A HARD LIFE AMONGST THE STARS

"There are other worlds than this one, and if there is no air to breathe, we will simply have to make it."

—PETER WEYLAND

Living in space ain't pretty. Human life is cheap and so are paychecks. There is always someone worse off, willing to do your job for even less, so you better not screw up and lose the one you have. In most professions, having dirt on your employer or becoming a certified expert in a field are the only ways to maintain any semblance of job security.

Aside from the luxury accommodations of the corporate elite and the cutting edge weapons of the Colonial Marines, almost everything is grimy, used, and in need of repair. The only colonists guaranteed to receive new parts and equipment are the miners and atmospheric processor support personnel on planets consistently exceeding their corporate quotas. In remote sectors, imported technologies are overpriced and hard to come by, so most equipment is jury-rigged, modified, and made from recycled and refurbished materials. In some territories, vehicles and starships are still in use that are nearly a century old. Instead of the expensive, three dimensional holographic displays of yesteryear, most spacecraft are equipped with conventional monitors and basic sensor packages. Over the past several decades, MU/TH/UR computer systems have become less about the sophistication of the AI and more focused on utilitarian function. Even spacesuits are bulkier and provide less protection than those produced during the golden years of space exploration.

In essence, humankind as a technological society is on the decline.

Humanity never would have left the cradle of our solar system without the foresight of visionary entrepreneur and businessman Peter Weyland. Under his stewardship, the Weyland Corporation introduced three things that ensured mankind's dominance over the stars—the capacity to travel at faster than light speeds, the introduction of the hypersleep chamber, and the ability to terraform whole worlds.

FASTER THAN THE SPEED OF LIGHT

The ability to travel faster than light is the lynchpin of mankind's expansion outside our own solar system. Without it, there would be no extrasolar colonies and no corporate star empires. First developed by Weyland Industries in the 2030s, these engines are sometimes referred to as *displacement drives*. The system works on the principle of an inverse relationship between velocity and the flow of time. An FTL drive achieves these speeds by displacing the volume of space proceeding a spacecraft and drawing the vessel forward with it. Accelerating to faster than light speeds is not instantaneous. Ion thruster build speed up to the point where the displacement drive can take over, gradually propelling starships to several times the speed of light.

When they were first deployed a hundred and fifty years ago, FTL engines could impel a starship such as a Heliades class Space Exploration Vehicle at 10 to 15 times the speed of light. Even though modern ships can travel from 50 to upwards of 700 times FTL (read more on page 167), that still means it can take weeks or even years to travel the whole of chartered space. To complicate matters, prolonged travel at faster than light speeds can cause a syndrome in mammals known as Neurological Distortion Disorder—or the NDDs for short (see the text to the right). To combat this and to conserve resources on long trips, space travelers spend most of their FTL time in stasis.

HYPER SLEEPING WITH THE STARS

Even before FTL was possible, hypersleep technology was in development. As early as the 2020s, Peter Weyland had ordered his scientists to find a way to extend life indefinitely. While not exactly what Weyland had in mind, the resulting technology was a significant leap forward. The ability to slow a life-form's biological processes to a near standstill was beneficial to both the medical industry and deep space missions at sublight speeds. When FTL became a reality, stasis was adapted as a solution to resource management on space flights.

Hypersleep was soon found to offer other benefits to man's health in space. Traveling faster than the speed of light can have a distortion effect on human perception. Known as Neurological Distortion Disorder, this syndrome causes paranoia, epilepsy, psychotic behavior and other adverse effects. Worse than that, the faster one travels, the worse the symptoms. Stasis protects space travelers from the NDD, with the added benefit of arresting aging on a cellular level.

THE SLEEP OF AGES: The process of entering hypersleep involves a mixture of gases and lowering ones temperature significantly. While travelers are not conscious when in stasis, they can—and are encouraged to—dream. As brain functions are also slowed during hypersleep, a single dream can last months. In fact, an entire industry has been created to take advantage of this (see page 163). Dreaming in hypersleep promotes mental health and can help a body's natural regenerative healing.

RULES: After a number of days of FTL travel equal to the FTL rating of the ship (a lower rating means a faster ship), roll a D6 on the table below. When the same number of days have passed again, roll again adding +1 to the roll. Keep rolling with the same frequency, each time adding an additional +1 to the roll. As stated above, stasis offers protection from the NDDs, but being abruptly awakened from hypersleep is dangerous. Disorientation, headaches, chest pain, and nausea are all common side effects. While uncommon, some severe cases have resulted in death. In game terms, a rude awakening from hypersleep counts as an attack against you rolled with six Base Dice. Should you be Broken by this damage, you must make a Death Roll every Turn.

In addition, hypersleep for any length of time will make you Dehydrated (see page 106). The Hydr8tion drug (see page 137), taken before stasis, will counteract this effect ■

NEUROLOGICAL DISTORTION DISORDER

ROLL	EFFECT
–5	NO EFFECT. Yet.
6–7	PARANOIA. You become convinced that someone or something on board the ship is out to get you. The effect, which lasts until the FTL travel ends, should be roleplayed.
8–9	EPILEPSY. You suffer episodes of epileptic seizures, that will disable you for a full Turn. Roll a Stress Die each Shift—rolling a ÅÅ means a seizure occurs.
10–11	DEMENTIA. Your memory is a blank slate. You can no longer recall who you or the other characters are. The effect lasts for D6 days after the FTL travel ends, and should be roleplayed.
12+	PSYCHOSIS. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.

GRAVITY DRIVES

Corporate scientists are always working on advances in FTL technology. A recent development operates by generating waves of force throughout the length of the vessel which propel it past light speed without the aid of thrusters. Called Gravity Drives, these systems create a distortion in space-time, allowing starships to enter Einsteinian Space—a relative state of non-existence in the material universe, allowing ships to travel much faster than conventional FTL. The technology is a giant leap forward, but the NDDs still require travelers to enter stasis for prolonged journeys. The details of this process and the principles behind it are currently classified by Weyland-Yutani. Still in experimental trials, Gravity Drives are mostly unknown on the Frontier, found only on high-end company yachts and exploration ships hailing from the Core Systems.

A fortuitous byproduct of the gravity drive is that the fields generated by it provide powerful protection against ballistic and energy attacks. Gravity Drives are finely calibrated and weight sensitive—any unaccounted for mass aboard a starship utilizing the system risks severe course deviations.

CHARTERED SPACE

Welcome to space. You're going to die here—and when that happens, your relatives are going to need to know where to pick up your body and whether to burn it or shoot it back into the void.

The star map on the inside covers of this book shows all of chartered space. The three largest sections divided by government are the American Arm of the United Americas, The Anglo-Japanese Arm of Three World Empire, and the Collectivist Block of the Union of Progressive Peoples. These national domains cut through the Core, Veil, Outer Rim, and Far Reach of known space.

THE CORE SYSTEMS are those closest to Earth. They are the most prosperous colonies and the playground of the elite. The 3WE and ICSC dominate this region of space.

THE VEIL: Outside the core systems is the Veil. Rich in resources for mining and cultivation, the colonies of the Veil were terraformed and settled by the 3WE over a century ago. Since then the UPP has annexed many worlds here. Vast regions of space in this region have been stripped bare and made uninhabitable through unsafe mining methods performed by both superpowers.

THE OUTER RIM: Beyond the Veil is the Outer Rim. Out here American and UPP explorers discovered several resource rich planets that could support human life without terraforming. The Rim is the outer edge of civilized space.

THE FAR REACH: Extending from the American Arm of the Outer Rim is the Far Reach. This area of claimed but mostly uncharted space stretches through vast areas of the unknown to a scattered group of terraformed lifeblood colonies essential to the UA and 3WE. Space truckers call this string of worlds the Pearl Necklace.

THE FRONTIER: Along the edge of explored space lies the Frontier. It is a free-for-all land of opportunity constantly expanding the boundaries of known space. Beyond that lies darkness ■

LIVING IN SPACE

So, you want to try your hand at surviving on the Frontier. The average blue collar worker here is a farmer, a pioneer, a maintenance engineer, a wildcatter, a prospector, a miner, a space trucker, a marshal, a manager or a soldier—all dirty and hard-working professions. Only a select few get to call themselves explorers.

The best long-term option available to the common human is to become a Frontier colonist. The vetting process isn't easy—in addition to competency and physical prerequisites, candidates must endure an intense psychological screening process that many potential colonists fail. However, once you are approved for a colony, you are essentially set up in that position for life, assuming you don't screw up royally. Corporations and the colonial administration can't be bothered to replace a farmsteader or terraforming maintenance engineer like you for minor infractions. Also, the job has the added bonus of your descendants inheriting your position.

Unfortunately, there is no glory or glamour to be had as a colonist—the colonies on the Frontier are experiencing an economic depression while the companies in the Core Systems grow fat off of the hard labor of others. Supplies are limited and more often than not, colonists are told to ration and improvise.

JUST IN TOWN FOR SUPPLIES

While most Frontier jobs are colony based, they all interact in one way or another. Prospectors and wildcatters survey the terrain, staking claims to mineral deposits and drilling exploratory wells in unexplored regions. Miners often serve a one-year contract at a particular colony site before being rotated out. Farmers grow produce, maintenance engineers keep the atmospheric processors running, general managers oversee it all and the marshals keep everyone in line. Space truckers deliver supplies to the colony and bring that world's exports back to the Inner Core Systems. Many corporate cargo haulers are former Colonial Navy veterans who are down on their luck. The Colonial Marines and Navy protect these worlds, also rotating in and out along the Frontier. Finally, corporations will send security and assessment teams to ensure their resources are being well cared for. Taken all together, it represents the well-oiled machine of commerce—and everyone in it is just a cog, a replaceable cog.

Then there is the fringe element.

Mercenaries, vagabonds and privateers move from colony to colony, looking to eke out a living on the fringe of normal society. Some are criminals on the run, others are just disenchanted with colonial and corporate bureaucracy. Many are dangerous.

SPACESHIPS

Between scouting missions and cargo runs, people on the Frontier spend a lot of time in massive metal cans hurtling through space. Starships are designed for functionality, not aesthetics. Floor gratings can be removed to access conduits located beneath them, and exposed machinery and tubing line the walls in all but the crew's quarters. Several typical spaceships operating in 2183 AD are described on pages 180 and forward.

A LONELY LIFE: Living on spaceships can mean sleeping for months at a time. To complicate matters, all this travel back and forth can severely alter personal dynamics. When you spend a few years making cargo runs in hypersleep you don't age all that much, while your family has been living active lives planetside. Children grow up and lovers grow older. Relationships tend to unravel, leaving you with only your work and your crew.

SPACE STATIONS

Space stations are mostly designed in a similar fashion to spacecraft—the difference being that there are many more habitat areas, as well as large open malls. Station design is as varied as that of starcraft—some consist of several towers with a connecting latticework of travel tubes while others are built out into the spires of massive decommissioned refinery modules. Still others utilize more traditional forms such as a wheel or sphere. While most are built out of titanium composite and other high end alloys, some, such as the religious colony Arceon, are also composed of exotic materials. Most space stations are like overpopulated cities in space—quarters are cramped for all but the elite, those in the working class live and work right on top of one another, and crime runs rampant.

CLAUSTROPHOBIA IN THE VOID: People need room to breathe. Space itself might be vast, but there just isn't a whole lot of it available in the stations floating amongst the stars. As windows are a commodity in space, space stations often have recreation centers and botanical gardens equipped with environmental walls. These large monitors project breathtaking views of natural vistas such as wooded glades, tropical beaches, or majestic mountain ranges. While expensive models include a three dimensional projection, cheaper and more prolific models use flat screen video.

ANCHORPOINT STATION

The second space station to bear the name, the massive Anchorpoint station is your crossroads to the Frontier. Located in unclaimed space a few scant parsecs from UAAC base Liberty Echo, Anchorpoint is a convenient place to pick up supplies, get some grub, refuel, make repairs in drydock, and pick up migrant crew and workers for your next job. Location is everything, and Anchorpoint is positioned perfectly to service the southern Outer Rim and the Far Reach, providing an alternate route from the Solomons to civilized space.

Anchorpoint is considered neutral territory and is governed by the ICSC—vessels from any and all governments and corporations are welcome here. The ICC and Colonial Administration often send representatives to negotiate intercolonial disputes at Anchorpoint. The UA operates a Colonial Marshal Bureau aboard, and a small contingent of Colonial Marines is stationed in the garrison office in tower four.

The station has a very small permanent population, but can easily house 3,000+ transient workers and colonists. Anchorpoint is composed of four refinery modules situated around a central core hub. Three of the modules have been converted to habitable space similar to the Seegson company's former Sevastopol station, while the fourth is a functioning refinery for processing ores and gases bound for the Frontier colonies. With concourses laid out similar to a terrestrial spaceport, the station is known for its dive bars, open mall areas, service androids, and inexpensive entertainment.

WHAT'S THE STORY, MOTHER? While only three years old, the newest incarnation of Anchorpoint is the most successful space station project outside of Sol system. The original Anchorpoint was a colonial refueling hub/science station situated in the Neroid Sector, close to UPP space until 2179 when she suffered a catastrophic reactor failure—for reasons unknown. Colonial Administration and the ICC commissioned the Independent Core System Colonies to build a new one, placing it further out on the Frontier to facilitate the colonization boom.

ARCEON

Dubbed "the wooden planet" by space truckers, Arceon is a strange station. Originally an old class V habitation sphere, the mile-wide Arceon was repurposed as a monastery for a reclusive technophobic monastic order. All metallic areas within and without were covered with wood, and all structures within the sphere—an abbey, libraries, communal baths, reservoirs, and even a massive glassworks—are wooden and archaic in nature.

Inside, there are wide-open spaces with ceilings as high as 300 ft tall, and the structure itself is layered like an ant's nest. Arceon sports grass fields where crops and livestock are grown and maintained. She is large enough and rotates fast enough to maintain its own thin atmosphere which is continuously processed and replenished by technology located at the core of the wooden world. The upper hemisphere of the station is dominated by a massive lake, replete with marine life.

WHAT'S THE STORY, MOTHER? Arceon was founded by a monastic "back to nature" movement in the 2100s. While initially dismissed as a cult, the order proved to be dangerous when they used the enhanced computer virus called New Plague to wipe out an inordinate amount of data on Earth, crippling credit unions and trans-stellar corporations alike. The group even detonated low yield nukes in key metropolitan sectors, utilizing the electromagnetic pulse to force people to get by without technology. As more and more followers flocked to the order, action was taken. Rounded up and arrested by a joint 3WE and UA task force, the order's final sentencing was suspended when Weyland Corp bought off the judges. The monks were ultimately released into the conscripted custody of Weyland-Yutani, who relocated them to Arceon in exchange for the employment of their leader, Saint Tomas—the computer genius behind the New Plague. On Arceon, the group is led by an Abbot. Also, an older model android called Brother Anthony resides with them to keep them from rising again. W-Y ships stopped running supplies to Arceon after Tomas died decades ago, and the monks have very few actual visitors. Their crops and livestock sustain them as they live the simple life.

DEEP SPACE COLONIES

The concept of the colonies that was sold to the general public was one of an offworld paradise. While some planets did eventually become just that, they are the product of the blood, sweat, and tears of generations of colonists.

TERRAFORMING: Terraforming began at home in the 2010s, repairing the earth's ecosystem from the ravages of war and pollution. The next step was the moon, where localized areas were pressurized and transformed. Mars soon followed. While global warming was arrested as soon as the processors took effect, it still took decades to make the Earth whole again. In a move to acclimate people to the idea of life amongst the stars, Sir Peter Weyland offered incentives to move offworld and colonize the solar system while the earth healed. The strategy was successful, and soon colonies were popping up as far away as Saturn. Within a decade of the inception of the FTL drive, Weyland Industries had set up an Atmospheric Processing Plant (APP) on an extrasolar world, and it wasn't long before people were eager to colonize there as well. In the 21st century, terraforming helped mankind to settle the stars. The costly process was exacting and only performed on planets that had near earth conditions, thus prompting the planet to help sustain itself once the expensive terraforming was complete.

When the Yutani Corporation merged with Weyland Corp at the start of the 22nd century, terraforming was deemed unprofitable and put to rest. Instead, W-Y astronomers searched the heavens for planets that could support human life on their own. Colony missions like the Affiance and the ill-fated *Covenant* were sent off to start life on newly discovered earth-like planets. Without the enormous economic strain that the Weyland Corporation had endured in their efforts to transform entire worlds, Weyland-Yutani prospered. The new model wouldn't last. As more and more people relocated to the existing offworld colonies, populations on these worlds soared and resources again diminished. Soon, the supply of habitable worlds was outweighed by demand.

BUILDING BETTER WORLDS: Over the next fifty years, more and more resources were found on barren worlds along the shifting Frontier, prompting Weyland-Yutani to resurrect terraforming and create a new fast and dirty form of atmospheric processing. Recycling a hundred-year-old ad campaign, Weyland-Yutani again boasted they were "building better worlds." The claim was and still is debatable. Colloquially called a "Shake and Bake" colony, an Atmospheric Processor (AP) is introduced to a planet or moon to scrub its atmosphere without the safety standards of the original Weyland APPs. Essentially giant fusion reactors, these completely automated W-Y APs still require constant monitoring and maintenance, and colonies are often set up on worlds for the sole purpose of servicing them. Weyland-Yutani has deployed APPs across the Frontier, creating colonies on any world that might have exploitable resources.

Terraforming can be a misnomer. It can take decades to transform a planet's ecology, and it doesn't always hold. Most of the worlds undergoing the process will never become earth-like. They are barren, desolate, and alien places that the processors can only alter enough for man to survive on without a pressure suit. Some of these worlds even require APPs to constantly run in order to maintain a suitable atmosphere, making the processor a prime target for enemy powers and insurgents. Some planets or planetoids that are rich in mineral resources are simply unable to even begin to support the terraforming process. In those cases, pressurized facilities are built on the surface to house laborers and their families. Because of this, colonies can be built in nearly any environment. Ocean, jungle, desert, arctic and barren worlds are all common.

LIVING QUARTERS

In space, no one can hear you snore... in hypersleep, at least. When not in stasis, however, you need a place to bed down and call your own. Here are your options.

ON ROTATION: As a mining and construction worker, you are often on rotation, and therefore do not rate for full quarters. Instead, you bunk in communal sleeping areas called cages. These facilities have stacked levels of meshed enclosures just long enough for a bedroll and tall enough to sit up in. A small locker and personal effects area is built into the headboard, and privacy is accomplished through the use of blinds. Just as on starships, showers and toilet facilities are shared.

LONG HAULS: On military and commercial starship runs, most of your sleep time is done in stasis pods. For personal time while traveling in system, many freighters have a common area with recessed bunks built into the walls. Like the cages, these accommodations can be closed off with blinds or curtains, and can be decorated according to your discerning tastes (or lack thereof). Showers, the bathroom, galley and mess area are all communal on these service ships, so the coffin-like bunks offer the only private place for most military and long-haul crews.

CRAMPED QUARTERS: On some space stations, populations are high, and space is optimized. Don't expect to get too comfortable in such places. The lower levels of stations like Gateway have tight hallways and cramped studio apartments with kitchenettes and bathroom facilities all in the same small area. These apartments can be so small that it is uncomfortable for two people to navigate one at the same time.

GALAXY STANDARD: Crew quarters on colony and scientific exploration ships are often more roomy, consisting of a standardized studio area with a small private bathroom. If you're skilled enough, you might even rate your own viewport.

LUXURY ACCOMMODATIONS: Don't expect to spend much time in any of these. Lavish to the extreme, these penthouse apartments on starships and stations are sometimes located on a separate module with its own support system and supplies. They are spacious, extravagantly stocked with food, drink, and whatever its occupants might need to survive for up to two years on their own.

FUNCTION BEFORE FASHION

On the Frontier, you dress for success, and here that means practical. Clothing is usually overalls, jumpsuits, leather gloves, bomber jackets and ball caps, all in muted colors and often decorated with colorful patches and corporate logos. On colder worlds, colonists and explorers wear dark, layered parkas and form-fitting leather aviator helmets or fur-lined, billed hats with ear flaps. Marshals generally wear blue, gray or tan utilitarian uniforms, and military personnel of course dress in khakis and olive drab. Company reps often wear suits in inappropriate places, distinguishing themselves from the blue collar workers. Corporate fashion includes dark gray, navy, and black with white shirts and upturned collars along with skinny ties. On planetoids with nebulous atmospheres, compression suits are worn, ranging from cumbersome padded models to the sleeker, more advanced corporate spacesuits.

LIVING EXPENSES

Northing is for free on the Frontier, not even breathing. The chart below shows typical living expenses, depending on your taste for luxury and what you can afford.

WEEKLY COST	LIVING STANDARD
$25	Minimum
$100	Basic
$300	Normal
$2,000	Luxurious

MONEY AND IDENTIFICATION, PLEASE

Just whose money are you spending, anyway? Identification and credit accounts are linked in the colonies, and can be accessed in a variety of ways. Most colonists carry a metal and transparent, plastic prism ID account card that is encoded to the owner's thumbprint—debits only occur when the proper recipient is holding the card. Other forms of ID in the colonies include access codes, retina scans, genetic breath analyzers, plastic or metal barcoded dog tags, and barcode tattoos—although the latter are usually reserved for convicted criminals.

COLD CASH: Credit accounts constitute the majority of transactions throughout the territories, but life on the Frontier can be different. What if you want to make a private purchase? Often, a transaction without a record is favorable. Most accepted cash is in denominations set by particular corporations, and their worth goes up and down based on the value of company stock. This can lead to problems when a particular business only accepts specific forms of currency. Rather than bank notes, these are corporate notes. National currencies are usually in electronic credit accounts only, as most governments prefer to keep track of all their citizens' transactions. However, as the United Americas has grown disenchanted with their reliance on corporations like Weyland-Yutani and Lasalle Bionational, the Federal Reserve has proposed resurrecting the United American Dollar as paper currency.

CURRENCIES: All debits and credits are measured in, and converted to, United American (UA) dollars, Three World Imperial (3WE) yen, or Union of Progressive Peoples (UPP) yuen. Bills are available in different denominations, such as 5, 10, 20, 100, 1,000, and 10,000—there are no singles. Some corporate paper currencies include:

W-Y COLONY DOLLARS. (Pronounced Why) Weyland Yutani currency—the hundred W-Y dollar bill has a security hologram imprint of Peter Weyland on its face. Other bills depict company pioneers such as Meredith Vickers, both Jenny and Hideo Yutani, and Charles Bishop Weyland.

SEEG BILLS. Not as widely accepted as W-Y dollars, these bills bare only the Seegson logo and a holographic denomination.

BINAT COINS. These tokens are made of a mixture of standard and precious metals, ranging from steel, copper and platinum to even rarer earth metals.

Conversion rates are always in flux, but as a rule of thumb, W-Y dollars maintain their value, and thus are the most sought after.

WORK FOR HIRE

Let's face it—you are out here for the paycheck and not much else. In the adjacent table are some typical salaries on the Frontier. Base salaries are low because corporations don't want you to own anything—they want to own you. Corporate credit and loans are also available. Frontier employee compensation packages also include living quarters, standard rations, bonuses, shares, claims, and medical benefits. But brush your teeth, because no one includes dental. Ever.

OCCUPATION	WEEKLY SALARY RANGE		INCLUDES BUT IS NOT LIMITED TO
Colonial Labor	$500	$640	miners, prospectors, farmers, drivers, mechanics and service personnel
Commercial Employees	$400	$960	space truckers, officers, technicians, cargo handlers, pilots, navigators, medical and science officers
Corporate and Government Officials	$540	$1,200	administration, execs, secretaries, sales persons, auditors, hitmen and agents
Law Enforcement	$400	$700	colonial marshals, federal investigators, colonial guard and security
Military Officers and Enlisted Personnel	$500	$760	All army, marines, and navy roles
Elite Occupations	$1,300	$20,000	CEOs, chairmen, entertainment professionals, dreamers, scientists, doctors, elite assassins, governors and high ranking military

COMMUNICATIONS ON THE FRONTIER

Interstellar space is vast. Transmissions are not instantaneous, sometimes taking weeks or months to reach the recipient. Fortunately, Weyland-Yutani has built a sophisticated communication satellite grid surrounding most inhabited sectors of space. Known as the Network, all signals are routed through it, sometimes bouncing off of thousands of comm arrays before reaching their destination.

Intersystem communications are much more immediate, ranging from real time to a short lag, depending on how far out one is from the recipient.

Massive antenna arrays and satellite dishes dominate spacecraft, stations, and ground facilities, and a viable hard-wired uplink to them is necessary for transmissions of any kind. Both interstellar and intersystem long distance personal calls can be extremely expensive, and if there are few comm facilities available or there is high comm traffic across the Network, you can find yourself waiting days before you receive authorized time for that critical call.

As it can take extended periods for a reply, most colonial general managers, marshals, and military commanders are forced to make decisions based on their personal interpretation of policy without the approval of the company or Colonial Administration. As life out on the ass end of space can take its toll on the psyche, this sometimes leads to bizarre extrapolations of laws and procedures.

LOST IN TRANSMISSION: No one can hear you scream, but you can hear a star sing. Space is also noisy. Pulsars, black holes, and other stellar phenomena all produce transmissions on a wide variety of frequencies. Communication buffers weed out these errant signals, but because of this, legitimate transmissions with weak signals can sometimes be lost in the mix.

Intersystem call cards are tied directly to a specific recipient. These cards provide you with a direct line to your loved ones—Network and distance permitting. Often used as business cards by corporate reps, these transparent prism plastic cards will automatically connect to the rep's receiver when inserted into a comm terminal. The charge is usually billed to the company, but can legally be reversed if a corporate deal goes sour.

MEDIA

There is no such thing as the free press on the Frontier. Most journalists are corporate owned, and the few that aren't are either spin doctors for their government or just haven't been bought off yet. Propaganda is the norm as each company decides what news to broadcast. Colony-based signals broadcast local news. Due to transmission times, Network broadcast Interstellar News is often weeks out of date, so most colonies have stopped tuning in—something that could potentially be catastrophic if an enemy or alien threat were to make its way along the frontier.

PERCHANCE TO DREAM

As noted earlier, a lot of time in space is spent in cryosleep—a state in which your bodily functions and aging are slowed to the point of near suspension. Your mind, however, can dream. In fact, an entire industry is devoted to manufactured and creative dreams.

Talented dreamers can manipulate their own dreams, which can be recorded by expensive monitoring equipment and played back for the entertainment of less imaginative sleepers. Skilled dreamers weave and craft stories and adventures in their subconscious minds. Those sponsored by corporations—which is most of them—insert subliminal messages into your mind as you sleep.

With some skill, it's possible to use dream monitoring equipment combined with a Neuro Visor helmet to consciously enter the dream of someone in stasis and communicate with them.

ENTERTAINMENT

Just like in every age before, 22nd century people are easily bored. On the Frontier, that boredom is remedied through music, drink, and recreational drugs (for more on these, see page 137) prescribed by company physicians. On the music scene, classic rock and country have seen a resurgence along the outer colonies. Recordings are downloaded from the Network and copied onto disposable cassettes. If one pays heavy subscription fees, broadcast entertainment can also be accessed. Most of the recreational content on the Network exists to promote a company's products and consists of reality programming, shopping networks, and glorified corporate propaganda. Just as it is with computer equipment, entertainment technology ranges from hi-end holographic representations to the standard monotone, two-dimensional monitors. Entertainment terminals on colonies, stations, and even some ships provide access to a variety of electronic games.

RECREATIONAL DRUGS AND DRINK: Time to get your buzz on. Alcohol remains the old go to, with whiskey and vodka dominating the market. The beer of choice on the frontier is Weyland-Yutani's original and genuine "extra strong" Aspen beer. It's watered down and tastes like piss but it gets the job done—and it's better than that Souta Dry crap. Other substances and supplements are covered under Pharmaceuticals in Chapter 6.

RELIGION

Devotion to God is a force to be reckoned with. Traditional religions still exist in the 22nd century, and are represented on the Frontier in one form or another. Due to the economic depression and rigors of life in space, extreme offshoots and sects are more commonplace. Apocalypse cults, fundamentalist missionaries, and spiritual gurus travel the Frontier, recruiting colonists and strengthening their flock.

In fact, the one egg that corporations seem to have been unable to crack is religion. Even small cults can be fanatical enough to evoke change, and companies want employees with that kind of fervor working for them. Corporate execs have even attempted—so far without success—to create a cult or two of their own. Some have come to the conclusion that beliefs can't be manufactured, only sponsored. To that end, corporate reps have begun approaching existing religious groups in the hopes of aligning goals in the name of the almighty profit margin.

MILLENARIAN DOOMSAYERS: Fundamentalist groups that believe the end times are near, millenarian doomsayers await their final judgment and the coming of God. Vowing celibacy, members of these apocalyptic brotherhoods seek to atone for their past sins through hard labor and devout penance. Unsurprisingly, the largest fanatical followings are on prison colonies, where the population has nothing to do but await apocalyptic redemption. As such, doomsayer groups often attract reformed murderers and rapists. Punishment for those who stray is often severe, ranging from isolation to starvation, severe beatings, and even mutilation.

MONASTIC ORDER OF ARCEON: An anti-technology movement that started on Earth, the Order of Arceon grew exponentially when a computer virus wiped out a huge portion of the world's data. After it was exposed that a member of the Order was responsible for the virus itself, the movement was deemed a global threat by the Three World Empire. Those directly responsible were arrested and Weyland-Yutani was contracted to contain and move the rest of the Order's members to an offworld location. The movement was squashed and the Order was transplanted to the artificial satellite world of Arceon (more on Arceon in the space station section). There they live a monastic and mostly technologically free existence on a space station that ironically could not exist without technology.

PRACTITIONERS OF THE HOLY IMMOLATION: A quasi-religious pacifist group in direct opposition to the corporate domination of the colonies, the Practitioners of the Holy Immolation first emerged during the Tientsin Campaign. Since then, these fanatics have become known for staging protests where one or more of their members will immolate themselves in the name of a free frontier. Mostly a threat to themselves, they sometimes endanger others when their fires grow out of control in sensitive areas, such as in a biodome or on a space station.

CHURCH OF IMMACULATE INCUBATION: Not much is known about this fledgling group. Some authorities suspect they might be a splinter faction of the infamous Earthsavers cult. A century old group originally formed by dreamer and self-proclaimed prophet Duncan Fields, the Earthsavers believed that mankind's sojourn to the stars would herald the apocalypse. Like that long dead organization, the Church of Immaculate Incubation places heavy emphasis on the apocalyptic dreams of its fanatical seers. They believe the end times are fast approaching, but their spin is that the only survivors will be those who have sought out and achieved transformation to a higher form. This metamorphosis is attained by accepting what they call the Seed of God into their hearts. With few members and nothing to back up their claims, the Church of Immaculate Incubation is essentially harmless. Believing the alien creature in Robert Morse's banned book to have messianic significance to the imminent apocalypse, the Church readily distributes illegal copies of *Space Beast* throughout the colonies. As they seek to share the dreams of their prophets with their flock, they also actively recruit professional dreamers to their cause. Their enigmatic leader is rumored to be a wealthy man who has forsaken the good life and poured his resources into the Church.

LAW ENFORCEMENT

Insurrections, revolutions, coups, crime, and atrocities are all too common in the colonies. As such, there are various levels of law enforcement on the Frontier.

THE OFFICE OF THE COLONIAL MARSHALS: The OCM is your local police force. For a colony of 500–3,000 colonists, there will usually be a single marshal, a sergeant, and a group of around a dozen officers. Colonies of less than 300 individuals usually have only one marshal and one deputy. At higher population levels, the marshal's office grows with the importance of the colony itself. They are supposed to enforce colonial law over corporate policy, but many have been paid to look the other way when it comes to company business.

UNITED STATES COLONIAL MARINE CORPS: Some colonies will have a Colonial Marine Corps office and/or a contingent attached to them. Those who don't are still under the jurisdiction and protection of the USCMC and the United Americas Outer Rim Defense Fleet, and are usually within days to weeks of receiving support in case of an emergency. Operated by the United Americas Allied Command, they keep order on the borders of known space. While other nations have their own soldiers and support ships, none save that of the UPP come close to matching the strength of the Colonial Marines.

CORPORATE SECURITY FORCE: In addition to colonial protection, a corporation sponsoring a colony might have its own security force attached to it. This security team would operate outside the jurisdiction of the OCM and the USCMC, and exist to ensure corporate policy is enforced.

INTERSTELLAR COMMERCE COMMISSION: A central organization that conducts and monitors interstellar trade, the ICC has its own inspectors and agents that enforce regulations and quarantine procedures throughout the colonies. While owned and operated by Weyland-Yutani, they are allegedly an autonomous organization that regulates all trade equally. Allegedly ■

THE LOCK UP

When you've done the crime, you've got to do the time. Frontier jail facilities range from simple barred rooms to sensory deprivation chambers. On space stations, maximum security isolation cells are kept in a state of vacuum and null gravity. Prisoners detained within are suspended in pressure suits.

Prisons are another story. Most correctional facilities are owned by private companies like Weyland-Yutani and the Jǐngtì Lóng Corporation. Why? They provide a plentiful source of cheap manual labor. These prisons are built in extreme environments that are high in resources but too dangerous for civilian employees to exploit in a cost-effective manner. Prisoners work for benefits such as healthcare, interstellar comm calls, and cigarettes. Some of these corporate run maximum security facilities may hold up to two million convicts. In order to keep track of inmates, all are tattooed with a barcode at the base of their neck.

SPACECRAFT BASICS

Unless you're a dirtbound colonist, you need to get around in space and occasionally make a pit stop. If that's your thing, then this section is definitely for you. Here, you'll learn about space travel, spacecraft, and how to nuke the entire site from orbit. It's the only way to be sure.

SHIP CLASSES & FEATURES

Commercial craft in the 22nd century are tracked by model and weight class. A-G Class vessels are light and relatively inexpensive. Class M vessels fall in that sweet spot between having the best cargo capacity and tolerable engine emissions. They are the workhorses of the UA and 3WE.

The table below lists a few common ship classes and their typical characteristics, such as crew size, length, FTL speed, and more. Individual ships can vary greatly. On page 180 and forward, you will find a selection of specific ships described in more detail.

All spaceships have these key features:

- **CORE COMPONENTS** are central features present on almost every spaceship, such as the bridge, reactor, engine, and bulkheads.
- **INTERNAL MODULES** are optional functions inside the hull of the ship. They can be removed and replaced.
- **ARMAMENTS** are offensive weapons and defensive countermeasures.
- **UPGRADES** are just that, improvements and additions of various kinds.

SHIP CLASSES

CLASS	LENGTH	CREW	FTL	SIGNATURE	THRUSTERS	HULL	ARMOR	ARMAMENTS	MODULES	COST
C	15 m	1	–	–1	+2	2	4	–	2 x size II 4 x size I	$2,000,000
G	50 m	3	20	+0	+1	5	5	1 x size II 2 x size I	3 x size III 5 x size II 7 x size I	$9,000,000
M	300 m	6	12	+1	–	9	6	1 x size III 2 x size II	4 x size IV 6 x size III 8 x size II	$28,000,000
R	700 m	12	8	+2	–1	12	7	2 x size III 4 x size II	5 x size V 7 x size IV 9 x size III	$400,000,000

TRIPPING THE LIGHT FANTASTIC

Every craft capable of FTL speed has an FTL rating that denotes how many days it takes for the ship to traverse one parsec on the star map. A lower number means a faster ship. Presently, no existing ship has an FTL rating lower than 1. To calculate your journey, multiply the number of days per parsec by the number of parsecs. For example: If you have an FTL drive with a rating of 6 and you are traveling 9 parsecs, you wind up with a trip that takes 54 days.

OVERCHARGING ENGINES: Need to get somewhere in a hurry? Your engineer might be able to coax more speed out of your engines. Of course, the reactor might start leaking radiation everywhere and explode, but risk is the name of the game, now, isn't it? To do this, the engineer makes a **HEAVY MACHINERY** roll (one Shift of work). If successful, the ship's FTL rating is decreased by one step for one week (from 6 to 5 for example). If the roll fails, the ship instead suffers a reactor leak (see minor component damage, page 198), and the engineer must make another immediate **HEAVY MACHINERY** roll. If this also fails, the ship suffers a reactor breach (major component damage, see page 199), and the engineer must make a third **HEAVY MACHINERY** roll. If the third roll also fails, the reactor explodes, destroying the ship and killing all on board. An engineer may only attempt to overcharge the engines once per week.

PLANETFALL

Ships built for atmospheric entry and planetary surface landings (with the Planetfall Capacity upgrade) can be used to land on any rock in space you like—but expect it to be a bumpy ride. Planetfall usually takes about one Shift to complete, and requires a PILOTING roll. If the roll fails, the ship suffers minor component damage (roll D66 on the table on page 198). You can now choose to abort the landing and try again next Shift. If you continue, roll for PILOTING again. If the second roll fails too, the ship suffers major component damage (roll 2D6 on the table on page 199). If you suffer engine failure or a reactor breach, the ship will crash—hurry to those EEVs! If the ship is still operable, you again have the choice to abort or to continue the landing, making a third PILOTING roll. If this third roll also fails, the ship crashes hard, killing all on board.

YOUR OWN SHIP?

Ship prices listed here are for common models found on the Frontier. Older versions of the same ship will be simultaneously cheaper and less reliable. Spacecraft are cost prohibitive. While there are independently owned FTL ships out there, most vessels are corporate or military owned and most crews are either contracted employees or work for hire. Corporations will often lease a commercial vehicle to an experienced captain or crew with the option to buy at a later date. A typical lease will cost you 2% of the ship's total price per year. If your crew strikes it big on a particular job, you might find yourselves set up for life, if you play your cards right, of course. Independence is a luxury that most on the Frontier cannot afford, but it is one that many strive to achieve.

CORE COMPONENTS

Core components of a ship cannot easily be replaced, but they can be upgraded.

HULL: Spaceship frames typically consist of bonded alloy and composite beams. These materials provide enough strength for massive acceleration, while remaining flexible enough to withstand atmospheric entry for ships with planetfall capacity. The structural strength of a spaceship is measured by its Hull rating, which in turn determines how much damage it can take before becoming Disabled (see page 197).

ARMOR: Exterior ship bulkheads are typically fitted with laminated insulators, micrometeorite shielding, composite material, and aerogel. Military ships tend to have heavier armor than civilian vessels, but a direct hit from a railgun will slice through any ship armor invented. The armor of a spaceship is measured by its Armor Rating, which works in a similar way as armor on vehicles or personnel (see Chapter 5).

BRIDGE: The bridge is the brain of the ship. Sensors, communications, and engines are controlled from the bridge. The ship commander and pilot are stationed here.

SENSORS: Spaceships can be fitted with a range of sensors of different types. They are broadly divided into passive sensors, such as optical, infrared, and radio telescopes, and active sensors, such as wave radar arrays. Read more about sensors and their use on page 190.

COMMUNICATIONS ARRAY: Spaceships are fitted with a range of antennae and relays, some for interstellar FTL communications and others for intrasystem communication.

REACTOR: Spaceships of 2183 AD are generally powered by fusion reactors. Military ships typically use powdered lithium hydride as fuel, while civilian vessels use heavy hydrogen isotopes like deuterium and tritium.

SUBLIGHT THRUSTERS: Sublight propulsion is generated by rocket motors, powered directly by the fusion reactor. Reaction mass such as industrial carbon diamond is simply placed in contact with the fusion plasma, which heats it. The heated gas is then expelled via the rocket motors. The Thrusters rating of your ship functions as a bonus to your **PILOTING** skill.

DISPLACEMENT DRIVES: Faster-than-light propulsion is provided by a tachyon shunt hyperdrive powered by the reactor, accelerating the vessel past the light barrier. The FTL rating of your ship indicates how many days it takes to traverse one parsec—a lower rating means a faster ship. See the boxed text on page 167.

INTERNAL MODULES

Internal modules come in different sizes, and are divided into size categories with Roman numerals. A size I module is the size of a personal vehicle, while size V modules are as big as large buildings. A ship can hold up to a certain number of modules of each size. It's possible to fit a smaller module into a slot for a bigger one, but not the other way around. The modules described below are listed in the table on page 172, which also includes capacities and prices. More ship modules will be described in future modules to the ALIEN roleplaying game.

ARTIFICIAL INTELLIGENCE: An advanced computer mainframe, capable of running the ship when the crew is in cryo sleep. Weyland-Yutani's MU/TH/UR and Seegson's APOLLO are the two most popular models, though UPP vessels are generally equipped with an I-VAN model instead. Read more on page 130.

AIR SCRUBBERS: Machinery needed to supply the crew with breathable air. Carbon filters clean pollutants from the air while churning machines electrolyze the water and generate oxygen. Air scrubbers come in many sizes and price levels, depending on how many people they need to keep supplied.

CARGO BAY: An internal cargo hold with external loading doors. Cargo doors are typically included, and larger cargo bays include movable H-frame cranes to assist loading. The maximum load and cost of the cargo bay depends on the size of the cargo bay module.

CORPORATE SUITE: A spacious and luxurious area for top level company representatives. Typically includes a wet bar and a wall safe. Some models even include a personal EEV.

CRYO DECK: A room with cryo chambers for the crew. The capacity and cost of the cryo deck depends on the size of the module. Read more about hypersleep on page 151.

DOCKING UMBILICAL: An airlock and extendable umbilical tunnel that enables docking with other ships. A ship without a docking station must land inside a hangar, or let smaller ships into its own hangar, for the crew to enter or exit the ship.

EMERGENCY ESCAPE VEHICLE: All ICC sanctioned starcraft are required by law to have EEV pods or escape shuttles to accommodate the ship's entire crew complement. This is not always enforced. See page 173 for a detailed description of a selection of EEVs.

GALLEY: This is where you'll chow down on those prefab meals after weeks in hypersleep. Includes a simple kitchen, refrigeration unit, and a coffee maker. The capacity and cost of the galley depends on the size of the module.

HANGAR: Allows smaller ships to land in the belly of yours. Includes a system of airlocks, to allow entry without decompressing the entire ship. How many other ships the hangar can accommodate depends on the size of the module.

MEDLAB: An infirmary and laboratory that typically includes surgical kits, medkits and a selection of medical drugs (see page 137). If you can afford an AutoDoc or even a Pauling MedPod, this is where you'll place it.

SALVAGE CRANE: A powerful crane mechanism that lets you salvage starship wrecks and space junk, pulling it into your cargo hold or attaching it to your tractor hitch.

SCIENCE LAB: A highly advanced laboratory where your scientist can examine specimens of alien life forms—among other things. The lab comes with an assortment of equipment, giving a +2 modification to **OBSERVATION** rolls when using the Analysis talent.

TRACTOR HITCH: Allows you to connect your ship to a variety of huge, external cargo modules weighing over a million 100,000 tons, such as gas tanks, refineries or atmospheric processors. When towing external cargo, the FTL rating of the ship is doubled (from 6 to 12 for example).

VEHICLE BAY: A glorified garage for ground vehicles, including a loading ramp for easy access. How many vehicles the bay can accommodate depends on the size of the module.

INTERNAL MODULES

MODULE	SIZE	CAPACITY/TYPE	PRICE
Artificial Intelligence	I		varies
Air Scrubbers	I	Up to 10 people	$50,000
	II	Up to 50 people	$200,000
	III	Up to 500 people	$1,200,000
	IV	Up to 2,500 people	$3,000,000
Cargo Bay	I	500 kg	$10,000
	II	10 tons	$25,000
	III	250 tons	$100,000
	IV	5,000 tons	$250,000
	V	100,000 tons	$4,000,000
Corporate Suite	II		$1 000 000
Cryo Deck	I	1 person	$50,000
	II	Up to 10 people	$200,000
	III	Up to 50 people	$2,000,000
	IV	Up to 500 people	$15,000,000
	V	Up to 2,500 people	$50,000,000
Docking Umbilical	II		$300,000
Emergency Escape Vehicle	I	Class A Ejection Pod	$100,000
	II	Class B EEV Type 20 Series	$250,000
	II	Class C EEV Type 337 FTL	$500,000
	III	Class D Lifeboat Module	$1,500,000
Galley	I	1 person	$20,000
	II	Up to 10 people	$50,000
	III	Up to 50 people	$125,000
	IV	Up to 500 people	$500,000
	V	Up to 2,500 people	$3,000,000
Hangar	I	Class A Ship	$100,000
	II	Class B Ship	$250,000
	III	Class C–D Ship	$400,000
	IV	Class E–G Ship	$800,000
	V	Class H–M Ship	$1,200,000
Medlab	II		$250,000
Salvage Crane	III		$100,000
Science Lab	III		$750,000
Tractor Hitch	III		$600,000
Vehicle Bay	I	ATV	$75,000
	II	VTOL Gyrocar	$150,000
	III	APC, Daihotai Tractor	$250,000
	IV	10 x APC	$800,000
	V	100 x APC	$5,000,000

THE ABCS OF EEVS

If your ship is in danger, you've got to get the hell off it, fast. In an emergency, MU/TH/UR will dump her flight recorder data to your Emergency Escape Vehicle, lock onto the nearest homing beacon, and auto-navigate you away from your exploding ship. So sit back, watch the fireworks and take a deep breath.

A NOTE FROM MU/TH/UR: Aside from the 337 and shuttles equipped with a tachyon shunt, most escape vehicles are incapable of FTL speed. While auto-piloted, navigation can be overwritten by those aboard. If any of these craft are ejected from within an atmosphere, they will attempt a soft landing with limited success.

CLASS A EJECTION POD

CAPACITY: 1

LENGTH: 2m

Designed for ejection in space only, the coffin shaped ejection pod has limited thrust capability but can put an occupant in a state of semi-stasis for up to a week to prolong the possibility of rescue.

CLASS B EEV TYPE 20 SERIES

CAPACITY: 2–4

LENGTH: 6m–8m (depending on model)

A simple box-like pod with minimal thruster capability, the Type 20 has cramped seating, no capacity for cryosleep, and can sustain its occupants for ten days. They cannot land on a planet and will burn up on reentry.

CLASS C EEV TYPE 337 FTL

CAPACITY: 5

LENGTH: 14m

An ICC standardized escape module designed by Bodenwerke Gemeinschaft to replace the military's aged BD-409 EEV, the L shaped EEV Type 337 is built into the outer hull of many modern starships. When the ship is crippled and there is no time to awaken the crew from stasis, MU/TH/UR will transfer the crew's cryosleep capsules to the EEVs and auto-eject them. The 337 can sustain a crew in stasis for upwards of fifty years. FTL range is limited to 1.4 parsecs, but they are capable of a controlled landing.

CLASS D LIFEBOAT MODULE

CAPACITY: 2–20

LENGTH: 23m

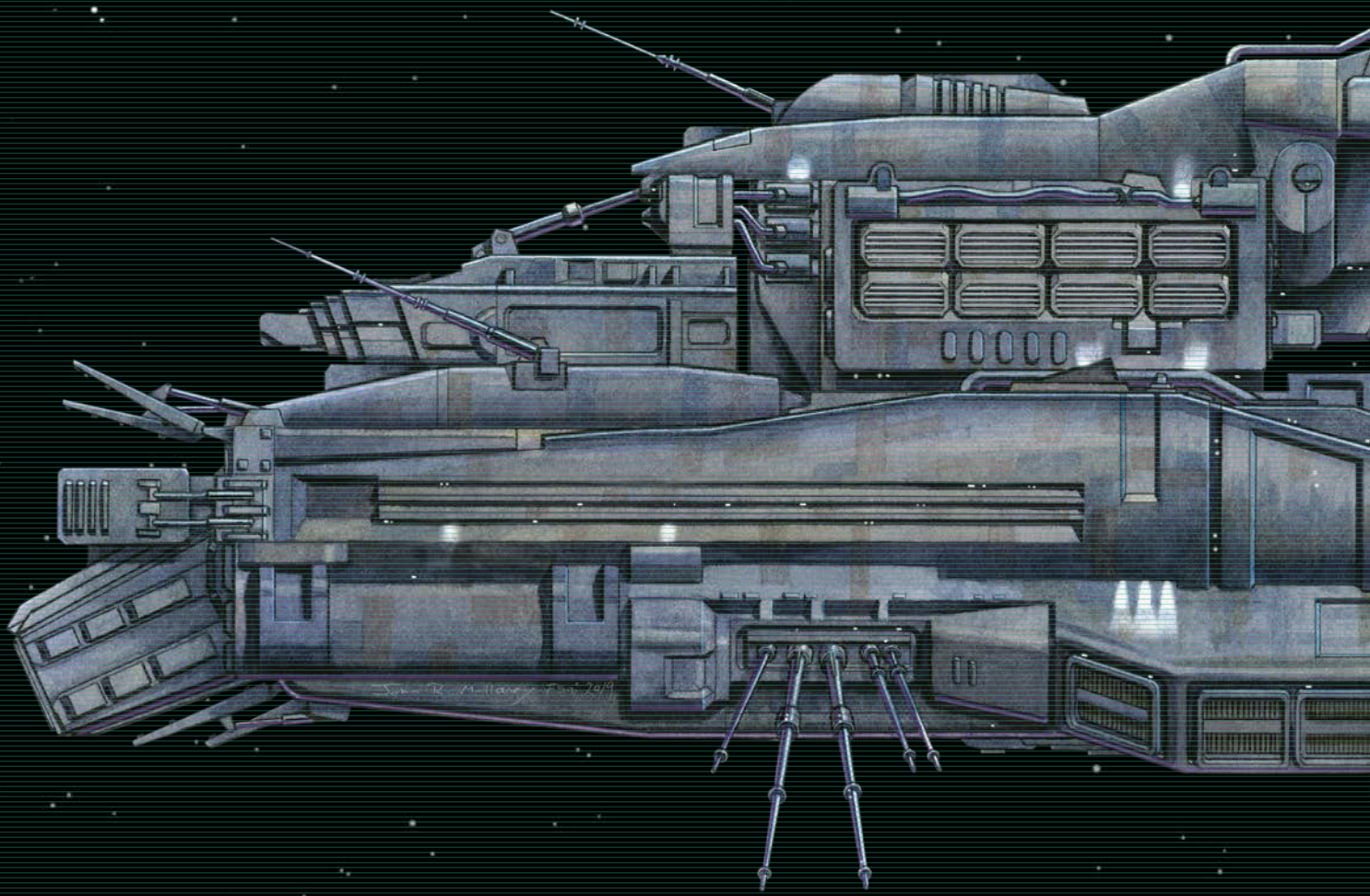
This maneuverable escape craft is an ejectable module built into many high-end FTL spacecraft. The module has seven rooms that can be configured as a mission dictates, ranging from a simple crew lifeboat to luxury quarters to an experimental science lab. It can support three active occupants for two years or up to twenty people in cryosleep for fifty. The module can make planetfall and be programmed for atmospheric flight.

G-CLASS COMMERCIAL DEEP SPACE SALVAGE VESSEL

LOCK MART

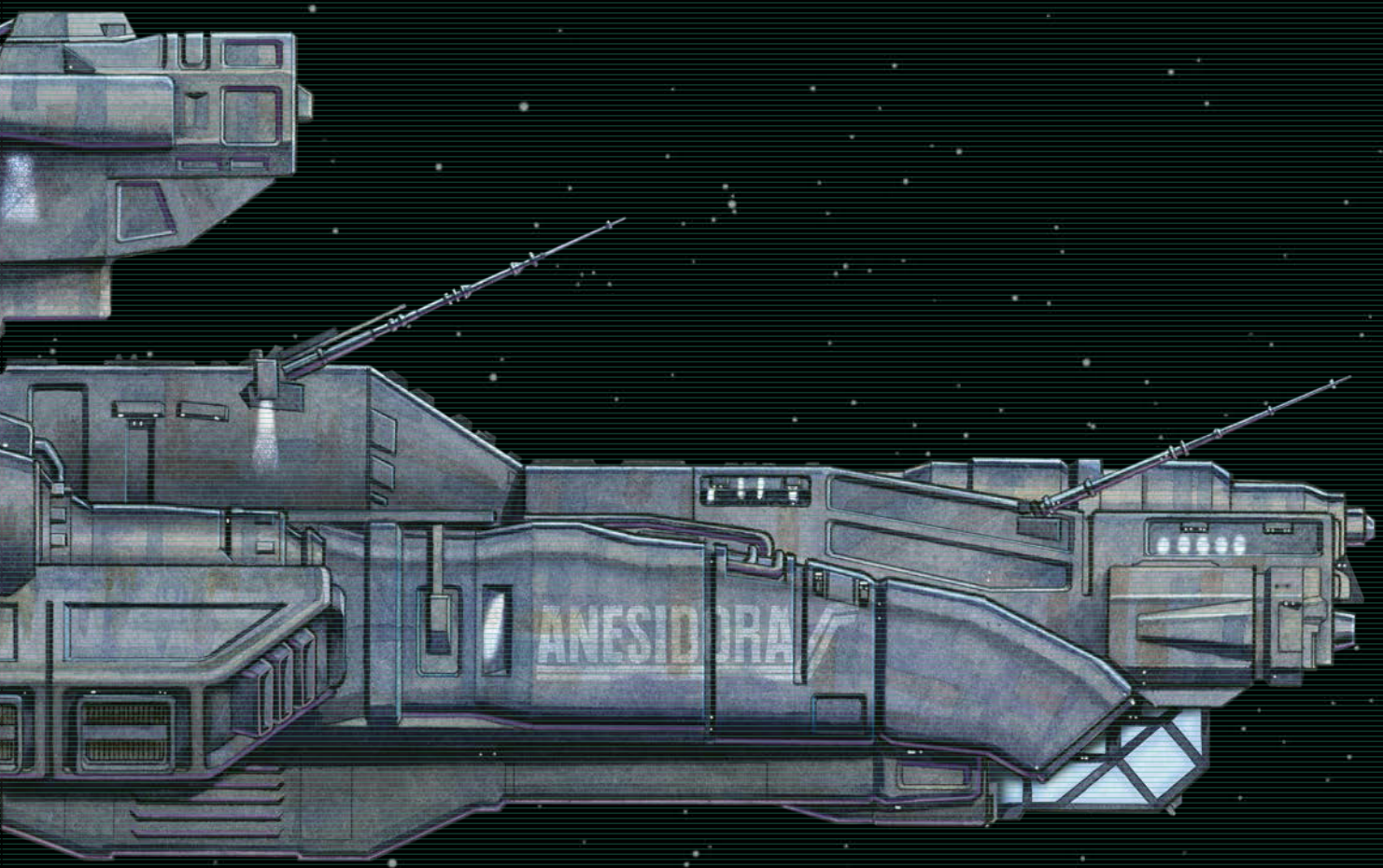
MODEL

CM-90S CORVUS



CM-90S CORVUS

MANUFACTURER: Lockmart
CREW: 6
AI: MU/TH/UR 6000
LENGTH: 54m



SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 5

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay III
- Cryo Deck II
- Docking Umbilical II
- EEV II
- Galley II
- Hangar III
- Salvage Crane III

ARMAMENTS: None

UPGRADES:
- Reinforced Frame II

ARMAMENTS

Armaments come in two types: offensive weapon systems and defensive countermeasures. How these are used is explained later in this chapter. Just like modules, armaments can be removed and replaced, and they are also divided into size categories in the same way.

As opposed to internal modules, however, armaments are mounted on external hardpoints. Each ship can only be fitted with a specific number of armaments of each size. It's possible to fit a smaller armament into a slot for a bigger one, but not the other way around.

Damage from ship armaments works in the same way as personal weapons, but the scale is different. Ship armaments can't be used to target individuals.

The weapons described below are listed in the table to the right, which also includes prices. More ship armaments will be described in future modules.

ASAT MISSILES: The typical main armament of military frigates, guided ASAT missiles have long range and pack a heavy punch. Their main drawback is that they take some time to reach their target, giving it a chance to shoot the missile down or deploy countermeasures. A missile battery can typically fit eight missiles. Individual missiles must be purchased separately.

RAILGUN: This close defense weapon uses superheated plasma to fire heavy metal rounds at extremely high speed, slicing through ship's armor like butter. Railguns are not very accurate but extremely deadly at short range. All armor counts as half (round up) against railguns.

PARTICLE BEAM WEAPON: These weapons accelerate particles in a kinetic energy wave that causes damaging ionization, and can overheat electronics to the point of shutdown. Particle beam weapons function differently from other ship armaments. First, countermeasures have no effect against them. Second, their base Damage rating is reduced one step for each range category beyond **CONTACT**. Third, they inflict no hull damage, only component damage.

ORBITAL MINES: Cheap and very effective against unwanted boarding parties, orbital mines are a cost-effective short-range weapon. Individual mines must be purchased separately.

TACTICAL NUKES: Shipborne nukes are deployed from orbit to destroy planetary based targets, even entire colonies. A 50 megaton nuke will completely destroy all buildings and kill all living beings within a 10 km radius, and cause damage to buildings and people up to 100 km away from the center of detonation. In addition, a high altitude detonation will create an electromagnetic pulse that destroys unshielded electronics. A nuclear missile battery can typically fit five missiles. Individual missiles must be purchased separately.

CIWS LASER ARRAY: The defensive countermeasure CIWS—Close in Weapons System—is a laser array designed to target and shoot down incoming missiles, and even railgun rounds.

SENSOR DRONES: When launched, sensor drones create false sensor signatures that can maneuver at speed and can lure away incoming missiles and railgun targeting systems.

SENSOR DECOYS: These devices register false radar signatures to confuse weapons.

OFFENSIVE ARMAMENTS

ARMAMENT	BONUS	DAMAGE	RANGE	HARDPOINT	COST	COMMENT
Short Lance ASAT missile	+1	3	Long	Size II	$12,000,000	Missile cost: $100,000
Long Lance ASAT Missile	+1	4	Extreme	Size III	$25,000,000	Missile cost: $400,000
Light Railgun Turret	–	3	Short	Size I	$1,500,000	Armor piercing
Medium Railgun Turret	–	4	Short	Size II	$8,500,000	Armor piercing
Heavy Railgun Turret	–	5	Short	Size III	$20,000,000	Armor piercing
400MeV Particle Beam Weapon	+2	4*	Long	Size II	$12,000,000	Damage reduced over range. See page 196.
800MeV Particle Beam Weapon	+2	5*	Extreme	Size III	$30,000,000	Damage reduced over range. See page 196.
Orbital Mines	+2	2	Contact	Size II	$10,000	
Tactical Nuke	N/A	N/A	Surface	Size III	$50,000,000	Missile cost: $1,000,000

DEFENSIVE COUNTERMEASURES

ARMAMENT	BONUS	HARDPOINT	COST
Sensor Decoys	–	Size I	$1,200,000
Sensor Drones	+1	Size II	$3,600,000
CIWS Laser Array	+2	Size III	$45,000,000

REWORKING YOUR SHIP

To mount new modules or armaments to your ship, or to make upgrades to it, you'll need to find a dry dock on a major space station or planetside colony. The cost of a module or armament typically includes the work of fitting it to your ship. The work can take a week or more, depending on the size of the module and if you're willing to pay extra to get it done faster.

UPGRADES

Upgrades are a great way to customize your ship and spend those hard-earned UA dollars. All upgrades are listed in the table below.

ADDED HARDPOINTS: You add one more hardpoint to your ship, of the same size as your current biggest hardpoint or smaller. This upgrade can be purchased twice.

ARMORED BULKHEADS: The Armor Rating of your ship is increased by one. This upgrade can be purchased up to three times.

BOOSTED DISPLACEMENT DRIVES: The FTL rating of your ship is decreased one step. You can purchase this upgrade up to six times.

ENHANCED SENSORS: Your active sensor array is boosted, giving you a +1 modification to the Target Lock action (see page 191). You can purchase this upgrade up to two times.

EXTERNAL MODULES: Fittings for an extra module of the same size as your current biggest module or smaller are added externally to your ship. Your ship won't be pretty, but if you're desperate for more room, who cares? You need to buy the actual module separately. This upgrade can be purchased twice.

OVERPOWERED THRUSTERS: The Thrusters rating of your ship is increased by one step. You can purchase this upgrade up to two times.

PLANETFALL CAPACITY: With this upgrade, your ship is capable of atmospheric entry and can land on any rock you like. Read more about this on page 167.

REINFORCED FRAME: The structural frame of your ship is reinforced, increasing its Hull rating by one step. You can purchase this upgrade up to three times.

STEALTH TECHNOLOGY: Your ship is fitted with hull panels made of radar absorbent materials, and your thruster outlets have infrared suppressors to disguise the engine flare. The Signature rating of your ship is reduced one step. You can purchase this upgrade up to two times.

SHIP UPGRADES

UPGRADE	COST
Added Hardpoint, size I	$1,000,000
Added Hardpoint, size II	$4,000,000
Added Hardpoint, size III	$10,000,000
Armored Bulkheads	$2,000,000
Boosted Displacement Drives	$1,400,000
Enhanced Sensors	$2,200,000
External Module, size I	$100,000

UPGRADE	COST
External Module, size II	$500,000
External Module, size III	$1,000,000
External Module, size IV	$4,000,000
External Module, size V	$10,000,000
Overpowered Thrusters	$1,500,000
Planetfall Capacity	$1,800,000
Reinforced Frame	$1,200,000
Stealth Technology	$50,000,000

REGULAR MAINTENANCE

Every week, a member of your crew needs to make one **HEAVY MACHINERY** roll and one **COMTECH** roll to service your ship. Each roll takes one Shift of work. Only one person can roll, but others can help. If you're all in cryo sleep, get a synthetic to do the work for you. A ship A.I. like MU/TH/UR can handle the **COMTECH** service, but not **HEAVY MACHINERY**. If a service skill roll fails, or is not made during a particular week, your ship will suffer minor component damage. Roll D66 on the table on page 198 ■

SPACESHIPS OF 2183 AD

SPACESHIPS OF 2183 AD

CLASS	MODEL	NUMBER	ROLE	COST
C Class	Starcub		Light Intrasystem Shuttle	$2,300,000
G Class	Corvus	CM-90S	Commercial Deep Space Salvage Vessel	$17,000,000
M Class	Bison	CM-88G	Commercial Star Freighter	$36,000,000
		CM-88H	Commercial Towing Vehicle	$42,000,000
	Star Clipper	CYG-NS3	Commercial Transport Ship	$37,000,000
Conestoga		RRTT-3	Rapid Response Troop Transport	$1,040,000,000

MODEL CM-90S CORVUS

G-CLASS COMMERCIAL DEEP SPACE SALVAGE VESSEL

Space salvage is a dirty but lucrative business. While an older model, the diminutive Corvus is a reliable design with a steady presence on the Frontier. Four overpowered multivector engines make hauling scrap that much easier while an underslung bridge allows the captain a good view of the crew at work. The ship is equipped with a tow crane rig for both heavy lifting and the towing of disabled craft. An external elevator common to Lockmart vessels is used to load cargo in the spacious zero G storage hangar. While somewhat smaller than an M class vessel, her overpowered engines and reinforced crane/tow assembly nearly push the Corvus into that classification. Salvage missions can often go awry—the hulking space wreck that could be your payday just might have a faulty reactor that wants to explode. Because of this, the Corvus is equipped with a rear dorsal lifeboat that can accommodate most of the crew. The lifeboat can operate independently of its vessel for up to three months.

NOTEWORTHY SHIPS: The USCSS *Anesidora* operated in and around the Tartarus Sector in the 2130s. The ship was destroyed when Sevastopol station's orbit decayed and the station spiraled into KG-348. Captain Clara Odenkirk's salvage vessel the USCSS *Katharos* operates out of Anchorpoint station. As the *Katharos* is often the first ship on the scene of any wreck, the Colonial Marshal Bureau is investigating any connections between her captain and the frequently disabled ships in the Far Reach.

CM-90S CORVUS

MANUFACTURER: Lockmart
CREW: 6
AI: MU/TH/UR 6000
LENGTH: 54m
FTL RATING: 20
SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 5

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay III
- Cryo Deck II
- Docking Umbilical II
- EEV II
- Galley II
- Hangar III
- Salvage Crane III

UPGRADES:
- Reinforced Frame II

MODEL CM-88G BISON

M-CLASS COMMERCIAL STARFREIGHTER

A well-known vessel in the shipping lanes, the popular CM-88 series Bison has gone through little in the way of cosmetic changes over the past century. While originally advertised as an interstellar cruiser, ICC regulations made the Bison's weight class and interior volume an attractive candidate for hauling freight. Some entrepreneurs were even installing new engines on the Bison and converting her into a towing vessel. Manufacturer Lockmart decided to offer the ship in multiple configurations and upgrade packages. Newer models like the G have more sophisticated FTL packages and communications suites than the older B and D models, but their internal and external configurations are mostly the same. Plus, the Gs usually aren't as grimy. In its freighter configuration, the Bison carries its cargo in large internal cargo bays.

CM-88G BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 6500
LENGTH: 334m
FTL RATING: 12
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 4
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2
- Galley II
- Medlab II

UPGRADES:
- Planetfall Capacity

MODEL CM-88H BISON

M-CLASS COMMERCIAL TOWING VEHICLE

The 88H is the latest upgrade to transform a Bison starfreighter into a full-fledged towing vehicle. Unlike the previous models, wherein an extensive overhaul would be required to upgrade the Bison's engine manifold, the H model has easily removable modular engine cores, allowing the Saturn J engines to be swapped out for a Rolls Royce with only a week in drydock. So configured, the 88H can haul and deliver a massive oil refinery, ore processing plant, atmospheric processor, orbital station, or livery modules. While even more powerful engines could be installed, they would alter the Bison's weight class and defeat the purpose of utilizing a Bison for this kind of work in the first place.

NOTEWORTHY SHIPS: The infamous USCSS *Nostromo* was an 88B Bison in a towing configuration similar to the H. The *Nostromo* and the ore refinery module she towed were destroyed in the 2120s when her self-destruct was set by her third officer for reasons unknown.

CM-88H BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 7000
LENGTH: 334M
FTL RATING: 8
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 2
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2 (Starcub Shuttles)
- Galley II
- Medlab II
- Tractor Hitch III

UPGRADES:
- Boosted Displacement Drives x 2
- Planetfall Capacity

MODEL CYG-NS3 STAR CLIPPER

M-CLASS COMMERCIAL TRANSPORT SHIP

A retired Lockmart design, Star Clippers are still in wide use shuttling personnel and/or small loads of cargo across the Frontier. The ship's cargo bay ceiling is equipped with free-hanging stasis pod coupling racks, allowing for easy attachment of additional pods and passengers. Many Star Clippers are independently owned and operated as merchant vessels and charter craft across the colonies.

CYG-NS3 STAR CLIPPER

MANUFACTURER: Lockmart
CREW: 6
PASSENGERS: 200 (in cryosleep)
AI: MU/TH/UR 6500
LENGTH: 300M
FTL RATING: 5
SIGNATURE: +1
THRUSTERS: +1
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers III
- Cargo Bay III x 4
- Cryo Deck IV
- Docking Umbilical II
- EEV II x 4
- Galley III
- Medlab II

UPGRADES:
- Boosted Displacement Drives
- Planetfall Capacity
- Overpowered Thrusters

STARCUB CLASS SHUTTLE

C-CLASS INTRASYSTEM VESSEL

Another aging design that still sees use on the Frontier, the Starcub shuttle is often used as an auxiliary craft on freighters and other large ships. While older models only carried two cryosleep chambers, the later Starcub models carry three aboard. In addition to her main engines, a Starcub is equipped with unidirectional thrusters that allow for equal forward and reverse acceleration. The Starcub is also capable of short distance FTL flights and has a maximum range of 13 parsecs before refueling becomes necessary. The *Narcissus* was one of two Starcub shuttles that were attached to the USCSS *Nostromo* in 2122 when Warrant Officer Ripley used it to escape the starfreighter's destruction. The second shuttle—the *Salmacis*—was damaged in a docking accident prior to *Nostromo* leaving Thedus and not aboard at the time, something that would never happen today. The new ICC safety protocols prohibit a ship from leaving port without a full complement of auxiliary vehicles or EEVs.

STARCUB LIGHT SHUTTLE

MANUFACTURER: Lockmart
CREW: 1
PASSENGERS: 3 (in cryosleep)
AI: NONE
LENGTH: 16m
FTL RATING: 15
SIGNATURE: -1
THRUSTERS: +2
HULL: 2
ARMOR RATING: 4

INTERNAL MODULES:
- Air Scrubbers I
- Cargo Bay I
- Cryo Deck II

UPGRADES: None

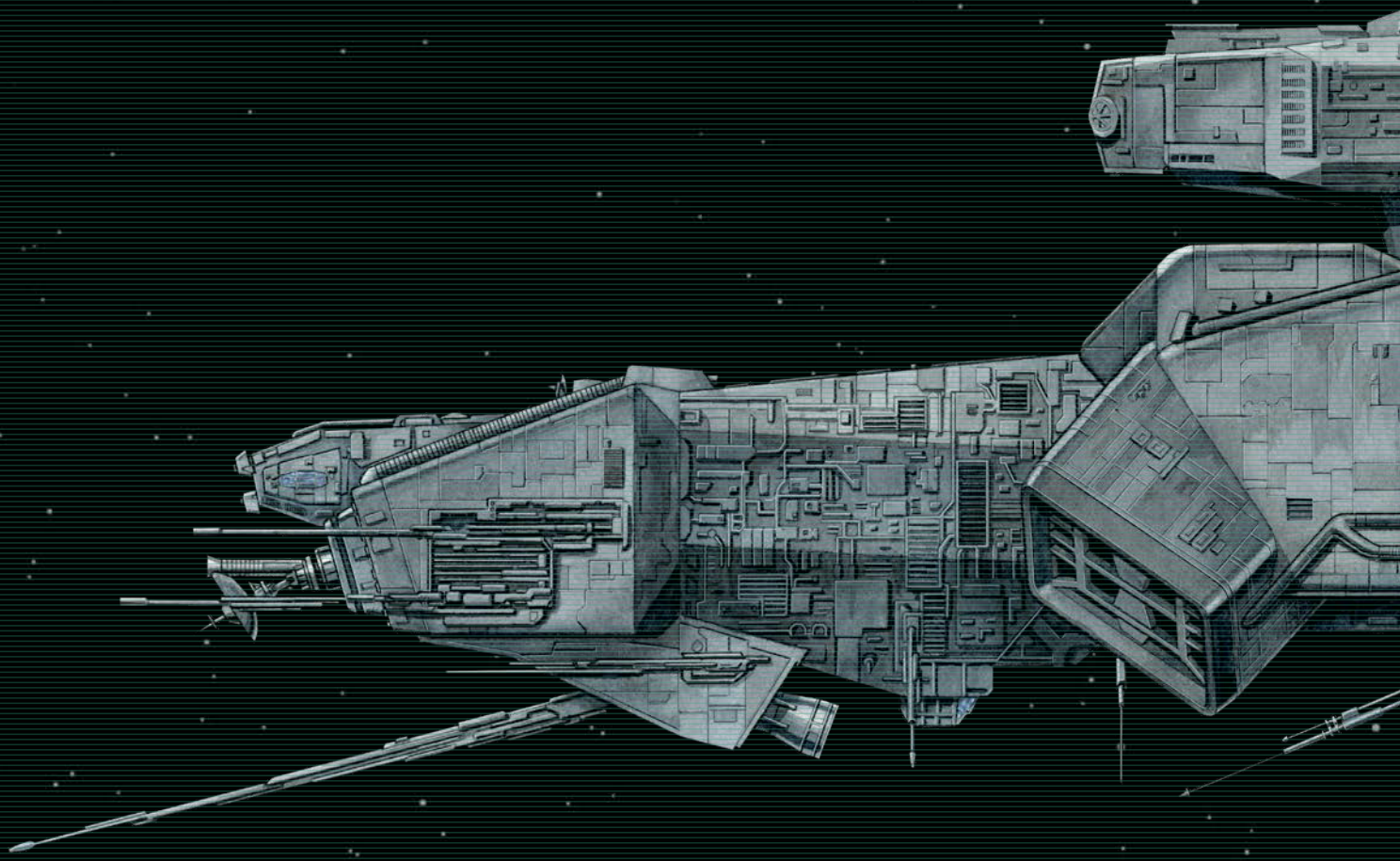
ARMAMENTS: None

M-CLASS COMMERCIAL TOWING VEHICLE

LOCK MART

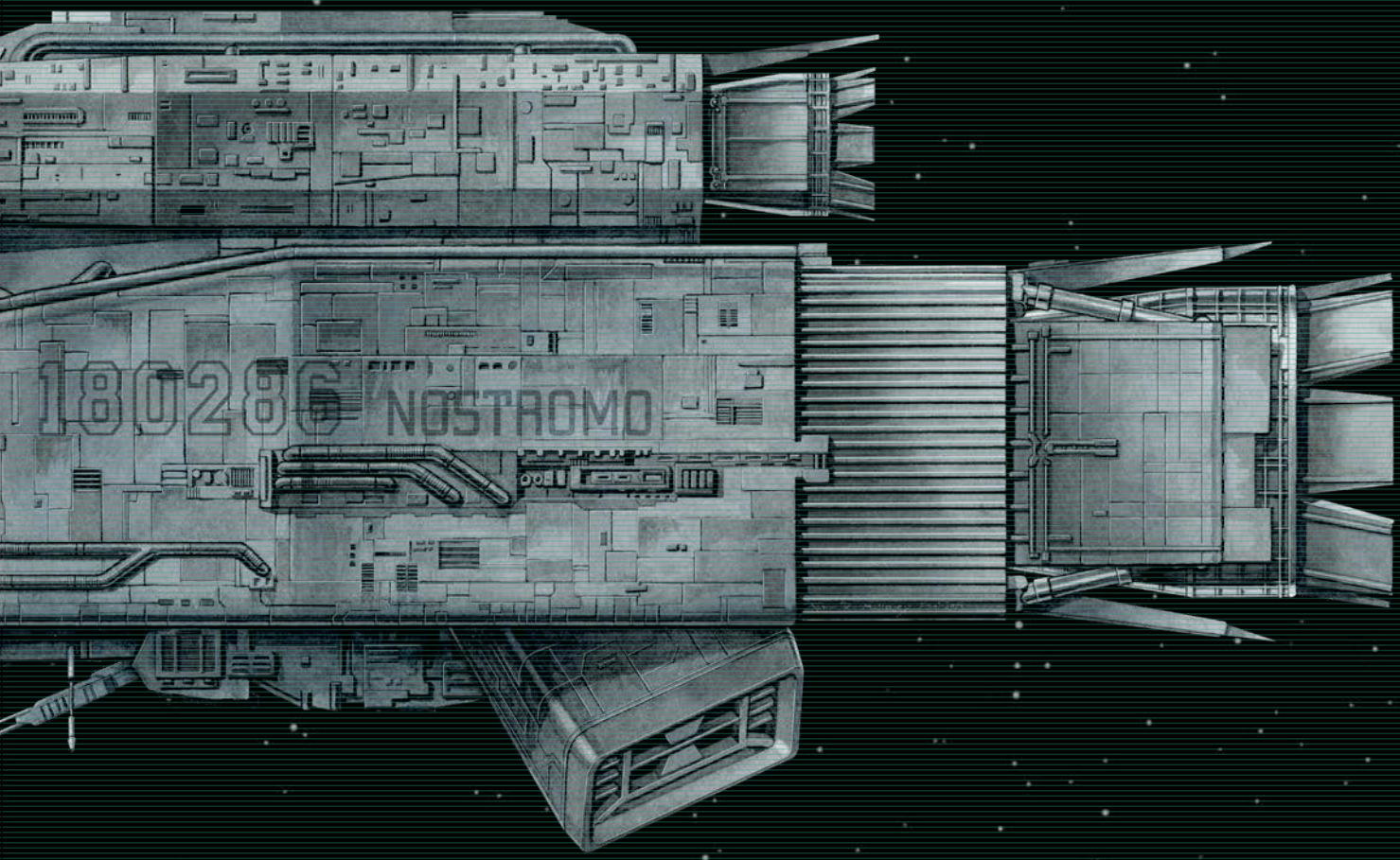
MODEL

CM-88H BISON



CM-88H BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 7000
LENGTH: 334m



FTL RATING: 6
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 2
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2 (Starcub Shuttles)
- Galley II
- Medlab II
- Tractor Hitch III

ARMAMENTS: None

UPGRADES:

- Boosted Displacement Drives x 2
- Planetfall Capacity

CONESTOGA CLASS FRIGATE

The versatile Conestoga Class Frigate is the most common ship in use by the USCMC and Colonial Marshal Bureau. The frigate boasts a modular interior for different assignment configurations, as well as numerous hard points for the addition or subtraction of weapons arrays. The Conestoga can be used as a science vessel, a military cargo hauler, a hospital ship, or, most commonly, a troop transport. The ship's MU/TH/UR 9000 computer is capable of performing mission assignments without the aid of crew, so long as it does not need to make planetfall. Dropships are deployed from a ventral hangar, and the frigate can be fitted with an external docking rack to transport a phalanx of EVAC fighters. The design is built by a subsidiary of Weyland-Yutani, and as such they can be found in the possession of corporate crews as well as the military. While 36 were commissioned by the USCMC, only 25 of those remain active. It is unclear how many W-Y possess as they were manufactured within the ICSC. In its standard military configuration, the Conestoga is a force to be reckoned with. You see one coming your way? Don't piss them off.

NOTEWORTHY SHIPS: The frequent sightings and ghost stories of the ill-fated USCMC troop transport USS *Sulaco* are well circulated on the Frontier. The W-Y Medical Frigate USCSS *Patna* operates out of Anchorpoint station. Stripped of its rail guns and long arm missile pod, the *Patna* is W-Y XO Michael Bishop's mobile headquarters on the Frontier, and is equipped with six science labs, a full surgical bay operating a dozen medpods, and an entire platoon of combat ready mercenaries. The *Patna's* full capabilities are unknown, although she is rumored to carry nukes while moving through UPP and UA space—a clear violation of both the Strategic Arms Reduction and Washington Treaties ■

CONESTOGA CLASS FRIGATE

MANUFACTURER: Weyland-Yutani

CREW: 12 (OR MU/TH/UR 9000 plus one Hyperdyne 341-B model android)

TROOP CAPACITY: 90

LENGTH: 731m

FTL RATING: 2

SIGNATURE: +0

THRUSTERS: +1

HULL: 12

ARMOR RATING: 10

ARMAMENTS:

- Long Lance ASAT missiles (8 missiles)
- Heavy Railgun Turret
- 800MeV Particle Beam Weapon
- Orbital Mines (60 mines)
- Tactical Nukes (20 missiles)
- CIWS Laser Array
- Sensor Drones
- Sensor Decoys

INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers IV
- Cargo Bay III
- Cryo Deck IV
- Docking Umbilical II
- EEV I x 20
- Galley IV
- Hangar IV
- Medlab II

UPGRADES:

- Boosted Displacement Drives x 6
- Enhanced Sensors
- Overpowered Thrusters
- Stealth Technology

SMUGGLER'S RUN

"So I teamed up with that bastard Tomland and we were on the Volcus run. We had just skimmed the ICSC border and were in the middle of taking on a juiced tanker module meant for some dipshit colony in the Far Reach, I don't remember which one. This was ten-shit, eleven years ago. My contact—the guy making the delivery—had just unhitched his tug from the tanker and guess who stumbles right onto us? God damn border patrol. Colonial marshals riding a Conestoga frigate. Delivery boy panics and fires on the marshals with a mining laser. Yep. They don't like that one bit, so they cycle up the rail gun and send a spike right up his ass. It cut his tug in two and plows right into the damn energy tanker. The juice in those batteries went up real fast. The Cony got slammed with the blast and we used the diversion to get the fuck out of there. But those marshals weren't done yet. They took off after us—and I mean right after us. Tomland was flying in a god damn straight line. The only maneuvers he made were to keep the Cony directly behind us. Always. I thought he was crazy until I saw they weren't firing on us—not even a warning shot. Tomland was ex-military and knew his shit. He figured the EMP from the tanker explosion had fried the Cony's particle beams and ASATs, but her rails should have worked just fine. Turns out the big bitch can't fire her big guns straight on—they're right in the line of sight of her hull. For all her bluster, she's got a blind spot right in front and behind her. Tommy kept us dead ahead of them until we gained enough distance to kick in the displacement drive and go FTL. The marshals stayed behind to clean up the mess. In the end, the cargo was blown, my contact was dead, the marshals were pissed, and the Cony was fried. We managed to get out of there though. I scuttled the ship, quit the business and became a cattle rancher on Terraform 3. Much happier now. I'm only here on Anchorpoint to drop off a load of beef." ■

—OVERHEARD IN THE OKIE CLUB ON ANCHORPOINT STATION

SPACE COMBAT

Space battles in 2183 are short, sharp and brutal, with the victory often going to the ship who spots the enemy first and gets their best shot in. This section deals with space combat, and describes how to play out a violent encounter. The system described below is designed to manage combat between only a few ships per side—the typical combat encounter is a one-on-one ship duel.

Space combat takes longer than ground combat, both in real time and game time, and is therefore played out in Turns (see page 83) instead of Rounds.

"There are three things you must remember when engaged in a space battle. One: he who shoots first wins. Two: range determines the shape of the battle. Three: it is hard to radically change your velocity vector in space."

—EXCERPT FROM THE STARTAC '76 INTRODUCTORY SEMINAR TO THE USCM STAFF COLLEGE BY COLONEL JAMES MORTIMER, USASF

CREW POSITIONS

Spaceship crews can vary greatly, from a single person to scores of people. Typically, crews are divided into the following positions during combat. For very small ships, a single person can fill two or even more positions. Note that a MU/TH/UR or similar ship computer mainframe can fill any or all of the crew positions if needed.

- **CAPTAIN:** In overall command of the ship. Gives orders and draws initiative.
- **SENSOR OPERATOR:** Operate the ship sensors, using the **COMTECH** skill.
- **PILOT:** The person at the flight controls. Makes **PILOTING** rolls for ship maneuvers, modified by the ship's Thrusters rating.
- **GUNNERS:** Fire the ship's armaments, using the **RANGED COMBAT** skill. Each weapon or countermeasure generally requires at least one gunner.
- **ENGINEERS:** Make emergency repairs, using the **COMTECH** or **HEAVY MACHINERY** skill.

DISTANCE AND ZONES

Space is too vast for it to be meaningful to keep track of the exact distance between ships. Instead, the game uses abstract zones, similar to ground combat—but in space, one zone can be hundreds or even thousands of kilometers wide. Also, all movement only takes place in one dimension along a range track—an abstraction of the three-dimensional movement that is actually taking place.

SPACE COMBAT MAP: To keep track of ship distances, you can use a space combat map found at the back of this book (also available for download from our website).

RANGE: Like in ground combat, the range between you and your enemy is divided into range categories.

RANGE CATEGORIES

RANGE	DESCRIPTION
Contact	In the same zone. Ramming and boarding possible.
Short	Adjacent zone. Visual contact limit.
Medium	Two zones away.
Long	Up to four zones distant.
Extreme	Up to eight zones distant. Sensor limit.

APPROACH VELOCITY

Spaceships travel at incredible speeds. This means that two ships approaching on different velocity vectors will quickly pass beyond the range of each other's weapons. Drastically changing your vector is hard. This means most combat encounters will be brief.

When two ships approach each other, the GM sets the initial approach velocity. It's typically two zones per Turn, but can be higher or lower depending on the situation. If two ships have synched their vectors, their approach velocity is zero.

If more than two ships are involved in the encounter, they are divided into two sides. All ships on each side have an initial approach velocity against the ships on the other side.

DETECTION

Starship sensors have **EXTREME** range (eight zones). When two ships enter sensor range of each other, they will automatically detect each other's presence. If you use the space combat map, place a marker representing each ship on the outermost zones (the ones marked +4 and –4). If you have access to the official Maps & Markers Pack for the ALIEN roleplaying game (sold separately), use a spaceship marker with the "ping" side up.

TRANSPONDERS: All civilian spacecraft are required to travel with their transponders switched on. The transponder transmits data about the ship's position, name, class, home port and destination. If the approaching ship has an active transponder, you will immediately learn this information, and you are able to target the ship with your ship armaments (more on that below). If you are using the Maps & Markers Pack, flip the "ping" marker to show the spaceship in crosshairs.

RUNNING SILENT: Traveling with your transponder switched off is unlawful and regarded with suspicion—only smugglers and military vessels do that. If the approaching ship is running silent, your sensor operator needs to make a successful Target Lock action (below) before you can target it with your weapons. Until this is done, leave the spaceship marker with the "ping" side up.

REDUCE SIGNATURE: Staying hidden as long as possible, often by controlling your heat and electronic emissions, can be the key to victory. By powering down your engines and sensors, you can make it harder for an approaching ship to lock on to you. This can be done even before the encounters starts, if you expect trouble. Turning off your sensors reduces your Signature rating one step, while powering down your engines reduces your Signature two steps. When your sensors are down, you cannot Target Lock. When the engines are offline, you cannot perform any pilot actions at all. Powering a ship back up takes one Turn. Read more under Sensor Operator Actions, below.

RUNNING SILENT

POWER DOWN	SIGNATURE	POWER UP
Sensors	–1	One Turn (Sensor Operator)
Engine	–2	Two Turns (Engineer)

INITIATIVE & TURNS

When you encounter an approaching ship, draw initiative. This works just like in personal combat (see page 87), but only the captain of each ship draws an initiative card. Each Turn of space combat has four *phases*, and each ship gets to perform one action in each phase. All ships perform their action in the phase, in initiative order, before moving on to the next phase.

1. SENSOR PHASE
2. PILOT PHASE (INCLUDING MOVEMENT)
3. GUNNER PHASE
4. ENGINEER PHASE

DECLARING ACTIONS

In each phase, the captain of each ship orders the active crew member (senor operator, pilot, gunner, engineer) to perform one action from the list of available actions for each phase (see below). Only one action per Turn can be performed—there are no fast and slow actions in space combat. Also, there are no stunts for skill rolls—instead, the action listings below determine the effects of additional ✦ rolled.

Also, unlike personal combat, guessing your enemy's moves is difficult in space combat. Therefore, each ship selects its action in each phase *secretly*. Actions are declared simultaneously, and then performed in initiative order. Once all four phases are completed, a new Turn begins.

REACTIVE ACTIONS: Some actions during space battles are reactive, just like blocking in close combat. That means that they break the normal initiative order in the Turn.

ORDER MARKERS: To declare actions, you can use the order markers included in the Maps & Markers Pack. The active person on each ship (player or GM) secretly hides an Order Marker with the chosen action in their hand, and these are then revealed. If you don't have access to order markers, you can simply note down actions on a piece of paper instead.

TAKING ORDERS?

Typically, crew members are expected to follow the orders of the captain and perform the action they are told to. However, individual crew members can of course disobey orders and perform another action of their own choice. The consequences of such disobedience need to be roleplayed.

1. SENSOR OPERATOR ACTIONS

In the Sensor Phase, the sensor operator of each ship can perform one of the actions listed below:

TARGET LOCK: To lock your sensors on to an enemy ship, make a **COMTECH** roll, modified by range, the Signature rating of the enemy ship, and other factors (see the table on the next page). If you succeed, your sensors lock on to the ship and you can now target it with your armaments in this Turn. If you are using the Maps & Markers Pack, flip the spaceship marker to show the spaceship outline.

In subsequent Turns, you still need to Target Lock the same ship in order to fire on it, but unless the enemy ship Goes Dark, you don't need to roll dice—the Target Lock succeeds automatically.

GO DARK: Reactive action. If an enemy ship tries to Target Lock you in this Turn, you can try to break the lock and slip away, by reducing your infrared and electronic emissions, or moving into a sensor blind spot such as a nearby star. Make a **COMTECH** roll—each ✦ you roll eliminates a ✦ rolled by the enemy. In addition, you can immediately reduce your Signature rating (taking effect immediately) by powering down your ship's sensors and/or engines, as part of the Go Dark action (see page 190).

POWER UP SENSORS: If your sensors are powered down, it takes one Turn to power them back up again. No roll is required.

SPACE COMBAT ACTIONS

PHASE	ACTION	SKILL	EFFECT
1. Sensor	Target Lock	COMTECH	Lock on to target ship. Enables Fire Weapon action.
	Go Dark	COMTECH	Reactive action. Each ⌖ eliminates one ⌖ rolled in enemy Sensor Sweep. Can also power down sensors and/or engines.
	Power Up Sensors	NONE	Bring sensors back online.
2. Pilot	Accelerate	PILOTING	Increases approach velocity one step; two if multiple ⌖ are rolled.
	Decelerate	PILOTING	Decreases approach velocity one step; two if multiple ⌖ are rolled.
	Evade	PILOTING	Reactive action. Each ⌖ rolled eliminates one ⌖ in an attack against you from SHORT range or more.
	Ram	PILOTING	Same zone only. Opposed PILOTING roll. If hit, both ships suffer damage.
	Dock	PILOTING	Same zone only. Requires same approach velocity. Opposed PILOTING roll. Enables Open Airlock action.
3. Gunner	Fire Weapon	RANGED COMBAT	Requires sensor lock on target. Inflicts weapon Damage, +1 for each additional ⌖ rolled.
	Launch Countermeasures	RANGED COMBAT	Reactive action. Each ⌖ rolled eliminates one ⌖ in an attack against you from SHORT range or more.
4. Engineer	Emergency Repairs	COMTECH/ HEAVY MACHINERY	Temporarily repairs damaged component. Will hold for one Shift only.
	Power Up Engine	NONE	Two consecutive actions needed.
	Open Airlock	HEAVY MACHINERY	Enables boarding.
	Reactor Overload	HEAVY MACHINERY	Initiates self-destruction of the ship, at the end of the next Turn.

TARGET LOCK

FACTOR	MODIFICATION
Extreme Range	–2
Long Range	–1
Medium Range	+0
Short Range	+1
Contact Range	+2

FACTOR	MODIFICATION
Malfunctioning Sensors	–2
Target Ship Signature	Varies
Target Ship Sensors Offline	–1
Target Ship Engines Offline	–2

2. PILOT ACTIONS

In the Pilot Phase, the pilot of each ship first performs one of the actions listed below. Then, after all pilot actions are resolved, *all ships move* a number of zones equal to their current approach velocity toward the enemy ship/ships (or away from, if you have already passed each other).

ACCELERATE: Roll for **PILOTING**, modified by the Thrusters rating of your ship. If you roll one ⌖, the approach velocity of your ship is increased by one. If you roll several ⌖, you may increase your approach velocity by one or two steps.

DECELERATE: Roll for **PILOTING**, modified by the Thrusters rating of your ship. If you roll one ⌖, the approach velocity of your ship is decreased by one. If you roll several ⌖, you may decrease your approach velocity by one or two steps.

MANEUVER: Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. It counts as an action for you, but not for the enemy. Only you can push the roll. If you win the roll, you can trade initiative cards with the enemy ship.

RAM: This action can only be attempted if the target ship is at Contact range (same zone) at the start of the Turn (before movement). Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. If you win the roll, you hit and both ships suffer damage equal to half the full Hull score of the opposing ship (round up). The target ship then suffers extra damage equal to the number of ⌖ you rolled beyond the first.

DOCK: This action can only be attempted if the target ship is at Contact range (same zone), and if both ships have the same approach velocity. It also requires a Docking Station module. Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. If you win the roll, your engineer may try to breach the enemy ship (see below). Once the docking is complete, the ships are joined together—only the bigger ship of the two can perform any pilot actions.

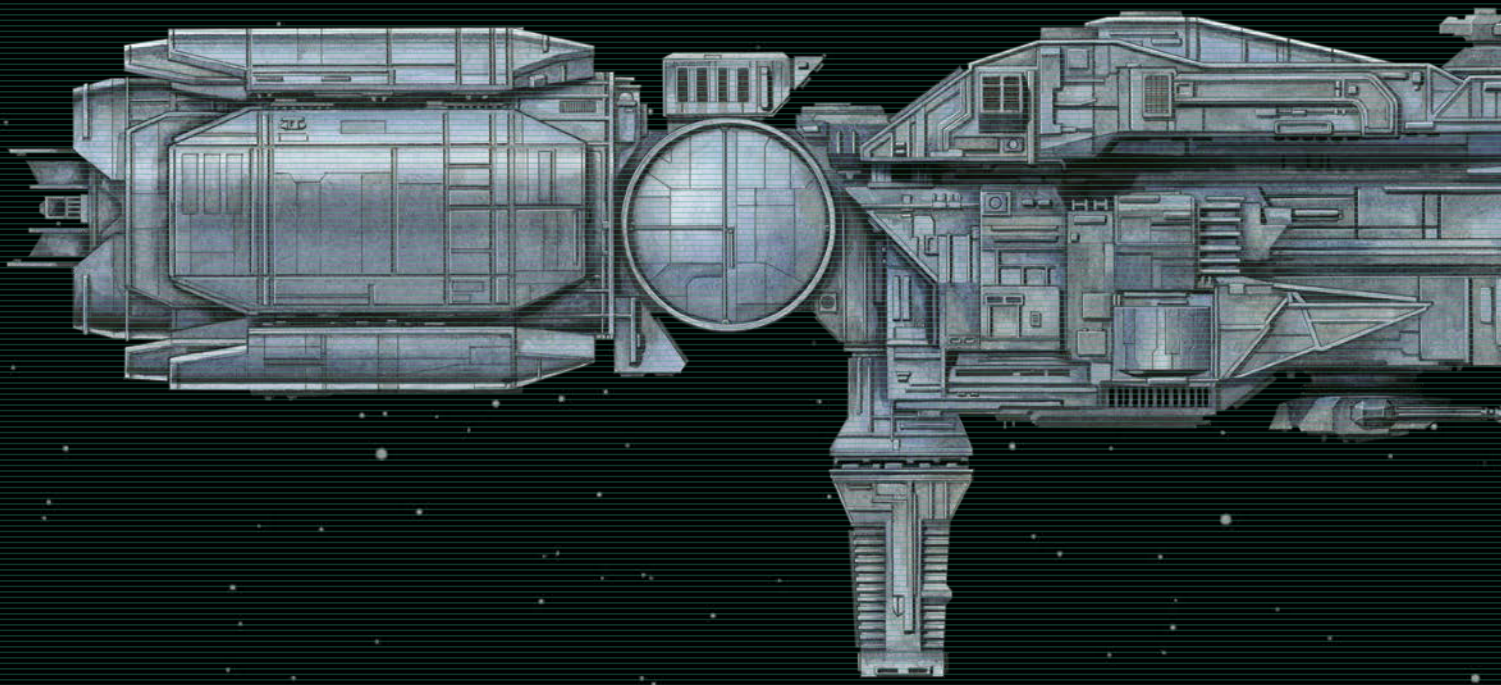
STRESS IN SPACE COMBAT

Stress and STRESS LEVELS are handled just like in personal combat (see Chapter 5). However, when rolling a Panic Roll, use the table on page 201 instead of the normal one. In addition, you cannot relieve stress (see page 104) during an active space combat.

SHIP MOVEMENT

Note that ship movement occurs at the end of the Pilot Phase, after all pilot actions have been resolved but before the Gunner Phase begins. If one ship moves off the space combat map, but the distance between the two ships is still eight zones or less, simply move both ships an equal number of zones back onto the map. Remember—in space combat, only relative distance matters.

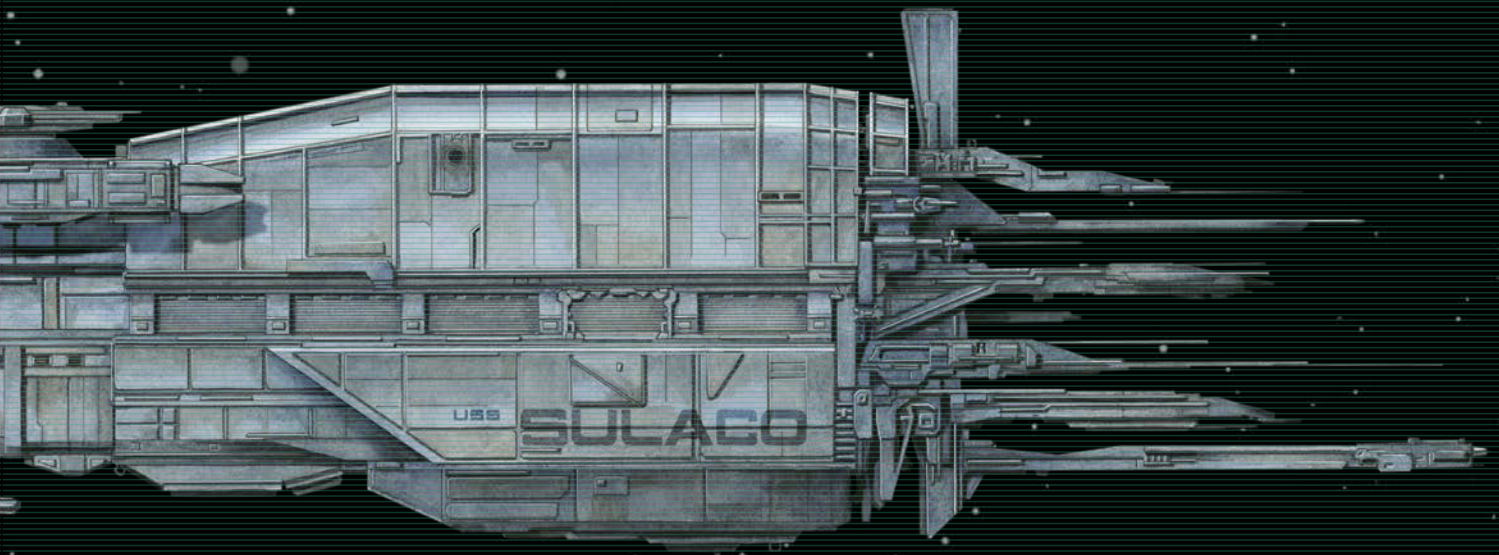
CONESTOGA
CLASS FRIGATE



CONESTOGA CLASS FRIGATE

MANUFACTURER: Weyland-Yutani
CREW: 12 (or MU/TH/UR 9000 plus one Hyperdyne 341-B model android)
TROOP CAPACITY: 90
LENGTH: 731m

FTL Rating: 3
Signature: +0
Thrusters: +1
Hull: 12
Armor Rating: 10



INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers IV
- Cargo Bay III
- Cryo Deck IV
- Docking Umbilical II
- EEV I x 20
- Galley IV
- Hangar IV
- Medlab II

ARMAMENTS:

- Long Lance ASAT missiles (8 missiles)
- Heavy Railgun Turret
- 800MeV Particle Beam Weapon
- Orbital Mines (60 mines)
- Tactical Nukes (20 missiles)
- CIWS Laser Array
- Sensor Drones
- Sensor Decoys

UPGRADES:

- Boosted Displacement Drives
- Enhanced Sensors
- Overpowered Thrusters
- Stealth Technology

3. GUNNER ACTIONS

In the Gunner Phase, one gunner on each ship can perform one of the below actions, assuming your ship is fitted with one or more armaments (see page 176). Only one weapon may be launched in a Turn, even if you have several weapons (and gunners) on your ship.

FIRE WEAPON: You can only attack an enemy which you have Target Locked. Roll for **RANGED COMBAT**, modified by the Bonus rating of the weapon you use and the range to the target (see the table below). If your attack hits, you inflict damage equal to the weapon's Damage rating on the target, just like in personal combat. For every extra ⊕ you roll, you inflict one additional point of damage. Read more about damage to ships on page 197. If the pilot of the target ship Evades (see above), each ⊕ they roll eliminates one ÄÄ rolled by you.

LAUNCH COUNTERMEASURES: This reactive action is used to launch defensive measures such as sensor decoys and sensor drones (see page 176). If any offensive weapons are fired at your ship in this Turn from **SHORT** range (adjacent zone) or more, your gunner rolls **RANGED COMBAT**, modified by the Bonus rating of the countermeasure. Every ⊕ rolled by your gunner eliminates one ⊕ rolled by the attacker. If you are attacked multiple times, make a separate roll for each incoming attack.

SHIP WEAPON ATTACK

FACTOR	MODIFICATION
Extreme Range	–2
Long Range	–1
Medium Range	+0
Short Range	+1
Contact Range	+2

4. ENGINEER ACTIONS

In the Engineer Phase, an engineer on each ship can perform one of the following actions. Only one action may be chosen, no matter how large the crew is. Others can help the roll however (see page 63), up to a maximum modification of +3.

EMERGENCY REPAIRS: A minor or major component damage (see next page) is hastily repaired. Roll for **HEAVY MACHINERY** or **COMTECH** (or both) as indicated by the table on pages 198–199. The repair is just a quick fix—it requires no spare parts, but it will only hold for one Shift. For permanent repairs, see page 200.

POWER UP ENGINE: If your ship's engines have been powered down to decrease your Signature rating (see Sensor Operator Actions, above), it takes two Turns—two successive actions by the engineer—to bring them back online.

OPEN AIRLOCK: Can only be performed if your pilot has successfully completed the Dock action (above). Roll for **HEAVY MACHINERY**. If successful, you breach the enemy ship and your crew can then board it (personal combat ensues).

REACTOR OVERLOAD: Requires a **HEAVY MACHINERY** roll. If successful, the reactor will overload and explode at the end of the following Turn, destroying the ship and killing everyone on board. Make sure to get into those EEVs fast. The self-destruct sequence can be stopped with another **HEAVY MACHINERY** roll (takes one Turn).

PERSONAL COMBAT IN SPACE

Personal combat and space combat can happen at the same time. A Xenomorph might attack your crew in the middle of a hostile encounter with another ship. As personal combat is played out in Rounds and space combat in Turns, we recommend that you play out the personal combat to its conclusion before resuming the space combat. However, the GM is perfectly within her rights to have you play a Turn of space combat in the middle of a panicked fight on board, just to raise tensions even more.

HULL DAMAGE

Spaceships take damage just like people, but the scale is different. When a ship has suffered damage equal to or in excess of its Hull rating, it is Disabled. This means that its engines and all weapon systems fail, and the entire ship suffers explosive decompression—time to get to the escape pods, or at least into a compression suit. A Disabled ship is not blown to pieces, however, it can still be repaired (unless it suffers damage equal to its full Hull rating in a single attack, more on that below).

Note that particle beam weapons don't cause hull damage, only component damage (below).

SHIP ARMOR

The armor of a spaceship works exactly like body armor in ground combat. If your ship takes a hit, roll a number of dice equal to its Armor Rating. For each ✦ you roll, the damage is decreased by one. This roll does not count as an action for any crew member.

COMPONENT DAMAGE

DAMAGE THRESHOLD	COMPONENT DAMAGE
1 or more	Minor Damage
1/2 Total HP or more	Major Damage
Total HP or more	Total loss of ship and crew

COMPONENT DAMAGE

Structural hull damage is not the only danger to a spaceship. Specific components and modules can also be damaged by each single attack, with effects ranging from the annoying to the catastrophic. This is called *component damage*.

- If a single attack inflicts one or more points of damage to a ship, but less than half of its Hull rating (rounded up), the ship suffers *minor component damage*. Roll D66 on the table on the next page. If the result is not applicable to your ship, re-roll.
- If a single attack inflicts damage equal to or higher than half the Hull rating (rounded up), but less than the full Hull rating, the ship suffers *major component damage*. Roll 2D6 on the table on page 199.
- If a single attack inflicts damage equal or higher than the Hull score, the ship is completely destroyed and all crew and passengers killed.

MINOR COMPONENT DAMAGE

D66	DAMAGE	EFFECTS	REPAIR ROLL
11	A.I. malfunction	COMTECH roll required to access the ship A.I.	COMTECH
12	Air scrubbers offline	–2 modification to all STAMINA rolls for one Shift, then total air loss.	HEAVY MACHINERY
13	Airlock malfunction	Main airlock cannot be accessed.	HEAVY MACHINERY
14–15	Armament malfunction	–2 modification to all attacks using a random armament on the ship.	HEAVY MACHINERY
16	Artificial gravity malfunction	Running action requires MOBILITY roll.	HEAVY MACHINERY + COMTECH
21	Autodoc offline	Medical facilities cannot be used.	HEAVY MACHINERY
22–23	Cargo damage	A random item kept in a cargo hold is destroyed.	-
24	Coffee maker malfunction	The coffee maker in the galley cannot be used.	HEAVY MACHINERY
25	Comms malfunction	All external communications offline.	COMTECH
26–31	Compartmental decompression	A random compartment of the ship suffers sudden decompression (see page 107).	HEAVY MACHINERY
32–33	Crew injury	A random crew member is hurt. Roll for the attack with six Base Dice. Each ÄÄ inflicts one point of damage.	-
34	Cryo chambers offline	Cryo chambers cannot be used.	HEAVY MACHINERY + COMTECH
35	Displacement drive malfunction	FTL rating halved.	HEAVY MACHINERY + COMTECH
36	Docking station damaged	The ship cannot dock with other vessels.	HEAVY MACHINERY
41	Escape pod malfunction	EEVs cannot be used.	HEAVY MACHINERY
42	Hangar damage	A random vessel in the ship's hangar is Disabled.	HEAVY MACHINERY
43–44	Instrument malfunction	PILOTING, RANGED COMBAT, and COMTECH rolls on the ship get a –1 modification.	COMTECH
45	Intercoms disabled	All internal communications offline.	COMTECH
46	Ladderway damaged	MOBILITY roll required to move between levels of the ship.	HEAVY MACHINERY
51	Life support offline	Everyone on the ship without a pressure suit becomes Freezing, forcing a STAMINA roll each Shift.	HEAVY MACHINERY

D66	DAMAGE	EFFECTS	REPAIR ROLL
52	Navigation system offline	COMTECH roll with a –2 modification is required to plot any FTL travel.	COMTECH
53–54	Reactor leak	Weak radiation (1 Rad/Shift) in the reactor control area.	HEAVY MACHINERY
55	Refrigeration unit damaged	All refrigerated foodstuffs on the ship are lost after one day.	HEAVY MACHINERY
56–61	Sensor malfunction	All COMTECH rolls using the ship's sensors get a –2 modification.	COMTECH
62–64	Thruster damage	All PILOTING rolls on the ship suffer a –2 modification.	HEAVY MACHINERY
65	Transponder offline	The ship's transponder stops working.	COMTECH
66	Waste disposal malfunction	Things are about to get very smelly.	HEAVY MACHINERY

MAJOR COMPONENT DAMAGE

2D6	DAMAGE	EFFECTS	REPAIR ROLL
2	A.I. offline	The ship A.I. is offline.	3 x COMTECH
3	Escape pods heavily damaged	No EEVs can be used.	HEAVY MACHINERY, COMTECH
4	Sensor failure	The ship's sensors fail completely. Target Lock cannot be made.	2 x COMTECH
5	Displacement drive failure	No FTL travel possible.	1 x HEAVY MACHINERY, 2 x COMTECH
6	Armament damaged	A random armament on the ship is unusable.	HEAVY MACHINERY, COMTECH
7	Engine failure	The ship is dead in space. No pilot actions can be performed.	2 x HEAVY MACHINERY, COMTECH
8	Critical crew injury	A random crew member is Broken and suffers a random critical injury.	-
9	Bridge exposed to vacuum	The ship can no longer be controlled, and all personnel on the bridge suffer explosive decompression.	2 x HEAVY MACHINERY, COMTECH
10	Reactor breach	The ship loses all propulsion. Strong radiation (1 Rad/Turn) in the reactor control area, weak radiation in the rest of the ship.	2 x HEAVY MACHINERY, COMTECH
11	Chain reaction	Roll twice on this table.	–
12	Reactor detonation	Total loss of the ship and all crew.	–

SHIP REPAIRS

Repairing a damaged ship requires time, skill, tools (see Chapter 5) and often spare parts.

HULL REPAIRS: Repairing hull damage requires one or several **HEAVY MACHINERY** rolls. One roll can be made per Shift. Only one person can roll to repair the hull, but others can help (see page 63). Each ✦ rolled removes one point of damage. If the ship was Disabled, it is no longer considered Disabled once one point of damage has been repaired.

COMPONENT REPAIRS: The lists of minor and major component damage describe which skill rolls are needed to repair the component, and how many rolls must be made. If several skill rolls are listed, only one roll can be made per Shift. Only one person can roll to repair the same component, but others can help. Component repairs also require spare parts.

Spare parts are abstracted into two versions: mechanical and electronic. One mechanical spare part is required for each **HEAVY MACHINERY** roll, and one electronic spare part for each **COMTECH** roll. The spare part is consumed if the roll is successful. See the boxed text to the right for more on spare parts.

EMERGENCY REPAIRS: During combat, ship engineers can make emergency repairs on components, but not the hull. This works like normal component repair (above) but with some key differences:

- Each repair roll takes one Turn instead of one Shift.
- The repairs require no spare parts.
- The repair is just a temporary fix, and the component will fail again after one Shift.

EVA REPAIRS: Hull repair, as well as repair of external components, will require you to go spacewalking. If you can't, find the nearest space station with a dry dock ■

PUSHING REPAIRS

If you spend a Shift repairing your ship and push the skill roll, you won't have time to relieve stress (see page 104) before the next Shift starts, in case you want to spend the next Shift repairing as well.

GETTING SPARE PARTS

You'll soon learn how important spare parts for your ship can be. There are two main ways to get more of them: buy and scavenge. Costs can vary greatly, but a mechanical spare part is typically about $100,000 at your average spaceport, and an electronic spare part can cost you twice that sum. If you don't feel like paying for spare parts, deep space salvaging might be the business for you. With a Shift of work and a skill roll (HEAVY MACHINERY for mechanical and COMTECH for electronic), you can scavenge a spare part from a derelict, assuming it's not completely blown to bits. In total, you can typically scavenge a number of spare parts from a ship equal to its full Hull score—half mechanical and half electronic.

SPACE COMBAT PANIC ROLL

RESULT	EFFECT
1–6	KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
7	NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in the same compartment as you, increases by one.
8	TREMBLE. You start to tremble uncontrollably. All skill rolls suffer a –2 modification until your panic stops.
9	IGNORE ORDERS. You can't concentrate and lose track of your surroundings. For the coming Turn, you will not take any orders, accept help or discuss anything with anyone. Your STRESS LEVEL increases by one.
10	HYSTERIC COM CHATTER. You lose your cool and shout or babble over the intercom, making communications impossible. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of every friendly PC who hears your chatter increases by one.
11–12	FREEZE. You're frozen by fear or stress for one Turn, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in the same compartment as you, increases by one.
13	RUN TO SAFETY. You can't take it anymore. You must leave your station and flee to a safer area on the ship, be it a cabin, the galley, or somewhere else. Your STRESS LEVEL decreases by one, but every friendly PC who witnesses your erratic behavior must make an immediate Panic Roll.
14	ABANDON SHIP. You are overcome by terror and have to leave the ship. You run to the nearest escape pod and activate it. If your ship has no EEV, you get into a compression suit and leave through the airlock. Every friendly PC who sees you flee must make an immediate Panic Roll.
15+	MAXIMUM OVERLOAD. The horror is too much. You lose all control and overload your station, critically damaging it. Lose your next action and check the major component damage table, depending on your position on the ship. Sensor Operator: Sensor failure; Pilot: Engine failure; Gunner: Armament damaged; Engineer: Reactor breach.

SHIP COMBAT EXAMPLE

The PCs, working for the Colonial Marshals, are aboard the *Porphyrion*, a Conestoga Class Frigate. They are hunting for a CM-90S Corvus smuggler vessel named the *Lyssa*, which has been raiding colonies in the sector. Suddenly, a ship appears on their radar, suspiciously traveling with its transponder switched off.

BEFORE THE BATTLE: The two ships detect each other at EXTREME range (eight zones), so the GM sets up the space combat map, placing a marker representing the Porphyrion on the –4 zone, and a "ping" marker for the unnamed ship on the +4 zone. The GM also decides that the initial approach velocity of both ships is the standard two zones per Turn.

DRAWING INITIATIVE: Now it's time for combat to begin in earnest. Both captains draw initiative. The GM draws a six, while Galt, captain of the Porphyrion, draws an eight. Since the lowest number goes first, the GM will be going first in each of the Turn's four phases after actions are declared.

TURN 1 – SENSOR PHASE: Both the GM and the players now secretly pick an action from the available list for the sensor phase. The GM decides that the mystery ship, after seeing the oncoming Marshal vessel, will choose the Go Dark action. The players are out here searching for smugglers, and the lack of a transponder signal has made them wary. They quickly settle on the Target Lock action. After everyone has decided what they want to do, both the GM and the PCs reveal their chosen action at the same time. The GM won initiative, so she would normally go first, but she chose Go Dark, which is a reactive action, so during this phase, the PCs act first. The *Porphyrion's* sensor operator, Dalhouse, makes a COMTECH roll with a –2 modification due to the EXTREME range, but still comes up with two ⌖. Now the GM's Go Dark reactive action comes into play. She makes a COMTECH roll and comes up with a single ⌖. Her one ⌖ is subtracted from the two rolled by Dalhouse, but Dalhouse still has one ⌖ remaining, so the Target Lock is successful. The GM informs the players that the mystery ship is, in fact, the *Lyssa*, and the *Porphyrion's* weapons lock on to it.

TURN 1 – PILOT PHASE: Both Pilots secretly choose an action from those available. The GM decides that the startled smugglers will try and escape, so he picks the Accelerate action for the *Lyssa*, in order to get away from the other ship as quickly as possible. The crew of the *Porphyrion* are looking to keep the other ship in their sights as long as possible, so they decide on the Decelerate action for this phase. Both choices are revealed simultaneously. Then, because she drew the lower initiative card, the GM acts first. The Accelerate action calls a PILOTING roll, with a +1 modification from the *Lyssa's* thrusters. The result is one ⌖. The *Lyssa's* approach velocity is increased by one, to three zones per Turn. Now Mira, *Porphyrion's* pilot, gets to act. The Decelerate action also calls for a PILOTING roll, with a +1 modification from the *Porphyrion's* thrusters, and after the dice settle Mira has a ⌖. The *Porphyrion* reduces its approach velocity by one, to a single zone per Turn. Once all this is done, both ships move at the end of the pilot phase. The *Lyssa* moves three zones, to the zone marked +1, while the *Porphyrion* moves only one zone, and is placed on the zone marked –3.

TURN 1 – GUNNER PHASE: Once again, actions are first chosen in secret. The GM decides that the smugglers will try and scare off the PCs and selects the Fire Weapon action. The PCs are here to end the threat of the smugglers, so they also pick the Fire Weapon action. The GM goes first, launching a Long Lance ASAT Missile, which gives a +1 modification to the RANGED COMBAT roll. She gets a single ⌖, and the missile hits, inflicting

four points of damage. Captain Galt of the Porphyrion rolls for his ship's Armor rating, coming up with a single ✠, which reduces the damage by one, to a total of three. Since three is less than half of the Porphyrion's full Hull rating, the ship also suffers minor component damage. Rolling D66 and getting a forty-five, they consult the table and realize that the hit has disabled the internal intercoms. Porphyrion's Gunner, affectionately nicknamed Ox, now fires back with a Long Lance ASAT Missile of his own. He rolls his RANGED COMBAT, also with a +1 modification from the missile, and comes up with three ✠. The first ✠ means the attack is a hit, while each of the others add an extra damage to the four already caused by the missile, for a total of six damage. The GM then rolls dice equal to the *Lyssa's* Armor rating, getting two ✠. Two is subtracted from six, and the Lyssa takes four points of damage. And because four is more than half the *Lyssa's* Hull rating of 6, the *Lyssa* also suffers major component damage. Rolling 2D6 and getting a total of three, the GM consults the table and sees that the Lyssa's escape pods are heavily damaged. Looks like the smugglers won't be escaping that way!

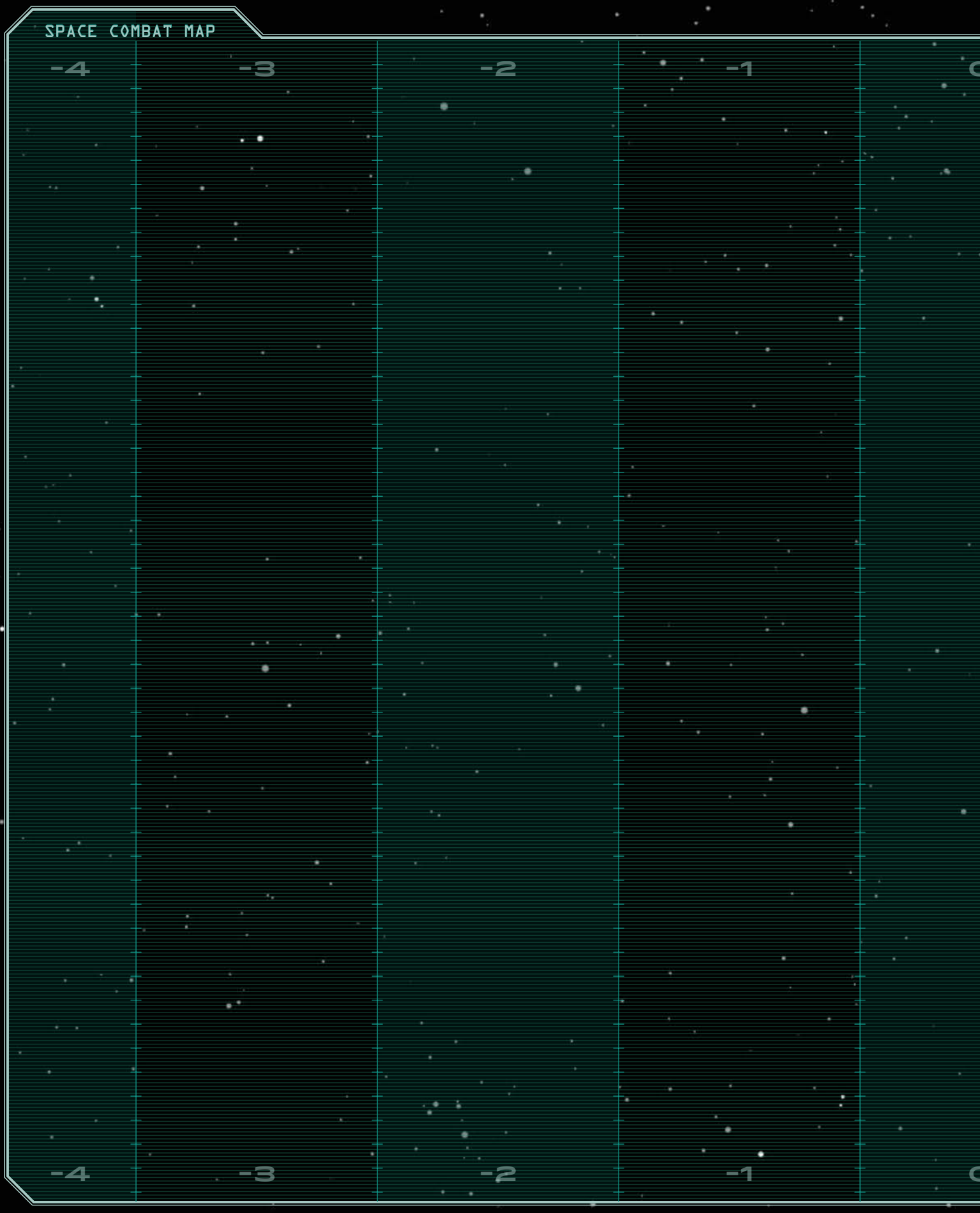
TURN 1 – ENGINEER PHASE: Since both ships were damaged, the Engineer of the *Lyssa* and Sarosawa, *Porphyrion's* Engineer, decide to choose Emergency Repairs as their action for this phase. The GM goes first, and has to choose between either a HEAVY MACHINERY or COMTECH roll, since both are required to fix the EEVs. She settles on HEAVY MACHINERY and rolls the dice, getting one ✠. Work on the EEVs has begun. Sarosawa sets to work fixing the intercoms and makes a COMTECH roll, getting two ✠. The intercoms are back online.

TURN 2 – SENSOR PHASE: The GM knows that the PCs are going to want to finish the job this turn, so she chooses to Go Dark again. Not surprisingly, the PCs again pick Target Lock as their action for the phase. After the actions are revealed, the GM's choice of a reactive action once again means that Dalhouse, *Porphyrion's* sensor operator starts by rolling for COMTECH, with a –1 modification for Long range (four zones). Dalhouse gets a single ✠. The GM rolls her dice for the Go Dark reactive action, but unfortunately doesn't get any ✠. Once again, the PCs have a lock on the *Lyssa*.

TURN 2 – PILOT PHASE: At this point, the GM decides that the only chance the smugglers have is to get away, so she picks the Accelerate action. The PCs continue to Decelerate. The GM rolls her dice for PILOTING. She gets two ✠ and decides to increase the *Lyssa's* approach vector by a further two, for a total of five. Mira, the *Porphyrion's* pilot also rolls for PILOTING, but this time doesn't get any ✠. The *Porphyrion's* approach vector remains the same, at one. The *Lyssa* jumps ahead to the zone marked –4 on the space combat map, while the *Porphyrion* is placed on the zone marked –2.

TURN 2 – GUNNER PHASE: The smugglers settle on the Launch Countermeasures action, hoping to buy themselves at least another Turn of survival. The PCs decide on the Fire Weapon action. Launch Countermeasures is a reactive action, so the GM waits anxiously as Ox prepares another ASAT Long Lance Missile. He rolls four ✠! Not a good day to be a smuggler, it seems. The GM makes a RANGED COMBAT roll of her own for her reactive countermeasures, coming up with three ✠, one less than she needed. The missile slams into the *Lyssa*, causing four points of damage. The GM makes one final roll, for the Armor Rating of the *Lyssa*, coming up with a single ✠ and reducing the damage to three—still more than enough to Disable the smuggler ship.

And just like that, in less than the span of two full Turns, the battle is over. Space combat in the ALIEN roleplaying game is as fast as it is deadly. Engage at your own peril!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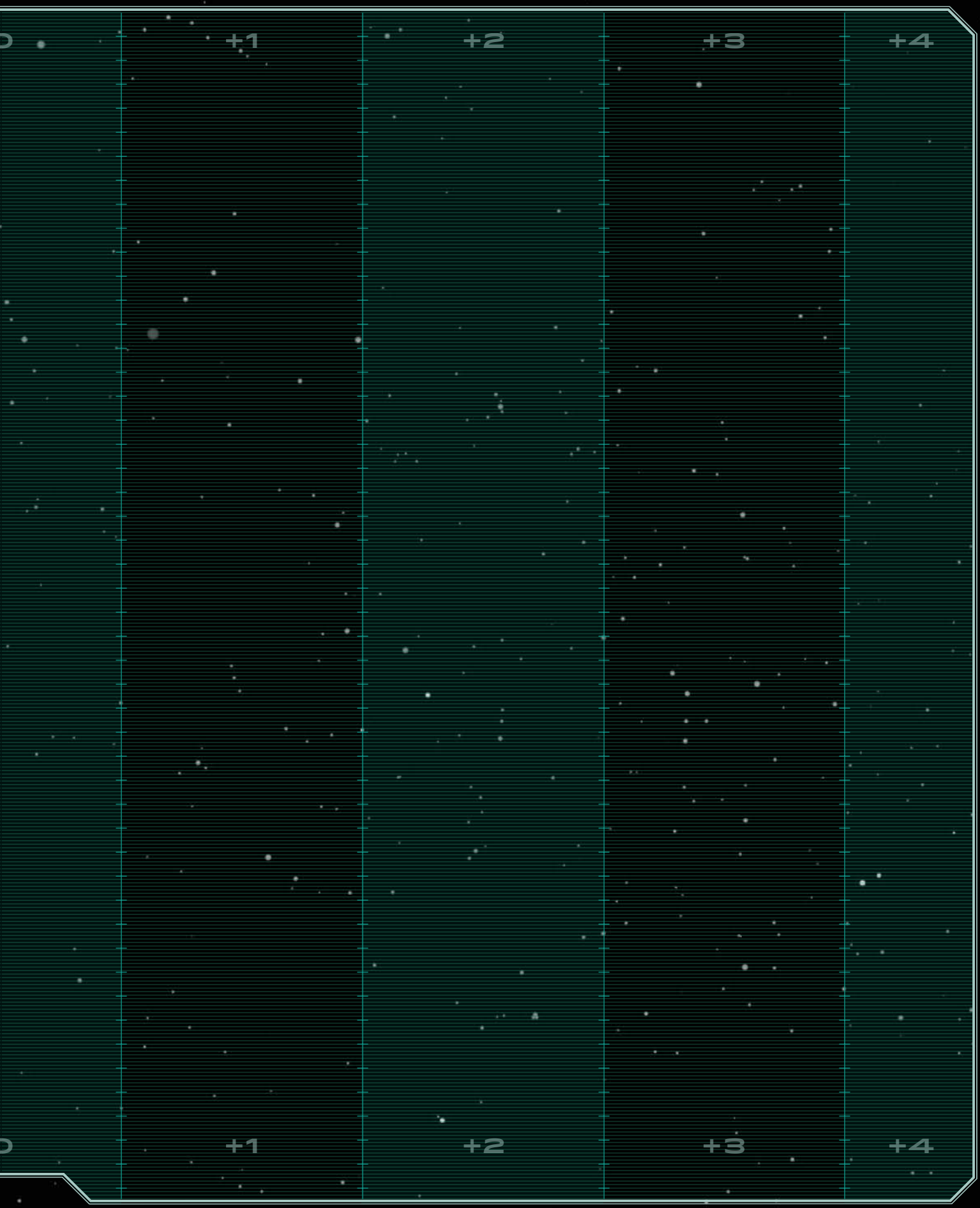
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