrates) and the upper reaches are owned by the rich. This is not the result of some social engineering but the preference of people who live within these cities.
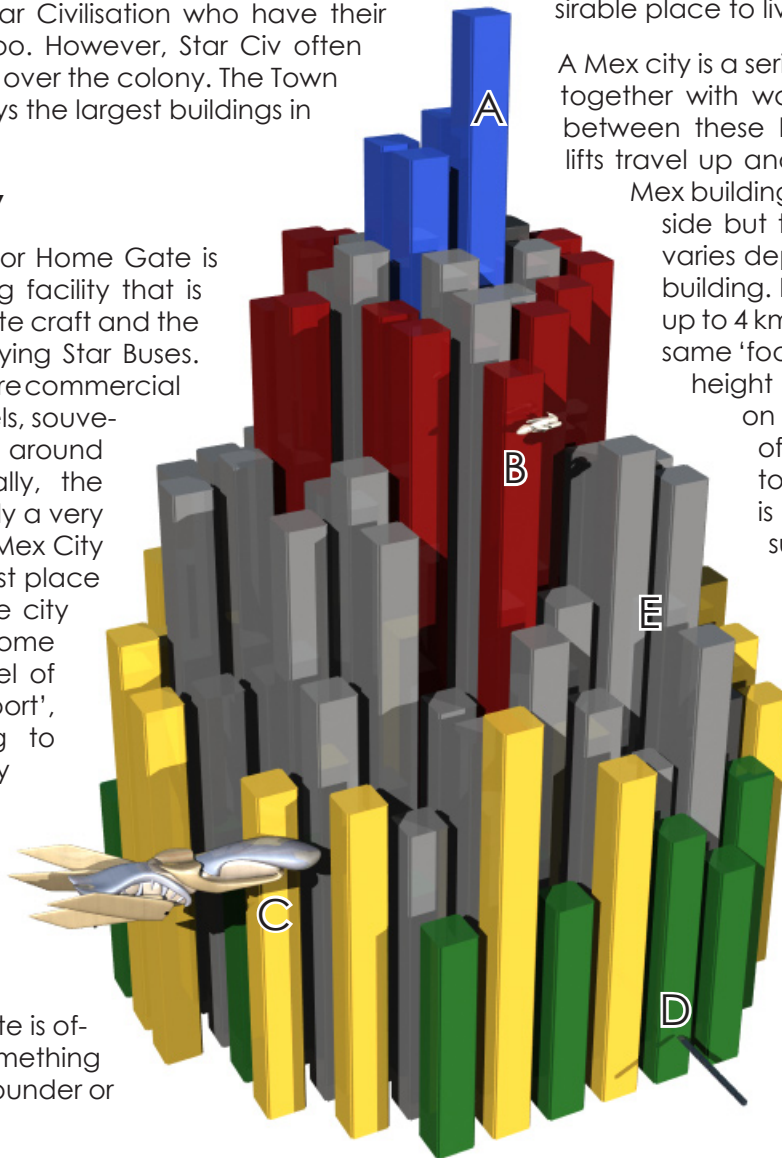
Classifying Mex Buildings

A Mex building can be classified by its use. There are 5 main types:

A. **Habitation.** A building where people live. These buildings include bars, restaurants, shops, living spaces, parking areas and parks.

B. **Commercial.** A commercial building is where companies prefer to operate. These buildings also include the usual restaurants and parking areas.

C. **Industrial.** An industrial building is one that has manufacture going on inside it. Manufacture normally involves either large-scale automated manufacture or small scale specialist work.

D. **Organic.** A park-like building. These buildings are expensive and are normally found only on richer systems.

E. **ConT.** A self-contained building which has all of the above aspects.

In a Mex City

With many of these Mex buildings joined together, you get a City. The picture (next page) shows a view from within a Mex city. The pciture is looking down the middle of the city. To people who have lived on Crofts their whole lives, the Mex City will feel overcrowed and busy. These spaces between the buildings are packed with traffic (only a small amount shown for illustration purposes). Due to the regularity of Mex levels, it is very easy to navigate around a Mex city.

A. Lift

Lifts travel up and down the corners of all buildings. Some buildings have lifts on the inside as well but the majority of people use the corner lifts. The lifts run on Grav and are not directly to connected to the building, so there are many (often as many as 200) lifts in one building corner. They are best thought of as independent Grav Vehicles that mainly travel vertically. Lifts travel at great speeds and one can travel at up to 20ms (4 floors a second or 12 floors a game turn). Due to the lifts having a gravity field generator, the effects of the huge acceleration are not noticed by the people using the lift.

B. Walkway

Walkway are structural, covered paths that join Mex buildings together into a strong lattice. Toward the centre of a Mex city, walkways are common and become more rare toward the edge. Traffic passes above and below these walkways and they sometimes travel at angles between the buildings. In any case, the gravity of the Walkway is always perpendicular to its floor.

C. Traffic

For those who can afford their own personal transport, there are flying cars called Grav Cars are used to move people around. As the volume of traffic in central areas of a city can be extremely heavy, people often choose to walk instead of driving.

Grav Cars fly through the city in lanes as shown in the picture above. The lanes pass between the walkways with each flow of traffic at 90 degrees to the one above and below it. The picture shows two lanes of traffic in each flow of traffic at 90 degrees to the one below. An example Grav Car is shown below.

D. Free Mass Transportation System

The Free Mass Transportation System or FEMTS is available in all major Imperial systems. The FEMTS consists of a number of FEMTS cars (see below). Unlike most old-world free transportation systems, the FEMTS is normally the pride of the city, clean, reliable and always on time. A typical FEMTS car is unmanned, only the passengers travel on it. The car is controlled by an AI which senses other traffic in Gaia and then makes decisions on the best route to meet its stops. The FEMTS is widely used by many, as a safe alternative to owning one's own car.

E. The Nearground

If Mex cities had slums, this is where they would be. The Nearground is the place where those not content with normal society go to live. Very little light filters down to the ground level and most of the buildings are used for storage. In most cities, there are pockets of activity, where the Nearground is alive with bohemian clubs and bars.

Mex Levels

The benefit of having levels of a regular size is that they can be constructed separately and then built together as one on site. The footprint of each level is very similar (to allow it to fit onto the level below and the structural pillars that run on the edges of the floor.

Mex Internal Structure

The internal structure of a typical Mex Floor is shown below.
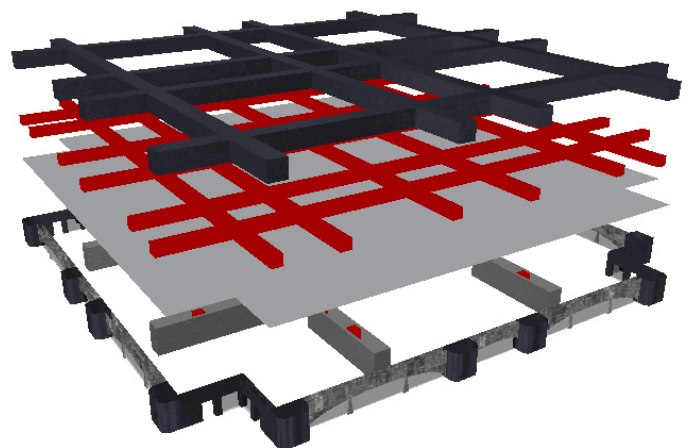
The Structure of a Mex Level

Above the floor is a ceiling and then in turn a Mesh. The Mesh also runs down in the main supporting walls of the floor. The Mesh caries air to all parts in the building and has inbuilt air filtering and purification. Also, down the edge of the Mesh is the main building-wide power web supplies that carries power to all the large devices in the building. Above the Mesh (and inter-

In A Mex City
Example

A

B

C

D

E
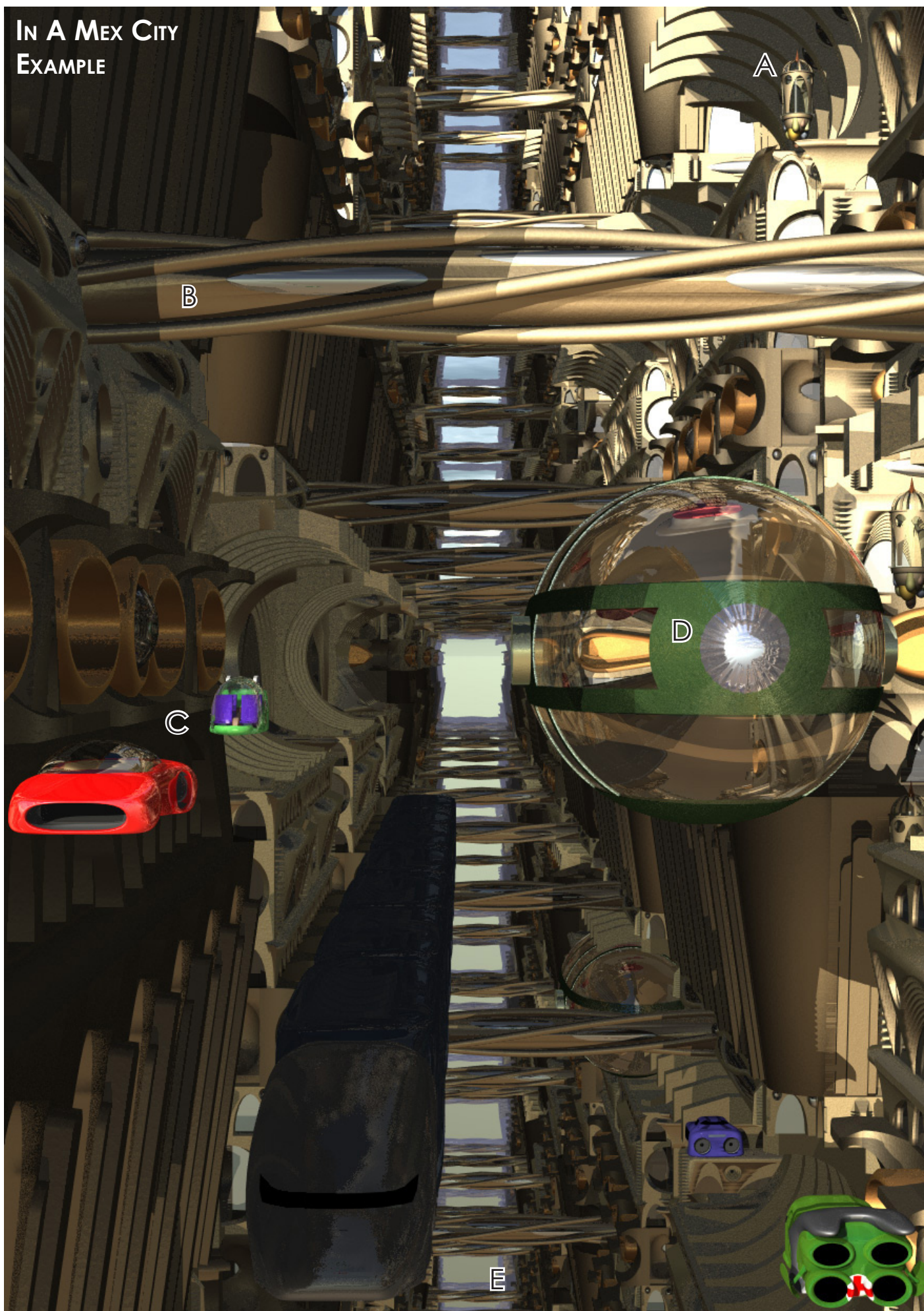
twined with it) is a structural layer, made from hardened Titanium Sinite Core. This structural layer supports the floor above.

T i m e

When the first spacefarers left earth, they abandoned the 24 hour clock in favour of a 40 hour day. As ships always needed to have a crew awake and active, a ship system was developed that was soon adopted as the normal for the whole galaxy. The days is split into four 10 hour cycles. Each cycle serves a different purpose. Between each cycle is a meal.

Sleep Cycle

During the cycle, a person get their rest. A human of 92030 only requires 9 hours sleep in 40 to function properly. The other hour is spent waking up and having the first meal called 'Breakfast'.

Work Cycle One

This is the first ten hours of work. Often a person will take two jobs, each with a 10 hour duration. After this cycle is a meal called 'Lunch'.
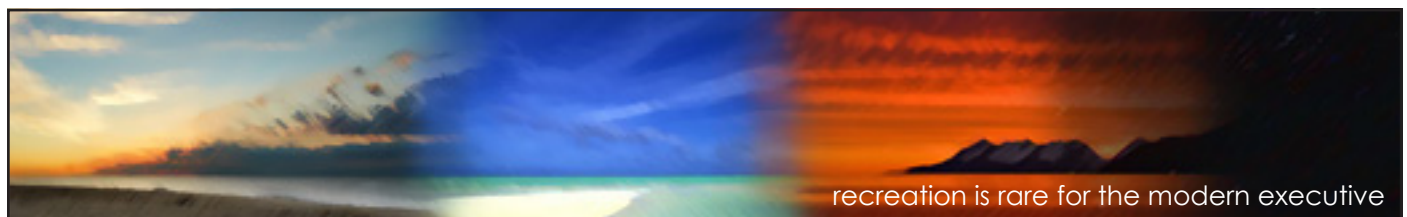
recreation is rare for the modern executive

Work Cycle Two

The second work cycle is normally a more relaxed affair as motivation begins to wane. After this cycle is the meal called 'Dinner'.

Recreation Cycle

The recreation cycle is when a person can pursue whatever activities they are interested in. Most people have a hobby of some such. Before sleeping once more, a person normally partakes in a nutrient drink called a 'Cap'.

As everyone is living in a synchronised 40 hour lifestyle, businesses stay open for all 40 hours. People tend to share jobs, one job between two. The passing of day and night has no effect on the cycles of a person, phrases such as 'morning' and 'afternoon' are normally used to express the position of the sun in the sky.

ORGANISATION OF YEARS AND DATES

Following the standardisation of time, dates and years followed suit. The organisation is as follows:

   Minute: 60 seconds.

Hour: 60 minutes.

Cycle: 10 hours.

Day: 4 cycles.

Week: 10 days.

Month: 4 weeks.

Year: 10 months.

The month names are the same as the Greogorian calendar, except November and December are omitted. Days are not named as anything but their number.

PUBLIC HOLIDAYS

Although business runs 40x40, regardless of day and night, there are still public holidays. Days during the week are not taken off and there is no 'weekend'. The public holidays tend to mark events either Galatically (Emperess' Birthday) or locally (Cluster or System Founding day). Public holidays depend very much on the system. Those systems without much local history tend to have fewer, as do heavily industrial systems. Artistic colonies and those systems with a long history tend to have more public holidays.

The Star Industries do not partake in public holidays as the employees are always on duty. In some cases, they take part but only in an official capacity. The only exception to this rule is the Empress' Birthday when most Star Industries throw a party. Only those on active duty do not.

DAY AND NIGHT

The connection with time and night and day is no longer important. Very few planets have 40 hour day and the human race has got used to sleeping at the end of the 30 hours, rather than when it gets dark. This is especially important on planets where there isn't much night due to the light from large moons or on Orbitals, where day and night are simulated by glowing lights.

Orbitals

With the advent of powerful interstellar jump engines, it became obvious that spacecraft could be made very large indeed. However, the amount of energy required to get these huge craft from orbit to surface and back was prohibitive on the size of the craft. One solution to this was to have a place in orbit where a craft could deposit some of its cargo for shuttling down to the surface. This is the initial reason for having an Orbital but they soon become integral to the economy of the system and not just for the trade they offer.

More than just trade platforms or orbiting store rooms, an Orbital is often the gateway to the rest of the galaxy. They are used for many different tasks such as acting as a base of operations for a mining company, a dock for space craft repairs and the home for many people who dislike living on planet. The use of an orbital often changes focus through its life, normally beginning as a trade or base of mining operation and then growing with the population to become a more pleasant habitation or supporting large trade ships.

Orbital Types

Each orbital is different from the others, however they do roughly split into types: classified by their shape more than their use. A Circ Orbital is mushroom shaped (see right), with a large long spine and then a living area. They range in size from 40 to 120km in diameter and 50 to 100km high. The second type is an Orb which is a huge structure where an artificial world is created on the inside of a ball. The final type are Docks which are often angular structures designed for the creation of spacecraft.

The Circ

The Circ is by far the most common type of Orbital because of its compact size, expandability, robustness and adaptability to any purpose. The Circ is a mushroom shape construction with a central spike running up the middle (see picture). Circs typically house between 10 million and 2 billion people, not including the crews of visiting trade ships. Where the Circ orbits a planet with a colony, the Council of the colony pulls the strings of Circ policy. Otherwise, the council is much as it is elsewhere.

Although the edge of the Circ orbital is circular, the interior is mostly square. A feeling of openness and space is often created with vaulted corridors and holographic projections of sky and clouds. More industrial-use Circs have many long, square corridors, but these are seen as old-fashioned and now Circ orbitals are constructed with less regularity.

Getting around in a Circ Orbital can either be done on foot, by driving a Grav or by FEMTS. As most peo-

Circ Orbital Cross Section
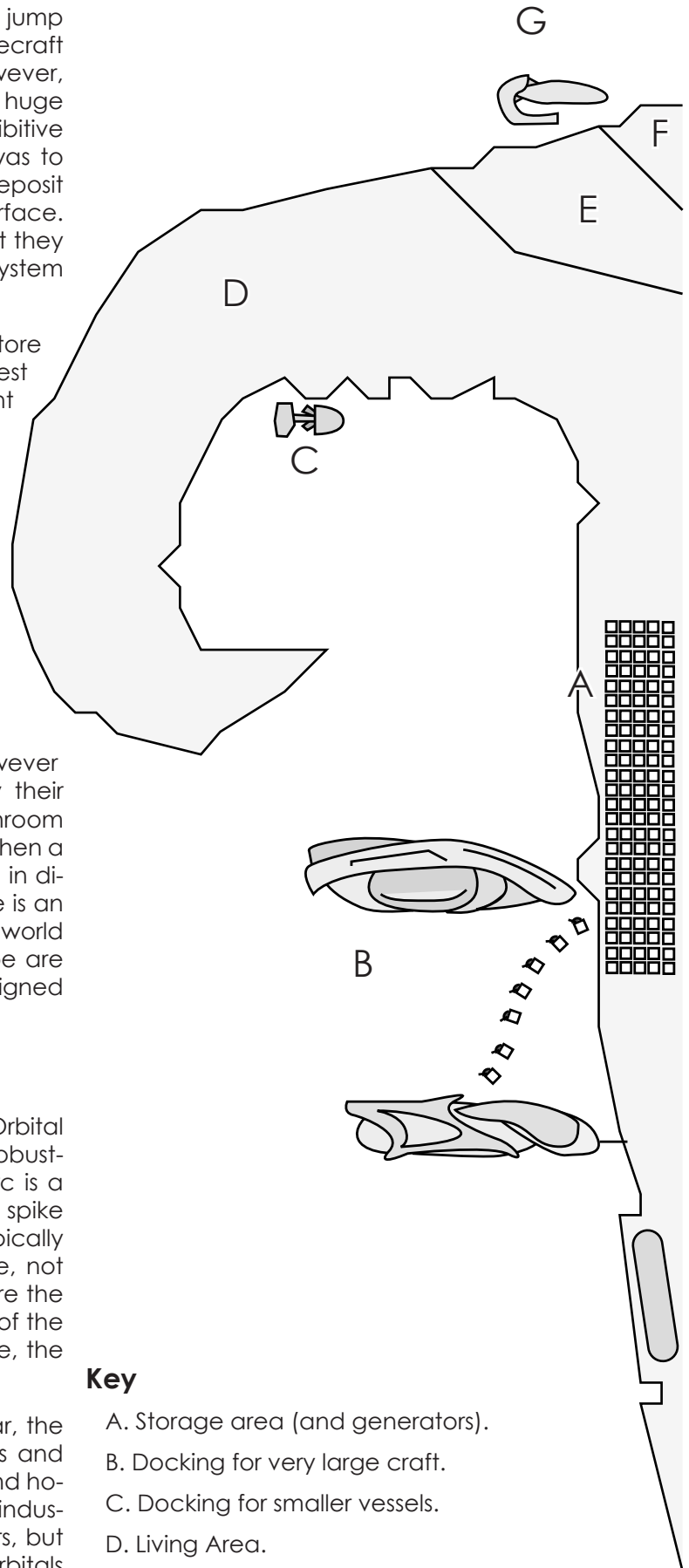
Key

A. Storage area (and generators).

B. Docking for very large craft.

C. Docking for smaller vessels.

D. Living Area.

E. Corporate Area.

F. Organisational / Council offices.

G. Executive docking area.

ple go by foot, a Circ often splits into communities of people who live and work in the same area. When driving a Grav, they are driven through huge tubes that run between important areas of the base. These tubes are often irregular and connect areas of the orbital that are important for that particular place. The FEMTS system also uses its own set of tubes, the cars exactly resembling the FEMTS cars of Mex Cities.

People who live in Circ Orbitals tend to prefer enclosed spaces and can be agoraphobic (afraid of open spaces). Families that have lived on Circ Orbitals for generations tend to be pale skinned and are fiercely proud of their origin.

ORB ORBITALS

An Orb Orbital is the largest construction the human race has ever made. The orb is an inside-out planet. A huge hollow sphere where the people live on the inside. The inside surface of the Orb is often as large as a large moon and contains continents, mountains and oceans. A huge artificial and yet self-sufficient eco-system exists on the inside of these massive structures. Gravity is produced by localised Grav field generators, making sure the inhabitants have a constant gravity downwards (or outwards, depending on your

above the horizon is no blue sky but other people living their lives

point of view). The atmosphere is created and maintained by a series of atmosphere processing plants that exhaust through the oceans. To give the inside a feeling of a planet, a huge light source (known as The Solar) with a hood rotates in two axis in the middle of the orb. This gives the appearance of light and dark. When looking 'up' on the orb, you see the ground on the other side. During the day, the sun obscures the dark side of the world and the atmosphere gives a pleasant blue haze. Looking 'up' at night time, you will see a blue blur, without stars as if a moon was lighting high cloud.

The Orb is so large that the curvature of the surface is barely recognisable unless it is a clear day. Most people's day to day lives can be lead without ever realising they were not on a planet. Under the crust of the inner surface is a huge number of manufacturing bays and zero-g workshops. Massive transit tubes take FEMTS all over the orb.

ORB SEGMENTS

An orb is made up of a huge number of triangular segments. Each segment has a very similar make-up. The diagram (next page) shows a cross section of the Orb. Transit tubes are used for moving around,

although communities are created much like normal cities, towns and villages on any other planet. They are huge tube highways that curve throughout the structure of the Orb.

Most people live in cities, towns and villages on the inside and commute to the outer skin.

SOCIAL CONSIDERATIONS

Due to an Orb's size, there is more than enough room for everyone to live on the surface, regardless where they actually work. On a few desirably located orbs, space can be at a premium and one can own a share of the surface. This makes the orb much like any other planet, with large Mex cities for convenience and then out-of-the-way places of beauty for the rich.

PSYCHOLOGICAL EFFECTS OF LIVING IN AN ORB

Unlike on a Circ orbital, the inhabitants of an orb are unlikely to become agoraphobic (fear of open spaces) as the surface provides a wide-open space, akin to a planet. Claustrophobia (fear of closed in spaces) is also unlikely as the human mind knows that it is on the inside of a giant marble.

ADMINISTRATION

Due to its size and general resemblance of a planet, an Orb always has its own administration and will have a councillor on the seat of the controlling planet of the system.

Charges for orbitals tend to be higher than on a circ. Also, they use a sliding scale. The longer you dock for, the cheaper it is. This sometimes leads to people abandoning craft on the orb.

The Orb Explained

A. Some smaller space craft can use the Radial Tunnels to enter the atmospheric area of the orb. It is expensive to do so an normally not encouraged.

B. The Solar gives the orb a day and night cycle. Normally it's set to 12-14 hours. In the diagram, daytime is shown across the orb but in reality, half of the orb is shrouded in darkness half the time. The sun is powered centrally and hangs on grav, unsupported by wires. It lets out a Sun-like UV balanced light.

F. Crofts. An orb has the advantage of being self-supporting by growing its own food.

G. Radial Tunnels are circular tunnels measuring more than 5km in diameter. They run from the outer skin into the atmosphere area. They are normally used for service craft and pleasure trips.

H. Every orb uses seas to help regular the environment. They are often a source of food too.

I. The area under the land mass is used for industrial needs such as factories.

Not to scale
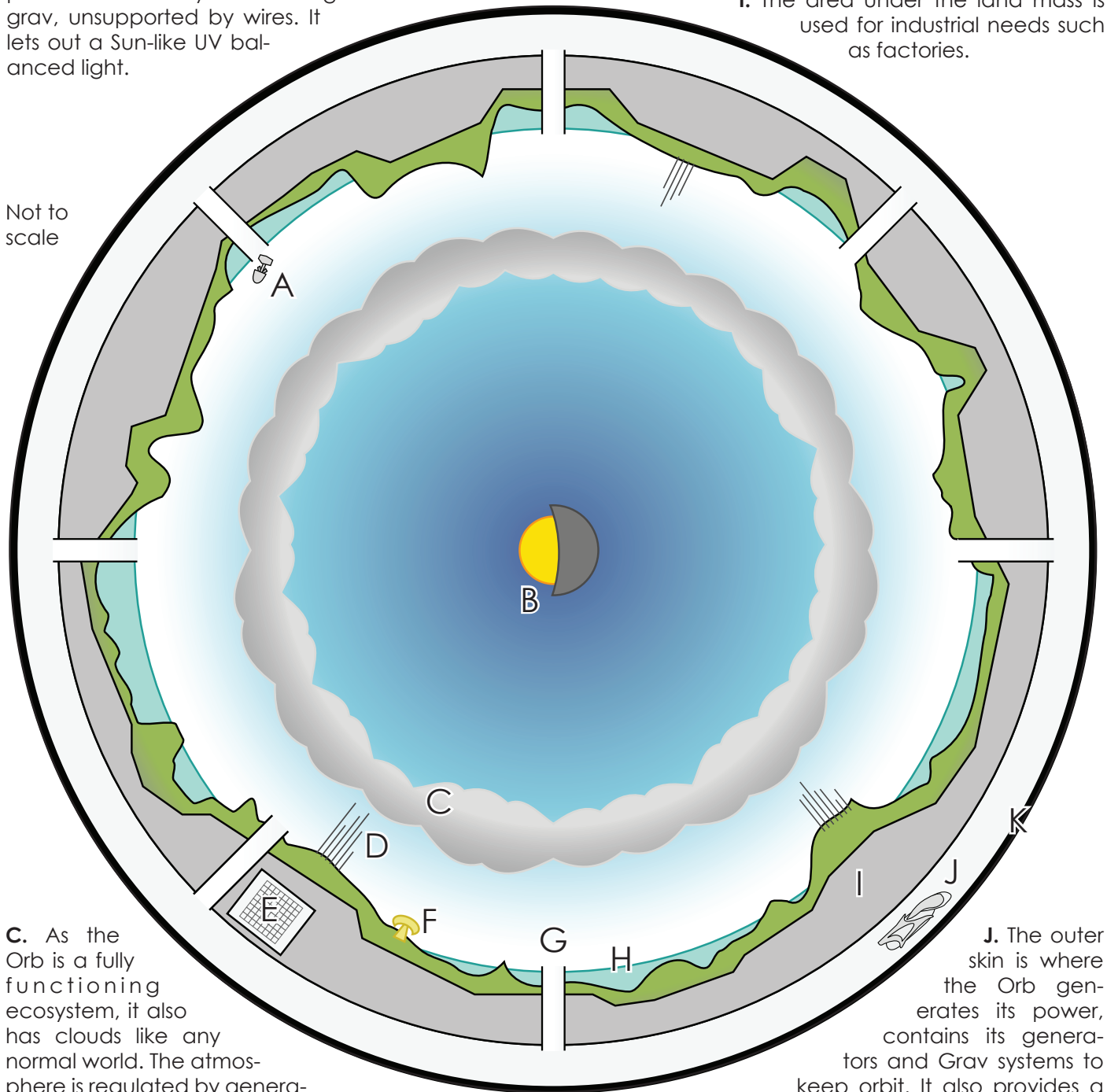
C. As the Orb is a fully functioning ecosystem, it also has clouds like any normal world. The atmosphere is regulated by generation plants located under the seas. Orbs can be set up to be temperate, arid, cool or any combination of conditions.

D. Mex city. People live in Orbs much like any other colony. Most live in cities, others in small farms.

E. Storage is normally found under the land mass. This area.

J. The outer skin is where the Orb generates its power, contains its generators and Grav systems to keep orbit. It also provides a place for most space craft to dock.

K. The Outer Skin is a 20km thick armoured metal skin, pock marked from years of meteorite impacts but tough enough to withstand collision with just about anything. Thousands of huge iris airlocks allow space craft through.

Space Travel

Since man walked upright and saw the sky as much as the earth it has wondered what it would be like to visit the tin pin-pricks of light that shone at night. Now it is possible and generally accepted as a common and required part of society. The general populace do not often find the need to move about. Space travel is either a requirement for work or to provide a change of scene for a holiday. Frivolous planet hopping is rare. Due to the instability of the space-time continuum, there are lots dangerous places in space called space-time faults. Most are charted and can be avoided. Some can be detected from a distance (in time or space), others come and go at such speed, that the craft can be enveloped by them before they can be avoided.

Travelling in space will inherently involve a few calculations. To keep them simple, travel operates in multiples of an hour. There are many facts and figure scattered through this section. They are collated at the end for easy reference. The technical details of space travel can be found in the Technology section.

CLASSIFYING SPACE

Before you can explore it, you need to know what you are dealing with. Space is classified depending on what is round it. Here are the main classifications of space:

- **Atmosphere**. Not strictly space as such but the first step one must make before getting there. Atmosphere is classed as the first 20km between the lowest point on the surface (sea level) and space.

- **Low Orbit**. Between 20km and 500km is low orbit and sometimes referred to as Planetside. If a craft is not atmosphere capable, then this is the nearest to the surface it can get. Most large vessels use this altitude for the loading and unloading of cargo, although the expense of doing so is often prohibitive.

- **High Orbit**. From 500km to 1000km is known as High Orbit. This is where the Orbitals exist.

- **System Space**. Within the outermost planet's orbit around a star is system space. In a place with few planets, the edge of system space depends on the gravitational pull of the star.

- **Dead Space**. Dead space is the area that is not governed gravitationally by a star or its planets (the force provided by them is weak). Most of space is dead space.

JOBS IN SPACE

Travellers are often grouped by the job that they perform. Most regular travellers through space operate as part of a crew on a star craft. Although the particular jobs on each craft are varied - from medic through to pilot - the crew are normally classified by the job that the ship does. A few examples of these tasks are given below.

Military

The Imperium has 2 separate fleets. The largest Fleet is operated by the Star Enforcers and is used by Star Enforcers, Star Civilisation and Star Science. The ships are mostly used for chasing criminals and for dealing with Pirates. Not all of the Enforcer fleet is well armed and most of the ships are not purpose built but converted civilian craft. The other fleet, The Star Fleet, is a completely different case entirely. Every vessel is purpose built and created from the very best technology the Imperium has to offer. The crews are the very best

billions of worlds like earth and humans are the only intelligent life

because the job of the Star Fleet is to protect humanity from the race of the Droids.

Trade

In this case, the term Trade is a very broad one. A craft that moves any item from A to B is considered a trade one. A trade vessel carries freight (raw materials or tech) or passengers. Typically, a vessel is owned by its captain and depicts the type of cargo it caries. For example: Ore freighters tend to be large and dirty, with large industrial automaton equipment. Tech traders tend to be smaller, high tech craft! The dynamics of space trade itself is dealt with later.

Courier

A courier takes an item from A to B. They are more expensive than traders but give a more personalised hand-to-hand service: important for expensive or personal items. A courier is a regular space traveller and will build up a clientele of corporate and non-corporate customers. Excellent service will build a good name and this is essential for a successful courier.

Deep Space Scavenger Crew

There are billions of tonnes of junk, all worth money. A Deep Space Scavenger's (Scavvies) job is to find, repair and return for sale. Seen as the lowest of the low when it comes to ship crews, Scavvies spend their time in dangerous wrecks, hunting out cargo and objects of value. Within these floating shipwrecks could be any manner of dangers, from traps rigged by paranoid crew members on leaving the wreck to other Scav teams.

COST OF SPACE TRAVEL

Space travel is now possible but costly. Owning a space-capable craft is not rare, much like owning a car in the late 20th century. Owning a craft that can travel between the stars is akin to owning a boat in the late 20th Century. Old, slow ones are cheap and can be afforded by many. Industrial craft (such as trade craft) cost depending on the job they do, large freighters can cost millions, as can small fast courier craft. Executive craft exist only for the idle rich, those who have the time for visiting distant worlds purely for pleasure.

Although modern star craft use solid-state generators

although identical every craft is different

(an almost infinite source of power) there is no fuel as such. The only costs incurred are the crew and docking tariffs on arrival at an Orbital or planet. Planet docking tends to be the most expensive and costs range depending on the prestige of the system and the size of the craft. The more space the craft takes up docking onto the side of a Mex city, the more expensive it is going to be. Systems of higher prestige are placed in the upper end of the bracket given here. Typical costs per day (40 hours) are:

Costs of docking on with a space craft

Type	Description	Cost
Orb Orbital Berth	Pressurised hangar or vacuum hangar.	Free - 2000
Circ Orbital Outer Berth.	On the outside of a Circ orbital.	100 - 5000.
Circ Orbital Inner Berth	In pressurised space.	500 - 6000
Orbit Berth.	High Orbit space.	Free - 1000
	Low Orbit Space	100 -> 5000

Planet Port Berth.	On the side of a Mex city.	500 -> 50k

SPACEFLIGHT TYPES

Faster than light travel has been a goal of the human race since the laws of physics made the speed of light a boundary. In normal space, it is a boundary but there is more to the space-time continuum than just normal space. This section will stay as free from science as possible, further descriptions can be gained from the ever complete technology section. Every trans-light vehicle is given a light speed. This speed is the number of boxes on a cluster map the craft can go in 1 hour. A cluster is approximately 20 squares in diameter. Use this a rule of thumb for unknown clusters or the actual cluster pictures for use.

Grav

When travelling between ground, space and between planets in a system, Grav is used. Grav works by 'surfing' down the waves created by celestial objects (stars, planets and moons). With Grav, it takes approximately 1 hour to travel between planets, 10 minutes between a planet and a moon. These figures are ship-independent as the waves that the Grav surfs on are the same for all the different craft. The time from low orbit to planet (or vice versa) depends on the power of the Grav engine and varies from ship to ship. It's normally about 4 hours. The time between Low and High Orbit is small and thus can be ignored.

Grav suffers from zero gravity deficiency. This means that if the Grav engine is in a place where the gravities of objects around it cancel out. This dead zone is rare and is unlikely to last for very long but will cause the Grav ship to be stranded.

Light Jump

A light jump is a method of traversing a huge distance of space in a fixed amount of time. A jump lasts one hour. At the end of which, you can jump again. The jump is in a straight line (there is no such thing as a straight line as space is curved, but simplified for ease here). All jumps last one hour, the faster the ship is, the further you go. However, all jumps are one hour. This is because the ship takes most of this hour to accelerate and the major part of the travelling is done in the last ten seconds. Thus, if a ship can go at 20 and needs only to jump 10, it will still take an hour. All of the calculations required to cover long distances are performed by an AI and thus the crew of the ship can rest or perform other tasks while the vessel is in transit.

For a Light Jump engine to form a bubble in which to jump, it needs to be in a gravitational low. This means away from any system or large celestial objects and clear of other craft (by 1 minute). 1 hour outside of system space is typical. Thus, a Light Jump can only be performed in dead space.

Light Jumps are susceptible to space-time faults. A ship is likely to come out of jump immediately when encountering one - requiring the vessel to make another jump. It is uncommon that any damage will be done to the Light Jump Engine unless it is old or already damaged.

Point to Point Light Jump

The original light jump engine design is millennia old. The Point to Point Light Jump engine (PTP) takes sensor information, an improved star chart and more accurate engine for precise jumps. The PTP is very much like its old variant, except for two major points:

1. PTP can begin a jump from high orbit, as long as it is clear of any Orbitals (given permission).

2. PTP can end a jump within system space of another system but may not jump straight into high orbit.
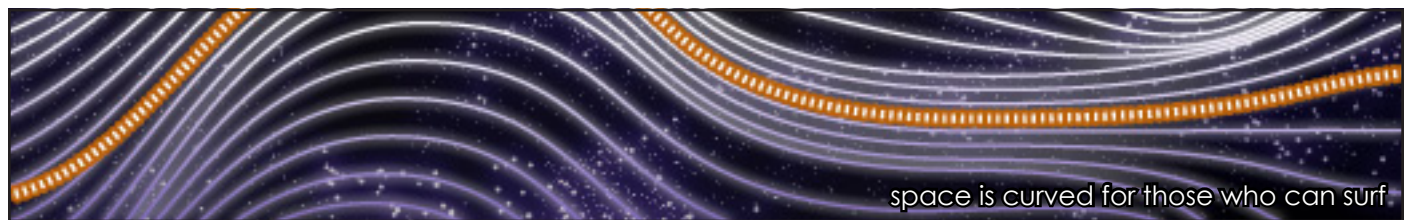
space is curved for those who can surf

PTP requires more power, and cannot be fitted on very large craft. For large craft with PTP, the engine and generators for it take up most of the vessel. PTP is mostly found in small executive and charter vessels (as might be used by couriers in a hurry). PTP is also four times as expensive and not easy to repair (HARD on Space Craft Systems). This is not so much the future of space travel, more of an alternative present.

Curve Surf Engine

Rumoured to be invented by a number of rogue scientists, the curve surf engine has unofficially been used by the Star Fleet for a few thousands of years. Curve Surf is a technology more like Grav than light jumping. Like Grav, it surfs down the gravity supplied by celestial objects, it does this beyond the speed of light. Because of the gradual acceleration offered by this surfing, the light jump bubble can be kept open indefinitely. A vessel using Curve Surf can also change direction in mid jump.

As curve surf has a more accurate sensor pack and can change direction, it is less susceptible to time-space faults. Also, Curve Surfing can begin from anywhere in System Space.

The largest difference between Curve Surf and typi-

cal Light Jump Engines is that the speed of Curve Surf depends on the pilot. In Light Jump Engines, it does not matter what part of space you're flying through, the distance you travel given in one hour has a maximum. Curve Surf depends on the ability of the pilot to intelligent plot routes through space. This can be achieved by an AI, but the nuances of space an human flair will always achieve better results. Thus, for each ship equipped with Curve Surf, a sliding scale of time taken to travel the desired distance (depending on how well the pilot passes their Pilot Cruiser roll).

Curve Surf is extremely rare and expensive. It is not possible to buy a vessel with Curve Surf equipped as little is known about its operation. Thus, most engines are created specifically for a vessel and that vessel is likely to have a very powerful set of generators indeed.

TYPICAL CRAFT SYSTEMS

Space craft vary in technology widely from the basic freighter to the most expensive executive cruiser. There are some basic systems that are found on most craft. More technical detail can be found in the technology section, this is just to give a general overview.

Typical Craft Systems

System	Description
Hull	Able to withstand the shock of meteor collisions.
Generators	Not as standard on every space faring vessel.
Life Support	Huge power sources from which all power on the craft derives.
Engines	Air and food processing for indefinite survival (they have their own generators).
Energy Web	The power distribution system around the craft.
Sensors	Mostly used for detection of collisions and for avoiding space-time faults.
Grav Field Generator	Creates an artificial gravity on the ship.

Grav Lock	A device for keeping the atmosphere 'in' where the hull has holes (airlocks and breeches). Also used for 'sticking' cargo to the floor of a cargo bay.
Shields	Invisible to the human eye.
Cargo Bay	A space for stacking crates.

DANGERS IN SPACE

Space is a dangerous place. It's no wonder that most of the human population prefer to stay put. Most of the problems that occur in space are more of an irritation (costly to those who use space for business) than a risk to life. It is, however, unpredictable. This section deals with some of the problems that can occur, they are either space-time faults or not.

Quantum Singularities

A quantum singularity is the scientific name given to things that are inexplicable, unpredictable and really quite dangerous. They can arise without warning, be difficult to sense and can have a number of effects on a star craft:

• Drop out of light jump. Can be caused by the singularity draining power from the generators momentarily or similar energy 'blip'.

• Incorrect Sensor Readings. Either echoes from times past or reversed sensor information is another often occurrence with singularities. The sensor information of a planet may momentarily pop up in the path of ship (causing a drop out of light jump).

• Weirdness. Alterations in gravity on ship, atmosphere conditions or the biological state of the crew are all part of deep space weirdness.

• Total Energy Shut Down. Perhaps the worst-case scenario, this would involve the main generators shutting down completely. Restarting generators can often take days.

Worm Holes

These are tunnels that connect different places in the space-time continuum. They exist for spaces of time and are then gone. Some do re-occur, but those are not dangerous: they are listed amongst the star charts as avoids. If a light jump takes a craft through a worm-hole then the position of the craft in space and time can be somewhat random. There is a 50/50 chance that a Light Jump Engine will come out of light jump before entering the worm-hole, in this case, it can be avoided.

Worm holes are not to be entered, they are extremely dangerous and a craft must be specially designed to cope with the huge pressures and energy flux within the tunnel.

Energy Ripples

When a celestial event occurs (such as a star exploding - a super nova) then a huge sphere of ripples spreads out, leaving very little where the star once was. When this occurs, huge ripples of energy are left travelling, getting weaker as they spread. However, there are areas where they may gain energy and when this occurs they can become dangerous once more.

The least a ripple will do is drop a craft out of light jump. With more powerful ripples, the ship may be push off course and damaged as well. The worst an energy ripple can do is to carry the ship through the light jump net into the lone systems and cripple it.

Asteroid Fields

When celestial objects explode, they leave debris. Unless there is some sort of a gravitational field to do this, they will remain in rings and spheres. In most areas of space, these are charted, but they can move and the detonation of stars can cause their satellites to become asteroid fields.

The worst a field can do is drop the craft out of light jump. If the field is large enough to do damage to the vessel, then it will be detected early on.

Super-Dense Nebulae

A nebula is a huge cloud of gas. Most nebulae are harmless, the major bodies within it mapped out such that travellers may not have a collision. Dense nebulae are more dangerous as they hold stars being born. The energy involved in such a process can cause energy ripples (see above).

Astrofailure

This is the name given to any fault or failure within the craft. This can occur of very old vessels. Most vehicles have an AI which can scan for problems within the ship. However, the difficulty is not always detecting the problem, but solving it.

Total energy loss is the worse case scenario. If the generators shut down then there is no power to go anywhere and help must be summoned.

Pirates

Very rare in Dorian, uncommon in Remmar and impossibly unlikely in Sayshell, pirates are those people with armed craft that attack other craft. Depending on their motives and the Captain, the pirates may just take the cargo or murder the crew as well. They normally choose soft targets (or those that look soft). Most pirates are well organised and educated, researching their targets and finding fences for the known cargo before attacking. It is often thought that Pirates are amongst the best-trained ship crews.

The Dynamics of Trade

Trade is the movement of resources from one system to another for money and happens for three reasons.

Firstly, trade occurs because a system requires a certain resource to continue operating. For example, a sub-surface colony may need a supply of oxygen. This is called an obliged trade route. Failure to complete this route can mean a fine and even a banning of spacecraft use. Often, if the trade route does not appear profitable enough, then the councils will add a subsidy; after all, the welfare of the system is at stake.

Secondly, a trade route may exist between two planets where there is mutual benefit. In one direction there may be flow of food and water from an inhabited planet and in the other direction technology from a planet strong on manufacture. These routes are controlled by the councils on the planets and are sold to particular traders to operate them. No one else may run that cargo on that route unless there is a greater requirement. This is called a secured trade route.

Finally, a trade route between two systems where there is profit to be had. This is a more traditional route and they make up 50% of the total number of routes. These are called free trade routes.

Facts and Figures

A Light Jump takes 1 Hour.

A ship's light jump speed gives the number of cluster squares travelled in a single jump.

A cluster can be considered to be 20 cluster squares across.

A craft must be 1 hour outside the system (outermost planet) before it can light jump.

On Grav, it takes 1 hour to travel between planets.

On Grav, it takes 10 minutes to travel between a planet and a moon.

Unless otherwise stated by the spacecraft sheet, it takes 4 hours to go from Low Orbit to the planet surface.

From Low to High Orbit takes a very small amount of time and can be ignored.

Gaia

The name Gaia used to refer to 'Mother Earth', a mystical being that protected the human race's original home, Earth. Such romantic mysticism has long since died and Gaia is now known as the computer network that the human race uses to communicate.

Created during the Droid war, Gaia is a huge virtual world that mimics the real world as well as the creators will let it. As the technology was created after the war had started, the Droids cannot use it. It exists within Imperium space, outside of which there is no Gaia at all. A detailed description of Gaia is included in the Technology section. A brief overview for the casual user is included here.

Gaia can be accessed for free by anyone. There are millions of cylindrical public terminals on every human system. Upon stepping into a Gaia terminal, the person is standing in the same terminal, but in a virtual world. From there, the user can navigate around - visiting the Gaia representations of the real world but anywhere in the Imperium without physically moving location. In large cities, these representations are likely to be accurate or more impressive than the real world counterparts. Anything that has a Gaia chip appears on Gaia, the shape of the real world object hard-wired into the Gaia version (with one exception - the hand-held terminal. See below). It is chic for the Gaia version of a place to look exactly like the real world. This is known as passive Gaia and is how the majority of people use it - to interact on the very basic level to watch news, buy products (by exchanging money), watch Planetball and the like. People can see you on Gaia - you look exactly like you do in the real world.

For example: To communicate with someone, you step into a terminal and navigate to where they live. You can then leave a message on their terminal, if they are not there. If they have a Gaiacard, it can be easier to find them as the Gaiacard may be watching the terminal and will let you know where they are. If they are there, you can then have a face-to-face conversation with them in their surroundings. No body language is lost and one might be lead to think that the conversation was had in the real world.

There are also hand-held terminals (called tanked), but they are not as effective as the room terminals (called immersive) as they do not surround you. A tanked terminal animates a slightly see-through 3D image of what you would see within a Gaia room. Sight, touch and sound are still included but the feelings of motion and smell are lost. They are useful for checking the scores of your favourite sport or for making quick calls where there are no other terminals.

Active Gaia requires the ownership of an expensive Gaiacard (10k credits). With a Gaiacard, comes a virtual tool kit called a Gaiajack. Also, on this card is a personal identification persona called an Isis. This

GAIA EXAMPLE – USING A TERMINAL

Reg steps into a Gaia room terminal. It's a plain room with no features.

Reg doesn't have to pay anything because it's free.

Reg plugs in his Gaia card. You don't need to have a Gaia card to use Gaia but Reg has some programs on it he wants to use.
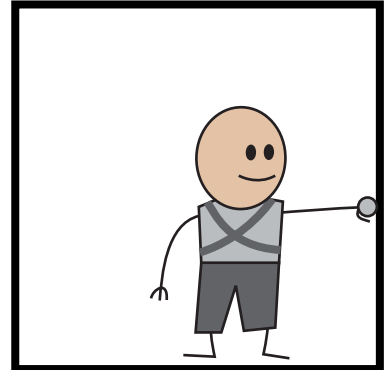
Once his Gaia Card is plugged in, his Gaia Jack and its tools 'rez'. Although they are made from hard light, they look and feel real in the Gaia room. The Gaia Jack is shown in red with only two tools.
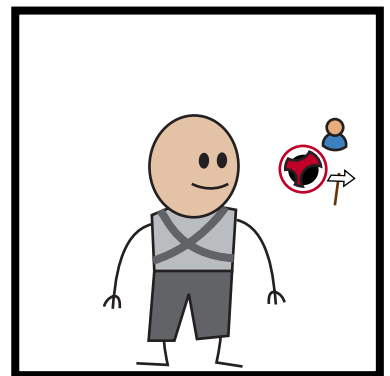
Reg selects a bookmark to take him to a field in Gaia. The field is an exact replica of one on his planet. His body has not moved but he is now standing in a virtual field which is identical to the real world. He knows that his friend, Bakarak will meet him here.
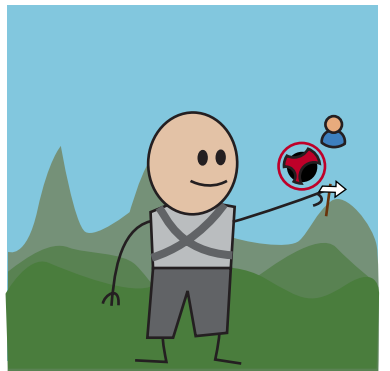
Bakarak, who is hundreds of light years away in another Gaia room, clicks the same bookmark and meets Reg. The go walking in the mountains for some privacy.
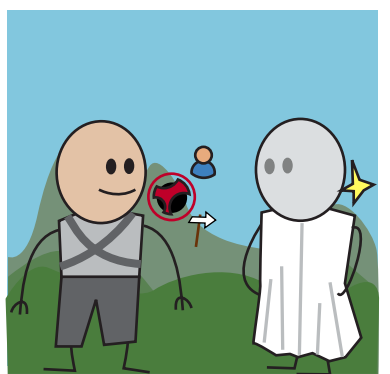
Isis is represented as a shape. You may have an Isis that looks different to yourself (such as a Dragon or giant robot) although it is not chic to do so. A Gaiajack also allows you to have your own set of controls, such as personalised driving controls for your car or a set of hacking tools for getting into other people's systems. Most people make do without one, though. A few people have the terminal and Gaiacard installed in their head (see Bionics, in Equipment). This makes them very powerful Gaia users. One of the Gaiacard tools of interest is the ability to lock a terminal.

Psychological Effects

A Gaia terminal reproduces reality perfectly: sights, forces, smells and sounds are not differentiable from the real world. The AI controlling the terminal will not let harm come to you. The only thing that stops you from believing that you are in reality is a psychological effect called Reality Gravity. This is a feeling that something is not entirely right. It can be suppressed for a few days, but after that it is clear that something is not right. There are those people that believe that Gaia is more real than the real world - often leaving their bodies to rot in the real world as they experience a massive galaxy of soap operas, shopping, other people, news, features, history documentaries and more.

Hard Light

The technology that allows people to interact with this virtual world is called Hard Light. Hard Light is a technology where a hologram can apply a force. There is a limit to how much force it can apply but these complex objects can be used to fool the senses. A Hard Light table can be made to feel like wood, glass or anything. Being in Gaia, the laws of physics need to be obeyed but the table can be made to act as the artist wants. Hard Light objects can exist in Gaia rooms or within the projection sphere of a Tanked terminal. The act of these objects appearing is called "rezzing".

Hard Light objects can be Generic or Unique. A Generic object may be copied within Gaia but a Unique object is exactly that - no copies may be made.

Like any piece of art, the cost of a Hard Light object depends on the artist, its rarity, its complexity and fashion. Unlike real world objects, they can be carried on any Gaiacard, and rezzed anywhere. In this way, people can carry all their home furniture around with them on their Gaiacard, literally taking their homes with them. Hard Light objects are bought and sold across Gaia.

Most rooms within the more modern colonies are immersive Gaia rooms: living rooms, bedrooms, cafes, medical facilities and shops. The furniture of these rooms are all Hard Light objects.

Gaia Example - Finding Someone

Bob is in a Gaia Terminal. He has a Gaia card plugged in. His Gaia jack tools are shaped like stars. They can be shaped like anything. He's looking for Reg and doesn't know where he is.
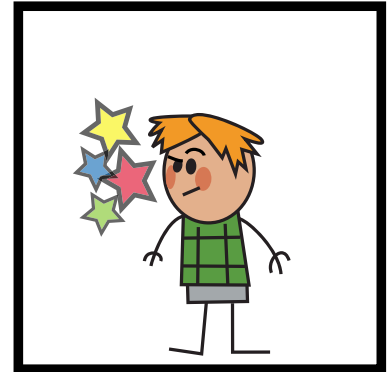
Bob selects his search entity, it's shaped like a green star. He tells it to find Reg. He has Reg's Isis (avatar) in his Gaia jack, so it knows what to look for.
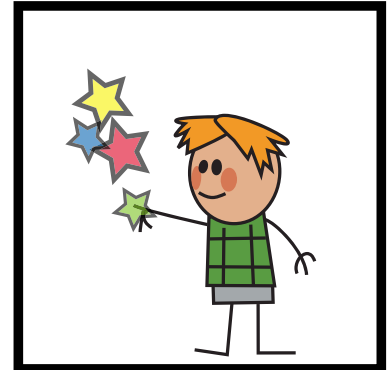
Bob stays in the Gaia room while the search tool (or Entity) rushes off to look for Reg. Bob can unplug his Gaia card, leave the room and have some tea if he wants. When Bob plugs back in, the Entity can immediately return to him.
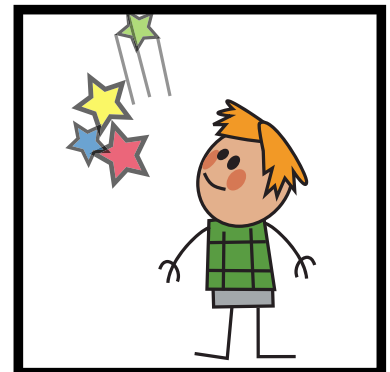
The Entity starts near Bob, by searching the City. Although Reg is physically in the City, his Isis (avatar in Gaia) is in a field with Bakarak. The Entity will be looking for the Isis.
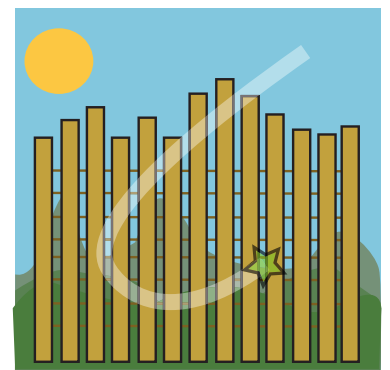
The Entity will then search the planet, system, cluster and so on. Bob will have told the Entity to stop after the planet as it will take too long otherwise.

It will find Reg in the field eventually and report back to Bob, who can join him.

ENTITIES

A Gaia Entity is a program that runs in Gaia. An Entity is a Hard Light object too but unlike simple objects (tables, chairs etc.) they are autonomous programs. To own Entities, you must own a Gaiacard to store them on and fire them off. Once they have moved off the Gaiacard they are free roaming across Gaia and independent.

The most popular of all the Entities (and a good example) is the search Entity, that runs around the public spaces of Gaia finding out information given some search criteria. Once it has some information, it returns to where it was set (or around a list of places, looking for the Isis of the owner).

THE NEXUS

The Nexus is the name given to the Imperial Artificial Intelligence. The Nexus is the central location for all Imperial information and is used by all of the Star Industries and Imperial councils.

The Nexus performs three roles. First, it is an automatically cross-referencing store of data. Any information that is fed into the Nexus remains there and it is very difficult to remove it.

Secondly, the Nexus is a very powerful information retrieval tool. This is the primary function of the AI. An Imperial operative can ask questions of the Nexus and a reasoned reply can be given. By having a question and answer session with the AI, new connections between data (that requires the abstraction of human thought to make) can be forged. In this way, the Nexus learns from the humans that use it.

Not all information is available to everyone. Some parts of the Nexus have restricted access depending on the sensitivity of the information and who placed it in there. Details of Star Sci experiments, criminal records, Star Fleet battle orders and Imperium Law reviews are placed in their respective areas.

The public areas of the Nexus are well frequented by those looking for the latest scientific developments, news on galactal economic trends and those requesting help with any matter.

The Nexus personally takes offence to hackers and will automatically hunt down and destroy any Isis that it feels has represented a threat.

UNDERGAIA

The Undergaia is the illegal side of Gaia. Hidden in the corners of Gaia that have not been inhabited by anyone else are the Isis and tools of those who avoid normal society. The virtual world of Gaia is not complete and in the places where the designers have not yet filled it with detail exists the Undergaia. The Undergaia is not a single place, it's a collection of places across the virtual world.

The Undergaia began as secret meeting places for exchanging thoughts, rumour and information useful for those engaged in illegal activities. In modern times, it is so much more. The Isis belonging to criminals hide out in the Undergaia, using it as a safe place to start off their illegal Entities that often pass out into the rest of Gaia.

The Undergaia persists due to the huge market in stolen unique Entities and more simple Gaia objects.

One way in which the Undergaia managed to avoid being used by the Enforcers as an inroad into the Criminal world is by flooding the Undergaia information centres with false information. Unless you know how to move through the enormous amount of disinformation to the real information (the Hacking skill can be used with Research to perform this function) then it can be difficult to find accurate answers to your questions.

Accessing the Undergaia

The Undergaia can be accessed by passing a Hacking Skill check. For each thing that the player character is looking for, a roll must be made. This is because the Undergaia is made up of lots of different locations, accessing one area might yield two or three things that the Player is looking for but it's unlikely to provide more. It is not possible to 'bookmark' locations in the Undergaia because it's not wise to use the same areas. There are some caches of information and objects but they tend to be closely guarded secrets and entry into those locations are heavily guarded.

If the team does not have anyone with the hacking skill, then they must attempt to find someone who can access the Undergaia either by using contacts or by searching normal Gaia for people offering generic Gaia services.

HACKING

No system is perfect and that can certainly be said for Gaia. It is possible to create Entities that exploit imperfections in Gaia and so gain access to areas that are otherwise hidden from the public view. For more information on Hacking, see the Elements section.

ENFORCER ISIS

Where there is crime, there are Star Enforcers and Gaia is no exception. The Star Enforcers are forever looking for the same kinks in the Undergaia that people wishing to use it. The Entities that the Star Enforcer Isis use are very powerful and so it is advisable to remain well clear of Enforcer Isis.

Enforcer Isis are not normally used for simply hacking into the Undergaia for information but instead used in conjunction with real world operations, providing data and support. For example, if the Star Enforcers are planning a raid, then the Enforcer Entities may be used to turn off the lights, drop fire doors or freeze the lifts to make escape more difficult. This is seen as a much better use of Enforcer time as hours can be spent hacking into the Undergaia and sifting through disinformation without any result.

Human in shape and appearance, they are often created with unique personalities. To the human eye and touch, a Humanoid Automaton is indistinguishable from another human.

- **Utility.** These Automatons are used in industry a great deal. Their form is normally an exaggerated humanoid and they quite often take the shape of Industrial Borgs.

- **Singular.** This Automaton is normally constructed for a single purpose and is not used for much else. A good example of this is an Automaton that is used to move space crates around. These are called 'Hoppers'.

JOBS

Automatons perform many of the menial tasks that humans do. Their form is often derived from this shape. For example, most Automatons working within human colonies are aesthetically indistinguishable from humans. They work in a human world and interact with humans and so are constructed by them. However, Automatons that work in mines or on construction sites have metal skins and are created for that purpose. Other jobs include:

Automatons

Perhaps the least popular technology, Automatons are robots that perform functions that are normally attributed to humans. An important distinction should be made between robots, Droids and Automatons at this point. A robot is an autonomous device that can perform a number of functions. The term robot is used to refer to generic machines. Droids are a type of Artificially Intelligent robot that are designed to destroy.

An Automaton is an Artificially Intelligent robot that has been hard-coded with laws serve to protect the human race. Furthermore, modern Autos are programmed using the Gaia II system and are therefore impervious to the reprogramming attempts of Droids.

CLASSES

Automatons can be broadly split into classes. The class can indicate the types of job that the Automaton was designed for. Quite often an automaton is used for a job that they were not designed for but manage to do the task just as well.

- **Humanoid.** The most common of Automaton.

- Corporate receptionist

- Corporate personal assistant

- Building cleaner

- Construction worker

- Heavy lifter

- Crate mover (called a Hopper)

- Customer sales staff

- Housekeeper

- Nanny

- Prostitute

AUTOMATONS IN SOCIETY

There is a great deal of distrust of any form of robotics within Society. Before the Droid war, every household throughout the galaxy would have 2 or 3 automatons to clean, tend gardens and as companions. Industry was totally driven by Automatons and ran all levels of production, administration and sale. Automatons were an integral part of society, within which humans were only needed for their inspiration and vision.

Many doom sayers spoke out about the dangers of allowing the proliferation and reliance on machines and yet no-one could envision a machine that could kill.

With the onset of the Droids, the automatons were reprogrammed within an instant and the human race was swamped by machines. Most human casualties from the start of the war came from those automatons living within society, rather than those designed by Star Sci.

The minds of new Automatons are created using Gaia and so are immune to the Droids but the hard lesson learnt by many colonies falling under their robot servants still rings true.
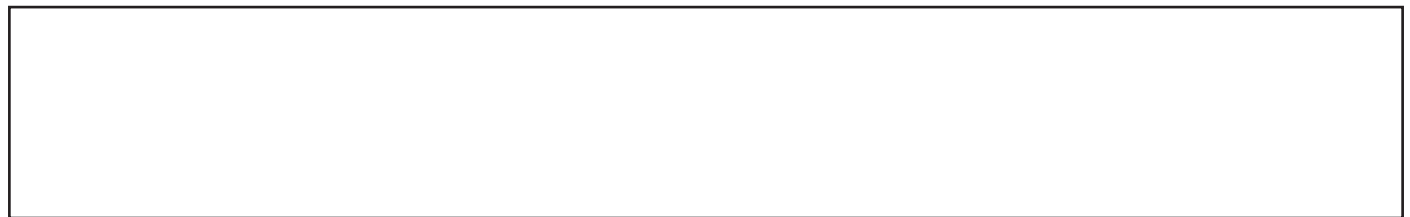
Before the Droid war, there were 2 Automatons for each human. Since the war, there is 1 Automaton for every 10. Where this balance is maintained, there is normally a general feeling of safety. However, on those systems where Automatons are required to keep the Economy running (such as mining colonies), there is a distrust of them. Approximately 70% of the human race does not trust Automatons and might even ask them to leave the room. 30% of Systems have Automatons banned outright and 50% of public establishments ban Automatons too. These statistics

are indicative of people's feelings towards them.

Due to the Droid War, there are very few Autos that were created before 91001 and most of those are transferred across to a Gaia 2 based system.

AUTOMATONS AND THE LAW

An Automaton is a slave. Each Automaton must have a registered human owner that is responsible for its conduct. Corporations as entities are not allowed to own Automatons, there needs to be a human who accepts responsibility. Therefore, for many mining corporations, where Automatons are used extensively as mining machines, members of the board accept responsibility for them. If a human no longer has a need for an Automaton, it must be sold on or destroyed. The Imperium monitor the registration and ownership of Automatons very closely. If the owner of an Automaton should die and the owner has not agreed with anyone to take on responsibility, the Auto is normally destroyed.

AUTOMATON PERSONALITIES

As the Auto is Artificially Intelligent, it changes over time. The more it experiences, the more it learns, the more its personality changes from the original template. The original personality template normally fits the task that the Auto is designed for. An Auto that is designed for human relations is like to be bright and pleasant, whereas an Auto design for the recreation of art might be a little more volatile and moody.

From the character template, the personality of the Automaton will grow with time. The change is slow over time and is very dependent on the environment within which the Auto lives. A common example of this is Autos in customer service roles, which are decommissioned after 20 years because they take on the abusive personalities of the humans they deal with.

The personality of the Automaton actually leads to a few difficult questions about the independence of the Automaton as a separate life form. If the Automaton has unique experiences and a unique personality due to that, some might argue that they are not just the result of some clever programming but an independent entity, worthy of self motivated intent. In other words, the Automaton works because it wishes

to, not because it was programmed to. Proving this in machines is as complex as proving it in humans and is in the realm of Artificial Intelligence Philosophy.

SWAPPING BODIES

Damage to Autos is often unavoidable. As items of property, they are only as well cared for as the owner wishes and it can be the case that the Mind of the Auto is taken from the damaged body and placed into another form. For older personalities, this can be a damaging experience and the transition can be eased by selecting a new body which is as similar to the old as possible. Much like humans, older personalities require some rehabilitation into the new body. It's is normally preferable to repair than to replace.

COMMON AUTOMATON MYTHS

There are many myths surrounding Automatons, most of which are driven from the lack of understanding of the technology and people's desire to impose a mystical property to the Automatons to make them appear more lifelike.

- **Automatons can Love.** It is impossible to tell whether Automatons can actually feel love or

whether the feeling of love is programmed in humans. It's certain that an Automaton displays attachment to people and object they share history with but this is driven from the personality template.

• **The Imperium will set Automatons Free.** A common myth held by technophiles, wanting to see their Automaton friends given freedom but also a fantasy.

• **Automatons can kill.** Some argue that under some circumstances, Automatons can kill others. Due to the three laws of robotics, Automatons will not harm humans and would see their own destruction first.

The Human Race

Without change, a species can stagnate and grow genetically lethargic. The human race continues to go through lulls where evolution slows down and booms when evolution accelerates to produce a finer race. In one sense, the human race has grown similar. Before the last war on earth, people were segregated because of skin tone or sub race of the human species. This folly was soon

rectified on the Arianne 1001, when all races mixed together. Soon, the different races became indistinguishable, and the human race as a whole changed into a more generic race of tanned skinned people.

With bionic augmentation readily available (described later), the human race is more intent than ever to retain their humanity.

A Human

Here is a list of typical human male attributes for the 93rd Millennia.

Height: 6'8"

Weight: 20st.

Life span: 130 Imperium years.

Age of manhood: 15.

Age of Menopause: 105 (male), 95 (female).

Temperature Range: -20 deg to 50 deg.

Time without Food: 6 days without water, 10 with 1 litre a day.

Time without Water: 4 days.

Time in vacuum: 2 minutes.

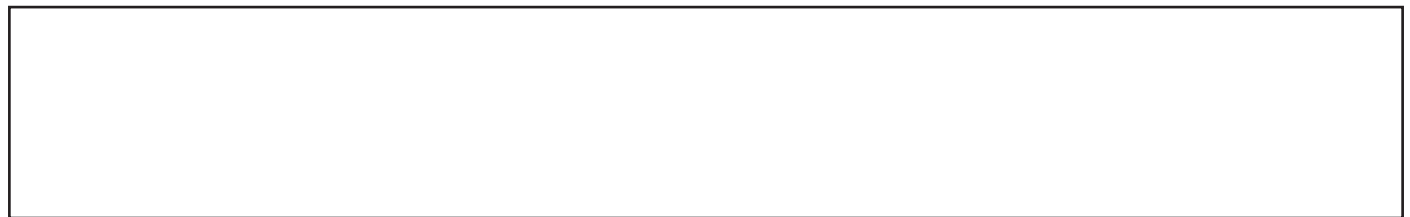Time without air: 3 minutes.

Hair Colours. Red, Auburn, Blonde, Brown.

Skin Colour: Fair to Dark (dependent on location).

Mankind and the Machine

As soon as man interfaced itself with a machine, the benefits of this became quickly clear. An extension of the physical self and the ability to extend life beyond the 140 years was too much of an important advance to ignore. This section only deals with rounded ideas of bionics, rather than details, which are covered in the Equipment section.

It is common practise for those who believe in the good work of technology to become augmented with bionic tech at the age of 80. This is long time before death, but at this point the human body does not have a chance to have any detrimental effects on the brain. A new, technological body can then be provided for the brain, extending the life span up to around 300 years, at which point senility takes a firm grip and the person loses grip on the world (the oldest sane human died at 323). For those who wish to move ahead in the heavy industries (freight and large technical creations), bionics offer the ability to be stronger, quicker, to fly, survive in space and much more.

Bionics are split into three distinct types. Borgware, Cyberware and Bioware. Borgware consists of full limb replacement, essential replacing robotic-like limbs onto the human frame or, more commonly, replacing the body as a whole. Cyberware are implants, under the skin and Bioware is a biological replacement, which can replace limbs so that they are the same as before. After augmentation, the user goes through a period of rehabilitation. If this is not done correctly, then there might be some additional psychological effects. To most, becoming a Borg has a level of reluctance. It is impossible to mate without a human body and thus, a Borg must have family first. Also, there is a strong feeling of a loss of some humanity and detachment from the human race that can never be regained.

Borgs are not trusted by the public. The physical appearance of a machine classes them with the Droids in the eyes of many. A Borg is also an unknown quantity, there is not the human limitation on strength and a single bullet fired is unlikely to bring down a Borg. This uncertainty breeds fear. Cyberware is mostly sub-dermal, so the general public cannot see it by inspection. However once someone is found as hav-

ing Cyber, they are treated with as much contempt - or even more - than a Borg. Bioware is a new and expensive technology, rarely found. In the most part, it makes humans with disability able bodied again, returning them to their human state before hand. However, there are parts of this technology that are lesser known that enable the augmented person to exceed human limits.

PHILOSOPHY

The human race lost its mysticism long ago. The belief in Gods and higher beings is barely recognised, although a form of philosophy does split the population into two distinct camps.

On one side are the Humanists. These are people who believe that humans should not be tainted by technology. They also believe that by augmentation and by spending too much time in Gaia the human soul is diminished and thus, the future of the human race is damned. Humanists believe in human contact and in the natural course of evolution.

The other side are Technologists. These are people hell bent on using technology to further the advance of mankind. Technologists tend to use any kind of technology to its greatest advantage and joy at the sight

of new advances. They tend not to care about the long-term effects of technology, as long as it is new.

This 50/50 split in the population is echoed in the Imperium as well as within the criminal syndicates. The distrust of technology is spurned from the Droids. Before the Droid war, such differences were minor and rare. The dislike of pure humanity is fuelled by the mutant race of Genus Two (described later).

EVOLUTION

At some point in the 81st Millennium, the human race reached an Evolutional milestone. Some believe this is akin to the missing link in the rise of humanity from apes. The species split into two groups. The first, called Genus One is much the same as the human race than before. 99.9% of the human population is Genus One and these are what the player characters are most likely to play. The second, called Genus Two is a mutated and short-lived zombie-like version of a human. In the past 2000 years (recent history) it is believed that Genus 1 has split again, creating Genus 3 and Genus 4. This section will deal with each of these Genii.

Genus Two

It is believe that the Genus Two was triggered after the alteration of diet within the Aran war, where people were forced to survive on foods that were potentially poisonous. The human race adapted by creating a much tougher immune system. The Genus Two has a life span of 20 years, the body begins to rot just after the onset of puberty. The immune system of the Genus Two is pro-active, leaving the host to attack viruses outside of the body. There are other biological differences, such as lower heart rate and the ability to breathe in non-oxygen atmospheres. Also, Genus Two people have very little intelligence and find it difficult to communicate. However, it can be difficult to detect Genus Two children without a medical scan.

If a Genus Two person comes into physical contact with a Genus One human then the immune system of the Genus Two will attack the Genus One, altering its genetic code to make it Genus Two. The upshot of this is that if the Genus One is older than 20, they will die. If not, then they will slowly become a Genus Two.

A Genus Two is either created from another Genus Two or can be given birth to. The mother is scanned during birth and if her physiology starts to change, she is quarantined and then usually killed with her child. It should be remembered that the number of Genus Two after year 85000 was large enough for the Imperium to commission a deadly number of robots to deal with the problem, these are now known as the Droids. Genus Two can bring down whole colonies where the medics are not prepared but this only really happens outside of Imperium space. Genus Two is mostly eradicated within Imperium space, although with every baby born, there is a chance it could kill the whole colony.

Genus Three

Genus Three was discovered by Star Scientifica at some point in the year 90000. Very little is known about the Genus as yet and thus it is kept completely secret from the general public. No-one outside of Star Sci and the very highest people in the Imperium know of its existence.

Only one in ten billion births turn out to have this genus and it can be very difficult to spot. Genus Three people have extended mental powers (which people argue are latent in the human brain). This emerged with the onset of puberty and can be frightening to the person in the extreme. A person has a psychic pool that fills slowly with psychic energy. When a power is

used for some mental feat, the pool drains a little. If the person goes through some sort of emotional upheaval, then the pool will fill a lot quicker.

Genus Threes are not dangerous to the rest of the human populace as Genus Twos. It may be passed on to children, but is not contagious. A Genus three can have differing amounts of ability. This power may be controlled (player chooses to do something) or uncontrolled (GM chooses when and how the psychic power is used).

Certain mental phenomena appear to group together. Thus there are power packages, as described below.

Dice Roll	Power Name	Description
1-3	Feeling	Telekinesis (moving things), Hydrokinesis (sensing and alteration of water), Pyrokinesis (manipulation of fire)
4-6	Seeing	Hypnosis (suggesting things to people), Telepathy (reading minds within visual contact), Precognition (sensing into the future), Psychometry (sensing information about an object, e.g. History).
7-9	Inner Self	Healing (heals 40 HP per turn), Regrow Limb (5 turns), Meditation (Recover 1 Pool point per hour, rather than per day). Resist Fatigue (can go for 80 hours without detriment).
10	Enokinesis	Manipulates energy patterns to alter reality in some way. The user may not entirely understand the effect of the alteration. Only one pattern may be altered. When this skill becomes 90%, they may alter energy patterns through time as well. Can also see in the second and third media (can see cloaked ships and see the raw code of Gaia pass around them).

GAME NOTE:

The character gets a Psychic pool of twice their soul. Every feat, regardless of its impressiveness drains one point. If the pool goes below Soul then the pool becomes the value of their Soul. E.g. Soul of 5 gives 10 points in Pool. If character does 6 feats, leaving 4 points in pool, until it is replenished, the Soul of the character is 4. Upon reaching 0, the character dies (but this would be suicide).

Replenishment is 1 point every 40 hours (with 10 hours of sleep) or 1 point for every emotional situation. The character won't actually become stressed as the pool will take the energy of the emotion away to be stored in the pool.

If the player has rolled Genus 3 on Psychotheatrics, get them to roll a D10 again on the table above.

Each of the facets listed above is to be treated as a skill starting at 2 x Soul. The player must first roll under Soul to be able to use the power at all, if this is a success, then the actual power skill is rolled. Every session, the player gets one Free RP to put into the psychic powers. Difficulties can be added to the roll, but the player should feel that the power is limitless and thus should not have any difficulty.

Enokinesis is only recommended for experienced players.

Genus Four

This is a scientific probability. Star Scientifica know that this Genus must exist. There have been no examples to test the theory on, only reports that indicate that it must exist. In the same manner that Genus Two was triggered by a biological alteration, it is believed that augmented humans procreating have triggered Genus Four. Some believe it is the ultimate in the symbiosis of man and machine: a natural technological step forward. Others see it as the end of humanity.

A k a r a k   N a t i o n

A way of life older than the Imperium, the Nation is a subculture within the broad umbrella of the Imperium. Based in the Akar cluster in Dorian, the Akarak is the name for a number of worlds that subscribe to the same philosophy. This philosophy is called Futurism and is a Philosophy based on the principle of 'the end justifies the means'.

HISTORY

Like many great things, the start of the history of the Akarak nation is a rocky one. Jebediah Akarak first settled the Akar cluster in 4002. Jebediah believed that to lead a long and healthy life, both Mind and Body must be expanded and pursued. This was a popular idea for those people who wanted to be colonists without the terrible hardship and dismissal of culture that went with a minimalist life style. The first few colonies starved and lived through impossibly hard times as colonists split their time evenly between developing farmland and developing their state of mind.

A few harsh winters on many of the planets lead to colonies dying out and the food excess that was created by the cluster as a whole was barely enough to feed the growing population. It was more than 70 years after the death of Jebediah that the Akarak nation got back onto its feet again. The Akarak trade group, funded by all the systems in the cluster helped colonies with unpredictable food production survive and paved the way for a new batch of colonies. The few craft soon became a fleet and it was dubbed the Akarak Aid Fleet. This group of craft brought together the systems and in a show of solidarity, the fashion of the time was to augment one's name with the letters 'Ak'. Smith would become Aksmith and Jones, Jonesak.

The calm and thoughtful nature of the Akarak colonies lead to rapid growth and a feeling of belonging. Many colonies were willingly subsumed into the Akarak Nation, which offered safety, security and economic strength. Where most colonies of this time were losing contact with other systems, the Akarak systems offered cohesion and belonging. Furthermore, the technological level of many of the systems was much higher than that of non-Akarak systems due to the Nation's foundation of balance between mind and body. A problem on one planet would be shared and discussed on many, often providing a better outcome.

During this time, the philosophies of the Akarak nation had evolved. It was apparent to the thinkers of the nation (of which there were many) that the survival of the human race was core to it existence. In 4287, Christopher Akulfer and a group of other thinkers set out on a pilgrimage.

4307 Codex completed

When the first Empire was created at the turn of the century in 5500, the Akarak Nation remained very quiet. They were happy to share their scientific findings and worked hard to co-operate with the fledgling Empire - whose footing right from the start was one of bloody expansion and take over. Fortunately, the direction of Expansion was not in the direction of the Akarak nation and so their way of life remained.

The Akarak Aid Fleet was the only large Trade Fleet to survive the Dark Ages that followed the fall of the first Empire. In these rough times, the fleet changed its role to protect its systems, rather than striking out to forge new colonies.

On the creation of the Imperium, the Akarak Nation was invited to take up a major role in its administration - their systems had survived unmolested and so their technology advanced had been built upon. The Nation respectfully declined but kept a watchful eye on its progress,

THE NATION TODAY

The Akarakian Nation has been very much subsumed into the Imperium as a whole. Although Akarakian children are brought up in a very particular way and taught an extended syllabus from the standard Imperial requirement, many of the traditions, organisations and theories can still be found within the Akar cluster. These traditions are not seen institutions to be kept running for tradition sake but an essential cornerstone to the future of the human race.

Compared to other clusters of similar size, the Akar Cluster is more populated, better educated, economically stronger and produced more technology. Other established Akarakian systems dotted around Imperium space often mirror these features in comparison with their neighbours.

EXTERNAL RELATIONSHIPS

The rest of humanity find it difficult to deal with the Akarak Nation and people's perceptions are normally based on planetary and education.

Those that know nothing of Akarak tend to see them as harmless monks.

Those that know a little of the Akarakian history and tenets tend to view them with some wonder, like living myths.

Those that understand the inner workings of the Nation will either treat them with great reverence or the up most distrust.

RELATIONSHIP WITH THE IMPERIUM

The Akarakian Nation hold a very good relationship with the Imperium - certainly on the surface. The Akarak Nation provide a large number of highly trained warriors, diplomats, strategists and scientists. The Akarakian Nation publicly supports every decision that the Imperium makes and the upper classes are in regular contact with the Empress.

Under the surface, it's difficult to know how the Akarak Nation views the Imperium. The Akarak Codex has very strict rules regarding the importance of the future of the human race and the Imperium often passes this up for economic or social concerns.

Proximity to speak with their Elder. Elders are normally selected from the people and are nearly always an obvious choice. In dispute, each Elder is given the choice to voice their concerns and then Elders from other Chapters are asked to decide.

There are 10 main houses within the Akarak Nation. 98% of Akarakians come from one of these. There are other Houses that report to the Akarakian Peer but these are seen as less official.

THE CODEX

Finished in 4307 the Codex is many things. It's the ultimate guide to Futurism. It's a blueprint for living a futurist life. It's a set of laws and it's a historical document. Although written over 88 thousand years ago, it is still relevant today as it always was.

The most important part of the Codex is the Principia Akarakia. This is a simple to follow rule when dealing with any given situation.

Apart from a small hard core, the Akarakian Nation is said to follow the Codex with compassion. This means that although they believe in futurism and strive towards it, they do so in a humane manner.
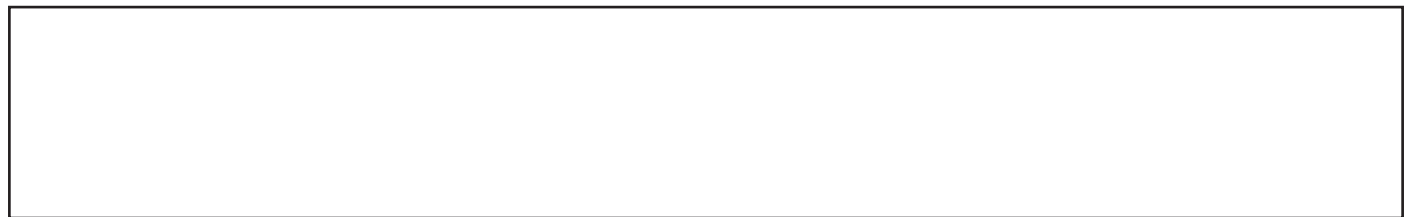
STRUCTURE OF THE NATION

The Akarak Nation is part of the Imperium and so the Akar cluster has its own Imperial Peer, called Henry Misakan. Each Colony has its own council, elected from the colonists by the colonists. This Council reports to the Peer who then reports to the Imperium. The Nation pays taxes in the same way that any other Colony does.

However, this is where the similarity ends. The nation is organised into a number of **Houses**. Houses are based largely on location of their headquarters (

An Akarakian House is then split into **Chapters**. A family line of Akarakians tends to belong to a single Chapter but there is some movement between them.

The most important people within the Akarakian Nation are the **Elders**. These are revered men and women who have excelled themselves while following the Codex with compassion. Their job is to supervise the running of the Chapter (or House), look after those in the Chapter, give resources to quests that deserve it and help teach new thinking or science. Elders spend their days in **Forums**, rooms that exist both in Gaia and in the real world in parallel. Members of the Chapter do not need to be in close

Clandestine Organisations

Where there is a system, there is always a group of people out to make gain by exploiting it or fighting it. As the Imperium becomes better at fighting crime, crime gets better at avoiding capture. At this advanced state of Law Enforcement, petty criminals have become a thing of the past.

The law cannot watch over all of the population all of the time and where criminals are discreet and intelligent, they can continue unmolested by the Police. Most Syndicates can be classed on either side of the Philosophical divide: Humanist / Technologist. Many battles exist between these two groups purely on the basis of ideology.

None of these Syndicates are public knowledge. Information on them can be dug out of Gaia for the more persistent researcher but the details are likely to be vague or often biased heavily depending on the philosophy of the writer.

CLASSIFYING THE SYNDICATES

Classifying Syndicates beyond their philosophical orientation is much like trying to nail water to wall. At the start of each Syndicate description there is some general information that can be used for comparison but this general information is to be used for guidance only. If the Star Enforcers (and the Nexus) know any more about the Syndicates, they're not letting on.

SYNDICATE OR SOCIETY?

The difference between a Syndicate (as given here) and a Society of like minded people is that a Syndicate breaks laws. The Imperium has labelled these organisations as illegal and being a member can lead to arrest on conspiracy charges. Some of these organisations begin as a Society and then radical elements of the Society use the structure of the Society to commit crime. If the Star Enforcers can arrest and remove these people before the entire Society becomes rogue then the Society is not made into a Syndicate.

CONTACTING SYNDICATES

There are three main ways for player characters to get in touch with Syndicates. The first and simplest way of contacting a Syndicate is using the Undergaia (see the Undergaia Section above). Information regarding the Syndicates can be found on the Undergaia but it's important to think laterally when doing so. Very little accurate information on Syndicates is actually stored on the Undergaia under the actual names of the Syndicates, so associated information is better to search for. For example, The Technomages (listed below) might be better discovered by looking for independent inventors and their slightly illegal inventions.

The second method to get hold of the Syndicates is by the character's knowledge. The Characters are unlikely to know anything about any of the Syndicates unless they have been involved in them directly, had contacts with the police or be particularly interested in them (feel free to invent the Syndicate Know skill to cover knowledge). However, the characters may gain the knowledge by communicating with 'dodgy' NPCs or by searching the Undergaia.

The final recommended method is by using **contacts**: gently asking existing contacts about interests or hobbies they might have. This is better than cold calling
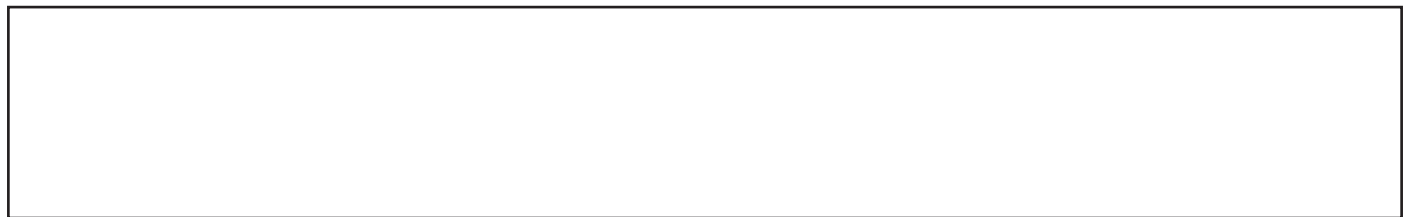
the Syndicate member because a recommendation from a mutual friend is less likely to be a Star Enforcer in disguise.

THE TECHNOMAGES

Philosophy: Technologist. Members: Over 10 billion.

The Technomages are a group which aims to support home technologists and to aid the spread of learning in technology. Although these aims sound honourable, some of the technology which is supported is considered illegal by the Imperium. Their illegal interests also reach into handling of stolen goods, harbouring known criminals (especially other Technomages) and supplying equipment to known felonious groups (such as The Machine). Although massively intersector, the majority of the ruling Mages are based in Arcturus, which is home to the Star Fleet. The size and proliferation of science of the colony makes it the perfect hiding place.

What makes the Technomages unique is their standing with the Star Enforcers. Although they are a clandestine society, most of the Mages are good, law abiding, loyal citizens who have the Technomages as a source of job or hobby. The Star Enforcers mostly see them as a harmless organisation that would take a lot of effort to arrest without actually removing many criminals from the streets.

From time to time, the Technomages can also act as a source of information for the Star Enforcers. If there is any group working against the colony, they often use their criminal contacts to find information that may lead to an arrest. This delicate situation is very much system dependent. On colonies where the Star Enforcer Colonials are lenient, they enjoy a peaceful life. On systems nearby, things might not be so easy. This difference in Enforcer leniency leads to differing levels of secrecy. In some locations, Mages may able to meet openly in a bar. Elsewhere, meetings are held quickly in darkened rooms underground.

The Technomages are not a group that are widely known by the public. News providers do not find much interest in geeks and so rarely report them. Also, if the public were to find out that a special arrangement was being held between the Star Enforcers and a clandestine group, this could force a very difficult situation.

Organisation

The Technomages have a number of ranks which is shown as black bands around a blue strip of cloth. Called a 'Mobius'. Advancement comes through aiding others, creating innovative pieces of technology or by helping out non-Technomages gratis using technology. Joining the Technomages is by invitation only and people are introduced. The smallest unit of the Mages is a 'Cell' which consists of anything up to 50 people in a cluster or system working on a similar area (such as Star Craft). Many Cells together are called a 'Clan' which is very much a localised group. A Clan could cover a cluster or a system, depending on the number of Mages in the locale.

The a Clan can issue awards to their Mages in the form of decoration on their Mobius. This is done where a Mage has achieved some good work but it is not enough to earn a promotion. The shapes signify different achievements in different Clans but are all celestial objects such as stars, planets, moons, nebulae, black holes etc.

Known Allies

Crossed Arm

The Machine

Rumours

The Technomages have been around for an extremely long time, their origins somewhat vague. One rumour is that the Star Sci set up the Technomages to better control and aid those people doing research. The difficulty with this rumour is that communication channels tend to be difficult to keep open and Star Sci is now so far ahead of the populace in terms of technical know-how that there is nothing benefiting them by keeping ties on a civilian group.

Using the Technomages

The Technomages are everywhere and in the more populated areas of the human race, there are many thousand. They are useful to identifying unknown bits of technology, sourcing rare pieces of kit and getting hold of experimental systems that are often fun to use. The more illegal the topic of Technomage study, the more difficult it is to contact the cell. Furthermore, high concentrations of Technomages are more likely to have cells doing more risky technology. The Technomages can be contacted through the usual channels of the UnderGaia but it's also possible to meet them by attending local technology groups, seminars and exhibitions. If you know to look for the blue bands, they can be found.

CROSSED ARM

Philosophy: Technologist. Members: Over 100 000.

The Crossed Arm are the militant wing of the Technomages. They are independent organisation who have many connections with the Technomages. The Crossed Arm serve to keep the Technomages running, protecting them from Humanity Syndicates. They believe that the advancement of humankind is worth fighting for.

Unlike the Technomages, the Crossed Arm are hunted by the Star Enforcers as a matter of course. The Technomages do not have a good relationship with the Crossed Arm as many Mages feel that their methods are over the top and not appropriate for the essentially peaceful organisation. It's often the case that Technomages have denied knowledge of the Crossed Arm or even given information to the Star Enforcers, with a risk of incriminating themselves.

Organisation

The Crossed Arm is organised into Cells with little or no hierarchy above the Cell. A Cell tends to be created from an offshoot of another cell or from disgruntled Technomages who wish to perform their own justice in a given situation.

THE CHROME

The Chrome believe that the next evolutionary step is not through natural selection but by the augmentation of the human body. They believe that to truly release the human mind to its full potential, it must be removed from the constraints of the human body and placed in a more capable frame. The Chrome argue that the human senses are not as evolved as the human mind and that it's wasteful to not provide the brain with all the sensory input that technology can provide. This hard-line belief in bionics is often in reaction to the general populace's mistrust persecution of those with bionics. The Chrome began by protecting those who had no choice but to turn to bionics, those born with genetic defect for example.

The majority of the Syndicate still operates by these philosophical principles but there is a hard core that

takes the idea a step further. In extreme cases, people who have taken the choice to die (rather than accept bionic replacement body parts) are abducted and augmented against their will. In some cases, this is in the best case for the individual, where they have been paralysed from an early age and cannot communicate with the outside world, it is up to the family to decide whether to augment. In these cases, The Chrome would abduct to fit a Neural Rayengine Link (Rink) so that the paralysed individual can communicate with the outside world using Gaia.

The Chrome also fight for the rights of Borgs who are oppressed on colonies where there is a large humanist element. A semi-legal offshoot of The Chrome is known as the 'Pro-Longevity' group, who argue for extending human life. The syndicate is funded by typical criminal operations, mostly theft and extortion.

Organisation

The Chrome are a disparate group of people who communicate and organise through Gaia. There is no form of overall hierarchy but there are wealthy individuals who fund and provide resources in each Sector of human occupied space. It's believed that these people are responsible for the direction and the motivation of the The Chrome operatives who
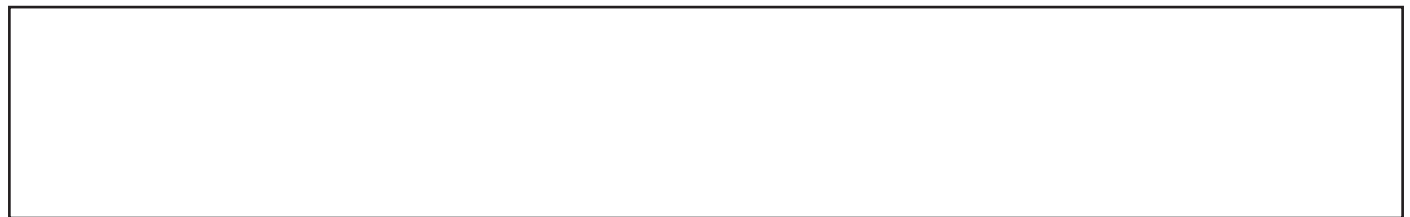
actually perform the functions of the syndicate. The main investors in The Chrome are very difficult to track down (else the Star Enforcers would have arrested them under the Organised Crime laws).

Using The Chrome

The Chrome are often used to throw trouble into difficult situations. The player team might have a contact that goes missing and turns up a borg three weeks later. The Chrome can also be used if a player character wishes to get bionics without having to pay. The Chrome are not difficult to get in touch with using the Undergaia but it should be noted that it's more a case of them getting in touch with you than the other way around. If existing Borgs need upgrading or repair, the Chrome can come in very handy as well, where the Star Civilisation medical centres might ask why the Borg was damaged or needs upgrading, the Chrome-friendly medics would ask very little. Asking anything of the Chrome will put the requester in their back pocket and may be asked to do some unsavoury tasks in the future.

Allies

The Machine

The Crossed Arm

Akarakian Exiles

THE SUN CHILDREN

The Sun Children are a difficult organisation to understand. Their philosophy simply states that the human race should be the centre of the concerns of the human race. Their chief drivers are life, compassion, love, nature, music and other romantic visions. The Sun Children's ideal goal would be to return to Earth and live in harmony with the environment without the need of technology.

Externally, the Sun Children look like an organisation that should be open and without threat from the Imperium. Their philosophies are liberal and not violent. The closest approximation to the Sun Children are the prehistoric hippies of ancient Earth.

However, the Sun Children are not tolerant of the rest of society and their more active groups seek to bring down any organisation that rides upon technology. Small time operations might include graffiti on the walls of a Automaton Factory and in the extreme, the destruction of an Orbital.

The Star Enforcers see the Sun Children as something of an annoyance - forming demonstrations, causing traffic jams and disrupting the creation of Mex cities but they do not pose much of a threat as high calibre firearms are certainly seen as technology.

Organisation

The Sun Children are organised locally over Gaia. Most of the information about the Sun Children does not need to be obtained through the Undergaia because the Philosophies are not much of a concern for the Imperium. The organisation of rallies, demonstrations and other peaceful, non-criminal acts can be easily access and viewed. There is no overall leader and companies based on Humanist leaning planets or that operate in a Humanist market (such as the food industry) openly give donations to good causes.

The illegal part of the Sun Children do their organisation on the Undergaia much like all the others. Most groups are local as intrusion from outsiders are often treated with the up most suspicion. Some of the illegal acts are funded by legitimate individuals or companies that wish to make money from the disruption caused to business. As the members of the Sun Children tend to be idealistic in their cause, they enjoy having their belief supported by someone ap-

pearing to share their passion - even if that person's true intentions are far from Humanistic.

Using the Sun Children

The Sun Children aren't difficult to find but the more useful, active part are. They can be operated on indirectly by publicising a "technological injustice" or harm to the environment. If there are a number of pro active and illegal Sun Children cells on planet then they will soon make use of the public information.

Allies

The Su Chi

Nios

Su Chi

The Su Chi are a spin off Syndicate of the Sun Children (the named formed by shortening the name). The Su Chi are Sun Children with an Akarakian twist. Although not directly affiliated with the Akarak Nation, they operate using a similar set of rules that the Akarakians do, called the 'Sun Codex'. The Su Chi began as extremists hippies who realised that to win the war, they needed to fight fire with fire. Thus, they embrace the

It's the Su Chi that the Star Enforcers are particularly interested in and there are many arrests made. The zealous nature of the Su Chi often makes them sloppy - they care more for the future of the human race and its connection with nature than they do for their own well being.

Organisation

The Su Chi are organised into pairs (called Partnerships) throughout the galaxy. There is no hierarchy. Some Partnerships do communicate with each other but their meetings are not organised and they know little of other operations. In some cases, this lack of organisation means that two Partnerships work on solving the same problem and meet mid-mission. This can cause friction but the pairs normally become four to meet the objective.

When one of the Partnership dies, then it is the duty of the living remainder to recruit and train another two. The better trainee of the two is then sent off to find another partner and the less good trainee becomes a partner. In this way, the Su Chi retain their numbers. Their ranks are normally recruited from Sun Children who failed to get into the Imperium (Star Fleet or Star Enforcers) and still want to do their bit for humanity.
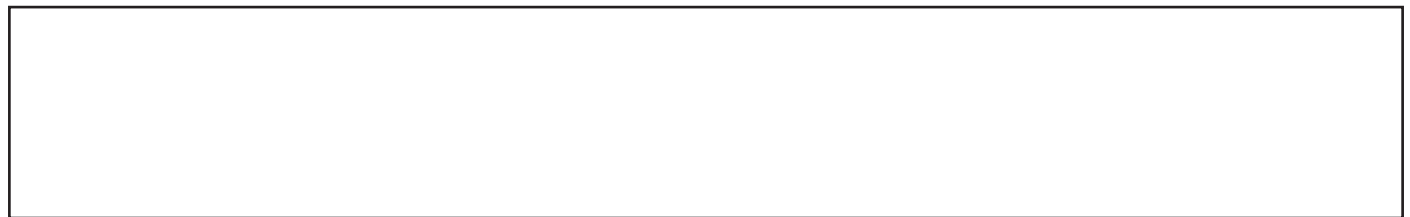
"evils" of technology so that they may fight against it. Where the Sun Children rarely wield firearms, the Su Chi are extremely well kitted out.

The Su Chi work around the edges of the Sun Children. Where the Sun Children have not managed to solve an injustice peacefully or without violence, the Su Chi will do whatever it takes to make the change. They believe that the future of the human race depends on these drastic actions. This is where a similarity with the Akarakian Nation is drawn and it is the only similarity.

The Sun Children publicly deny all connection with the Su Chi. The often dramatic and violent Su Chi actions are not always separated from the Sun Children in the minds of the general public and so violent actions will sour the Sun Children's reputation. In more secret circles, the Su Chi are seen as a necessary evil. Where the Sun Children find it difficult to make a stand, the Su Chi will have no problem. Thus, at the higher levels of the Sun Children, there are lots of links with Su Chi operatives.

The Su Chi perform all sorts of actions, from convincing a famous Automaton maker to retire through to murdering the head of a Colony's Council for allowing a new technology factory to be built.

Using the Su Chi

The Su Chi are quite easy to get in touch with through the Undergaia. They do not keep themselves too covert because they believe that the Sun Children need to be able to call upon them at any time. This can make things easier for the Star Enforcers but for that, the Star Enforcers need evidence and that is often difficult to come by.

Like most Syndicates, the Su Chi will normally only work for their own cause. If you can convince a Su Chi operative that someone needs to die because they have some connection with the decline of humanity through technology then you have a very cheap (often free) assassination service.

Allies

Sun Children

Nios

Nios

Nios are the ubiquitous Humanist Syndicate. Not as old as the Sun Children but ten times more passionate and focused. Whereas the Sun Children hold generally romantic beliefs about nature, music and humanity, Nios believe that the human soul is being corrupted and that evolution has not been allowed to progress properly. Thus, Nios fight against human augmentation through bionics.

These beliefs are often taken to the extreme. In normal society, a newborn baby with severe lung defects would be immediately augmented so that they can lead a normal life but Nios would argue that this corrupts the baby's soul and would rather see the newborn die. Tied with this strict belief is a notion of destiny - if the child was meant to die then it should do so. Unlike ancient religions, this faith does not hinge upon the existence of a God.

Nios is more of an intellectual Syndicate than the Sun Children and its members often hold positions of responsibility across the Imperium and within colonies. The upshot of this is a number of laws restricting the scientific study that Star Sci is allowed to perform. One good example is that the genetic modification of humanity is illegal, even if it might lead to the cure of

system and often across more than one cluster. This spread out configuration helps in avoiding the attention of the Star Enforcers.

Using Nios

Nios are difficult to contact through the Undergaia because they are very wary of the Star Enforcers infiltrating their organisation. If a player group does manage contact, then it is likely to be with a 'Middle Manager', someone with people below them and above them in a Quorum. As Nios members are generally more suspicious and intelligent, it can be difficult to convince them to perform any actions. However, Nios will trade information if it is of interest. Furthermore, their attentions can be diverted for the right sum of credits. If you own a technological factory and you're worried it might be destroyed by Nios then you can always pay them to divert their attentions elsewhere.

Allies

Sun Children

Su Chi

However, not the Raised Fist
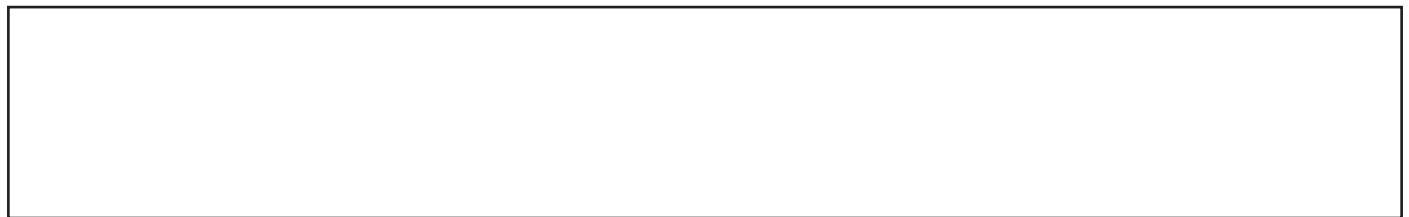
a disease. Nios see this as the most dangerous step humanity could take. Nios constantly work towards making all augmentation illegal although this is likely to be something of an impossible struggle.

Nios went from being an Intellectual Society to an illegal Syndicate when it was found that the level of criminal activity was extremely high. The structure of the Society was being used throughout ranging from assault and damage to property at the lowest level to grand fraud at the highest. When it become classes as a Syndicate, millions of people left the organisation.

Organisation

Nios is organised into groups called Quora. Each Sector has a hierarchical structure. At the top are the wealthy who fund Nios (through fraud, embezzlement, bribes and donations) and give the Quorum some direction. At the bottom of the hierarchy are many operatives who perform the more manual tasks within the Organisation. Money is passed down through the tree to the bottom where keen operatives can fund their anti-technology projects.

The Quorum sizes depends on where it is located. A Quorum often stretches across more than one star

The Raised Fist

The Raised Fist are a radical militant offshoot of Nios. Known for being perhaps the most violent of all the Syndicates, The Raised Fist actively seek to destroy and harm anyone who has corrupted a human soul. Whereas Nios are subtle and try to perform their actions without the knowledge of the Star Enforcers, The Raised Fist are brutal and quite open. The ideals of Nios and The Raised Fist are so very similar that they are often mistaken for each other. This adds to the bitter tension between the two Syndicates.

The Raised Fist will murder, destroy, poison, burn and tear down any edifice that might be connected with the corruption of the human soul. In particular, human bionics implant shops are a favourite target. They will also seek to kill anyone who has had their soul corrupted. They refer to this as 'releasing' that person because in death, the soul is allowed to escape the technological body. Most bionics The Raised Fist attack tend to be well armoured, therefore The Raised Fist are normally well armed. Of all the Syndicates, this is the one that gives the Star Enforcers most trouble.

Recruitment often occurs from disgruntled members of Nios who would prefer to take more action. Zealots are head hunted by The Raised Fist and quickly

trained.

Organisation

The Raised Fist are organised much like Nios, with Quora spanning clusters. However, the lowest levels are group into "Murder Squads". An Murder Squad, as the name suggests, is a group of operatives who are trained in slightly different areas so to make a more effective team. Murder Squad size ranges from 3 to 9, depending on their level of funding and location.

It is uncertain who funds The Raised Fist as those at the top of the hierarchy are mostly unknown. There is very little structure between those with the money and power and the Murder Squads. Rumours have been spread that the higher powers of Nios are the very same as in The Raised Fist but this connection is almost impossible to prove.

Using The Raised Fist

It's next to impossible to use The Raised Fist. They operate solely on their own agenda. The Undergaia can be used to gain knowledge of where Murder Squads appear to be operating but little or no contact is possible.

These rules have kept the integrity of the Silver Blade over many centuries.

Organisation

The Silver Blade is a flat organisation, there is no hierarchy. A series of intelligent, free-roaming entities perform the function of connecting clients with Assassins in the correct area. Each Assassin pays a monthly fee to be a member and this pays for the creation of new entities. Assassins wishing to join the Silver Blade must perform a series of jobs at a much reduced pay. Once joined, the Silver Blade member will be recognised on Gaia as a member and can be contacted for work.

Using the Silver Blade

The Silver Blade can be tricky to contact on the Undergaia (Taxing difficulty) and a new contact is required for each job that is needed. However, the Silver Blade are remarkably reliable and operate throughout Imperium Space. All this quality comes at a price. The more difficult the target, the more you pay. For a Joe Bloggs, the price is approximately 8,000 and for a colony councillor, the price is nearer 100,000.

Allies

None.

THE SILVER BLADE

The Silver Blade are a Syndicate that acts as a support group for Assassins. The Silver Blade does not have a humanist or technological lean. They work to a set of rules for credits, regardless where the credits came from. Each Assassin in the Silver Blade must adhere to the rules, even though the methods of Assassination are varied. The Silver Blade is used by all the other Syndicates as well as rich private individuals with a score to settle.

The main rules (there are hundreds in total) of the Silver Blade are:

1. Half the payment is to be provided before, half after.

2. Discretion at all times.

3. Never admit to being a member of the Silver Blade.

4. If the task cannot be performed in the given time, then the money must be returned in full.

Allies

Everyone and no-one.

TORTRAC HEDS

The Tortrac Heds (or simply Heds) are a 'General Troubleshooting' Syndicate. Their service revolves around finding, stealing, killing, repairing, defending or doing any odd-job that you need. Their most distinguishing feature is that their not very reliable. Akin to the anarchistic Punks of the ancient 20th Century, the Heds are hell-bent of having fun and bucking the 'system' (which is not always the Imperium). If you were to ask the Heds to retrieve an Akarakian Sword, for example, they might well collect it before returning it to you, blade first.

Part of the Heds' 'charm' is their drug fuelled energy. When the Heds work for someone, they really go to work for them, with an energy and gusto you'd expect from children. However, much like children, they lose interest if the job takes an extended period of time so it is best to use the Heds for short and fun missions.

Although outrageous and flamboyant, they are also very good at resisting arrest. They can reign chaos

onto a system and leave very little hard evidence that is was them. They operate fast and effectively, and rarely return to the same colony twice.

Organisation

The Heds are organised into Gangs, each gang containing from 10 to 50 people. A Gang nearly always operates from a space craft (if they lose it, they normally steal one) and is each a sole unit. Each Gang has a 'Governor' who is Captain of the ship and arranges the work. It is in the Undergaia that these disparate groups are connected together as a single Syndicate. Each Gang is extremely competitive and they like to show off the tasks they perform, how close they got to the Star Enforcers without being arrested and how much money they earn. Throughout the Undergaia, there are unofficial lists of the best Gangs, often composed by the Gangs themselves.

Although intrinsically competitive, the Gangs do stick up for each other against a common enemy: one of the other Syndicates, the Imperium or a client who doesn't pay.

Using the Tortrac Heds

The Heds can appear elusive (they certainly are to the Star Enforcers) but they can be found on the Undergaia with a trained eye. Each Gang leaves Undergaia graffiti on the walls of Undergaia forums suggesting ways to contact them along with some marketing message regarding their unorthodox methods.

Contact is made through the Governor. They always ask for payment in full up front as they often have to disappear quickly into the void of space. The Heds are best used for actions that are not precise and incisive.

Allies

The Heds are rarely used by the other Syndicates and are often seen as an annoyance.

Recreation

One quarter of people's lives is spent in recreational pursuits. There is a huge number of different hobbies that people engage in fro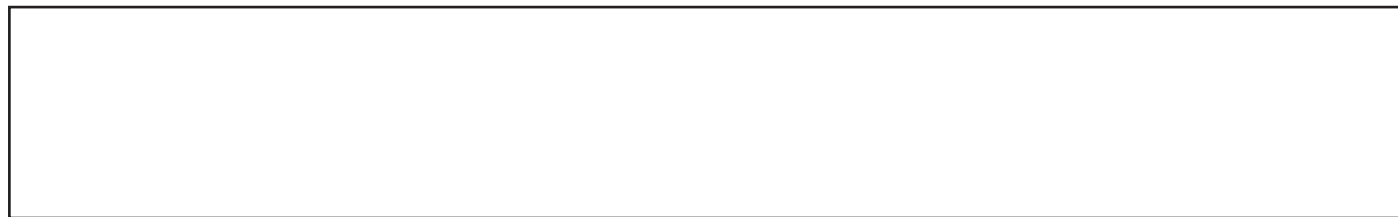m supporting a Planetball team to building gliders to glide above thermal vents. This section details a few of the more conventional ways of spending spare time.

Physical Socialising

Still the most popular of all past times is going out with friends. Physical Socialising (or 'In Fizz') is where people meet in the real world to listen to music, dance, chat, drink alcohol and take legal drugs. Each established Mex colony boasts a huge number of bars and clubs. Each bar and club is often run by Automatons, who can work around the 40 hour cycle. Their personalities are chosen to fit the atmosphere the owner of the club or bar desires. This can range from rude through to submissive. Food and drink is ordered using Gaia menus that can be used from a Gaiajack or float around the real world space as colourful hard light holograms. Serving is either performed by an Automaton or a simple floating tray. However, in the very exclusive places, humans serve the food and drink but expect to pay a lot!

Live music is rare in these clubs and bars, normally the musicians are on a far away system but appear to be in the same space by way of a hard-light projection.

An large, flat area of the club or bar is normally reserved for dancing. In this area, people wriggle, step and gesticulate in time with the music while holographic shapes swim and burst around them. Those who take dancing more seriously have their own holographic shapes that move and shimmer in line with the dance moves of the owner. In this way, the owner controls the shapes and can create their own show.

In Fizz is preferable by most because it is possible to find and meet a sexual partner. This is partly possible in Gaia but procreation is not possible.

Gaia Socialising

The next best form of socialising is within Gaia (In Gaia). This is almost identical to In Fizz socialising except that it is the Gaia Isis that actual does the contacting and because of this, people in Gaia tend to be more attractive and better dressed than In Fizz. Gaia Socialising is ideal for those who wish to meet people without physically leaving their home. Furthermore, people on space craft thousands of light years from home can still keep in touch with people from their home world.

More high tech Gaia rooms have an in-built Bioreorganiser that can make any food stuff (given the right entity to make it). Anyone using a high tech

room like this can order food from their preferred restaurant and it will be made locally, wherever they are.

The Crossover

There is a crossover between In Fizz and In Gaia socialising. These are bars that are large Gaia holorooms (most are anyway) that allow Gaia Isis to mix with real people. These Crossover bars and clubs are popular to some but to many they are confusing because it is not obvious whether the person you are talking to is real or sitting on a space craft across human occupied space. The only way for the real person to tell is to try and get the other person to leave the confines of the bar or club. If they are using Gaia, then they cannot leave.

GAIA ALTERNATIES

A Gaia Alternaty is an alternate world that persists somewhere in Gaia. Think of it as a game where people can play characters in a different world. These worlds are very popular amongst those who wish to escape from their lives. Gaia Alternaties are often set in fantastic worlds or historical times.

GAIA INTERACTIVES

A Gai Interactive is a partially interactive story where the viewer can sit and watch the story as the creator intended or have an input into the events of the story to change its direction. Cheap Interactives are easy to come by but the number of choices available are few. More complex interactives have intelligent Gaia entities that respond more believably to events.

PLANETBALL

Planetball is a team sport that involves scoring goals by placing a ball through a hoop. The hoops are mounted on vehicles and both teams start on opposite sides of a planetoid. A single planetball game is normally played over a number of days and in that time, it can be possible to score 10 goals. Each team is equipped with a number of vehicles that the players can use to transport themselves and the ball. When players from opposing teams meet, there is normally a large amount of exciting inter-vehicle combat. The only weapon that is allowed in Planetball is the Ballgun, a device that can be used to propel the ball up to 1km. The ball itself is only 30cm across and made from a metal-ceramic material. It also has a Grav engine inside to allow it to propel itself to a certain degree.

Depending on the spin the player puts on the ball, it can curve up to 90 degrees in flight.

The Goal is usually mounted on the back of a Hauler and it is within that Hauler that the co-ordination of the team is performed.
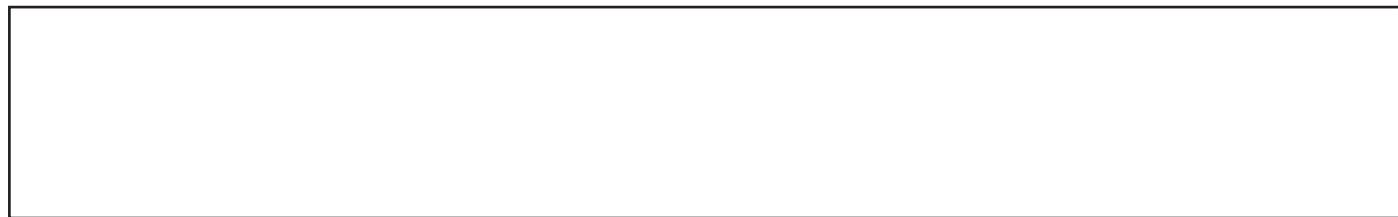
Planetball teams have huge followings across the Galaxy and there are thousands of leagues, each containing hundreds of teams. In the top league are corporate and Imperial-sponsored teams with each of the Imperial Star Industries having a team (Star Fleet, Star Enforcers, Star Scientifica and Star Civilisation).

Although physically quite violent, in that players often get mangled in a high-speed accident, it is enjoyed by all ages - especially the top league where deaths are rare because the players are augmented.

There is big business in betting on Planetball leagues and merchandising.

RAIL FIGHTING

Banned in places, Rail Fighting is a blood sport whose rules vary depending on legality and location. Most colonies do not permit Rail Fighting but others actively encourage it, offering people a Gaia seat - for a fee.

Rail Fighting's roots is in boxing where two people are set against each other in a ring. In Rail Fighting, combatants fight in a circular room (normally with transparent walls). Around the edge is a rail 1.5 metres up from the floor. The combatants fight until one of them is unconscious or one hits the rail (either intentionally or not).

From this basic set of rules, the deviations modify the format. Each modification has been given a name so that potential viewers know what to expect.

Full Blood

Notably played in the Tef Cluster in Dorian, the Full Blood version is a deadly version of the game. Each combatant is fitted with a health monitor that can sense death. Rather than unconsciousness, it is death that ends the fight. Weapons are often given to one or both of the combatants and the Rail around the edge cannot be used within the first 5 minutes of the game. This is the version that has given the sport its notoriety.

The Timeline

This section shows the course of history from the middle of the 20th Century to the present day. A more detailed description is on the website and not completed.

Dates		Epoch	Description
From	To		
1947	1987	The Space Age	Humans begin first steps into Space in a Cold War fuelled race.
1988	2099	Age of Post Apocalypse	As the remaining population of the Post Nuclear Holocaust dies on earth, the few on the orbital space station watch in horror.
2099	2199	Expedition Age	Research into scavenging resources from that which has been left in Earth's Orbit.
2199	2999	Age of Enlightenment	New technology gives new hope to a demoralised race.
2999	3233	The Genus Plague	A Plague of unknown genetic origin kills thousands leaving only a few on the station.
3233	3499	Repopulation Age	Safe from the virus, remaining population begin repopulating the base. Scientific advancements are slow.
3499	3823	Faster than Light Age	First few vehicles to cross the speed of light are created.
3823	3999	First Exodus	90% of Earth Orbit population leave in massive colonial ships.
3999	5003	Silent Night Age	Slow building and expanding of colonies, many die out. Technological level drops dramatically. No communication between colonies.
5003	5499	Spacefaring Age	Rebirth of spacefaring by a nomadic colony which begins mapping human systems with space craft constructed in Sol.
5500	5733	The First Empire	A group created by colonies to help fledgling colonies along. Joint scientific and policing groups created. Violent expansion preceeds decadence and eventual fall.
5733	5799	Dark Age	The Empire falls leaving the galaxy without rule, many wars begin and smaller colonies die out due to lack of aid.
5800	11495	The Imperium Age	A few powerful colonies ally and create the first Star Industries. Soon, many independent colonies join.
11495	25210	The Goldern Stability Age	The human race grows and spreads rapidly under the guidance of the Imperium. Some anti-Imperium philosophers band together under a righteous idealist called Aran Colmay.
25210	36778	Philosophical Division	Slowly systems opt for Imperium or Aran systems. Imperium treats Aran colonies with cautious respect.
36779	71065	The Aran War	Small military actions turn into a huge war that engulfs the human race for 34,000 years.
71065	73100	Second Dark Age	Although the war has ended, many systems die out due to lack of support or trade. Communication is removed and the galaxy begins to split into smaller kingdoms.
73100	74002	Rebuild Age	The Imperium rebuilds many of the old colonies and sets about improving many facets of life, including art and culture.

76110	83481	The Astra-Renaissance	A new age of learning and culture hits the Imperium, old technologies are rediscovered and new art is created.
83481	89987	The Mutogen Plague	The next step in the evolutionary chain, called Genus 2, outbreaks on Callios and spreads rapidly. Soon, hundreds of systems and clusters are infected.
89987	90233	The Clensing Age	The spread of the outbreak is halted and the systems are cleaned by the Fleet. Better controls are put into place.
90233	91001	The Calm Age	The human race grows cautiously and almost without incident.
91001	91622	The Droid War	Imperium created combat AI robots replicated themselves and start destroying the human race.
91622	Present Day	The Retalliation Age	After loosing much of the galaxy to Droid control, the Imperium manages to secure a small sector of it without Droids. The droids are not defeated but wait on the edges of human space.