



# ***THE SPACE PATROL***

*By Richard Hazlewood*



# ***THE SPACE PATROL***

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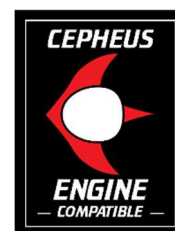
# The Space Patrol

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# The Space Patrol

## INTRODUCTION

Traditional *Cepheus Engine* settings have the Navy performing the role of border protector, pirate hunter, and interstellar police. However, most classic science fiction splits these important and different duties between different, often rival, organizations. The Space Patrol exists for those referees and players who would like to play lawmen in space without playing naval characters.

The first chapter, **History** provides the history of the Space Patrol from its humble beginnings as an international police agency to a high tech organization that keeps the Empire from sliding into lawlessness. The history is generic and you can easily adapt it to fit just about any setting.

We use the name Space Patrol generically. Many other names for the Space Patrol can be used. Alternative names could be Star Patrol, Interstellar Rangers, Galactic Patrol, Space Legion, Interstellar Police or any other appropriate name the Referee chooses to use.

In the **Mission** section we discuss what the Patrol does and what it does *not* do. As a civilian organization reporting to the Sector Dukes, the Patrol is structured to fight interstellar crime, not to deal with small-time planetary misdemeanors or threats from other interstellar governments.

**Interstellar Law** contains new rules for tying in the Law Level and Government of a world to a judicial system. This same system can be used to establish the form of the interstellar government's law enforcement characteristics.

The Space Patrol **Organization** covers the various divisions of the Patrol and the associated Bureaus. Starports provide the normal location for Bureau offices and various types of Bureau facilities are presented in this chapter as well.

We provide detailed **Careers** for each of the four Divisions of the Space Patrol. Characters are able to freely move between the Divisions, all while remaining a loyal member of the Patrol.

The Space Patrol uses many types of starships. We have detailed most of the common **Ships** including the mighty *Ballista*, designed to take out entire pirate bases. Complete *Cepheus* statistics are provided for all ships and small craft. Additionally, we have provided deck plans for the three most common ships used by the Space Patrol: the *Relentless*-Class Pursuit Ship, the *Dragon*-Class Corvette, and the *Tasman*-Class Q-Ship.

The Space Patrol has access to a variety of specialized equipment and performs modifications to standard equipment and weapons for use in their investigation of crimes. Detailed specifications for all items are given in **Equipment**. We have also included the badges, medals, rank insignia, and standard uniforms of the Space Patrol.

We have provided a large number of **NPCs** for those harried Referees who don't have time to roll them up before an adventure. Officer and Enlisted personnel from all Divisions are presented as well as the complete crew of a 400-ton Patrol Corvette and a typical small Space Patrol Cutter crew. A list of "Most Wanted" criminals is given to provide ready-made villains. Be warned, these are very dangerous people with significant resources to back them up; if catching them was easy, they would already be in jail.

# The Space Patrol

We present some adventure seeds in **Adventures**, giving starting scenarios for Referees who need a little inspiration.

## Required Materials

To get the most from this book you will need at least two six-sided dice and some pens/pencils and paper or a computer.

This supplement provides **Variant Rules** for the Cepheus Engine Core Rules. A copy of these rules will be needed to fully use this document. You may also use them with the 2D6 SciFi RPG OGL rules and most of their derivatives.

## References to Other Books

This book shows references to specific pages in other books using the code for the relevant book followed by the page number, both in italics, thus: *CE2 or (CE2)*.

- *Cepheus Engine* Core Rules by Samardan Press: *CE*

## Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *CE13*.

## Tasks and Skills

The rules for tasks (and the use of skills in tasks) in this book are the same as those in the Tasks and Skills chapter on *CE15*.

## Combat

Wherever this book refers to combat, you can use the Personal Combat chapter on *CE89* or Space Combat on *CE148*.

## Careers

Character creation and Careers that are not detailed in this book are the same as those starting on *CE21*. Tables referenced within the careers in this book are the same as the tables starting on *CE33*.

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## About the Author

**Richard Hazlewood** has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US airline. He has two grown children and three grandchildren. Richard lives with his wife and three dogs in the Southern USA.

## Stellagama Publishing

*Stellagama Publishing* is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for Cepheus Engine and the 2D6 SciFi RPG OGL, Stars Without Number, and the White Star™ RPG based on Sword & Wizardry: White Box™. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings, and adventures for these games for the enjoyment of our fellow players and referees.

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## ***HISTORY OF THE SPACE PATROL***

The Space Patrol finds its origins in the international police agencies that existed before interstellar travel was discovered. Prior to space travel, cooperation between the various nations on Terra created agencies such as Interpol to capture those criminals that crossed international boundaries to evade prosecution and track those suspected of international crimes such as terrorism. In the early days of the Terran space program, colonization of Luna, Mars and the Asteroid Belt created conflict between various nations and companies over mineral rights, claims, and property boundaries. The United Nations Space Patrol was formed to police the space lanes and enforce international agreements. While the space faring nations maintained their own space navies and internal police forces, the UNSP was there to ensure that all the nations and corporations played by the rules. Each nation used its own forces to police their jurisdiction, but when criminals fled from one national territory to another, the UNSP was there to catch them. For the most part, they were successful.

The early UNSP was funded by each of the spacefaring nations. They provided equipment and personnel from their own military and the internal politics of this mixed organization almost ruined the early Patrol. Captain Elizabeth Woods – known as the Mother of the Space Patrol – molded through sheer force of will the various, often competing, factions into a single, unified organization that quickly developed its own traditions and began recruiting directly from the nations of Earth. Within a decade the Space Patrol had become a truly independent, and effective organization.

When Terrans discovered the jump drive and expanded into the galaxy, an independent, interstellar police force was still needed. With the advent of relatively cheap interstellar travel and a multitude of planetary governments, each with their own laws and law enforcement, only the UNSP had the authority to pursue suspects from one system to another. While governments have risen and fallen in the intervening centuries, the need for an agency that can track criminals and pirates across the galaxy has never disappeared.

During the Interregnum, the Space Patrol continued to recruit from the various fallen civilizations and did their best to protect whatever fragile interstellar trade that still existed. They also protected technologically regressed worlds from raiding committed by their only slightly more advanced neighbors. While some isolated sections of the Patrol devolved into little more than a protection racket, most units that survived the Interregnum did so by upholding the laws of civilization.

At the time of the current Empire's foundation, one of the first Emperor's earliest actions was to re-establish the Space Patrol and the Navy. The Navy was under the Emperor's direct control, while the Space Patrol was placed under the jurisdiction of the Subsector Dukes. Later, as the Empire grew, the Space Patrol was shared between the jurisdiction of the Sector Dukes and the Department of Justice. As the volume of explored space has expanded, so has the size of the Space Patrol.

The Space Patrol has generally remained neutral during times of civil war or rebellion. Rather than fight political battles, the Patrol has continued to concentrate on its mandate of suppressing piracy and enforcing interstellar law. During times of lawlessness, the Patrol is needed more than ever.



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## *MISSION OF THE SPACE PATROL*

The Space Patrol was formed to combat piracy and apprehend interstellar criminals, and that remains its primary function. However, over the centuries this mission has been expanded to include the interception of smugglers within the borders of the Empire and the apprehension of multi-system criminal gangs. The Patrol has also become involved in War Crimes investigations and even intellectual property disputes. The Patrol investigates all major crimes that are committed on Imperial territory. The Space Patrol operates under the Department of Justice, reporting directly to the Sector Dukes.

### Codes of Law

There are two primary codes of law in the Empire, and it is important for the Referee to understand the difference between the two when trying to determine which laws are enforced by the Space Patrol and which laws are outside their jurisdiction. Many interstellar governments, even non-imperial ones, follow similar conventions.

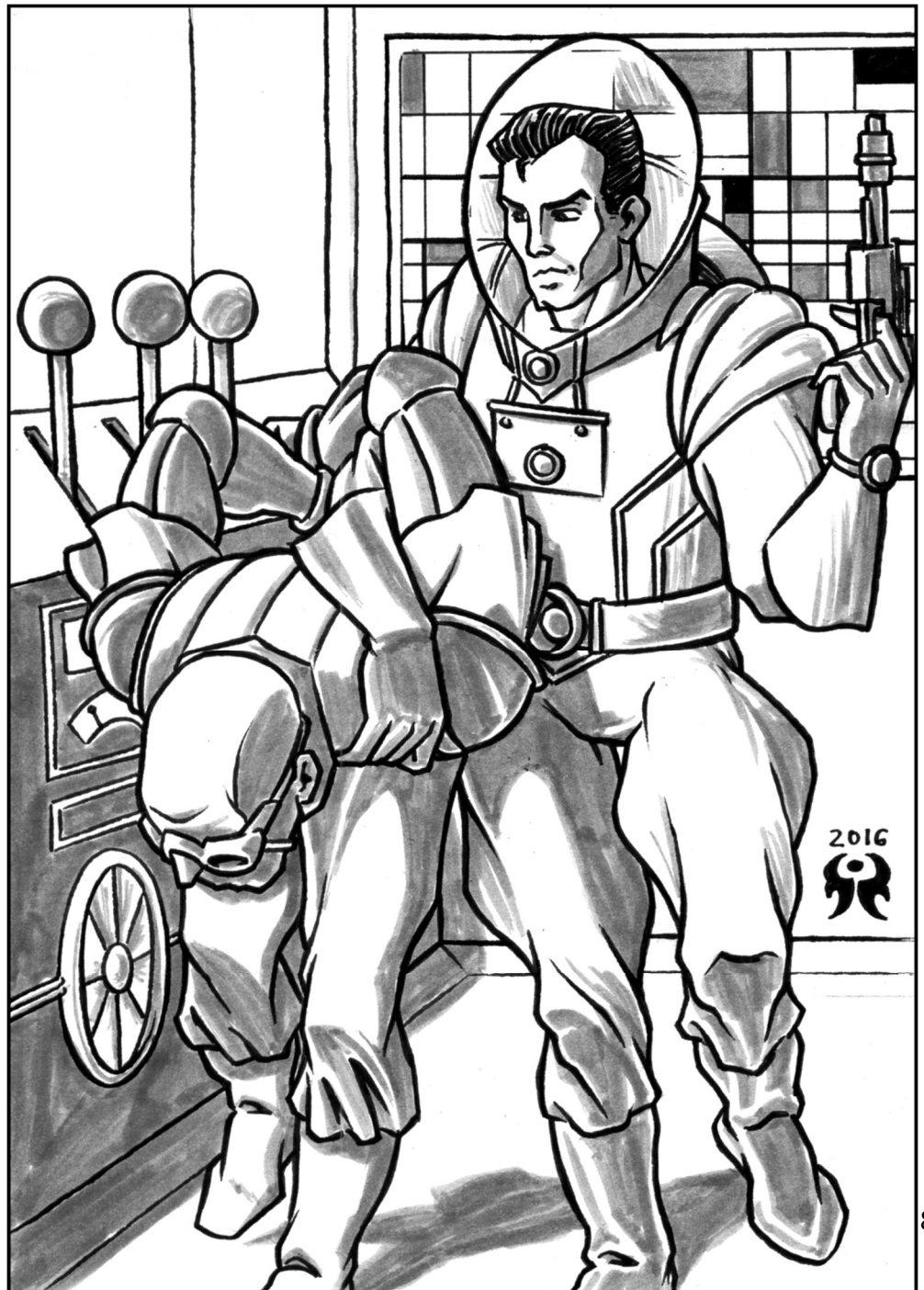
These two different codes are called Private Law and Public Law. Both codes of law exist simultaneously within the same Imperial legal system.

#### Private Law

Private law is also known as Civil law. This legal code regulates relationships between individuals. In this context a company or corporation is considered an individual.

The following areas of law are part of the Private or Civil Law:

**Contract** law covers all areas of law that deal with the



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implementation of negotiated obligations and deals.

**Tort** law provides remedies for civil wrongs and includes the ability of one individual to sue another.

**Property** law includes all the rights to sell, consume, rent, transfer, exchange, or destroy property. Property can be real, personal, private, public, or intellectual.

**Family** law includes family related issues such as marriage, divorce, civil unions, child custody and adoption, child support and alimony, and child visitation rights as well as child abuse issues where they overlap with criminal codes.

**Succession** law includes those laws related to estate, probate, and testamentary.

**Labor** law, also called Employment law, is the body of laws, administrative rulings, and precedents which address the legal rights of, and restrictions on, working people and their organizations. As such, it mediates many aspects of the relationship between trade unions, employers, and employees. Issues such as minimum wage, working time, health and safety, and unfair dismissal fall under this code.

**Commercial** or Business law is the body of law that governs business and commercial transactions. It is considered here to be a branch of Private Law, and deals with issues of both private and public law. Commercial law includes within its purview such issues as principal and agent; carriage by land, sea, air or space; merchant shipping; marine, fire, life, and accident insurance; bills of exchange, and partnership agreements. It also regulates corporate contracts, hiring practices, and the manufacture and sales of consumer goods. The important areas of competition and corporate law are also part of Commercial Law and play an important part in how a company interacts with its shareholders, directors, employees, creditors, and other parties such as consumers, the community at large, and the environment.

The Space Patrol rarely gets involved in Private Law enforcement although intellectual property issues between worlds of the Empire or between megacorporations do occasionally fall under the Space Patrol's jurisdiction.

## Public Law

Public law is the body of law governing the relationship between individuals (citizens and companies) and the state (government). Public laws include the following:

**Constitutional** law deals with the distribution and exercise of government power. Not all polities have a constitution, but the laws dealing with how the government functions and how it can exercise its powers are still called Constitutional law. Interstellar empires universally require some form of constitutional law since the delays in communication times make it impossible for a single person to control all aspects of the legal system as would be possible in a single-world despot.

**Administrative** law governs the activities of administrative agencies. Government agency action can include rulemaking, adjudication, or the enforcement of a specific set of rules. As a body of law, administrative law deals with the decision-making procedures of administrative units of government, such as tribunals, boards or commissions. Administrative law is also a part of national regulatory schemes such as police law, international or interstellar trade, manufacturing, the environment, taxation, broadcasting, immigration, and transport.

**Criminal** law is also called Penal Law, and refers to any of the various rules in different jurisdictions which deal with establishing both legal limits to the behavior of individuals. Criminal law also regulates the imposition of punishments for failure to comply with the law. Criminal law is enacted by the government, and enforced by

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law enforcement entities like the Space Patrol. This is different than Private law which is usually enforced by private parties.

Criminal law is enforced by the Space Patrol. Their jurisdiction covers Major Crimes committed within Imperial Territory, or those alleged criminals committing Interstellar Flight to Avoid Prosecution (IFAP).

## Mandate

The Space Patrol mandate clearly defines its jurisdiction over the enforcement of Criminal Laws. There are many ways to categorize these crimes; for simplicity, crimes are classified here as either Major or Minor.

**Minor** crimes, also called petty crimes or misdemeanors, typically incur fines of less than Cr10,000 or less than one year in prison. Jaywalking, Simple Assault, Prostitution, Vandalism, Driving Under the Influence, and Disturbing the Peace are all examples of Minor Crimes, subject to the laws of individual worlds. The Space Patrol does *not* have jurisdiction over Minor Crimes, even if committed on Imperial territory; in those situations, the local Port Authority persecutes minor crimes.

**Major** Crimes include Property Crimes, Public Order Crimes and Violent Crimes. Murder, Rape, Kidnapping, Embezzlement, Fraud, Patent Infringement, Terrorism, Smuggling, and Drug Trafficking are all examples of Major Crimes. Major crimes are also further sub-divided into Planetary Crimes and Interstellar Crimes. The difference between Planetary and Interstellar crimes depends on where the crime is committed. If murder is committed on a planet (some jurisdictions include the planet's atmosphere or within ten planetary diameters in this definition of "planet"), it is a Major Planetary Crime; if murder is committed on a starport's territory, or if the murderer flees from the planet to another planet (IFAP), then it is classified as an Major Interstellar Crime. The Space Patrol's Mandate gives it jurisdiction only in cases of Major Interstellar Crimes.

Crimes committed on an orbital habitat are Planetary Crimes, unless the habitat is also part of the starport, commonly called the highport. Crimes committed on starships are Interstellar Crimes unless they are committed within the "planetary boundaries" mentioned above. There are situations where a crime is committed on a spaceship or starship travelling between two locations within the same system controlled by the same planetary government, in those cases, the crime *may* be considered to be a Planetary Crime. Any crime committed in Jump space is automatically an Interstellar Crime. The Space Patrol has the legal authority to decide if a crime is a Planetary Crime or an Interstellar Crime should there be any dispute.

Specific types of Interstellar Crime involve the following:

**Major Crimes:** As defined above, a crime committed on a starship or starport, or if the suspect flees the planet on which the crime was committed. This includes any investigations of corruption within the Imperial Bureaucracy.

**Genocide:** While usually occurring on a single planet, this is one of the few areas of Planetary Crime where the Empire has granted the Space Patrol the standing authorization to investigate.

**Piracy:** The primary mandate of the Space Patrol is to suppress piracy.

**Slavery:** Trading in sophonts is illegal in almost every interstellar society and the Space Patrol takes these types of cases very seriously.

**War Crimes:** Investigations of War Crimes are usually handled by the Space Patrol since they are considered a neutral party in the enquiry. War Crimes investigations can be against a planetary organization or government, individuals within those governments, or individuals within the interstellar Navy, Army, or Marines.

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## Prize Money

One of the more controversial aspects of the Space Patrol is its policy of awarding Prize Money to its crews for confiscated cargoes and ships, as well as bounty monies for wanted criminals. The Navy, which typically does not award prize money, claims this policy as one more way that Space Patrollers are more akin to mercenaries than to police officers. Obviously, the Space Patrollers have a different opinion. Prize Money is awarded as a way to maintain honesty within the Patrol. Since Patrollers come into contact with millions of credits of contraband on a regular basis, the temptation of keeping some of these ill-gotten gains can be very high. Awarding Prize Money is a way to reduce incidents of corruption within the Space Patrol.

Prize Money is awarded according to the base value of the item confiscated, adjusted for the condition of the item. A pirate ship can be worth millions of credits, but if it has been shot to pieces and every system is damaged its resale value will be significantly reduced along with the size of the Prize Money award for the vessel. Starships are usually considered to be worth 1D6x10% of their purchase price, minus the full cost of any damaged or destroyed systems. The values of cargoes or other contraband are determined using the Speculative Trade Tables (*CE116*).

Teams or ship crews are awarded **10% of the value of the confiscated item**; as determined by the Imperial Prize Court, which is the same court that oversees salvage claims. If an item is properly and legally confiscated, it takes 2D6 months for the courts to award any Prize Money.

The Prize Money is divided amongst everyone on the team or ship using the following scale:

Each enlisted member gets 1 share plus 1 share per rank; thus a Sergeant (E4) would receive 5 shares.

Each officer receives 5 shares plus 2 shares per rank; thus a Commander (O4) would receive 13 shares.

Bonus shares may be awarded by the Commanding Officer based on extreme acts of heroism or diligence; usually not more 50% of their normal shares.

To determine the actual value of a share, first total all the shares earned by everyone involved. Then divide the total prize money earned by the total shares. That value is the value of an individual share. Multiply the number of shares an individual crew member receives by the value of each share to determine their prize money amount.

### A Prize Money Example

The Crew of the Cutter P-5A83 seizes a smuggled cargo worth Cr300,000. Their Prize Money (Cr30,000) would be divided as follows:

Pilot (Rank E2, 3 shares) – Cr6,000

Gunner (Rank E1, 2 shares) – Cr4,000

Inspector (Rank O1, 7 shares) – Cr14,000

Senior Marshall (Rank E1, 2 shares) – Cr4,000

Junior Marshall (Rank E0, 1 share) – Cr2,000

Total Shares: 15

Total value of each Share: Cr2,000

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**Bounties** are set by individuals, corporations, or governments to encourage the pursuit and capture of wanted individuals. The ability of an individual or corporation to post a reward, called a Bounty, for the successful capture means that these non-violent crimes are treated seriously and pursued by the Space Patrol and by other licensed individuals, called Bounty Hunters or Skip Tracers. A “white collar” crime may mean that a wanted individual may not get the same attention as a violent crime might draw, but to individuals and corporations, embezzlement and theft can mean a great deal. Governments also use the Bounty system to increase the profile of wanted persons, or those that have skipped out on Bail, or are otherwise fleeing from prosecution.

Unlike Prize Money, Bounties are paid in full to the crew or team capturing the wanted person. The division of the Bounty is done using the same rules as Prize Money. Referees are free to set the value of any Bounty as they see fit, although rarely will an individual Bounty be worth more than a million credits.

Bounties are only paid once the individual has been returned to the location specified on the Bounty. This location is a planetary jurisdiction and is never an individual or corporate location. All Bounties are paid upon the successful capture and safe return of an individual. “Dead or Alive” Bounties, called Black Bounties, are illegal, although rumors of their use by certain planetary governments or corporations persist.

## Jurisdiction

The Space Patrol has jurisdiction throughout the Empire. Following its Mandate, the Patrol can investigate any Major Interstellar Crime on any world in the Empire or on *any* private facility. Only when a criminal goes beyond the borders of the Empire does the Space Patrol lose its authority, although even then its officers may be assigned as part of an inter-governmental liaison team in cases of extradition proceedings.

There are a few organizations that have overlapping jurisdiction with the Space Patrol:

## The Navy

With the existence of the Space Patrol, the Navy may focus on border protection, planetary pacification within the Empire’s borders, and power projection against other interstellar states. Duties related to piracy suppression, smuggling interdiction, and pursuit of interstellar criminals fall to the Space Patrol. The Navy usually has no authority to stop and search civilian ships, even those of other governments unless an “Imminent Threat” to the Empire or its citizens exists. Thus, if a pirate ship is firing on a merchant ship, a Navy vessel can intervene to defend the merchant and possibly destroy the pirate; the same Navy ship can neither attack nor board a ship suspected of smuggling. The Space Patrol must be called in to conduct any investigation. This limitation of naval authority often causes problems for both the Navy and the Patrol. When the Navy has the only ship in the system and acts of piracy occur these rules of jurisdiction become vague and difficult to apply. Also, if the only ship in the system is a Space Patrol vessel and an enemy vessel jumps in, the Patrol must deal with the incursion on its own. Since the Navy typically doesn’t award prize money, they naturally feel they are being short-changed by doing the Patrol’s job without getting the Patrol’s reward.

In locations where there is no external military threat, such as an open frontier or interior sector, the Space Patrol will usually be more dominant than the Navy. In regions bordering other interstellar governments, the Navy is usually more influential and powerful than the Patrol.

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When Interstellar Crimes involve Client States or other allies outside of the Empire, the issues of jurisdiction can become quite muddled. Usually, the Navy tries to keep all such investigations under its authority, but the Space Patrol often gets involved in these types of cases.

## **Port Authority**

The Space Patrol always works very closely with the local starport Port Authority (PA). Both organizations are responsible for control of space outside the jurisdiction of the planetary government. The PA inspects vessels that are docking or landing on the planet and the Space Patrol inspects transiting ships. The PA is responsible for starport security, investigation of Minor crimes, and carries out customs control. However, the Space Patrol will investigate any major crime committed on the starport. Since the PA is either under local control or the Department of Trade, the roles and different priorities of the PA and the Space Patrol occasionally conflict, but each group has liaison personnel to ensure efficient coordination.

Nevertheless, a careful balancing act must be maintained between the local Port Authority and the Space Patrol. Minor crimes committed within the starport will be handled by the PA, but if the crime requires a lengthy investigation, or if the suspect attempts to flee to another system, then the Space Patrol will liaison with the PA. Often, the Space Patrol will have better forensic analysis facilities than the PA, so frequent liaison work occurs in this area. There is a strong love-hate relationship between the PA and the Space Patrol, each convinced that the other frequently goes out of their way to make themselves look comparatively better in the eyes of the government.

## **Planetary Law Enforcement**

The Space Patrol lacks jurisdiction in cases involving only the violation of Planetary Law. The Space Patrol will work with planetary law enforcement agencies and, as part of their mandate, does keep track of criminals that have fled a particular planet to avoid prosecution. The Space Patrol mandate forbids involvement in crimes when they are *not* Interstellar, such as political, military, or religious crimes. The only exceptions to this rule are Genocide or other War Crimes. The more independent the Empire allows the member worlds to be, the stronger will be the differences, and resulting rivalries, between planetary law enforcement and the Space Patrol. Patrollers must often be very careful not to impose their own personal values on a society with different attitudes towards a variety of actions.

The Space Patrol maintains a large database of interstellar criminals wanted for a multitude of crimes. When a crime is committed on any planet and it is probable that the perpetrator fled to another star system, local law enforcement will inform the Space Patrol and the pertinent information will be entered into the database, along with an Interstellar Arrest Warrant and, usually, a bounty. Updates to the database are made using Space Patrol vessels, scout vessels and the established communication network. While information in the database may be out of date, the Space Patrol takes great pains to ensure that it is accurate.

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## ***INTERSTELLAR LAW ENFORCEMENT***

Methods of interstellar law enforcement and the types of judicial systems found in interstellar societies are almost limitless. However, there are certain generalizations that can be made and a given judicial system can be loosely classified. While it is impossible to describe in detail, or even generally, all the possible variations of the law, this chapter attempts to provide some framework for the Referee to develop the legal system that works best in their setting.

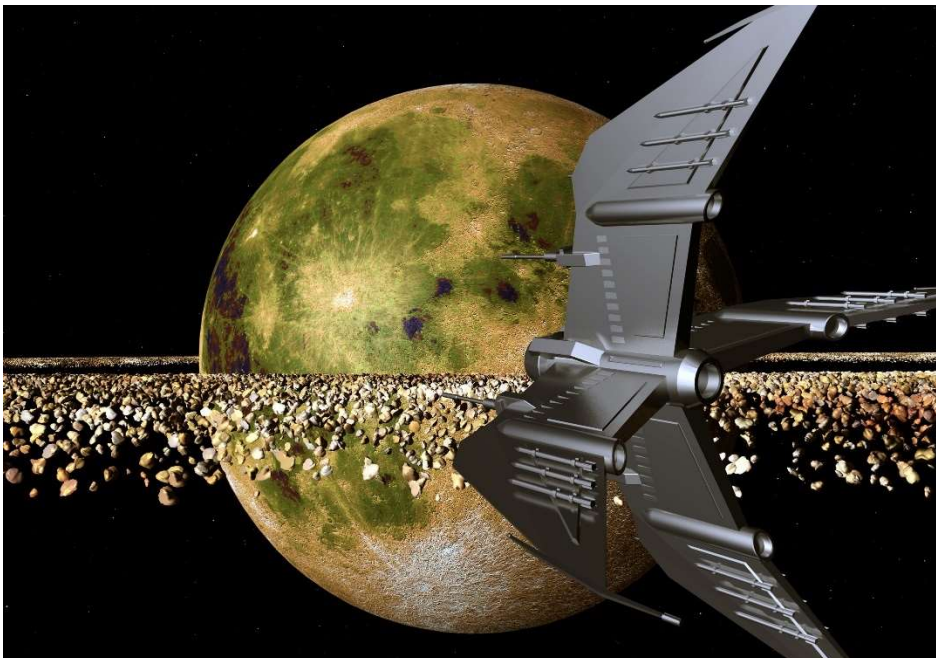
One important thing to remember about any legal system is that it developed and is developing organically and, as society and technology changes, the legal code has to adapt accordingly. Rarely will a legal system be completely replaced by another system without some kind of significant change of government (such as an invasion); even then, the legal system of a society can often predate the current government. The larger and more established the society, the more difficult it is to completely overhaul its laws. Legal systems are therefore hodgepodes of precedents and “that’s how we have always done it” mixed with new laws being enacted by the government. Also, there is rarely a single method by which all cases, even criminal cases, are tried. Some types of cases may be tried by a single judge, other by a tribunal of judges and still others by a jury. The longer the history of the society or government, the more complex will be the legal system that supports it.

One interesting facet of legal systems is that some laws will be rendered obsolete due to technological or social changes but might still be on the books and even technically still a criminal offense. One example includes a law requiring all animals to be tied to hitching posts within city limits; even though gravity vehicles are now used it may be required by law for those vehicles to be “hitched”. Another could be a law requiring all men to tip their hats to a woman, even though there is another law forbidding the wearing of hats within city limits. These kinds of contradicting and outdated laws can provide a few minutes of humor or become legal minefields for a group of interstellar visitors.

### **Legal System**

#### **Characteristics**

Every society or government has different ways of dealing with the transgression of criminal laws. The simple system presented here allows a Referee to easily determine the major characteristics of a society’s legal system. These characteristics are often independent of the type of government. It is possible to have a democracy that provides few rights to the citizens and it is possible to have a religious dictatorship that allows a significant amount of personal freedom. The Law Level of



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the planetary UWP will be used to create the four Legal Characteristics.

There are four characteristics of a society that directly affect the legal system and law enforcement. These characteristics are **Bureaucracy**, **Corruption**, **Repression** and **Cruelty**.

Roll 2D6 for each characteristic separately and add the DM for the Law Level of the society determined from the table below:

Law Level	DM
0-2	-2
3-5	-1
6-8	+0
9-10	+1
12-14	+2
15+	+3

The following table classifies each of the four characteristics:

Roll	Characteristic
2-	Minimal
3-5	Low
6-8	Average
9-11	High
12+	Extreme

The following Special DMs apply to certain characteristic rolls based on government type:

**Bureaucracy:**

-1 DM if Government 0 (None) or 2 (Participatory Democracy)

+1 DM if Government 9 (Impersonal Bureaucracy)

**Repression:**

-1 DM if Government 2 (Participatory Democracy) or 4 (Representative Democracy)

+1 DM if Government 6 (Captive) or D (Religious Dictatorship)

## Bureaucracy

The Bureaucracy characteristic represents how difficult it is to accomplish something within the legal system; how long each task within the legal system takes to accomplish. The following guidelines are provided as averages; larger, more complex cases will take longer to adjudicate and simpler cases will progress faster. The Referee must ultimately decide the exact timing of each element below.

**Minimal:** Search Warrants can be obtained in 1D6x10 minutes, trials occur 1D6 weeks after arrest and last 1D6 days.

**Low:** Search Warrants take 1D6 hours to obtain; trials occur 1d6 months after arrest and last 1D6x10 days.

**Average:** Search Warrants are obtained in 2D6 hours, trials occur 2D6 months after arrest and last 1D6 months.



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**High:** Search Warrants take 1D6x10 hours to obtain; trials occur 1D6x6 months after arrest and typically last 2D6 months.

**Extreme:** Search Warrants take 1D6 days or more to obtain, trials occur 1D6 years after arrest and can last for 1D6x6 months.

It is only after the successful completion of any trial (and only when the accused is convicted of a crime) that any Prize Money be awarded.

## Corruption

The Corruption characteristic is used to indicate the integrity of the legal system. Individual trials within any given legal system will vary, but the general level of corruption is described below.

**Minimal:** The society is scrupulously honest and forthright. Individuals and groups will go out of their way to ensure that others understand the rules or contracts that they are involved in. The legal system abides by the spirit of the law, not just the letter of the law.

**Low:** Every effort is made to ensure that the legal system is honest. Society believes, correctly, that the legal system will find the correct culprit and the punishment will fit the crime.

**Average:** Society recognizes that while the legal system is generally honest and not corrupt, that mistakes happen and that who you are has an effect on the outcome of a trial or the punishment meted out.

**High:** The general population does not trust the legal system to convict the guilty nor to punish them correctly. True or not, people believe that someone can buy their way out of a conviction if they are famous enough, rich enough, or have the right connections.

**Extreme:** No one believes that the legal system is anything other than what it is, a system designed to promote the desires and policies of those in charge.

## Repression

The Repression characteristic measures the individual rights and freedoms to which each citizen of a society is entitled. Repression is an indication of how many personal rights a citizen enjoys. The higher the repression the fewer rights are granted to the citizens.

**Minimal:** Citizens' rights exceed those of the government and no police action can be taken without warrant except in extreme emergencies. Suspects cannot be detained without being charged. Suspects cannot be detained prior to trial in most cases. All trials are open to the public and most suspects are tried by a jury of their peers. No public areas are monitored. Police are armed at the corresponding planetary Law Level (i.e. only with weapons available to private citizens) or with non-lethal weapons only.

**Low:** A citizen's rights are equal to those of the government. Suspects cannot be detained without warrant. Most suspects are tried by a jury of their peers and trials are open to the public. Very few public areas are monitored. Police are armed at the planetary Law Level -1, usually with non-lethal weapons.

**Average:** Suspects are tried by a jury of their peers, and are innocent until proven guilty. Some trials are open to the public. The right to privacy, freedom of speech, and assembly are guaranteed, but some public areas are monitored for safety reasons. Police are armed at the planetary Law Level -2, carrying mostly non-lethal weaponry but with some lethal weapons.

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**High:** Search warrants are only required in certain situations. Citizens may be held for long periods of time without being charged. Torture to obtain confessions is allowed in some cases. Suspects have no presumption of guilt or innocence. Most trials are not open to the public. There is minimal right to privacy and all public areas are monitored. Police are armed at the planetary Law Level -3, with both lethal and non-lethal weapons.

**Extreme:** Police may monitor or search any person or place at any time without cause or search warrant, and suspects are presumed guilty until proven innocent. No trials are open to the public, though show trials with mass public attendance may exist. Individual tracking devices or embedded data-chips are legal. Police are heavily armed at the planetary Law Level -4.

Planetary Law Level -1 or Law Level -2, what does *THAT* mean?

For example, planetary Law Level -2 means that if the local Law Level of the society is 6 then the police will be armed to Law Level 4. This is a guideline for what weapons the police normally carry for law enforcement.

Each world or society should have differing ideas of what is considered a reasonable right of its citizens. The above list is an example, but is by no means exhaustive or comprehensive. The Referee should use this list as a guide and include, or remove different rights to fit the setting.

## Cruelty

The Cruelty characteristic indicates how severely convicted criminals are punished for violating the law.

**Minimal:** All Minor and most Major crimes are resolved via restitution. Any sentences for incarceration are based on the time required for rehabilitation.

**Low:** Minor crimes are resolved by restitution. Major crimes rarely involve prison sentences. Prisons are rehabilitation centers. Severe crimes can be punished by sentencing to Prison Camps. Exile may be used as a punishment for some Major crimes.

**Average:** Minor crimes are resolved by restitution or minimal prison sentences. Major crimes always involve prison time and may involve Prison Camps or conscription into a Penal Battalion. Severe crimes can be punished by death or exile to Prison Planets. Sentences exist primarily as punishment but there is still some attempt at rehabilitation. Exile is common for Major crimes. Conviction of a Major crime places limits on a citizen's rights.

**High:** Minor crimes are punished by restitution and prison sentences. Exile is common for Minor crimes. Most Major crimes are punishable by death or exile on a Prison Planet; all others are punishable by incarceration in a Prison Camp or conscription in a Penal Battalion. Conviction for a Major crime revokes a citizen's rights, and even being accused of a crime can result in some limits on a citizen's rights. Mind-wipe or brain washing is legal if the local technology is high enough.

**Extreme:** Minor crimes are punished by prison sentences or exile. Major crimes are punishable by death-by-torture. Conviction of a Minor crime limits their citizen rights and conviction of a Major crime removes those

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rights. Even being accused of serious crimes can severely limit rights such as privacy or access to a lawyer. Mind-wipe or brainwashing is common if the local technology is high enough.

All of the above characteristics apply to citizens only. Non-citizens can usually expect the Bureaucracy, Repression and Cruelty to be one category more severe than that pertaining to citizens unless there is some kind of diplomatic immunity arrangement or the non-citizens have an influential contact with the local representative of their own government. If the Government is an Oligarchy (Governments 3, C and D) the governing elite class will enjoy Lower Bureaucracy, Repression and Cruelty than the average citizen.

**Sentencing Table**

Result	Sentence
<b>0 or less</b>	Trivial Punishment
<b>1-2</b>	Fine of 1D6xCr1,000
<b>3-4</b>	Fine of 2D6xCr5,000
<b>5-6</b>	Exile or Fine of 2D6xCr10,000
<b>7-8</b>	Imprisoned for 1D6 months, or Exile, or Fine of 2D6xCr20,000
<b>9-10</b>	Imprisoned for 1D6 years or Exile
<b>11-12</b>	Imprisoned for 2D6 years or Penal Colony or Exile
<b>13-14</b>	Life Imprisonment or Penal Planet
<b>15 or more</b>	Death or Mind Wipe

Citizens' rights can be *restricted* after being convicted of some types of crimes. These restrictions can include the inability to hold public office or loss of various rights to privacy or even limitations on where a person may live.

When a citizen's rights are *removed*, the person loses all rights and is re-classified as a non-citizen.

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**Exile** means the convicted person is stripped of their citizenship, forced to leave the society, and never allowed to return.

**Prison Camps** are prisons where the prisoners are forced to perform dangerous or undesirable work as part of their sentence.

**Prison Planets** can encompass whole worlds, but they also can be isolated areas of a planet. Prisoners are dropped into the area with minimal or no supplies and forced to fend for themselves. Most Prison Planet sentences are for life, but highly-placed political prisoners may well be released when the balance of power on their home world shifts back in their favor.

Some governments use **Penal Battalions**. Criminals are trained in military tactics and sent into the toughest combat situations. Service in a penal battalion has a very high mortality rate, but usually leads to the restoration of full citizenship if the convict survives their term. Some suspected criminals will volunteer for a Penal Battalion rather than risk a more severe punishment if convicted of a crime.

**Mind-Wipe** is a high tech alternative to the death penalty and removes *all* memory from the offender – no aspect of their former identity survives, and they must be completely re-educated to even be able to function.

## Judicial Powers

Normally, a society that develops a fair legal code requires three bodies:

1. The Legislature, or the law makers (normally the government)
2. The Judiciary, or the courts
3. The Executive, or enforcer of the laws (normally the head of the government)

The judiciary (also known as the judicial system or court system) is the system of courts that interprets and applies the law in the name of the state. The judiciary also provides a mechanism for the resolution of disputes. In some nations, under doctrines of separation of powers, the judiciary generally does not make law (which is the responsibility of the legislature) or enforce law (which is the responsibility of the executive), but rather interprets law and applies it to the facts of each case. In other nations, the judiciary can make law, known as Common Law, by setting precedent for other judges to follow, as opposed to Statutory Law made by the legislature. The Judiciary is often tasked with ensuring equal justice under law.

Judges and Magistrates (judges sit in higher courts, while magistrates sit in lower courts), exist to interpret laws, determine guilt or innocence, and punish criminals. The judicial system is usually independent of the other branches of government and is normally referred to as the **Rule of Law**. The Judiciary also determines whether new laws are compliant within the context of the existing laws and governmental framework. In cases where the Judiciary is not independent from the rest of the government, it is frequently corrupt and subject to political pressure rather than the Rule of Law.

Where no Rule of Law exists (despotic governments), the judiciary serves as another arm of the despot. Laws are arbitrary and ever-changing based on the whims of the despot or their representatives. Judges that do not follow the dictates of the despot are quickly removed and replaced with more compliant individuals. Such a

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situation can exist within a planetary system, but rarely lasts long when the time-lag of interstellar travel is involved. Even the most dictatorial empires will have to have some kind of Rule of Law, no matter how cruel, to function properly.

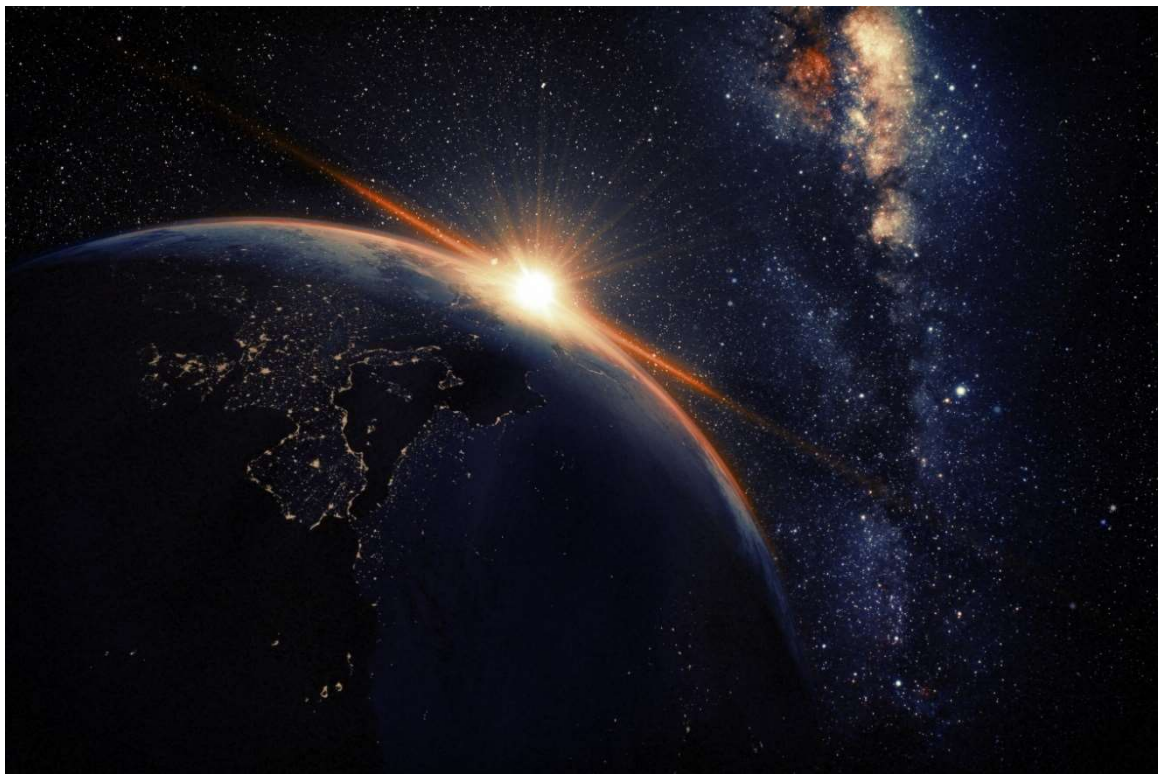
The Executive body is responsible for enforcing the laws e.g. the Space Patrol, and allocates and spends the budget. The Executive also has the responsibility for the day-to-day running of the government.

The Legislature is the body that drafts new laws and approves the government budget.

While three branches of government are presented here, many governments will combine the Executive and Legislative functions into a single branch. Additional branches, such as a government Auditing branch may also exist. The variations are almost endless. However, to have a Rule of Law; the Judiciary must be independent of the other branches of the government, whatever form they might take.

## Search Warrants

A search warrant is an order issued by a judge, authorizing a law enforcement agency to conduct a search of a person or location for evidence of a criminal offense, and seize items or information. All societies with Average Repression or lower and the Rule of Law put constraints on the powers of police investigators, and typically require search warrants or an equivalent procedure for searches conducted within a criminal enquiry. There normally



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exist exemptions for "hot pursuit": if a criminal flees the scene of a crime and the police officer follows them, the officer has the right to enter an edifice in which the criminal has sought shelter. Conversely, in societies with High or Extreme Repression, the police typically have the right to search property and people without having to provide justification, or without having to secure an authorization from the judiciary, called a Search Warrant.

In some cases, a search warrant is not required, such as where consent is given by a person in control of the object or property to be searched. Another exception is when evidence is in plain view - if the officer is lawfully on the premises, their observation is from a legitimate vantage point, and it is immediately apparent that the item is contraband, the officer is within their rights to seize the object in question.

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With rented property, in any society with High Repression or lower, a landlord may not authorize law enforcement to search a tenant's premises without a search warrant and a warrant must be obtained under the same guidelines as if it were the tenant's own home. In societies with Average Repression a hotel room may be searched by consent of the hotel's management without a warrant or the guest's approval; Low Repression societies do not give the hotel management that authority.

In societies with Low Repression, law enforcement must obtain a search warrant before engaging in any form of search or seizure except when the police witness the crime directly; Minimal Repression societies require a warrant under **all** circumstances.

It is important that the Referee *pick* the classification for each characteristic for their primary interstellar government based on their vision of their setting. This book assumes that the Empire is Average in all characteristics. While individual planets may vary, selecting the characteristics of the interstellar government is very important to set the tone and feel of the setting.

The Space Patrol, being an instrument of the Empire, is usually granted greater discretion and powers than are normally given to local police. Usually the Space Patrol is allowed to operate as if they were in a Highly Repressive society as long as they are acting within their jurisdiction of Interstellar Crime.

## Evidence Gathering

Police functions include protecting life and property, enforcing criminal law, criminal investigation, regulating traffic, crowd control, and other public safety duties. One of the most important aspects of their job is to gather Evidence that will pass the Burden of Proof. The Space Patrol normally doesn't get involved in minor functions such as traffic regulation and crowd control, these are left to the local Port Authority. However, the Patrol does conduct a large number of investigations.

**Evidence** in its broadest sense includes everything that is used to determine or demonstrate the truth of an assertion. Giving or procuring evidence is the process of using those things that are either:

- Presumed to be true or
- Proven via evidence

to demonstrate the truth of an assertion.

Evidence is the currency with which one fulfills the Burden of Proof.

The **Burden of Proof** is the duty of a party in a trial to produce the evidence that will shift the conclusion away from the default position – innocent or guilty, depending on the legal system – to that party's own position.

The party that does not carry the Burden of Proof carries the benefit of assumption, such as the presumption of innocence in most criminal cases. This party needs no evidence to support its claim. Fulfilling the Burden of Proof effectively removes the benefit of assumption, passing the burden of proof off to another party.

There are two primary Burden of Proof considerations:

- 1) The question of on whom the burden rests. The Repression characteristic defines where the Burden of Proof rests for different societies. In High Repression legal codes, the Burden of Proof rests on the defendant (guilty until proven innocent). In Average and lower Repression societies, the Burden of Proof rests with the prosecution (innocent until proven guilty).

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- 2) The degree of certainty the proof must support. Better, more plentiful evidence provides more certainty. Some common degrees of certainty include: Most Probable Event (Extreme Repression), Reasonable Doubt (Average Repression), and Beyond the Shadow of a Doubt (Minimal Repression).

An important distinction in the field of evidence is that of circumstantial evidence and direct evidence. Circumstantial evidence suggests truth while direct evidence directly proves truth. The distinction can be less-than-clear and significant legal and philosophical arguments can arise over the difference.

The standards of proof are usually higher in criminal legal actions (beyond a reasonable doubt) than in a civil one (on a balance of probabilities) since the loser risks not only financial penalties but also imprisonment and even execution.

There are many types of evidence that may be considered by a legal system:

## Types of evidence

- **Intuition** – Things that people know to be true because it feels right or they just know it is right. Accepted in Extremely Repressive societies.
- **Personal Experience** – Things that people know because they have happened before. Accepted in Highly Repressive societies.
- **Testimonial** – Things that people know because someone else saw it or knows it. Testimonial evidence is given by witnesses or expert witnesses. Accepted in all societies.
- **Anecdotal Evidence** – Things people know because it happened at least once, somewhere. Accepted in Highly Repressive societies.
- **Scientific Evidence** – Or Forensic Evidence. This represents all of the data like DNA, fingerprints, chemical analysis, or ballistic analysis that can be evidence in a case. Accepted in all societies, but techniques that are above the Tech Level of the society may not be accepted as evidence, as they are not independently reproducible (and thus not truly “scientific” according to the definition of science).
- **Psionic** – Things that people know because they read the minds of another or witnessed it psionically. Only accepted in societies that accept Psionics. See the discussion of Psionics below.

## Power Restrictions

Criminal legal procedures exist to regulate police officers' discretion, so that they do not arbitrarily or unjustly exercise their powers of arrest, search and seizure, and use of force. In Average Repression societies, suspects must be informed of their rights prior to questioning. In Extremely Repressive societies, there are usually very few procedures and the police have a large amount of leeway.

Police are also prohibited from holding criminal suspects for more than a reasonable amount of time before being formally charged with a crime. The definition of “reasonable time” varies based on the level of Repression:

Minimal Repression: 6 hours

Low Repression: 24 hours (1 day)

Average Repression: 72 hours (3 days)

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High Repression: 1 Week (7 days)

Extreme Repression: Indefinitely (usually not more than 1 month)

There are exceptions – some societies with otherwise Average or Low Repression may allow incarceration without charge, or without trial, for long periods or even indefinitely. This usually means that there are some areas of law which are politically controlled – for example, suspected crimes of treason or terrorism.

Police are prohibited from using torture to extract confessions in societies with High Repression or lower. Using excessive force to affect an arrest is also not permitted at Average Repression levels or lower. Searching suspects' bodies or their homes without a warrant is not allowed in High Repression or lower societies.

Using deception to obtain confessions is not permitted at Minimal Repression and coercion is not allowed in Average Repression or lower societies. There do exist exceptions and extenuating circumstances such as a need to disarm a suspect or while searching a suspect who has already been arrested. Societies with the Rule of Law severely restrict the use of the military for police activity, giving added importance to police paramilitary units. In the Space Patrol, these units are composed of Marshals, described in the next chapter.

## Court Systems

Evidence is presented for and against the accused, the accused's guilt or innocence is determined and a sentence is passed at a formal procedure called a Trial. Hearings before administrative bodies may have many of the features of a trial before a court, but are typically not referred to as trials. Some other kinds of processes for resolving conflicts are also expressed as trials.

An appeal is also generally not considered a trial, because such proceedings are usually restricted to review of the evidence presented before the trial court, and do not permit the introduction of new evidence. In societies with Extreme Repression, there is no appeal process. For each level of Repression lower, at least one level of appeal is allowed, so an Average Repression society will typically have two levels of appeal and Minimal Repression will have at least four levels of appeal. High levels of Bureaucracy will add one level of appeal and Extreme levels of Bureaucracy will add two or more levels of appeals.

## Kinds of Trials

In primitive societies disputes are often settled through a trial by ordeal, where parties have to endure physical suffering in order to prove their righteousness. Another primitive legal proceeding is a trial by combat, in which the winner of a physical fight is deemed righteous in their cause; or even trial by shouting, where the party with the most (or loudest) supporters 'proves' their case. While these might be valid types of trials for low tech or anachronistic cultures, they are not generally used in interstellar societies. However, tradition or outdated laws that are still on the books may allow certain types of crimes to be tried in one of these ways.

In an interstellar society the type of trial is normally determined by tradition, precedent and the type of government. In all of the types of trials below, the accused is defended by a Defense Attorney and the State's evidence is presented by a Prosecuting Attorney. The following types of trials are possible.

**Trial by Judge:** A single professional Judge or Magistrate hears all evidence, determines guilt and issues sentences. This type of trial is most commonly used for Minor crimes, but can also be used for Major crime trials.

**Trial by Tribunal:** A group of Judges, typically 1d6+1, presides over the trial with one of the judges taking the role of head judge or chief magistrate. This type of trial is common for appellate courts but is also frequently used for Major crime trials.



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**Trial by Jury:** A group of citizens usually called Jurors, typically 3d6, hears all evidence and determines guilt. There is still a judge present, but the primary job of the judge is to rule on points of law. The jury may or may not be involved in sentencing. How dedicated the system is to determining impartiality on the part of the jurors is dependent on the Repression of the society. This type of trial is common in democratic societies.

**Trial by Leader:** In cases where there is no independent judiciary, the accused is judged by the leader of the community. The leader may or may not have adequate knowledge of the law to make this a truly impartial trial – of course, if the leader *is* the law, the point becomes moot. In many Imperial societies, the Emperor is the highest legal authority, and the final authority for appeals. Cases rarely reach such a high level of authority, but in extreme cases of genocide or if the suspect has a very high Social Status, the Emperor may be called upon to pass judgment.

**Trial by Adjudicator:** In some Extremely Repressive societies the person collecting the evidence may also act as judge, jury, and executioner. Settings such as *Judge Dredd* use this kind of trial system.

**Trial by Investigation:** Similar to a Trial by Adjudicator but used in some High Repression societies, Trials by Investigation involve a group of (supposedly) impartial investigators, usually 1D3+1, that investigate the crime and pass judgment on the suspect. Some religious legal systems use this form of trial.

High technology levels can have an impact on the judicial process. It may be that a society has advanced or even intelligent computers which are complex enough to evaluate trial evidence and come to a supposedly fair and unbiased conclusion. In such a case, the trial apparatus can be replaced by a “justice machine” – putting the onus of determining guilt or innocence entirely on the investigative data – the evidence – provided. Even at TL8, sophisticated software algorithms begin to surpass organic jurists in their ability to process complex legal databases. It is thus fair to assume that in a high-tech society, an organic judge will likely be augmented by legal computers systems.

Most legal systems will have different types of trials for different types of cases, mainly based on efficiency. Minor crimes might be tried via Trial by Judge. Major crimes are either dealt with by Trial by Tribunal or Jury. Appellate courts are typically Tribunals or Judges. The higher up the appellate process, the more likely that it will be a Tribunal.

There are other methods that could be used to adjudicate crime other than a trial. Some other possible ways to resolve conflicts include:

- **Lawsuit** (litigation) – Monetary recompense for the injured party rather than incarceration. This may be compensatory (only making up for actual loss) or punitive (such as a fine). Lawsuits are common in Civil law cases (Tort Law).
- **Arbitration** – The victim and the accused come before an arbiter who, rather than assigning guilt or innocence, takes all the evidence from both sides and provides a compromise solution.
- **Collaboration** – All parties involved including the victim and the accused come to a consensus on how to resolve the problem. This type of conflict resolution is ideally non-confrontational.
- **Mediation** – The victim and the accused go before an independent mediator who helps them resolve the problem.

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- **Conciliation** – The accused, after therapy, freely offers restitution to the victim.
- **Negotiation** – All sides come together and present proposals and counter proposals until a satisfactory resolution is achieved.
- **Facilitation** – Similar to Mediation, a facilitator is involved in all aspects of the conflict resolution, offering advice and helping all sides move towards consensus.

## Trial Results

Once all the evidence has been collected, the suspect arrested and transported to the Imperial Court for trial, the Trial takes place. The Bureaucracy level determines how long after all of these things have been completed before the trial takes place.

The Verdict is the outcome of the Trial; in whatever form the trial might have taken place. Any government that follows The Rule of Law takes great pains to ensure that the Verdict is accurate. For those instances where the Rule of Law is not followed, the Referee is free to simply state the Verdict with complete disregard to the actual evidence, facts, or the true guilt or innocence of the suspect.

The Referee must first determine the actual guilt or innocence of the accused. An accurate verdict will find an innocent person Innocent and a guilty person Guilty. An inaccurate verdict will result in a guilty person being set free and an innocent person being convicted.

The accuracy of the Verdict can be affected by many factors. First and foremost is the Corruption level of the court system. The Corruption level determines the base number to roll for an inaccurate verdict. The second-most important influencing factor is the completeness of the evidence and the testimony of witnesses. Player Characters who are members of the Space Patrol will have profound effects on the outcome of a trial depending on how well they did their jobs earlier. The Referee should impose positive or negative DMs (as much as +/- 4) depending on how well, or poorly, the Characters did their jobs.

Other factors that can affect the accuracy of a trial include the Social Standing of the suspect, the Social Standing of the victim, and competency of the attorneys involved – represented by their respective Advocate skill levels. The table below summarizes the DMs that can affect the accuracy of a trial. Remember, the Referee should already know the correct/accurate verdict for the accused. These DMs can be either positive or negative depending on the actual guilt or innocence of the accused or which way the trial outcome must go (accurate or inaccurate) to get a Guilty or Innocent verdict. A low result on the Outcome roll is an Accurate trial, while a high result is an Inaccurate trial result.

Factor	Outcome DM
Advocate Skill of the Prosecuting Attorney	+/- Skill Level towards Guilty Verdict
Advocate Skill of the Defense Attorney	+/- Skill Level towards Innocent Verdict
Social Standing of the Accused	+/- Characteristic DM towards Innocent Verdict
Social Standing of the Victim (if applicable)	+/- Characteristic DM towards Guilty Verdict

The outcome of a trial can also be influenced by Bribery, especially where Player Characters are involved. A successful Bribery roll allows the briber to apply the Effect of their roll towards a Guilty or Innocent verdict – Briber's choice. An unsuccessful Bribery roll will usually result in the briber being arrested and put on trial

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themselves. Referee's should keep in mind that if the Player Characters can attempt to use Bribery to affect the outcome of a trial, others can too...

The difficulty of the Bribery roll is determined by the Corruption level of the courts:

<b>Corruption Level</b>	<b>Bribery Task Difficulty</b>
Minimal	Formidable (-6)
Low	Very Difficult (-4)
Average	Difficult (-2)
High	Average (+0)
Extreme	Routine (+2)

To determine the outcome of the trial, the Referee should roll 2D6 and consult the following table to determine if the trial is accurate or not. Apply all the DM's above as appropriate where Positive DMs increase the odds of an inaccurate trial result and Negative DMs decrease the odds of an inaccurate trial.

<b>Corruption Level</b>	<b>Trial In Error (Inaccurate)</b>
Minimal	12+
Low	11+
Average	10+
High	8+
Extreme	6+

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## Sample Trial Result

At the end of an adventure, the Space Patrol characters have collected the evidence, identified a suspect (the accused) and transported them to the Imperial Court for trial. After waiting the appropriate amount of time (during which the characters had additional adventures unrelated to this case), the time of the Trial arrives. The Corruption Level of this court is LOW.

The Referee has determined that the accused is GUILTY, so an Accurate trial outcome will be the correct verdict. Through the course of the adventure, the characters missed several key pieces of evidence, but overall did a good job and the Referee assigns a -1 DM for their actions (negative in this case since that represents the correct result). The crime – murder, was committed against a Noble (SOC 13), applying a -2DM (in this case towards a Guilty verdict, which is accurate). The accused has a SOC of 8, so no effect. The Prosecuting Attorney has Advocate-2 (-2DM) and the Defense Attorney has Advocate-1 (+1DM). During the actual trial, the Player did a great job role-playing their character on the witness stand, so the Referee applies an additional -1 DM (towards Guilty, the way the Character wants to influence the trial). An Enemy of the characters decides to Bribe the judge in the trial to embarrass the characters (Bribery-1). The Referee rolls against a Very Difficult (-4) task and succeeds with an Effect of 1; so the Referee applies a +1 DM (against what the characters want).

Summing up the DMs: -1(investigation actions) -2 (victim SOC) +0 (accused SOC) -2 (Prosecuting Attorney) +1 (Defense Attorney) -1 (witness actions) +1 (Bribery by Enemy) = -4

The Referee consults the Accuracy table for a LOW Corruption and determines that 11+ is needed.

Rolling 2D6 (a 7) and applying the total DM of -4 for a result of 3. The trial is ACCURATE and the Accused is found Guilty. The Space Patrol characters rejoice and their Enemy wonders what happened to their bribe!

## Sentencing

For most criminal sentencing, the rules on *CE114* are perfectly fine. For games or settings that are using these Space Patrol rules, a slightly different procedure should be used. Instead of using the Law Level of a world, the Cruelty Rating should be used as the base number for determining type of sentence.

Result	Sentence
0 or less	Trivial Punishment
1-2	Fine of 1D6xCr1,000
3-4	Fine of 2D6xCr5,000
5-6	Exile or Fine of 2D6xCr10,000
7-8	Imprisoned for 1D6 months, or Exile, or Fine of 2D6xCr20,000
9-10	Imprisoned for 1D6 years or Exile
11-12	Imprisoned for 2D6 years or Penal Colony or Exile
13-14	Life Imprisonment or Penal Planet
15 or more	Death or Mind Wipe

Once convicted of a crime, the accused will face punishment, determined by rolling 2D6+DMs on the Sentencing table. For crimes involving smuggling banned goods, the DM is equal to the difference between the

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planet's Law Level and the banned goods in question. Other crimes have a set DM, per the table below. Additionally, the Cruelty of the society will affect the severity of the punishment per the table below.

Sentencing Modifiers	DM
Minimal Cruelty	-4
Low Cruelty	-2
Average Cruelty	+0
High Cruelty	+3
Extreme Cruelty	+6
Assault	+2
Destruction of Property	+4
False Identity or Smuggling	+5
Manslaughter or Slavery	+6
Murder or Piracy	+7
Smuggling	Special

The DM applied for smuggling depends on the type of goods being smuggled. To determine the DM, the Referee first determines the Law Level at which the goods would be banned. The DM is the difference between the world's Law Level and the Law Level at which it was banned.

For example, a suspect is convicted for smuggling Heavy Weapons onto a world with Law Level 8. Heavy weapons are banned at Law Level 3, so the DM is  $8-3 = +5$ . Smuggling can be very dangerous.

A character or Defense Attorney may attempt to reduce the severity of sentencing by making an Advocate check. If successful, reduce the Sentencing DM by the Effect of the check.

Determine the sentence for the crime by rolling 2D6 and applying the DMs above on the table below:

Result	Sentence
0 or less	Dismissed or trivial punishment
1–2	Fine of $1D6 \times Cr1,000$
3–4	Fine of $2D6 \times Cr5,000$
5–6	Exile or a fine of $2D6 \times Cr10,000$
7–8	Imprisonment for 1D6 months or fine of $2D6 \times Cr20,000$ or Exile
9–10	Imprisonment for 1D6 years or Exile and Restricted Rights
11–12	Imprisonment for 2D6 years or Exile and Restricted Rights
13–14	Life imprisonment and Revocation of Rights
15+	Death

A result of Exile means that the character must leave the planet immediately and never return. Fines for smuggling goods are per ton of goods seized – gun running can be an extremely risky proposition.

Restricted Rights means that the criminal no longer has full rights of a Citizen. See below for an explanation of Rights.

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## Actual Rights

The legal rights of the individual in a given society can be expressed in many ways. Generally, there are two kinds of individual rights: political rights and civil rights.

**Political** rights include:

- Natural justice or procedural fairness in law. These rights include the rights of the accused, including the right to a fair trial; due process; the right to seek redress or a legal remedy.
- Individual political freedom. The rights include freedom of thought and conscience, freedom of speech and expression, freedom of religion, freedom of the press, freedom of movement; and the right to participate in civil society and politics such as freedom of association, right to assemble, right to petition and, in democratic societies, the right to vote.

**Civil** rights include:

- Ensuring citizens' physical integrity and safety, and to make sure people are not forced into labor.
- Protection from discrimination (based on gender, religion, race, species, sexual orientation, Psionic potential etc.)
- Such as equal access to health care, education, culture, food, or housing.

The examples given above are not intended to be exhaustive. The types of rights that are granted or not granted within a given society vary greatly and cannot readily be quantified into a convenient table. This information is provided so that a Referee can use it to determine how a particular society will function. Generally, the more Repressive a society is, the fewer rights will be granted to its citizens.

# The Space Patrol

## ***SPACEPATROL ORGANIZATION***

### **Interstellar Organization**

The Space Patrol reports to the Sector Duke. While the Space Patrol works closely with the rest of the Imperial Nobility, the Patrol *only* answers to the Sector Duke. The Space Patrol does not answer to any planetary government, although Patrol members are automatically deputized to work within the jurisdiction of all planetary governments within the Empire as long as they are following the Space Patrol Mandate.

The Secretary-General of the Patrol receives the honorary title of Marquis (Social Status 13) while they hold the office. Each subsector has a Director-General who receives the honorary title of Baron (Social Status 12). The command structure within a subsector extends down to the County level (1d6+6 worlds). Each County is under the command of a General with various multi-divisional task forces being formed at that level. The head of a system Bureau office can be of any officer rank, depending on the size of the facility.

In settings that do not use the traditional Imperial Nobility the organization is essentially the same. The Space Patrol still reports to the head of the Sector government with the Secretary-General still having the Social Status but without the noble title. The Director-Generals are still in command of a subsector of the Patrol. Instead of Counties, Generals will be in charge of Districts that consist of 7-12 (1D+6) worlds.

For smaller settings that do not have multi-sector governments, the guidelines of a subsector or county can be used to create an appropriately sized Patrol. Also, remember the history of the Patrol and its origins as a multi-national police force. It is likely that the Patrol could have a similar function in a setting with multiple small pocket empires; even nominal enemies often work together to apprehend pirates and dangerous criminals.

Because criminals do not usually recognize subsector or sector boundaries, each County that has a border with an adjacent subsector or sector has a liaison office to coordinate cross-border activities. However, following the Space Patrol Mandate, any Patroller can go anywhere within the Empire as part of their duties and is granted full authority wherever they travel while investigating Interstellar Crimes. When their mission takes them onto a planet and outside the extraterritoriality of the Starport, the Patrol usually coordinates its activities with local law enforcement, but they do not have to do this; they have full authority under their Mandate to track a criminal anywhere within the Empire. Patrollers working outside of the Starport must obey local laws as much as possible while still pursuing their investigation. Any time a Patroller violates a local law, they must be able to justify their actions and they are responsible for the consequences of breaking any local laws.

Main worlds within the Empire have a Space Patrol Branch Office, or Bureau, located within the Starport boundary. Some Bureaus are staffed by a small group, or even just one officer, while others can have thousands of personnel involved in all kinds of investigations. Normally only small craft or the occasional Pursuit Ship is assigned to a Bureau office. Patrol Corvettes are commanded by the County Generals and patrol a number of systems.

# The Space Patrol

The Patrol is split into four Divisions, each with its own specialized mission. The Secretariat Division nominally runs the Patrol, maintains the criminal database and deals with any political situations or liaison work with other Imperial organizations or local governments. Unsurprisingly, it is the largest Division of the Patrol. Most of the senior Patrol personnel are in the Secretariat. The Investigation Division performs the criminal investigations and undercover work. The Operation Division flies the starships and provides overall technical support, while the Marshal Division comprises the boarding parties and assault teams.

## Bureau Offices

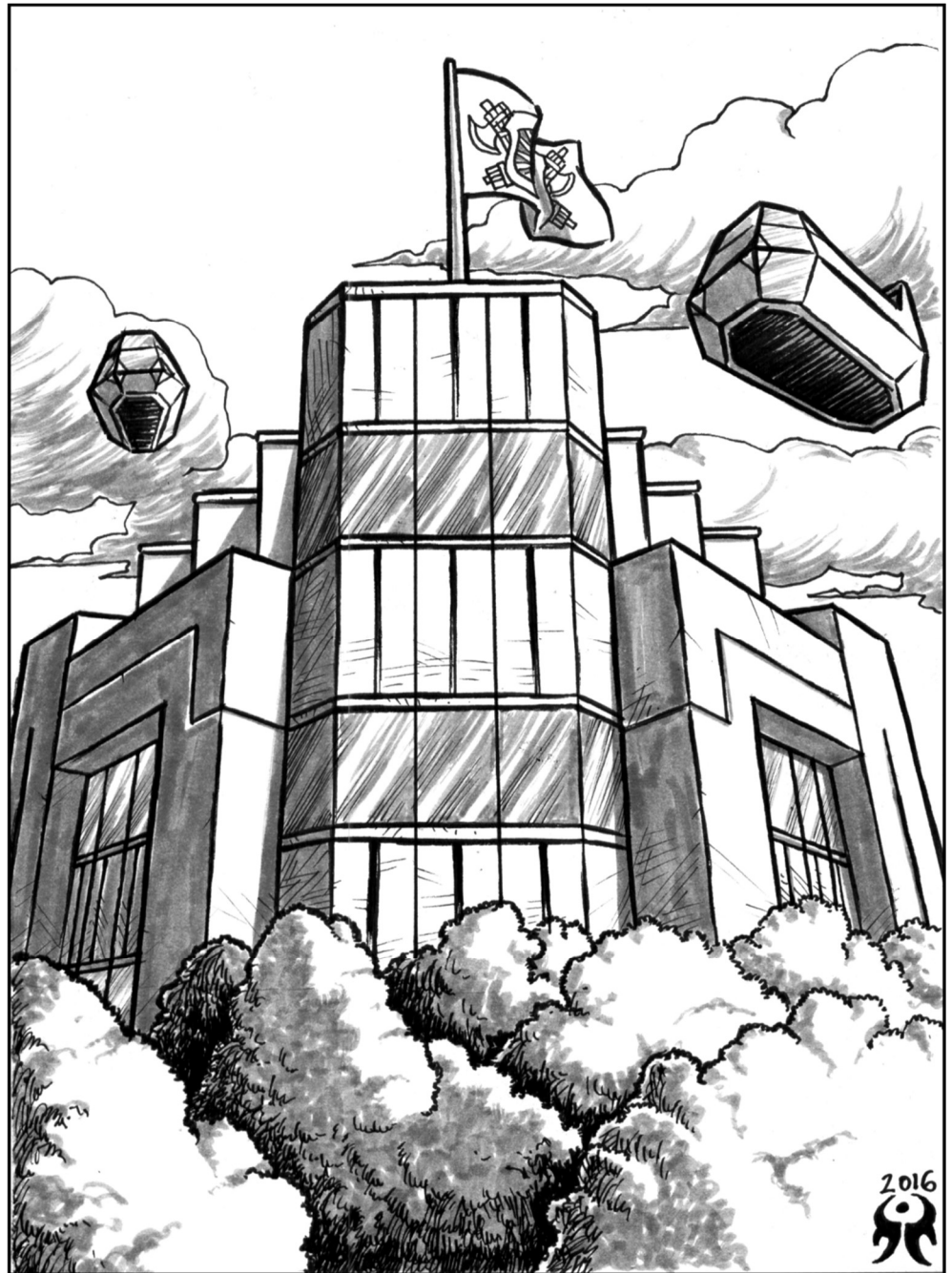
This section provides a guide to the Referee regarding the size and capabilities of the various Bureau offices of the Space Patrol. Referees are free to change this information to better fit their setting.

Bureaus will vary from world to world, but some generalizations can be made about the capabilities of a given bureau based on the population and Starport rating of main world. Factors such as trade volume, communication routes and the amount of pirate activity in the area can all affect the final bureau size for a given system.

## Classes of Bureaus

Bureaus are classified into four Types:

**TYPE-1:** The largest of Space Patrol facilities, Type-1 Bureaus are usually located on important worlds and trade hubs. They will have extensive facilities in orbit at or adjacent to the highport, as well as a significant presence at the downport. Type-1 Bureaus are where the Patrol's *Lancer*-class cruisers are stationed. Imperial Courts are usually located on worlds with Type-1 Bureaus. Significant training facilities are maintained at Type-1 Bureaus as well. Starship construction and maintenance facilities are co-located with the Starport and it is here that the Space Patrol ships are built and maintained. Type-1 Bureaus



co-located with the Starport and it is here that the Space Patrol ships are built and maintained. Type-1 Bureaus



# The Space Patrol

also contain extensive forensic facilities, providing investigators with the best possible scientific evidence gathering support. Type-1 facilities have accommodations for up to 1,000 Patrollers in the downport and another hundred on or near the highport. Type-1 Bureaus will have up to a dozen Patrol Corvettes assigned to them along with half-a-dozen Pursuit Ships and dozens of Cutters. Type-1 Bureaus are overseen by Generals.

**TYPE-2:** These moderately sized facilities are the most common Bureaus found within the Empire. Type-2 Bureaus will usually have a small office building at the downport capable of accommodating up to a hundred Patrollers. The highport office will be large enough for a dozen Patrollers. Fairly extensive forensic facilities will be present. Local contractors will be used to provide routine maintenance on Patrol ships, although only minor repairs will be possible. Type-2 Bureaus will have up to six Patrol Corvettes assigned to them as well as several Pursuit Ships and about a dozen Cutters. Type-2 Bureaus are also where most Q-ship operations are coordinated. Type-2 Bureaus are supervised by Commanders or Colonels.

**TYPE-3:** These small facilities are located on worlds that do not see a significant amount of interstellar traffic. Usually, the Starports with these Bureaus do not have a highport, but if they do, the Patrol will have an office there staffed by a handful of Patrollers. The downport office will be small and is rarely a separate building, most often it is a section of the main administration building of the starport. The entire Bureau is typically staffed by less than a twenty Patrollers. Forensic capabilities will be limited by Patrol standards but will still be large enough to handle most investigations. These Bureaus will typically have only a single Pursuit Ship and a few Cutters at their disposal. Type-3 Bureaus are run by a Captain or Major.

**TYPE-4:** These are the smallest classification of Bureaus. Type-4 Bureaus are staffed by no more than four Patrollers. The offices are usually a few rooms located as part of the Starport, or if the Starport is very small, they might actually be located out in the startown. Forensic capabilities will be limited to DNA and other simple investigative techniques, usually not much more than what can be obtained using an Auto-Doc. Type-4 Bureaus usually have a Pursuit Ship or a Cutter but rarely both. Type-4 Bureaus are commanded by a Lieutenant or perhaps just a Sergeant. Remote offices similar in size and capability to a Type-4 Bureau are also located on secondary worlds within a star system if there is a significant population present (population >1,000).

## Subsector and Sector Capitals

The Subsector capital will naturally have the largest Space Patrol office in the subsector and this will always be a Type-1 Bureau. The Director-General and his staff will be stationed here. In addition to the facilities listed above for a Type-1 Bureau, the subsector capital will also be the home base for a small fleet of *Lancers*. The Sector Capital will be home base for the fleet of *Ballista*-Class Frigates. It will have a total staff numbering several thousands.

## Determining Bureau Classification

The following table can be used to give the typical classification of the Bureau assigned to each main world.

Population	Starport Classification				
Code	A	B	C	D	E
9-A	1	1	2	3	3
7-8	1	2	2	3	3
4-6	2	3	3	3	4
1-3	3	3	4	4	-

# The Space Patrol

Note that Low Population worlds with a class E starport do not have a Bureau at all; also worlds with an X-Class starport have no Space Patrol Bureau.

The Referee should improve the Bureau Type for the following situations:

- World is on a major communication route
- World is an Imperial Consulate
- World has a Pirate Base within 2 parsecs
- World is on a major trade route

## Space Patrol Careers

### Divisions

While the standard Agent career (*CE33*) or the Navy career (*CE37*) could serve for characters in the Space Patrol, this section provides detailed careers possible with the Space Patrol, including information on the four Divisions of the Patrol. Each Division is treated as a separate “career” to create more detailed Space Patrol characters. All four Divisions are part of the Space Patrol and transfer between Divisions requires a Qualification Roll but is not considered a new career. Failure to transfer to another Division simply means that the character stays in their current Division for the next term. All rank is kept when moving between the various Divisions of the Patrol and characters may return to a Division later in their career, if so desired, with no penalties provided they make the required Qualification roll. However, characters moving between Divisions do not automatically gain any previous rank related skills in their new Division. Only one set of mustering out benefits is provided and all characters from all Divisions roll on the same tables when leaving their Space Patrol career.

Characters who were or are members of the Space Patrol may be created using the general outline starting on *CE21*. Members of the Space Patrol are eligible for Medical Benefits equivalent to Navy personnel (*CE30*). Patrollers are eligible for Retirement Pay per *CE31*.

The Space Patrol has the following Divisions:

**Secretariat:** The largest division of the Patrol. The Secretary-General and the Director-Generals are in this division as are the liaison offices dealing with other Imperial organizations and other sector Patrols. The Secretariat Division handles all of the administrative requirements of a large interstellar organization and maintains the criminal database.

**Investigation:** The Investigation division has the field agents and inspectors that investigate Interstellar Crimes. This division is the “public face” of the Space Patrol.

**Marshal:** The Space Patrol Marshals are similar to Marines in function. They form the boarding parties, assault teams used for piracy suppression and are used for heavy security at Space Patrol facilities. Marshals are also used as special body guards for senior Patrol officials and important dignitaries.

**Operation:** Operation division personnel crew the starships and fly the small craft used for customs inspections, and thus are partially parallel to the Navy. They also act as technical specialist whenever needed by another division.

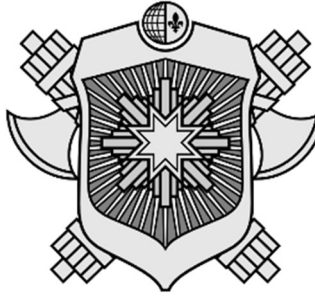
# The Space Patrol



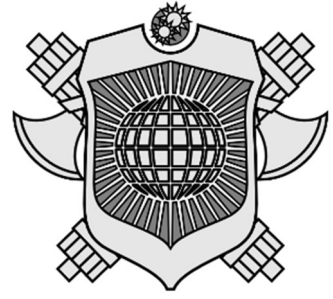
*Secretariat Division*



*Investigation Division*



*Marshal Division*



*Operation Division*

## Career Development

### Space Patrol Rank

The Space Patrol employs a variation of the standard military rank system. Both Officer and Enlisted ranks are utilized. The following table provides the ranking system used in the Patrol.

Rank	Enlisted	Title	Officer	Title
0	E0	Private		
1	E1	Corporal	O1	Lieutenant
2	E2	Technician	O2	Captain
3	E3	Specialist	O3	Major
4	E4	Sergeant	O4	Commander
5	E5	Senior Sergeant	O5	Colonel
6	E6	Top Sergeant	O6	General
SS12			Baron	Director-General
SS13			Marquis	Secretary-General

Unlike the Navy, the Space Patrol does not follow the tradition regarding the use of the term Captain as a rank and as a title. The Commanding Officer of a ship is called the Commanding Officer, or CO; Captain is a rank but otherwise does not hold any special meaning related to ship command.

The Secretary-General and the Director-Generals are political positions and cannot be attained through normal advancement. Secretary-Generals and Director-Generals usually come from the Noble career (*CE27*), although experience within the Space Patrol is common.

### Commissioning

The Space Patrol uses a formal rank structure with enlisted and officer ranks. Characters may become Officers by making a Commission roll: **Edu 9+**

Rolls for Commissioning are optional and may be attempted once per term as described on *CE28*. Only Commissioned Officers may roll on the Commissioned skill table. Regardless of whether a character chooses to roll for Commissioning, they may roll for Advancement, which will allow enlisted characters to advance as well.

# The Space Patrol

Characters that transfer from other military careers may keep their Commission without rolling again in the Patrol.

## Advancement

The Space Patrol makes extensive use of enlisted personnel. Therefore, characters who are members of the Space Patrol may roll for Advancement even if they are not Commissioned. In that situation, they advance using the Enlisted Rank structure. Once an enlisted person is Commissioned they become a Lieutenant (Rank O1) and advance along the Officer Rank structure for the remainder of their time within the Patrol.

## Medals and Awards

Like other services, the Space Patrol recognizes and rewards acts of heroism with medals and ribbons. Awards for enlisted personnel are silver while those for officers are gold. The following Medals can be earned during Expanded Character Creation Events or Mishaps, or during active campaigns.

### Wound Badge

A Wound Badge, also known as a Red Heart, is earned any time a Patroller is injured during the course of their duties, represented in character creation by a roll on the Injury Table. Additional awards of this Badge are signified with stars added to the badge.

### Combat Service Ribbon

Awarded any time a Patroller is involved in a combat situation; in character creation, this is represented by a skill or characteristic roll in a combat Event. The Combat Service Ribbon is not awarded every time a Patroller fires their weapon, rather, it is awarded due to situations where a Patroller's life is placed in danger or has participated in a major battle.

### Combat Service Medal

Awarded any time a Patroller succeeds in a skill check or characteristic roll in a combat Event during character generation with an Effect of 3 or more. Characters awarded the Combat Service Medal are not normally awarded the Combat Service Ribbon for the same event. In normal service, this medal is awarded for "acts of heroism or bravery in the face of danger" and is equivalent to a Meritorious Conduct Under Fire medal in the Imperial military.

### Medal of Heroism

Awarded any time a Patroller makes a skill check or characteristic roll in a combat Event during character generation with an Effect of 5 or more. This medal gives the recipient a +2 DM on their next Advancement or Commission roll. This medal is only awarded for 'distinguished acts of heroism or bravery in the face of danger' and is equivalent to the Medal for Conspicuous Gallantry in the Imperial military.

### Medal of Extreme Heroism

Awarded any time a character makes a skill check or characteristic roll in a combat Event in character generation with an Effect of 7 or more. This medal gives the recipient an automatic promotion and a +4 DM on their Commission roll. This medal is equivalent to the military's Starburst for Extreme Heroism medal and is awarded for "extreme acts of heroism or bravery in the face of extreme danger" and is typically only awarded when a Patroller risks their life to save another, quite often posthumously.

# The Space Patrol

## Going for Glory

For those individuals that are willing to take extra risks for greater reward, they may 'go for glory' by taking a negative DM on that term's Survival roll and take an equivalent positive DM on any Event skill roll that may arise that term.

## Mustering Out Benefits

All Space Patrol members use the same Mustering Out tables regardless of the Division in which they served.

1d6	Cash Benefits (Cr)	Material Benefits
1	1,000	Weapon
2	5,000	Explorer's Society
3	5,000	High Passage
4	10,000	+1 Education
5	20,000	+1 Intelligence
6	50,000	Ship Share
7	100,000	Ship or 5 Ship Shares

NOTE: +1 DM if Rank O5 or higher

Descriptions of Benefits are per *CE31*.

The following new Benefit is explained below:

**Ship:** The Patrol allows the character to use a surplus Patrol ship. This ship is usually a surplus Pursuit ship or a Q-ship. If this benefit is rolled again, larger or newer ships may be awarded at the Referees discretion. Similar to the Courier Vessel benefit awarded in the Exploration Service, the recipient of a Patrol ship is not given full ownership of the vessel and is expected to occasionally perform missions for the Patrol. The ship can be taken back if the operator behaves in a manner unbecoming of the Patrol.

# The Space Patrol

Division	Secretariat	Investigation	Marshal	Operations
Qualifications	Edu 6+	Edu 6+	End 6+	Int 6+
Survival	Int 4+	Int 6+	Dex 7+	Edu 6+
Commission	Edu 9+	Edu 9+	Edu 9+	Edu 9+
Advancement	Edu 8+	End 6+	Int 5+	Int 6+
Re-Enlistment	5+	5+	6+	5+
<b>Ranks Skills</b>				
<b>0</b>				
<b>E1</b>	Admin-1	Gun Combat-1	Gun Combat-1	Electronics-1
<b>E2</b>				
<b>E3</b>	Computer-1	Recon-1	Battle Dress-1	Mechanics-1
<b>E4</b>				
<b>E5</b>	Advocate-1	Admin-1	Leadership-1	Piloting-1
<b>E6</b>				
<b>O1</b>	Leadership-1	Leadership-1	Leadership-1	Leadership-1
<b>O2</b>				
<b>O3</b>	Comms-1	Admin-1	Tactics-1	Sciences-1
<b>O4</b>				
<b>O5</b>	Advocate-1	Advocate-1	Admin-1	Admin-1
<b>O6</b>				

## The Space Patrol

Division	Secretariat	Investigation	Marshal	Operations
Skills and Training	Personal Development	Personal Development	Personal Development	Personal Development
1	+1 Dex	+1 Str	+1 Str	+1 Dex
2	+1 End	+1 Dex	+1 Dex	+1 Int
3	+1 Int	+1 End	+1 End	+1 Edu
4	+1 Edu	+1 Edu	Athletics	Athletics
5	Athletics	Athletics	Carousing	Carousing
6	Carousing	Carousing	Gambling	Vehicle
	<b>Service Skills</b>	<b>Service Skills</b>	<b>Service Skills</b>	<b>Service Skills</b>
1	Admin	Advocate	Athletics	Comms
2	Advocate	Gun Combat	Battle Dress	Electronics
3	Computer	Melee Combat	Gun Combat	Gun Combat
4	Gun Combat	Recon	Melee Combat	Gunnery
5	Melee Combat	Streetwise	Recon	Mechanics
6	Vehicle	Vehicle	Zero-G	Zero-G
	<b>Specialist Skills</b>	<b>Specialist Skills</b>	<b>Specialist Skills</b>	<b>Specialist Skills</b>
1	Admin	Comms	Athletics	Computer
2	Carouse	Computer	Battle Dress	Electronics
3	Comms	Medical	Electronics	Gravitics
4	Computer	Recon	Gunnery	Mechanics
5	Electronics	Sciences	Medicine	Piloting
6	Liaison	Streetwise	Zero-G	Vehicle
	<b>Adv. Education</b>	<b>Adv. Education</b>	<b>Adv. Education</b>	<b>Adv. Education</b>
1	Advocate	Admin	Advocate	Battle Dress
2	Broker	Advocate	Comms	Engineering
3	Liaison	Electronics	Demolitions	Gravitics
4	Linguistics	Medicine	Electronics	Navigation
5	Medicine	Mechanics	Mechanics	Piloting
6	Sciences	Sciences	Sciences	Sciences
	<b>Commissioned</b>	<b>Commissioned</b>	<b>Commissioned</b>	<b>Commissioned</b>
1	Advocate	Carousing	Admin	Carousing
2	Carousing	Electronics	Advocate	Leadership
3	Leadership	Leadership	Carousing	Navigation
4	Linguistics	Liaison	Leadership	Piloting
5	Sciences	Piloting	Liaison	Sciences
6	Tactics	Tactics	Tactics	Tactics

# The Space Patrol

## Advanced Career Options

When creating a Space Patrol character, the following additional tables may be used to provide some more detailed background of what the character did during their career. Use of the following tables is completely optional.

### Allies and Enemies

When rolling for a Mishap or Event, two new concepts are introduced: **Ally** and **Enemy**. These people represent contacts that the character has developed, for good or ill, during their time in the Space Patrol.

An **Ally** may be either a trusted informant or a close friend who may be willing to help the character from time to time. An **Enemy** is someone that wants to ruin the character for some past wrong. The details of an Ally or Enemy are left to the Referee and the Player. Allies and Enemies should not be crutches for play, but should represent someone from the Character's past that appears from time to time during play.

### Survival and Mishap Tables

If a character fails a Survival roll, rather than rolling on the Survival Mishap table (CE28) the character may roll on the Mishap table for their division.

### Survival Mishaps

2d6	Secretariat Mishap
2	Serious Injury. Roll twice on the Injury table and take the lower result.
3	Targeted. You and your family are targeted by criminals. There is a criminal organization after you – Gain an Enemy.
4	Scuttled. A vindictive senior officer ruins your career. Lose a Benefit roll and gain an Enemy.
5	Betrayed by a friend. Lose one Benefit roll. Someone out there is out to get you. If you have an Ally, they become an Enemy, if you have no Allies, you still gain an Enemy.
6	Scandal. You are caught up in something that could disgrace the Patrol. Lose 1 point of Social Standing.
7	Injured. Roll once on the Injury table.
8	Computer Crash. Your actions cause a severe computer problem and valuable data is lost or corrupted. Lose a Benefit roll.
9	Embarrassment. Your actions are an embarrassment to the Patrol. Lose one level of rank and a Benefit roll.
10	Leak. While assigned to a special liaison team, you accidentally release confidential information to another organization. You are dishonorably discharged. Lose all Benefits.
11	Corrupted. You are corrupted by the illegal groups you want to apprehend. You are dishonorably discharged after serving an extra 4 years in prison for the crime. Lose all Benefits.
12	Sacrifice. You sacrifice your career to save the Patrol from disgrace. You are honorably discharged from the Patrol and do not lose your Benefit roll for this term.
2d6	Investigation Mishap
2	Serious Injury. Roll twice on the Injury table and take the lower result.
3	Corrupted. You were corrupted by the illegal forces you were trying to fight. Throw Deception 8+. If you succeed, you may enter the Rogue career next term without rolling for Qualification. If you fail, you spend the next 4 years in prison. Lose one Benefit roll.



## The Space Patrol

<b>4</b>	Exposed. Your cover is blown and you must flee for your life from a criminal organization. Lose a Benefit roll and gain an Enemy.
<b>5</b>	Homebody. You have grown tired of all the travelling associated with the Patrol and opt for a planet-side job. You may attempt to enter the Agent career next term with a +2 DM on the Qualification roll.
<b>6</b>	Innocent. You send the wrong person to prison and they are later exonerated. Lose a Benefit roll and gain an Enemy.
<b>7</b>	Injured. Roll once on the Injury table.
<b>8</b>	Incompetent. You failed at an important task and have disgraced yourself. Lose a Benefit roll.
<b>9</b>	Framed. You are blamed for another Patroller's mistake. Throw Advocate 10+. If you succeed, you may stay in this career, but loose one level of Rank. If you fail, you are dishonorably discharged and lose all Benefits. Either way, gain an Enemy.
<b>10</b>	Deep Cover. You are so deeply under cover that the Patrol cannot get you out. You may enter the Rogue career next term with a +2 DM to your Qualification roll.
<b>11</b>	Negligence. You are accused of gross negligence. Throw Education 10+. If you succeed, you are acquitted and may remain in this career, but you still lose your Benefit roll for this term. If you fail, you are reduced one level in Rank, are dishonorably discharged, and lose all Benefits.
<b>12</b>	Shell Shock. You have seen too much death and violence. You must enter the Drifter career next term.
<b>2d6</b>	<b>Marshal Mishap</b>
<b>2</b>	Serious Injury. Roll twice on the Injury table and take the lower result.
<b>3</b>	Traitor. You are convicted of treason (rightfully or wrongfully). You are dishonorably discharged, must spend the next 4 years in prison, and lose all Benefits.
<b>4</b>	Shell Shocked. You have seen too much fighting and bloodshed. You must enter the Drifter career next term.
<b>5</b>	Lost Money. While part of a customs team, some contraband goes missing and you are blamed. Throw Advocate 10+. If you succeed, you may stay in this career but you still lose your Benefit roll for this term. If you fail, you are dishonorably discharged and lose all Benefits.
<b>6</b>	Coward. You are branded a coward by your superior. Loose one Rank and you must leave the Marshal division forever, but you may stay in this career. Gain an Enemy.
<b>7</b>	Injured. Roll once on the Injury table.
<b>8</b>	Failure. Someone you were assigned to protect dies on your watch. Lose one Benefit roll and gain an Enemy.
<b>9</b>	Incompetent. You failed at an important task and have disgraced yourself. You are dishonorably discharged and lose all Benefits.
<b>10</b>	Scuttled. A vindictive officer ruins your career. You are dishonorably discharged, lose all Benefits, and gain an Enemy.
<b>11</b>	Betrayed by a friend. – Someone is out there who wants your life ruined and then they want you dead. If you have an Ally, they become an Enemy; if you have no Allies, you still gain an Enemy.
<b>12</b>	Shoot Out. You are involved in a major conflict with a criminal gang that has superior firepower. Throw Dexterity 10+. If you succeed, roll on the Injury table. If you fail, roll twice on the Injury table and take both results. Either way, you receive a Medical Discharge.
<b>2d6</b>	<b>Operations Mishap</b>
<b>2</b>	Serious Injury. Roll twice on the Injury table and take the lower result.

## The Space Patrol

<b>3</b>	Corrupted. You become that which you swore to fight. Gain an Enemy. Throw Advocate 10+. If you succeed, you may enter the Rogue career without rolling for Qualification. If you fail, you are dishonorably discharged and lose all Benefits.
<b>4</b>	Betrayed by a friend. Someone out there wants to ruin your life. If you have an Ally, they become an Enemy; if you have no Allies, you gain an Enemy.
<b>5</b>	Scuttled. A vindictive officer ruins your career. You are dishonorably discharged, lose all Benefits, and gain an Enemy.
<b>6</b>	Explosion. There is an explosion and your ship is destroyed. Throw Zero-G 10+ to avoid a roll on the Injury table.
<b>7</b>	Injured. Roll once on the Injury table.
<b>8</b>	Scandal. You are caught up in a scandal that could disgrace the Patrol. Lose 1 point of Social Standing.
<b>9</b>	Negligence. You are accused of negligence. Throw Education 10+. If you fail, you lose one rank. If you succeed, you do not lose any rank. Either way you are discharged from the Patrol.
<b>10</b>	Incompetent. You failed at an important task and have disgraced yourself. You are dishonorably discharged and lose all Benefits.
<b>11</b>	Incompetence. During a battle, you cause another ship to be severely damaged. Your career is ruined. You suffer a -1 DM to two different Benefit rolls and lose one level of Rank.
<b>12</b>	Jump Sickness. You suffer from Jump Space Phobia. You must throw Endurance 10+ every time you enter Jump Space to avoid becoming an emotional wreck for the entire voyage. Drugs and/or alcohol may provide positive DMs. You receive a Medical discharge.

# The Space Patrol

## Events

During each term, after rolling for Survival but before rolling for Commissioning or Advancement, the character may roll on the Event table appropriate for their Division. Any skills or benefits gained during these Events are in addition to those gained from normal career development.

Note: Use of these tables will tend to produce characters with slightly higher skills than under normal Cepheus character development.

## Event Tables

D66	Secretariat Event
11	Disaster! Throw on the Mishap table but you are not ejected from this career.
12	Scandal rips through your bureau. Throw Intelligence 8+. If you succeed you are cleared of any wrongdoing. If you fail, lose one level of Rank and gain an Enemy.
13	You are caught in a situation for which you were not trained. Throw Gun Combat 8+, Gunnery 8+, or Melee Combat 8+. If you succeed, gain a level in the skill you rolled. If you fail, roll on the Injury table.
14	You are awarded Prize Money as part of an investigative team. Gain 1D6xCr1,000 in cash.
15	A member of your team puts everyone in jeopardy. Throw Leadership 8+ or Intelligence 10+. If you fail, take a -1 DM on your next Advancement roll.
16	You are involved in a War Crimes Tribunal. Throw Advocate 8+ or Education 10+. If you succeed, gain a level of Admin or Advocate. If you fail, you have convicted the wrong person, take a -2 DM on your next Re-enlistment roll and gain an Enemy.
21	You are asked to volunteer for an extremely dangerous mission. If you accept, throw Dexterity 8+. If you succeed, gain an extra roll on the Specialty skill table for this Division and a +2 DM on your next Advancement roll. If you fail, roll on the Injury table.
22	You are part of a tour of the border worlds. Throw Education 8+. If you succeed, gain one of the following: Survival-1, Navigation-1, Vehicle-1, or Streetwise-1 <b>and</b> 1D6xCr1,000 in Prize Money.
23	While working with Patrollers from another sector, you encounter a problem. Throw Intelligence 8+. If you fail, you are blamed and take a -2 DM on your next Advancement roll.
24	You learn something embarrassing about a superior. If you choose to use it against them, gain a +1 DM on one Benefit roll and an Enemy. If you don't use it, gain a +1 DM on your next Advancement roll and an Ally.
25	You are assigned as the control agent for an operation. Throw Intelligence 8+ or Tactics 8+. If you succeed, gain a +1 DM on your next Advancement roll. If you fail, the operation is a failure and you take a -1 DM on your Re-enlistment roll.
26	You spend a lot of time amongst aliens or people from a very different culture. Gain Linguistics and an Ally.
31-36	Life Event. Roll on the Life Events table.
41	You develop a group of informants. Gain Streetwise and an Ally.
42	You are assigned to work liaison with another Sector's Patrol or with another government agency. Throw Social Status 8+. If you succeed, gain an Ally. If you fail, gain an Enemy.
43	Something mysterious happens. You wake up with no memory of where you have been for the last 1D6 weeks.

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<b>44</b>	You are forced to make a decision that causes the death of 1D3 other Patrollers. Throw Intelligence 8+. If you succeed, gain a +4 DM on your next Advancement roll but gain an Enemy for each Patroller killed.
<b>45</b>	You are presented with a token of appreciation. Select any one item of equipment. Maximum value is Cr10,000.
<b>46</b>	You have a chance to save a senior officer. If you take the chance gain an Ally and throw Dexterity 8+. If you succeed, gain an automatic Advancement. If you fail, roll on the Injury table.
<b>51</b>	You are tested for Psionic potential. Roll for your Psi strength. If your Psionic Strength is 7+, you may transfer to the Psion career next term without rolling for Qualification.
<b>52</b>	You are captured and interrogated by a criminal gang. You manage to escape (or did they let you go...). Gain either Streetwise or Melee Combat.
<b>53</b>	You are assigned to an undercover mission. Roll for a Skill on the Agent Specialty Skill table.
<b>54</b>	During an assignment, you are noticed by a high-ranking member of the government or a celebrity. Gain either +1 Social Standing or Carousing-1.
<b>55</b>	You are assigned to a multi-Divisional Task Force. Gain one of the following: Admin, Advocate, or Liaison.
<b>56</b>	You are part of a diplomatic mission. Gain one of the following: Carousing-1 or Liaison-1.
<b>61</b>	Due to your diligence a major arrest is made and you receive a bonus. Gain 2D6xCr10,000 in Prize Money.
<b>62</b>	You are sent on a special assignment. Gain any skill at Level 1.
<b>63</b>	Your hard work is noticed by your boss. Gain a +2 DM on your next Advancement roll.
<b>64</b>	You are selected for Officer school. Throw Intelligence 8+ to be Commissioned. If you are already an Officer, gain a +2 DM on your next Advancement roll.
<b>65</b>	A superior takes an interest in you and due to their guidance you receive a +4 DM on your next Advancement roll.
<b>66</b>	Your exceptional work is noticed and you are automatically Commissioned or Promoted. (Player's Choice)

<b>D66</b>	<b>Investigation Event</b>
<b>11</b>	Disaster! Roll on the Mishap table but you are not ejected from this career.
<b>12</b>	You are attacked during an investigation. Throw Dexterity 8+ or Deception 8+ to avoid a roll on the Injury table.
<b>13</b>	You spend a lot of time on shore duty. Throw Intelligence 8+. If you succeed, gain Melee Combat-1, Carousing-1, or Gambling-1.
<b>14</b>	You investigate corruption within the Nobility. Throw Intelligence 8+. If you succeed, gain a +1 DM on your next Advancement roll. If you fail, take a -1 Social Status.
<b>15</b>	You are involved in an assault on a criminal's headquarters. Throw Gun Combat 8+ or Dexterity 10+. If you fail, roll on the Injury table.
<b>16</b>	Your cover is blown and you must fight to survive. Throw Gun Combat 8+ or Melee Combat 8+. If you fail, roll on the Injury table. Gain an Enemy.
<b>21</b>	You are asked to volunteer for an extremely dangerous mission. If you accept, throw Dexterity 10+ or Athletics 10+. If you succeed, gain an extra roll on the Specialty skill table for your Division and a +2 DM on your next Advancement roll. If you fail, roll on the Injury table.

## The Space Patrol

<b>22</b>	Your work on a case is called into question. Throw Recon 8+ or Advocate 8+. If you fail, your evidence is thrown out and the suspect goes free and you must take a -1 DM on your next Advancement roll. Gain an Enemy.
<b>23</b>	You go undercover in a prison. Throw Recon 8+ or Streetwise 8+. If you succeed, gain a level of the skill you rolled. If you fail, roll on the Injury table.
<b>24</b>	You learn something embarrassing about a superior. If you choose to use it against them, gain a +1 DM on a Benefit roll and an Enemy. If you don't use it, gain a +1 DM on your next Advancement roll and an Ally.
<b>25</b>	You are sent undercover. Throw Intelligence 8+. If you succeed gain one level of Streetwise, Gambling, or Stealth. If you fail, roll on the Injury table.
<b>26</b>	You work with a diverse group of people. Gain Linguistics.
<b>31-36</b>	Life Event. Roll on the Life Events table.
<b>41</b>	You develop a group of informants. Gain Streetwise and an Ally.
<b>42</b>	You are assigned to a recruiting position. Throw Intelligence 8+. If you succeed, gain Carousing-1 or Liaison-1.
<b>43</b>	Something mysterious happens. You wake up with no memory of where you have been for the last 1D6 weeks.
<b>44</b>	You are presented with a token of appreciation. You may select one item of equipment, maximum value of Cr10,000.
<b>45</b>	You have the opportunity to keep some confiscated goods. If you try to keep them, throw Recon 8+. If you succeed, gain an extra Benefit roll. If you fail, you lose one level in Rank.
<b>46</b>	You have a chance to save a senior officer. If you take the chance, throw Dexterity 8+. If you succeed, gain an automatic Promotion. If you fail, roll on the Injury table. If you take the chance, gain an Ally.
<b>51</b>	You are tested for Psionic potential. Roll your Psi Strength. If your Psionic Strength is 7+, you may transfer to the Psion career next term without rolling for Qualification.
<b>52</b>	You are captured and interrogated by a criminal gang. You manage to escape (or did they let you go...). Gain either Streetwise or Melee Combat.
<b>53</b>	You are assigned to an undercover mission. Roll for a Skill on the Agent Specialty skill tables.
<b>54</b>	You are assigned to investigate a crime by a member of the Nobility. Throw Recon 8+ or Social Status 8+. If you succeed, gain +1 Social Status. If you fail, take a -1 Social Status.
<b>55</b>	You are part of an internal investigation into corruption. Gain one of the following: Recon, Admin, or Advocate.
<b>56</b>	You are temporarily assigned to a position above your pay grade. Throw Leadership 8+ or Social Standing 8+. If you succeed, gain a +2 DM on your next Advancement or Commission roll and 1D6xCr10,000 in Prize Money. If you fail, take a -1 DM on your next Advancement roll. Either way you gain Leadership.
<b>61</b>	Due to your diligence a major arrest is made and you receive a bonus. Gain 2D6xCr10,000 Credits in Prize Money.
<b>62</b>	You are sent on a special assignment. Gain any skill at Level 1.
<b>63</b>	Your hard work is noticed by your boss. Gain a +2 DM on your next Advancement roll.

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<b>64</b>	You are selected for Officer school. Throw Intelligence 8+ to be Commissioned. If you are already an Officer, gain a +2 DM on your next Advancement roll.
<b>65</b>	A superior takes an interest in you and due to their guidance you receive a +4 DM on your next Advancement roll.
<b>66</b>	Your exceptional work is noticed and you are automatically Commissioned or Promoted. (Player's Choice)

<b>D66</b>	<b>Marshal Event</b>
<b>11</b>	Disaster! Roll on the Mishap table but you are not ejected from this career.
<b>12</b>	Your vessel is involved in a major conflict with pirates. Throw Dexterity 8+. If you succeed, gain either Zero-G or Battle Dress and 1D6xCr1,000 in Prize Money. If you fail, roll on the Injury table.
<b>13</b>	You are asked to volunteer for a hazardous mission. If you accept, throw Dexterity 8+. If you fail, roll on the Injury table. If you succeed, gain one of Gunnery or Survival <b>and</b> a +2 DM on your next Advancement roll.
<b>14</b>	You are assigned to Shore Duty. Gain one of the following: Melee Combat-1, Carousing-1, or Gambling-1.
<b>15</b>	You are assigned to a Ceremonial Detail. Gain one of Liaison-1, Steward-1 or +1 Social Standing.
<b>16</b>	You are involved in an assault on a pirate stronghold. Throw Gun Combat 8+, Melee Combat 8+ or Gunnery 8+. If you succeed, gain a +1 DM on your next Advancement roll and 2D6xCr1,000 in Prize Money. If you fail, roll on the Injury table.
<b>21</b>	You learn something embarrassing about a superior. If you choose to use it against them, gain a +1 DM on a Benefit roll and an Enemy. If you do not use the information, gain a +1 DM on your next Advancement roll and an Ally.
<b>22</b>	You are presented with the chance to keep some confiscated goods. If you try to keep them, throw Intelligence 8+. If you succeed, gain a +1 DM to one Benefit roll. If you fail, loose one level of Rank.
<b>23</b>	You are assigned to a secret mission. Roll once on the Agent Specialty skill table.
<b>24</b>	While guarding a member of the Nobility, you have the chance to spoil an assassination attempt. Throw Recon 8+ or Streetwise 8+. If you succeed gain a +1 Social Standing. If you fail, roll on the Injury table. Either way, gain an Ally.
<b>25</b>	You have the chance to save a superior officer. If you try to save them gain an Ally and throw Dexterity 8+. If you succeed, gain a +2 DM on your next Advancement roll. If you fail, roll on the Injury table. If you fail to act, take a -1 DM on your Re-enlistment roll.
<b>26</b>	You work with aliens or those of another culture. Gain Linguistics.
<b>31-36</b>	Life Event. Roll on the Life Events table.
<b>41</b>	You make friends with several of your associates. Gain Streetwise and an Ally.
<b>42</b>	You are captured and interrogated by the enemy. You manage to escape or are rescued (or did they let you go...). Gain either Streetwise or Melee Combat.
<b>43</b>	You are forced to make a decision that results in the death of 1D3 Marshals but saves the rest of your group. Throw Intelligence 8+. If you succeed, gain a +2 DM on your next Advancement roll. Whether you succeed or not gain an Enemy for each Patroller who died.

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<b>44</b>	You are ordered to attack a location near a civilian target. Obey and gain a +2 DM on your next Advancement roll. Refuse and suffer a -2 DM on your next Advancement roll, but gain a +2 DM on your Re-enlistment roll.
<b>45</b>	You are offered a token of appreciation. Select one item of equipment, maximum value of Cr10,000.
<b>46</b>	You catch a group of smugglers. Throw Intelligence 8+. If you succeed, gain 2D6xCr10,000 credits in Prize Money. If you fail, take a -1 DM on your Re-enlistment roll.
<b>51</b>	You are tested for Psionic Potential. Roll for Psi strength. If your Psionic Strength is 7+, you may join the Psion career next term without rolling for Qualification.
<b>52</b>	You are part of an internal investigation into corruption. Gain one of Recon, Advocate, or Bribery.
<b>53</b>	You are cross-trained into another Division. Select one of the other Patrol Divisions and roll once on the Specialty skill table and on the associated Event table. You may transfer to that Division next term without rolling for Qualification.
<b>54</b>	You are sent on a Special Assignment. Gain any skill at Level 1.
<b>55</b>	You spend a lot of time in space. Gain one of the following: Zero-G, Athletics, or Gunnery.
<b>56</b>	You are assigned to recruiting duty on your home world. Increase any one Background skill to Level 1.
<b>61</b>	You work around the Nobility. Gain a +1 Social Standing.
<b>62</b>	You have a lucky run. Gain a +1 DM on one Benefit roll and Gambling-1.
<b>63</b>	You have been noticed by a superior officer who takes you under their wing. Gain a +2 DM on your next Advancement roll and an Ally.
<b>64</b>	You gain a +1 DM on your next Advancement roll and a +1 DM on your Re-enlistment roll.
<b>65</b>	You are selected for Officer School. Throw Intelligence 8+ to be Commissioned. If you are already an officer, or fail the Commissioning roll, gain a +2 DM on your next Advancement roll.
<b>66</b>	Your exceptional ability is noticed. You are automatically Commissioned or Promoted. (Player's Choice)

<b>D66</b>	<b>Operations Event</b>
<b>11</b>	Disaster! Throw on the Mishap table but you are not ejected from this career.
<b>12</b>	Your vessel is involved in a major conflict with pirates. Throw Dexterity 8+. If you succeed, gain either Zero-G or Athletics and 1D6xCr1,000 in Prize Money. If you fail, roll on the Injury table.
<b>13</b>	You are assigned to escort an important convoy. Before the mission, you are contacted by an enemy power. If you betray the convoy, gain an extra Benefit roll and an Ally. You may also automatically transfer to the Agent or Rogue careers next term. If you refuse, gain a +2 DM on your next Advancement roll and an Enemy.
<b>14</b>	Your ship is damaged during a fight. Throw Zero-G 8+ or Dexterity 10+. If you fail, roll twice on the Injury table and take the higher result.
<b>15</b>	You are assigned to Shore Duty. Gain one of Melee Combat-1, Carousing-1, or Gambling-1.
<b>16</b>	You perform a tour of border worlds. Throw Intelligence 8+ to gain one of Animals, Navigation or Recon.
<b>21</b>	You have the chance to keep some confiscated goods. If you try to keep them, roll Recon 8+. If you succeed, gain an extra Benefit roll. If you fail, reduce your rank by one.

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<b>22</b>	You learn something embarrassing about a superior. If you choose to use it against them, gain a +1 DM on a Benefit roll and an Enemy. If you do not use it, gain a +1 DM on your Re-enlistment roll and an Ally.
<b>23</b>	You are involved in a major space battle. Throw Zero-G 8+ to avoid a roll on the Injury table. Take an extra roll on your Specialty skill table.
<b>24</b>	Your work involves customs inspections. Throw Intelligence 8+. If you succeed, gain Piloting or Navigation <b>and</b> 1Dd6xCr1,000 in Prize Money. If you fail, lose your Benefit roll for this term.
<b>25</b>	You are sent undercover into a pirate gang. Throw Recon 8+. If you succeed, roll on the Rogue Specialty skill table. If you fail, roll on the Injury table.
<b>26</b>	You spend time among aliens or those from a different culture. Gain Linguistics.
<b>31-36</b>	Life Event. Roll on the Life Events table.
<b>41</b>	You work dirt-side. Gain Streetwise and an Ally.
<b>42</b>	You are tested for Psionic potential. Roll for Psi Strength. If your Psionic Strength is 7+ you may transfer to the Psion career next term without having to make a Qualification roll.
<b>43</b>	Your ship is damaged and only your actions can save everyone aboard. Throw Zero-G 8+, Mechanics 8+, or Electronics 8+. If you succeed, you gain one level in whatever skill you rolled against. If you fail, roll on the Injury table and you are exposed to 1D6x10 Rads of radiation.
<b>44</b>	While on a customs inspection, you are ambushed by smugglers. Throw Gun Combat 8+ or Melee Combat 8+. If you succeed gain a level of the skill you rolled. If you fail, roll on the Injury table.
<b>45</b>	You are offered a token of appreciation. You may select one item of equipment not to exceed Cr10,000 in value.
<b>46</b>	Your ship is severely damaged and you are ordered to abandon ship. If you choose to stay at your post roll on the Injury table, gain a +2 DM on your next Advancement roll and throw Dexterity 8+. If you fail, lose your Benefit roll for this term. If you succeed, gain an extra Benefit roll.
<b>51</b>	You are part of an internal investigation into corruption. Throw Recon 8+ or Intelligence 10+. If you succeed, gain one of Recon, Advocate or Bribery.
<b>52</b>	You are ordered to attack a location near a civilian target. Obey and gain a +2 DM on your next Advancement. Refuse and suffer a -1 DM on your next Advancement roll, but a +2 DM on your next Re-enlistment roll.
<b>53</b>	You are assigned to a ceremonial detail. Gain Liaison-1, Carousing-1 or a +1 Social Standing.
<b>54</b>	Your ship is used as a courier for important Nobles and you are responsible for entertaining them. Gain Steward-1, Carousing-1 or Gambling-1.
<b>55</b>	You are part of a diplomatic mission. Gain one of Liaison-1, Carousing-1 or Admin-1.
<b>56</b>	Your ship is involved in a fight with a pirate. Gain one of Piloting, Engineering or Gunnery.
<b>61</b>	You are cross-trained into another Division. Roll on the Specialty skill table and the Event table of another Division. You may transfer to that Division next term without rolling for Qualification.
<b>62</b>	You are sent on a special mission. Gain any skill at Level 1.
<b>63</b>	Your hard work pays off. Gain a +1 DM on your next Advancement roll.
<b>64</b>	You are selected for Officer School. Throw Intelligence 8+ to be Commissioned. If you are already an Officer, gain a +2 DM on your next Advancement roll.
<b>65</b>	Your talents are noticed by your superiors and you gain a +4 DM on your next Advancement roll.
<b>66</b>	Your work has been exceptional. You are automatically Commissioned or Promoted (Player's Choice).



# The Space Patrol

## Life Events

No matter what career path a character takes, life still happens. Each of the Event tables listed above have an entry that says “Life Event”. When that event is rolled, roll on the Life Events table below. These events are generic and may introduce “complications” for the character. The Player and the Referee will need to work out the details of any Event.

2D6	Life Event
2	Injured. You are injured or become sick. Roll twice on the Injury table and take the higher result.
3	Death. Someone close to you dies, like a friend or family member. Lose one Ally if you have one.
4	Ending a Relationship. A romantic relationship ends – badly. Lose an Ally if you have one. If you don't have an Ally, gain an Enemy.
5	Travel. You spend time traveling the universe. Gain Linguistics 0 or Steward 0.
6	Improved Relationship. A romantic relationship involving you deepens, possibly leading to marriage or other commitment. Gain an Ally.
7	Ally. You meet someone who becomes a close friend. Gain an Ally.
8	Betrayal. You are betrayed by a friend. If you have an Ally, they become an Enemy. If you do not have an Ally, you still gain an Enemy.
9	Good Fortune. Something good happens to you. You come into money unexpectedly. Gain 1D6*Cr1,000.
10	Crime. You are the victim of a crime. Lose one Benefit roll.
11	Birth. Someone close to you gives birth, or is born. Gain an Ally.
12	Unusual Event. Something weird happens to you. Roll 1D6. <ol style="list-style-type: none"> <li>1. Psionics. You encounter a Psion. You may immediately test your Psionic Strength and possibly train as a Psion. See <i>CE58</i> for details.</li> <li>2. Aliens. You spend time among an alien race. Gain Linguistics and an Ally among the aliens.</li> <li>3. Artifact. You gain ownership of an ancient device or piece of artwork such as an ancient media player or a sculpture. The artifact is worth 1D6*Cr5,000.</li> <li>4. Alien Artifact. You gain ownership of an alien device. The artifact is worth 1D6*Cr10,000.</li> <li>5. Contact. You come into contact with someone in the highest echelons of the interstellar government, a Duke or the Emperor.</li> <li>6. Amnesia. Something happened to you, but you don't know what it was. You have no memory of 1D6 months of your life...</li> </ol>

# The Space Patrol

## ***SHIPS OF THE SPACE PATROL***

Imperial law restricts the Space Patrol, as a civilian organization, to non-capital ships (2,000 tons or less). This law stems from early concerns about the Dukes using the Space Patrol to form their own personal naval forces capable of competing with the Imperial Navy. This caused the first Emperor to limit the size of the ships used by the Patrol. If Capital Ships are needed by the Patrol for use in a particular mission, the Patrol will coordinate with local Naval forces for assistance.

The Space Patrol does not maintain its own shipyards like the Navy does. All Space Patrol vessels are built and maintained at civilian shipyards, usually within the Sector that they will be used. Contracts to produce and maintain Patrol ships are spread around many shipyards so that the Patrol maintains a continuous supply of ships and equipment and to avoid allegations of favoritism.

While the Navy often looks down on the activities of the Space Patrol, it is a fact that Patrol ships see more actual combat than do ships of the Navy, except during times of war. As Patrollers like to say, especially where Navy types can hear, "The Patrol fights while the Navy plays war games." The Navy obviously has a very different perspective.

Most Divisions of the Space Patrol will use civilian transportation when possible for routine personnel movement. Many of the larger passenger liners will have at least one Patroller on board, travelling as part of their job. Some of the largest passenger liners are actually assigned a "Space Marshal", although it is typically a Patroller from the Investigation Division, not a Patroller from the Marshal division, who performs this duty.

The Space Patrol operates a variety of ships including small craft and starships. The following ships are in common use by the Patrol and are considered standard designs.

### **Small Craft**

#### **Patrol Boat**

The Patrol Boat is a modified Ship's Boat designed for para-military missions such as small-scale boarding operations and short-range transport. It is also the primary small craft used on the iconic Patrol Corvette. Details of the Patrol Boat are provided below:

##### **TL 12 Patrol Boat**

Using a 30-ton hull (0 Hull, 1 Structure), the Patrol Boat is a para-military version of the standard Ship's Boat. It mounts maneuver drive SJ and power plant SJ, giving a performance of 6-G acceleration. Fuel tankage of 1.2 tons supports the power plant for 1 week. Adjacent to the bridge is a computer Model 1/fib. Standard software includes Fire Control/1. The ship is equipped with Military sensors (+0 DM.) There is a one-person control cabin with additional cabin space for a gunner. The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is a triple turret mounting a Particle Beam and two Missile Racks. Cargo capacity is 3.2 tons. The hull is Standard and no additional armor is installed. Special features include an Airlock, four additional Cabins and a Detention Cell. The ship requires a crew of one: Pilot. The ship can carry up to five additional passengers in cabins. The ship costs MCr21.296 and takes 29 weeks to build.

#### **Patrol Cutter**

The Patrol Cutter is the primary small craft of the Space Patrol, although it has been modified from the standard Cutter on *CE145*. The Space Patrol Cutter is built at TL 12. The modular design can be easily adapted

# The Space Patrol

to almost any mission and several modules have been designed specifically for use by the Space Patrol. The Cutter is detailed below:

## TL 12 Patrol Cutter

Using a 50-ton hull (1 Hull, 1 Structure), the Patrol Cutter is designed to take a sealed 30-ton module which allows it to be used for a variety of missions for the Patrol including customs inspections. It mounts maneuver drive sK and power plant sK, giving a performance of 4-G acceleration. Fuel tankage of 1.3 tons supports the power plant for 1 week. Adjacent to the bridge is a computer Model 2/fib. Standard software includes Fire Control/1. The ship is equipped with Military sensors (+0 DM.) There is a one-person control cabin and additional cabin space for one passenger (typically a gunner or sensor operator). The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is a double turret mounting a Particle Beam and a Beam Laser – however due to the constraints of the power plant, only one weapon may be fired per round. Cargo capacity is 0.3 tons. The hull is Standard and no additional armor is installed. Special features include a 30-ton module berth, into which a variety of specialized modules can be installed and an Airlock. The ship requires a crew of one: Pilot. The ship can carry up to one additional passenger in the control cabin. The ship costs MCr21.746 not including the module, and takes 32 weeks to build.

## Space Patrol Modules

The Space Patrol uses a variety of modules, including almost all of the standard modules listed on *CE145*. Several additional modules have been designed specifically for the Space Patrol. The table below lists the details of the most common modules used by the Patrol. All prices include the 10% discount for Standard Designs.

Module Type	Cost (MCr)	Notes
Boarding	3.420	Cabins (12 marshals) , 2 airlocks, 1 armory, 1 briefing room, 2 detention cells
Cargo	1.350	Cargo (29 tons), 1 airlock
Commuter	2.250	Cabins (18 people), 1 airlock, 1 small fresher/kitchenette
Customs	3.060	Cabins (10 patrollers), 2 airlocks, 1 armory, 2 detention cells, cargo (5 tons), 4 low berths
Fighter Transport	48.150	20-ton hangar (1 Multi-Purpose Fighter), 1 airlock, fuel tankage (3 tons)
Fuel	1.238	Fuel tankage (28.5 tons), fuel processor (1.5 tons)
Prison Transport	4.365	Cabins (2 marshals), 13 detention cells, 1 airlock

## Multi-Purpose Fighter

The 20-ton Multi-Purpose Fighter is used by the Space Patrol on larger combat ships and as an armed interceptor in some systems. The Multi-Purpose Fighter is detailed below.

# The Space Patrol

## TL 14 Fighter

Using a 20-ton hull (0 Hull, 1 Structure), the Fighter is a multi-purpose vessel used for short-range escort duties and large scale engagements. It mounts maneuver drive sF, and power plant sG, giving a performance of 6-G acceleration. Fuel tankage of 1.0 ton supports the power plant for 1 week. Adjacent to the bridge is a computer Model 1/fib. Standard software includes Fire Control/1. The ship is equipped with Very Advanced sensors (+2 DM). There is a two-person Cockpit. The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is a triple turret with one Particle Beam and two Missile Racks. There is a one-ton missile magazine, loaded with twelve missiles. Cargo capacity is zero tons. The hull is Standard configuration with 6 points of Bonded Superdense armor and has a Stealth coating. The ship requires a crew of one: Pilot but usually includes a Gunner. The ship costs MCr21.334 and takes 29 weeks to build.

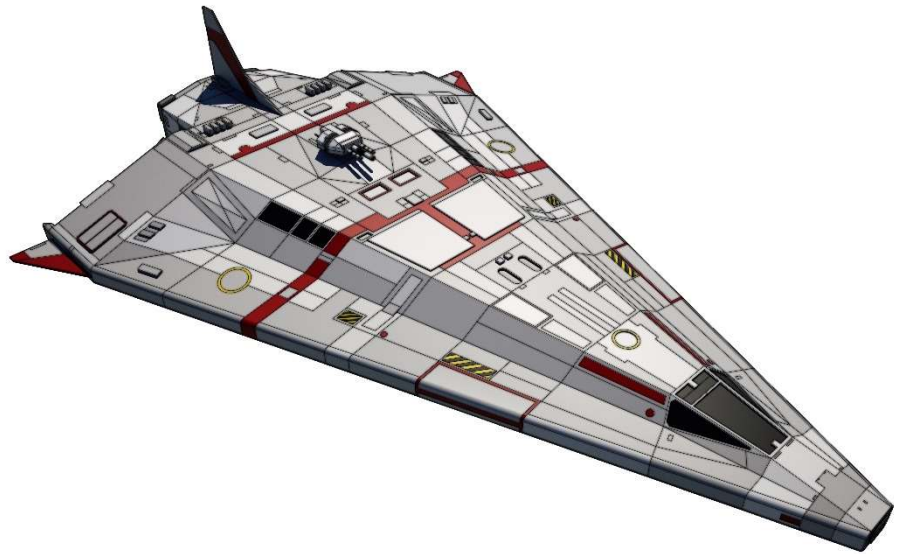
## Space Craft

### Pursuit Ship

The Pursuit ship is most commonly used by the Investigation Division to pursue individuals fleeing interstellar justice or for prisoner transfer. This small ship can be found in just about any system in the Empire. The *Relentless*-Class Pursuit Ship is detailed below:

#### TL 12 *Relentless*-Class Pursuit Ship

Using a 100-ton hull (2 Hull, 2 Structure), the *Relentless*-Class Pursuit Ship is vessel used to transport prisoners and chase suspects. It mounts jump drive A, maneuver drive B, and power plant B, giving a performance of Jump-2 and 4-G acceleration. Fuel tankage of 28 tons supports the power plant for 4 weeks and one jump-2. Adjacent to the bridge is a computer Model 3/fib.



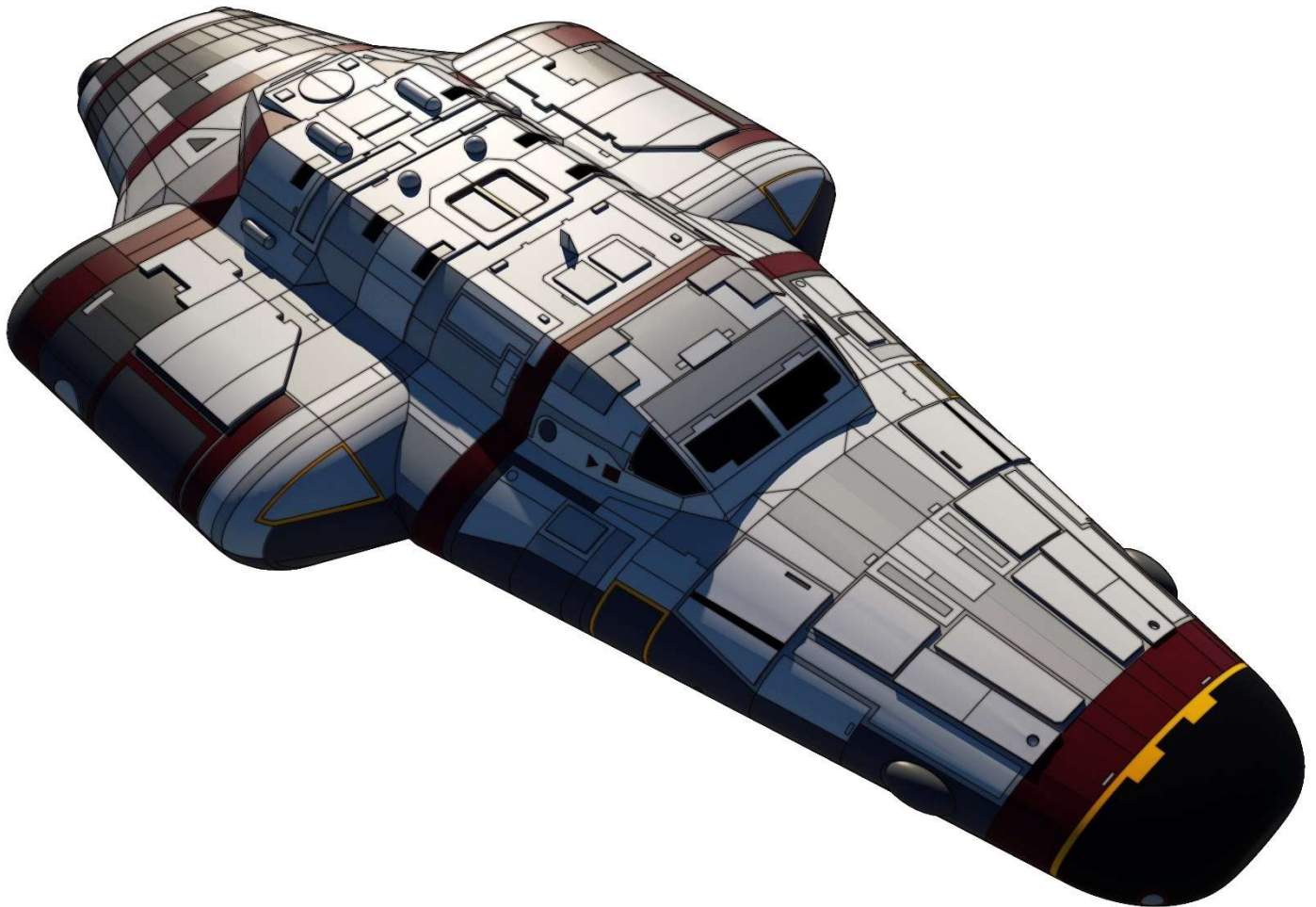
Standard software includes Auto Repair/1, Evade/1, Fire Control/1, and Jump Control/2. The ship is equipped with Military sensors (+0 DM). There are four staterooms and four low berths. The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is a triple turret typically mounting a Particle Beam and two Beam Lasers. There is and Air/Raft stowed in a small craft hangar. Cargo capacity is 3 tons. The hull is a Standard Configuration and is armored with Crystaliron (4 points). The hull is Self-Sealing. Special features include a Detention Cell and a one-ton Fuel Processor (20 tons per day). The ship requires a crew of three: Pilot/Navigator, Engineer, and Gunner. The ship can carry four low passengers, but these berths are normally reserved for the worst offenders. The ship costs MCr50.138 and takes 36 weeks to build.

Deck plans for the *Relentless*-Class Pursuit Ship are provided below.

# The Space Patrol

## Q-Ships

Q-ships are designed to resemble unarmed merchant ships. Their main function is to patrol backwater systems looking for pirates. All Q-ships make use of Pop-Up turrets and heavy armor to be able to fend off attacks. Two Q-ship designs are presented here; one resembles the 200-ton Merchant Trader, the other looks like a 400-ton Merchant Freighter – typical targets for pirates since they often do not follow a specific route and are usually unarmed. There are other Q-ship designs used by the Patrol, but these are by far the most common designs.



# The Space Patrol

## TL 12 *Tasman*-Class Q-Ship

Using a 200-ton hull (4 Hull, 4 Structure), the *Tasman*-Class Q-ship externally resembles the Merchant Trader and is used to lure pirates into attacking. It mounts jump drive A, maneuver drive D, and power plant D, giving a performance of Jump-1 and 4-G acceleration. Fuel tankage of 56 tons supports the power plant for 4 weeks and 2 jumps of jump-1. Adjacent to the bridge is a computer Model 4/fib. Standard software includes Auto-Repair/1, Evade/1, Fire Control/1, and Jump Control/1. The ship is equipped with Advanced sensors (+1 DM)). There are nine staterooms and four low berths. The ship has two hardpoints and two tons allocated for fire control. Installed on the hardpoints are two triple pop-up turrets, Turret #1 mounts triple Particle Beams, Turret #2 mounts triple Missile Racks. A two-ton magazine is located next to Turret #2 and is normally stocked with 24 missiles. There are no small craft hangars. Cargo capacity is 20 tons. The hull is a Standard configuration and is armored with Bonded Super-dense (12 points) and is Self-sealing. Special features include an Armory, three tons of fuel processors, and four Detention Cells. The ship requires a crew of 9: Pilot, Navigator, Engineer, 2 Gunners, and 4 Marshals. The ship can carry up to 9 additional passengers at double occupancy and 4 low passengers often used for wounded or additional prisoners. The ship costs MCr99.090 including discounts and fees and takes 44 weeks to build.

Deck plans for the *Tasman*-Class Q-Ship are provided below.

## TL 12 *Wolverine*-Class Q-Ship

Using a 400-ton hull (8 Hull, 8 Structure), the *Wolverine*-Class Q-ship has the same external appearance as a standard Merchant Freighter. It mounts jump drive B, maneuver drive H, and power plant H, giving a performance of Jump-1 and 4-G acceleration. Fuel tankage of 112 tons supports the power plant for 4 weeks and 2 jumps of jump-1. Adjacent to the bridge is a computer Model 4/fib. Standard software includes Auto Repair/1, Evade/1, Fire Control/2, and Jump Control/1. The ship is equipped with Advanced sensors (+1 DM)). There are 18 staterooms and 4 low berths. The ship has 4 hardpoints and 4 tons allocated for fire control. Installed on the hardpoints are 4 triple pop-up turrets: Turret #1 and Turret #2 mount triple Particle Beams; Turret #3 and Turret #4 mount triple Missile Racks. 6 Tons of Magazines can stow 72 missiles. There are no small craft hangars. Cargo capacity is 20 tons. The hull is standard configuration, and is armored with Bonded Super-dense (12 points.) and has a Self-Sealing hull. Special features include an Armory, Briefing Room, 5 Detention Cells, 18 Escape Pods and 6 tons of Fuel Processors. The ship requires a crew of 10: CO, 3xPilots, Navigator, Sensor Operator, 4xGunners, and usually carries 8 Marshals. The ship can carry up to 18 additional passengers at double occupancy and 4 low passengers commonly used for the wounded or prisoners. The ship costs MCr187.29 and takes 60 weeks to build.

## Patrol Corvette

The iconic ship of the Space Patrol is the *Corvette*. When most citizens think of a Space Patrol ship, they think of a Corvette and its crew. This ship is used for a wide variety of missions and roles and can be found just about anywhere in the Empire. Corvettes operate independently or in small task forces of 2-4 ships. The most famous version of the Corvette is the *Dragon*-Class that has been featured in the popular Tri-V series *Space Patrol* and *Space Patrol: The Border Worlds*. The *Dragon*-Class is detailed below:

# The Space Patrol



## TL 12 *Dragon*-Class Corvette

Using a 400-ton hull (8 Hull, 8 Structure), the *Dragon*-Class Corvette is the standard patrol ship of the Space Patrol. It mounts jump drive D, maneuver drive K, and power plant K, giving a performance of Jump-2 and 4-G acceleration. Fuel tankage of 121.2 tons supports the power plant for 4 weeks and one jump-2. Additional fuel is provided for the Ship's Boat. Adjacent to the bridge is a computer Model 4/fib. Standard software includes Auto Repair/1, Evade/1, Fire Control/2, and Jump

Control/2. The ship is equipped with Very Advanced sensors (+2 DM), There are 14 staterooms, 8 Barracks and 4 low berths. The ship has four hardpoints and four tons allocated for fire control. Installed on the hardpoints are four turrets: Turrets #1 and #2 are equipped with triple Particle Beams, Turret #3 and Turret #4 are equipped with triple Missile Racks. Magazine storage provides ammunition of 72 missiles. There is a Patrol Boat hangar. Cargo capacity is 13.8 tons. The hull is Standard configuration, is armored with Bonded Superdense (6 points), and has Self-Sealing and Reflec coatings. Special features include an Armory, Briefing Room, 3 Detention Cells, and 6 tons of Fuel Processors (120 tons per day). The ship requires a crew of 14: CO, 3xPilot, Navigator, 3xEngineer, Sensors, Medic, 4xGunners. The ship can carry up to 4 low passengers and 8 Marines. The ship costs MCr218.175 and takes 60 weeks to build.

Deck plans for the *Dragon*-Class Corvette are provided on below.

## Patrol Cruiser

A subsector will normally have one or two Patrol Cruisers within its borders. Patrol Cruisers are used to police the major trade routes or areas with heavy pirate activity. Patrol Cruisers are built to take on all but the largest pirate ships. Patrol Cruisers operate independently or in small task forces with 1-3 Corvette escorts. The *Lancer*-Class Patrol Cruiser is detailed below:

### TL 14 *Lancer*-Class Cruiser

Using a 1,000-ton hull (20 Hull, 20 Structure), the *Lancer*-Class Cruiser is the largest ship used to patrol the star lanes. The *Lancer* mounts jump drive L, maneuver drive X, and power plant X, giving a performance of Jump-3 and 6-G acceleration. Fuel tankage of 390 tons supports the power plant for 4 weeks and one jump-3. Additional fuel is carried to refuel the Fighter twice. Adjacent to the bridge is a computer Model 6/fib. Standard software includes Auto Repair/1, Evade/2, Fire Control/4, and Jump Control/3. The ship is equipped with Very Advanced sensors (+2 DM). There are 18 staterooms, 20 Barracks, and 4 Low Berths. The ship has ten hardpoints and ten tons allocated for fire control. Installed on the hardpoints are a Particle Beam Bay, three turrets with triple Particle Beams, two turrets with triple Missile Racks, two turrets with triple Beam Lasers, and two turrets with triple Sandcasters. Ten tons are allocated for any ammunition for missiles and sandcasters. This ship has



# The Space Patrol

one Nuclear Damper screen. There is one small craft hangar for a 20-ton multi-purpose Fighter. Cargo capacity is 5 tons. The hull is Standard configuration and is armored with Bonded Superdense (12 points). Hull options include Reflec and Self-Sealing coatings. Special features include two Armories, Briefing Room, four Detention Cells, one Medical Laboratory, 10 tons of Fuel Processors (200 tons per day), five Probe Drones, and Repair Drones. The ship requires a crew of 29: CO, XO, 3xPilot, Navigator, 5xEngineer, Sensor Operator, Medic, 15xGunners, Flight. The ship also carries 20 Marshals. The ship can carry up to 2 additional passengers at double occupancy and 4 low passengers. The ship costs MCr661.725 and takes 108 weeks to build.

## Patrol Frigate

The largest combat vessel operated by the Space Patrol is the Frigate. These ships are designed for one mission and one mission only: destroying pirate bases. They are not effective ships on their own and usually travel in squadrons of 2-4 ships with a large number of escorts. Rarely will a Sector have more than one squadron of Patrol Frigates. One of the most common designs for the Patrol Frigate is the *Ballista*-Class, which is shown below:

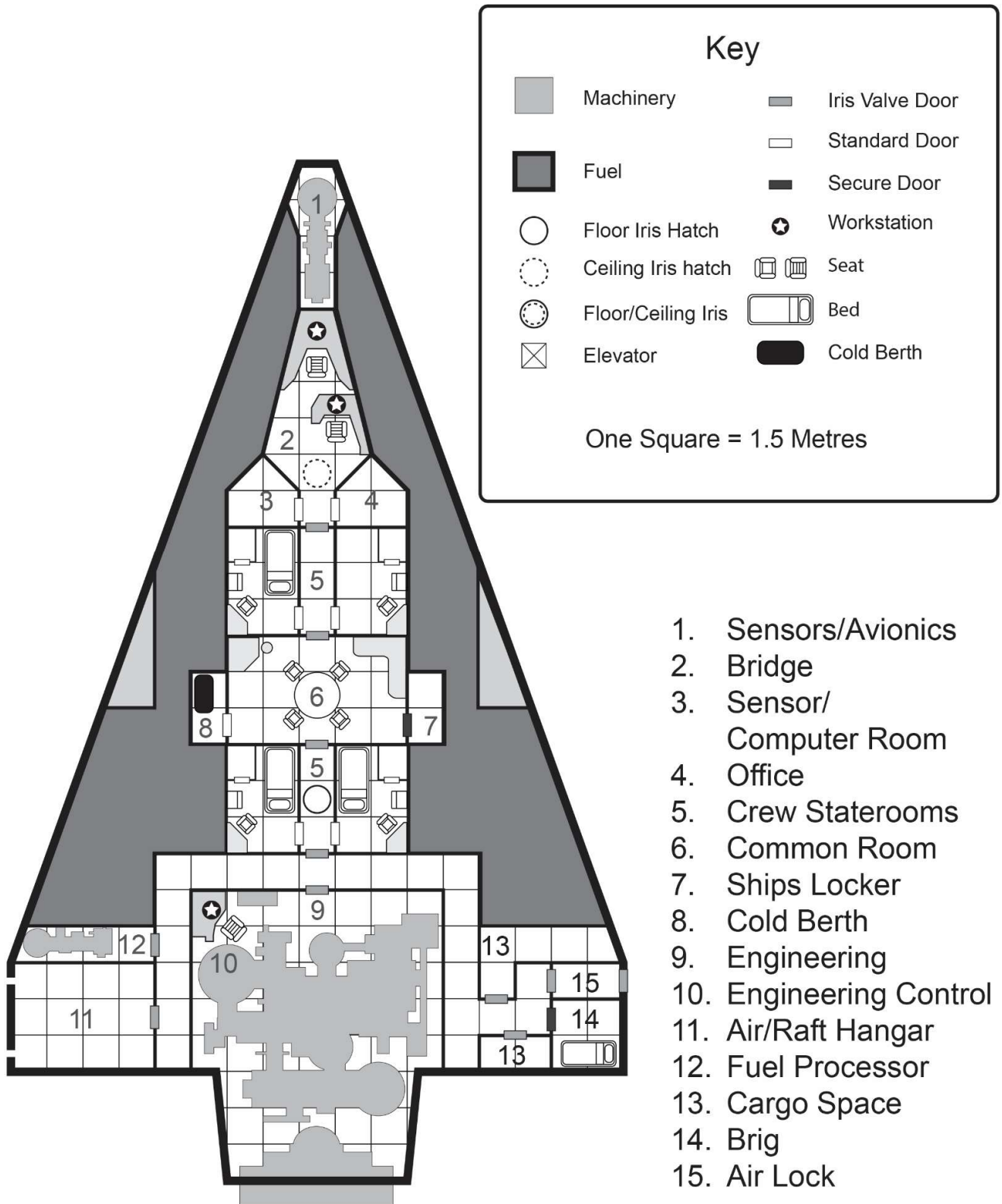
### TL 14 *Ballista*-Class Frigate

Using a 2,000-ton hull (40 Hull, 40 Structure, the *Ballista*-Class Frigate is used to eliminate pirate strongholds. It mounts jump drive R, maneuver drive N, and power plant R, giving a performance of Jump-3 and 2-G acceleration. Fuel tankage of 670 tons supports the power plant for 4 weeks and one jump-3. Additional fuel for the six carried small craft is also provided. Adjacent to the bridge is a computer Model 7/fib. Standard software includes Auto Repair/2, Evade/2, Fire Control/4, and Jump Control/3. The ship is equipped with Very Advanced sensors (+2 DM). There are 40 staterooms, 80 Barracks, and 10 low berths. The ship has twenty hardpoints and twenty tons allocated for fire control. Installed on the hardpoints are a Meson Gun Bay, a Particle Beam Bay, six triple Particle Beam turrets, six triple Missile Rack turrets and six triple Pulse Beam turrets. 72 nuclear missiles are stored in a magazine. This ship has one Nuclear Damper screen. There are six small craft hangars, two 50-ton Patrol Cutters and 4 20-ton Multi-Purpose Fighters. Cargo capacity is 97 tons, including provisions for 3 additional cutter modules. The hull is Standard configuration, is armored with Bonded Superdense (12 points), and has Reflec and Self-Sealing coatings. Special features include 8 Armories, 2 Briefing Rooms, 5 Detention Cells, 15-tons of Fuel Processors (300 tons per day), a Medical Laboratory, and Repair Drones. The ship requires a crew of 55: CO, XO, 3xPilot, Navigator, 5xEngineer, Sensors, Medic, 32xGunners, 8xFlight, and also carries 80xMarshals. The ship can carry up to 12 additional passengers at double occupancy and 10 low passengers. The ship costs MCr1,013.588 and takes 188 weeks to build.



## The Space Patrol

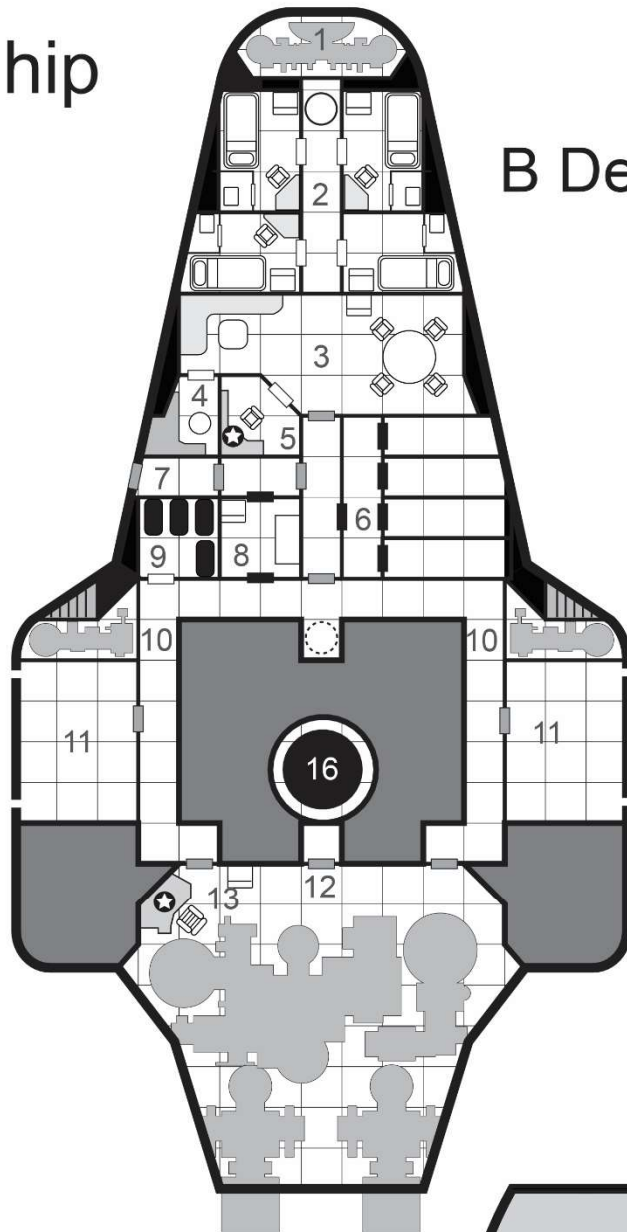
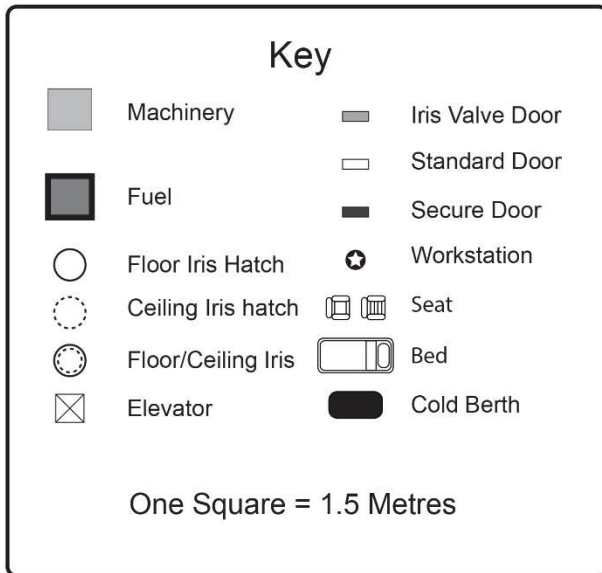
# Relentless Class Pursuit-Ship



# The Space Patrol

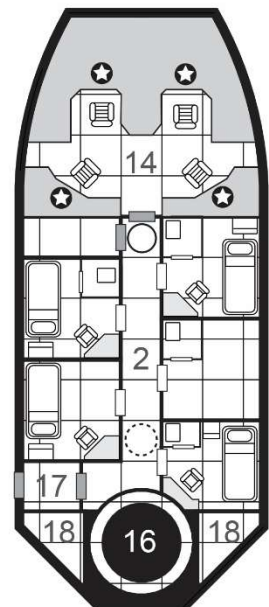
## Tasman Class Q-Ship

B Deck



1. Sensors/Avionics
2. Crew Staterooms
3. Crew Common Room
4. Galley
5. Computer Room/Office
6. Brig
7. Lower Deck Air Lock
8. Armoury
9. Cold Berths
10. Fuel Processors
11. Cargo Bay
12. Engineering
13. Engineering Control
14. Bridge
15. Ships Locker
16. Pop up Turret
17. Upper Deck Air Lock
18. Magazine

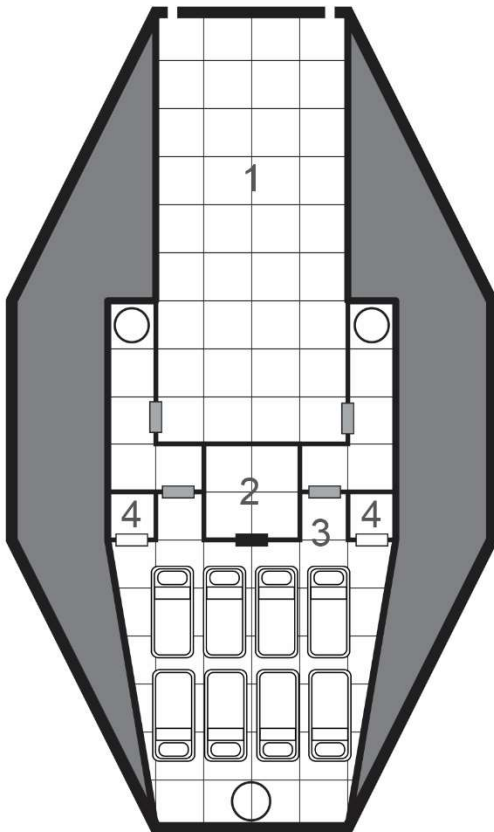
A Deck




## The Space Patrol

# Dragon Class Corvette

## A Deck



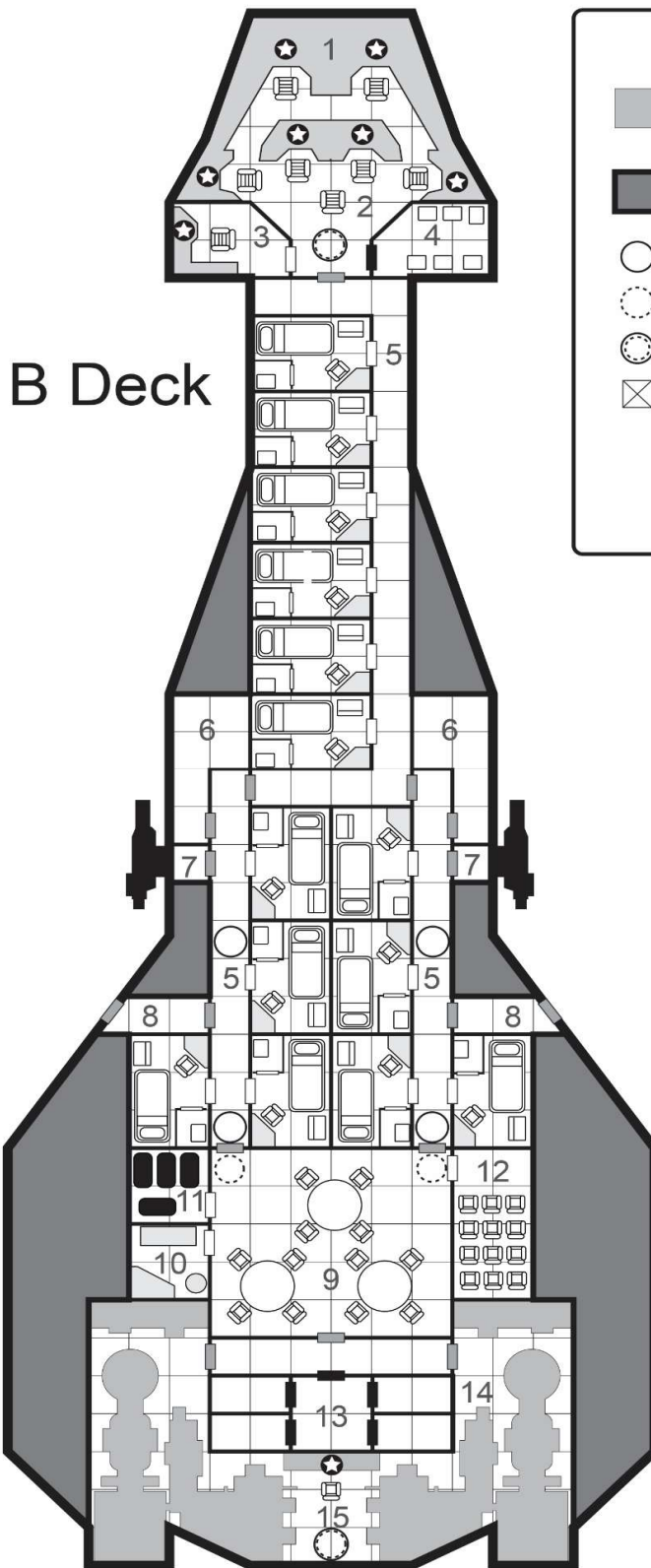
### Key

	Machinery		Iris Valve Door
	Fuel		Standard Door
	Floor Iris Hatch		Secure Door
	Ceiling Iris hatch		Workstation
	Floor/Ceiling Iris		Seat
	Elevator		Bed
			Cold Berth

One Square = 1.5 Metres

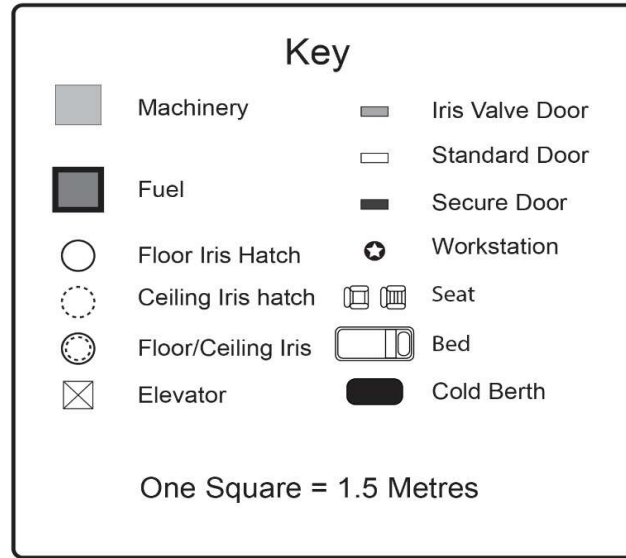
1. Patrol Boat Hangar
2. Armoury
3. Barracks
4. Fresher

# The Space Patrol



B Deck

Dragon B Deck

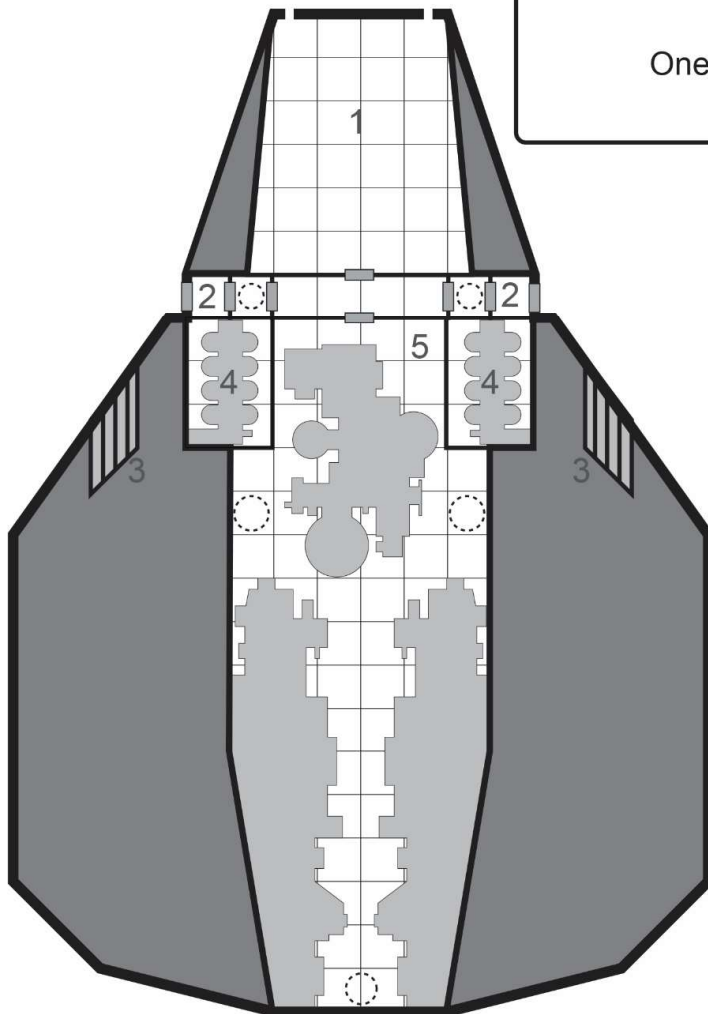


1. Bridge
2. Fire Control
3. Ships Computer/Office
4. Ships Locker
5. Crew Staterooms
6. Magazine
7. Missile Turret Access
8. Airlock
9. Common Room
10. Cold Berths
11. Galley
12. Briefing Room
13. Brig
14. Engineering
15. Engineering Control












Sensors mounted under bridge section  
Particle Turret mount under and on top of bridge section

# The Space Patrol

## C Deck



### Key

	Machinery		Iris Valve Door
	Fuel		Standard Door
	Floor Iris Hatch		Secure Door
	Ceiling Iris hatch		Workstation
	Floor/Ceiling Iris		Seat
	Elevator		Bed
			Cold Berth

One Square = 1.5 Metres

1. Cargo Bay
2. Airlock
3. Fuel Scoops
4. Fuel Processors
5. Engineering

# The Space Patrol

## ***STANDARD EQUIPMENT***

This section details the equipment and weapons normally issued to Space Patrol personnel. Usually each Patroller will be issued whatever equipment they need for a particular mission; price is not a consideration; except for Space Patrol Quartermasters and accountants. Details of the equipment can be found starting on CE66.

### **Symbols and Emblems**

The Space Patrol has a Crest, a Shield and a Logo design.

The Crest is an Imperial Seal that was designed for the Space Patrol during the early days of the Empire. The Crest appears on all official Space Patrol documents, including Imperial Arrest Warrants.

The Space Patrol Shield is a design, worn on uniforms or incorporated into uniform designs and normally located over the heart (for humans) or in an appropriate location for non-humans. Each Division has a slightly different variation of the basic design. Officer shields are gold and enlisted shields are silver.

The Space Patrol Logo is a stylized “SP”. This logo is found on all Space Patrol equipment (including starships) and uniform parts. Most notably, the logo appears on the front of the standard Space Patrol helmet. It is white on a dark background, and dark blue on a light background.



### **Uniforms**

The Space Patrol issues several uniforms for its members to be worn on the appropriate occasions.

#### **Dress Uniform**

The Dress Uniform of the Space Patrol is modeled on an ancient tuxedo design. The trousers and jacket are dark blue and are worn with a white shirt. There is a stripe down the outside of each trouser leg. The color of the stripe represents the Division that the Patroller serves: white for the Secretariat, maroon for Operations, dark blue for Investigations, and black for Marshals. Epaulettes and sashes are the same color as the stripe on the pants. There is no distinction between a male and female uniform. The officer jacket has tails. Medals and ribbons are worn on the outside of the jacket; medals on the left, ribbons on the right. The uniform incorporates a Personal Communicator and Cloth Armor (AR 9).

#### **Office Uniform**

Office uniforms are considered the “standard” uniform of the patrol, especially within the Secretariat. The office uniform consists of dark blue trousers and a white shirt. An optional blue jacket may be worn. Rank is worn on the upper arm/sleeve area of the shirt and jacket. As with the dress uniform, the Office uniform

# **The Space Patrol**

incorporates a Personal Communicator and Cloth Armor (AR9). Ribbons and medals are not normally worn on this uniform.

## **Shipboard Uniform**

Shipboard uniforms consist of a one-piece jumpsuit. The jumpsuit is standard dark blue with accent colors matching the divisional colors worn on the dress uniform. All shipboard personnel carry a vacc suit emergency kit at all times. Any time hostilities are expected, personnel will be in their vacc suits. All jumpsuits incorporate a Personal Communicator. Operation Division jumpsuits also incorporate a Hand Computer (Model/1).

## **Weapons and Armor**

The Space Patrol, as an Imperial organization, is typically equipped to the highest tech level possible. The following standard equipment is issued to the Space Patrol in a normal TL-15 setting. Obviously, lower tech settings will have lower tech-equipped Patrollers; but the Patrollers should always be equipped at the highest tech level possible.

All Space Patrol personnel receive basic combat training. All Patrollers are issued a Stun Pistol, detailed below. Additionally, Marshals are normally issued Laser Pistols and Gauss Rifles and wear specially designed Combat Armor. Investigators are often issued Laser Pistols and Combat Armor.

Since Patrollers spend most of their time in space and on space stations, the standard equipment they use is designed to be used in the environments commonly found there, such as zero-g and vacuum. Energy weapons are preferred due to their lack of recoil, although the Marshals use Gauss Rifles and even FGMP weapons when the situation requires superior fire power.

### **Stun Pistol**

The stun pistol is the standard-issue sidearm to all Patrollers no matter what Division they are assigned to. Every Patroller is expected to carry their sidearm at all times, even when not on duty, although non-Marshal Patrollers normally do not wear their weapon while serving aboard a Space Patrol ship. Use of the stun pistol requires the Gun Combat (energy pistol) skill. The Space Patrol stun pistol is built at TL13 with the following options included: Laser Sights and Secure Weapon.

### **Stun Baton**

Issued to Space Patrol personnel as a standard melee weapon, the stun baton requires the Melee Combat (bludgeon) skill. The Space Patrol stun baton has the Secure Weapon Option.

### **Laser Pistol**

The standard sidearm of the Marshals and used by other Patrollers depending on the situation is the TL12 Laser Pistol. Use of the laser pistol requires the Gun Combat (energy pistol) skill. The standard Laser Pistol has the following options: Laser Sights and Secure Weapon.

### **Gauss Rifle**

The Space Patrol gauss rifle is issued to Marshals on an as-needed basis. The gauss rifle is typically deployed in Customs and Assault missions. The gauss rifle is TL12 with full automatic capability and a 40-round magazine. Using the gauss rifle requires the Gun Combat (slug rifle) skill. It has the following options: Grenade Launcher, Gyrostabilizer, Laser Telescopic Sights, and Secure Weapon.



# The Space Patrol

## Helmet

The Space Patrol helmet is worn with all types of personal armor. It is a ceramic alloy helmet with the following options: Data Display/Recorder, Short Range Communicator, Binoculars, Infrared Goggles, and Light Intensifier Goggles, as well as an integrated Electric Torch; it is also equipped with a Combination Mask.

## Standard Armor

Standard issue to anyone working in the field, on planets or space stations is Combat Armor. This armor is so common it is often referred to as the “field uniform”. Personal armor has full NBC protection and the following options: Hand Computer (Model/2) and a Medikit.

## Standard Vacc Suit

Since so much of the Patrol’s work takes place in space, the Space Patrol has developed its own version of the standard vacc suit. The Space Patrol Vacc Suit is bright-yellow with colored accents for each division. The Space Patrol Vacc Suit is a TL14 tailored Vacc Suit (AR9) equipped with the following options: Short Range Communicator, Computer (Model/3) including a Data/Display Recorder and Data Wafer, a Medikit, Radiation Counter, Inertial Locator, Electromagnetic Probe, Cold Light Lantern, Infrared Goggles and Light Intensifier Goggles, and an integrated small tool kit with common mechanical and electrical equipment (screwdrivers, wire cutters, clamps etc.). Use of the standard Vacc Suit requires the Zero-G skill.

## Combat Armor

When combat is a possibility Marshals wear Combat Armor (AR11). Marshals that are part of a normal customs detail will also normally wear Combat Armor in place of the standard vacc suit as part of their duties. This Combat Armor suit is also worn by non-combat personnel during boarding actions and assaults. Unlike most other standard uniforms, the Space Patrol Combat Armor is not color coded; all are dark blue with no visible signs of rank or Division. The Space Patrol Combat Armor includes the following options: Short Range Communicator, Computer (Model/3) with Data/Display Recorder and Data Wafer, a Medikit, Radiation Counter, Inertial Locator, Cold Light Lantern, Infrared and Light Intensifier goggles, and a Thruster Pack. Space Patrol Combat Armor also incorporates the following weapons: Blade and Laser Pistol. While not a standard part of the Space Patrol Combat Armor many Marshals wear Grav Belts.



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# The Space Patrol

## Battle Dress

Marshals involved in boarding or assault actions will be equipped with Battle Dress (AR18). The standard Space Patrol Battle Dress is TL14. Similar to the Space Patrol Combat Armor, all Space Patrol Battle Dress is the same color: in this case black, with no visible markings to distinguish rank. All of the options contained on the Space Patrol Combat Armor are included with the following upgrades: the Thruster Pack is replaced with a Grav belt and the computer is upgraded to a Model/4. Standard weapons integrated into the suit include: Blade and a RAM Grenade Launcher. The squad support weapon is an FGMP, although these are not used aboard a starship or space station. Personal weapon is a Gauss Rifle or Laser Rifle (Marshal's choice).

Weapon	TL	Cost	Mass	RoF	Range	Damage	Rounds	Options
Stun Pistol	10	Cr600	0.5	1	Pistol	3d6	20	Stun, Secure
Stun Baton	8	Cr300	1.0	-	Melee	2d6	-	Stun, Secure
Laser Pistol	12	Cr1,200	1.2	1	Pistol	4d6	25	Laser Sight, Secure
Gauss Rifle	12	Cr3,100	3.5	1/4/10	Rifle	4d6	40	Laser Telescopic Sight, Secure

## Stun Trait

The following new weapon trait has been added: **Stun**

Stun weapons deal non-lethal damage. Damage is only deducted from END, taking into account any armor. If the target's END is reduced to 0, the target will be incapacitated (stunned) and unable to perform any actions for a number of rounds equal to the damage exceeding their END. Damage from Stun weapons is completely healed by one hour of rest.

## Miscellaneous Equipment

The following items of equipment are commonly used by the Space Patrol:

**Patrol Medikit:** The standard Space Patrol Medikit is built at TL14 and contains the following drugs: Panacea (2 doses), Anti-Radiation (2 doses), Stim Drugs (2 doses), Combat Drug (2 doses), Metabolic Accelerator (1 dose), Fast Drug (1 dose). When it is installed into armor, the MediKit will automatically inject the Patroller with Fast Drug when they are at the brink of death.

**Communicator:** Long Range Communicator with integral Holographic Projector, TL14 500 km Range (size reduced to 0.1 KG due to TL), Cr1,500

**Personal Communicator:** TL10 (size reduced to negligible due to TL), Cr250

**Hand Computer:** TL14, Computer/5, Cr5,000

**Scanner:** The standard Space Patrol Scanner is built at TL15 and combines the following detectors into a single, hand-held instrument: Magnetic Compass, Radiation Detector, Metal Detector, Inertial Locator, and Electromagnetic Probe; it is also fitted with a Holographic Projector. TL15, Mass: 1.0 kg, Cr2,000

Densitometers, Bioscanners, and Neural Activity Scanners are also commonly used, but are carried separately.

# The Space Patrol

## ***SPACEPATROL CAMPAIGNS***

This section is designed to help the Referee decide how to best integrate the Space Patrol into their setting and to give the busy Referee several possible campaign scenarios.

### **Basic Settings**

There are several types of settings that can have a Space Patrol operating within it.

#### **Single Empire**

The default setting of many science fiction games, and the default generic setting used in this book, is a large, relatively aloof, interstellar empire. Due to the limitations of the Jump drive, each world enjoys relative independence, while the Empire controls the space between worlds.

In such a decentralized empire, smuggling is common, since what is considered necessary for life on one world may be illegal on another. This situation creates an environment where moving goods from worlds where they are perfectly legal to worlds where they are illegal can be *very* profitable. Within such a setting, there may be very few things that the Empire bans and thus the Space Patrol will normally use a light hand with smugglers, instead they will focus their efforts on those smugglers that attempt to violate Imperial law by smuggling sophonts (slavery) or weapons of mass destruction.

Although smuggling is a concern, the Patrol's main reason for being is to combat piracy. Piracy is a constant threat to lightly armed civilian vessels carrying high-value goods. The Empire being as decentralized as it is allows many bargain-inclined, "open minded" worlds to look the other way when pirates arrive to fence their goods. The Space Patrol has little jurisdiction on any given world, so it instead focuses its anti-piracy efforts where it does have jurisdiction: in space. Anti-piracy operations carried out by the Space Patrol include vigorously patrolling (it's right there on the label), operating Q-ships, and actively hunting down pirate vessels and bases.

#### **Border Region**

The lonely distant edge of an empire is another type of setting where the Space Patrol becomes important. In border regions, criminals can slip back and forth into uncontrolled space, or into the territory controlled by another government. Smuggling may be more common than piracy in this setting. Moreover, if the neighboring government is hostile, piracy in the form of privateer vessels with letters of marque can be unfortunately commonplace.

A border region can keep a Space Patrol very busy. In addition to normal criminal activity, the Patrol also has to contend with spies and covert operations from its own and any neighboring governments. There are probably at least half a dozen terrorist groups with governmental (friendly or otherwise) ties. There is likely any number of third party groups used as unwitting agents in a larger cold war. There could be "rogue" military vessels carrying out "unsanctioned raids", as well as outright sabotage, assassinations, and more mundane intelligence gathering operations constantly underway.

#### **Frontier Justice**

Frontier regions are a sub-set of the Single Empire setting, but in this case, the region in which the Space Patrol is operating is still being settled. Most worlds are lower tech than the Empire and lawlessness is unfortunately common. There is a lot of partially explored territory that are perfect places for pirates and other unsavory types to hide. Smugglers make fortunes moving illegal goods onto worlds that have huge holes in their detection networks, if any such network exists at all.

# **The Space Patrol**

In these settings the Space Patrol has only minimal Base facilities and relies heavily on corvettes and other ships that are responsible for a particular area of space. With the Empire so far away, many Space Patrol personnel might feel the need to “expedite” warrants and play fast-and-loose with rules of evidence.

## **Pocket Empires**

This setting does not consist of a single large empire but instead features a grouping of smaller polities with independent worlds between them. Here, the major governments and most of the independent worlds have signed a treaty that allows the Space Patrol the authority to operate between these disparate governments. Similar to the early history of the Patrol, criminals will use borders to escape justice in one polity by running to another. Often in these settings, the criminal organizations will happily cross governmental boundaries and may have more interstellar capability than any of the governments.

In a pocket empire style these setting, the Space Patrol really comes into its own. The Patrol is the only multi-government organization that has any authority to thwart interstellar criminals. All of the intrigue of a Border Region setting is multiplied by the presence of so many empires and independent worlds in the region. The myriad of possible legal traps waiting for an unsuspecting trader can pull the Space Patrol into major interstellar events in the blink of an eye.

## **Types of Campaigns**

Once the type of setting has been decided, the Referee must decide on the types of campaigns to run. Below are several of the more common tropes that involve Space Patrol characters. Referees are not limited to running only one type of campaign, a group of Patrollers could easily move from one type of adventure to another; each adventure being a mini-campaign of its own.

## **Patrolling the Spacelanes**

The default assumption of this book is that the characters will be the crew of a patrol ship, likely a corvette, that travels between a number of worlds within a subsector chasing pirates, searching for illegal research facilities, transferring prisoners for trial etc. Each mission could be something completely different than the others and depending on the setting, may involve the characters in any of the other types of campaign events.

## **Crime Scene Interstellar**

Rather than focus on a patrol corvette out on patrol, this campaign could focus on an Investigation team. The main player character activities would include evidence gathering from the crime scene, interviewing witnesses, and solving the crime. The goal is making the prosecution of the culprit possible. Any of the plethora of police procedural TV shows can be used as inspiration.

## **Travelling Judges**

In this campaign, the player characters are Investigation Division personnel who go to barely settled colonies in order to investigate crimes and administer justice. In these campaigns, the Mission of the Patrol may be greatly expanded as the local colonial administration may not have any resources and the Patrol will become involved in investigating local crimes, not just interstellar crimes. For inspiration, Referees can turn to any western story (movie or book) where a wandering lawman travels from town to town, righting wrongs and stamping out corruption.

## **The Black Patrol**

In this book the Space Patrol is assumed to be a force for good, fighting crime and defending the innocent. However, depending on how the Space Patrol formed and the history of the setting, the Patrol can take on a

# **The Space Patrol**

darker side. Instead of being an organization that fights crime and protects merchants from pirates, the Patrol could be nothing more than a protection racket with government backing and fancy uniforms or a repressive police force for a sinister Empire. Corporations are forced to pay the Patrol for protection or 'unfortunate accidents' will begin to happen. Patrollers might actually play the role of pirates secretly working for the Patrol to attack merchant shipping that hasn't paid for protection. These PC pirate would not be interested in stealing ships or causing serious damage. They just have to steal enough to convince merchants to purchase protection from the Patrol. Patrollers could even be operating under the delusion that they are honest law enforcement agents, without realizing the true nature of the Space Patrol until well into their careers. Alternately, the Space Patrol may be the antagonists for heroic rebels and plucky smugglers fighting against the evil Empire.

## **Traditional Settings**

If a Referee doesn't want to have a separate Space Patrol organization, they may still integrate the functions of the Space Patrol into a traditional campaign setting. In this case, the Space Patrol operations would fall under the authority of the Sector and Subsector Navies. Investigation of interstellar crimes would be part of the Department of Justice or some equivalent law enforcement organization. The remaining sections of this book would still apply in this type of setting, but the organization and reporting structure would be different.

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## SPACEPATROL CHARACTERS

The following section details some Non-Player Characters (NPCs) that may be used in a Space Patrol oriented game. Note that no Cascade skills were selected so that the Referee can better fit the NPC to the campaign or setting.

### Secretariat

The following NPCs are from the Secretariat Division.

<b>Name</b>	Secretary-General Arik Lewot IV	<b>UPP</b>	786A9D	<b>Age</b>	50	<b>Sex</b>	Male
<b>Career</b>	Noble (6), Secretariat (2)	<b>Cash</b>	500	<b>Cr</b>	250,000	<b>Pension</b>	16,000
<b>Skills</b>	Admin-2, Advocate-2, Animals-1, Athletics-0, Broker-0, Carousing-1, Computer-1, Gambling-1, Gun Combat-2, Leadership-1, Liaison-1, Linguistics-1, Medicine-1, Melee Combat-1, Sciences-1, Tactics-1, Vehicle-3, Zero-G-1						
<b>Equipment</b>	Explorer's Society, Pursuit Ship, 7 Ship Shares						
<b>Description</b>	The son of a noble, Secretary-General Lewot has always enjoyed a life of privilege and power. Tragically, his wife was killed by pirates a decade ago and he has dedicated all his resources to destroying them. He used his family influence to become Secretary-General of the Space Patrol in this sector. He is very tall, slightly overweight, and has receding brown hair.						

<b>Name</b>	Director-General Shariana Burgeh	<b>UPP</b>	78769C-4	<b>Age</b>	42	<b>Sex</b>	Female
<b>Career</b>	Operation (3), Secretariat (3)	<b>Cash</b>	500	<b>Cr</b>	130,000	<b>Pension</b>	12,000
<b>Skills</b>	Admin-2, Advocate-1, Animals-0, Broker-1, Comms-1, Computer-1, Electronics-1, Engineering-1, Gun Combat-1, Gunnery-0, Leadership-1, Liaison-1, Mechanics-1, Navigation-1, Piloting-1, Steward-0, Tactics-1, Zero-G-0						
<b>Equipment</b>	Explorers Club, Pursuit Ship, 2 Ship Shares						
<b>Description</b>	The Director-General has worked her way up through the ranks of the Space Patrol to become Director-General of the subsector. She is secretly a very weak Psion and doesn't use her powers very often. She is short and plump and looks like everyone's grandmother; but don't let this façade fool you; she is dedicated, efficient, and doesn't suffer fools lightly.						

<b>Name</b>	Commander Dreja bin Cartars	<b>UPP</b>	5978A8	<b>Age</b>	38	<b>Sex</b>	Female
<b>Career</b>	Belter (1), Operations (2), Secretariat (2)	<b>Cash</b>	300	<b>Cr</b>	35,000	<b>Pension</b>	10,000
<b>Skills</b>	Admin-1, Advocate-1, Broker-1, Carousing-1, Comms-0, Demolitions-1, Electronics-0, Engineering-1, Gun Combat-1, Gunnery-0, Leadership-1, Linguistics-1, Navigation-1, Piloting-1, Prospecting-1, Zero-G-1						
<b>Equipment</b>	High Passage, Weapon						
<b>Description</b>	Born into one of the nomadic star-gypsy clans, Commander Cartars turned her back on her heritage when she saw an attack on her clan turned back by a Patrol Cruiser. She joined the Patrol the next day. She has contacts all over the subsector. She has dark skin and eyes, pale blonde hair that she shaves on one side and wears long on the other side in the tradition of her clan.						

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<b>Name</b>	Major Shiaw Evonni	<b>UPP</b>	484985	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Investigation (3), Secretariat (2)	<b>Cash</b>	400	<b>Cr</b>	40,000	<b>Pension</b>	10,000
<b>Skills</b>	Admin-1, Advocate-0, Animals-0, Comms-2, Computer-1, Gun Combat-1, Leadership-1, Liaison-1, Linguistics-1, Medical-1, Melee Combat-0, Recon-1, Streetwise-1, Tactics-1, Vehicle-0						
<b>Equipment</b>	High Passage, Laser Pistol, Ship Share						
<b>Description</b>	Major Evonni was injured in the line of duty and has been forced to take a desk job at the local Space Patrol Bureau. He would give anything to get back in the field. He is of average build, non-descript-looking, with brown hair and eyes.						

<b>Name</b>	Lieutenant Marcis Ozimann	<b>UPP</b>	B76987	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Secretariat (2)	<b>Cash</b>	100	<b>Cr</b>	1,000	<b>Pension</b>	None
<b>Skills</b>	Admin-2, Advocate-0, Animals-0, Broker-1, Computer-1, Gun Combat-0, Melee Combat-0, Leadership-1, Liaison-1, Steward-0, Vehicle-0						
<b>Equipment</b>	Explorers Society						
<b>Description</b>	A very large man, Lt. Ozimann defies certain stereotypes and is actually a quiet and reserved person. He prefers to operate in the background and has a reputation for being a great organizer and administrator. He has black hair, pale skin, and striking grey eyes.						

<b>Name</b>	Corporal Landan Shirakawa-Jenkins	<b>UPP</b>	668974	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Investigation (1), Secretariat (4)	<b>Cash</b>	200	<b>Cr</b>	21,000	<b>Pension</b>	10,000
<b>Skills</b>	Admin-1, Animals-0, Computer-1, Slug Pistol-1, Streetwise-0, Survival-0,						
<b>Equipment</b>	High Passage, Weapon						
<b>Description</b>	Corporal Shirakawa-Jenkins was born on the mean streets of a poor world and he has never been able to grow out of his reckless youth. He has been promoted and demoted several times for a variety of minor infractions and is putting in his time until he can retire. He is very short and thin with dark hair.						

<b>Name</b>	Specialist Tathika Ku-Shi-Ranni	<b>UPP</b>	775D86	<b>Age</b>	30	<b>Sex</b>	Female
<b>Career</b>	Secretariat (3)	<b>Cash</b>	100	<b>Cr</b>	15,000	<b>Pension</b>	None
<b>Skills</b>	Admin-1, Advocate-0, Animals-0, Comms-1, Computer-2, Electronics-2, Gun Combat-0, Linguistics-1, Melee Combat-0, Sciences-1, Steward-0, Streetwise-0, Vehicle-0						
<b>Equipment</b>	Explorers Club						
<b>Description</b>	Specialist Ku-Shi-Ranni is notably smarter than just about anyone else in her department – or possibly the Space Patrol. She used her intelligence to flee from a tragic, abuse-filled past. She is short and thin with blonde hair and brown eyes.						

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<b>Name</b>	Corporal Erican Callwell	<b>UPP</b>	659977	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Secretariat (1)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Admin-1, Advocate-0, Computer-1, Gun Combat-0, Melee Combat-0, Steward-0, Streetwise-0, Vehicle-0						
<b>Equipment</b>	Ship Share						
<b>Description</b>	Corporal Callwell is a hardworking, competent rookie. She is better suited to a career behind a desk than one out in the field. Callwell has a voice that carries and she is considerably louder than she thinks she is. She is very tall and has hair that is constantly changing color.						

## Investigation

The following NPCs are from the Investigation Division.

<b>Name</b>	Major Obia'a Rellah	<b>UPP</b>	769987	<b>Age</b>	34	<b>Sex</b>	Female
<b>Career</b>	Investigate (4)	<b>Cash</b>	300	<b>Cr</b>	35,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-1, Animals-0, Comms-1, Electronics-1, Gun Combat-1, Leadership-1, Medical-1, Melee Combat-0, Recon-2, Streetwise-1, Tactics-1, Vehicle-0						
<b>Equipment</b>	High Passage, Weapon						
<b>Description</b>	A former rising star within the Patrol, Major Rellah's career was derailed when she was framed for smuggling and dishonorably discharged. She wants to restore her good name. She is slim and elegant-looking with dark skin and hair.						

<b>Name</b>	Captain Abrielle Fordias	<b>UPP</b>	8CA98B	<b>Age</b>	30	<b>Sex</b>	Female
<b>Career</b>	Athlete (1), Investigation (2)	<b>Cash</b>	500	<b>Cr</b>	70,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Athletics-2, Carousing-0, Comms-1, Computer-0, Gambling-0, Gun Combat-1, Leadership-1, Liaison-1, Recon-2, Streetwise-1, Vehicle-0						
<b>Equipment</b>	Explorers Club, Pursuit Ship						
<b>Description</b>	A former gymnast, Captain Fordias works for the Space Patrol as a semi-independent operative. She is fairly well known on several high population worlds. She often uses her semi-celebrity status to gain access to the upper tiers of society. She is short and muscular with dark skin, red hair, and a bright smile.						

<b>Name</b>	Lieutenant Makir Al Robins	<b>UPP</b>	77769A	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Investigation (2)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-0, Carousing-1, Gun Combat-2, Leadership-1, Melee Combat-0, Linguistics-0, Recon-1, Streetwise-1, Vehicle-0						
<b>Equipment</b>	High Passage						
<b>Description</b>	A no-nonsense cop, Lieutenant Robins loves his guns and catching the bad guys. He was working undercover investigating a Noble when his cover was blown. He has been on the run ever since. He is tall and thin, with brown hair and haunted eyes.						

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<b>Name</b>	Sergeant Jedidiah Covenant	<b>UPP</b>	687866	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Agent (1), Investigation (4)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	10,000
<b>Skills</b>	Admin-0, Animals-0, Bribery-1, Broker-0, Comms-1, Computer-0, Electronics-1, Gun Combat-2, Leadership-0, Recon-1, Streetwise-2, Vehicle-1						
<b>Equipment</b>	Mid Passage, High Passage, Weapon						
<b>Description</b>	Sergeant Covenant was a planetary cop who had gone undercover to investigate a smuggling ring. He later joined the Space Patrol and continued to work undercover until he was made and captured. He recently escaped and is trying to get back to the subsector capital to report in. Covenant is average height and build, with blonde hair and green eyes.						

<b>Name</b>	Specialist Vikki Haadir	<b>UPP</b>	687AD9	<b>Age</b>	30	<b>Sex</b>	Female
<b>Career</b>	Scientist (1), Investigation (2)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Bribery-0, Comms-1, Computer-0, Electronics-1, Medicine-0, Sciences-2, Recon-1, Streetwise-1, Vehicle-0, Zero-G-0						
<b>Equipment</b>	Ship Share						
<b>Description</b>	While she is at home in the lab, Specialist Haadir has recently acquired a lot of field experience pertaining to undercover operations. She is attractive, has dark brown hair, and black eyes.						

<b>Name</b>	Technician Yervik Door	<b>UPP</b>	657B86	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Investigation (2)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-0, Gun Combat-1, Sciences-2, Melee Combat-0, Recon-1, Streetwise-0, Vehicle-0						
<b>Equipment</b>	None						
<b>Description</b>	A typical lab-rat, Technician Door is more at home working with chemicals and slimes than he is with people. He is very intellectual and not very emotionally connected to others but he produces good work for the Investigation Division. He is tall with thin features, pale skin, unkempt brown hair, and blue eyes.						

## Marshal

The following NPCs are Marshals.

<b>Name</b>	Commander Henderson Gergg	<b>UPP</b>	678567	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Marshal (5)	<b>Cash</b>	500	<b>Cr</b>	110,000	<b>Pension</b>	10,000
<b>Skills</b>	Admin-1, Athletics-1, Battle Dress-1, Demolitions-1, Gun Combat-2, Gunnery-1, Leadership-1, Melee Combat-1, Recon-0, Tactics-1, Zero-G-1						
<b>Equipment</b>	High Passage						
<b>Description</b>	Commander Gergg is always convinced he knows what he was doing, even when he doesn't. That overconfidence finally caught up with him and he was discharged from the Patrol. He continues to believe that someone set him up despite all evidence to the contrary. He is tall and stocky, with brown hair, and blue eyes.						



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<b>Name</b>	Major Marsia Prew	<b>UPP</b>	9A9788	<b>Age</b>	34	<b>Sex</b>	Female
<b>Career</b>	Marshal (4)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	None
<b>Skills</b>	Admin-1, Animals-0, Athletics-1, Battle Dress-1, Gun Combat-2, Leadership-1, Melee Combat-2, Recon-0, Watercraft-0, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Major Prew is a tough, dedicated Space Patrol officer who loves the thrill of the fight. She has a reputation for toughness and getting the job done. The Major is average height and very fit. She has a pale complexion, blonde hair, and brown eyes.						

<b>Name</b>	Lieutenant Toffer Slojez	<b>UPP</b>	788889	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Entertainer (1), Marshal (2)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Athletics-0, Bribery-0, Broker-0, Carousing-1, Comms-1, Gambling-0, Gun Combat-1, Leadership-1, Linguistics-1, Melee Combat-1, Recon-1, Vehicle-0						
<b>Equipment</b>	High Passage						
<b>Description</b>	Lieutenant Slojez wanted to be a singer, but ended up as a Space Patrol officer assigned to guard spoiled nobles. He is very conscientious about his job, but secretly despises his charges. He is tall and lean, with sandy-brown hair, and brown eyes.						

<b>Name</b>	Sr. Sergeant Collette d'Airlaine	<b>UPP</b>	99A988	<b>Age</b>	42	<b>Sex</b>	Female
<b>Career</b>	Marshal (6)	<b>Cash</b>	200	<b>Cr</b>	25,000	<b>Pension</b>	12,000
<b>Skills</b>	Athletics-1, Battle Dress-1, Comms-1, Demolitions-1, Electronics-1, Gun Combat-3, Gunnery-2, Melee Combat-2, Recon-1, Zero-G-1						
<b>Equipment</b>	High Passage, Explorers Club, Weapon						
<b>Description</b>	Sergeant d'Airlaine has spent her entire career fighting pirates and she is very good at it. At this point in her life, it's all she really wants to do. She is tall and muscular, with black hair, and brown eyes.						

<b>Name</b>	Technician Kaza Myuon	<b>UPP</b>	687697	<b>Age</b>	30	<b>Sex</b>	Man
<b>Career</b>	Marshal (3)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-1, Gun Combat-1, Gunnery-1, Melee Combat-1, Recon-1, Zero-G-0						
<b>Equipment</b>	Ship Share						
<b>Description</b>	Technician Myuon is a quiet man who keeps his head down and does his job. A man of few words, Myuon will carry out his orders regardless of the consequences. He is average height and very good looking, with sandy hair, and green eyes.						

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<b>Name</b>	Private Darian Ying	<b>UPP</b>	698687	<b>Age</b>	22	<b>Sex</b>	Male
<b>Career</b>	Marshal (1)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-0, Carousing-0, Gun Combat-0, Gunnery-1, Linguistics-0, Melee Combat-0, Recon-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	A kid with a promising career in the Patrol, Private Ying left his pastoral home to wander the stars. He is a bit naïve, which has earned him a great deal of ribbing from his fellow Patrollers. Ying has blonde hair and blue eyes.						

## Operation

The following NPCs are in ship and ground Operations.

<b>Name</b>	General Ami-Lynn Rennaud	<b>UPP</b>	6ABAD9	<b>Age</b>	46	<b>Sex</b>	Female
<b>Career</b>	Operations (8)	<b>Cash</b>	500	<b>Cr</b>	150,000	<b>Pension</b>	14,000
<b>Skills</b>	Admin-2, Battle Dress-1, Comms-0, Computer-1, Electronics-2, Engineering-1, Gravitics-1, Gun Combat-1, Gunnery-1, Leadership-2, Mechanics-0, Navigation-2, Piloting-2, Sciences-1, Tactics-2, Zero-G-2						
<b>Equipment</b>	Explorers Club, Pursuit Ship, Weapon						
<b>Description</b>	General Rennaud commands a sector <i>Ballista</i> fleet. It is an open secret however that she would rather be flying the ships than commanding the squadron. She is short, with blonde hair, and blue eyes.						

<b>Name</b>	Major Marjeri Terig	<b>UPP</b>	6779A8	<b>Age</b>	34	<b>Sex</b>	Female
<b>Career</b>	Operations (4)	<b>Cash</b>	500	<b>Cr</b>	55,000	<b>Pension</b>	None
<b>Skills</b>	Admin-1, Comms-1, Computer-1, Electronics-1, Engineering-2, Gun Combat-0, Gunnery-0, Leadership-1, Mechanics-2, Sciences-1, Zero-G-1						
<b>Equipment</b>	Explorers Club, Ship Share						
<b>Description</b>	Major Terig is an intense woman who likes machines more than people. She does have a group of friends that she met in Officer School and has stayed close to them ever since. She is very short and stocky. She has bright, blue eyes and blonde hair.						

<b>Name</b>	Lieutenant Irvin Barana	<b>UPP</b>	697896	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Aerospace Defense (1), Operations (2)	<b>Cash</b>	200	<b>Cr</b>	15,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Comms-1, Electronics-1, Gun Combat-0, Gunnery-0, Leadership-1, Melee Combat-0, Navigation-1, Piloting-1, Vehicle-1, Zero-G-0						
<b>Equipment</b>	Ship Share						
<b>Description</b>	Lieutenant Barana grew up on a quiet, backwater world but dreamed of voyaging in space. After spending a term serving in his home world's Aerospace Defense Force, he joined the Space Patrol and is now the veteran of several ship engagements. He is a very intense man with prematurely greying hair and grey eyes.						

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<b>Name</b>	Sergeant Anness Sevesk	<b>UPP</b>	997845	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Investigations (2), Operations (3)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	10,000
<b>Skills</b>	Advocate-1, Animals-0, Carousing-1, Electronics-1, Gun Combat-1, Gunnery-0, Melee Combat-2, Piloting-1, Recon-1, Streetwise-2, Vehicle-0						
<b>Equipment</b>	High Passage, Weapon						
<b>Description</b>	Sergeant Sevesk has a rather checkered past within the Patrol. He has gained a large number of contacts within the pirate and smuggler community, mainly from spending time with them in prison. He is an honest Patroller, but many of the people he works with are still suspicious of him. He is short, with dark hair and eyes.						

<b>Name</b>	Specialist Menna Coaloutte	<b>UPP</b>	66A784	<b>Age</b>	38	<b>Sex</b>	Female
<b>Career</b>	Operations (5)	<b>Cash</b>	300	<b>Cr</b>	35,000	<b>Pension</b>	10,000
<b>Skills</b>	Animals-0, Carousing-1, Comms-1, Computers-1, Electronics-2, Gun Combat-1, Gravitics-1, Gunnery-1, Mechanics-1, Piloting-1, Zero-G-1						
<b>Equipment</b>	High Passage, Ship Share						
<b>Description</b>	Specialist Coaloutte is a career spacer who happened to land a steady job with the Space Patrol. She is an excellent crewmember for any potential assignment and is well-known for her legendary endurance. This applies to both her work ethic, which is ferocious, and her ability to drink nearly anyone in her crew under the table. She is tall and slender, with black hair, and brown eyes.						

<b>Name</b>	Corporal Hossen Pampara	<b>UPP</b>	6A4987	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Operations (2)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Comms-0, Electronics-1, Engineering-1, Gravitics-1, Gun Combat-0, Gunnery-0, Mechanics-0, Streetwise-0, Zero-G-1						
<b>Equipment</b>	High Passage						
<b>Description</b>	Corporal Pampara has had nothing but bad luck since joining the Patrol: two different ships have been shot out from under him. His friends call him “lucky” but he certainly doesn’t feel that way. He has dark skin, close-shaved brown hair, and brown eyes.						

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## Crew of the Patrol Corvette “Wyvern”

The Wyvern is a *Dragon-Class* Patrol Corvette used by the Space Patrol for a variety of missions. The crewmembers below represent typical Space Patrollers that can be encountered just about anywhere.

### Commanding Officer

<b>Name</b>	Major Jamison Lupin	<b>UPP</b>	787989	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Operations (3)	<b>Cash</b>	200	<b>Cr</b>	25,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Comms-1, Electronics-1, Gun Combat-0, Gunnery-0, Leadership-1, Mechanics-0, Navigation-2, Piloting-1, Prospecting-0, Sciences-1, Tactics-1, Zero-G-1						
<b>Equipment</b>	Ship Share						
<b>Description</b>	A rising star within the Space Patrol, Major Lupin’s talent was recognized early and he was commissioned during his first term. He has been assigned to Corvettes his entire career. He is jovial and likes to laugh a lot, but can be very serious when the need arises. He is of average height, with dark hair, and blue eyes.						

### Navigator (Executive Officer)

<b>Name</b>	Captain Beda Cardin	<b>UPP</b>	988785	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Operations (3)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-1, Carousing-0, Comms-0, Electronics-1, Gun Combat-1, Gunnery-0, Leadership-1, Mechanics-0, Melee Combat-0, Navigation-2, Streetwise-1, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Captain Cardin is the Executive Officer of the <i>Wyvern</i> and also leads the ship’s boarding party missions. He came from the mean streets of an industrial hell-hole and his accent and mannerisms still reflect his background. He has a short temper. He has olive skin, with dark hair and eyes.						

### Chief Pilot

<b>Name</b>	Lieutenant Maraline Steward	<b>UPP</b>	6A7897	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Operations (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Broker-0, Comms-0, Electronics-1, Gun Combat-1, Gunnery-0, Leadership-1, Mechanics-0, Piloting-1, Vehicle-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	The junior officer aboard the <i>Wyvern</i> , Lieutenant Steward serves as the ships pilot and weapons officer. Due to her youth and desire to be taken seriously in her job, she is very serious and has no discernible sense of humor. She is petite, with blonde hair, and green eyes.						

# The Space Patrol

## Second Pilot

<b>Name</b>	Sergeant Luisandro Ramos	<b>UPP</b>	698A67	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Marshal (1), Operations (4)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	10,000
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-1, Comms-2, Computers-1, Engineering-1, Gun Combat-1, Mechanics-1, Melee Combat-0, Navigation-1, Piloting-2, Recon-0, Zero-G-1						
<b>Equipment</b>	High Passage, 2 Ship Shares						
<b>Description</b>	Born on a poor agricultural colony, Sergeant Ramos escaped from his homeworld and joined the Patrol. After being injured during his first term, he transferred to the Operations department and has found a home flying starships. He is very short, with thin with dark hair, and dark skin.						

## Third Pilot (Ship's Boat Pilot)

<b>Name</b>	Technician Abigale Laressen	<b>UPP</b>	786965	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Operations (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Carousing-1, Comms-0, Electronics-1, Gun Combat-0, Gunnery-0, Mechanics-0, Piloting-1, Streetwise-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Raised on tales of pirate-hunting from a retired Space Patrol grandfather, Technician Laressen left her homeworld and has found her calling flying for the Patrol. She was just recently assigned to the <i>Wyvern</i> and doesn't know many of the crew very well. She has a wicked sense of humor and usually dyes her hair green to match her eyes.						

## Chief Engineer

<b>Name</b>	Sergeant Tim Tyran	<b>UPP</b>	677987	<b>Age</b>	38	<b>Sex</b>	Male
<b>Career</b>	Belter (1), Operations (4)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	10,000
<b>Skills</b>	Carousing-1, Comms-1, Computers-1, Demolitions-0, Electronics-1, Engineering-2, Gun Combat-0, Gunnery-0, Mechanics-1, Prospecting-1, Piloting-0, Zero-G-0						
<b>Equipment</b>	3 Ship Shares, Explorers Club						
<b>Description</b>	A college dropout, Sergeant Tyran spent some time as a belter before finding a home in the Patrol. He takes his job very seriously, but likes to party when not on duty. He has a drinking problem, but it has not affected his work (yet). Some might argue that he is a high-functioning alcoholic. He is average height, with black hair, and brown eyes.						

# The Space Patrol

## Second Engineer

<b>Name</b>	Technician Kiris Blatnik	<b>UPP</b>	798996	<b>Age</b>	26	<b>Sex</b>	Female
<b>Career</b>	Operations (2)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Electronics-1, Engineering-1, Gun Combat-0, Gunnery-0, Mechanics-1, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Technician Blatnik has a cloud over her career. She was involved in a major internal investigation into corruption several years ago and many other Patrollers still do not trust her. Consequently, she works very hard and has tried to prove herself to her shipmates. She is very friendly and easy to get along with in the cramped quarters of the enlisted mess. Blatnik is tall, with dark brown hair and eyes.						

## Third Engineer

<b>Name</b>	Private Johan Deliga-Corriam	<b>UPP</b>	688796	<b>Age</b>	20	<b>Sex</b>	Male
<b>Career</b>	Operations (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Comms-0, Electronics-1, Gun Combat-0, Gunnery-0, Mechanics-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Recently graduated from basic training, Private Deliga-Corriam is on his first patrol and still learning. He is very shy, but a keen observer. He is average height, with a bald head, and brown eyes.						

## Chief Gunner (Turret #1) – Sergeant of the Ship

<b>Name</b>	Senior Sergeant Seusy Esseny	<b>UPP</b>	898776	<b>Age</b>	38	<b>Sex</b>	Female
<b>Career</b>	Investigation (1), Operations (4)	<b>Cash</b>	500	<b>Cr</b>	30,000	<b>Pension</b>	10,000
<b>Skills</b>	Advocate-0, Athletics-1, Carousing-1, Electronics-1, Gun Combat-1, Gunnery-3, Mechanics-1, Melee Combat-1, Piloting-1, Recon-1, Streetwise-1, Vehicle-0						
<b>Equipment</b>	High Passage, Ship, 2 Ship Shares						
<b>Description</b>	Senior Sergeant Esseny is both the Chief Gunner and the Sergeant of the Ship. She started out her Space Patrol career as investigator, but after saving a senior Operations Officer, he convinced her to change to the Operations Department where she has excelled. She is very professional and fiercely loyal to her crew. She will defend her people to the death, if need be. She is average height, with brown hair and eyes. She has a very visible scar on her left hand that she has chosen not to have removed.						

# The Space Patrol

## Gunner (Turret #2)

<b>Name</b>	Specialist Paul Corsi	<b>UPP</b>	A76764	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Operations (3)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	None
<b>Skills</b>	Broker-0, Carousing-1, Comms-0, Electronics-1, Gambling-0, Gun Combat-0, Gunnery-2, Mechanics-1, Streetwise-1, Vehicle-0, Zero-G-1						
<b>Equipment</b>	Explorers Society						
<b>Description</b>	Specialist Corsi seems to have friends everywhere and knows someone who knows someone who knows someone that can get you just about anything. He also really likes being a gunner and wouldn't want to do anything else. He is very short, with black hair, and brown eyes.						

## Gunner (Turret #3)

<b>Name</b>	Corporal Shawn Draughten	<b>UPP</b>	6A8988	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Operations (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Athletics-0, Comms-0, Electronics-1, Gun Combat-0, Gunnery-1, Mechanics-0, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Corporal Draughten is one of the youngest crewmembers aboard but has already shown that she has a bright future in the Patrol. She does not look old enough to be a Patroller and has red hair and green eyes.						

## Gunner (Turret #4)

<b>Name</b>	Corporal Michael Minton	<b>UPP</b>	688677	<b>Age</b>	34	<b>Sex</b>	Male
<b>Career</b>	Marshal (1), Investigation (1), Secretariat (1), Operations (1)	<b>Cash</b>	500	<b>Cr</b>	100,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Animals-0, Athletics-0, Battle Dress-0, Carousing-2, Gambling-1, Gun Combat-1, Gunnery-0, Medicine-0, Melee Combat-0, Recon-0, Steward-0, Streetwise-0, Zero-G-0						
<b>Equipment</b>	High Passage						
<b>Description</b>	Corporal Minton is very lazy and does only enough to get by. He spends more time gambling and carousing than he does working on his turret, and is not respected by the other gunners. He feels that he has been very unlucky and that his superiors don't appreciate his talents. He has worked in every Division because he has to keep moving or get kicked out. He is average height, with blonde hair, and green eyes.						

# The Space Patrol

## Chief Investigator

<b>Name</b>	Sergeant Avril Hunter	<b>UPP</b>	698A85	<b>Age</b>	34	<b>Sex</b>	Female
<b>Career</b>	Investigations (4)	<b>Cash</b>	300	<b>Cr</b>	30,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-2, Animals-0, Athletics-1, Comms-1, Gun Combat-1, Melee Combat-1, Recon-2, Streetwise-1, Vehicle-0						
<b>Equipment</b>	High Passage, Weapon						
<b>Description</b>	Sergeant Hunter started life as a street kid, became a police informant and after being found out, fled her homeworld to join the Patrol. She is very good at going unnoticed and is very quick witted. She is small in stature and has dark hair that she wears longer than Space Patrol regulations allow.						

## Investigator

<b>Name</b>	Corporal Yen-She Lucas	<b>UPP</b>	879877	<b>Age</b>	26	<b>Sex</b>	Female
<b>Career</b>	Colonist (1), Investigation (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-1, Animals-0, Electronics-0, Gun Combat-1, Mechanics-0, Survival-1, Recon-1, Streetwise-0, Vehicle-0						
<b>Equipment</b>	Mid Passage						
<b>Description</b>	Corporal Lucas grew up on a backwater colony. She joined the Patrol after a pirate raid on her colony killed several of her friends. She is a bit insecure in her position and is constantly looking for advice and affirmation, even though she knows her job very well. She has dark skin and hair.						

## Squad Leader (Alpha Team Leader) "Alpha-One" or "Leader-One"

<b>Name</b>	Senior Sergeant Annyri Vrana	<b>UPP</b>	A98899	<b>Age</b>	38	<b>Sex</b>	Female
<b>Career</b>	Marine (1), Marshal (4)	<b>Cash</b>	300	<b>Cr</b>	35,000	<b>Pension</b>	10,000
<b>Skills</b>	Animals-0, Athletics-1, Battle Dress-2, Carousing-0, Comms-1, Demolitions-1, Electronics-1, Gun Combat-4, Gunnery-0, Leadership-1, Melee Combat-0, Recon-0, Zero-G-2						
<b>Equipment</b>	Weapon						
<b>Description</b>	Defying the stereotype of the dour Space Patrol Marshal, Senior Sergeant Vrana is very friendly and funny. She can be very serious when she needs to be, though she has an infuriating (to some of her squad-mates) tendency to treat her squad like her children. She is very athletic and strong, with a shaved head, and brown eyes.						



# The Space Patrol

## Alpha Team Medic “Alpha-Two” or “Doc”

<b>Name</b>	Technician Ken Appstol	<b>UPP</b>	78A897	<b>Age</b>	34	<b>Sex</b>	Male
<b>Career</b>	Physician (2), Marshal (2)	<b>Cash</b>	500	<b>Cr</b>	95,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Battle Dress-0, Broker-0, Computer-0, Gun Combat-1, Jack o’ Trades-1, Leadership-0, Sciences-1, Linguistic-1, Mechanics-0, Medicine-2, Zero-G-1						
<b>Equipment</b>	Explorers Club, Weapon						
<b>Description</b>	A paramedic by training, “Doc” Appstol has found his calling with the Space Patrol as a combat medic. He has often risked his life to save his comrades and that has gotten him hurt more than once. This habit has gotten him free drinks more than once as well. He has dark hair and gray eyes.						

## Alpha Team “Alpha-Three”

<b>Name</b>	Corporal Ginn Abethii	<b>UPP</b>	888676	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Marshal (2)	<b>Cash</b>	100	<b>Cr</b>	15,000	<b>Pension</b>	None
<b>Skills</b>	Athletics-0, Battle Dress-1, Gun Combat-1, Gunnery-1, Melee Combat-1, Recon-0, Zero-G-0						
<b>Equipment</b>	High Passage						
<b>Description</b>	Corporal Abethii has just recovered from a significant amount of time in hospital. His skin is still mottled grey and sensitive to light. He used to be outgoing and friendly, but now all he wants is to exact revenge against the pirates that hurt him. He is tall and handsome, but with dead eyes.						

## Alpha Team “Alpha-Four”

<b>Name</b>	Private Nelee Basur	<b>UPP</b>	799787	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Marshal (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-1, Gun Combat-1, Melee Combat-0, Recon-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Private Basur is disillusioned with the Patrol and is looking to get out and get into another line of work. Her enlistment is up in a few months. She is tall and dark, with black hair and eyes.						

## Beta Team Leader “Beta-One” or “Leader-Two”

<b>Name</b>	Specialist Danner Tesauo	<b>UPP</b>	BCA765	<b>Age</b>	30	<b>Sex</b>	Male
<b>Career</b>	Marshal (3)	<b>Cash</b>	200	<b>Cr</b>	20,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-1, Battle Dress-1, Gun Combat-2, Melee Combat-3, Recon-0, Zero-G-0						
<b>Equipment</b>	High Passage						
<b>Description</b>	He is the toughest, meanest, most honest Marshal you will ever meet. He loves to fight and win. He is small and moves like a cat. He has dark skin, hair, and eyes.						

# The Space Patrol

## Beta Team "Beta-Two"

<b>Name</b>	Corporal Bylla Sonej	<b>UPP</b>	989786	<b>Age</b>	26	<b>Sex</b>	Female
<b>Career</b>	Marshal (2)	<b>Cash</b>	100	<b>Cr</b>	1,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-0, Carousing-1, Electronics-1, Gun Combat-1, Gunnery-1, Melee Combat-0, Recon-0, Vehicle-0, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Corporal Sonej has had a very unlucky career with the Patrol and has accepted assignment to the Wyvern hoping her luck will change. Someone recently stole her identity and she is still putting the pieces of her life back together. She is average height with short, green hair and brown eyes.						

## Beta Team "Beta-Three"

<b>Name</b>	Private Chendi Przllicz	<b>UPP</b>	879988	<b>Age</b>	19	<b>Sex</b>	Male
<b>Career</b>	Marshal (1)	<b>Cash</b>	100	<b>Cr</b>	1,000	<b>Pension</b>	None
<b>Skills</b>	Animals-0, Athletics-0, Battle Dress-0, Gun Combat-1, Gunnery-0, Melee Combat-0, Recon-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Private Przllicz just graduated from Patrol Training and the Wyvern is his first assignment. He is dedicated and bright, but inexperienced. He is tall and muscular, with black hair, and brown eyes.						

## Beta Team "Beta-Four"

<b>Name</b>	Private Robb Kurmak	<b>UPP</b>	898A56	<b>Age</b>	22	<b>Sex</b>	Male
<b>Career</b>	Marshal (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Athletics-0, Battle Dress-0, Carousing-0, Gun Combat-1, Melee Combat-1, Recon-1, Streetwise-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Private Kurmak is happy to be in space and away from the politics of the subsector capital. He is dour and taciturn, but honest and open with his few friends. He is lithe, blonde and has green eyes.						

# The Space Patrol

## Cutter P-5A83 Customs Inspection Team

The crew of the Cutter P-5A83 “The Gothic Goddess” or “The Goth” and the Customs Inspection Team assigned to her are detailed here. The Goth is usually equipped with a Customs module, but unless trouble is expected, only a small customs crew is assigned. This crew is fairly typical of inspection teams and may be used for any general customs inspection/boarding actions.

### Pilot

<b>Name</b>	Technician Haddria “Hattie” BenZir	<b>UPP</b>	8A6986	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Operations (1)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Comms-0, Electronics-0, Gun Combat-0, Gunnery-1, Mechanics-0, Navigation-0, Piloting-1, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Technician BenZir loves to fly and thinks she is a better pilot than she really is. She is good friends with the Inspector-in-Charge. She is very thin and wiry, with a shaved head, and blue eyes.						

### Gunner

<b>Name</b>	Corporal Micha Millallo III	<b>UPP</b>	76798A	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Noble (1), Operations (1)	<b>Cash</b>	500	<b>Cr</b>	100,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Animals-0, Athletics-0, Carousing-1, Comms-0, Electronics-1, Gambling-1, Gun Combat-0, Gunnery-1, Leadership-0, Liaison-0, Vehicle-0,						
<b>Equipment</b>	Explorers Society						
<b>Description</b>	No one aboard knows that Corporal Millallo is actually the third child of the subsector Duke. He has been an embarrassment to his family his whole life and he now wants to prove to everyone that he can make it on his own. He is tall and very handsome, suave, and debonair. He has black hair and a dark complexion, with black eyes.						

### Inspector-in-Charge (Commanding Officer)

<b>Name</b>	Lieutenant Kemal Brjaci	<b>UPP</b>	87A988	<b>Age</b>	26	<b>Sex</b>	Female
<b>Career</b>	Marshal (1), Investigation (1)	<b>Cash</b>	100	<b>Cr</b>	15,000	<b>Pension</b>	None
<b>Skills</b>	Admin-0, Athletics-0, Battle Dress-0, Comms-1, Gun Combat-2, Leadership-1, Medicine-1, Melee Combat-0, Recon-1, Vehicle-0, Zero-G-0						
<b>Equipment</b>	None						
<b>Description</b>	Lieutenant Brjaci was assigned to a customs cutter while still enlisted. She did a great job and was commissioned and given command of her own cutter as Inspector-in-Charge. She is a rising star within the Patrol and there are rumors that she will be promoted again soon. She is thin, with blue eyes, and brown hair.						

# The Space Patrol

## Inspector

<b>Name</b>	Corporal Fabia Brillal	<b>UPP</b>	467766	<b>Age</b>	22	<b>Sex</b>	Female
<b>Career</b>	Investigation (1)	<b>Cash</b>	100	<b>Cr</b>	5,000	<b>Pension</b>	None
<b>Skills</b>	Advocate-0, Animals-0, Carousing-0, Computer-1, Gun Combat-1, Melee Combat-0, Recon-1, Streetwise-0, Vehicle-0						
<b>Equipment</b>	None						
<b>Description</b>	Shy and timid, Corporal Brillal has fallen under the spell of Marshal Akleno and is his lover. She is also in awe of Lieutenant Brjaci and follows her orders without question. She is average height and slightly overweight, with brown hair and eyes.						

## Marshal

<b>Name</b>	Corporal Samin Akleno	<b>UPP</b>	A89667	<b>Age</b>	26	<b>Sex</b>	Male
<b>Career</b>	Marshal (2)	<b>Cash</b>	100	<b>Cr</b>	10,000	<b>Pension</b>	None
<b>Skills</b>	Athletics-1, Battle Dress-0, Broker-0, Gambling-1, Gun Combat-1, Linguistics-0, Melee Combat-0, Recon-0, Zero-G-1						
<b>Equipment</b>	None						
<b>Description</b>	Corporal Akleno and Inspector Brillal are lovers, and while they think they are keeping it a secret, everyone aboard the Goth knows about the affair. He would do anything to protect her. He has a sunny smile, which he always seems to show around her. He is tall, blonde haired, and blue-eyed.						

# The Space Patrol

## Most Wanted

The following section details six of the most wanted criminals in the subsector. Each has a complete description as well as a posted Bounty. These are not run-of-the-mill criminals, these are some of the most dangerous and feared people in the subsector usually with large and loyal support organizations. If it were easy to catch them, they would already be in jail.

### Pirate

Name	“Naked” Nick O’Hanaran	UPP	8A9A8B	Age	38	Sex	Male
Career	Merchant (1) Pirate (4)	Cash	10,000	Cr	5,843,000	Pension	None
Skills	Advocate-1, Bribery-1, Broker-0, Comms-0, Electronics-0, Engineering-1, Gun Combat-1, Jack o’ Trades-2, Melee Combat-0, Navigation-1, Piloting-1, Recon-1, Steward-1, Tactics-2, Vehicle-0						
Equipment	2 Secret Bases, 4 Ships (2 Corvettes, 2 Couriers)			Bounty	MCr1.0 (Black Cr500K)		
Description	<p>Nick O’Hanaran grew up on a small agricultural world and was drafted into the Merchant Marines. He worked for Empire Star Lines (ESL), one of the largest passenger lines in the Empire, where his talents were quickly recognized and rewarded. He was assigned to escort vessels protecting the mega-liners from pirates. He served in several positions on these vessels and quickly rose up to command his own ship.</p> <p>ESL entered into a trade war with one of its largest rivals Orion Spacelines (OS). Nick and his ship were assigned to corporate raiding missions, attacking OS ships and installations; he was very good at it. When ESL and OS declared an end to hostilities, Nick and his ship were one of the negotiating points of the cease-fire; Nick was to be sacrificed to OS as part of the peace. Nick refused to cooperate and after a bloody series of battles, he escaped the clutches of both corporations with his ship and most of his crew intact.</p> <p>Since that time, he has waged a personal war against both OS and ESL. He only attacks passenger liners since they are less likely to put up a fight, and does his utmost to avoid injuring the passengers. He has grown his pirate gang to four ships: two Corvettes (<i>Fury</i> and <i>Dark Vengeance</i>) and two Couriers (<i>Whistleblower</i> and <i>Arbalest</i>).</p> <p>Nick has a friend in the subsector media who has helped him develop a “Robin Hood” persona; he is portrayed as a pirate with a heart of gold, stealing from the evil, rich corporations and giving to the poor – that last part is complete fiction. Still, Nick is very careful not to kill unless absolutely necessary. But, Nick is also not without a sense of humor; he got his pirate nickname from his signature habit of robbing all the passengers and crew on a ship and putting them in lifeboats or escape pods naked. Nick always destroys the ships he captures, knowing that the loss of the ship is a bigger financial blow to the corporations than any cargo he might be able to steal.</p> <p>Nick has had cosmetic surgery to make himself appear very handsome and dashing; he takes his public image very seriously and does whatever he can to promote it, knowing that having the public on his side will help him in his fight against both corporations. Nick always carries his trademark twin iridium-handled SMGs and wears a cutlass in proper pirate fashion. Despite all his posturing, Nick is not really a nice man. He is ruthless and determined to do whatever he can to bring down Orion Spacelines and Empire Star Lines. Nick has at least one base in the subsector and contacts on many worlds that feed him information about OS and ESL shipping. Nick is wanted for dozens of counts of piracy, destruction of private property, assault, armed robbery, and three counts of murder (all true).</p>						

## The Space Patrol

<b>Patrol Info</b>	The Space Patrol knows who Nick's ally in the media is, but they do not know how he gets his information on Nick's activities. They do not know where Nick's bases are located. They do know the identities of several of his crew and have them under observation. The Black Bounty is offered by Orion Spacelines and Empire Star Lines.
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### Terrorist

Name	Li Shin-Za	UPP	798A9A	Age	34	Sex	Male
Career	Noble (1), Rogue (3)	Cash	20,000	Cr	1,975,000	Pension	None
Skills	Admin-0, Athletics-0, Bribery-1, Carousing-1, Explosives-2, Gambling-0, Gun Combat-1, Jack o' Trades-1, Leadership-0, Liaison-1, Sciences-1, Streetwise-1, Tactics-1, Vehicle-0, Zero-G-1						
Equipment	Explorers Society, Yacht			Bounty	Cr400,000		
Description	<p>Li Shin-Za was born with all the wealth that he could ever desire, but he was disillusioned at an early age when he saw how the Empire exploited the masses. He failed out of university more due to lack of trying than lack of ability and joined one of the groups dedicated to overthrowing the Empire and establishing peace through mutual aid and the absence of interstellar government. Li has accepted these views as a religious doctrine and even wrote a manifesto proclaiming his beliefs. He has gathered dozens of other believers into a loose organization called "The Freedom Horde" and they work to overthrow the Empire.</p> <p>The Freedom Horde mainly carries out sabotage operations on Imperial facilities, such as the starports, off-world stations, and the like. While his beliefs are shared by many other organizations, Li has carved out his own path. He specializes in biological weapon attacks. He has a friend from his university days that provides the scientific expertise that he needs to construct the weapons, and a small, dedicated group of zealots that are unhinged enough to carry out the attacks. Li is a tall man, with olive skin, and almond eyes. He likes to wear a goatee and has very refined manners.</p>						
Patrol Info	The Space Patrol knows that Shin is the leader of the Freedom Horde. They are still investigating his past and his next target.						

## The Space Patrol

### Organized Crime Leader

Name	“Grandmother” Aloca Zvendiniti	UPP	797FDC	Age	58 (30)	Sex	Female
Career	Bureaucrat (3), Rogue (7)	Cash	50,000	Cr	48,750,000	Pension	None
Skills	Admin-2, Advocate-2, Bribery-2, Broker-2, Carousing-1, Computer-1, Gambling-1, Gun Combat-1, Leadership-2, Liaison-2, Linguistics-1, Recon-0, Streetwise-2, Tactics-1, Vehicle-1, Zero-G-1						
Equipment	Explorers Society, Merchant Liner			Bounty	(Cr500,000 Black Bounty)		
Description	<p>“Ala” graduated with a Law Degree from the most prestigious university in the subsector. Her education was sponsored by the Zvendiniti criminal organization. She then worked on the fringes of the Zvendiniti organization for over a decade, providing legal counsel and generally thwarting law enforcement in their efforts to curtail the crime syndicate. She met and married Grigory, the son of the head of the Zvendiniti and with him they worked quite successfully to expand the organization; branching out into legitimate operations to cover their illegal ones. After the death of the old Grandfather, Ala and Grigory both struggled for control of the Zvendiniti. Ala won. Grigory now represents her most dangerous enemy and threat, but to date she has not had him eliminated. Theories abound as to why Aloca has not had her rival eliminated. The most likely explanation is that she is keeping him alive just to remind him of what he has lost. With Grandmother Ala, you never know.</p> <p>Ala began taking anagathics when she turned thirty (the first dose was a gift from Grigory) so even though she is approaching sixty she looks and feels thirty. Aloca has dark brown hair and eyes.</p> <p>The Zvendiniti have almost complete control of one of the major cities on one of the secondary worlds within the subsector; this same world (Ni, Ag, Ri) is a source of natural anagathics.</p> <p>The Zvendiniti are involved in all manner of organized crime from smuggling and piracy to drugs, racketeering, and protection/extortion rackets. They are also silent partners in many legal businesses such as waste management, manufacturing, and agriculture (anagathics).</p> <p><b>Cover Identity</b> Cynthia Debeers – Citizen (Waste Management Company Owner)</p>						
Patrol Info	“Grandmother Ala” is known to be the head of the Zvendiniti criminal syndicate, but the Patrol has been unable to get a conviction on three previous indictments. Undercover officers continue to attempt to infiltrate the Zvendiniti organization but they have a bad habit of disappearing and showing up later in a land fill or floating down a river. There is no official bounty for this criminal.						

## The Space Patrol

### Assassin for Hire

Name	Bertrand Sorienta	UPP	7D8987	Age	34	Sex	Male
Career	Agent (1), Hunter (3)	Cash	1,000	Cr	350,000	Pension	None
Skills	Admin-0, Animals-1, Bribery-0, Computer-0, Gun Combat-3, Leadership-0, Melee Combat-0, Recon-1, Streetwise-2, Vehicle-0						
Equipment	Courier Ship, Weapon			Bounty	Cr200,000		
Description	<p>Bertrand (Bert to his few friends) started out as a simple skip tracer, but after one particularly nasty bounty, he discovered that he liked to hunt people. He got a special thrill when he killed a sentient being. He then abandoned his life as a bounty hunter and became an actual hunter of people; an assassin for hire.</p> <p>Bert does not question why someone needs to be killed, he just kills them. He has a patron amongst the upper nobility (SS 13+) that has protected him and uses him to deal with unpleasant enemies and rivals. Word has spread throughout the subsector of his abilities and he is never at a loss for work.</p> <p>Bert is constantly on the move. He owns a Courier ship which he bought as salvage and refitted at an illicit starport. The Courier is armed with a triple turret with a Sandcaster and twin Pulse Lasers. Bertrand prefers to kill with his custom built Laser Rifle (TL14). It is designed to be easily disassembled and he has successfully snuck it through many customs inspection (-6 DM to detect). Bertrand recently came to the media's attention when he was observed assassinating the President of a major world in the subsector. However, he constantly changes his cosmetic appearance. He is of average height and typically has dark hair and a short beard.</p>						
Patrol Info	Bertrand's identity has only recently been discovered. He has been able to elude the Patrol by moving frequently. His current location is unknown. He has a friend among the Nobility that is protecting him.						



# The Space Patrol

## Embezzler

Name	Chantzie Nagusu	UPP	687C98	Age	38	Sex	Female
Career	Bureaucrat (5)	Cash	40,000	Cr	7,000,000,040,000	Pension	10,000
Skills	Admin-2, Advocate-1, Animals-1, Bribery-1, Carousing-1, Computer-4, Leadership-0, Steward-1, Vehicle-0						
Equipment	?(A planet)?			Bounty	Cr1,000,000		
Description	<p>Chantzie was the model corporate citizen until her career was almost ruined by corporate politics and in-fighting. Her career as a criminal began when she realized that her “retirement” fund was a sham and she would be almost penniless when she decided to retire. Rather than cry into a beer about it, she decided to take matters into her own hands.</p> <p>Chantzie found a way to embezzle seven <i>trillion</i> credits (Cr7,000,000,000,000) from the megacorporation that employed her for almost twenty years. She then took a long-overdue vacation to a nearby world and disappeared. Needless to say the megacorporation wants their money back and has put a very high bounty on her head. There is an even bigger reward for whoever engineers the return of these stolen funds to the company. However, with seven trillion credits, Chantzie could be just about anywhere doing just about anything, looking like just about anyone; she could even buy her own planet! Her co-workers were shocked and appalled when Chantzie’s crime was finally leaked to the media. They all described her as a fun-loving, hard working woman who loved animals. Notably, she was involved with several animal rescue groups that were desperately underfunded until each received a large, several-million-credit, anonymous donation.</p> <p>It is likely that Chantzie’s appearance has changed but when she disappeared she was quite tall and slender with long red hair and blue eyes.</p>						
Patrol Info	<p>The evidence of Chantzie’s last known location consists of grainy security camera video of her boarding a luxury liner to a nearby world. There are no records of her leaving that ship. Her current whereabouts are unknown. The megacorporation has been stalling on the investigation, which has hampered the Patrol investigation. The megacorporation has not figured out how she stole the money, or where it went. They also have their own agents looking for her, and would prefer to handle the entire matter internally.</p>						

# The Space Patrol

## Serial Killer

Name	Dominic Jeffers	UPP	9A7655	Age	30	Sex	Male
Career	Technician (1), Drifter (2)	Cash	100	Cr	10,000	Pension	None
Skills	Admin-0, Animals-0, Computer-1, Electronics-1, Gun Combat-1, Mechanics-1, Medicine-0, Melee Combat-2, Recon-0, Sciences-0,						
Equipment	Weapon			Bounty	Cr100,000		
Description	<p>Dominic is a man misunderstood by the universe. He grew up in a normal working class family and was working in his father’s small shop as a mechanic. A local gang burned the business to the ground, killing both of his parents. Rather than wallow in despair, Dominic took revenge. He killed over half of the gang before the rest fled the planet in panic. He now tracks them across the subsector. He also takes the opportunity to right any other wrongs that he sees. What this really means is that if Dominic sees someone picking on others, laughing at someone who has fallen, or cutting a driver off in traffic Dominic will track them down, kill them, and cut out their evil heart. The media has sensationalized his actions saying that he eats the hearts of his victims, and have dubbed him the “Heart Eater”, but he actually burns their hearts to remove their evil from the universe.</p> <p>Dominic has killed over two dozen people on half-a-dozen worlds in the subsector, not including the gang members. He has been able to kill so many people because his victims are essentially picked at random, and he doesn’t stay on one planet long enough for the Space Patrol to catch up with him. He is also searching for the few living members of the gang that killed his parents. Dominic often travels via Working Passage – within the free trader community he has a good reputation as a hard worker aboard ship. Dominic is a short man of surprising strength and dexterity. He is usually overlooked in a crowd.</p>						
Patrol Info	<p>The Space Patrol does not know the identity of the Heart Eater. They have been able to track his path through several worlds, but do not know all of his victims. The fact that he prefers to go to mid and low-tech worlds has hindered the Patrol’s investigation. The media found out about the Heart Eater through a leak within the Patrol, which has not been found yet either. The Patrol is under a lot of pressure to find this killer, but due to the random nature of most of his victims and his constant traveling, they don’t have many leads.</p>						

# The Space Patrol

## ***SPACEPATROLADVENTURESEEDS***

This section provides adventure seeds for use in a Space Patrol campaign. None of these adventures are completely detailed; instead they should be used by the Referee as inspiration for developing more complete adventures.

### **Murder on the Orient Star**

This adventure is a murder mystery aboard a ship in jump space. The players must try to solve the mystery before the ship docks at its destination. However, the company that owns the vessel insists that the investigation must not inconvenience the many innocent, wealthy passengers aboard. As well, the Characters should work to minimize the bad press that the ship or its owners could receive.

#### **Character Type:**

Any, although Investigation division personnel are best suited for this adventure.

#### **Required Equipment:**

None.

#### **Player Information:**

The characters are passengers on a large civilian ship, such as a Merchant Liner when, one day into jump, a passenger is found dead with an electrical cord wrapped around his neck. Only a couple of hours later, another passenger's body is discovered in a restricted area of the ship. This second victim appears to have died by falling from a height and breaking his neck. Since the characters are members of the Patrol, they are asked by the ship's crew to investigate the deaths. As the ship will not emerge at its destination for approximately six more days, the characters must try to determine what happened before anyone else dies.

#### **Referee Information:**

This is a classic locked-room murder mystery. All of the initial evidence should point to murder. The Referee should prepare 3-6 likely suspects that could have committed the murders. The two victims should not have any obvious connection with each other except for being on the same ship (and being dead). The most interesting games will have NPCs with previously developed histories, perhaps even a connection to one or more of the Patrol player characters

#### **Adventure Hooks:**

1. The murderer is the first victim's spouse/lover and the second victim was a witness.
2. As 1 above, but the murderer has an accomplice who will provide an alibi, but can be broken under interrogation.
3. As 2 above, but the accomplice will not break, but can be threatened and then the murderer will confess.
4. There are actually two different murders unrelated to each other.
5. As 4 above except the murderers are working together to cover for each other.
6. There is no murder. Both victims died in unusual ways, but of natural causes.

# The Space Patrol

## Taking Out the Trash

This adventure is for a group of Space Patrol characters assigned to escort suspects to the sub-sector capital for trial by the Imperial Court.

### Character Type:

Mixed Operation and Marshal

### Required Equipment:

*Relentless*-Class Pursuit Ship

### Player Information:

The characters are part of the crew of a *Relentless*-class Pursuit ship. Their mission is to transport suspects and all related evidence to the subsector capital for trial at the Imperial Court. All suspects will be placed in Low Berths and the evidence for each case will be stored in separate, sealed containers in the cargo compartment.

### Referee Information:

The voyage should require several jumps to reach the subsector capital. Mini-adventures are possible along the way, but at some point, when the ship is in a remote system, they will be attacked by a pirate ship trying to recover one of the suspects in Low Passage. The suggested pirate ship is the TL9 Raider per *CE143*. The character's ship will be outgunned and must rely on skill and tactics to avoid being boarded.

If any of the evidence containers are damaged or opened during the trip, the Chain of Evidence will be compromised and a conviction will be much harder to obtain (-4 DM).

### Adventure Hooks:

1. Everything is as it seems. The Raider is far enough away for the characters to escape, but it will chase them through the subsector.
2. As 1 above, but during any fight, an electrical glitch will release one or more of the prisoners from their Low Berths.
3. As 2 above, except the electrical glitch is random and does not require combat.
4. As 3 above, except the glitch was caused by a member of the crew in the pay of the pirate gang.
5. As 4 above, except all of the Low Berths release their prisoners at the same time.
6. One of the prisoners is in fact a political figure from a neighboring, hostile Empire. The attacking ship will actually be a military ship (similar to a Corvette or Patrol Frigate), precipitating a diplomatic incident.

# The Space Patrol

## We Always Get Our Sophont

The characters are the crew of a *Relentless*-class Pursuit ship tracking a suspect across the sub-sector.

### Character Type:

Mixture of Operation and Marshal, a Psionic character would be helpful, but is not required

### Required Equipment:

*Relentless*-class Pursuit Ship

### Player Information:

An Imperial Arrest Warrant has been issued for Captain Jeben Markara, a suspected smuggler. He is the captain/owner of a Merchant Trader and the Investigation Division has evidence of him smuggling illicit drugs to various worlds in the subsector. His ship left this star system two weeks ago. His flight plan indicated that he was headed for a system one jump away. His ship is not known to be armed.

The characters are assigned to track down Captain Markara and arrest him. Any contraband discovered during his arrest, or found during their pursuit, is to be collected for evidence. Upon his arrest, Captain Markara and any culpable crewmembers are to be transported to the subsector capital for trial.

### Referee Information:

Captain Markara has been smuggling Psionic enhancement drugs to underground groups on various worlds. His crew is not aware of his actions. Markara keeps the drugs in a special compartment under the floor of his cabin. He will almost always have some of these Psionic drugs on his ship.

Markara did not go to the planet on his flight plan. He went in the opposite direction and appears headed for the border (4-5 parsecs away). If he is able to cross out of the Empire, the characters will have no authority to pursue him and will have failed in their mission. He does not know he is being pursued so is conducting normal trading operations.

His ship spends 1 week on each planet and makes two jumps per month. It will take him 1-2 months to cross the border and leave the Empire.

Prize Money for this adventure should be 2D6\*100,000 credits for the illegal psionic enhancing drugs.

### Adventure Hooks:

1. Everything is as it seems. Markara is acting alone and is not Psionic.
2. As 1 above, except Markara is a weak Psion.
3. As 2 above, except Markara's ship is armed with a pulse laser.
4. As 3 above, except Markara is an Agent for a rival, pro-Psionic government and is a strong Psion.
5. As 4 above, except Markara's ship has two triple pop-up turrets.
6. As 5 above, except Markara has diplomatic immunity and the characters have no authority to arrest him.

# The Space Patrol

## Murder Most Foul

The characters are a team of Patrollers assigned to investigate an apparent murder at the local space station.

### Character Type:

Investigation and Marshal

### Required Equipment:

None, all required equipment should be provided by the Space Patrol as needed

### Player Information:

While the characters are assigned to a Type-2 or Type-3 Bureau, a business man is found dead at the highport. He was shot through the head with an energy weapon and found stuffed in a locker near the departure lounge. The suspect is believed to have fled off-world so the Port Authority (PA) has asked the Space Patrol to take over the investigation.

### Referee Information:

The victim is a relatively high-level employee of one of the corporations operating in the system. The corporation will have Agents trying to track down and eliminate the killer independently of the Space Patrol.

There are three ships that have departed since the estimated time of death and the discovery of the body. The first is Cutter headed to a small outpost in the outer system. The second is a Merchant Liner headed for an Industrial world two jumps away. The third is a Merchant Trader headed for a system one jump away; a Poor, Non-Industrial world. The killer could be headed to any of the three worlds and the Referee should arrange clues to lead the Patrollers to the correct planet.

### Adventure Hooks:

1. The killer fled in-system. He has no real military training, was handling a weapon in an unsafe manner, and the death was an accident. He panicked and grabbed the first off-world transport he could find. He has less than Cr1,000 with him.
2. The killer fled to the Industrial world. He hopes to hide amongst the billions on that world until he can arrange a new identity. He has minimal military training (1-2 terms). He has Cr20,000 in funds.
3. As 2 above, except the killer is an Agent of a rival corporation. If he can get to a safe house on the Industrial world, he will be almost impossible to apprehend, as the rival corporation will be able to use its considerable resources to protect him. He has Cr100,000 in funds available now and almost unlimited funds should he reach the safe house.
4. The killer fled on the Merchant Trader. He hopes to catch another ship on the next world and continue to run for several jumps. He will then try to establish a new identity. He has Cr100,000 available.
5. As 4 above, except the killer is an Agent for a rival corporation. If he can get 3 jumps away, he will be able to completely hide himself. He has Cr200,000 in funds.
6. The killer never actually left the highport. He purchased tickets on all three vessels but did not board any of them. Once the characters leave the highport, he will take transportation off world and be gone.

# The Space Patrol

## The Demon Plague

The characters are assigned to infiltrate a suspected bio-terrorist cell.

### Character Type:

Investigation/Covert Ops personnel although Marshals will also be useful

### Required Equipment:

None

### Player Information:

The characters are members of the Investigation Division and are assigned to infiltrate a suspected terrorist cell, the "Freedom Horde" and arrest them before they commit any further acts of terrorism against the Empire.

### Referee Information:

The Freedom Horde is headed by a very charismatic leader, Li Shin-Za, who wants to destroy the Empire and establish a very loose confederation of independent, equal worlds. The finer details of the Freedom Horde's ideology might still be a little lacking.

Li Shin-Za is working on a biological weapon that he wants to use to kill everyone on the planetary starport and highport. His grandest dreams are for the plague to spread throughout the Empire and bring about its destruction. The characters will be introduced to one of the members of the Horde by an undercover agent that has some contact with the Freedom Horde, but has not been able to infiltrate the cell planning the attack. The characters will be under cover as a small-time criminal gang that has access to the starport and more specifically, the atmospheric control systems. One of the characters will have a cover identity as a worker within that department. The characters' group has supposedly been smuggling drugs and other high value items. One of the characters will be introduced as someone who shares many of the beliefs of the Horde and Li Shin-Za in particular (he has published a "Manifesto" that is available on the WorldNet), and the characters should provide Li Shin-Za with the access he needs to the starport.

The biological weapon is a lethalized version of a common childhood disease called the Red Flu. Victims of the Red Flu develop a fever and a red rash all over their body. They usually recover within a week. The Red Flu is about as deadly as Chicken Pox from Old Earth. Li Shin-Za has an engineered version that is highly virulent, contagious, and fatal. He truly dreams of bringing down the Empire, no matter what the cost. Li Shin-Za has called his lethal version of the disease the Demon Plague.

### Adventure Hooks:

1. The Red Flu cannot be made lethal with the equipment the Freedom Horde has available. However, just planning such an attack is Major Interstellar Crime.
2. The Demon Plague is currently 40% lethal, but Li Shin-Za wants at least 75% lethality before he releases it. He is about 2 months away from having his Plague.
3. As 2 above, except the Plague is ready to be released within a week. The Horde just needs access to the starport atmospheric equipment to release it.
4. As 3 above. Unknown to the Horde, several members are already infected. Characters must make a Difficult (-2) Endurance Task Roll every time they come in contact with the infected terrorists to avoid contracting the Plague themselves.

## The Space Patrol

5. The Freedom Horde is actually a front for a corporation looking to field-test a bio-weapon for later sale. The corporation will do everything it can to hide their involvement in this incident.
6. As 2 or 3 above; but Li Shin-Za knows the characters are actually Patrol Agents and will use them in his plan to kill everyone on the starport.



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# The Space Patrol

## Pirate Base Sigma-3 Part 1

The characters must investigate an asteroid cluster for a possible pirate base, designated Sigma-3. This adventure is designed as part one of a two-part adventure with the following adventure “Part 2: Assault”.

### Character Type:

Operations personnel

### Required Equipment:

*Dragon*-Class Corvette or other Space Patrol ship.

### Player Information:

The pirate group known as Quatrell’s Raiders is suspected of having a base located in an asteroid cluster in a minor system. The characters are tasked with investigating the asteroid cluster and determining if a pirate base, temporarily designated Sigma-3, does in fact exist. If the base is detected, the characters are to gather as much information about the base as possible without alerting the pirates.

### Referee Information:

Quatrell’s Raiders have established a base in an abandoned mining facility on one of the asteroids in the cluster. The asteroid cluster is located at the trailing (LaGrange-5) point behind a gas giant. It is located in the same orbit as the gas giant, but 60 degrees behind the planet; about 4 AU from the main world. This region is an area of neutral gravity and tends to attract objects. The following information is available to the characters if they ask:

- System: Obidiah  
UWP: D532545-8, NI Temperate G  
2 gas giants in the system.  
Sigma-3 is believed to be located at the L5 point trailing behind the outer gas giant.
- The local Bureau office is a Type-3 facility. It has only two cutters and no starships. Total staff at this Bureau is 18.
- Quatrell’s Raiders are believed to have the following ships: 1 Corvette and 1 Courier. It is possible that the base could have non-starships present.
- The asteroid cluster contains 134 asteroids with a size greater than 1 ton. There are 7 asteroids larger than 500 tons; 3 of which have abandoned mining facilities of some kind present.

The characters should approach the asteroid cluster with extreme caution. The base will undoubtedly have sensors that could detect a Jump emergence within several light-seconds. The best approach would be for the characters to jump into the system in the gas giant’s sensor shadow, opposite the Lagrange point in question, and proceed to the asteroid cluster under Maneuver Drive (3 days at 1G). The final approach should be made without use of the Maneuver Drive (using Navigation to plot a Easy (+4 DM) ballistic trajectory), to minimize any chance of being detected.

The base is equipped with Advanced Sensors (+1 DM).

# The Space Patrol

## Adventure Hooks:

1. The pirate base has been abandoned. There is nothing to find but a bunch of abandoned rooms that have been stripped of useful equipment and information.
2. As 1 above but the base has automated defenses. The base is defended by a Model/2 computer and 1 triple missile turret running an Expert Gunnery-2 program and Fire Control/1. When the characters ship is detected, and within missile range, the base computer will fire on the ship until it is either destroyed, out of range, or out of missiles. The base has a missile magazine of 24 missiles.
3. As 2 above except booby traps are also set throughout the base. If the characters do not land and investigate the base directly, the follow-up force will be wiped out by the traps. The characters will not be blamed (since it was not part of their mission), but the stain of the deaths will follow them throughout their careers.
4. The base is occupied, but the main pirate ship is not at the base. The base is defended by a triple missile turret and a Cutter equipped with a triple beam laser turret.
5. As 4 above, except the base is defended by a Missile Bay with a 120-round missile magazine and a Model/6 computer running Expert Gunnery-2 and Fire Control/2. Two Cutters and a Courier are also present to patrol and defend the base.
6. As 5 above, except the base is actually being used by a foreign power. The involvement of a foreign power means that the Navy now has jurisdiction, but there are no Navy ships in the system.

# The Space Patrol

## Pirate Base Sigma-3 Part 2

The characters are part of a group of Space Patrol personnel that are assigned to assault a pirate stronghold located in an abandoned asteroid mining facility. This adventure can be run as the sequel to Part 1 of the adventure above.

### Character Type:

Marshal and Operations personnel

### Required Equipment:

Assault Cutters and Battle Dress

### Player Information:

The pirate group Quatrell's Raiders have established a base in an abandoned mine on an asteroid. The Space Patrol has approved an assault raid on the base with the goal of eliminating the pirate threat. Capture of at least some of the pirates is desired, but Space Patrol personnel should not risk their own lives to protect the pirates. Deadly force is authorized if armed resistance is encountered.

### Referee Information:

The base was investigated at long range by another Patrol ship. Actual conditions inside the base are unknown. The base is used by about 100 non-combatants, mostly families of the pirates, and 50 pirates at maximum occupancy.

The base is actually an abandoned mining facility, thus there are a lot of long, curving corridors that have been fusion-blasted out of the metallic asteroid. The high nickel-iron content of the asteroid interferes with long range sensors. Any sensor task rolls beyond Medium range have a -2 DM due to this interference.

Prize Money for this adventure is  $2D6 \times 1,000,000$  credits, split amongst all of the ship crews participating.

### Adventure Hooks:

1. The base has been abandoned by the pirates. All of the rooms have been stripped of useful information.
2. As 1 above, except the abandoned base has been filled with booby-traps. Every 2D6 turns, the characters should encounter a trap. Common traps include: hand grenades set to go off when a door is opened, tripwires that set off explosives, combat robots and fixed emplacements that use motion sensors for targeting.
3. The base is not abandoned, but is filled with non-combatants. Most are family members of the pirates. Few are armed, but those that are will try to defend their homes and loved ones from the assault team.
4. As 3 above, except there are a large number of pirates mixed in with the non-combatants. Attacks that use children as human shields will be common. As well, there might be some armed children firing on the assault team.
5. As 4 above, except almost everyone is a pirate and there are no non-combatants.
6. As 5 above, except the pirates knew the Patrollers were coming and have elaborate defenses set up. Many of the pirates have combat armor and advanced weapons (laser rifles and gauss rifles). The Space Patrol will pay dearly for every meter of this pirate base.

# The Space Patrol

## Every Breath You Take

The characters are assigned to protect a member of the nobility that is being harassed by a stalker.

### Character Type:

Marshal and possibly Investigation personnel

### Required Equipment:

Personal weapons and sensors

### Player Information:

Baron Andee Carhen of Carhenna is a Noble of the Empire. He has received several death threats from an unknown person and his personal body-guards have been unable to apprehend the perpetrator. The stalker has gotten into the Baron's personal residence on several occasions. The Space Patrol has been assigned by the sector Duke to protect this noble, a close friend of the Duke's, and apprehend the stalker.

### Referee Information:

Baron Andee is a married man with three pre-teen children. He lives on a small estate just outside the starport city. His duties for the Empire take him to several of the neighboring star systems each year. It was just after returning from one of these trips that the stalker began harassing the Baron and his family.

The stalker has gotten much closer to the Baron than the initial reports led the Patrol to believe. Initially, the Baron received several e-letters that started out as *"I need to see you again"* and degenerated into *"I will kill you for what you have done to me"*. The Baron claims not to know the stalker.

The following events have occurred within the last two weeks that forced the Baron to ask for Patrol help.

- Two of the Baron's prized bulldogs were poisoned in their kennels on the estate.
- His wife found a threatening note pinned to her pillow with a dagger.
- The Baron's oldest daughter was almost kidnapped by a woman while out at the local mall with friends. The Baron's security forces were able to recover the girl, but the would-be abductor got away.

This last event was the final straw that forced the Baron and his security staff to ask for help. The stalker has not been identified yet, but has the following physical description: she is tall, blonde, and attractive.

The stalker is actually a woman that Baron Andee had a brief affair with while off-planet. This is a common practice for him and his wife is aware of her husband's proclivities. The stalker has changed her hair color (it is now the same color as the Baron's wife), so he has not recognized her yet.

### Adventure Hooks:

1. Everything is as it seems, the stalker is a Citizen. She is not actually trying to kill the Baron; she wants to marry him. She thinks she loves him and vice versa.
2. As 1 above, except the Stalker has some (1 term) military training.
3. As 2 above, except the Stalker has an extensive military background (2-3 terms) and is trained in infiltration and covert operations. She is quite insane and will kill the Baron rather than share him with another woman.
4. As 3 above, except the Stalker is actually an Agent of a rival Noble. She has been assigned to ruin the Baron, but not kill him, or his family.

## **The Space Patrol**

5. As 2 above, except the Stalker is the wife of another Noble. If she is injured or killed, it could cause a diplomatic incident.
6. The Stalker is an Agent for a foreign government. The Baron is involved in secret negotiations with the government and the Agent has been assigned to divert the Baron's attention from these talks.

# The Space Patrol

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