VANGUARD
VARMISK FALLEN
™

EXPANDED RULES

A BROKEN TOWER ROLEPLAY GAME
BY TIM AND ROOK WESTHAVEN
FOR USE WITH VANGUARD RPG CORE RULE BOOK

VANGUARD EXPANDED

COOL YOUR PAWS!

THIS IS A SUPPLEMENTARY BOOK FOR USE WITH VANGUARD VARMISK FALLEN RPG CORE RULE BOOK

TO MAKE THE BEST USE OF THIS BOOK, WE RECOMMEND READING THE CORE RULES FIRST

IN THIS BOOK

More species

You'll find pages of new species, covering the pretador races as well as the reptyles and the mysterious terrans.

More talents

Speaking of talents there are more of those as well.

More gear

As if the core rule book didn't have enough gear to choose from, we've added pages of new gadgets, weapons, armour and tech. But that's not all, along with the new gear we introduce a new way of using it: gear talents! These are gear-specific traits that allow the characters to use the gear in new and exciting ways, gaining added potential.

More esper abilities

Not content with the abilities in the core rule book? And why should you be? So we've added more.

More hacking rules

The core rule book gave you the basics of hacking nodes, but now you can have supportware, which will not only make your hacking life easier, but also more complicated when you face off against a chromacore with its own supportware arrayed against you.

More vehicles

Not only are there fighter craft for aerial and space fights, but also starships and MAULs.

Along with the starships, there are rules for the design and fitting out of your own ships and rules for space combat; whether you want a one-on-one dog fight or multi-ship battles.

As well as rules for MAUL combat and customisation.

More encounters

In this book you'll find not only additional information about the tanarii threat, but also new tanarii forces to throw into your games.

As if that wasn't enough, we're also giving you a list of notable Confederation Identification Numbers that you can use to develop special NPCs as well as a couple of legendary NPC profiles for use in your games.

Consistent

Where necessary, we will refer to the core rule book, with a page reference noted as 'CRB pg' followed by the page number, in brackets, to save you time. Page numbers without CRB in front of them refer to this book.

All the rules and concepts presented in the core rules carry over to this book. Game terminology and icons are the same and if you need to check something please refer back to the core rule book glossary (CRB pg7) or icon descriptions (CRB pg10).

EXPANDED

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A DESERVED THANK YOU

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EXPANDED

VARMISK HAS FALLEN
AND THE WORLD SHAKEN

With the tanarii assault on Varmisk the entire planet of Ashen is at risk – but before your players can rush off to save the world it might help to know a little more about what's happening; not just in the ruins of Varmisk city, but elsewhere as well.

RESISTANCE IN THE RUBBLE

When the tanarii vessel Ghu ('world-shaker') lanced into the centre of Varmisk city, the devastation was equal to a 50-megaton nuclear warhead. It created a scoured-smooth, polished zone of annihilation 40km in radius; with rubble from the impact forced ahead of a shockwave that left above-ground structures more than 100km away in ruin. Confederation scientists estimate the tip of the Ghu penetrated 4km into the planet's surface, causing damage to subterranean structures up to 100km away.

This destruction caused many secondary calamities, including: explosions and fires, flooding and a thick fog of toxic smoke and ash that hung over the region for days.

The Ghu itself did not cause any radiation risk, but damage to structures (including power-plants) resulted in areas of radioactive hazard.

Within an hour of impact, loss of life was estimated at more than twenty million, including those lost who were in orbit and on the moon. Never before in the recorded history of Ashen had so many lives been lost in a war, let alone a single event. That these deaths came in the first hour has convulsed the galaxy.

No rest

Before the Ghu touched the planet's surface, tanarii VORC, Axura and Arkoon ships were dispatched to eliminate any resistance that might survive the impact.

Next, tanarii ground forces were dispatched and fanned out into the ruins of Varmisk. There wasn't

much opposition to be found, at least initially. After the dust had settled, outlying units of Confederation military and emergency services began to respond, but they were disorganised, outnumbered and ill-prepared to deal with the tanarii.

All Confederation military units that did responded to the attack on the capital were destroyed, either through a result of direct casualties or loss of equipment. The remnants were dispersed and overrun, leaving only ragged pockets of resistance to harass the tanarii forces. Unable to mount a concerted counterattack, the military forces that remained began a desperate effort to gather, protect and evacuate as many civilians as possible from the city ruins.

The Confederation endures

The ruin of the capital saw the headquarters of all major branches of the Confederation government destroyed. Luckily, only a single member of the high council (made up by all member species) was lost during the tanarii attack (the Voice of the People, Professor Yural Nokov). The members were on holidays, since the council was in recess. While this seems like a miracle, the loss of the capital, the moon and the majority of governing bodies, has caused the members of the ruling council to fortify the positions of their own nations at the expense of Confederation unity. They still support the Confederation in public, but privately most feel solidarity is beyond them at this point until things can stabilise and a concerted military response can be made against the tanarii.

This lack of unity has led to a further collapse in command and control within the Confederation's military, with many high-ranking officers feeling forced to take matters into their own hands. The highest ranking member of the Confederation military known to have survived is Admiral Serrena Redpaw, on the flagship Retaliation, somewhere in the Indris belt. Closely monitoring events, Admiral Redpaw has designated Varmisk a demilitarised zone for Confederation forces until further notice, not willing to risk further losses until a proper counter attack can be launched, and has issued orders for all remaining Confederation forces, able to respond, to retreat to a rendezvous site and await further instructions.

Brettan - Altette landing strip

Some units within the Confederation military have ignored this order, carrying out guerrilla-style raids against the tanarii (such as military intelligence — Unit 9).

⬡ BRETTAN

The nation of Brettan has been placed on high alert and the citizens told that they are on war-footing. For most this means little in the day to day as the clans are always ready for war. The badgerians, ever prepared for a fight, were the first to suggest a counterstrike at the tanarii, but it was vetoed by the hoppolites.

Altette

Altette is the capital of Brettan. It is the seat of the high sett, the clan elected to lead the badgerian nation. At the time of the tanarii invasion of Varmisk, the Longtooth clan holds the high sett.

Altette is built into the western edge of the high atlas and spans three mountain peaks. Largely inaccessible from the ground, the quickest and safest means of reaching the capital is air travel.

The city is mostly underground, with access via transport tunnels and shafts leading to open-air landing ports. The entire region around the capital is heavily fortified with surface-to-air and surface-to-orbit weapon emplacements and a standing capital defence force of 10,000 badgerian soldiers, 300 aircraft and 4000 military vehicles.

The clans

The badgerian nation is split into clans that have authority over a region. While over the centuries they have agreed to a range of treaties that have created federalised law and order across Brettan, each clan still holds certain sovereign rights in their own lands. Despite their differences, the clans are united in their opinion that the tanarii are just another enemy that should be met head-on and wiped from the galaxy for their crimes against the Confederation and to avenge the badgerians who lost their lives in the attack on Varmisk.

A highly egalitarian society, no role within the clan is restricted by gender. Within the clan there are carers, warriors and workers. The carers manage the day-to-day running of the clanhold. The warriors constantly train to defend the clanhold, while the workers manufacture, produce and construct what the clanhold requires. Each clan is led by an Alpha, who is counselled by a small group of advisers known as pawsworn. The Alpha is pawsworn to the high sett.

Port Merviden

On the western shores of the southern peninsula of Prakt, Brettan hosts the largest space port on Ashen — Port Merviden. More than 2000 daily arrivals and departures were common before the tanarii attack on Varmisk, with connecting shuttle flights from Merviden to Varmisk city scheduled every twelve minutes.

The port is now under martial control and all nonessential (civilian) traffic has been rerouted to smaller starports.

Story seeds

- The badgerian outpost on the northern border with the Unified Territories is under tanarii attack and requires assistance.

- Clawbrand criminals have begun people smuggling operations out of Port Merviden under the protection of corrupt military personnel — find and eliminate their operation.

- The characters come across a badgerian infiltration team on a mission to rescue citizens trapped in the occupied territory. The infiltrators need assistance in their mission.

Herth — The Collegium gardens

HERTH

This land of green, rolling hills, punctuated by granite outcrops and the remains of long-extinct volcanoes, is the centre of spirituality on Ashen, where all races come to learn the secrets of self. This stems from the hoppolites' disciplines in what they call the three pillars: body, mind, spirit. The teachings that underpin these beliefs are said to have come from Hopper himself, the historical leader of the hoppolite exodus from Arika.

Whether Hopper actually existed, or grew out of convenient myth-making, is a point of contention between Hopper scholars and other academics as are many of the legends that make up the Scrolls of Diantis, traditionally regarded as Hopper's chronicler and closest friend. Whatever the truth of Hopper's existence, the fact remains that the structure of the hoppolite world is founded on these stories. Hopper is said to have disappeared into a warp portal. The legends say that he vowed to return if the hoppolite nation ever faced destruction. Yet so far, despite the tanarii invasion, he hasn't returned.

The hoppolites congregate in small communities, usually around a temple to Hopper that has a powerful family or individual as patron. Their homes are built with much of the living quarters beneath the ground, while entertainment areas sit above ground. They do not believe in intensive housing, with a family home every few hundred metres, often with access to neighbouring properties via subterranean tunnels. The hoppolites limit development by creating heavily industrialised 'parks', surrounded by cultivated nature reserves, sports facilities and spacious homes.

Unlike the badgerians, the hoppolite nation does not maintain a large national military, diverting most of its military resources directly into the Confederation as a means of increasing its influence. At the time of the tanarii invasion only 30,000 military personnel were stationed in Herth, and many of these were esper trainees, military psychologists, scientists and logistics personnel.

The three holy cities

The three holy cities were founded on the understanding that these sites were of special significance in the story of Hopper.

Elebrue

The island of Elebrue is best known for the Collegium; the most famous esper training institute in the galaxy. Here the most talented espers are trained and tested to reach their full potential and it is thought to be every hoppolite's dream to study at the Collegium. The island is dotted with

temples and cloisters, separated by broad areas of manicured gardens and meandering canals populated with fish. And every school of esperence has a charter house where their particular abilities are thoroughly studied, expanded and perfected.

Other than the Collegium the island is also known for the White tower of Nandesse, the rumoured location from which Hopper disappeared into a warp portal, never to be seen again. It is a holy shrine and many hoppolites journey to the tower on pilgrimage more than once during their life time.

After the tanarii invasion many of the Collegium's students left to return to their families, while the College Board met to determine the most prudent course of action and to advise the High Esperarch.

Ondista

The city of Ondista is built in the bowl of an extinct volcano and the city suburbs rise up the sides of the crater. Ondista is where Hopper is said to have established the hoppolite nation, handing over authority to the Anointed Council.

Spanning the crater, sitting above the city like a crystal spider, is the Parliament spire. Here the Anointed Council and the High Esperarch meet to determine the course of the hoppolite nation. Before the last world war the council had moved to Safral, but during the war the council returned to Ondista for security reasons, where it has remained. Aside from the Anointed Council, the city is well known for its libraries, sensoriums, museums, galleries and universities.

There is a small military presence in the city, amounting to one infantry division.

Safral

The last of the holy cities, Safral, is the city of the body, where every physical activity, sport and study is catered for. Safral is said to be the site of the first and last battle for Herth itself and where Hopper established the Grand Arcade athletic stadium. No hoppolite disputes that the city is also an embodiment of the first pillar, but many see Safral

at the heart of a degeneration of hoppolite culture.

Every year, the Grand Arcade hosts the Palendron, the greatest meeting of athletes from all over the galaxy. The competition lasts two weeks and is celebrated city-wide with street fairs, all-night parties and public circuses.

Safral is under threat from various criminal organisations that have turned it into something of a vice capital. The hoppolite authorities have awarded deputy status to many acolytes and templars who carry out street-sweeps, using empaths and telepaths in an attempt to root out the criminal element, with little success so far. These criminals took advantage of the chaos after the tanarii invasion to create further blackmarket trade routes, and the capture of refugees for extortion and slavery.

Story seeds

- A hoppolite claiming to be Hopper returned has emerged in Elebrue – discover the truth.

- In a northern town on the border with Rushkah, hoppolites and molen have begun to quarrel over land divided between each species after the last world war. Factions are taking advantage of the weakened state of the Confederation to forment conflict and increase their influence. Stop them and create a peace.

- During the Palendron a famous athlete receives death threats and must be protected.

◉ MAUSER UNITED NATIONS

Many of those lost in the initial destruction of Varmisk city were mausers working in the city.

The mauser United Nations has taken a strong stand on the issue of retaliation against the tanarii invasion and hopes to pressure the other Confederation nations into a concerted effort. The mausers know better than most the danger of a division and that it will be mauser citizens who

suffer the most in any attack on Confederation territory.

Messages have gone out across the galaxy to rally mausers to remove the tanarii threat. This includes a new movement known as FAUNA, a mauser paramilitary army to protect the mauser nations on Ashen in lieu of Confederation military security.

The call of FAUNA has already seen many mauser professionals leave their posts and even some top-ranking Confederation military officers have deserted to lead FAUNA. Officially these desertions are criminal acts, but the Confederation lacks the coordination to act. From across the galaxy, mauser citizens are sending provisions, equipment and money to FAUNA.

Story seeds

- A distress signal from a mauser community centre has been activated, deep within tanarii-controlled territory.

- FAUNA needs help in extracting a high-ranking mauser official from within tanarii territory.

- The Confederation has a standing bounty on a mauser ex-Confederation officer gone to work with FAUNA – and the characters know where they are. The officer is organising relief efforts to mausers in the combat zone and evacuations to off-world colonies – do the characters intervene?

RUSHKAH

Under the deep snows covering the rugged peaks of this mountainous land, the subterranean cities of the molen are in a state of frantic activity. With the loss of their leader, Professor Yural Nokov, the Molen Socialist Chamber has seen bickering, political backstabbing and even a brawl or two.

The entire nation has been put on war-footing and all above-ground activities are monitored by MSS (Molen Socialist State) soldiers and droids watching the skies for tanarii incursions (that so far have been few). The bunker entrances to the underground cities are ready to be closed at a moment's notice, effectively fortifying the molen
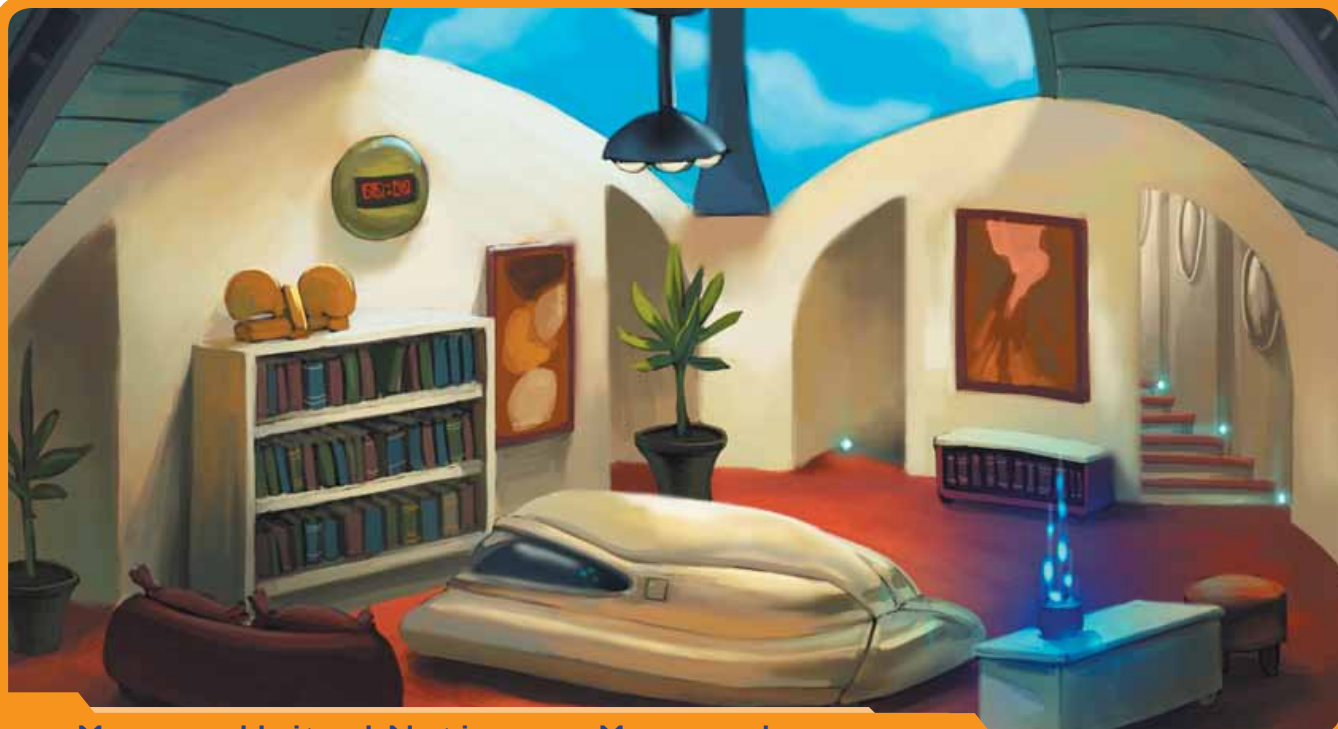
Mauser United Nations – Mauser home
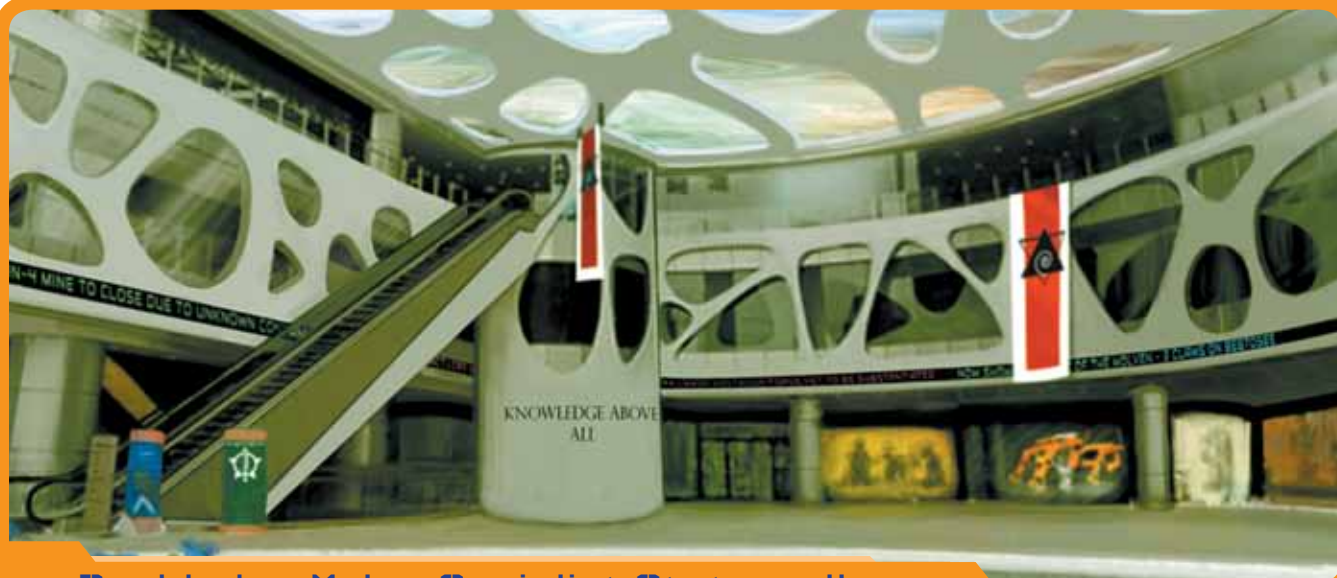
Rushkah – Molen Socialist State mall

nation deep in their mountain holds. Inside the mountains, divisions of drones and droids left over from the last war await activation to defend the motherland once more.

The capital of Kiengrad has become a military staging ground for the MSSA (Molen Socialist State Army) who are cooling their agitated claws while the politicians argue. The chamber's view is that the molen nation is better off hiding in their cities and weathering the storm until a prudent course of action becomes clear. This doesn't sit well with many of the younger and more passionate molen, but few publicly offer dissenting views to that of the chamber, especially when the chamber is in such chaos.

Voice of the People

Two of the largest corporations with molen origins, Cerebrascent and Gor-Bionics, have begun a backstreet war of corporate espionage as they attempt to place their own interest as Voice of the People. Cerebrascent is backing the prominent physicist and firebrand, Professor Thyris Karamov. While Gor-Bionics has their own choice in popular modder and sensorium star, Elevana Illanavash.

This backstreet war has already seen casualties on both sides. While Cerebrascent offers a free military wetware skillset to citizens willing to promote Karamov, Gor-Bionics has retaliated with distribution of wartime emergency kits that contain

a dose of dermal armour nanites and coupons for Illanavash's latest movies. These populist tactics do little to win over the molen majority, but nonetheless it is doubtful a genuine Voice of the People will get elected.

Story seeds

- The characters come across a plot to assassinate Elevana Illanavash – who will they help?

- The mauser criminal known as the night strawberry (Athea Pickleseed pg114) has stolen activation codes for a company of combat droids housed in a molen city. Asking for a huge ransom, will the night strawberry unleash the droids on the citizens of the town?

- A prominent MSS politician stands a chance of becoming the next Voice of the People, but is plagued by attempts to discredit her. Can the players help or are they to blame?

◯ TIRREL

The breadbasket of the Confederation on Ashen, Tirrel is perhaps the most exposed to tanarii expansion from Varmisk. The way into Tirrel from the Unified Territories is unobstructed by mountains or deep waterways, meaning invasion by land and air are easy.

Tirrel — Nutwerk homeland

The nutwerks are not shy of a fight and locally produced Kaltec heavy MAULs and droid units have already bolstered regional patrols. Meanwhile, agricultural production continues and distribution to the other Confederation nations has remained relatively disruption free, with only Rushkah and Herth suffering delayed deliveries.

The corporate city of Okkaiden, built and administered by Kaltec industries, has become the muster ground for nutwerk resistance. In this, Kaltec industries has become the leading voice in the nutwerk commonwealth to support the building of a war effort.

Kaltec, in combination with a number of other nutwerk and badgerian-backed corporations, has established a defensive perimeter 100km around the city and is in the process of establishing secure supply routes into the Unified Territories for the movement of armaments and troops when the time for a counter-offensive arrives.

Roag

No one remembers the origins of this secretive criminal organisation, but it is recorded in legends from the beginnings of nutwerk history. Specialists in infiltration, assassination and espionage, the Roag were once referred to as nature's vengeance and thought of as a form of divine retribution.

Recently, those in this organisation have been mercenary spies and assassins, loyal only to those willing to pay. However, legends persist that members of the Roag carry out reprisals on those who threaten the natural beauty of Tirrel. The truth about this organisation could be stranger still. Rumours have begun to circulate that the Roag are diverting resources to capture tanarii specimens.

Story seeds

- The tanarii have opened a warp gate behind Kaltec's defensive perimeter – shut it down.

- The Roag have a secret laboratory carrying out experiments on tanarii – what are they doing?

- A strange illness is spreading through the trees of the western forests of Tirrel. Can the characters discover the cause in time to prevent the loss of the forest?

- A nutwerk village near the Unified Territories has been found abandoned. Did the people leave or were they taken?

- A person claiming to work for the Roag approaches the characters and asks for their help in eliminating a high-value tanarii target, but is it merely a diversion towards another goal?
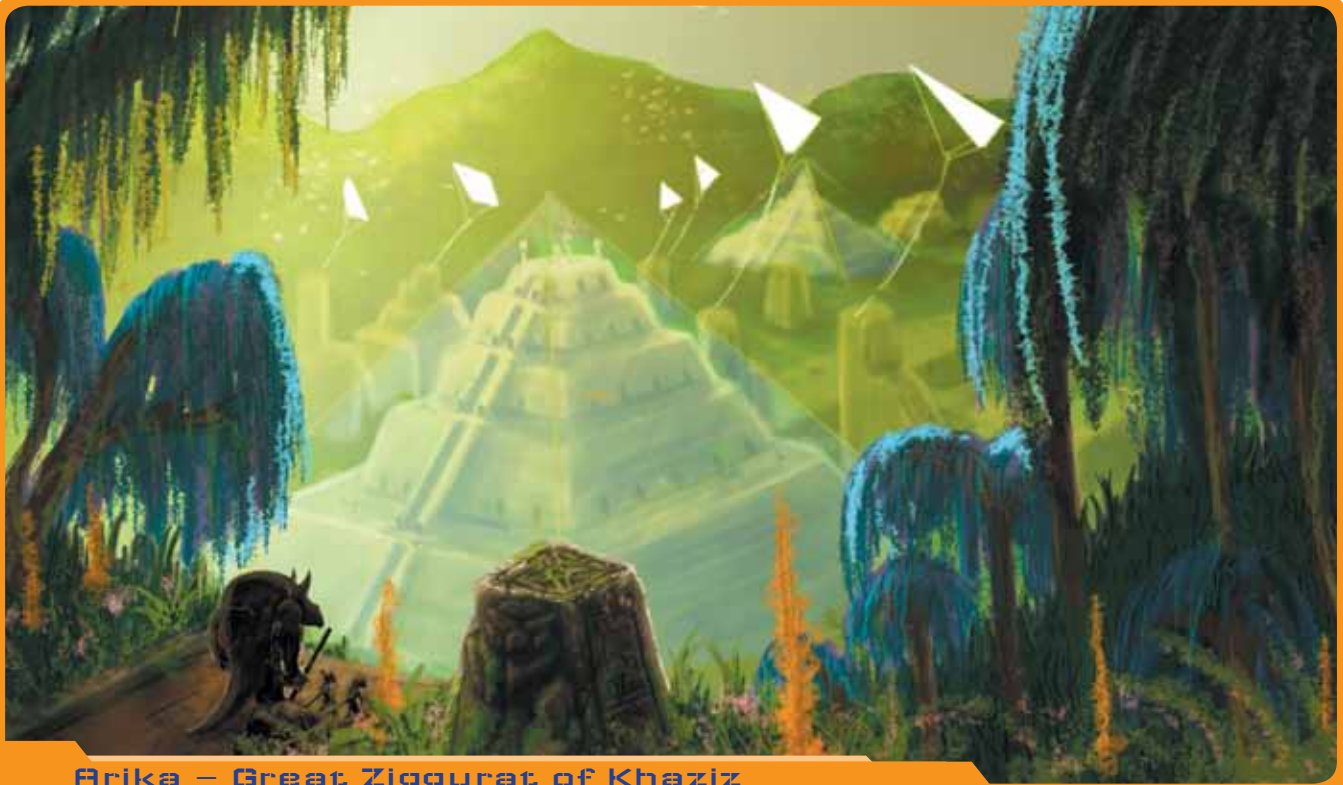
Arika — Great Ziggurat of Khaziz

NON-CONFEDERATION NATIONS

The news of the destruction of Varmisk reached the outer edges of the galaxy within hours of the attack. The nations of Ashen not part of the Confederation became aware of the tanarii invasion within moments of the Ghu entering the planet's outer atmosphere, even though news of Varmisk city's destruction was not broadcast for almost an hour.

Pretador nations

At the time of Varmisk's destruction, the pretador nations were in a period of major upheaval with the League of Fangs in a period of transition after a hostile coup by the Maulkarek pack. Such coups are common in the league and are usually followed by a period of reprisal assassinations and inter-pack warfare.

Owing to their weakened internal state, they set in motion a plot to have the reptile nations launch an assault on Nansk from the west, raising the ghost of Hopper in an attempt to goad the reptyles into action, while they moved on Brettan in the east.

Unfortunately for the pretadors, however, their warmongering coincided with the tanarii attack on Varmisk. The reptyles were aware of the tanarii attack before the pretadors, having had an antique spy satellite monitoring Confederation territories, and so declined the pretador's alliance.

Having failed to bring the reptyles to their cause, and once the attack on Varmisk became clear, pack Maulkarek used the notion of a weakened Confederation as a rally point to unify the packs in a bid to move on Brettan and a concerted push into Confederation territory.

The reptyle theocratic empires of Arika

The worship of the great serpent gods of the reptyle empires of Arika fell into decline over two thousand years ago, but traces persist. Although the rule of the empires has been passed down to lesser beings, the names of the great serpent gods are still used to induce fear and compliance in the populace.

The reptyles attempt to maintain technological parity with the Confederation, but they no longer possess the resources to achieve this. They are

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also a culture steeped in traditions, many of which limit the advancement of their race beyond the jungles and deserts of their homeland.

The remains of their ancient cities have been patched up and maintained to preserve the original architectural reasoning from two thousand years ago. Power sources are varied and are built either outside the city limits or using methods that conform to the restrictive laws regarding renovations.

The reptyles have seen their empires slowly shrink, but have not lost the thirst to rule; every hatchling is raised on the principles that they are the superior race, the rightful rulers of all and born of divine beings.

One of the defining aspects to the reptyle nation is slavery. Slavery has always been present in reptyle culture, both of other species and their own. Reptyle culture considers non-reptyles to be either chattel or food.

Even now, almost 60% of the population of Arika are slaves, either indentured or owned and the reptyles are constantly threatened by an uprising. The memory of Hopper's exodus with the hoppolite population and defeat of the Imperial army haunts the reptyles: hoppolite slaves are illegal. This need to maintain control makes mounting an offensive war outside Arika unthinkable.

Ferraldi

This island nation of the beorn maintains a largely enigmatic contact with the rest of the world. The beorn have not become notably involved in world events since the exodus of the hoppolites. They remained independent during the three world wars and there has been no indication that they see the tanarii attack on Confederation territory as posing a threat.

Bethe

This island kingdom is ruled by the Great Passka, the living god and ruler of the species known as the rupanda. The Great Passka is believed to be the reincarnated form of the same Great Passka since the 'enlightenment', more than 2,000 years ago.

Having suffered a catastrophic plague that saw the island shunned by the rest of the world for centuries, the rupanda came to rely upon themselves. They developed many technologies independently of the rest of the world, including the impressive power source known as coldac energy.

Story seeds

- The players are asked to investigate a new pretador warlord preparing an attack on the Basel islands, while the badgerians are distracted by the tanarii.

- A wealthy pretador wants to hunt tanarii and hires the characters to act as an escort.

- An unclassified tanarii vessel crashes in the Arika jungles near the pretador border. The Confederation sends the characters to capture the wreckage, discover what they can and prevent the vessel falling into reptyle or pretador clutches.

- A reptyle noble fears for the survival of his clutch on Ashen and hires the characters to take his brood off-world. A rival plans to stop them.

- The players are asked to escort a Confederate ambassador to Ferraldi and seek aid from the beorn in fighting the tanarii, but the beorn want something in return.

- A leaked surveillance feed from a pretador special forces operation that was shot down over tanarii-held territory shows the inside of a tanarii vessel; the Confederation needs any intelligence the pretadors managed to gather. The characters have to retrieve it.

- A reptyle doomsday cult has infiltrated the hoppolite city of Safral; using narcotics and hypnosis to build their following; what are they planning and can the characters put an end to it before it's too late.

Notable locations key

1. Altette
2. Port Merviden
3. Elebrue
4. Safral
5. Ondista
6. Kiengrad
7. Okkaiden

Rupanda, Jenina Mautsu,
Inspector Superior, 4th Order
From the island kingdom of
Bethe

SPECIES EXPANSION

DIVERSITY

While the varmint species dominate, many more species are citizens or have contact with the Confederation. These alternative species, listed below, can be playable characters or NPCs.

Pretador species

The pretador species include: beorn, ferreal, howlers, ottah, vermen and vulpine (CRB pg34). Although traditionally the enemy of the varmint species, some pretador individuals are willing to see the varmint as more than just prey. Pretador characters suffer the Ill-Will condition, unless stated otherwise.

In the VANGUARD galaxy the Confederation controls most colonised planets, but there are some planets that are controlled by the pretadors and pretador space pirates are common.

ILL-WILL

All pretadors, except ottahs, suffer a -1 FRIEND when trying to be sociable towards varmint. However, they gain a +1 ENEMY when attempting to intimidate a varmint.

Kladvar Ghurst
Ferreal, freelance assassin

BEORN
"BY MY ROAR"

SPECIES MODIFIERS

+1 Natural weapon talent

Giant talent

DOMINATE

Once per game session the character can double their ENEMY rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Beorn

While considered part of the pretador breeds, the beorn have remained largely uninvolved in their cousins' struggles. The beorn are a quiet race of noble stature and are more level headed than the other pretador species. Living in their forested hill lands, they keep to themselves and prevent any incursion from varmint or pretador. The exception being mausers who are well integrated into beorn society as servants and facilitators.

Ferreals

Ferreals are found throughout pretador society and are well known for their vicious nature and fits of rage. However, they are extremely loyal to those they respect and will sacrifice themselves for victory. Feared by most varmint, ferreal are an unwelcome sight anywhere in the Confederation.

FERREAL
"KNOW NO FEAR"

SPECIES MODIFIERS

+1 Agile talent

+1 Alert talent

+1 Natural weapon talent

BLOODLUST

While in close combat with a target they gain a +1BUF to ENEMY per round while still fighting the same target. All bonuses are lost if there is a break in combat or change in target.

VANGUARD RPG   © Tim Westhaven and Rook Westhaven

HOWLER
"BLOOD WILL FLOW"

SPECIES MODIFIERS

TOUGH **+1**   FRIEND **-2**

Tactician talent

Iron will

STALKER

The howler gains +4BUF to FRIEND when stalking a target to remain inconspicuous and +4BUF to one attack on the stalked target if they remain unnoticed.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Howler

The most feared of all the pretador species, howlers are tall, muscular killing machines; but what makes them most dangerous is their cunning. They sit atop the pretador social hierarchy and are likely to be found in command of other pretadors. They leave the administrative tasks of ruling to the vulpine or ferreal, focusing on more pleasurable pursuits, such as varmint safaris, combat and great feasts, such as the annual, bloody, Mawcrawmas.

OTTAH
"LEAD THE WAY"

SPECIES MODIFIERS

+1 Agile talent

+1 Shadow talent

TAKE DOWN

Once per game session the ottah can cause an automatic critical on a successful hit of a wounded target.

WETWORKS

+2BUF to any task in water
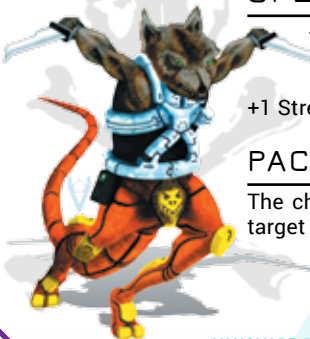
VANGUARD RPG © Tim Westhaven and Rook Westhaven

Ottah

The ottah have long been divided in their views on the wars between pretador and varmint: their clans have become split and enmity between rival clans is fierce.

Ottah have a diverse omnivorous diet, like badgerians, that can be selective enough to prevent them from being seen as an immediate threat by varmint and so do not suffer from Ill-will.

Vermen

The most numerous of all pretador species, the vermen can be found throughout known space, wherever there is someone or something to be exploited, you'll find them. Universally loathed by varmint and pretador alike, the vermen survive through cunning and sheer numbers.

VERMEEN
"SHADOWS PREVAIL"

SPECIES MODIFIERS

+1 Agile talent

+1 Alert talent

+1 Streetwise talent

PACK MENTALITY
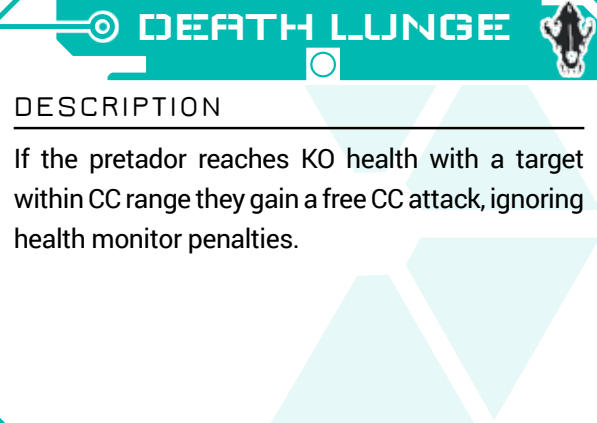
The character gains a +1MOD against a target that has been attacked by another vermen in the same round.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

They congregate in large communities using weight of numbers to protect themselves from any would-be threat. While often bearing the brunt of pretador anger, the vermen form the main population of any pretador force.

Pretador talents

The following talents are available to pretador characters at the GM's discretion.

DEATH LUNGE

DESCRIPTION

If the pretador reaches KO health with a target within CC range they gain a free CC attack, ignoring health monitor penalties.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SNAPFIRE

DESCRIPTION

The natural killer instinct of the pretador makes them skilled at firing from the hip.

With a firearm at the ready, the pretador can take the first shot at the cost of their first task, and without the weapon ATT rating added to their DP, regardless of initiative.

SURVIVOR

DESCRIPTION

Whenever the pretador is wounded in CC they ignore an amount of health penalties up to their ENEMY rating and gain a +2ATT until the end of the current CC.

This talent can be used a number of times per game session equal to the pretador's ENEMY rating.

Reptyle species

The reptyle species are the oldest established cultures on Ashen, steeped in history and tradition. Once the overlords of the varmint, they were eventually deposed by the pretadors, but still maintain a strong presence in the humid jungles of the south where they worship at the temples to their living serpent gods, of which Shashkin is the greatest.

The reptyle species have a distain for space travel and exploration, but there are some to be found on worlds with established colonies and accommodating environments. Much like the varmint and the pretador species, there are many variant subspecies beyond the three main groups that make up reptyle society: the drago, gink and igura.

COLD-BLOODED

Requiring warmth for good body function, reptyles suffer 1SAP to ACTION in cold climates and double damage from cold-based attacks.

Drago

Drago are the largest of the reptyle species, averaging 2m tall and are covered in thick, pointed scales giving them a natural armour. Their mouths are full of razor-sharp teeth and they have the ability to regurgitate their stomach acid and spit it at an opponent.

DRAGO
"GIVE ME BLOOD"

SPECIES MODIFIERS

+1 Unstoppable talent

Giant talent

PURGE

A number of times per game session equal to the drago's ENEMY rating they can make a free CC attack to spit toxic saliva at an opponent as long as the drago is not wearing a closed helmet or rebreather. The attack is at +2ATT and 4DAM.

Known for having a high tolerance of pain, drago form the muscle of the reptyle nations and are found in military, security, criminal and labour roles.

Gink

Gink are the most numerous of the reptyle species, forming the main population base. They fulfil all roles in reptyle society considered beneath noble status, but higher than serf or slave.

GINK
"BY THE ANCIENTS"

SPECIES MODIFIERS

+1 Agile talent

+1 Spiritual talent

REGENERATOR

The character heals twice as fast as normal and polycittes will heal two health levels for each polycitte used.

Gink can regenerate whole limbs given enough time.

Their belief in the ancients and adherence to the cultural rituals of the reptyle have given them an unwavering faith in the supremacy of their kind.

Igura

Igura claim the closest ties to the ancients and, as such, form the ruling class of the reptyles. They are arrogant, selfish, deceitful and cunning and will gladly sacrifice one of their own if it gains them more influence or power. Their thick scaly hides grant them some immunity from damage and their genetic link to the ancients has granted them astonishing reflexes.

IGURA
"BY SHASHKIN'S SCALES"

SPECIES MODIFIERS

Whiplash talent

Tactician talent

EVIL EYE

Once per game session the character can make eye contact with a target. The target then makes a stress defence check with the igura's ENEMY as DC. Any result below the DC means the target loses a number of tasks equal to the difference.

Reptyle talents

These talents can be purchased during character creation by reptyles with the GM's permission.

DEEP FREEZE

DESCRIPTION

The reptyle slows their metabolism to near inactivity. This talent lowers health meter by -1❤ per round till KO. This state can be reversed at will +1❤ per round back to the character's highest current health level. The character stops taking secondary damage and damage from toxins or suffocation while in this state.

FORKED TONGUE

DESCRIPTION

The reptyle is a practiced deceiver. When attempting to deceive, the character's FRIEND rating is doubled.

This talent can be used a number of times per game session equal to the character's ENEMY rating.

REGENERATE

DESCRIPTION

Similar to the gink's ability, this talent allows the reptyle to regenerate damage at a much faster pace. Once per game the character can regenerate an amount of health equal to their TOUGH rating. This can allow them to come back from KO status. The regeneration occurs 1❤ per round until complete. Further damage is independent of this.

VENOM

DESCRIPTION

The reptyle has a venomous bite and can make a bite attack as a normal CC attack at +1ATT and D6DAM. If the attack does damage then the victim must make a TOUGH DP versus the damage DC or temporarily lose a point of SENSES. If this reduces the victim's SENSES to 0 then the victim falls unconscious until healed.

WHIPLASH

DESCRIPTION

The reptyle has astonishing reflexes when surprising an opponent and automatically gains the first task to initiate a combat (beating snapfire); after which normal initiative order is regained.

This talent can be used a number of times per game session equal to the reptyle's ENEMY rating.

Genei species

During the century-spanning war between the hoppolites and the molen, both sides suffered horrific casualty rates to their native populations and sought an alternative source of combat troops. This is how the felin and woofers came to exist. The molen raised up the woofer—using their natural instinct for loyalty and service as well as their ability to learn quickly and their social cohesion—to form a large, strong, resilient and effective force of soldiers, albeit one that required strong and consistent leadership.

The hoppolites countered by raising up the felin. Taking advantage of felin reflexes, agility, stealth and tenacity, they built their felin soldiers into small units of shock troops who devastated forward molen positions.
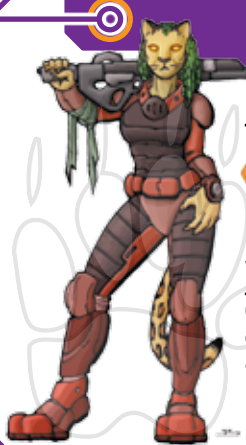
After the war, both sides agreed that these manufactured species had no place in the new Confederation and were a danger to the new-made peace. It was agreed the felin and the woofers would be repatriated to their own planets and left to their own devices with some administrative supervision.

Since that time, a few felin and woofers have made it off-world, and while not illegal within Confederation territory, their presence is considered an uncomfortable reminder of bad times. Neither species is overly trusted by their creators.

Felin often find themselves teaming up with pretadors as mercenaries, pirates or slavers, while woofers are well thought of as bodyguards, security personnel or assault troops.

There is cultural animosity between the two species, but this can be overcome by individuals who understand that their past and the nature of their species do not have to dictate their actions now.

A battalion of woofers, the 7th Highlanders, was allowed to remain on Ashen and serve in the badgerian military in their ongoing border clashes with the pretador nations.

FELIN
"NINE"

SPECIES MODIFIERS

+1 ACTION

+1 Agile talent
+1 Alert talent
Suffers Ill-Will (Pretador)

WATCH THE BIRDIE

Once per game session, the character can double a ranged weapon ATT value against a moving (or just moved) target.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Felin

Felin are a lithe, tall species; typically self-assured and reliant. Covered in a short fur and with pointed ears and long tail, their colouration can vary through a range of earthy hues. Priding themselves on their physical prowess and skill, their culture has little time for those too slow or weak to look after themselves or prove their worth.

WOOFER
"UNTIL THE END"

SPECIES MODIFIERS

+1 FRIEND

+1 Loyal talent
+1 Unstoppable talent

WITH A BONE

Once per game session, if the woofer fails a DC, they can attempt to succeed again using their next task and automatically succeed, including combat tasks. Although successful no crit results are possible.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Woofers

These muscular canine forms are physically demonstrative, eager to please and sociable and loyal to a fault, often at their own expense. Fond of good food and drink, they are ever ready to join in a party or celebration, but can often forget that they are not required to be the centre of attention. They will not shy away from their duty, no matter how difficult or unappealing, finding self worth and respect in always doing a good job.

Terran (SPEAR)

The terrans of SPEAR (the name given to their governing administration) appeared in the Clover nebula, on the outskirts of the Ghost-light system, in a colony vessel, the Letztenheim, less than a year before the tanarii attack on Varmisk.

Clearly possessed of a capable military and using different technology to that of the Confederation, they are an unknown quantity.

Exploratory diplomatic efforts were made and there was a small exchange of personnel between the Confederation and SPEAR in order to establish a diplomatic relationship. Those terrans integrated into the Confederation have been kept in military units on isolated bases in order to protect Confederation security. While the exchange personnel were granted ODINs, they had restricted access and were heavily monitored.

Intelligence reports so far indicate that the terrans are in search of a world where a previous vessel known as the Ark landed. Whether that planet is within Confederation space remains unknown.

Suspicions have been raised about the timing of the terran arrival and the tanarii attack. Covert investigations are ongoing.

TERRAN
"AS THE STARS"

SPECIES MODIFIERS

+1 Pretender talent

Spacer talent

SCHOOLED

When using the pretender talent, terrans gain +1 MOD. This can be done a number of times, equal to their SMARTS, per game session.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Terrans

The only known source of terran (human) characters is the Letztenheim, a heavy warship with significant firepower. The ship's other purpose is to propel the ring world that houses much of the terran population. The ship is more than 400km long (~250 miles).

The terrans of SPEAR left a devastated planet behind centuries before. SPEAR is a martial government and all terrans are expected to fulfil their duty and excel at their role within society for the betterment of all; sentiments both hoppolites and molen can appreciate. The vessel they seek, the Ark, is said to hold information to the reformation of their planet. While they were not the only colony ship to leave in search of the Ark, for all they know they are the last humans alive. The survival of their race is their greatest concern.

Letztenheim - Terran colony vessel

TALENTS

The following talents add to those listed in the CRB (pg39) and can be purchased as normal.

FIRE ASSAULT

DESCRIPTION

When using a firearm in CC, the character's initiative is increased by the amount of the talent rating.

BLITZER

DESCRIPTION

This character is an expert in charging an opponent. Each rating in this talent can be added to a character's movement rating and attack roll when charging a target in close combat.

JURY-RIG

DESCRIPTION

This talent allows the character to temporarily fix a broken piece of equipment to work on a number of occasions equal to the talent rating + SMARTS.

The rating of the talent will BUF any engineering check to manufacture a power-up.

BULLET-SHUCK

DESCRIPTION

This talent allows the character to dodge a single ranged attack (including burst fire) once per game session for each rating in this talent.

MOONLIGHTER

DESCRIPTION

This talent allows the character to select a second vocation and provides the new vocation's loadout and all benefits of the vocation with the following limits.

The character can add an amount of Đ, a number of times per session, both equal to the talent rating when purchasing new gear.

The character can access the new vocation's loadout, unique talent and associated attribute BUF a number of times per game session equal to the talent rating. The character gains any normal talents or vocational modifiers.

BULLETWEAVE

DESCRIPTION

When the character attempts to move to CC with a target further than short range, their movement and defence DP are increased by an amount equal to the talent rating.

PRIZE DIGS

DESCRIPTION

The character owns real estate. The rating determines the location's security and general quality of fixtures and furniture. If purchased during character creation, the rating in this talent is added to the character's starting Đ to give an indication of the location's full rating.

QUICKFIRE

DESCRIPTION

The character has supernaturally fast nerve responses, giving a +1MOD to initiative and any reaction-based tasks

VANGUARD RPG © Tim Westhaven and Rook Westhaven

QUICKLEARNER

DESCRIPTION

The character is naturally talented at learning new things. When attempting to improve attributes or talents using XP, the character gains the benefits as if being trained. If the character finds a trainer the benefits of training are doubled.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SLEEPER

DESCRIPTION

The character can drop off to sleep almost at will and under any conditions. When asleep, they quickly enter a sound sleeping pattern. The benefits of this talent mean that even under duress the character can sleep, thereby reducing the risk of sleep deprivation. In addition, they can power nap for a period of 10–15 minutes, which gives them a +1MOD for the following 10–15 minutes after waking.

They are never groggy or disorientated when they wake up.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

TAILENTED

DESCRIPTION

This talent is only available to characters with long tails (excluding badgerians, hoppolites, molen, beorn, etc). It allows the character to use the tail as a blunt object with limited dexterity to bump objects, press buttons or hit switches or targets within CC range. Rules for CC apply to the tail, but the tail only does ½DAM.

The character can choose to use their tail as a normal task or as an additional task per round; when used as an additional task the tail is at ½DP.

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WPN EXPERT

DESCRIPTION

Requires weapon specialist talent in the type of weapon chosen as the weapon for this talent, e.g: the character must have weapon specialist ballistic to choose Stu33-e pistol as their expert weapon.

The character may choose a particular weapon (not type) that they are totally familiar with and considered expert in. When using this weapon the character gains a +1 to all the weapon's attributes as well as +1MOD to initiative.

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WPN SPECIALIST

DESCRIPTION

Grants a +1ATT to one type of weapon melee/missile/ballistic/energy/heavy/platform. This talent can be taken more than once for a different type of weapon.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

GEAR TALENTS

Some gear grants benefits called gear talents. These benefits are always available to the character, but must be activated. Each talent associated with a piece of gear has a cost in DP that is subtracted from the total DP of the task when the talent is used, rather than have a rating that must be purchased by the character with XP. Some gear talents are specific to a piece of gear – these are listed beneath the gear card – while others are generic to a type of gear and are listed below.

Generic gear talents

CALLED SHOT TALENT

DP Cost: 2

This talent can be employed with any firearm that has an attached scope or laser targeter.

When used, a specific body location can be targeted. This talent is generally employed to hit exposed or vital areas of a target. Unarmoured parts of the body gain no bonus from any armour SOAK value worn by the target.

FIELD PULSE

DP Cost: —

Personal defence fields can be overloaded in a single pulse to repulse a physical object or target. Once the pulse is activated the field remains down for D6 rounds, during which time the character gains no benefit for SOAK.

When the pulse is set off, any CC opponents are pushed back out of CC range and must pass an ACTION check vs DC3 or are knocked down. Only targets of similar size or smaller than the character are affected.

FLASH EFFECT TALENT

DP Cost: 1

With the use of a flashlight, torch or spotlight (attached to a weapon or hand held), the character manages to momentarily blind a target. Upon a successful ranged attack roll (weapon ATT bonus does not count) the target's next task DP is halved. Any form of light dampening or vision protection neutralises the effects of this talent.

LASER BURN

DP Cost: —

Any laser weapon can be forced into a sustained beam, increasing the damage +2DAM for each consecutive round that the same target is successfully attacked. This does not cost anything in terms of DP, but 25% per round of the weapon's full magazine is spent.

LASER DIFFRACTION

DP Cost: 3

A laser weapon beam is disrupted, splaying out into a dazzling strobe of light. This talent can turn the laser weapon into the equivalent of the flash effect talent (see above).

PISTOL/BUTT WHIP TALENT

DP Cost: —

Using a weapon as an improvised club, the character thumps the target with the butt or handle of their weapon. The ATT bonus of the weapon is replaced with 1ATT and 2DAM. If the attack does damage, the target is at -1MOD to their next task.

SNAP RELOAD

DP Cost: 3

With the use of this talent, any weapon with a magazine can be reloaded and fired without spending a separate task to reload. The attack is always considered a crit attempt (if using a crit die) and if a crit failure occurs the character has fumbled and dropped the magazine during reloading.

Waeger 'Warchild' Garlo, Drago soldier

NACHAROX
HARDENED LIFE

☐ **Gharu armour (Đ7)**

Soak **5**

EPA5, Z0G and LS4 with helmet and Ld -1. Available in giant size with no cost penalty.

☐ **Hrak SMP(Đ5)**

ATT	DAM
2	3
RoF	Mag.
6	30

Heavy SMP with excellent recoil suppression (+2 recoil).

GLAK OPTICS
SEEING IS BELIEVING
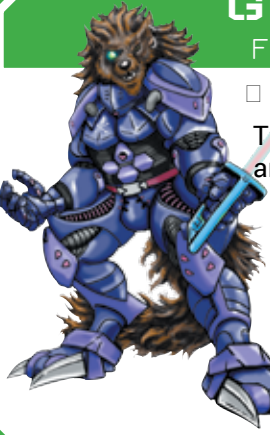
☐ **GAL-6 trimclips (Đ4)**

Used by the reptyle special forces, these optics can hold up to four cyber-eye functions. In addition, they provide flash dampening and can be linked to a laser targeter attached to a firearm carried by the wearer; granting +1 recoil.

GAROUL
FOR BLOOD

☐ **Crimson lord (Đ7)**

Soak **5**

Mov. **+3**

Init. **+3**

This iconic powered armour is reserved for the most senior pretador soldiers.

LS3, EM5 shielding, muscle amplification increases initiative, and grants +2ATT and DAM for CC.

GAROUL
FOR BLOOD

☐ **Milkclaws (Đ5)**

These blade attachments fit to most powered armour boots (two per boot). Used as CC weapons they can also be fired at short range, removing them from the boot. With one blade fired, weapon ratings drop to 1ATT and 2DAM.

ATT	DAM
2	3

Captain Grimner Kranst, of the pirateship, Molkat

225

Morn Dansk, Ottah infiltrator (freelance)

BARRACURA
REGARDLESS OF RISK

Sleak suit (Ð7)

EPA3, LS4 with helmet. Fitted with equivalent of nanobreeder optical camouflage.

Tribol visor(Ð5)

Visor fitted with spectrum visual overlay (1BUF hacking), light-intensifier and three microred bursts (refills Ð3)

4

BRK ARMS
INNOVATE TO WIN

ATT	DAM	RoF	Mag
2	3	1	10

BRK3 'Rusty' STG (Ð4)

The static trauma gun fires a blast of energised particles that are attracted, and attach, to a target, causing symptoms from mild itching to paralysis. Effects are similar to a taser (CRB pg52); a +1MOD to ATT applies to targets with long hair or exposed, hairy, areas.

CONDUIT TALENT

DP Cost: 2
The STG can be held on a single target similar to laser burn. Each round the same target is successfully hit by the STG, gains +1DAM. If anyone comes within CC range of the target they also suffer the effects of the STG at ½DAM.

BRK ARMS
INNOVATE TO WIN

BRK ARMS
INNOVATE TO WIN

ATT	DAM	RoF	Mag
2	3	4	24

T-16 'Twitch' SMP (Ð4)

The BRK-T is a light and easy-to-handle submachine pistol. Where the BRK-T differs from its competition is in weight and the ability to be broken down into easy to hide parts (+2 FRIEND DP to conceal) and reassembled quickly (3 tasks). Lack of an extended barrel reduces accuracy.

AVALANCHE TALENT

DP Cost: –
The BRK-T rate of fire is increased to 8 for an attack causing a -2MOD on attack DP. Any target of this attack makes a stress defence check, at DC equal to the number of dice rolled against them in the attack. Failure forces them to use their next task to seek cover.

BRK ARMS
INNOVATE TO WIN

CRETHE
DOMINATE

Crystal princess (Ð7)

A Pretador-made, adaptable, heavy rifle system with: an extended barrel (+, -1 initiative), scope (+1ATT ranged), laser targeter (+1DAM when targeted) and silencer (+2 FRIEND DP to avoid detection) available.

ATT	5
DAM	6
RoF	1
Mag	12

COBALT CLP
DARK BEAUTY

Soak **3**

□ **Crawl skin (Đ6)**
EP3, Z0G. Friction pads allow for movement up and across solid surfaces. +1Đ upgrade with optical camouflage (as nanobreeder).

□ **Austrauvim goggles (Đ6)**
Fitted with thermal imaging and capable of identifying esper energy up to short range (including through solid surfaces).

NANOCET PL
STRENGTH UNSEEN

ATT **2**
DAM **3**

□ **Onyx baton (Đ8)**
These smooth black batons appear unremarkable, but are similar to carbon molefier packets – able to form into the shape of almost any tool with diamond hardness, reusable and give a good whack. In the hands of a techgnosis esper or hacker, the nanites that make up the baton can be turned into a versatile swarm effect at the user's command.

Each effect takes a task to make or unmake.

Caterpillar haul
The swarm carries the user across, up or down a solid surface. Restricted to 3MOV per round.

Viper
The swarm becomes a whip (short range) and able to track its target. +1ATT.

Universal key
The swarm can be injected into any conventional lock that requires a key to open.

The thing
On a successful CC attack, the swarm crawls over the target to cause irritation and distress. The target is at -1MOD on all tasks until the swarm is halted. The swarm disengages and reverts to baton mode beyond short range from the user's ODIN signal.

KAIDU
BY THE LIGHT

ATT	DAM	RoF	Mag
3	5	5	50

□ **KA9 UNIMORPH (Đ10)** ⊕⊕

The KA9 unimorph is the latest in weapon technology, merging nanotechnology, ballistic science and memory materials, and designed in three parts: hand grip and trigger unit, replicator factory and morph bank.

The replicator factory can generate solid, incendiary, greasy, cryotip and streamed rounds

The following morphs can occur independently of each other. Each morph takes a task to complete or a task to revert.

Extended barrel: +1 ⊕, -1RoF

Fast assault scope: -1 ⊕, +1ATT

Bipod: +1 ⊕, +1ATT, must be fired supported.

Foregrip: +1 recoil

Stock: +1 recoil (2ATT, 2DAM, CC only)

Fast feed chamber: -1 recoil, +1RoF

Athea 'princess' Pickleseed, mauser crook

GEAR

BLESSING

4 ATT

4 DAM

1 RoF

24 Mag.

▢ **G8-50 (Đ5)** ✦ ✦
The G8-50 breaching shotgun has selective rounds with a choice of slug, concussion (DC6 vs. **TOUGH** or lose 1 task), flare or lance; a 24cm (8") titanium spike, CC attack (+2ATT), fired and then retracted. Optic mount has LI, IR and spotlight, feedback can be sent to user's HUD or cybereyes for remote LoS.

DOUBLE-TAP TALENT

DP Cost: 2

Two rounds are fired in quick succession. Target suffers 2SAP to **DEFENCE** and **SOAK** (slug or concussion only).

If a double-tap attack critically fails, the weapon is jammed and requires a task to unjam before the weapon can be used again.

POKE-AND-POP TALENT

DP Cost: 2

Lance CC attack is quickly followed by discharging the weapon while lance is embedded in target. If CC attack is successful, the target must immediately soak and additional 4 damage at 4DAM.

If a poke-and-pop attack critically fails, the weapon is jammed and requires a task to unjam before it can be fired again.

PEEK-A-BOO TALENT

DP COST: 2

If the user has a linked HUD or cyber-optics to view the weapon's scope feedback, the G8-50 can be fired around a corner or over cover without the user being exposed.

CASCADING RACK TALENT

DP Cost: 4

Three concussive rounds are fired in quick succession followed by a flare round primed as an explosive charge. The flare explodes the three previous rounds, creating a 3m AoE burst. Any target in the AoE must check vs. concussive effect.

TRAS IND.
BREAK WITH TRADITION

4 ATT

6 DAM

1 RoF

30 Mag.

▢ **IPEC (Đ5)** ✦ ✦ ✦
An infantry-portable energy cannon (IPEC) is issued as a ground support and anti-MAUL weapon. As an energy weapon, the IPEC can make use of the laser burn weapon talent to damage MAULs and other heavy vehicles. The IPEC is a two-handed weapon and is +1Ld for encumbrance purposes. While stationary and mounted on a tripod (3Đ) gains +1ATT.

✕
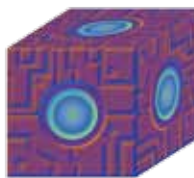
▢ **Capture cube (Đ?)**
These rare devices are of unknown origin are priceless on the blackmarket. Keyed to DNA, when activated, the cube opens a warp loch similar to the esperence weevil ability (CRB pg89). The loch is approximately 3m in radius and has an indefinite lifetime. Once closed, the device can be touched and moved without disrupting the warp loch. Inside the loch, time is displaced and minutes inside the loch could be years on the outside. All attempts to destroy a cube have failed.

BEZ BALLISTICS
THE SOUND OF FURY

4 ATT

6 DAM

1 RoF

15 Mag.

▢ **T-45 'Slayer' (Đ5)** ✦ ✦
The T-45 was made as a pretador slayer. It fires modified, post-impact explosive rounds.

The T-45 can be fitted to fire chem-gel rounds for effective fire in Z0G conditions (+1Đ). The barrel and forward recoil suppression module can be removed (2 tasks) which makes the pistol much easier to hide (+2 **FRIEND**), but less accurate (-1ATT, -✦).

SNUB TALENT

DP Cost: –

The barrel and suppression module is removed the weapon's rate of fire can be increased to 3RoF. This will increase the recoil penalty -1.

STARFIRE
LIGHTYEARS AHEAD

RAW-08 (Đ6) ⊕ ⊕

ATT	4
DAM	4
RoF	4
Mag.	40

'The Rook' is quickly gaining a reputation as the most reliable and versatile combat weapon on the market.
The following range of options are available:

- **close quarter sight (Đ3)** +1ATT at short range
- **extended magazine (Đ3)** +20 Mag.
- **grenade launcher (Đ4)** 3 round magazine
- **laser targeter (Đ3)** +1ATT
- **suppressor (Đ4)** +2 FRIEND to avoid detection

STARFIRE
LIGHTYEARS AHEAD

Geurka (Đ6) ⊕

ATT	3
DAM	3
RoF	5
Mag.	50

Thought of as the little sibling to the RAW-08, the Geurka is designed as a close-quarters weapon for breach-and-clear assault teams. The Geurka shares many of the RAW-08 options:

- **assault strap (Đ3)** +1 intiative
- **close quarter sight (Đ3)** +1ATT at short range
- **extended magazine (Đ3)** +15 Mag.
- **flashlight (Đ2)**
- **laser targeter (Đ3)** +1ATT

GEAR

Skywarden – Orbital Combat Unit

STARFIRE
LIGHTYEARS AHEAD

Skywarden (Đ8)

Soak	5
Mov.	6
Init	+1
ATT MELEE	+1
DAM MELEE	+1

This powered armour was designed for small unit action against starships and other targets in space.

EP5, LS6, EM5, Z0G, MMU (6MOV), built-in HUD, microshute, orbital drop shield, and 1 packet of repids for repairing leaks in space.

Muscle amplification adds initiative, movement, -1Ld and melee bonuses.

STARFIRE
LIGHTYEARS AHEAD

Skywarden D-6e (Đ7)

Soak	4
Mov.	12
Init	+1

Manufactured for the skywarden armour, the D-6e 'doobee' doubles as a support drone.

Twin coldac engines provide propulsion for both space and atmospheric conditions. Each wing has 1HP mount for platform weapons. The D-6e has quick (1 task) release and attach mounts for the skywarden. While attached to the skywarden and in atmosphere, MOV is halved.

RIGBY TECH
AHEAD OF THE PACK

☐ **InstaSett grenade (Đ5)** ⊕
Designed for use by asteroid jockeys while mining, these grenades fire a shaped charge followed by a stream of nanites that burrow and build a refuge in 3 rounds. While 'roid jockeys used these instasetts as temporary shelters they were quickly adopted by military personnel to use as instant cover and shelters on the battlefield. One grenade creates a roughly 2m diameter chamber with a single 'U' bend tunnel for access that can also be used as a foxhole.

BURROW TALENT

DP Cost: –

A group of these grenades (typically three or four) can be set to discharge in a cluster forming an interconnected burrow of chambers around a central hub. This is used by military squads to create defensive fireteam pits. Further grenades can be fired from within the InstaSett to form a deeper burrow.

RIGBY TECH
AHEAD OF THE PACK

RECOIL

Recoil only affects projectile-based weapons (lasers don't have recoil). When such a weapon uses burst fire, any attack with the weapon the following round suffers -1MOD recoil to the attack DP. This is cumulative for each additional round burst fire is employed: so, -1MOD for second round burst fire attack, -2MOD for the third, etc. A bonus to recoil from gear can counter these penalties.

EXAMPLE

A weapon uses burst fire in round 1. In round 2, any burst fire attack with the weapon is at -1MOD. Using burst fire again in round 3 means the weapon is at -2MOD. If the weapon has a recoil suppressive stock (+1 recoil) the negative MOD per round decreases by 1; so -1 becomes 0, -2 becomes -1, etc.

SPEAR
AS THE STARS

☐ **Gasaki(Đ?)**
Worn by the deployed military forces of SPEAR the gasaki powered armour has a built in flight pack (5MOV) MMU. LS4, EP4, EM6 with the equivalent of 3 medicitte packettes. The helmet has a HUD with LI, IR and UV. Can be worn by badgerians or hoppolites

Soak	5
Mov	5
ATT MELEE	+1
DAM MELEE	+1

SPEAR
AS THE STARS

☐ **221 Blast rifle (Đ?)** ⊕ ⊕ ⊕
Fires a solid projectile surrounded by a plasma field for use in Z0G. Recoil +2, spotlight, scope (+1ATT targeting).

ATT	DAM
3	3
RoF	Mag
4	64

☐ **131 Blaster (Đ?)** ⊕ ⊕
Same ammo as 221. Recoil +2, Initiative +1MOD if firing the weapon as first task.

ATT	DAM
3	3
RoF	Mag
4	24

RIGBY TECH
AHEAD OF THE PACK

☐ **Bunkabomb (Đ6)** ⊕ ⊕
A guided rocket-propelled grenade that can be infantry deployed or from a vehicle. The bunkabomb creates a crater 10m (30ft) diameter, and 1m (3ft) deep, spreading a nanite cloud that forms a diamond-hard carbonite shell with open firing points and a single entrance. A standard door can be carried and installed to seal the entrance (Đ5). The carbonite shell provides RESIST 5 and acts as heavy cover (+3 defence) for those inside, while providing 360° firing solution. The shell can be dissolved at a touch with the firing cap of the RPG.

STARFIRE
LIGHTYEARS AHEAD

☐ **ODS [Orbital drop shield](Đ4)**

A one-person heat shield and bubble for a drop through atmosphere. Piloting one of these shields is a risky and frightening proposal, using a simple HUD. Anyone attempting an ODS drop must make DC5, using their ACTION and any modifier for alertness or agility. If the pilot fails the DC they have entered a fatal trajectory and will burn up in atmosphere unless they can make a successful LUCK check to correct course and try again.

GEAR

MEDICORP CT
OVERCOME ADVERSITY

⬡ A56 Field dress (Đ6)
Designed and sold by Medicorp CT, this field medic armour is manufactured by Styrax Ind. using similar techniques to G12 armour.
EP4, Z0G, LS6 and Ld -1 the A56 comes with a Prothion biometer (CRB pg60) and a battlefield surgery kit (10 medicitte packets), +2DP to first aid checks.

Soak **3**

VANGUARD RPG © Tim Westhaven and Rook Westhaven

TRAS IND.
BREAK WITH TRADITION

⬡ Carillion-5 armour (Đ6)
Currently the subject of a patent lawsuit filed by Subuto, the Carillion-5 shares many similarities with Subuto's Eliminator armour.
Grown for the user using their DNA, the carillion-5 fits perfectly, to give optimal movement.
EP3, Z0G with helmet and LS. Ld -1.

Soak **5**

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SALIENT TECH
HARD AS THE WORK YOU DO

⬡ H0 mining suit (Đ5)
With the hard-working 'roider in mind this suit provides rugged protection against the dangers of space mining. EP8, LS6, Z0G, MMU.

Soak **4**

⬡ Grip boots (Đ5)
Nanite soles give unprecedented grip to any solid surface.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ASHLEY
ALWAYS

⬡ Pumprod rifle (Đ4)
⊕ ⊕
This shotgun is common among colonists and miners.

ATT	DAM
3	6
RoF	Mag
1	12
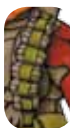
⬡ Proximity grenades (Đ3*) ⊕
These grenades can be thrown to detonate when a medium-sized target moves within 5m (15ft). *Adjusted for ammunition type (CRB pg57)

ATT	DAM
3	3*

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SALIENT TECH
HARD AS THE WORK YOU DO

⬡ Sonic hammer (Đ6)
This hammer designed for rock breaking can create a charged sonic detonation on impact (3 tasks to charge).

ATT	
3	
DAM	
4*	

***On a successful hit while charged, a shaped, sonic, discharge causes 8DAM to a target. The target is not displaced by the discharge, but can become confused (stress defence CRB pg82).

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SALIENT TECH
HARD AS THE WORK YOU DO

⬡ Mining tees (Đ3)
These small demolition charges are used by asteroid miners to crack open asteroids. Inserted into a fissure of an asteroid they are then struck with a hammer sending a shaped explosion down into the crack. When used on a target other than rock, the tee must be inserted into the target and then struck. Due to the small size of the tee, the attacker is at -3DP to hit the tee in order to detonate it.
***Using the tee as a melee weapon.

ATT	
-1*	
DAM	
8	

VANGUARD RPG © Tim Westhaven and Rook Westhaven

MINES

An engineer, soldier or xenoscout can adapt a grenade or other explosive device to act as a mine on a successful smarts DP against DC4.

When setting a mine the character must stipulate the size of the smallest target that will detonate the mine (small, such as a 2D0 droid, medium; from a mauser to a vulpine, or large: howler, drago or beorn).

The character must also state the nature of the detonator: touch, disrupt (laser switch or sensor) or remote.

Clusters of explosives can be grouped to form a larger mine for vehicles etc. For each additional grenade added to a cluster the GM could increase base DAM +1.

GEAR

NANOCET PL
STRENGTH UNSEEN

☐ Nano-rope (Đ4)

This brick-sized block of nanites can be commanded via a keyed ODIN to restructure itself into a climbing rope/pole in a verticle or horizontal position. The nano-rope has a maximum length of 30m (~90ft) and is textured to allow easy grip (+2DP action to climb). The base must be placed on a solid surface in order to fuse and remain stable, but will stay intact till ordered to revert to brick shape.

Additional bricks can be stacked at the end of a nano-rope to extend the length. These devices are often used in Z0G to provide portable guide wires for easy movement.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ARC TECH
PURE ENERGY PROTECTION

☐ Static dome generator(Đ5)

This heavy device (Ld +1) can be placed on the ground and set off to create a 10m (~30ft) diameter dome of static electricity. Anyone passing through the dome must soak EM 3DAM. Those within the dome are immune. The static dome will also soak 3 EM DAM originating from outside the dome. The dome will remain active until the device is turned off.

ATT	DAM	Soak
3	3	3EM

VANGUARD RPG © Tim Westhaven and Rook Westhaven

BYOS-RISE

☐ Swerve skin (Đ6)

This outfit of bio-enhanced responsive armour was developed by BYOS-RISE for their spatt ball team the Twin-Suns; and quickly became the standard for spatt ball players and athletes throughout the galaxy.

Soak	Init.
2	+2

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SANDISA BOOTS
WALKING ALL WORLDS

☐ Swerve pads (Đ6)

Manufactured in cooperation with BYOS-RISE the swerve pads are designed to fit with the swerve skin athlete armour.

Increasing ground speed and granting a +2DP to any leaping or jumping action the swerve pads are the boots of choice for most active athletes. The INITIATIVE bonus of swerve skin is increased to +3 when combined with the swerve pads.

Mov.
+2

VANGUARD RPG © Tim Westhaven and Rook Westhaven

COBALT CLP
DARK BEAUTY

☐ Boarding harpoon (Đ4) ✦✦✦✦

This large projectile and connected cable is designed for use in Z0G and suffers Ld +3 when used in gravity.

Capable of being fired at CC distance in space combat (ship to ship), the harpoon has an armour-piercing warhead designed to penetrate and wedge within a target. Hostile boarders using boarding harpoons count as 2 crew for boarding BUF conditions and gain +1DP to LUCK checks on a failed boarding.

ATT	DAM	RoF	Mag.
3	8	1	1

VANGUARD RPG © Tim Westhaven and Rook Westhaven

LORISAL

☐ A7-OP Light skin (Đ4)

The A7 coverall was originally intended as an easy alternative to optical camouflage. Unfortunately it didn't work by which time the R&D cost had pushed Lorisal Corp to bankruptcy. The suit generates a blinding light up to 20m (~60ft) away. Anyone looking at the wearer without vision protection will suffer -2MOD on any activity involving sight (including targeting the wearer). The suit can be turned off via the wearer's ODIN. Visual stealth to hide is at -2MOD FRIEND.

Soak
2

VANGUARD RPG © Tim Westhaven and Rook Westhaven

NACHAROX
HARDENED LIFE

☐ Xixidan (Đ7)

Used by reptyle special forces. EP7, Z0G and LS6, Ld.-2. Available in giant size with no cost penalty

Soak
5

ATT	DAM
MELEE +1	MELEE +1

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NACHAROX
HARDENED LIFE

☐ Caercek cannon (Đ6) ✦✦✦✦
Railgun used by reptyle special forces.

ATT	DAM	RoF	Mag.
6	4	6	60

☐ Arkdon shield (Đ6)
Used by reptyle special forces. This shield can be used to increase DEFENCE +2 for the remainder of a round (1task) or employed as a CC weapon.

ATT	DAM
2	3

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HACKING

○ XTREME HACKING

For an introduction to hacking see CRB pg73.

Fly-Wi hacks

To be a great hacker you have to be adaptable, able to change your game to suit the changing situation, this is where fly-wi hacking becomes useful. Some hackers are so good at fly-wi hacking they can tailor a program to a node they are trying to breach or control, giving them a huge advantage over the node.

In order to write a fly-wi hack, a hacker must know the rating of the upgrade file for the node they are trying to overcome: This means they have succeeded in analysing (making use of their own analyse upgrade) the upgrade in question.

The hacker then rolls a DP using:
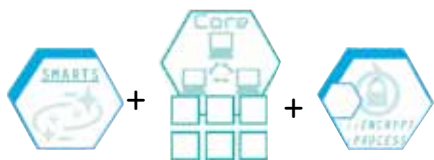
against the DC equal to the node's upgrade being targeted. Every success below the targeted upgrade rating is the time in tasks it takes to write the hack (minimum 1). Once complete, the file can be used against the chosen upgrade providing a +1MOD on an attack or opposed roll for the remainder of the round.

Fly-wi hacks have a limited lifespan of a single round once they have been completed. If not used by the end of the following round, conditions within the node will have changed and a new fly-wi hack must be written. This is also true if the hack fails.

EXAMPLE OF FLY-WI HACK

Sabine Anatov (hacker, 4 SMARTS, 3 CHROMACORE (cyberbrain), upgrades: 3 decoy/decrypt, 4 encrypt/process) has infiltrated a datanode for the security doors on a space station (Node's chromacore 2, Upgrades: 5 encrypt). Sabine wants to reprogram the node to authorise her ODIN signature throughout the station. She decides to fly-wi hack it.

Sabine's initiative is equal to her SMARTS 4 +1 (HACKER) +3 CHROMACORE +1 GITS talent, for a total of 9, with a +1MOD for the neuromancer talent. She rolls; 1, 2, 3, 3, 4, 5, 6, 6, 6. with the +1MOD gives her 4 results of 6+, meaning she has 5 tasks this round.

The datanode's initiative is equal to its CHROMACORE + ENCRYPT/PROCESS upgrade, but it fails to roll any additional tasks leaving it with only 1.

Sabine rolls the fly-wi writing DP (SMARTS + CHROMACORE + PROCESS upgrade) against the DC; the node's ENCRYPT upgrade (5). With her +1MOD for neuromancer she gains 6 successes! This means it only takes 1 task (the minimum) for her to write a fly-wi hack against the node's encrypt upgrade, leaving her 4 tasks with a +1MOD to carry out the hack before the fly-wi hack becomes obsolete.

Before being able to modify data in a node a hacker must decrypt the necessary data in the node. (CRB pg77) this means Sabine will need 7 successes of DC7 (CHROMACORE + ENCRYPT). But now she gains the benefit of her decrypt upgrade and the fly-wi hack +1MOD. As 6s always succeed Sabine needs 7 of them and this takes her two tasks to achieve, leaving her two left to complete the hack. Still with the initiative she attempts to modify the data, once again needing 7xDC7 successes. Still gaining the +1MOD she now switches her decrypt upgrade for her process upgrade and finally she achieves enough successes to rewrite the node on her last task.

Undermining

When a hacker breaks through a barrier and rewrites a core, they know their intrusion might be discovered and the node burnt (destroyed) or rebooted. Some hackers don't like the thought of going to all that work going to waste, so they undermine the node.

Undermining is when a hacker has taken control of a node's chromacore, and establish a secret backdoor, after that, they reboot the node and leave. If the owner of the node fails to notice the intrusion, the hacker can use the backdoor they made to bypass barriers and avoid any attack arrays, gaining full access to the node in the future.

An undermining program is a fly-wi hack (unless the hacker wants to take their time and risk being discovered inside the node) with the resulting hacker's DP becoming the DC for any other hacker to notice the node has been undermined.

If the node is overwritten or rebooted then the backdoor is erased.

◯ SUPPORTWARE

Supportware programs are loaded on top of a data node and act independently of the core, meaning the core is free to deal with other matters. A chromacore can run a number of supportware programs equal to the core value. If a chromacore rating is lowered so too are the maximum number of supportware programs that it can run.

Supportware is not cheap and only the most valuable or restricted nodes have it.

Some supportware programs (such as cripple worm) are used by hackers to occupy a node's defences while the hacker carries out their hack.

◎ DUMMY FILE
SUPPORTWARE

(Đ4) Unlimited use till destroyed

The dummy file provides a false reading to any probe or anaylse upgrade for the node's chromacore.

This could be higher or lower than the real value (even 0). A successful analysis can identify a dummy file is in place, but only destroying the dummy file through an attack allows analysis to reveal the true chromacore value.

◎ NUKE
SUPPORTWARE

(Đ4+1 per rating) ▢▢▢▢▢▢ **One use only**

Nuke can be used after a successful attack on an upgrade or chromacore to completely destroy any upgrade with a rating lower than the nuke.

A chromacore is only destroyed if all upgrade files are 0 and the nuke rating is greater than that of the chromacore. If the nuke rating is less than the core then the core is reduced by an amount equal to the nuke's rating.

◎ BARRIER WORM
SUPPORTWARE

(Đ4+1 per rating) ▢▢▢▢▢▢ **One use only**

To deploy a barrier worm outside a node, the hacker must succeed in a cloak array check against a node's analyse upgrade. If successful the worm can begin breaking down the node's defence barrier rating by an amount equal to the worm per task. Unsuccessful attempts result in the destruction of the worm. A successful analysis task by the target node can discover and destroy the worm.

◎ CRIPPLE WORM
SUPPORTWARE

(Đ4+1 per rating) ▢▢▢▢▢▢ **One use only**

Cripple worm works exactly the same as a barrier worm only on any upgrade node, but it must be initiated from within the affected node. For each task the worm is deployed, the affected upgrade program loses rating value equal to the worm's rating. The node can destroy the worm with a successful attack array task against the worm's rating as DC.

DATA WORM
SUPPORTWARE

(Đ4+1 per rating) ☐☐☐☐☐☐ **Unlimited use**

Data worms are deployed from within a node to independently analyse and process upgrades, gather data and return it to the hacker (taking 1 task). A successful analyse task by the node against the worm's rating as DC detects and destroys the worm. The hacker retains a copy of the worm to use again, but any data collected by the destroyed worm is lost.

SPIDER
SUPPORTWARE

(Đ6+1 per rating) ☐☐☐☐☐☐ **Active till destoyed**

The rating of this supportware acts as an attack array upgrade, added to the rating of the deploying chromacore. Spider supportware is used to act as an additional attack array sent against a barrier, upgrade or core of the hacker's choosing. Spider supportware is damaged just as a normal attack array upgrade file.

HYDRAPROBE
SUPPORTWARE

(Đ4+1 per rating) ☐☐☐☐☐☐ **Unlimited use**

When deployed from within a node, a hydraprobe allows the hacker to use their probe upgrade against a number of the node's upgrades simultaneously, equal to the rating of the hydraprobe. Hydraprobe supportware can only be destroyed with the destruction of the host chromacore.

STALKER
SUPPORTWARE

(Đ3+1 per rating) ☐☐☐☐☐☐ **Active till destroyed**

Stalker is deployed outside a node to watch for activity and follow it back to the responsible node, leaving a permanent trace to locate the node later. Usually linked to specific data, the stalker follows the data and identifies the core responsible. Stalker supportware can only be identified with a successful analyse check on the data (not the node).

PROBE ALERT
SUPPORTWARE

(Đ4+1 per rating) ☐☐☐☐☐☐ **Active till destroyed**

Probe alert is deployed above a node's defence barrier and reacts to any attempt to probe the node's defence barrier or deploy a barrier worm; the rating of this supportware acting as analyse and attack upgrades. If the probe alert detects hostile activity against the defence barrier, it can use its attack array feature to destroy the attempt, sending an alert to the chromacore and node administrator of the attack. It is destroyed if the defence barrier is destroyed.

SHADOW
SUPPORTWARE

(Đ8) Active till destroyed

Shadow produces a duplicate of the original node's upgrades that piggybacks on the original chromacore and relies on it for instructions. However all shadow upgrades run as normal.

Perhaps the most advanced supportware available, shadow is typically only found in highly advanced networks and can be a hacker's worst nightmare (or best friend).

REACTIVE
SUPPORTWARE

(Đ3+1 per rating) ☐☐☐☐☐☐ **Active till destroyed**

Reactive is a simpler version of probe alert supportware. Sitting on top of a defence barrier, reactive can act as an attack array upgrade against any attempt to attack probe or worm the node's defence barrier. The rating of reactive is the equivalent rating in attack array.

Reactive is destroyed if the defence barrier upgrade it protects is destroyed.

TUNNEL
SUPPORTWARE

(Đ3+1 per rating) ☐☐☐☐☐☐ **Active till destroyed**

Tunnel is deployed from within a node and forms a passage, bypassing the node's defence barrier from either direction, also avoiding any reactive barriers or alerts for the node that deployed the tunnel.

The node being tunnelled can identify the tunnel on a successful analyse versus the tunnel rating as DC (minimum 3). Any attack destroys the tunnel.

COOKIE JAR
SUPPORTWARE

(Đ5+1 per rating) ⬡⬡⬡⬡⬡⬡ **Active till destroyed**

Similar to stalker, cookie jar is placed on a data packet that, when accessed, initiates a backhack on the accessing node as a forced link. An alert is immediately sent to the administrator of the cookie jar's node. The link can only be closed by destroying the chromacore running cookie jar. While linked, cookie jar attacks the hacking node, the cookie jar rating acting as an attack array upgrade and automatically bypassing any defences.

Maze gates

Maze gates are nodes attached to datalines and act as gateways to other nodes. Without the correct access code, anyone attempting access to the node beyond the gate enters a data maze, blocking progress along the dataline.

The following tile is used to represent a maze gate:
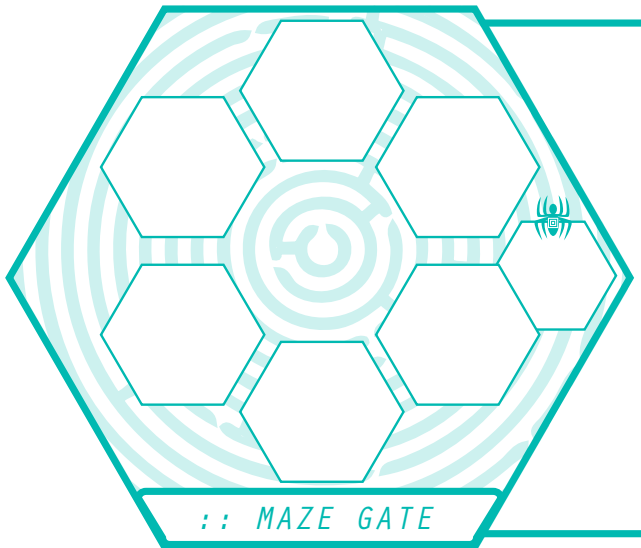
:: MAZE GATE

Maze gates have a base value, typically from 1 to 6; the higher the value the more difficult the maze.

When a hacker without the access code attempts to cross the gate they must roll the following task:

VS.
MAZE BASE VALUE
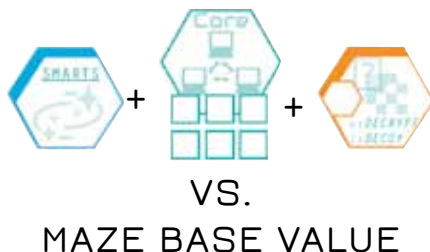
Each round the gate rolls a D6, this is placed in the centre of the gate. A number of additional D6, equal to the maze value, are rolled and placed in the outer maze hexes.

The hacker's total number of successes is then compared against each of the outer dice, added to the centre dice. If the hacker's total equals or exceeds one of these combinations, that outer dice is removed. Any exceeding successes are lost in the process. Removing a dice from the outer hexes lowers the maze's base value. When all outer dice have been removed the gate is open.

Maze gates sometimes have alarms set to activate if someone without the access code attempts to breach the maze. Some maze gates also have repids that act to replenish lost outer dice.

While attack arrays don't work against a maze gate, a nuke program can destroy one of the outer dice with a value no greater than the nuke rating.

Maze gates will never stop an experienced hacker, but they can slow them down.

Master mazes

Master mazes are particularly difficult maze gates. The central value does not vary the way a normal maze gate does, but remains static, at a value equal to the maze rating. When a hacker succeeds in removing one of the outer dice from a master maze the number of outer dice available is still reduced.

NODES ON THE GO

Data nodes are in any electronic device and most devices are connected to the spectrum either directly or indirectly. This means that almost every electronic device can be hacked. As the players may decide to hack a device that the GM hasn't prepared for, here is a quick way to generate nodes on the go.
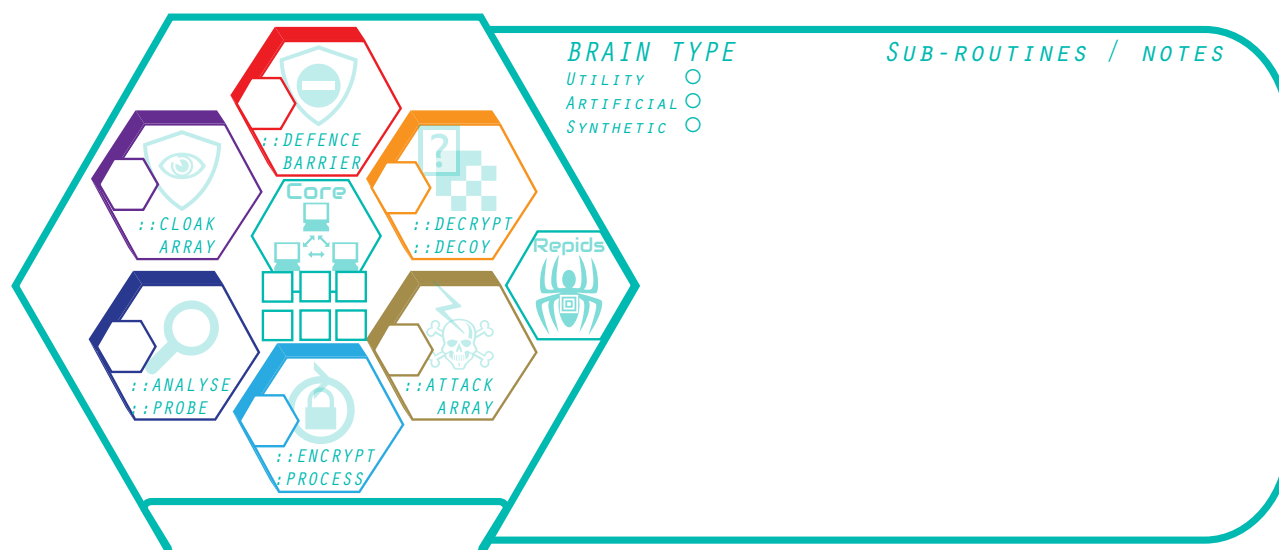
Chromacore

While you can roll a D6 to determine a core rating, it is highly recommended that a rating is chosen deliberately rather than randomly. The following table establishes some base ratings.

RATING	DESCRIPTION
1–2	Basic functions, appliances
3–4	Complex functions, network administration nodes
5–6	Superior networks, advanced functions and priorities

Upgrades

The easiest way to generate a data node upgrade is to roll 6D6 and allocate the results to the six upgrades, giving priority to those upgrades that best describe what the node was made to do.

Defence Barrier

This upgrade is used to protect nodes further down a dataline and to slow down hackers attempting access to sensitive nodes and data.

Decrypt/Decoy

This upgrade is mainly prioritised by nodes that read large amounts of incoming data and infiltrate other nodes.

Attack array

Nodes that have something to hide or protect will prioritise attack array to fight off infiltration; hackers usually have a good attack array upgrade in order to break through defence barriers and lower node ratings.

Encrypt/Process

Data-processing nodes prioritise this upgrade; this could be anything from a security door keypad to a Confederation database on military personnel.

Analyse/Probe

This upgrade is prioritised by those nodes that interact with incoming data, or are required to scan incoming data before separating it and sending it on to a more relevant node, for example: a defence mainframe, receiving incoming scanner information, determining threats and relaying that information to defence turrets.

Cloak array

Most nodes not associated with hacking do not require this upgrade. The only exception is a nested node; for example, a node working as a security node, inside another node.

Brain and supportware

The last step to developing a node is to determine if the core is more sophisticated than just a utility type and add any supportware programs up to a number equal to the CHROMACORE.

ESPERENCE

EXPANDING REALITY

The following abilities expand the range from the CRB and are available as normal to any esper with skill in the associated school.

LASERBLADE
LIGHTBENDER

PD: (NA) (NA) 5

ATT 3+P **DAM** 3+P

Details

The esper focuses the light from a hand-held torch into a blade of laser light, approximately 70cm (2ft) long. The blade will remain in existence for 3 rounds and can be extended by 1 round per additional **POWER** spent. The blade has a base 3ATT and 3DAM which can be increased 1 to either attribute for 1 **POWER**.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

MORPH
MOLECULOUS

PD: 2 (3)

Details

The esper can alter the appearance of their height, weight, sex, pigment, hair, etc. Any physical alteration affects their clothes and gear. The esper's appearance must remain a member of their own species unless they use PD3. The effects last for a number of rounds equal to the esper's **TOUGH**.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

ANIMALISM
MENTALISM

PD: 1 (3)

Details

The esper targets a non-sentient creature within LoS and makes a **FRIEND** DP against the creature's **ENEMY** as DC. Success means the creature will ignore the esper unless the esper takes hostile action against the creature or any of the creature's allies. At PD3 the esper can affect a number of the same species of creature, up to their **FRIEND** rating, within LoS.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

SHIRKER
MOLECULOUS

PD: 1

Details

This is a reactive ability, used just before damage is incurred. It can be used out of task sequence IF the esper was aware of impending damage. It costs the esper a task either in the current round or following round.

A single ❤ of physical damage may be ignored.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

FLY
MOLECULOUS

PD: 2

MOV 2+P

Details

This ability allows the esper to control the air around them in a way that makes it look like the esper is flying/floating. The speed is typically very slow, but can be increased +1MOV with 1 additional **POWER**. The duration of the ability is equal to the esper's **TOUGH** rating in rounds.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

STRETCH
MOLECULOUS

PD: 1 (3)

Details

This ability allows the esper to extend portions of their body: they could stretch their entire body to be taller or stretch an arm out to be a longer or even just their fingers.

A length of about 30cm can be added to the esper's body or up to twice the length at PD3.

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WATER DRAIN
MOLECULOUS

PD: 1

Details

This ability pulls all water outside the area of effect, similar to that of the water cloak PD:3, and can be increased in a similar manner. Organics without Z0G protection will take DAM equal to the **POWER** of the ability per round in the AoE with no armour added to **SOAK**.

WATER WEIRD
MOLECULOUS

PD: 2

2+P (Mov.)

Details

This ability allows the esper to control the water around them in a way that makes it look like the esper is being pushed through the water. MOV is equal to the power of the ability.

WAVE
MOLECULOUS

PD: 1

Details

From a body of water, up to three paces from the esper, a 2m (6ft) wide and tall wall of water is pushed out in a single direction, at a MOV per round equal to the esper's **SENSES + POWER**. Targets caught in the path of the wave take damage equal to the MOV of the wave and are pushed aside. The MOV of the wave is lowered by movement cost (-1 open ground, -3 difficult ground); subsiding at 0MOV.

WOLVEN
MOLECULOUS

PD: (NA) 3 (5)

Details

This ability allows the esper to pass through solid material with concentration (not in combat and only with clothing and simple objects). Each power point allows 1m³ (3ft³) of solid matter to be passed through and they can remain in the material as long as they can hold their breath. At PD5 equipment can be carried. There is no tier 1 use of this ability.

RESURRECT
PSYCHIC SURGERY

PD: (NA) (NA) 4+

Details

The esper can resurrect a recently deceased being by touch. The PD cost will increase by 1 per hour the being has been dead. The deceased being must then make a successful **STRESS DEFENCE** roll against a DC equal to the number of hours that they have been dead. If successful, life returns to the being's body at KO level; after which they heal normally.

POSSESSION
TECHGNOSIS

PD: (NA) (NA) 5

Details

The esper can attempt to take over a target's cyberbrain within LoS. The esper makes a **SENSES** DP against the target's **CHROMACORE** as DC. Success will see the esper's consciousness transferred from their own body to that of the target with complete control of their cyberbrain (and so their body). The esper can maintain this possession at 1PD cost per round. While active the esper's own body remains unconscious.

FLY
TELEKINESIS

PD: 1+

Details

The esper can fly at a MOV equal to the rating of **POWER** placed into the ability. The ability will last 1 round +1 round for each additional point of **POWER** spent in extending the duration; if the esper is encumbered then this is also added to the cost per round. The esper must maintain concentration during the flight. The esper can carry another person whose **TOUGH** + Ld counts towards the esper's Ld for encumbrance.

BLINK
WARPER

PD: 1

Details

The esper blinks into a warp pocket dimension for an instant and then returns. This uses a task either in the current round or the next. This ability can be used in response to a known attack, and out of normal initiative sequence, to dodge the attack, including AoE damage that is instantaneous. This ability can be used as often as the esper has tasks to spend.

ESPERENCE

⊡ IMPLANTS, PUPPETS AND SKINS

While cybernetic replacement and prosthetic limbs were commonplace in the last century, the ability to replace the body entirely has only been possible in the last few decades, starting with the development of a brainshell and then the full digitisation of the brain into a cyberbrain.

Although many cybernetic implants do not require a shell, a shell not only protects the brain from injury, but also grants the user much more integration over cybernetic implants and prosthetics. However, there is a cost. There is a consensus among the esper community that cybernetic replacement degrades a person's aura and their ability to draw esper power. Effectively, cybernetic interference degrades the development or potential of esper abilities. Why one person can maintain an aura, while another person with similar cytech cannot, remains unknown. There are those, both within the esper community and without, who point to the loss of aura as a sign of a loss of nature, and these adherents oppose cytech enhancement.

Implants

The most common forms of cytech: implants and prosthetic limb replacements, do not require a brainshell and are reasonably priced. Whether through choice, injury or vocational necessity, implants and replacements are a fact of life in the VANGUARD universe.

A brainshell is an implant as it replaces a person's skull, but not the brain itself. Receiving a brainshell has benefits even without additional cytech, such as: spectrum connectivity, data storage and use of softskill chips. Brainshells completely seal the brain in a protective alloy shell, providing life support and access for input and output of all neurological functions. This also allows for the filtering of the neural information to limit abnormal or adverse neural commands, either from trauma or injury previously sustained to the brain before its enclosure.

Cyberbrains

These brain replacements are a recent technology. The brain of the recipient is digitally encoded and then uploaded to the cyberbrain: a process known as chroma-dubbing. Cyberbrains are physically much smaller than a biological brain and this has created new external forms that don't require a large space for the brainshell – or even a head at all. Anyone with a cyberbrain has a chromacore and full upgrade programs.

With the loss of the last barrier to a fully inorganic form, the prospect of artificial intelligence becoming a complex lifeform is a real possibility and the use of synthetic intelligence is on the rise. Already the coding of a person's consciousness has resulted in 'wraiths': consciousness that exists within data clouds, disembodied and integrated within a data system. These wraiths rarely exist long as their data become corrupt, integrated and neutralised; a process referred to as chromaburn.

CHROMA-BUTES

A character with a cyberbrain retains their attributes as normal and all rules regarding attributes and checks are the same. The difference is, as the character has a cyberbrain, if the cyberbrain's chromacore is hacked the character loses control of their physical form, but not their identity.

Hertz Tuber,
molen hacker/
engineer

body, the brain could still be at risk. There are limitations, however, owing to signal strength and lag time.

Confederation citizens can use the spectrum network (throughout Confederation space) to maintain a connection with a puppet; but any disruption to the signal (including dropping into a warp fissure) causes the puppet to stop functioning. A relink is only possible when the puppet is reinitialised, normally a manual/local task.

Some puppets can use their own wireless network, but these systems are local and the puppet must remain within range of the signal or deactivate.

AURA DISORDER

If a character rolls a crit fail on a power degredation roll then they have developed a psychological disorder. When faced with the symptom of their disorder they must pass a stress defence check against DC4 or suffer -2MOD on all checks while the symptoms of their disorder remain.

The GM has the choice of what sort of disorder the character develops. Some suggestions are:

Paranoia The character has come to believe they are being spied on by a group or (imaginary or real) organisation.

Phobia The character has become terrified of being in a certain situation (heights, confined spaces, served cabbage soup).

Pedantic The character has to have things a certain way, and if they aren't maintained that way the character suffers extreme distress.

Puppets

It was only a matter of time, with the advent of the brainshell and the creation and integration of full prosthetic skins, that a way to control the body while keeping the brain separate would be found. Thus the puppet was created.

Using a dive-crib, the user lays within the crib with their brainshell attached to the crib. This is remotely linked to a full prosthetic body with a cyberbrain embedded. Once a remote link is established, the user can take control of the puppet as if their brainshell were within the body. This is extremely useful for dangerous and hazardous situations where, even with the protection of a full prosthetic

⃝ POWER DEGREDATION

Each cytech implant or replacement has a chance of reducing the user's POWER rating. This chance is based on the level of intrusion the implant or replacement takes as well as the individual's sense of self.

Whenever a piece of cytech is installed the character rolls a SENSES check against the DC determined by the intrusion level on the following table.

INTRUSION LEVEL DC	
ITEM	DC
Sensory implant (aural, optic, olfactory, tactile, etc.)	2
Brainshell, implant	3
Prosthetic limb	4
Full-body prosthetic	6

Success means the cytech installation has resulted in no loss of POWER. Failure results in 1 point of POWER being lost permanently. If a character's power is reduced to 0 and the character takes further power degradation the loss occurs to their senses attribute, and is permanent.

A character reduced to 0 senses has lost all connection with reality and has descended into madness.

⃝ FULL-BODY PROSTHETIC

The minimum of a brainshell is required to receive a full-body prosthetic and some chassis require a cyberbrain (droid chassis). Once installed, any amount of cytech can be added to a full-body chassis.

Droid chassis

Droid chassis (CRB pg96–100) can be used as either a full-body prosthetic replacement or a puppet. However they are stripped bare, possessing none of the customisations that are listed on the droid tech sheet; including no ODIN details, cyberbrain, chromacore or upgrade programs (talents exempt).

Dedicated chassis

These chassis were designed specifically for use as prosthetic body replacements. The chassis also supports any droid customisation or HP mounted gear if a spare HP is available. All have quickswitch mounts (CRB pg 59) and dextrous manipulation talent.

Attributes

A character with a full-body prosthetic adopts all the prosthetic attributes shown on the template. Those not shown remain the same. Where a '+' or '-' is indicated this value adjusts the character's rating.

FULL-BODY PROSTHETIC CHASSIS

TYPE	Đ	DESCRIPTION
ORG1S (droid)	5	Heavy labour chassis
Hexabot (droid)	6	Multipurpose tactical chassis
M8e (droid)	7	Advanced dextrous/bipedal chassis
T01-L (droid)	4	Multipurpose labour chassis
Angelfel (dedicated)	7	Light skirmish chassis
Morgreth (dedicated)	8	Medium labour/tactical chassis
Golath (dedicated)	7	Heavy assault chassis

Wearing armour

For any bipedal chassis, armour can be purchased and worn over a full-body prosthetic at +1Đ armour cost.

Structure vs.Health

A character with a full-body prosthetic can use the normal damage rules or the GM can treat the full prosthetic as a machine (similar to a vehicle or droid [CRB pg94]), where the chassis can suffer integrity damage along with normal structural damage.

Talents

Some talents are based on a character's physical size and physiology (such as the mauser's squishy or crawl space) These talents are negated by the character taking a full-body prosthetic. The GM has final say on which talents are affected.

Droid talents listed on the tech sheets are integral to the chassis and, as such, are part of the purchase price when used for a prosthetic body.

Characters with a full-body prosthetic can purchase any of the droid talents either at character creation or during the game with the GM's consent.

OPERATION TIME

The time it takes for cytech operations is equal to 1hr/1Đ the cost of any surgery is included in the cost of the cytech. With the use of medicittes on the patient, there's no damage to heal after a typical operation and, once released from medical care, the character is at full health.

NAME:

TALENTS: Dextrous,

3

TOUGH
3

7

Soak
3

FRIEND

ACTION
6

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ X !✗!

LUCK

SENSES
+1

ENEMY

SMARTS

Rapids

Resist

::DEFENCE
BARRIER

?

::CLOAK
ARRAY

Core

::DECRYPT
::DECOY

ATT
+1

Init.
7

DAM
+1

MELEE

::ANALYSE
:PROBE

::ATTACK
ARRAY

::ENCRYPT
PROCESS

MODEL #: Angelfel

TYPE: Skirmisher

ODIN NOTES

UPGRADES

Hard points:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

WPN:

A/M | RoF
ATT | Mov.
DAM
⊠:

NAME:

TALENTS: Dextrous,

MODEL #: Morgreth

TYPE: Medium labour/Mil.

6

TOUGH
5

4

FRIEND
-1

ACTION
4

LUCK

SENSES

ENEMY
+1

SMARTS

Soak
5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

Rapids

Resist

::DEFENCE
BARRIER

::DECRYP)
::DECOY

::CLOAK
ARRAY

Core

ATT
+2

Init.
4

::ANALYSE
:PROBE

DAM
+2

MELEE

::ATTACK
ARRAY

::ENCRYPT
:PROCESS

ODIN NOTES

UPGRADES

Hard points:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

WPN:
A/M   RoF
ATT   Mov.
      DAM
⊠:

NAME:

CIN::__ __ __ __ __ I%:__

MODEL #: Golath

TYPE: Heavy assault

ODIN NOTES

TALENTS: Giant chassis 2, Dextrous,

8

TOUGH
6

3

Soak
6

FRIEND
-2

ACTION
4

♡ - 1
♡ - 2
♡ - 3
♡ - 4
♡ - 5
♡ x !✗!

LUCK

SENSES

ENEMY
+2

SMARTS

Rapids

Resist

::DEFENCE
BARRIER

::CLOAK
ARRAY

Core

::DECRYPT
::DECOY

ATT
+3

Init.
4

::ANALYSE
::PROBE

::ATTACK
ARRAY

DAM
+3

MELEE

::ENCRYPT
::PROCESS

UPGRADES

Hard points:

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

WPN:
A/M   RoF
ATT   Mov
    DAM
        ☒:☐

NAME:

TOUGH
FRIEND
LUCK
SENSES
ENEMY
SMARTS

Soak

♡ -1 😕
♡ -2 😟
♡ -3 😖
♡ -4 😣
♡ -5 😫
♡ x !✗!

Raids

Resist

::DEFENCE BARRIER
::DECRYPT ::DECOY
Core
::CLOAK ARRAY
::ANALYSE :PROBE
::ATTACK ARRAY
::ENCRYPT :PROCESS

ATT
Init:
DAM

MELEE

CIN::_ _-_ _-_ _ _ ::_

EMP DISCHARGER
POLYCITIES
DIAGNOSTICS
STREET BEACON
AMPLIFIER
CARBON HOLSTER
PPK ANALYZER

ODIN NOTES

MODEL #:

TYPE:

Hard points:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

WPN:
A/M RoF
ATT Mov.
DAM
⊠:

UPGRADES

CYTECH

MAULS

A NEW BREED

Mechanised Armoured Utility Labour suits (MAULs) are giant vehicles, typically bipedal and dextrous, allowing for versatility in application and movement that normal wheeled, tracked or hover vehicles can't match. MAULs began life as little more than powered exo-skeletons fitted with cargo lifters and mining tools. These predecessors were closer to powered armour than the current generation MAULs. In the VANGUARD galaxy, MAULs are used in construction, mining, exploration of heavy gravity or hazardous environments, and in military operations.

These vehicles are expensive and require almost constant maintenance. As such, they are owned by corporations and governments rather than individuals; with exception of the M09 Breaker, which is often found being used by 'roid jockeys and colonists, and the Beserker, more likely to be found in use by mercenaries and pirates.

MAULs as vehicles

MAULS use all the rules for vehicles as detailed in CRB pg 102, with the following exceptions:

PLANT

MAULs ignore the plant rules for vehicles (CRB pg 112) as they are designed to be stable, reliable and efficient e in order to minmise size and weight requirements.

Hardpoint location

The mobility of MAULs makes their movement ability akin to that of a character rather than a vehicle with a similar ability to turn and fire in any

Marien Klaurnic
noted vulpine,
mercenary
MAUL pilot

direction. This means that HP location does not have to be accounted for with regard to firing arcs. The rules for loss of HP still pertain to MAUL and so loss of ENEMY rating through integrity damage lowers the number of working HP.

TALENTS

MAUL design gives a number of talents specifically tailored to enhance their features.

AGILE LINK

DESCRIPTION

The MAUL is fitted with an advanced pilot/MAUL interface link that affords the pilot unrivalled control of the MAUL.

With an agile link the pilot is able to use their own action rating in place of the MAULs as well as this any talent the pilot has that increases initiative, CC ATT or defence can be used while piloting the MAUL.

FLIGHT PACK

DESCRIPTION

The MAUL has been fitted with a flight pack that grants full flight capabilities at a MOV rating equal to the talent rating. This is separate to the MAUL's normal ground movement.

Can use auxiliary HP.

PUPPET COM

DESCRIPTION

The MAUL pilot is able to use the MAUL as a puppet, similar to a full-body prosthetic. The pilot must be within LoS of the MAUL or have a spectrum link via a brainshell or cyberbrain (ODIN alone is too slow). While used as a puppet, all tasks by the MAUL suffer a -1MOD.

MAUL WEAPONS

There are handheld weapons specifically for MAUL in addition to any HP-mounted platform weapons (CRB pg110). These weapons follow normal rules for character weapons such as ammunition, RoF, recoil and crits, but have a base Ld of 4.

TRAS IND.
BREAK WITH TRADITION

88i Heavy energy cannon (Đ7) ⬦ ⬦ ⬦
The MAUL version of the IPEC the 88i has found favour with units fighting in space.
As an energy weapon, the 88i has access to energy weapon gear talents.
Ld.+2

ATT	DAM	RoF	Mag
5	8	1	30

GAROUL
FOR BLOOD

Hurlk (Đ6) ⬦ ⬦
Hurlk are manufactured in the pretador nations and are used as the main sidearm for pretador MAUL.

The hurlk ammunition has an armour-piercing tip that is effective at short range (⬦) granting +1ATT.

ATT	DAM	RoF	Mag
4	7	3	12

BYRON TECH
STAND PAW TO CLAW

BR rifle (Đ7) ⬦ ⬦ ⬦
The BR MAUL rifle comes in two main models: the short barrel 'H' model and the long range 'L' model.

BR-H 'Heretic' is used for close quarter MAUL-to-MAUL combat.

When used at short range (⬦) BR-H gains +1ATT.

BR-L 'Longarm' gains +1ATT at long range (⬦ ⬦ ⬦)

Ld.+1

ATT	DAM	RoF	Mag
6	8	2	16

KIVANDA ARMS
CLOSE-QUARTER PROTECTION

☐ **MAUL blade (Ð5)**
Basic melee weapon for MAUL

ATT	DAM
5	6

☐ **MAUL poleaxe (Ð6)** ⊕
Long melee weapon for MAUL

ATT	DAM
5	6

☐ **KA-4 Javellin (Ð6)** ⊕ ⊕
Thrown weapon with HEAP for MAUL

ATT	DAM
6	7

☐ **KA615 'Grist' (Ð7)**
Particle velociblade. Depleted particles within a supersonic turbine field.

ATT	DAM
8	7

VANGUARD RPG © Tim Westhaven and Rook Westhaven

YRON ARMS
THE PRICE OF PEACE

☐ **GAK-8 (Ð7)** ⊕ ⊕
Yron Armaments' latest MAUL weapon, the GAK-8, has outstanding recoil suppression (+2) and Localised Spectrum Link (LSL) granting excellent response and control. With integral optical feedback, the GAK-8 can be fired without direct LoS (-2DP) from cover. It can also fire a LoS, single, manually loaded, zephyr missile (CRB pg110).

ATT	DAM	RoF	Mag.
4	6	4	60

VANGUARD RPG © Tim Westhaven and Rook Westhaven

NACHAROX
HARDENED LIFE

☐ **Achis (Ð6)** ⊕ ⊕
Reptyle MAUL MP with quick reload system (free task) but prone to jamming: jams on a crit die roll of '1' or '2'.

ATT	RoF	DAM	Mag.
4	4	6	20

☐ **Brakuul shield (Ð6)**
Used to increase a MAUL resist by sacrificing the MAUL's next task; as the MAUL uses the shield to deflect an attack. Ld.+1

Resist
+2

VANGUARD RPG © Tim Westhaven and Rook Westhaven
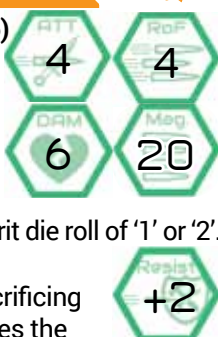
SHIELD BASH TALENT

DP Cost: −
The Brakuul shield can be used to make a CC attack +2ATT and DAM. With any damage also resulting in the target suffering -1MOD on their next task, and a crit success knocking the target prone.

NACHAROX
HARDENED LIFE

KIVANDA ARMS
CLOSE-QUARTER PROTECTION

☐ **MAUL V2 power gauntlet (Ð5) (HP1)**
manipulator upgrade for MAUL.

ATT	DAM
4	6

The V2 power gauntlet is a manipulator that is capable of precise, dextrous control. In addition, the tension of the gauntlet's grip is designed to intensify into a vice-like clamp. If the gauntlet is used to attack in consecutive tasks the pilot can make a clamp attack on the second attack, which will give +2ATT and +2DAM.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

MAUL TECH SHEETS

The following pages contain templates for some of the more common MAULs in VANGUARD.

BASE UNIT COST	Ð	Description
Breaker M09	7	Mining/Labour MAUL
Berserker	7	Light MAUL
Grellion	8	Medium MAUL
NEX	7	Light MAUL
Olgun	8	Light MAUL
R04-N	8	Medium MAUL
Stormbreaker	10	Heavy MAUL

Customising templates

The vehicle rules for modifying and customising templates (CRB pg111−112) also apply to MAULs.

NAME:

5

TOUGH
5

2

Soak
6

FRIEND
1

ACTION
2

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x! ✗!

LUCK
1

SENSES
1

ENEMY
1

SMARTS
1

LS

2

SIZE

Resist
5

2

1

0

Core
1

0

STRESS MOD

CLOAK ARRAY

DECRYPT DECOY

Init.
2

2

ANALYSE PROBE

0

ATTACK ARRAY

2

ENCRYPT PROCESS

Rapids

Collision
2

MODEL #: M09

TYPE: Breaker

CIN:: _ _ _ _ _ _ _ _ _ _ :::

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Carried weapons:

WPN:
ATT / RoF / DAM / Mag

WPN:
ATT / RoF / DAM / Mag

CUSTOMISATION/NOTES

M09 is a common sight in asteroid mining zones and colonies. Primarily a mining and excavation MAUL, the M09 is often modified by mercenaries, pirates and slavers as a cheap alternative to a military chassis.

Diamond cutters

The M09 is fitted with three large diamond mining drills that act in unison.

Spade shields

On each arm there is a large retractable spade that is used for digging and shifting rubble, but can also be employed as a CC weapon.

For the cost of a task, a shield can be used defensively increasing the breaker's DEFENCE +2 for the remainder of the round. Both shields can be employed in this way for a total of +4 DEFENCE at the cost of two tasks.

Hard points:

WPN: Diamond cutter
X
A/M X
RoF
ATT 4
DAM 7
#:
☒:

WPN: Spade shields
X
A/M X
RoF
ATT 3
DAM 6
#:
☒:

WPN:
A/M
RoF
ATT
DAM
#:
☒:

WPN:
A/M
RoF
ATT
DAM
#:
☒:

WPN:
A/M
RoF
ATT
DAM
#:
☒:

WPN:
A/M
RoF
ATT
DAM
#:
☒:

NAME:

3

TOUGH 3
2

FRIEND 1

ACTION 5

LUCK 2

SENSES 1

ENEMY 3

SMARTS 1

SIZE 2

Soak 4

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x ! ✗ !

Resist 3

DEFENCE BARRIER 4

::CLOAK ARRAY 0

Core 1

::DECRYPT ::DECOY 2

STRESS MOD

Init 5

::ANALYSE ::PROBE 2

::ENCRYPT PROCESS 2

::ATTACK ARRAY 2

Repids 1

Collision
ATT — DAM 2

MODEL #: MkIII

TYPE: Berserker

CIN::_ _ _ _ _ _ _ ::_

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Carried weapons:

WPN:
ATT — RoF — DAM — Mag —

WPN:
ATT — RoF — DAM — Mag —

Hard points:

WPN: Flash and chaff
X X
X/M X
ATT 5 — RoF 1 — Mov —
DAM — #:

WPN: SM-6 missiles
X
X/M X
ATT 5 — RoF 1 — Mov 6
DAM 6 — #:

WPN:
A/M — RoF — ATT — Mov — DAM — #:

WPN:
A/M — RoF — ATT — Mov — DAM — #:

WPN:
A/M — RoF — ATT — Mov — DAM — #:

WPN:
A/M — RoF — ATT — Mov — DAM — #:

CUSTOMISATION / NOTES

Repids 1 (as talent)

Mk.III Berserker is the most manufactured MAUL ever produced. Despite a high degree of manoeuvrability and interchangeable options, the Berserker range recently fell out of favour owing to a number of design flaws.

That said, Berserker MAULs remain a favourite among pretador mercenaries and pirates as it is easy to maintain and plenty of spare parts are available. The lack of protection for the pilot is offset by the fact that the pilot is still able to wear personal armour (including some power armour).

NAME:

7

TOUGH 7

5

Soak 10

FRIEND 1

ACTION 5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x! ✗!

LUCK 2

SENSES 2

ENEMY 5

SMARTS 2

LS

SIZE 3

Resist 7

::DEFENCE BARRIER 6

?? 2
::DECRYPT ::DECODE

STRESS MOD

::CLOAK ARRAY 2
Core 2

Init. 7

::ANALYSE ::PROBE 2

::ATTACK ARRAY 4

Collision

::ENCRYPT PROCESS 2

ATT
DAM 3

Rapids 1

MODEL #: Exant

TYPE: Grellion

⬠ CIN::_ _ _ _ _ _ _ _ ::_

Carried weapons:

WPN:
ATT
RoF
DAM
Mag

WPN:
ATT
RoF
DAM
Mag

Hard points:

WPN: Power gauntlet
A/X RoF X
ATT Mov.
4
DAM 6
#: ☒:

WPN: Power gauntlet
A/X RoF X
ATT Mov.
4
DAM 6
#: ☒:

WPN:
A/M RoF
ATT Mov.
DAM
#: ☒:

WPN:
A/M RoF
ATT Mov.
DAM
#: ☒:

WPN:
A/M RoF
ATT Mov.
DAM
#: ☒:

WPN:
A/M RoF
ATT Mov.
DAM
#: ☒:

CUSTOMISATION/NOTES

Repids 1 (as talent)

Armour plating 2 (as talent)

The Grellion is one of the Confederation's most iconic MAULs and has been a presence on the streets of Confederation cities, colonies and space stations for almost a decade. While the heavier tasks have been passed to the newer Stormbreaker, the Grellion is the indisputable favourite among Confederation troops for reliable close support. Standing at almost 7m (20ft) tall the Grellion is an imposing sight and the preferred choice of the badgerians fighting the pretador forces on the Basel island archipelago. The Grellion's heat-shielding means it can be deployed into an operation zone from low orbit.

NAME:

MODEL #: Enforcer

TYPE: NEX

5

TOUGH
5

5

Soak
7

FRIEND
1

ACTION
5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x! ✗!

LUCK
3

SENSES
2

ENEMY
3

SMARTS
2

LS

2
SIZE

::DEFENCE BARRIER
3

Resist
5

::CLOAK ARRAY
2

Core
2

::DECRYPT ::DECOY
2

STRESS MOD

::ANALYSE ::PROBE
2

Init.
5

::ENCRYPT PROCESS
2

::ATTACK ARRAY
2

Collision
ATT   DAM
2

Rapids

CIN::_ _ _ _ _ _ _ _ :/4_

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Carried weapons:

WPN:
ATT   RoF
DAM   Mag

WPN:
ATT   RoF
DAM   Mag

Hard points:

WPN: 3S-5000
■ / ⌐ 6 ⊘ ⚡ ❄ \
X
A/X   RoF
X
ATT ½ Mov.
8   DAM X
+6
#:   ☒:

WPN: AM Strobe
■ / ⌐ 6 ⊘ ⚡ ❄ \
X
X/M   RoF
X
ATT 1 Mov.
5   DAM
-
#:   ☒:

WPN:
■ / ⌐ 6 ⊘ ⚡ ❄ \
A/M   RoF
ATT   Mov.
DAM
#:   ☒:

WPN:
■ / ⌐ 6 ⊘ ⚡ ❄ \
A/M   RoF
ATT   Mov.
DAM
#:   ☒:

WPN:
■ / ⌐ 6 ⊘ ⚡ ❄ \
A/M   RoF
ATT   Mov.
DAM
#:   ☒:

WPN:
■ / ⌐ 6 ⊘ ⚡ ❄ \
A/M   RoF
ATT   Mov.
DAM
#:   ☒:

CUSTOMISATION/NOTES

Flight pack 1 (as talent)

The NEX is the only MAUL still manufactured by the reptyles. While light in comparison to the majority of Confederation MAULs, the NEX's optical camouflage and amphibious capabilities have made it highly successful in the Arika jungles. The NEX has been purchased by a number of pretador packs in sufficient quantities to pose a risk to Brettan border security.

There are eye-witness accounts of Z0G models of the NEX being used by reptyle forces off-world.

NAME:

7

TOUGH 6

5

Soak 6

FRIEND 2

LUCK 3

ACTION 4

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!✗!

SENSES 3

SMARTS 3

ENEMY 5

LS

SIZE 2

Resist 6

::DEFENCE BARRIER 6

Core 3

::DECRYPT ::DECOY 3

STRESS MOD

::CLOAK ARRAY 2

::ANALYSE :PROBE 2

::ATTACK ARRAY 4

Init. 6

::ENCRYPT PROCESS 2

Rapids 2

Collision
ATT DAM 3

MAULS

MODEL #: IV

TYPE: Olgun

CIN:: _ _ _ _ _ _ _ _ _ _ _ _

Carried weapons:

WPN:
ATT
RoF
DAM
Mag

WPN:
ATT
RoF
DAM
Mag

Hard points:

WPN: G10 Belt rifle
X
A/M X
ATT 3
RoF 6
Mov.
DAM 3
#: ☒:

WPN: G10 Belt rifle
X
A/M X
ATT 3
RoF 6
Mov.
DAM 3
#: ☒:

WPN: 40mm grenades
X
A/M X
ATT 3
RoF 2
Mov.
DAM 6
#: ☒:

WPN:
A/M
ATT
RoF
Mov.
DAM
#: ☒:

WPN:
A/M
ATT
RoF
Mov.
DAM
#: ☒:

WPN:
A/M
ATT
RoF
Mov.
DAM
#: ☒:

CUSTOMISATION/NOTES

Repids 1 (as talent)

Tachio Mater optics pod (CRB pg112)

Tachio Mater forward observation pod

Spotlight (CRB pg112)

PLC Technic seismic scanner (CRB pg112)

The olgun MAUL is a stalwart of the Confederation military and corporate security forces throughout the galaxy. Hard wearing and low maintenance, it is popular with colony forces and the space ranger corps (SRC), who appreciate the variety of sensor upgrades and scanners. A common variant for the SRC reduces the CIS and energy shield strength while adding a flight pack.

The MkIV has a spare HP ready for customised loadout.

MAULS

NAME:

5

TOUGH 5

3

Soak 7

FRIEND 1

ACTION 3

♡ -1 ☹
♡ -2 ☹
♡ -3 ☹
♡ -4 ☹
♡ -5 ☹
♡ x ! ✘ !

LUCK 1

SENSES 1

ENEMY 6

SMARTS 1

2 SIZE

LS

Resist 7

2 :: DEFENCE BARRIER

2 Core

2 :: DECRYPT :: DECOY

STRESS MOD

0 :: CLOAK ARRAY

Init. 3

2 :: ANALYSE :: PROBE

2 :: ATTACK ARRAY

Collision

2 :: ENCRYPT PROCESS

ATT ✂ DAM 2

Rapids

CUSTOMISATION/NOTES

E-scanner 2 (as talent)

PLC Technic Long-range finder (CRB pg112)

The R04-N is manufactured in the pretador nations as their main battle MAUL, with a focus on mobile, long-range support and surface-to-air defence.

CIN::_____-_____ _____ :/:___

Carried weapons:

WPN: | | WPN:
ATT | | ATT
RoF ✦✦✦ | | RoF ✦✦✦
DAM | | DAM
Mag | | Mag

Hard points:

WPN: M1-G missiles
✗ ✗
F/✗ RoF ✗
ATT 12 | 1 | Mov. 8
DAM 8
#: ☒:

WPN: M1-G missiles
✗ ✗
F/✗ RoF ✗
ATT 12 | 1 | Mov. 8
DAM 8
#: ☒:

WPN: JK-24 missiles
✗
F/✗ RoF ✗
ATT 10 | 1 | Mov.
DAM 16
#: ☒:

WPN: JK-24 missiles
✗
F/✗ RoF ✗
ATT 10 | 1 | Mov.
DAM 16
#: ☒:

WPN: AM Strobe
✗ ✗
✗/M RoF ✗
ATT 5 | 1 | Mov.
DAM —
#: ☒:

WPN: AM Strobe
✗ ✗
✗/M RoF ✗
ATT 5 | 1 | Mov.
DAM —
#: ☒:

NAME:

8

TOUGH
8

4

Soak
10

FRIEND
2

ACTION
4

SENSES
3

LUCK
3

ENEMY
6

SMARTS
3

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x! ✗!

LS

SIZE
2

Resist
10

3

3

3

::DEFENCE BARRIER
3

Core
3

::DECRYPT ::DECOY
3

STRESS MOD

::CLOAK ARRAY
3

Init.
6

::ANALYSE :PROBE
3

::ATTACK ARRAY
3

::ENCRYPT PROCESS
3

Collision
4

Rapids
1

MODEL #: b

TYPE: Stormbreaker

CIN::_ _ _ _ _ _ _ _ _ _ _ _ _ ::_

Carried weapons:

WPN: _____
ATT — RoF — DAM — Mag

WPN: _____
ATT — RoF — DAM — Mag

CUSTOMISATION/NOTES

Repids 1 (as talent)

Tachio Mater optics pod (CRB pg112)

Tachio Mater forward observation pod

Spotlight x2 (CRB pg112)

The stormbreaker is the Confederation's newest and heaviest MAUL. The first production run of stormbreakers was shipped out to Confederation units shortly before the tanarii attack on Varmisk. While the tanarii attack destroyed a minor production facility and storage depot in the capital, the main stormbreaker production factory remains operational in a top-secret military spacestation located in the Indris asteroid belt.

Hard points:

WPN: Power gauntlet
A/X — RoF
ATT 4 — Mov.
DAM 6 — #: ✗:

WPN: Power gauntlet
A/X — RoF
ATT 4 — Mov.
DAM 6 — #: ✗:

WPN: M1-G missiles
A/X — RoF 1
ATT 12 — Mov. 8
DAM 8 — #: ✗:

WPN: M1-G missiles
A/X — RoF 1
ATT 12 — Mov. 8
DAM 8 — #: ✗:

WPN: AM Strobe
X/M — RoF 1
ATT 5 — Mov.
DAM - — #: ✗:

WPN: _____
A/M — RoF
ATT — Mov.
DAM — #: ✗:

MAULS

STARSHIPS

○ BEYOND THE LIMITS

For the past few centuries, the species of Ashen have been exploring the galaxy, colonising planets and gathering resources. With the discovery of warp technology and warp fissures, the number of planets explored and colonised greatly expanded and quickly stretched resources to the limit.

Many of the new colonies and mining facilities became isolated during the third world war and, by the time the war was over and the Confederation formalised, many of these colonies and facilities had declared independence. Since then, space travel has progressed to the point where thousands of ships travel to and from Ashen orbit every day, but this explosion in space traffic has created new problems.

Access denied

The Confederation established safety standards and protocols for warp fissure travel after a number of high-profile disasters. This increase in bureaucracy meant added costs for interstellar merchants and businesses, and many ignore the safety regulations in order to save dy. The chances of a mid-warp-stream collision have been decreased, but situations still occur where unregistered warp fitted vessels become stranded, lost in a warp-stream or collide with registered warp vessels.

Pillage and plunder

The Confederation now has governance over hundreds of planets, space stations and mining facilities, in addition, there are private and corporate interests scattered throughout the galaxy. There is plenty of dy to be made; perfect circumstances for instances of piracy, smuggling, black-market trading and slavery.

○ STARSHIPS

Starships have the power and range to travel between planets or intersystem. Smaller vehicles, such as one and two-person fighter craft, are also covered in the starship section and the rules for space combat apply to these smaller vehicles when they are used alongside starships.

Starships as vehicles

Starships use all the rules for vehicles (CRB pg102), with the following exceptions:

Crew

The ship's FRIEND rating is the minimum crew required to pilot the ship. For every crew member below the minimum rating, all piloting checks suffer a similar SAP penalty. This rule does not apply to ships that have a maximum crew number in their notes.

Life support

All starships have the life support talent without having to pay for it with talent points. For every rating in FRIEND, an equivalent rating in the life support talent is gained.

For every 5 passengers over the base ratio the life support system supports, a 1SAP penalty is applied to all passengers relying upon the ship's life support. So, if the ship's FRIEND attribute is 1 (allowing for up to 5 passengers) and the ship has 13 passengers (including crew) on board, everyone on board has a -2SAP penalty applied to their activities owing to lowered oxygen levels.

Scanners

The ship's SENSES attribute covers the ability of the ship's systems to detect issues within and outside the ship.

Ship scanners

Ship scanners can be used to pick up signs of life, electrical fluctuations, life support levels, decompression threats, structural integrity, fire,
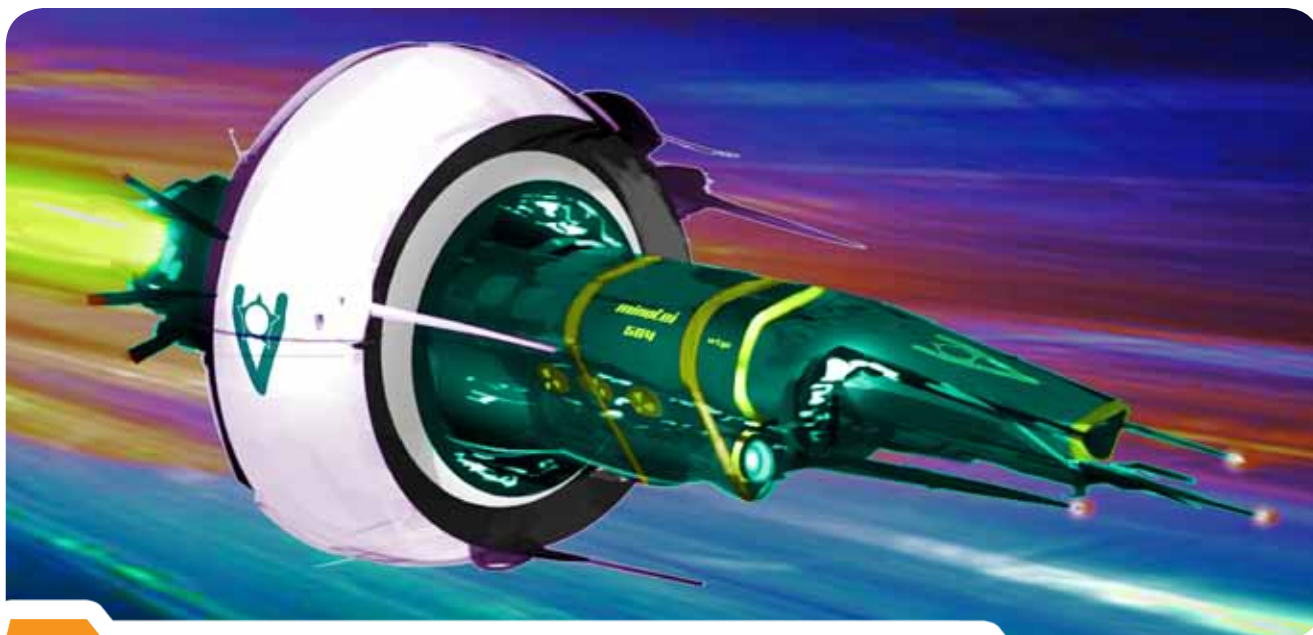
Toa warp cruiser

Warp cruiser designed for speed.

Normally used to transport passengers rather than cargo, the Toa is not armed offensively and relies on a broad range of defensive electronic counter measures, ice-fragment missiles, a warp field and its speed, to avoid trouble.

Karator—pirate cutter

Originally designed as a high-speed inter-system transport, the Karator KH-9j has become a favourite with pirates and slavers; who normally fit the ship with a ramming spike, ship-to-ship missiles and drones. The Karator is notorious for its low radiation shielding, which causes high rates of crew illness.

environmental hazards, locate passenger ODIN, etc. Ship scanners include telemetry as well as video and audio relay.

Long-range scanners

Long-range scanners do a similar job to ship scanners as well as: reading other vessels' power emissions, life signs, hull integrity, weapon status and any transmitted signals. These sensor systems are often referred to as HARM (heuristic, aggressive, response, measure), using AI to determine the nature of an object scanned or situation, based on known readings.

ACCELERATION DECELERATION

The rules for vehicle movement don't account for zero gravity and impetus of a vehicle once it is moving in Z0G conditions.

If you would like to take into consideration the requirements of acceleration and deceleration for space vehicles, the following simple rules can be used.

A vehicle can accelerate or decelerate by 1 rating per task during a round. A vehicle's normal MOV rating is considered the vehicle's optimal speed (accelerating or decelerating) and any increase (through adjusting plant output) will cause increased stress by an equal amount.

Ship's size (CRB pg104), if used, will hamper any attempt to change speed by an equal number of tasks. A size 3 starship will only start moving once it has been accelerating for 3 consecutive tasks, at 1MOV; and will only start slowing down once it has been decelerating for 3 consecutive tasks at 1MOV per task.

TALENTS

Starships have a number of talents specifically tailored to enhance their features. All starships have the life support talent at rating 1 or higher. If the ship is fitted with the armour plating talent it cannot be fitted with auxiliary HP.

BARRACKS

DESCRIPTION

The ship is fitted with a military-style barracks. The rating of the barracks x 10 indicates of the number of individuals the barracks can support (bed, showers, lockers, mess area).

Ship size increases +1 for every 2 ratings in this talent.

ENGINEERING

DESCRIPTION

The ship has an engineering section. This allows for an amount of integrity damage to be ignored per game session equal to the facility ratings. It also reduces repair times by an equal factor. Finally, the rating of the engineering facilities can be added to any engineering check carried out while using the facilities.

ESCAPE POD

DESCRIPTION

The ship has an emergency escape pod. The pod can accommodate up to 10x rating for up to 100LS; including rations, water and medical supplies.

The pod can survive reentry through atmosphere and has parachute, landing thrusters and automatic buoyancy inflatables in case it falls into liquid.
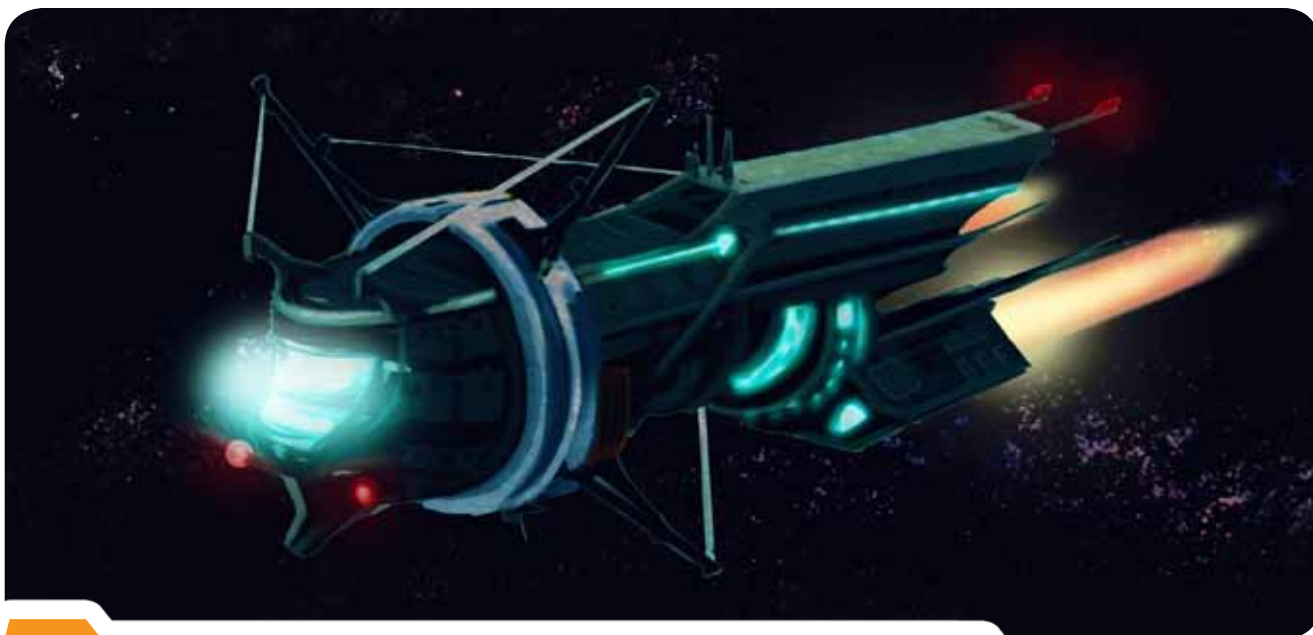
H-06 Interstellar logistics ship

The H-06 is a common sight among the outer colonies and the most mass-produced and highly modified ship frame in the Confederation.

It is a versatile ship, with a large internal space that has multiple decks. Each deck has a number of modules that can double as escape pods or orbital drop pods.

The H-06 also has a launch bay and hangar that can dock a number of smaller vessels or shuttles.

Naimina long-range/orbital resource ship

The Naimina class resource ship was first designed as a colony support vessel. It was designed to carry enough civilians to assist in the foundation of a colony and to supply food, water and even life support recycling. The design holds modular engines that can be transported to the planetary surface to act as power generators for colony establishment.

EVASIVE

DESCRIPTION

The ship is fitted with multiple thrusters that can allow the ship to carry out fast and accurate manoeuvres, giving a BUF to defence equal to the rating of the talent if the pilot uses a task to carry out evasive manoeuvres.

In addition, the thrusters allow talent rating added to maximum MOV in reverse or sidestep; so evasive 3 would allows 4 unit MOV sidestep.

HANGAR

DESCRIPTION

The ship has a hangar to dock smaller vessels. The hanger size is 10x talent rating. This determines the size of other vessels that can be kept in the hangar or an amount of cargo.

The talent rating adds to the ship's size.

It requires a launch bay to use in Z0G without Z0G LS.

LAUNCH BAY

DESCRIPTION

The ship is fitted with launch bays. These are either standalone launch tubes/pads or connected to the ship's hangar. They are airlock sealed, allowing for access to and from the landing vessels without Z0G or LS. T rating indicates the number of vessels that can be launched from the ship per round and the size of the vessels that can be launched.

MEDICAL

DESCRIPTION

The ship has a medical centre. The rating BUFs any first aid checks and can reduce a number of ship casualties per round from integrity damage. The rating is the number of medics (doctor skill set) required to operate the centre at optimal capacity, for every medic below this a -1 penalty to the BUFs is applied.

P-SCANNER

DESCRIPTION

The ship has planetary scanning sensors that can register geology, atmosphere, soil and liquid composition, life signs and energy readings from a planet's orbit. Atmosphere scans take 2 minutes. A detailed surface scan (up to 200m below) takes 20 minutes, granting a BUF per rating to identify valuable mining resources.

PROBES

DESCRIPTION

The ship has a number of probes (equal to the rating of the ship) that can be fired up to 2 parsecs away. The ship's scanners can be used via the probes as if the ship were at the probe's location.

It takes approximately 4 hours for a probe to travel 1 parsec.

Probes cost 5Đ to replace.

REC ROOM

DESCRIPTION

The ship has recreational facilities that allow the crew to relax and destress during their down time. The rating of the rec-room will lower a number of stress ratings applied to the crew, up to the limit of the talent rating, with each individual reduction lowering the total. The total will reset when the ship is docked safely.

WARP ENGINE

DESCRIPTION

The ship has a warp field generator, allowing it to pass through warp fissures and travel along warp streams.

A warp field generator adds +3 to a ship's size.

STARSHIPS

BR-S 'Spirit'

The BR-S is the latest Confederation interceptor. Manufactured prior to the tanarii attack on Varmisk and fitted with the latest stealth technology, it has become the bane of slavers and pirates throughout the known galaxy, often lying in wait along well-known slaver and pirate routes.

Used for stealth reconnaissance missions, a BR-S is the only vessel that has reconnoitred the Ghu.

Darknarl—Warp freighter

The first non-experimental vessel to enter warp space, the darknarl continues to remain in service despite its age; the addition of modern upgrades and safety measures extending its service life.

The darknarl is the most common warp-transit vessel of the Confederation and a common sight among the starports near busy warp fissures.

MANNING THE DECKS

Crewing a starship can be a nail-biting experience. Knowing that at any moment, if something goes wrong, you can be cast out into the void of space means that those who ply the space lanes are steady of nerve and courageous. However, this doesn't mean that when things are really on the line, as in the case of ship-to-ship combat, these individuals are immune to panic.

When carrying out activities on a ship, the crew are susceptible to the same pressures as the ship. This is a reflection of the crew's understanding of the precariousness of their situation. Any stress modifier suffered by the ship is passed on to any roll made by a crew member. Any ship stress modifier passed on to the crew is modified by the individual's stress defence and can be offset by other ship features such as a rec room.

All hands

Crew on a ship play a vital role in keeping the ship in working condition, especially in difficult circumstances. There are certain work details that can be performed by characters while they are on a ship, especially during combat, if they are not otherwise engaged in a ship's defence. Each crew member must announce before the start of a round if they are carrying out a work detail, and which detail they are performing for the entirety of that round.

Emergency detail

A character who allocates their time to emergency detail deals with any hazard to the ship or the crew, this includes hull punctures, fire, gas leaks, oxygen venting, etc. This character can add their ACTION rating to the ship's TOUGH attribute to avoid integrity damage.

Medical detail

The character is dedicated to assisting crew members suffering from stress, shock or physical damage. The character's SENSES rating can be used to offset any ship stress modifier to the crew. In addition, each crew member carrying out medical detail can remove a single crew casualty per round, including during a hostile boarding.

Ship-to-ship hacking

While in Confederation space, the characters have access to the spectrum and, if an opponent's ship also originates from the Confederation or similar nation (such as the pretadors), they can attempt to hack each other's systems. Ship-to-ship hacking is carried out in a similar manner to any other hack and is managed under the hacking rules. If an opponent ship is not of Confederation (or pretador) origin a hack is still possible if the technology used is similar, but distance can be an issue and the character's ship must be within close proximity for a hack to have any chance of success.

Gunner

A character can take over a manual weapons turret. During the ship's turn the character can then fire the turret, with their ENEMY rating replacing that of the ship.

Crew casualties

When a ship suffers damage there is always the chance of casualties to the crew. When a ship suffers integrity damage (other than from EM attack) the pilot (or character in charge of the ship) can opt to have a crew member taken out as a casualty rather than have the ship suffer a penalty to one of its attributes. The loss of crew can affect various functions of a ship, such as the CIC, medical bay, engineering department etc, if there are not enough crew to staff these facilities.

Once the ship reaches dock, a LUCK check (using the ship's LUCK attribute) can be made for each crew casualty. Success indicates that they were only wounded; failure indicates a fatality. The rating of a ship's medical bay BUFs this roll.

Repair and maintenance

When being constructed, repaired or just berthed, a ship rests in a space dock or port bay, taking up room, power and resources. The cost is dependent upon the size of the ship. A ship follows the same rules for repair as droids, cyborgs and vehicles (CRB pg72). For each day a ship is in dock the cost is:

$$[Đ6 + Ship\ size\ modifier]/2$$

◯ BIG SHIPS

Some ships are so big that parts of them can suffer catastrophic damage while the remainder maintains functionality. Other ships are designed to be compartmentalised so they have separate power sources and resources allocated to a ship section, while still functioning as a single body. Such ships use all the normal vehicle and starship rules, but each section is designed on its own techsheet. The only additional requirement is that the number of techsheets (or ship sections) that can be combined does not exceed the ship's TOUGH attribute and that all ship sections must have the same TOUGH attribute. This is an indication of a ship's superstructure, the megaframe holding all the ship sections together. Each ship section has its own attributes, structural damage and talents. The power plant from one section of a ship can be used to supplement power in another section of the same ship.

Ship sections

When designing big ships, each ship section has a nominated physical location, such as the foredeck, the aft,.allowing for easy allocation of damage.

Big ship size

When determining various ship functions and abilities, the size of the ship is important. In big ships, the size modifiers of all sections are always added together, giving the ship's total size modifier.

Combined talents

Talents that are built into each ship section can be shared by all sections. So, if one section of a ship has a CIC it is considered to be effective across all ship sections. The same applies to medical departments, engineering departments, etc. However, those talents that rely upon a ship's attributes to influence their effect are limited by the attribute of the ship section they are associated with.

EXAMPLE:

A ship has two sections. The first section has a FRIEND rating of 3 and has the rec room talent. The second section has a FRIEND rating of 2 and has the drone talent. The rec room is available to the entire crew and all sections of the ship receive the benefits of it during times of stress. The drones, however, are based on the FRIEND rating of the section they are attached to, so only two drones are available.

Stress modifiers

- When a big ship suffers stress modifiers, its size is of benefit as the stress can be distributed across its entirety.

- When stress is applied to the ship the pilot can allocate the stress to the section of their choosing.

- A stress test against the ship uses a single section of the ship to check against.

- Checks affected by stress use the combined stress modifiers from all ship sections.

◯ STARSHIP TECH SHEETS

The following pages contain the tech sheets for some common starships.

Starships are prohibitively expensive and are typically only available to corporations, governments or cooperatives.

For characters, a starship is normally only available to them through the use of the vehicle talent or asset (or acquired during play). Characters can combine their ratings with the use of the vehicle talent or asset in order to purchase a larger vessel.
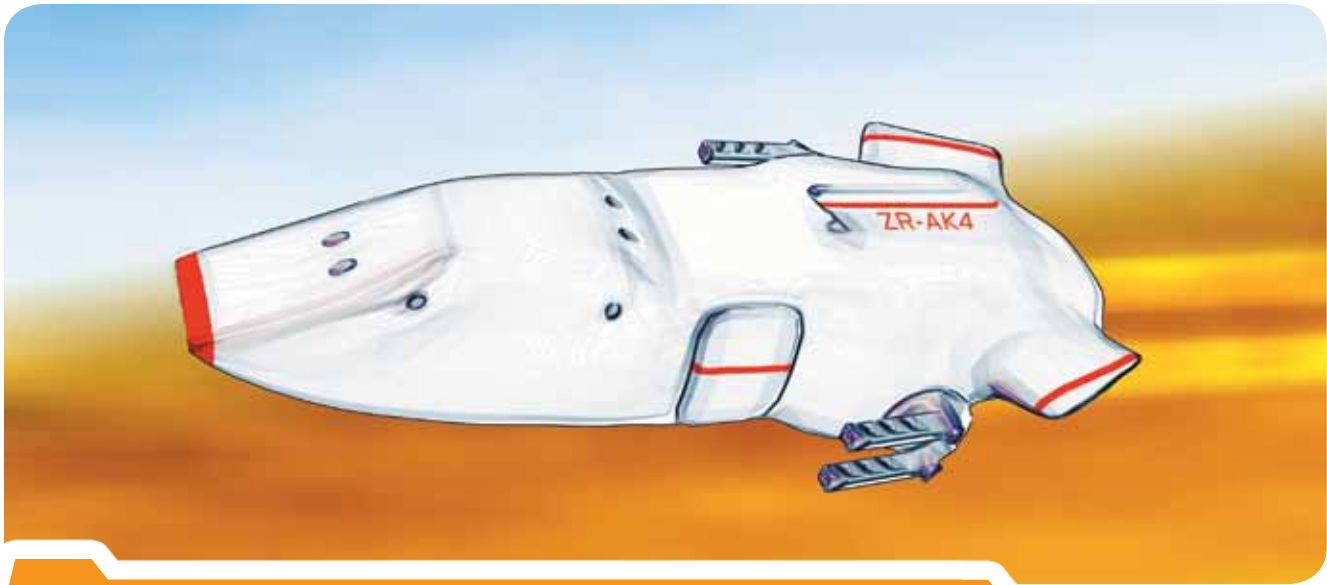
FA5T-e 'Fasty'

Built as an interstellar high-speed shuttle and courier, the FA5T-e, while built for speed, has two hardpoint-mounted platform turrets and an array of electronic countermeasures for defence.

Unfortunately, favouring speed over armour has meant that when outpaced by pirates most FA5T-e crew surrender rather than die and, as a result, many of these vessels have become pirate corsairs.

Customising templates

The vehicle rules for modifying and customising templates (CRB pg111–112) also apply to starships

Ships listed with a Đ value of NA are military in nature and not for sale.

BASE UNIT COST	Đ	Description
BR-S	NA	Stealth interceptor
Darknarl	10	Warp freighter
FA5T-e	9	Fast cruiser
H-06	8	Medium hauler
JWE 'Thorm'	10	Blockade runner
Kalberon	9	Warp clipper
Karator	8	Light frigate
LF-GH8	NA	Fighter
Naimina	12	Colony resource
Nimray	NA	Medium destroyer
PH-4	NA	Missile destroyer
Rhebus	11	Warp freighter
Toa	13	Fast warp courier

STARSHIPS

NAME:

4

TOUGH 4

5

FRIEND 3

ACTION 5

LUCK 2

SENSES 3

ENEMY 4

SMARTS 3

BRAIN TYPE
- UTILITY
- ARTIFICIAL
- SYNTHETIC

Size 2

::DEFENCE BARRIER 6

Core 3

3

::CLOAK ARRAY 3

::DECRYPT ::DECOY 3

::ANALYSE ::PROBE 3

::ATTACK ARRAY 3

::ENCRYPT ::PROCESS

Rapids

Soak 7

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!

Resist 7

PLANT
INCREASE
DECREASE
3 2 1 / 1 2 3

MODEL #: BR-S 'Spirit'

TYPE: Fighter/Interceptor

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CIN::

STRESS MOD

Init 5

Collision

ATT / DAM 2

PROBE
2
1

Hard points:

WPN: Flash and chaff
A/M — RoF 1 — Mov
ATT 5 — DAM -
#:1

WPN: SM-6 missiles
A/M — RoF 1 — Mov 6
ATT 5 — DAM 6
#:1

WPN: AM Strobe
A/M — RoF 1 — Mov
ATT 5 — DAM -
#:2

WPN: HR-K73
A/M — RoF 6 — Mov
ATT 5 — DAM 8
#:2

WPN:
A/M — RoF — Mov
ATT — DAM
#:

WPN:
A/M — RoF — Mov
ATT — DAM
#:

CUSTOMISATION/NOTES

Maximum crew: 2

The BR-S is the latest Confederation interceptor. Manufactured before the tanarii attack on Varmisk and fitted with the latest stealth technology, it has become the bane of slavers and pirates throughout the known galaxy, often lying in ambush along well-known slaver and pirate routes.

Used for stealth reconnaissance missions, a BR-S is the only vessel that has reconnoitred the Ghu.

NAME:

LOAD 7
TOUGH 5
5
FRIEND 3
LUCK 4
SENSES 4
ACTION 4
SMARTS 3
ENEMY 4

BRAIN TYPE
- UTILITY ○
- ARTIFICIAL ○
- SYNTHETIC ○

8 **Size**

::DEFENCE BARRIER 4
::CLOAK ARRAY 3
::CORE 3
::DECRYPT ::DECOY 3
::ANALYSE ::PROBE 3
::ENCRYPT PROCESS 3
::ATTACK ARRAY 3

Soak 4
♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

Resist 4

PLANT
5 2 1
1 2 3

Rapids

MODEL #: Darknarl

TYPE: Warp freighter

CIN::_ _-_ _-_ _-_ _:_ _

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STRESS MOD
Init. 7
Collision
ATT / **DAM** 2

HOME
2
1
AFT

CUSTOMISATION/NOTES

The first non-experimental vessel to enter warp space, the darknarl continues to remain in service despite its age; the addition of modern upgrades and safety measures extending its service life.

The darknarl is the most common warp-transit vessel of the Confederation and a common sight among the starports near busy warp fissures.

Hard points:

WPN: Flash and chaff
X/M RoF
ATT 5 1 Mov
DAM -
#: 1 ✗:

WPN: Sand caster
A/X RoF
ATT 4 1 Mov
DAM 5
#: 2 ✗:

WPN: AM Strobe
X/M RoF
ATT 5 1 Mov
DAM -
#: 1 ✗:

WPN:
A/M RoF
ATT Mov
DAM
#: ✗:

WPN:
A/M RoF
ATT Mov
DAM
#: ✗:

WPN:
A/M RoF
ATT Mov
DAM
#: ✗:

NAME:

2

TOUGH 2

8

Soak 4

FRIEND 2

ACTION 5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!✗!

LUCK 4

SENSES 3

ENEMY 4

SMARTS 2

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

2
Size

Resist 2

::DEFENCE 2
BARRIER

2

Core 2

::DECRYPT 2
::DECOY

::CLOAK 2
ARRAY

::ANALYSE 2
::PROBE

2

::ATTACK 2
ARRAY

::ENCRYPT
PROCESS

Rapids

PLANT
3 2 1
INCREASE
1
DECREASE
1 2
3

STRESS MOD

Init. 5

Collision
ATT
DAM 1

MODEL #: FA5T-e

TYPE: Interstellar courier

CIN::_ _ _

FORE
2
3   4
1
AFT

Hard points:

WPN: EM emitter
🔲 🗡 ↗ ⚅ ⊙ ✗ ❄ \
A/✗ RoF ✗
ATT 6   ¼   Mov.
DAM 8
#: 1

WPN: AM Strobe
🔲 🗡 ↗ ⚅ ⊙ ✗ ✗ \
A/✗ RoF ✗
ATT 5   1   Mov.
DAM -
#: 2

WPN: HR-K73
✗ 🗡 ↗ ⚅ ⊙ ⚙ ❄ \
✗/M RoF ✗
ATT 5   6   Mov.
DAM 8
#: 3

WPN: HR-K73
✗ 🗡 ↗ ⚅ ⊙ ⚙ ❄ \
✗/M RoF ✗
ATT 5   6   Mov.
DAM 8
#: 3

WPN: HR-K73
✗ 🗡 ↗ ⚅ ⊙ ⚙ ❄ \
✗/M RoF ✗
ATT 5   6   Mov.
DAM 8
#: 4

WPN: HR-K73
✗ 🗡 ↗ ⚅ ⊙ ⚙ ❄ \
✗/M RoF ✗
ATT 5   6   Mov.
DAM 8
#: 4

CUSTOMISATION/NOTES

Built as an interstellar high-speed shuttle and courier, the FA5T-e, while built for speed, has two hardpoint-mounted platform turrets and an array of electronic countermeasures for defence.

The co-axial mounted HR-K73 chainguns per turret are required to fire at the same target when making attacks.

FA5T-e pilots will often lure pursuers close behind before firing the EM wave emitter.

Duck and Roll (signature move)

The ship takes extreme evasive manoeuvres, making it impossible for attackers to get a target. No attacks against the ship hit this round, but the FA5T-e can also not attack during this round. Movement is allowed as normal.

NAME:

11

TOUGH 5
5

FRIEND 5
5

ACTION 4

LUCK 4

SENSES 2

ENEMY 1

SMARTS 3

Soak 4

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

8 Size

Resist 5

BRAIN TYPE
Utility ○
Artificial ○
Synthetic ○

::DEFENCE BARRIER 3
::CLOAK ARRAY 3
3
::DECRYPT ::DECOY 3
::ANALYSE ::PROBE 3
3
::ATTACK ARRAY 3
::ENCRYPT PROCESS

MODEL #: H-06
TYPE: Medium Logistics

STRESS MOD
Init. 4
Collision
ATT / DAM 2
PRBE 1

Hard points:

WPN: AM Strobe
X/M 5 1 — #:1

WPN: Sand caster
A/X 4 1 5 #:1

WPN:
A/M #:

WPN:
A/M #:

WPN:
A/M #:

WPN:
A/M #:

CUSTOMISATION/NOTES

The H-06 is a common sight among the outer colonies and the most mass-produced and highly modified ship frame in the Confederation.

A versatile ship with a large internal space incorporating multiple decks, each deck has a number of modules that can double as escape pods or orbital drop pods.

The H-06 also has a launch bay and hangar that can dock a number of smaller vessels or shuttles.

While not warp capable, the H-06 is an indispensable interstellar logistics vessel.

NAME:

4

TOUGH 4

5

FRIEND 2

ACTION 5

LUCK 4

SENSES 2

ENEMY 6

SMARTS 2

Soak 6

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!✖!

3 Size

BRAIN TYPE
○ UTILITY
○ ARTIFICIAL
○ SYNTHETIC

Resist 6

::DEFENCE BARRIER 2

::CLOAK ARRAY 2

Core 2

::DECRYPT ::DECOY 2

::ANALYSE ::PROBE 2

2

::ATTACK ARRAY 2

::ENCRYPT ::PROCESS

Rapids 🕷

INCREASE
3
2
1
P L A N T
1
2
3
DECREASE

STRESS MOD

Init 5

Collision

ATT ✂

DAM 2

PROBE
1, 2
6 ▲ 7
3 4
5
AFT

CIN::_____

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MODEL #: JWE MkI Thorn

TYPE: Blockade runner

CUSTOMISATION/NOTES

Once the core of the badgerian fleet (at a time when the Confederation was still in its infancy and the badgerians were hedging their bets), the solidification of the Confederation saw newer vessels supersede the Thorn. They then became a favourite of freepaw merchants, smugglers, pirates and slavers, who were able to purchase them as surplus. Unique to the MkI is, what was once, a state of the art stealth system, including a ghost transponder.

Bristling with weapons, the Thorn has two 66W 'Devil' particle accelerator cannons for clearing a path ahead of the ship, two hardpoint turrets normally fitted with coaxial 3S-5000 lasers, two anti-missile lasers, two missile bays holding an assortment of ship-to-ship ordnance and, finally, a rear sand caster or ice caster to disrupt pursuit or trailing missiles.

Hard points:

WPN: 66W-PC x2
X
X̶/M
RoF
X
ATT 9
4
Mov.
DAM 10
#: 1,2

WPN: SM-6 missiles
X
X̶/M
RoF
X
ATT 5
1
Mov. 6
DAM 6
#: 3

WPN: AM Strobe x2
X
X
X̶/M
RoF
ATT 5
1
Mov.
DAM -
#: 3,4

WPN: N2 missiles
X
R/X̶
RoF
X
ATT 8
1
Mov. 6
DAM 20
#: 4

WPN: Sand caster
X
X
R/X̶
RoF
ATT 4
1
Mov.
DAM 5
#: 5

WPN: GT12 laser turret
X
R/X̶
RoF
X
ATT 9
2
Mov.
DAM 8
#: 6,7

NAME:

4

TOUGH 4

4 [motorcycle icon]

FRIEND 1

ACTION 4

LUCK 4

SENSES 4

ENEMY 2

SMARTS 3

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

3

::DEFENCE BARRIER 3

::DECRYPT ::DECOY 3

::CLOAK ARRAY 3

::ANALYSE ::PROBE 3

::ATTACK ARRAY 3

3

::ENCRYPT PROCESS

Rapids [spider icon]

PLANT [dial with numbers 3 2 1 / increase / decrease / 1 2 3]

Soak 4

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x ! ✗ !

3
Size

Resist 4

MODEL #: Kalberon

TYPE: Scout/Research

CIN::__ -__-__-__ : :-__

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STRESS MOD

Init. 4

Collision
ATT / DAM 2

PROBE ▲
2
1
AFT

Hard points:

WPN: Flash and chaff
X/M RoF X
5 ATT 1 Mov.
DAM - ✗:
#: 1

WPN: AM Strobe
X/M RoF X
5 ATT 1 Mov.
DAM - ✗:
#: 2

WPN: HR-K73
A/X RoF X
5 ATT 6 Mov.
DAM 8 ✗:
#: 1

WPN: EM emitter
X/M RoF X
6 ATT ¼ Mov.
DAM 8 ✗:
#: 2

WPN:
A/M RoF
ATT Mov.
DAM
#: ✗:

WPN:
A/M RoF
ATT Mov.
DAM
#: ✗:

CUSTOMISATION/NOTES

The Kalberon class scout vessel is the main noncombat ship used by the Space Ranger Corps for planetary scouting operations.

Designed with a central coupling between the ship and the warp engine, the vessel can disengage its warp engine in orbit, and proceed to enter a planet's atmosphere to carry out a planetary survey or ground mission. While on planet, the crew can make use of the ship's planetary scanner, exploration drone and laboratory to gather and analyse data and samples.

The main ship has an airlock to allow for safe movement between the ship and external environment.

Newer models have been fitted with defensive countermeasures and a HR-K73 chaingun.

NAME:

4

TOUGH 5

5

5

FRIEND 2

ACTION 5

LUCK 6

SENSES 3

ENEMY 6

SMARTS 2

3
Size

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

::DEFENCE
BARRIER 2

Core

2

::CLOAK
ARRAY 2

::DECRYPT
::DECOY 2

::ANALYSE
::PROBE 2

::ATTACK
ARRAY 2

2

::ENCRYPT
/PROCESS

Rapids

Soak 8

♥ -1
♥ -2
♥ -3
♥ -4
♥ -5
♥ x !✗!

Resist 8

PLANT
3 2 1 1 2 3

STRESS MOD

Init 5

Collision

ATT DAM 2

CIN::_ _ _ _ _ _

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PRORE
1
2 6 3
4
5
AFT

CUSTOMISATION/NOTES

Originally designed as a high-speed inter-system transport, the Karator KH-9j has become a favourite of pirates and slavers; who normally fit the Karator with a ramming spike, ship-to-ship missiles and drones.

As it is not designed for atmospheric entry, the Karator requires a Z0G berth; for which planetary colonists are most grateful.

The original design had a cargo lift often retrofitted into a ship-to-ship boarding clamp, allowing boarding parties relatively safe access to breach a target vessel.

Boarding clamp

On successful CC attack using the clamp, all ATT BUF for boarding crew are doubled. Once attached, the clamp can only be removed manually or through a successful hack.

Hard points:

WPN: Flash and chaff
A/M RoF
ATT 5 1 Mov.
DAM —
#: 5

WPN: Ram spike
A/X RoF
ATT 2 1 Mov.
DAM MOV.
#: 1

WPN: AM Strobe
A/M RoF
ATT 5 1 Mov.
DAM —
#: 2,3

WPN: SM-6 missiles
A/M RoF
ATT 5 1 Mov. 6
DAM 6
#: 2,3

WPN: Boarding clamp
A/X RoF
ATT 6 1 Mov.
DAM —
#: 4

WPN: 66W-PC
A/X RoF
ATT 9 4 Mov.
DAM 10
#: 6

NAME:

2 | TOUGH **8**
2

FRIEND **3**

ACTION **6**

LUCK **6**

SENSES **2**

ENEMY **4**

SMARTS **3**

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

1
Size

Soak **4**

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

Resist **4**

6

::DEFENCE BARRIER **3**

::DECRYPT ::DECOY **4**

::CLOAK ARRAY **4**

::ANALYSE ::PROBE **4** **4**

::ATTACK ARRAY **4**

::ENCRYPT PROCESS

P L A N T

Rapids

MODEL #: LF-GH 8

TYPE: Fighter/Interceptor

CIN::

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STRESS MOD

Init. **6**

Collision

ATT | DAM

PRORE
1,2,3
4
AFT

STRESS MOD

Maximum crew: 1

The Kaltec LF-GH8 is the standard Confederation fighter for ship-to-ship and base defence. The ion collector fields inside the wings could theoretically power the ship indefinitely – but operational effectiveness is limited by its life-support system. It is one of the only ships fitted with an anti-gravity field generator, similar to that of the AGATE carrier.

Each of the 66W particle cannons have long-range laser targeting

Switchback (Signature move)

The LF-GH8 is well known for its ability to flip almost 180°, even at top speed. During movement, the LF-GH8 can carry out a switchback manoeuvre at the cost of 1MOV. The LF-GH8 turns 180°, after which it is free to carry out tasks as normal.

Hard points:

WPN: 66W-PC
A/X1 | RoF
ATT **11** | **4** | Mov.
DAM **10**
#: 1

WPN: 66W-PC
A/X1 | RoF
ATT **11** | **4** | Mov.
DAM **10**
#: 2

WPN: 66W-PC
A/X1 | RoF
ATT **11** | **4** | Mov.
DAM **10**
#: 3

WPN: AM Strobe
X/M | RoF
ATT **5** | **1** | Mov.
DAM -
#: 4

WPN: M1-G missiles
A/X | RoF
ATT **12** | **1** | Mov. **8**
DAM **8**
#: 4

WPN:
A/M | RoF
ATT | Mov.
DAM
#:

TALENTS: LIFE SUPPORT 6, AIRLOCK 1, CARGO BAY 6, CARGO LOADER 1, MOBILE LAB 3, RESERVE POWER 6, ENGINEERING 3, ESCAPE POD 6, HANGAR 3, LAUNCH BAY 3, MEDICAL 3

NAME:

10

TOUGH 4

5

Soak 4

FRIEND 6

ACTION 5

♥ -1 ☹
♥ -2 ☹
♥ -3 ☹
♥ -4 ☹
♥ -5 ☹
♥ x !✗!

LUCK 6

ENEMY 2

SENSES 3

SMARTS 3

Size 10

Resist 4

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

::DEFENCE BARRIER 3

::DECRYPT ::DECOY 3

::CLOAK ARRAY 3

Core 3

::ANALYSE ::PROBE 3

::ATTACK ARRAY 3

::ENCRYPT /PROCESS 3

Rapids

PLANT
INCREASE
DECREASE
3 2 1 1 2 3

STRESS MOD

Init 5

Collision
ATT / DAM 4
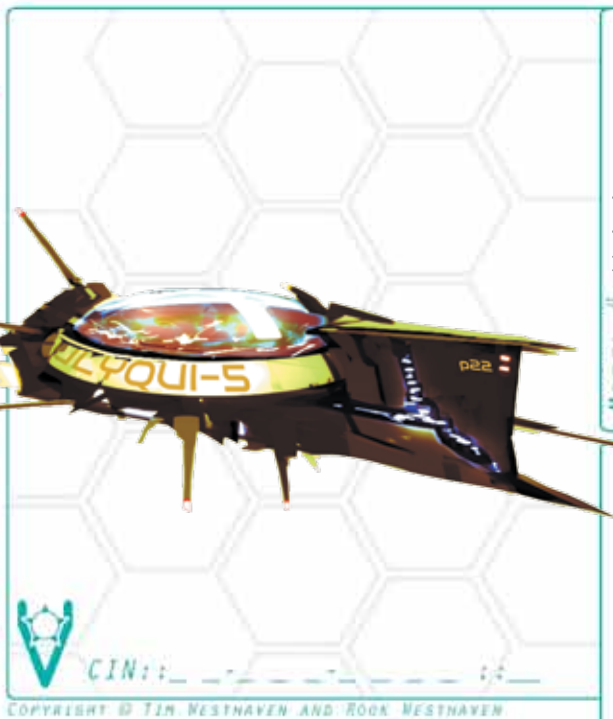
MODEL #: Naimina

TYPE: Resource/Logistic

CIN::_____

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2
1

CUSTOMISATION/NOTES

The Naimina class resource ship was first used as a colony support vessel. It was designed to carry enough civilians for the foundation of a colony and to supply food, water and even life support recycling. The ship has modular engines that can be transported to the planet's surface to be used as power generators during the establishment of the colony.

Lacking in defensive capability, these colony ships are typically escorted by a number of paramilitary vessels, such as the Nimray (Confederation or corporate) or Karator class (mercenary) destroyers.

Hard points:

WPN: Flash and chaff
A/M RoF 1
ATT 5 Mov
DAM —
#: 1

WPN: AM Strobe
A/M RoF 1
ATT 5 Mov
DAM —
#: 2

WPN:
A/M RoF
ATT Mov
DAM
#:

WPN:
A/M RoF
ATT Mov
DAM
#:

WPN:
A/M RoF
ATT Mov
DAM
#:

WPN:
A/M RoF
ATT Mov
DAM
#:

MODEL #: Nimray-NB779

TYPE: Destroyer

NAME:

CIN::_ _-_ _ _ _:_ _

Attributes

TOUGH 5
5

FRIEND 3

LUCK 4

SENSES 3

SMARTS 3

ACTION 5

ENEMY 6

5

Soak 9

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

Size 14

Resist 7

BRAIN TYPE
○ UTILITY
○ ARTIFICIAL
○ SYNTHETIC

DEFENCE BARRIER 6
::CLOAK ARRAY 3
3
::ANALYSE ::PROBE 3
3

::DECRYPT ::DECOY 3
::ATTACK ARRAY 6
::ENCRYPT ::PROCESS

PLANT
3 2 1 3 2 1 3

STRESS MOD

Init 6

Collision

ATT DAM 5

Rapids

PRIME
2 4 3
5 1 6
AFT

CUSTOMISATION/NOTES

The Confederation's most deployed medium class destroyer, the Nimray or NB779 is a common sight along Confederation trade routes and above Confederation colonies.

With an operational crew of 45, the Nimray boasts a wide variety of armaments including the N2 Naribaru missile and the long-range Harbinger 9000 railgun.

The Nimray typically has at least 1 BR-C45HA ship-to-ship assault shuttle in the hangar for stop and search operations, ferrying personnel and landing away parties to planetary surface while remaining airborne.

On average, 30 of the crew members are Confederation marines.

Hard points:

WPN: Harbinger 9000
A/X
RoF 1
ATT 7
DAM 14
Mov.
#: 1

WPN: AM Strobe
X/M
RoF 1
ATT 6
DAM -
Mov.
#: 1

WPN: N2 Missiles
A/X
RoF 1
ATT 9
DAM 20
Mov. 6
#: 4

WPN: 66W-PC (laser targeter)
X/M
RoF 4
ATT 12
DAM 10
Mov.
#: 2,3

WPN: M1-G missiles
A/X
RoF 1
ATT 13
DAM 8
Mov. 8
#: 5

WPN: M1-G missiles
A/X
RoF 1
ATT 13
DAM 8
Mov. 8
#: 6

NAME:

TALENTS: LIFE SUPPORT 1, HEAT SHIELD 1, AIRLOCK 1, ARMOUR PLATING 3, CIS 2, E-SHIELD 2, WARP ENGINE 1

4

TOUGH 4

5

FRIEND 3

LUCK 2

ACTION 5

SENSES 3

SMARTS 3

ENEMY 6

Soak 9

♥ -1
♥ -2
♥ -3
♥ -4
♥ -5
♥ x!✖!

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

5
Size

Resist 7

::DEFENCE BARRIER 6

::CLOAK ARRAY 3

Core 3

::DECRYPT ::DECOY 3

::ANALYSE ::PROBE 3

::ENCRYPT ::PROCESS 3

::ATTACK ARRAY 6

Rapids

PLANT
5 2 1
3
1
2
3
INCREASE / DECREASE

MODEL #: PH-4

TYPE: Missing destroyer

CIN::_____

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STRESS MOD

Init. 7

Collision

ATT ✂
DAM 2

PROBE
2
4 1 5
3
AFT
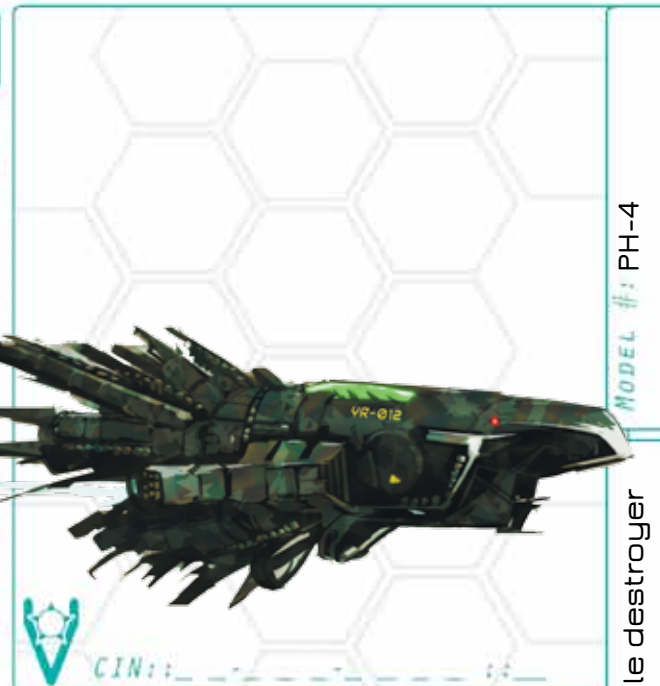
Customisation / Notes

The PH-4 'Pricklehound' is the Confederation Space Corps missile destroyer. Normally only deployed on combat missions, the PH-4 primary function is fire support and is often paired with a Nimray class destroyer on search-and-destroy missions.

Hard points:

WPN: AM Strobe
A/M RoF 1
ATT 5 DAM – Mov.
#: 1,2

WPN: AM Strobe
A/M RoF 1
ATT 5 DAM – Mov.
#: 4,5

WPN: JK-24
A/M RoF 1
ATT 12 DAM 16 Mov. 8
#: 3

WPN: SM-6 missiles
A/M RoF 1
ATT 5 DAM 6 Mov. 6
#: 1

WPN: N2 Missiles
A/M RoF 1
ATT 9 DAM 20 Mov. 6
#: 2

WPN: M1-G missiles
A/M RoF 1
ATT 13 DAM 8 Mov. 8
#: 4,5

NAME:

TALENTS: LIFE SUPPORT 1, AIRLOCK 1, BOOSTER 1, CARGO LOADER 2, CARGO BAY 6,

12

TOUGH
6

5

FRIEND
2

ACTION
4

LUCK
6

SENSES
2

ENEMY
2

SMARTS
2

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

12
Size

2

::DEFENCE
BARRIER
2

::CLOAK
ARRAY
2

2

::DECRYPT
::DECOY
2

::ANALYSE
:PROBE
2

2

::ATTACK
ARRAY
2

::ENCRYPT
PROCESS

Repids

Soak
6

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✗!

Resist
6

P L A N T
3
2
1
INCREASE
1
2
DECREASE
3

MODEL #: Rhebus

TYPE: Cargo freighter

ZAIBAU   UT-B66

CIN::_ _ - _ _ _ - _ : _

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STRESS MOD
Init.
4
Collision
ATT
DAM
6

PRIME
2
1
AFT

CUSTOMISATION/NOTES

The Rhebus cargo transporter is one of the most common privateer freighters encountered in the Confederation territories.

No other vessel of its size can carry the same amount of cargo.

While the crew cabin is communal and sparse on comfort, it does allow for a number of sleeping racks and can support up to 10 individuals on long haul voyages. Average crew numbers are between 2 and 4.

Often found moving in convoy, the Rhebus has a GT12 laser turret on a sliding rail that allows it a broad arc of fire in front of and behind the ship.

Hard points:

WPN: Flash and chaff
A/M   RoF
ATT   Mov.
5   1
DAM   —
#: 1

WPN: AM Strobe
A/M   RoF
ATT   Mov.
5   1
DAM   —
#: 1

WPN: GT12 laser turret
A/M   RoF
ATT   Mov.
9   2
DAM
8
#: 2

WPN:
A/M   RoF
ATT   Mov.
DAM
#:

WPN:
A/M   RoF
ATT   Mov.
DAM
#:

WPN:
A/M   RoF
ATT   Mov.
DAM
#:

NAME:

TALENTS: LIFE SUPPORT 3, HEAT SHIELD 1, AIRLOCK 1, BOOSTER 1, ESCAPE POD 1, E-SHIELD 1, WARP ENGINE 1,

4

TOUGH 4

5

FRIEND 3

ACTION 4

LUCK 2

SENSES 2

ENEMY 1

SMARTS 3

Soak 5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!✗!

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

5
Size

Resist 4

::DEFENCE BARRIER 4

::CLOAK ARRAY 3

3

::DECRYPT ::DECOY 3

::ANALYSE ::PROBE 3

3

::ATTACK ARRAY 3

::ENCRYPT PROCESS

Rapids

PLANT

MODEL #: Toa MkIV

TYPE: Warp shuttle

CIN::

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STRESS MOD

Init 4

Collision

ATT   DAM 2

PROBE

1

Hard points:

WPN: Flash and chaff
R/M
ATT 5   RoF 1   Mov.
DAM -
#: 1

WPN: AM Strobe
R/M
ATT 5   RoF 1   Mov.
DAM -
#: 1

WPN:
R/M
ATT   RoF   Mov.
DAM
#:

WPN:
R/M
ATT   RoF   Mov.
DAM
#:

WPN:
R/M
ATT   RoF   Mov.
DAM
#:

WPN:
R/M
ATT   RoF   Mov.
DAM
#:
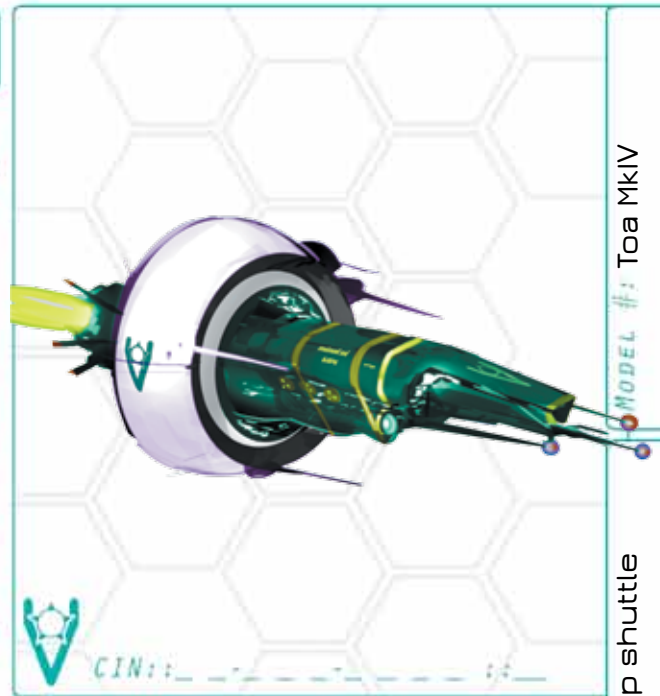
CUSTOMISATION/NOTES

The Toa is a warp shuttle used for fast interstellar commuter transport. Found mostly on secure transport lanes, the Toa is suited to orbital, planetary or deep space delivery and departures.

The Toa can sit up to 40 passengers in comfort, and has a standard crew of 5.

The average cost of a flight on a Toa between systems is Đ3+1 per warp fissure dived.

SPACE TRAVEL

Movement for starships is covered in two different ways depending on whether the ship is travelling in a system, or inter-system.

Travel within a system will take a number of hours as determined by the GM.

The use of warp fissures means that travel over vast distances can be cut from weeks to hours. The location, use and efficiency of warp fissure/stream travel is left up to the GM to determine.

A ship takes 10 - ship's MOV in days to travel a parsec. With enough fuel to travel a number of parsecs equal to the vessel's ACTION rating. After travelling this far the ship will require refuelling. The cost of refuelling is ½Ð cost of the vessel.

The movement of ships in combat is dealt with in the next chapter.

SPACE COMBAT

NARRATIVE VS. TACTICAL

There are two styles of play that lend themselves to space combat: narrative and tactical.

Narrative can be accomplished with normal game play, where the GM describes the situation and the players react, the results are then described further and the story continues. The normal rules for vehicle combat apply to space combat in narrative method.

Tactical is more involved, using a map of the area covering the battle (if this is just space then the map can be a blank area) and tokens representing the ships involved in combat. Tactical style is best for battles involving many ships. For tactical style, miniatures become very useful as they can show which way a ship is facing and its movement.

Most of the information and rules covered over the next few pages are for tactical style, though it can be applied to the narrative style of play.

COMBAT MANOEUVRES

In the free-floating three-dimensional battlefield of space, keeping track of ship locations and speeds can be tricky. In an attempt to make this manageable, we've made rules for mapping space combat.

If you are going to run ship-to-ship combat in a narrative form, the combat rules can still be used, but movement becomes arbitrary based on the narrative described. Despite this, piloting checks and ship stress can still be applied, with the DC of any piloting check determined by the GM.

TACTICAL SIMULATION

First you'll need to decide on a scale for use with tactical style; 1cm or 1in as base units are easy to work with. Next, work out the combat zone, an area map for the space combat to take place: 1mx1m (or 3ftx3ft) is adequate for one-to-one ship combat.

Movement and range

Movement can be as simple as moving ships a number of units equal to their MOV rating. For smaller combatants (such as Z0G and MMU infantry), owing to size and power difference, any MOV is considered 1 in space (but they don't have facing restrictions). Ship movement is explained later in this chapter.

Range is scaled, owing to the huge difference between an individual and a starship. All platform weapons are considered to have an optimal range of long or extreme in normal game terms; in space they have a range stated in units (CRB pg110), or roughly 6 units per range category (⊕). The unit ranges are how far the weapon strikes within the same task it is fired. Some weapons (such as missiles) continue to move after they are fired and track their target. These weapons have a Mv. rating listed in the weapon description. This rating is how far the fired projectile continues to move each round until it is destroyed or reaches its target. Weapons fired at a stationary target beyond listed range can hit in later rounds if the GM agrees.

Small arms

All handheld weapons with an optimal range below long, in space combat, need to be beside the target in order to be effective (as if in ship-to-ship CC). Personal weapons with a range of long or greater can fire up to 3 units away.

TACTICAL SIMULATION

Continued

Tokens and facing

The use of tokens or miniatures to represent ships in combat makes things much easier to visualise, and there are a number of standardisations to help.

Scale for size

Some ships have huge crews, in the hundreds, and are hundreds of metres long; while others are single pilot fighter craft at a fraction the length.

Using the size: crew table (CRB pg104), the rating of the ship's size can correlate to the diameter in units of the ship's token.

For example, a 3-person crewed ship with a size rating of 2 would have a token diameter of 2cm or 2in.

Facing

Facing is important for a starship as it determines where the damage occurs during an attack and which HP are pointing in the direction of the enemy during combat. It is recommended that the token representing the ship is a hex shape or can easily be described in terms of the facing map as shown on the vehicle tech sheet.
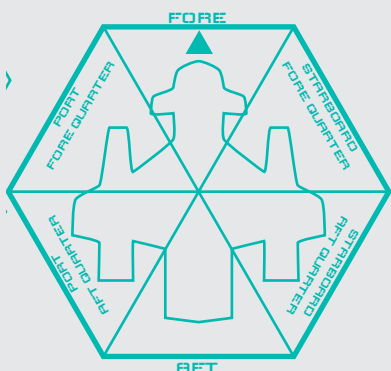
Measuring movement

Forward and reverse

Measuring movement of ships in space combat is as simple as moving your tokens an equal number of units as the ship wishes to move – up to their maximum MOV rating.

Units are measured from the front of the token.

So, a LF-GH8 Cutterleaf fighter, with a 6 action rating could move 6 units forward in one task.

Forward movement

A ship can reverse up to half its normal MOV. So, the LF-GH8 can reverse up to 3 units in one task.

Reverse movement

Sidling

Sidling is where a ship moves left or right at the same time as moving forward or reverse. Sidling does not cost more movement than moving directly forward or reverse.

Sidling follows the line of either the port or starboard edge (fore for forward, aft for reverse).
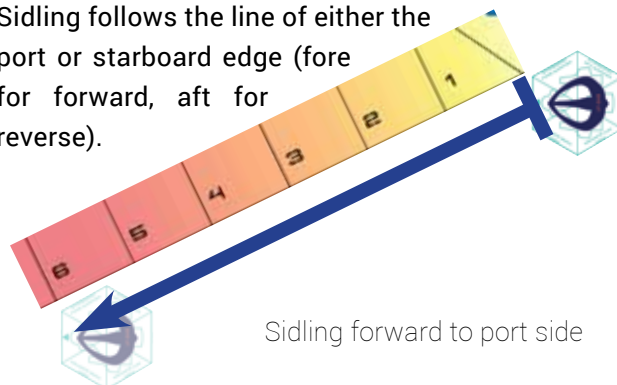
Sidling forward to port side

Sidling can occur at any stage of a vehicle's movement, provided it has enough MOV left to carry out the manoeuvre.

Sidestep

In space, with the use of thrusters, it is possible for a vessel to move sideways without forward or backward momentum. However, for most ships, this is a slow process as movement to either side is carried out with small manoeuvring thrusters rather than engines designed for main propulsion.

Sidestep allows movement 1 unit port or starboard per task.

Sidestep motion allows the vessel to move 1 unit to port or starboard per task of movement. An exception to this is a vessel with the evasive talent, which allows 1 + talent rating as the maximum sidestep MOV.

Turning

Without the limitations of gravity or atmosphere, turning can be much easier to achieve for a starship, but it still takes time and time in combat means tasks. The segment faces of the token are used to gauge turns. Any turning must be done at the beginning or end of a movement task. When a vessel turns, the token is rotated one segment (or token side).

The LF-GH8 takes a 3 unit movement...

...and then turns to port (A to B).

Step A

Step B

This turn is part of the movement task. More than one segment face can be turned in a single task, but for each segment after the first, a stress point is added to the ship. So, if the LF-GH8 turns 2 segments, moves forward, and then turns another segment – all in the same task – the ship gains 2 points of stress.

These turn rules also apply to missiles and other homing projectiles, except that only one segment can be turned per task.

Altitude

VEHICLE STRESS EXPLAINED

The most common cause of vehicle stress is when a vehicle alters plant output (CRB pg112) or when a starship turns sharply. The ship's captain can alter plant output to any level at the start of a turn, or by using 1 task to move output 1 point up or down.

The results of vehicle stress are as follows:

- Any vehicle **STRESS MOD** rating affects any piloting DP and **INITIATIVE** as a negative MOD.

- Any vehicle **STRESS MOD** rating multiplies the number of crit die rolled against the vehicle during an attack. A successful crit roll on these die cause additional integrity damage.

- If crit die are not being used, any crit success on an attack against a vehicle with current stress causes +1 point of integrity damage.

- All passengers on a ship suffer the ship's **STRESS MOD** as a negative MOD on any **SENSES**, **SMARTS** or stress defence checks. This is a result of the crew feeling the ship suffer duress, heightening their anxiety. Some talents (such as Rec room) can offset this effect.

Starships can fly above or below other ships in the combat zone. Keeping track of this on a two-dimensional map can be tricky. To simplify matters, the range of movement above and below the map is broken into six levels.

Base-level and altitude

If we imagine that the base level of altitude is level 1, then there are another five levels above that for any ships involved in the combat zone to fly in.

Keeping track of this is simple with a hexagonal ship token: each corner of the token, starting from the top right and moving clockwise, represents an increased level of altitude, from the base level 1 to level 6. The level can be marked either with a marker next to the corresponding corner or with an indicated D6 next to the ship.

Increasing or decreasing altitude costs 1MOV per level as if the ship were travelling in a direct line. Changing altitude can be combined with all other movement options.

If a vessel goes below level 1 or above level 6 they have left the combat zone.

Leaving the combat zone

Once the map of the area for space combat has been determined by the GM, any vessel leaving that area has disengaged from combat. When this happens the vessel can only re-enter the combat zone with the GM's permission.

Level 6   Level 1 (base)

Level 5   Level 2

Level 4   Level 3

Nimray – Medium-class destroyer

The Confederation's most deployed medium-class destroyer, the Nimray or NB779 is a common sight along Confederation trade routes and above Confederation colonies.

With an operational crew of 45, the Nimray boasts a wide variety of armaments including the N2 Naribaru missile and the long-range Harbinger 9000 railgun.

◎ SPACE COMBAT

Space combat follows the rules for vehicle combat (CRB pg102) with the following additions.

Initiative and tasks

If the pilot of an NPC ship is not known the ship's action is used as base initiative and for all piloting checks.

An NPC ship has a full crew consignment, unless the GM decides otherwise, allowing it to take advantage of all automatic and manual HP during a round as well as any talents that require crew participation (such as a medical department). Any vessel larger than a single-pilot craft is considered to have enough tasks to move (according to initiative) and activate any HP or talents at least once per round regardless of tasks rolled.

Movement

Movement of starships can be carried out in an abstract fashion as described in the vehicle rules and as part of the narrative style of space combat; or can make use of the movement rules laid out over the previous pages.

Ship-based attacks

Space combat follows the vehicle combat rules with regard to automatic and manual HP. Where there is only a single crew member, tasks must be used to target automated HP and to fire manual HP as normal.

Attacking across altitudes

Targeting over different altitude levels increases the range to the target by the difference in altitude level. So attacking a target, 1 level above or below, adds +1 to the range.

Homing attacks

As previously mentioned, some weapons are designed to be fired and then home in on their target; these weapons have their own Mv (MOV) allowance and move independently of the ship from which they were fired. They move at the start of each new round until they hit their target or are destroyed. When a homing weapon reaches its target or is intercepted by another target, the weapon rolls its ATT based on the enemy rating of the ship that originally discharged the weapon. After that damage is worked out as normal.

Targeting homing attacks

A ship can use a normal attack to target an incoming homing attack in an attempt to stop it reaching its target. The homing weapon's defence is equal to ½ATT of the weapon (round down). If a homing weapon is successfully hit by any attack, including anti-missile countermeasures and EM damage, it is destroyed.

Ammunition

Some ship weapons use physical ammunition while others require energy. On occasion, the ammunition or power to a weapon is disrupted by a jam, power failure or a magazine running empty. When a ship attacks and rolls predominantly '1s' on the dice, that particular weapon has ceased to function until it is dealt with manually.
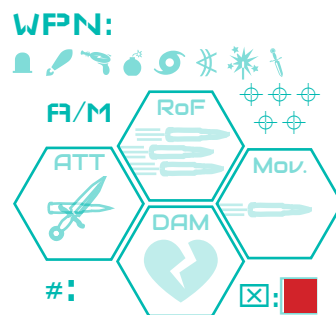
Red box marking the magazine offline indicator

This requires a crew member adjusting the weapon, resupplying ammunition or some other way of getting the weapon back online, taking a task to accomplish once a crew member is dedicated to fixing the problem. Until this occurs the weapon is offline and cannot be fired. The magazine box on the HP readout is marked to signify the weapon is offline.

Ramming

Ship-to-ship collision is worked out using the vehicle CC rules (CRB pg102). Given the opportunity, larger ships often mow down smaller vessels, suffering only minor damage in return.

When two ships collide and both remain intact, they are entangled until one or other pilot makes a successful piloting check against a DC4. Until the

ships are disentangled, the following task, by either ship, forces movement in the same direction it was travelling before the collision, with the combined size modifier of both ships taken into account. While the ships are combined any movement by one ship affects the other ship, with the moving ship adding the attached ship's size modifier to their own when calculating movement.

Ramming is also used to bring a ship into close proximity in order for it to be boarded (see below). A ship entangled with another can be boarded in the following round as long as entanglement is maintained.

Hostile boarding

Hostile boarding is the preferred means of capturing a ship and its contents for salvage and booty and is the most common form of engagement by space pirates and slavers. However, before they can board a ship they have to get close enough to do so.

To carry out a hostile boarding, the attacking ship must have either rammed and entangled the target ship or managed to come alongside the target ship, starting and ending a round in contact with the target ship. The hostile boarding attempt occurs at the end of the round outside normal task completion.

Once either prerequisite has been gained the boarding ship makes a CC attack against the target vessel. A BUF to ATT is gained for every five crew members attempting to board the target vessel. This lowers the available crew of the attacking ship, possibly affecting the ship's functions. Any success gained by the attacking ship indicates the number of crew members that have gained access to the target ship. Each subsequent round the attacking ship remains alongside or entangled with the target ship the roll to breach can be made. If the ships separate at any time during the boarding process, even for only one round, then each boarder waiting to breach must roll a luck check. Success means they have found their way back to their own ship. Failure means they've been lost in space.

Boarders must be suitably provisioned to carry out a physical attack in space (Z0G suits, MMUs or other such devices allowing them to move in space).

If a boarding is successful every round thereafter the boarded ship and the attackers roll opposed DP.

$$(\text{\# crew in battle } /5) + \text{crew's ship's enemy}$$

Each success is a casualty to the opposing crew. If the breaching crew are thrown back by the defenders and the ships remain in CC, the defenders can breach the attacking ship next round.

This continues until one side surrenders or is wiped out. Additional crew members can be added to either side (assuming further successful boarding attempts), but loss of crew from ship facilities can impair the ship's ability to function.

Casualties are not deaths—only crew members no longer in a position to fight. They could be injured, unconscious or have been captured. Once combat is resolved, each crew member listed as a casualty can roll a LUCK check (using the ship's LUCK) to survive.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

0-STRUCTURE; THE BITTER END

Once a ship has reached 0 health points and 0 in all attributes it is scrap.

Some suggested effects of 0 attributes from integrity damage are:

0 TOUGH: the ship's chassis is compromised; LS begins to deplete at -1 friend per round.

0 ACTION: the ship has lost all engines and thrusters and can no longer move. If the ship was moving in the round its action was reduced to 0 it continues to move in a straight line at the same speed the following rounds.

0 ENEMY: all weapons have ceased to function, have run out of ammunition or have been deactivated.

0 SMARTS: the ship's computer system has gone down. All systems other than LS and manual HP cease to function.

0 SENSES: the ship has lost external sensors and any scanners. All piloting checks are -1MOD.

0 FRIEND: the ship's LS is damaged or contaminated. All crew not wearing LS gear begin suffering suffocation damage.

0 LUCK: The ship automatically suffers 1 integrity damage per round here after. If the ship has an energy shield the shield causes an EM 6DAM pulse over a 6 unit range before shutting down. If the ship has a warp engine the engine begins to go critical. Unless the engine is shut down a warp fissure appears in D6 rounds destroying the ship and killing all crew.

☠ TO ARMS ☠

The above rules covering ship-to-ship boarding are given for GMs to govern over ships in a battle outside the direct actions of the player characters.

Where the player characters are involved, whether boarding another ship or receiving boarders, it is recommended that this is played out in detail and not lightly handled using the above mechanics. Any occasion where the players' characters are involved in either repelling or boarding a vessel can be a highly charged and exciting moment in their story and one that should not be missed!!

JWE Thorn – Medium blockade runner

Once the staple of the badgerian fleet (at a time when the Confederation was still in its infancy and the badgerians were hedging their bets) the solidification of the Confederation saw newer vessels supersede the Thorn. They then became a favourite of free-paw merchants, smugglers, pirates and slavers able to purchase them as surplus.

EXAMPLE OF SPACE COMBAT

Ship-to-ship close combat

In this example, a slaver, Karator (pg70), is looking to take a score in the form of a Rhebus merchant trader (pg75).

The Karator has a full crew of 20 and the Rhebus has a crew of 10.

The combat begins with the Rhebus and Karator at an altitude of 3, with the Karator in pursuit of the Rhebus at long range (20 units).

Altitude of the ships can be marked with a green dot on the ship tokens, like so: this represents altitude level 3.

The Karator's missiles use the following token:
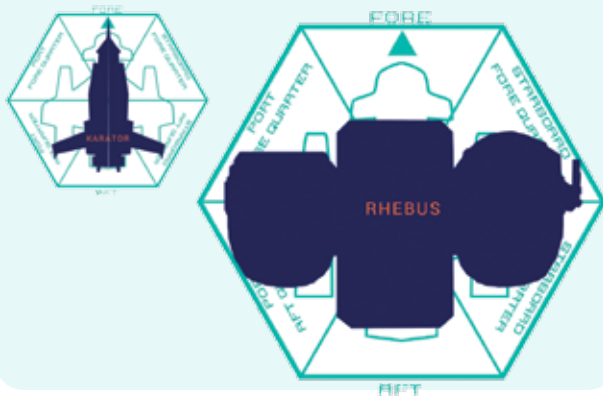
Karator slaver vs. Rhebus class merchant

Round 1

Both ships roll initiative and neither gains additional tasks. The Karator, being the faster of the two ships, goes first. As the Karator is interested in taking the Rhebus intact they spend their task moving and increase plant output by 2 to gain additional movement this round. This increases the stress of the Karator by 2 (indicated by the two orange diamonds), but means the ship can move 7 units this round. Using the automatic SM-6 missile pods on its port and starboard sides, it fires two volleys. SM-6 missiles have a movement of 6 units per round.

The Rhebus, without any additional tasks this round, decides to run rather than target the GT12 laser turret and moves 5 units. Its automatic defence systems are still out of range of the incoming missiles. The captain

of the Rhebus knows they are in trouble, out-gunned and out-manoeuvred, but with the much bigger ship there is the chance of ramming the smaller Karator into space debris. The problem with this tactic is the Rhebus would have to close with the Karator, giving it range to use its weapons more effectively and any collision would allow the Karator to attempt use of its boarding clamp. The captain of the Rhebus begins to turn to port as part of the movement task.

Round 2

Both ships roll initiative. The Rhebus using a point of LUCK to reroll gains 1 additional task, while the Karator has 1 task (currently suffering 2SAP to INITIATIVE due to stress).

With two tasks, the Rhebus has the initiative; but the two SM-6 volleys move first, following the Rhebus, (6MOV) but fail to make contact. The missiles are now within range of the Rhebus's automated defences: flash and chaff and an AM strobe emitter.

Karator vs. Rhebus — Round 1

The Karator in pursuit of the Rhebus fires two volleys of SM-6 missiles and increases its plant output to gain on its prey.

Meanwhile, the Rhebus moves forward and begins to come about.

First it fires flash and chaff at the port-side missile, rolling to attack with 2 enemy and 5 ATT against the missiles' defence, equal to half its ATT value (in this instance 2). Scoring 6 successes, the missile is destroyed. Second, it fires the AM strobe at the starboard missile, scoring 7 successes and destroying the missiles.

Karator vs. Rhebus — Round 2

The Rhebus eliminates the first volley of hostile missiles and returns fire, damaging the Karator.

The Karator flies above the Rhebus, firing two more missiles.

DESTROYED BY AM STROBE

DESTROYED BY CHAFF

VANGUARD RPG © Tim Westhaven and Rook Westhaven

As the Rhebus continues to flee the Karator opens fire with a particle cannon, damaging the Rhebus's life support system.

The Rhebus captain makes the most of this brief victory, using the first task to move forward 5 units and continue to turn to port. The captain also increases the plant output, gaining an additional 1MOV and uses this to increase altitude to level 4. As the Karator's boarding clamp is on the ship's belly it must get above a target ship in order to engage it. Therefore, the Rhebus captain is hoping to stay above the Karator to prevent giving the slavers this advantage.

It is now the Karator's turn to act. With only 1 task, the captain of the Karator decides to exceed the Rhebus's altitude and move forward, sidling to port, maintaining increased plant output and gaining two levels of altitude, to level 5, before firing another two salvos of SM-6 missiles. These two missiles are released at altitude level 5 so they are marked in the same way as a ship.

The Rhebus now has its second task and fires on the Karator. The Rhebus is 1SAP due to stress incurred this round. The captain decides to use another point of LUCK in order to MOD the attack roll against the Karator's defence of 5.

If they were using crit die to determine crits the Rhebus could roll an additional 2 crit dice against the Karator as it currently has 2 stress.

The Rhebus's captain rolls to hit with 2 ENEMY and 9 ATT for the turret; with an additional 2 for RoF. The Rhebus scores 6 successes and a crit success; the captain must decide whether to inflict the damage at twice the DAM rating of the laser turret or cause integrity damage to the Karator in the hope of lowering its combat potential. Hoping to destroy the Karator quickly, the captain opts to cause damage.

The DAM of the GT12 turret normally is 8, with the crit success this is doubled to 16. Modified by the Karator's resist attribute of 8, the damage is once more 8, but this must be soaked by the Karator.

So, with 6 successes at 8DAM the Karator must roll its 8 soak and achieve at least 6 successes to negate all damage. Because the DAM value of the attack is still 8 (due to the crit success) the Karator needs natural 6s to succeed.

The Karator's captain decides to use a point of LUCK in order to +MOD the roll. Unfortunately for the Karator, the additional MOD is not enough and the Karator takes 3 damage; marked off on its health monitor. From now on, the Karator is at 3SAP.

SPACE COMBAT

The Karator captain pushes his ship to the edge of its capabilities in the effort to take down the Rhebus, now limping and in trouble.
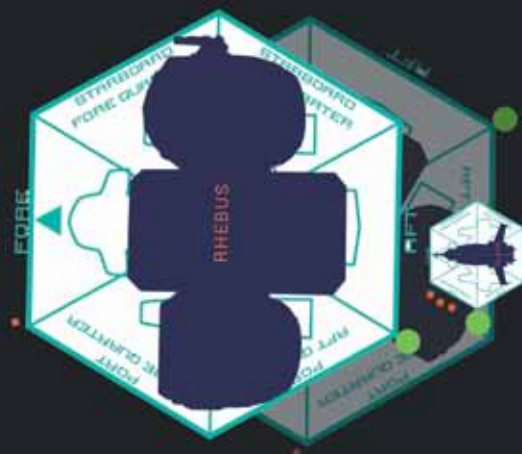
Round 3

The SM-6 missiles deployed last round continue towards the Rhebus, dropping to level 4 altitude in line with their target.

Both ships roll initiative and both score 1 additional task. While the Karator is damaged, it is still the faster ship and therefore goes first. Anticipating the Rhebus's next move the Karator continues forward and turns to port to intercept. The Karator captain reduces plant output back to norma,l removing the additional stress on the ship. Note that the Karator is not slowed by the physical damage to the hull.

The Rhebus's automated defences fire once more, easily eliminating both incoming missiles before turning starboard and forward, evading the Karator.

The Karator decides to return fire on the Rhebus. Firing its 66W particle cannon, the Karator has an attack DP of 6 enemy + 9 ATT (with 3SAP) against the Rhebus's defence of 4.

Scoring 8 successes and a crit, the Karator's captain decides to use the crit to cause integrity damage. An orange powercitte is drawn at random and the Rhebus's action rating is lowered from 4 to 3 as

a result. This implies that the Rhebus's ability to manoeuvre and fly has been damaged. The Rhebus's movement is reduced to 4 and its defence reduced to 3. Not good news for the crew of the Rhebus.

The Karator launches two more SM-6 missiles.

The Rhebus continues to run, moving forward.

Round 4

The integrity damage to the Rhebus has also inflicted a penalty to initiative and so the Rhebus only has an initiative DP of 3.

The Rhebus gains no additional tasks and, unfortunately, the Karator gains two additional tasks, despite its own damage penalties.

Sensing faltering prey, the Karator moves in for the kill. The Karator's captain takes a huge risk and puts the ship's plant into the red, gaining 3 action this round, but also 3 stress. This means that the Karator has a movement of 8 this round. Before the Karator moves, the two SM-6 missiles move toward the Rhebus.

Then the Karator takes its first two tasks to move, turning to head off any attempted escape by the Rhebus. The Rhebus falters, turning starboard, but

The Karator engages the boarding clamp and begins hostile breach.
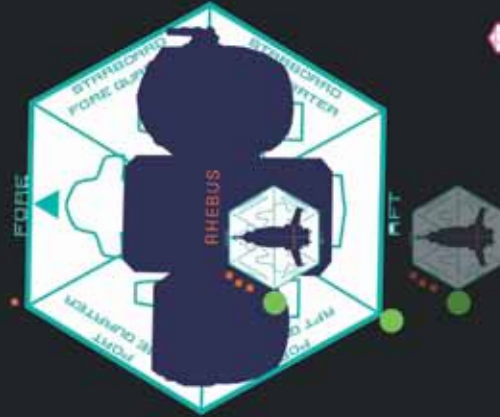
knows that it is in trouble. Firing the automatic AM strobe at the only missile in range, it manages to knock it out before moving forward.

The Karator makes a short turn and pursues the Rhebus – preparing to engage the boarding clamp.

Round 5

The lone SM-6 missile continues towards its target while the two captains roll initiative; both captains use another point of LUCK to +MOD their rolls sensing the climax of the combat. The Rhebus fails to score any additional tasks while the Karator again manages an additional 2.

Flying over the top of the Rhebus, the Karator engages the boarding clamp in close combat. Rolling its attack DP of 6 enemy + 6ATT and 3SAP for damage, against the Rhebus's modified defence of 3. The Karator rolls 5 successes, more than enough to engage the clamp on the Rhebus and begin hostile boarding.

Before that happens, it is the Rhebus's task.

The captain of the Rhebus orders all hands to arms and they prepare to repel the boarders, all except the ship's engineer who is ordered to hack the pirate ship and disengage the clamp.

With the Rhebus's one task, the engineer uses the ship's computer to attempt to hack the Karator. With 2 chromacore and 2 attack array against the Karator's 2 CHROMACORE and 2 DEFENCE BARRIER, the Rhebus's engineer has a 4DP against DC4; scoring 3 successes, not enough to get through the defence barrier this round.

With the Karator's last task the slavers breach the Rhebus and begin fighting.

Using the hostile boarding rules (pg83) the Karator can employ a number of crew equal to their attack successes (5) in the breach, but the boarding clamp doubles this value (10); for a bonus to 2BUF, added to their ENEMY rating of 6, for a dangerous total of 8DP.

The Rhebus, on the other hand, only has 9 crew members in the defence; only enough to give them 1BUF in addition to their 2 ENEMY for a total of 3DP.

The slavers manage to get 5 successes to the Rhebus's crew's 3, These successes act as casualties to each side; with the Karator's 5 crew breaching force lowered to 2 and the Rhebus's defence crew lowered to 6.

SPACE COMBAT

Round 6

The last SM-6 automated missile hits the Rhebus, scoring 5 successes. At 6DAM the Rhebus's RESIST is just enough to reduce the impact to superficial damage. Had the missile scored 1 more success it would have been a crit success and the Rhebus could have faced serious damage.

With the crews engaged in close combat each ship rolls initiative once more.

Neither side scores any additional tasks.

The Karator has first task and rolls to attack once more in order to increase the number of crew it is pushing into the breach. It rolls 3 successes, against the Rhebus's 3 defence; with 5 crew breaching, the boarding clamp raises the Karator's breaching value to 10.

The Rhebus's task goes to the engineer once more who continues to attempt to hack the Karator in order to disengage the boarding clamp.

The Rhebus's captain spends 1 point of LUCK again in order to give the engineer a +MOD, but it is still not enough to get past the Karator's defence barrier.

The results of the hostile boarding are worked out once more; with a breaching value of 10 the Karator gains 2BUF to their roll while the Rhebus, having suffered casualties and now with only 6 crew members in the defence, only 1BUF.

The slavers inflict 4 further casualties on the Rhebus crew, while the Rhebus crew inflict 2 casualties on the Karator's slavers.

Conlusion

With more slavers ready to breach the Rhebus and only 3 crew members of the Rhebus still combat worthy (including the engineer) the Rhebus is lost, its crew surrender rather than face further casualties and the slavers win the day.

BLAST RADIUS

Shockwaves from explosions in space don't have the same impact as those in atmosphere, but there is still flying debris and the smallest object has the potential to be lethal. At the GM's choosing, a missile or ship explosion can cause secondary damage to objects in the surrounding space. With missiles, it is recommended the blast radius is equal to half the DAM rating of the missile in units. For a ship, the blast radius is twice the size of the ship's token. Objects caught in the blast radius suffer half the normal ATT of an exploding missile and half the normal damage. For an exploding ship, the ATT against objects caught in the blast radius is equal to the ship's **TOUGH**, DAM of the explosion is equal to the ship's **SIZE**, or twice the ship's **TOUGH** if ship **SIZE** is not being used.

Ship explosions

The GM can decide that a ship explodes once all its structure levels are depleted, its **TOUGH** or **LUCK** attributes reduced to 0 or if a single damage attack does more damage than the ship's **TOUGH** rating.

Self-destruct

Any ship that is big enough to have plant output can be set to self-destruct. Once self-destruct is initiated the plant output of the ship increases 1 rating per round until it reaches an increased value of 3. The following round the ship explodes.

All those on board without Z0G protection are instantly killed. Those with Z0G protection must still make a **LUCK** check in order to survive and then soak the damage from the explosion.

EXPLORATION

LEAVE NO STONE UNTURNED

The galaxy is a big place and much of it has never been touched by varmint paws. While the corporations send out drones and probes in an attempt to strike it rich, privateers, free-paws and 'roid jockeys go about finding their next big score in a much more immediate fashion. With paws on the ground and shovels in hand, they carve out their future. But there aren't just those looking to strike it rich, there are also those looking to have their names remembered for great discoveries or the next scientific breakthrough all with one thing in common: going where no one has gone before.

SCOUTING

Entering unexplored territory, finding new lands and secrets of the universe can be an exciting life, profitable and dangerous.

Astral survey

Astral surveying identifies planetary types, asteroids, anomalies and the potential for colonisation and mining. Most astral surveying is done using droids and drones sent off on long-term missions and sending back regular reports, but there is also the opportunity for characters to carry out astral surveys using ship scanners in unexplored sectors of space.

The following survey table and a roll of 3D6 can be used to determine possible sector conditions. On a roll where all three dice results are the same, a second table is used for more detailed results. Any result other than a triple roll indicates nothing noteworthy was discovered. The results are intended to be used as story events, not detailed sector generation.

The description of the triple result determines the next table to be rolled on. These secondary tables use a single D6 to determine results.

Roll	Description
111	Asteroid belt, uninhabitable contact
222	Abandoned colony
333	Rogue interests
444	Corporate interest
555	Colony
666	Alien encounter

Roll	Asteroid belt, uninhabitable
1	Asteroid (prospecting opportunity)
2	Distress beacon from ship or station
3	Space wreck, no survivors detected
4	Comet
5	Meteor shower, threatens characters
6	Rogue planet (prospecting opportunity)

Roll	Abandoned colony
1	Hostile presence (pirates/slavers/mercenaries/natural predators/alien threat)
2	Contaminated site (2D6 toxic DAM per rnd), EP protection required.
3	Distress beacon active (survivors?)
4	Recent disaster (survivors present)
5	Abandoned site (non-functioning)
6	Abandoned site (functioning)

Abandoned colonies are not necessarily uninhabited, only that their original purpose has been abandoned. This also means that there could still be remnants of the workforce left behind.

Roll	Rogue interest
1	Pirate/Slaver hideout
2	Separatist/Rebel hideout
3	Criminal hideout
4	Blackmarket site
5	Corporate black site
6	Government black site

Roll	Corporate interest
1	Paramilitary installation
2	Research facility
3	Warehouse and distribution facility
4	Factory/production centre
5	Business centre
6	Resource (mining/development/datastore)

Rogue interest sites are typically defended and hostile to unexpected visitors. Criminal (vocation) or criminal contacts can gain the characters access without a fight. Separatist and rebel sites are immediately hostile to any obvious Confederation forces. Blackmarket sites might allow access, but normally have private security and monitor new arrivals closely.

Not all corporations have the resources or the fear of interference to deploy large amounts of security, but even at the most mundane site there is a minimum of surveillance or an electronic deterrent (even if it's just a good lock).

SURVEY USING SHIP SCANNERS

TThe most efficient means of surveying a sector of space or a planet is from the comfort of a ship. Any starship can be used to attempt a sector survey of space or a planet using the ship's **SENSES** attribute, but unmodified this can provide only limited feedback. When the pilot rolls ship **SENSES** to carry out a survey, any natural 6s rolled BUF the astral survey roll (with a triple result still required) and modify the quality and size, score results on planetary surveys as if a +MOD.

There are a number of other ways that survey results can be influenced.

P-Scanner or E-Scanner talent

Ships with the P-Scanner talent can add the talent rating to BUF astral surveys and as a +MOD to planetary surveys with either an E-Scanner or a P-Scanner.

Probes talent

Ships with the probes talent can use a probe to increase BUF the roll of an astral survey or a +MOD to a planetary survey.

Xenoscouts

Trained to identify potential finds and contacts in planetary and astral surveys, any xenoscout carrying out a survey gains a BUF to astral surveys and a +MOD to planetary surveys

Roll	Colony
1	Early installation (droids only)
2	Basic infrastructure (workers only)
3	Free colony (workers, administration and colonists), private militia security
4	Corporate colony (workers, administration and colonists), corporate security
5	Confederation colony (workers, administration and colonists), Confederation military presence (local or nearby)
6	Separatist colony (workers, administration and colonists), separatist militia

While the purpose of a colony is to establish a thriving community, to expand influence, most colonies are homes for workers gathering resources.

Roll	Alien encounter
1	Alien artefact (ruin/ship/object)
2	Alien activity (beacon/message/ship)
3	Spaceworm
4	Tanarii
5	Unknown alien species
6	Alien warp incursion (tanarii or other)

An alien encounter is a moment of surprise, wonder, curiosity and fear for the characters. While a spaceworm or tanarii can feel commonplace after a while, how the encounter unfolds is not.

When dealing with alien encounters, the GM is encouraged to come up with something new and unexpected for the characters to face. The encounter doesn't have to be hostile, a friendly alien encounter can open up a string of new adventures.

Planetary survey

Once the characters are on the ground and looking around, things get more detailed. Whether the characters are using drones, p-scanners or a shovel, the GM should know if there is anything worth finding (see table below). This is referred to as a score.

During planetary surveys, if the characters are on the ground, the GM can limit the area surveyed to a few hundred square kilometres. This means that the characters could potentially find various scores in an area, given they undertake a detailed ground survey.

A character's LUCK can be used as normal to reroll a survey check. This can, of course, lower the character's LUCK attribute for the remainder of the session.

Roll	Description
1	Roll on astral survey table (D6 only) where the single result is equal to a triple of the same digit.
2	Nothing of value
3	Nothing of value
4	Small score (1D6 on quality and size)
5	Medium score (2D6 on quality and size)
6	Rich score (3D6 on quality and size)

Score

Having discovered a retrievable or exploitable resource, the details of a score are broken down into quality, quantity, extraction duration and value. Quality and size are rolled for separately, using the below tables. Value is determined by quality and duration DC by quantity.

Roll	Score quality	Value (Đ)
<7	Poor	2
8-15	Mediocre	4
16-17	Rare	6
18+	Unique (-1D6 on score quantity)	8

Unique quality resources can only be found in the local area or planet. Alternatively, the GM can get the characters to roll twice on the quality table, gaining both results as separate scores in the same location.

The value of a score is worked out per amount of cargo extracted from the resource (1 Cargo = 10Ld for ships and vehicles [CRB pg104]).

The total value of a cargo score is different to that of a character's gear as there is a vibrant market for raw resources or salvage by corporations and organisations, whereas gear items are sold to individual buyers in a much more volatile and competitive market. The value of a score can increase for each additional amount of cargo retrieved. The character(s) must still roll to increase the value of the cargo using their FRIEND attribute at the point of sale the same as selling gear.

The DC however is equal to:

10 - score value (Đ)

This roll is made for each additional amount of cargo retrieved. However, the base DC10 is increased by +1 per previous roll (successful or not).

EXAMPLE

A prospector is selling 3 cargo of a rare quality score. Their FRIEND rating is 3. The cargo begins at a value of Đ6. That means a DC 4 (10-6) to increase the value to Đ7. With a FRIEND of 3 it is impossible to achieve the 4 successes required, so they use a point of LUCK to BUF the roll, rolling: 4, 5, 5, 6. With success, the value of the 3 points of cargo increases to Đ7. Were they to try to roll for the third point of

PROSPECTING CRITS

Even with all the advanced technology and safety procedures in the VANGUARD galaxy, prospecting can be as dangerous as it is rewarding.

Crit success

If the characters score a crit success on their score duration roll, they have managed to tap a previously undetected resource and increase the quantity of the resource to the next highest level (so small becomes average).

On the roll to increase the value of a score when selling, a crit success doubles the current value of the cargo. Once this cargo is sold at this price each character can attempt to increase their personal Ð using the sold score in the normal way (CRB pg49) as if the score were a piece of gear. Alternatively, the score can be bartered for an item of similar value (such as a ship!)

Crit failure

A crit failure on attempting to sell a score results in the score turning out to be substandard, lowering the score value by 1 level (so mediocre becomes poor) if the score was poor quality to begin with it is now worthless.

A crit failure on duration typically means a problem with extraction of the resource; roll a D6 and consult the below table.

Roll	Result
1	Malfunction (no production for D6 days)
2	Malfunction (no production for 2D6 days)
3	Broken equipment (replacement needed before production can continue)
4	Injury (1 person D6♥ no soak)
5	Accident (D6 persons D6♥ each no soak)
6	Event (roll on event table below)

cargo to attempt to increase the overall value of the cargo to Ð8 the DC is 5. While this character could not achieve the required 5 successes, another character might be able to and is allowed to try.

When selling cargo, the character must state how much cargo and of what quality they are selling before any attempt to increase its value. It is recommended that if the characters attempt to sell cargo and then pull out of a sale (due to failure to increase value) they cannot attempt to sell the same cargo to the same seller again. This could be extended to a location (such as a space station or colony port); having checked around and entered into serious negotiations before pulling out of the deal they have upset their potential buyers and made other buyers wary of dealing with them, at least for the present.

Roll	Score quantity	Duration DC
<7	Small	6
8-15	Average	5
16-17	Substantial	4
18+	Vast	3

The characters extracting the score roll their SMARTS or TOUGH DP against the score duration DC. This roll is made for each day the score is worked (mined or exploited). Unlike a normal DC, only 1 success is required to maintain the score. For each success rolled, 1Ld of resource is extracted from the score. This roll is made by each individual working the score each day. If one of the score workers fail to achieve at least 1 success then the score has run dry and can no longer be worked.

This is what you want – this is what you get

If all your characters are after is Dy then it probably won't bother them too much what form of resources they find to exploit, mine or salvage, but there can be times when they need to track down something in particular or know what it is they're hauling out of curiosity. That's when you can use the following table; it's kept generic to allow the GM to add detail.

Roll	Resource
1	Raw minerals (metals/crystals/salts)
2	Raw produce (crops?)
3	Biological material (flora and fauna)
4	Chemicals (toxic/non-toxic?)
5	Raw fuel components (volatile?)
6	Salvage (spare parts/technical junk)

Staking a claim

The characters have found a vast, valuable score, but how are they going to protect it? Is it theirs just because they found it?

Finders isn't always keepers

In the Confederation finding a score doesn't automatically grant the right to exploit it – it might already be someone's territory. By law, when a score is found it must be reported to the Ministry of Mining, Agriculture and Colonisation (MoMAC). They register the find and then run a search to see if anyone else has claim to it. If no one else has a claim, it is awarded to the person(s) who discovered it. The prospectors are then required to pay a finder's fee to register the find and secure the location. This fee varies depending on whether the find was on a settled planet, Confederation or corporate sponsored, and whether or not it would disrupt other established industries. If it is in unchartered or unregistered territory it's fair game for anyone.

A working claim

One of the surest ways to secure a score is by working it. A claim can be legally worked while it is being registered. However, if the claim is then denied (due to prior ownership) any resources gained are the property of the rightful owner. It is common practice for prospectors to work a score aggressively while awaiting registration for two reasons: firstly, it means they can demonstrate that they have a working claim to the score; secondly, once the registration goes through they already have an amount of product ready to sell in order to pay the finder's fee.

To the victor

There are plenty of interested parties who keep a look out for new claims registered with MoMAC. Some are opportunistic freepaws hoping to find a nearby claim of their own; then there are the corporate and criminal interests who can attempt to drive off the claimants, work the score themselves and then place their own claim registration, using the status of working claim as proof. Many prospectors, operating as freepaws and independent 'roid jockeys, won't register a new score for fear of just such opportunistic tactics, but this means any gains made are likely sold to a blackmarket fence, at heavily reduced prices.

Just your luck

If the GM wants to spice things up, they can check for random events every few days the characters spend prospecting a score; roll a D6 with a result of a 1 indicating an event from the table below. The following table can also be used as an idea generator for localised events, just roll a D6.

Roll	Event
1	**Bad weather:** roll on the weather table.
2	**Lawyers attack!** you are prospecting someone else's claim; true or false?
3	**Local colour:** the locals don't like you being here and come to complain and try to drive you off. They won't use violence – yet. If this result is rolled again for the same location then they come back in force looking to drive you off with violence or sabotage.
4	**Turf war:** it would seem you have decided to prospect in the middle of a turf war between two warring parties, if you want to hold on to your claim you're going to have to defend yourselves against all comers.
5	**Natural disaster:** Rroll on natural disaster table.
6	**Attack!:** you're under attack – fight or flee (aliens, pirates, slavers, terrorists or spaceworm).

Roll	Bad weather
1	**Radiation burst:** a rogue burst of radiation (solar flare?) causes 4EM damage to the area.
2	**Storm:** a terrible storm brings work to a halt for a number of days.
3	**Super storm:** a super storm causes D6 damage to everything exposed in the area (no SOAK).
4	**High winds:** high-speed winds makes any physical activity dangerous (-2MOD, extra crit die).
5	**Natural disaster:** see below.
6	**Zero visibility:** due to fog, dust, eclipse or just normal cycle, visibility is dangerously short (-2MOD).

Roll	Natural disaster
1	**Radiation burst:** a rogue burst of radiation (solar flare?) causes 4EM damage to the area.
2	**Quake:** roll LUCK check or take D6 damage (no SOAK).
3	**Super storm:** a super storm causes D6 damage to everything exposed in the area (no SOAK).
4	**Explosion:** a natural explosion has occured, causing D6 damage to everything in the area (no SOAK).
5	**Flood:** a flood (liquid, mud, etc) engulfs the camp. LUCK checks needed not to get swept away, D6 damage (no SOAK).
6	**Deadly event:** LUCK check to survive.

POWER-UPS

POWER CRYSTALS

In the VANGUARD universe, certain crystals have been found to hold useful energies. The study of these crystals has led to them being installed in various technologies to enhance or modify the behaviour of the technology. Power crystals are extremely rare and come in a range of kinds, each capable of affecting technology in different ways.

What are they good for?

Power crystals are used to engineer 'power-ups'. These are small units that can modify the behaviour of technology, sometimes in amazing ways, such as: glasses that can see emotional responses, a gun that fires harmless pellets that make the target like the person who fired the gun or a headband that gives a glimpse into the future.

How do they work?

The crystals are built into a chamber and inserted into a circuit, a cryfuse, the energy from the crystal then affects the outcome of the device.

Where can you find them?

One way to find power crystals is to go prospecting for them. Using the exploration rules in the previous chapter, if a unique score is discovered the GM can decide it is a power crystal, perhaps alongside a mundane score.

WHEN THE BEST ISN'T GOOD ENOUGH

Power crystals

Power crystals come in the same colours as character attributes. Each colour crystal influences a device in a similar way to how the character attribute of the same colour influences their actions. A red power crystal can increase the durability of a vehicle or a piece of armour, increasing SOAK. An orange crystal can increase a vehicle's MOV or give a character's power armour a +MOD to initiative. It is up to the GM what the crystals can do to a given device and it can differ from device to device (even if they're identical), but the result should match the colour attribute association.

Aside from being mined from a score (see previous chapter), power crystals might also be found as part of a stash, treasure trove or even just lying around, having been mistaken for a nice rock. Using a xeno-diagnostic program on an ODIN, or a similar geological scanner, a power crystal can be identified by its unique energy signature, but to the casual observer it looks like a coloured stone or chunk of coloured glass.

Power crystals can make for a great find, as part of a player reward from the GM, or a great reason for an adventure.

Cryfuses

In order for power crystals to be used in a device they must be worked into a self-contained housing, a cryfuse, after which the cryfuse can be wired into a device and the results identified.

The GM decides how many crystals are required to make a cryfuse and whether varying the number of crystals used in a cryfuse can alter the end result.

If the GM wishes power-ups to be a major reward for the players, they might decide that a single crystal is enough to create a cryfuse, otherwise up to 10

crystals of the same colour are required before a cryfuse can be manufactured.

While it is up to the GM to decide how many crystals are required and the end results, the following table gives a few examples.

# of crystals	Cryfuse result
1	BUF to specific result
5	BUF to all device functions
10	+MOD to specific device function
20	+MOD to all device functions
50	Exceptional device, +MOD to all functions and BUF to a number of specific functions

Engineering a cryfuse

Once a character has gathered enough power crystals to manufacture a cryfuse, they require a place (workshop/lab) and time to make the cryfuse. An exact amount of time is not specified, but the character should have a few days set aside to make the cryfuse. After taking this time, with access to a lab (scientific or engineering will suffice) the character can roll the following DP against a DC4.

SMARTS + LAB

If successful, the cryfuse has been manufactured and can be installed in a device by an engineer. If the character fails in the attempt to make the cryfuse, half the crystals are destroyed in the process (minimum 1). A crit success on the manufacturing roll will result in a cryfuse of unusual power or with multiple powers once in the device. A crit failure can result in the destruction of all the crystals.

Example effects of cryfuse power-ups

Here are a few examples of what specific cryfuse power-ups might accomplish as determined by colour affinity.

RED

- Improve soak
- Improve load capacity
- Decrease load cost of gear (make lighter)
- Cause fire
- Protect from fire
- Create passion

ORANGE

- Improve MOV
- Improve initiative
- Improve defence
- Slow target
- Jump higher
- Reduce health monitor penalties

GOLD

- Increase weapon ATT
- Intimidate
- Increase weapon RoF
- Cause animosity
- Sense danger

CYAN

- Improve hacking
- Create frozen effects
- Improved logic (logic talent)

BLUE

- Read emotional state
- Decrease stress
- Induce panic
- Increase initiative
- Increase power
- Produce emotional state
- Reduced weapon recoil

PURPLE

- Create friendship
- Improve stealth
- Create trust
- Blind
- Cause catatonia
- Lower stress
- Reduce chance of malfunction/weapon jam

GREEN

- Improve/decrease defence response
- Improve/decrease any value
- Increase/decrease chance of crit
- Improve initiative
- Cause toxin damage
- Increase stealth (camouflage)

Combining cryfuse effects

It is possible to combine cryfuse effects in a single device; however, each installed cryfuse can only affect a single aspect of a device. For example: a green cryfuse can be placed within a machinegun to cause toxic damage to targets, while a blue cryfuse is embedded in the same machinegun to lower recoil. Combined cryfuses do not interfere with each other and their effects remain independent.

Sale and purchase of cryfuse

Owing to the scarcity of power crystals, it is highly unlikely that cryfuses would be available on the open market. Cryfuses and cryfuse-embedded devices are rare and command a high price (Đ8+), if they come on to the market at all.

Reclaiming cryfuse

In the event a character wishes to remove a cryfuse from a device for installation in another device, they must make a check as if manufacturing a new cryfuse; however, the chance of success is much less as the cryfuse can easily be damaged when worked upon, resulting in DC6 to succeed. Failure to remove the cryfuse results in it being irreparably damaged and therefore, worthless.

POWER-UPS

○ SOCIAL INTERACTION

It is not always practical—either for reasons of time or because the players are not comfortable doing so—for social interaction within a story, between the player characters or NPCs, to be roleplayed. The following guidelines are provided for those instances.

Intimidation

Intimidation is where a character attempts to influence a target through fear and the threat of harm, direct or indirect. While intimidation could be the desired effect of an impression (see below) impressions are directed towards social interaction, whereas intimidation covers physical interaction as well. Intimidation can be attempted against a group of targets. When the attempt is made, the player can say whether they are targeting a single person, or a group of people, within hearing and LoS. When a character attempts to intimidate a target, they use their ENEMY attribute against the target's current POWER rating as the DC. A successful roll results in the target being afraid of the character and suffering a 1SAP to any roll opposing the character. This penalty remains while the character and the target are in contact, but stops once separated and needs to be rerolled if the character wishes to maintain the intimidation. However, a crit success on an intimidation roll means that present and all future interactions between the character and the target have the SAP modifier applied.

Impression

Often we want to make an impression on someone in order to influence how they feel towards us. In the game, attempting to make an impression could mean making an NPC have an emotional response to your character, admire or underestimate your character.

To attempt to influence an NPC, the player rolls either FRIEND or ENEMY, depending on the effect they are trying to achieve. The DC is equal to the target's SENSES rating.

Successful rolls can BUF any interactions with the target using the same attribute for the current and following interaction. Further dealings with the target can gain the BUF at the GM's discretion and provided the character hasn't done anything that would alter the target's opinion of them.

EXAMPLE

A character needs to get information from a snitch. The snitch is stubborn, greedy and can be difficult to negotiate with, so the character decides to try to make an impression on the snitch to impress that not dealing with the character in a straight forward and timely manner could have bad consequences (ENEMY). If the character is successful in their attempt to influence the snitch, any DP using ENEMY targeted at the snitch gains a BUF for this encounter. If the character returns the following day to clarify some information they will still have the benefit of the BUF.

Battle of will (negotiations)

Negotiation is usually carried out through roleplaying, but if the GM feels it is appropriate to introduce rolls the following mechanic can be used. When the two parties come together to negotiate, each roll their POWER as their DP. This is against their opponent's SMARTS acting as DC. Any successes achieved counts as SAP against the opponent's next round of negotiation. When one participant has no DP left to negotiate with their opponent has won the encounter.

Winning a negotiation results in a reward for the winning party, such as the loser feeling obliged to carry out the winner's instructions or that the loser has no 'will' left to oppose the winner and cannot carry out any opposed roll against the winner for a number of rounds (determined by the GM). Winning a negotiation in public can also create an impression on those watching, with a positive effect for the winner.

During negotiations, a character can opt to apply an alternative social interaction, such as impression or intimidation, rather than roll their negotiation for

Kiernan Hobb,
mauser starship engineer

that round. Their opponent still gets to roll their negotiation, however, and therefore can further reduce the character's ability to carry on negotiations in the following round.

○ MENTAL EXERCISE

Problem solving

Most GMs require players to solve problems in-game through roleplaying and telling the GM how they go about resolving a situation, but a GM cannot expect a player to know everything their character knows or vice versa. There can be instances where a character comes across of problem that the player has no idea about, but their character does (such as a pilot character knowing the emergency procedures for a starship entering atmosphere at a dangerous trajectory), the GM can ask the player to roll the character's SMARTS. This is a reflection of the character's general intelligence, ability to parse information and remember knowledge.

The GM can require a character to succeed at a problem a number of times before absolute success can be achieved, depending on the nature of the problem. Alternatively, the character might have to make a problem-solving roll successfully in order to know what action to take, but then succeed at the required action.

Predictive logic

Some people like to think things through, analysing evidence or known conditions in order to attempt to predict outcomes. Logic and lateral thinking requires not only knowledge (SMARTS), but also an ability to analyse and understand connotation, coincidence, probability and chance (SENSES). The amount of knowledge the character has can influence their ability to read and interpret a situation.

Using logic or lateral thinking in relation to a specific task or outcome means the character first analyses what they know and then takes that knowledge and attempts to predict outcomes using it. Using the DC of the task the character is attempting to predict the outcome of, they roll their SENSES DP and SMARTS DP. If the character achieves success in both rolls they gain a +MOD to DP to resolve the situation they were analysing.

A crit success in either SENSES or SMARTS can MOD the other DP–therefore the first DP is rolled and set aside until the outcome of the second DP is known (in case it is a crit). A crit failure in both rolls means the character has come up with a predictive outcome that is entirely false and potentially dangerous. The player and the GM can roleplay this out, with the character acting as if the false prediction is indeed a correct one

⊙ Injury and debilitation

As VANGUARD was designed for younger players, in-game blood and gore has been kept to a minimum. There are, however, those GMs (and players) who like to know that there are consequences to combat and see the scars their characters accrue.

Most injury and physical damage is easily repaired with the advanced technology of the VANGUARD setting, but there can be times when access to this technology is limited. The following rules cover serious injury that cannot be fixed with the use of medicittes and the physical cost to a person when they have been injured multiple times.

Serious injury

Serious injury comes about through two means: massive trauma where the damage is extreme and broad; and precise trauma that occurs through targeted damage to sensitive parts of the body.

Massive trauma

Massive trauma occurs when a character takes more health monitor penalties in a single event than their TOUGH rating. When this happens, the GM can apply a number of penalties to the character to reflect the severity of the injuries the character has suffered.

Integrity damage: In a similar fashion to how complex systems, such as droids and vehicles, suffer integrity damage, the character loses a point from one of their attributes. This remains lowered until such time as the character can be healed by a doctor.

Loss of confidence: The character is traumatised by their wounds, resulting in a loss of D6 POWER.

Overwhelming pain: The pain the character is suffering from is debilitating. All health monitor penalties are not only considered SAP, but also -MOD to all rolls other than LUCK and SOAK.

Precise trauma

Precision trauma is targeted or extreme localised damage to the body, such as the loss of an eye, internal organ damage or the loss of a limb. Precise trauma can be the result of a crit success attack targeting a specific part of the body. The outcome of such damage is largely left up to the GM to decide, but here are a few examples.

Loss of ear or eye: The loss of an ear or eye has a -MOD penalty on all SENSES DP when attempting to perceive the local area. The loss of an ear can also hamper social interaction as the character is partially deaf, suffering a -MOD to FRIEND DP as well.

Losing an eye impairs a character's depth perception, forcing them to suffer a -MOD on all DP involving range (such as shooting or throwing) and range perception (such as leaping and jumping).

Internal bleeding: The character has suffered a deep wound, causing additional health monitor levels for every round past equal to their TOUGH attribute that cannot be soaked. The character must pass a SENSES DP against a DC equal to their SMARTS in order to realise that something is seriously wrong and they need medical treatment, otherwise they can just convince themselves that the pain is bruising.

Loss of a limb: Whether the limb is lost completely or simply rendered immobile by nerve or muscle damage, the character must halve all ACTION DP associated with combat (arm or leg) or MOV (leg).

Loss of tail: Similar to the loss of a limb, if a character with a long tail suffers damage to it they have a -1 Initiative and -MOD to any DP involving balance.

Sergas felt his heart constrict in anticipation, his nostrils twitched catching the sycophantic odour the pretador was partial to. He opened his eyes to the narrowest of slits and emitted a low warning hiss, alerting the intruder to the fact that he was no easy prey.

"Now isss not the time that you want to disssturb me, vulpine."

"So I hear by your rasping, my lord." Likel made the comment sound off the cuff to lessen the insult.

"My hiss was a kindness, don't doubt otherwise, silvertongue." Sergas, Lord of the Five Hundredth Step, heaved the bulk of his thirty-pound head up on his thick, short neck and widened his right eye slightly to gaze around his accommodation within the ziggurat. His slit pupil was almost closed against the mid-morning glare, but he quickly took in the platform, looking for any threat; there were only the usual slaves and Ambassador Likel, yet he remained alert.

Likel tried to hide his increasing discomfort in the mounting heat. Behind triple-reinforced kinetic barriers that amplified the twin sun's rays, all over the sides of the ziggurats of Shalkut, reptyles lounged in ordained sun spots, most slumbering the morning away. As Lord of the Five Hundredth Step, Sergas was close to the summit of the third-highest ziggurat on the planet. Befitting his station, his was among the first to feel the morning heat over the mountainous horizon, east of Shalkut city. Below, beyond the shimmering kinetic barrier, whose power-hum made Likel's ears feel like he was standing in an electric field, the lower jungles spread out in ocean green waves for as far as one could see in every direction.

The baking heat loosened Sergas' blood and muscles, readying him to hunt and kill. Likel, on the other paw, was fighting off heat exhaustion with every passing minute. Glancing around at the living decor of mauser slaves holding large crystal vase of jungle flowers, Likel could not suppress a disgusted twitch of his muzzle.

Sergas found the vulpine's distaste amusing. To one side a male mauser holding his beloved concubine Ceesay's flower pot was struggling, crumpling under the heat and the requirement of maintaining the position for long hours. Likel shook himself slightly and stared back at the reptyle.

"Is there somewhere we can go to speak privately?"

Sergas pretended to ignore the question, "Where is Domo Resska? He did not escort you here." The last was a statement of fact, an accusation posed as a conversational observation. Domo Resska was Sergas's gink vizier; a gifted esper that Sergas demanded at all his political engagements to keep liars such as Likel honest. Resska could sniff a half-truth before it was even voiced.

Likel nodded a concession and held out his open palms. "Ah. My apologies."

Sergas chuffed audibly with distain. He focused on the beat of his heart for several moments, contracting muscles, flexing to get his blood flowing freely. Observing his scales, he appeared as a still statue; but internally, he prepared for a fight. This duplicitous vulpine had slunk into his inner sanctum without escort, perhaps this was a pretador plot; had this upstart vulpine done away with Domo Reeska? It was unbelievable, yet Sergas had survived thus far by being ready to believe the unbelievable and plan accordingly.

Likel, claiming ambassador status from the League of Fangs, had arrived in Shalkut and immediately started courting Sergas and other influential lords of the high steps. He wanted Sergas and the other lords to petition the living gods (as if they would care for the interests of a pretador), but mainly Sergas. The vulpine was a crafty one though, attempting to cement favour with several of Sergas' mates by doting on them with rare and precious gifts, including several hoppolite artefacts of antiquity, contraband in the reptyle's theocratic empire. Sergas had sent Domo Resska to carry out an inspection of his various concubines' apartments after Ceesay told him that Likel had given her a

rare, precious crystallised badgerian corpse statue. It was a handsome gift; yet Sergas remained unmoved. He was Lord of the Five Hundredth for a reason. His younger lovers were inclined to enjoy Likel's company, regarding him as a pet and disregarding his politics, but Ceesay, was as cunning as he, and warned him of the ambassador's likely treachery. Perhaps the gifts Likel brought to their domain could contain a slow-acting poison. Even abed just last night, Ceesay had hissed softly to him, "Watch him closely. This one offers flattery, but his eyes hold cunning."

Sergas recognised the wisdom of his first mate above all; his lesser mates would have to abide his ill temper. He gazed balefully on the vulpine. Shorter by almost six claws to Sergas's own full height, the vulpine was remarkably built for one of his kind, a remainder from his weight training in some foreign heavy-gravity world, he explained.

Sergas recognized a trained killer when he saw one.

The hairy creature bowed slightly at the waist, "I must implore your patience. I meant no offense. I only wished to speak with you concerning the matters of state I brought to you upon my arrival."

"I am well aware of your desires, Ambassador Likel. However, need I remind you, I have already heard your arguments for your proposal; and your impropriety makes me want to tear your tail out by the roots."

Likel bowed slightly again, hiding any emotion. "I do apologise, Lord of the Five Hundredth, but I need an answer."

"You had your answer in the general assembly."

Likel looked up, startled. Sergas' wide lips bared his teeth and his eyes narrowed in the grimace his species used for an ugly, rueful smile. "Think me so ancient that I do not watch my own assembly, little prince? You would do well to remember who you address."

The general assembly, Sergas's lesser nobles and priests, did not attend the gods, they were the commanders of regiments, battalions and companies, but he was the power; they were administrators and masters of the menial labour. Sergas had watched on remote monitor when Likel addressed the assembly, reminding them of old blood feuds. It left the younger nobles snapping their teeth in frustration and hatred for how their last conflict with the varmints had ended with their defeat on the surface of Berkar Prime. Sergas admitted a small amount of admiration for Likel's ability to form a cause célèbre. But no matter how much the younglings might hiss and snap and crash their tails, their aggression remained Sergas's to direct. Only the High Vault could issue a decree of war; and Sergas's peers in the High Vault matched his age, speed, strength and intellect. It was in the High Vault that Likel sought a voice; Sergas's voice — to plead his case for war in the name of the living gods.

"Then my request has been looked upon favourably?" Likel spoke as if this was never in doubt, only the formalities of procedure denying him success.

Sergas's sneer faded under his narrowing glare. "Your request was denied."

Likel frowned. "Might I enquire why, Lord? Your general assembly stand ready to follow you into battle, surely your gods seek vengeance, as do mine?"

"The assembly are but hatchlings; like you, they do not know the full import of what else transpires in the galaxy," Sergas huffed irritably, a dry, sharp sound. "I see with the vision of the ancients, you flea carrier," Sergas snarled in a low tone. "your league's lack of intelligence comes from your short-sighted zeal in your pursuit of war with the varmints."

Likel's jaw snapped once in irritation. "What do you know of such import that I do not, lizard?"

Sergas moved with a single swish of his tail and a pounce of his hind legs. In a blink he stared down over Likel, ready to strike. "Reptyle." Sergas corrected, the last syllable gargled dangerously.

The vulpine vaulted himself back another six claws' length, far enough to avoid Sergas' reach. From his belt, a blade appeared. The tungsten gleamed

with a dull sheen; a toxin, Sergas had no doubt. The vulpines knew drago and igurai were nearly impossible to defeat once they had their heat up, and had long since begun employing toxins and poisons meant to debilitate the stronger reptyles.

Sergas's smile returned. He slapped his tail in approval. "Well done, little vulpine, but you forget your situation. You are in my ziggurat, my private chambers. If I wished you dead, you would be."

Likel drew a concealed sidearm. "Likewise."

Sergas glanced at the small red dot that now illuminated his ribcage. He chortled. "Explosive rounds? I've survived a dozen of those at once, vulpine, and I was not even in my prime as you see me now."

Likel's fur bristled. "A handsome bluff."

Sergas snapped his jaw once. "Pull the trigger and find out."

Likel glanced at Sergas and loosened his shoulders, aiming the weapon away slowly.

The Lord of the Five Hundredth with a slight nod returned to his couch heavily. "Unlike you, Jer Likel Lovine, I have little reason to lie about what I am capable of."

The vulpine's ears laid back against his head. "You know me?"

"An assassin of note in your youth; but age wears heavy on your kind." Sergas motioned to a couch nearby. "Sit." Likel ignored the insult and returning blade and pistol to their hiding places, sat.

Sergas heaved a deep bellow of a sigh. "You seek vengeance. This is an understandable emotion, but foolish. The gods have already decreed for us a course of action. It concerns a new threat you were too distracted to see."

"Which is?"

Sergas slid a claw over his couch, and a hologram opened up in the space between them. "Observe."

Likel stared in fascination as a scene began to play out before his eyes.

A crack team of reptyle commandos – all drago judging by their size – approached a smoking ziggurat. Despite their heavy weight, the creatures moved with almost effortless ease in their xixidan-powered armour, their thumping feet and tails silenced by the armour till they were like wraiths.

Likel also could recognise trained killers. These were some of the Harukat, otherwise known as Ssrag's Spawn, named after the living god Ssrag who had trained an entire division of drago to surpass the rest of their kind in merciless, silent bloodletting. Ssrag's Spawn, were the secretive tool of the Lord of the Five Hundredth whenever an issue arose that had to be handled with precision and stealth.

The ziggurat in question was undoubtedly reptyle, or at least, had been. Now smoke leaked from blasted craters and holes in the walls; the result of a merciless pounding by some form of artillery. As the Harukat approached the interior of the entryway, Likel could not suppress an astonished gasp as the point-man fell in sudden agony, a high-energy plasma shot, fired from off camera, penetrating the xixidan armour effortlessly.

Instantly, the Spawn moved to attack; there was no shouting, only the sound of suppressed gun fire, the womp of impacting plasma bolts and the hissing communiqué between the Harukat.

"One tango down."

"Hit. Injured."

"Three tangos down. Hit."

"Envelope right."

"Hit."

"Hit."

Each time they announced they were hit, the voices fell silent, the dragos instinctively entering a state of temporary coma, allowing their nanobots time to rejuvenate their inner muscles and seal entry

wounds before snapping them back into action with a boost of adrenaline and endorphins.

More plasma bolts appeared and from one corner of an eye-cam Likel saw some strange, scuttling creature, lighting up the scene with a hellish blue energy bolt that fried several of the downed Spawn before they could be brought back into action. There was an uncharacteristic snapping of teeth in agitation; the Harukat's reluctant admission of peril.

Another eye-cam blew out, and this time the resident reptyle simply fell in place. Another eye-cam caught an image of the remains of its brethren, and Likel choked to see what was left after the high-energy bolt had done its work.

Thirty seconds later, a hissed, "Fall back."

When the scuttling beings charged, the reptyles began unleashing their full firepower, with everything they had left. Stealth had no place in this retreat. Massive insectoid creatures came flooding out of the shattered ziggurat and, within moments, the only remaining Spawn were rushing headlong in full rout, hardly pausing behind whatever solid cover they could find to snap off a burst of return fire before rushing headlong back to their landing zone.

Finally, the scene went dark.

Likel choked out, "What was that?"

"Now, you glimpse understanding." Sergas rumbled. "Our new foe." Sergas let the implications sink in. "Their origins at this time are still in question, but Ssrag has been incensed with this offence against his best Spawn. Only seven members of that 35-strong unit returned. The rest are dead or missing in action, presumed dead."

Likel stared at the blank space where only moments before he had witnessed the destruction of the reptyles' best forces. Sergas looked down at the awed expression of the vulpine, repressing an enthusiastic urge to snap this vulpine's spine. In the coming days, with the varmint already in chaos, things were uncertain and the pretadors could prove of use in the face of this menace the varmint called tanarii.

"So tell me, ambassador, do you still desire war? Because it appears you will get what you want, just not with the enemy you thought."

ENCOUNTERS

PERSONS OF INTEREST

Not only every citizen of the Confederation has a CIN, but also anyone who has contact with the Confederation in an official capacity (foreign visitor, prisoner, alien species) has a CIN assigned to them.

The following citizens and their CIN are provided as a gaming resource to be inserted into your games as NPC contacts, allies or opponents.

NAME	CIN	SPECIES	VOCATION	REMARKS
Cory "The Storm" Perin	93-002-8829-M	Ottah	Athlete	Current Krikon medal winner
Padieu	96-801-1810-C	Gink	Crook	Breaking and entering specialist
Barasawa Ramblethorn	38-409-2923-H	Felin	Esper	Unknown power rating
Barker Ruhn	63-121-1965-J	Badgerian	Soldier	Awarded CMV-1st class
Roulin	81-942-6392-F	Felin	Scientist/Engineer	
Ewen Blunden	13-642-8295-B	Badgerian	Soldier	CMC, awarded Crossed-claws, CC specialist
"Sush"	?56-177-0988-X?	Nutwerk	Hacker	Wanted criminal; data theft and manipulation, fraud, bribery, arson.
Vinette "Roadkill" Plueh	96-663-9840-A	Vulpine	Doctor	Specialist in reivgen procedures
Kicka Vic	10-651-7974-R	Hoppolite	Pilot	CDFV, Corporal
Balen Roc	98-621-8586-I	Badgerian	Labourer	Wanted for questioning in relation to unauthorised demolitions
Len "Lenny" Tuber	53-771-6564-T	Molen	Pilot	Awarded CDFV, Captain
Arlon Bale-Honey	63-530-0202-W	Badgerian	Soldier	Sniper 1st class
Sav Perkins	57-129-2417-F	Nutwerk	Doctor	SRC medic
Hizq	25-253-8828-L	Mauser	Artist	Golden circlet winner for best performer
J.G. "Secret"	43-556-4800-U	Nutwerk	Merchant	Under investigation for racketeering, theft, embezzlement and fraud
Hertz Tuber	53-376-7730-U	Molen	Hacker	MIA presumed dead
Jy Cambell	33-742-4801-Q	Badgerian	Soldier	Lieutenant, infiltrator
Charlie Jade	80-721-1494-Z	Badgerian	Detective	Private investigator, bounty hunter
Scoopy "Scoops" West	24-343-0473-R	Woofer	Pilot	Captain of the FA5T-e "Rawver", Freetrader
Jurgle Kax	72-562-1190-G	Igura	Teacher	Professor of biology
Yurnis Garscon	88-271-0538-Y	Beorn	Suit	Ferraldi ambassador
Orvist Requent	30-609-4026-D	Mauser	Xenoscout	Explorer
Kladvar Ghurst	98-333-5192-E	Ferreal	Crook/Soldier	Freelance assassin

Abbreviations: CMC−*Confederation marine corps,* CMV−*Confederation medal of valour,* CDFV−*Confederation defence force verteran medal*

NAME: Athea 'Princess' Pickleseed
AKA: 'The night strawberry"

SPECIES: Mauser

TYPE: Crook

TOUGH **3** / **3**

Soak **8**

ACTION **6** / **6**

FRIEND **1**

LUCK **4**

ENEMY **4**

SENSES **5**

SMARTS **4**

9

6+1

Core **-**

MELEE **0**

DAM **1**

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ KO

CIN:: 4 1 1 0 9 4 0 9 5 :: F

NOTES:

Athea Pickleseed, last of the royal line of Belshandale, in the Oris archipelago west of Rushkah, was forced into exile when the molen forces of Rushkah annexed Belshandale. Fleeing with little more than the clothes on their backs; the royal family relied on the goodwill of mausers in Herth and Nansk, but soon they were little more than well-mannered refugees.

Athea had a trust fund that allowed her to attend the collegium in Elebrue, because of this she had somewhere to live after the death of her remaining family. While a gifted esper, Athea was bent on revenge. Attending enough classes to maintain her place in the collegium, the rest of her time was spent undermining the molen socialist society and becoming a thorn in the MSS's side.

ABILITIES/WEAPONS/ARMOUR/GEAR/

The night strawberry

Athea has became extremely wealthy through theft of MSS secrets and wealthy molen citizens' treasures (Athea has a great love of gems and art objects), but most of her wealth is kept safe and secret, used only in her pursuit of revenge.

Known as *the night strawberry*, she leaves a single night strawberry as her calling card after a heist, the night strawberry being found only in the isles of Oris. These resilient fruits taste sour if harvested during the day, but those harvested at night have a delicate rich taste renowned throughout Ashen.

Athea's focus on revenge allows her to use **ENEMY** for stealth when opposing molen or MSS forces.

Esper abilities

Athea has the following schools and ratings:
■■□□□□ Lightbender
■□□□□□ Moleculous
■■□□□□ Techgnosis
■□□□□□ Telekinesis

Assets and gear

Athea has the following exceptional assets and gear:

- Cobalt CLP Crawl skin (pg27)
- Cobalt CLP Austrauvim goggles (pg27)
- Nanocet PLC Onyx baton (pg27)
- KAIDU KA9 Unimorph (pg27)
- ODIN upgrades: carbon molefier x3, polycitte ejector x4, EMP discharger x3, DNA mask
- Nanobreeder: dermal armour, morphittes, optical camouflage
- Warp defence field (+2**SOAK**)

WPN: KAIDU KA9

A ✕1 RoF

ATT **3** Mag. **50**

DAM **5**

AoE: **5**

WPN: Onyx baton

A ✕1 RoF

ATT **2**

DAM **3**

AoE:

NOCH NOCH
ICU2

Mov **3**

Soak **1**

4 **3**

3

3 **3**

3 **4**

□ **Noch (IC4U modified)**
This heavily modified IC4U drone is now a droid with

artificial intelligence. Noch is Athea's only friend and companion and has similar statistics as a 2D0 droid (CRB pg96). Athea uses Noch as a scout, spybot and to assist in any hacking she has to accomplish.
Noch is fitted with a laser targeter (+1ATT ranged), but does not gain the dextrous or storage unit talents as the 2D0. Instead Notchi has 2EM shielding (CRB pg 94). Noch has Dataworm 3 and Nuke 3 supportware (pg 34).

TALENTS: STREETWISE 1, MACHINA 2, WELL READ 1, FLOURISH 2, GITS 1, MOONLIGHTER (ENGINEER) 4, TALENTED 1, AGILE 1

NAME: Mike 'Mechafox' Raynara

3

TOUGH 4

3

Soak 6

FRIEND 4

ACTION 4

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ KO ✗✗

LUCK 6

SENSES 3

ENEMY 2

SMARTS 4

4

3

4

MELEE 1

DAM 1

CIN: 6 4 9 6 2 1 0 0 6 :: M

NOTES:

The 6 million dy kid: Mike was born to a suit father and scientist mother, both high ranking officers in Brinn Industries, a company specialising in orgtech and cytech, with a focus on nano-gene reprogramming. Sickly as a child, having been born on Brinn's corporate cylinder (a towed space station/factory), Mike's mother signed him on to one of her own highly experimental nanotherapy programs. Through a mixture of orgtech implants, nanotech infusions and cytech brainware, Mike became one of the most advanced augmented people in existence. The final stages of his transformation were completed at the Brinn Industries laboratory in Varmisk. The lab was lost in the tanarii attack, leaving Mike as the only proof of concept and success.

ABILITIES/WEAPONS/ARMOUR/GEAR/

The augmented orphan

Mike was still an in-patient at Brinn Industries Varmisk lab when the tanarii attacked. He woke up in the rubble of the lab and escaped before the tanarii patrols arrived, not knowing whether his family or the Brinn Industries corporate cylinder still survived.

While Mike was briefed on the outcome of the experiments and knows many of his capabilities, he wonders if there are aspects to his new augmentation that remain to be discovered. For now his focus is on finding the corporate cylinder and discovering if his family survived the tanarii attack.

Mike knows he is unique, and knows that the experimental technology that he embodies would be worth a fortune to Brinn's competitors; as such, he tries to keep his augmentation a secret.

Assets and gear

Mike has the following exceptional assets and gear:

- Stu33-e 'stubby' pistol
- CT-7 armour
- Gor-Bionics Molemar attenuated muscles
- Fiber-Camiko Precision nerves
- Arc tech arc thrower
- Cerebrascent cybertrain rating 3.
- Sentarii-soft chromacore upgrades:
  - ■ ■ ■ ☐ ☐ ☐ **Defence barrier**
  - ■ ■ ■ ☐ ☐ ☐ **Decoy/Decrypt**
  - ■ ■ ☐ ☐ ☐ ☐ **Attack array**
  - ■ ■ ■ ■ ■ ☐ ☐ **Encypt/Process**
  - ■ ■ ■ ☐ ☐ ☐ **Analyse/Probe**
  - ■ ■ ☐ ☐ ☐ ☐ **Cloak array**
- Mike has the following supportware: Barrier worm 3, Hydraprobe 3, Reactive 2, Tunnel 3

WPN: Stu33-e

A ✗1 RoF
ATT 3 3 Mag 9
DAM 5
AoE:

WPN: Arc thrower

A ✗1 RoF
ATT 2+ 1 Mag 10
DAM 6
AoE:

BRINN IND.
NANOPHYTE

☐ **Nanophyte augmentation**
The host body is infused with self-replicating carbon nanites, similar to those used in a carbon molefier.

Molefier mimic (DP cost: —)
Twice per session Mike can modify a part of his body as if using a carbon molefier packet. For example, transforming his fingers into a blade, spade, crowbar, hammer, etc.

Biointerface (DP cost: —)
Up to four times a session Mike can hack as if using chroma intrusion just by touching an object. He often uses his tail for this action while maintaining a watchful eye.

Carbon creep (DP cost: 2)
When making a melee attack Mike can cause an additional +2DAM toxic damage to an organic target.

Chrysalis (DP cost: 1 task)
Mike can form a hard coating around his entire body. This hard shell provides the following benefits: 2 Resist, 4EP, 2LS, Z0G. The chrysalis can be maintained for up to 20 minutes during which time no physical activity is possible. The chrysalis works beneath armour and with LS gear.

Tckt—tanarii walker

The Tckt is the tanarii's prime form of heavy armoured support. Towering over 30m (98.5ft) the Tckt was first seen during the destruction of Varmisk, supporting alchta and xolt ground forces.

Very few have been destroyed to allow for a detailed analysis but armaments include a variety of weaponry from two main warp energy beam cannons to guided warp bolt ejectors.

NAME: Tckt walker

MODEL #: Tckt

TYPE: Tanarii HAV

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8

TOUGH 4

8

FRIEND 2

ACTION 4

LUCK 3

SENSES 3

ENEMY 6

SMARTS 3

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

4
Size

3

::DEFENCE BARRIER 3

3

3 ::DECRYPT ::DECOY 3

::CLOAK ARRAY

3 ::ANALYSE ::PROBE 3 ::ATTACK ARRAY 3

::ENCRYPT ::PROCESS

Soak 10

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x ! X !

Resist 10

PLANT

Stress Mod 6

Init. !

Collision

ATT 4   DAM 2

1,2
3, 5   4, 6
8
7

CUSTOMISATION/NOTES

The Tckt has a variety of optical sensors for use in both visual and warp spectrums.

Capable of carrying 6 alchta or xolt, the Tckt's primary roles are as a front-line troop deployment vehicle and heavy infantry support.

Warp beam cannon

The tckt's warp beam cannon can hold the beam using the gear talent laser burn (pg24).

Warp blast

The tckt has the ability to intensify its warp engine output into a blast of warp energy beyond the confines of the vehicle itself. This blast effects all targets within 360°.

Hard points:

WPN: Beam cannon
X/M RoF X
ATT 8 Mov
DAM 6+
#: 1,2

WPN: Bolt ejectors
X/M RoF X
ATT 6 Mov 6
DAM 6
#: 3,4

WPN: Claw
A/X RoF X
ATT 6 Mov
DAM 6
#: 5,6

WPN: Warp blast
A/X RoF X
ATT 12 Mov
DAM 8
#: 7

WPN: AM Strobe
X/M RoF X
ATT 5 Mov
DAM -
#: 8

WPN:
A/M RoF
ATT Mov
DAM
#:

Caulax—tanarii infiltrator

The caulax has become infamous on an almost demonic scale. It appears out of the shadows to possess its victims and force them to kill their own allies. More than a soldier or commando, the caulax is a holy warrior or assassin.

Larger, stronger and more powerful than the xolts or alchta, xenobiologists are still unsure as to whether the caulax is a different species to the tanarii or a separate race. Whichever, the caulax display phenomenal recorded esper abilities, beyond those of their 'cousins'.

It is surmised that their increase in esper ability has something to do with the removal of the frontal thorax horn that most tanarii possess. This exposes a lobe that Confederation xenobiologists propose increases the caulax's esper sensitivity and amplification.
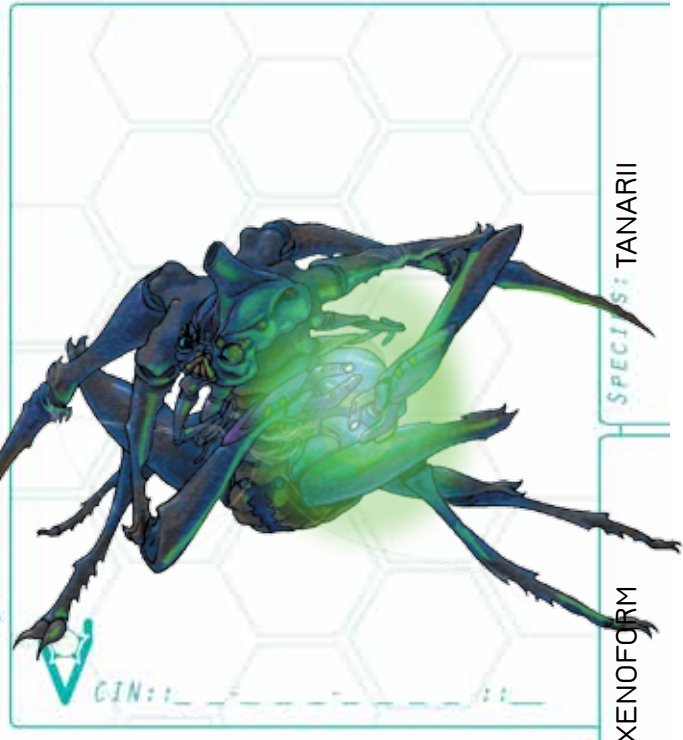
Perhaps one of the most dangerous aspects of the caulax is its ability to make web strands from excreted silk, similar to that of an spider. This silk has the ability to carry and transfer the caulax's esper abilities. A touch from one of these webs is the same as if the caulax was touching the victim. The caulax can drape web strands across walkways and, using its mentalism powers, take control of the thoughts and emotions of those unfortunate enough to cross their path.

Their other major esper discipline is similar to the warp school taught at the Confederation collegium. Quite capable of creating warp portals, the caulax can use the structure of its web to travel almost instantaneously, blinking from one place on the web structure to another.

Thankfully, so far, it appears the caulax work alone, without support from other tanarii forces. It relies on drones made by victims passing through its web to carry out physical tasks it is incapable of doing—including interactions with technology (unlike the alchta and xolt the caulax appears incapable of techgnosis interfacing)—or to fight on its behalf. It will swiftly establish a lair of interconnected web 'portals' to out-flank and destabilise its enemy, attacking from ambush with devastating efficacy.

NAME: Caulax

TALENTS: LOW-DENSITY, MULTI-DEXTROUS, ALERT 1, ESPER 4, FIRST BLOOD 3, SHADOW 3, SPACER, UNWAVERING, WARRIOR CALM 1

5	
TOUGH 5	6
FRIEND 0	ACTION 6
LUCK 6	
SENSES 7	ENEMY 6
SMARTS 4	
11	6+1
Lore -	MELEE 2
	DAM 3

Soak 6

♥ -1
♥ -2
♥ -3
♥ -4
♥ -5
♥ KO

NOTES:

Multi-dextrous talent: DP for attack can be divided among visible targets and assigned to each weapon wielded (including talons), adding the weapon's ATT rating for final attack DP. The caulax have two dextrous limbs and two talon claws, allowing for up to four separate attacks.

Assassin: The caulax uses skill and cunning. When attempting to hide, stealth or stalk the caulax uses **ENEMY** rather than **FRIEND**.

ABILITIES/WEAPONS/ARMOUR/GEAR/

Esper abilities

The average caulax has the following equivalent school levels and abilities:

■■■□□□ Mentalism
■□□□□□ Moleculous
■■■■□□ Warper

Esper conductive silk

The silk web strands that the caulax produces have the unique property of being able to channel esper abilites. The caulax can make a touch esper attack through its web strands.

Nightmare opponent

The caulax never willingly enters into an open fight, instead luring the enemy into ambush.

Nicknamed "the puppeteer", the caulax uses drones, captured through their webs and mentalism abilities, to defend the caulax's lair, pin down and confuse opponents and act as first line of attack; the caulax moves around a combat, attacking where opportunity presents itself. It strikes hard and then melts back into the shadows or teleports along its web.

When it is infiltrating or attacking a target, the caulax spends a long time setting up ambush locations, web structures and drone capture traps. Using its web, it creates elaborate sniper nests high above a killing field where it can drop web lines on to opponents before using mentalism to turn them into allies; or drop on to a lone combatant with its talons in the expectation of a swift and silent kill, after which it will 'blink' along its web strand to a safe distance.

If facing imminent defeat, the caulax will always attempt to flee, using its web to teleport to an established escape route or generate a warp portal through which it can safely escape.

WPN: Mandible bite
A/X1 | RoF 1 | ATT 4 | DAM 3 | AoE:

WPN: Talon
A/X1 | RoF 1 | ATT 6 | DAM 3 | AoE:

WPN: Warp pulser
A/X1 | RoF 1 | ATT 4 | Mag ∞ | DAM 4 | AoE:

WPN: Warp pulser
A/X1 | RoF 1 | ATT 4 | Mag ∞ | DAM 4 | AoE:

WPN:
A/M | RoF | ATT | DAM | AoE:

WPN:
A/M | RoF | ATT | DAM | AoE:

NAME: Xolt Commando

6

TOUGH 4
4

FRIEND 1

ACTION 4

LUCK 1

SENSES 3

ENEMY 5

SMARTS 3

Power 6

Int. 6

Lore -

MELEE
ATT 6

DAM 4

Soak 12

♡ /1
♡ -2
♡ -3
♡ -4
♡ -5
♡ KO

SPECIES: TANARII

TYPE: XENOFORM

CIN::_ _-_ _-_ _ _ ::_ _

NOTES:

Multidextrous talent: If armed with more than one weapon, **ENEMY** DP for attack can be divided among visible targets and assigned to each weapon, adding the weapon's ATT rating for final attack DP. The tanarii have four dextrous limbs, allowing for up to four separate attacks.

Xolt: these tanarii are the biggest, strongest and most gifted espers, raised from altcha to xolt. They are highly disciplined and have access to some of the best armour and weapons.

Tanarii: These insectoid/crustacean alien lifeforms have begun an invasion of the known galaxy. Their first act of agression turned Varmisk city into a wasteland. They have landed on other planets and have begun extensive mining operations, looking for something.

ABILITIES/WEAPONS/ARMOUR/GEAR/

Delta-wave pulser

Delta-wave damage reduces a target's tasks instead of ♥, **POWER** is used to **SOAK** damage. If damage >6 then KO.

Warp ribbon emitter

A hand-held warp generator that emits a thin band of concentrated warp energy in a broad ribbon. It is used by the tanarii as both a cutting (CC) weapon and a defensive shield; used to parry incoming attacks, the tanarii can add the ATT of the ribbon to their defence against a single attack per round, per ribbon emitter held. Some specialist assault alchta carry four ribbon generators to use in close combat.

Xolt 'blue' armour

Xolt 'blue' armour is powered armour.

Soak 4

It uses technology that amplifies the xolt's natural movement and biology, providing Z0G protection with MMU movement capabilities. Amplifying the tanarii's natural ability to survive in Z0G conditions for extended periods of time, the armour provides LS10, EP6 and EM4 shielding.

The tanarii has short range, x-ray vision, that allows them to see through solid surfaces. The armoured helmet enhances the tanarii's exceptional sight to provide light-intensified, thermal and sub-space optics. Some natural minerals and metals can decrease or even halt this vision.

Warp field

Xolt are issued with the equivalent of a warp displacement field (CRB pg55) at +4 soak.
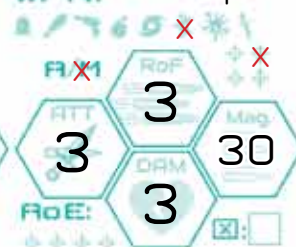
Esper abilities

The standard xolt has the following equivalent esper school ratings:

■■ ☐ ☐ ☐ ☐ Mentalism
■■ ☐ ☐ ☐ ☐ Techgnosis
■■ ☐ ☐ ☐ ☐ Warper

WPN: Warp bolter
R/X1 RoF ✗
ATT 3
1
Mag ∞
DAM 3
AoE:

WPN: Δ-wave pulser
R/X1 RoF ✗
ATT 3
3
Mag 30
DAM 3
AoE:

WPN: 0-point gren.
R/X1 RoF ✗
ATT 5
1
Mag 1
DAM 6
AoE: ✗

WPN: Warp ribbon
R/X1 RoF ✗
ATT 4
1
Mag 30
DAM 6
AoE:

WPN: Warp cannon
R/X1 RoF ✗
ATT 5
3
Mag ∞
DAM 8
AoE:

WPN:
R/M RoF
ATT
Mag
DAM
AoE:
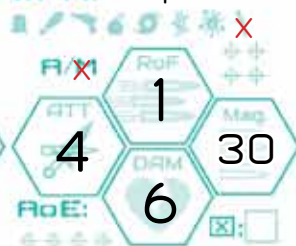
NAME: VORC-1

TALENTS: AIRLOCK 1, LIFE SUPPORT 2, ARMOUR PLATING 1, EVASSIVE 1, WARP ENGINE 1, HEAT SHIELD 1, TROOP CARRIER 1, BOARDING CLAMP

4 | LEAD

TOUGH 4 | 5

FRIEND 1

ACTION 4

LUCK 2

SENSES 3

ENEMY 6

SMARTS 3

BRAIN TYPE
- UTILITY ○
- ARTIFICIAL ○
- SYNTHETIC ○

Size 6

Soak 8

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x !✖!

::DEFENCE BARRIER 3 | 3

::DECRYPT ::DECOY 6

::CLOAK ARRAY 0

Core

Resist 6

::ANALYSE ::PROBE 4

::ENCRYPT ::PROCESS 6

::ATTACK ARRAY 0

PLANT

Rapids

MODEL #: VORC

TYPE: Carrier

STRESS MOD

Init. 4

Collision

ATT | DAM 3

CIN::

Hard points:

WPN: Warp bolt
X/M
RoF 1
X
ATT 6 | DAM 12
#: 2,3

WPN: Warp ram
A/X
RoF 1
X
ATT 6 | DAM 20
#: 1

WPN: Warp pulse
A/X
RoF 1
X
ATT 10 | DAM 16
#: 1

WPN: Warp wave
A/X
RoF 1
X
ATT 12 | DAM 6
#: 1

WPN: Boarding clamp
A/X
RoF 1
ATT 6 | DAM -
#: 4,5

WPN: 0-point field
A/X
RoF 1
X
ATT 10 | DAM 16
#: 1

CUSTOMISATION/NOTES

The VORC is the tanarii's main front-line troop deployment vehicle. Carrying a complement of six troops plus two crew the VORC typically drops off its passengers before providing air support.

Access to the VORC is through a nanite membrane activated via techgnosis or hacking. This membrane allows crew to pass through without compromising Z0G integrity.

0-point field

This tear in space creates a black hole that lasts D6 rounds, causing damage to targets in a 8-unit diameter AoE and double movement cost.

Boarding clamp

On successful CC attack using nanite-adhesive pads, all ATT BUF for boarding crew are doubled. Once attached, the clamp can only be removed manually or through a successful hack.

NAME: Axura "the elephant"

MODEL #: Axura

TYPE: Destroyer

TOUGH 6

4

7

FRIEND 2

ACTION 4

LUCK 6

SENSES 3

ENEMY 6

SMARTS 3

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

8
Size

Soak 10

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x!✗!

::DEFENCE
BARRIER 3

::CLOAK
ARRAY 0

::DECRYPT
::DECOY 6

Core 3

::ANALYSE
::PROBE 4

::ATTACK
ARRAY 0

::ENCRYPT
::PROCESS 6

Resist 8

PLANT
3 2 1
INCREASE
DECREASE
1 2 3

Rapids

STRESS MOD

Init 4

Collision

ATT 4

DAM 4

PRORE
1,6
2,7   4,8
3   5
AFT

CIN::

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CUSTOMISATION/NOTES

The Axura is the tanarii's standard destroyer-class ship. With similar weaponry to that of the VORC, the Axura is capable of sustained fire with more devastating versions of standard tanarii weapons.

The extended snout-like proboscis is a nanite swarm delivery system used to infect enemy ships with either techgnosis compromising nanites or the equivalent of black goo, for melting the enemy ship.

Nanite probiscus snout

On successful CC attack using the snout the axura can do one of the following:

• The axura can inject techgnosis nanites, allowing +1MOD on hacking rolls against the enemy ship.
• The axura can inject black goo into the enemy ship causing 1 integrity damage per round for D6 rounds.

Hard points:

WPN: Warp bolt
R/M RoF 2
ATT 8
DAM 14
#: 2,3

WPN: Warp bolt
R/M RoF 2
ATT 8
DAM 14
#: 4,5

WPN: Warp pulse
R/M RoF 1
ATT 10
DAM 16
#: 1

WPN: nanite snout
R/M RoF 1
ATT 6
DAM –
#: 6

WPN: Warp pulse
R/M RoF 1
ATT 10
DAM 16
#: 7

WPN: Warp pulse
R/M RoF 1
ATT 10
DAM 16
#: 8

NAME: Arkoon "Blighted blade"

MODEL #: Arkoon

TYPE: Fighter

3

TOUGH 3

7

6 Soak

FRIEND 1

ACTION 5

♡ -1
♡ -2
♡ -3
♡ -4
♡ -5
♡ x! 𝗫!

LUCK 2

SENSES 3

ENEMY 4

SMARTS 3

2 Size

BRAIN TYPE
UTILITY ○
ARTIFICIAL ○
SYNTHETIC ○

6 Resist

3
::DEFENCE BARRIER

6

Core 3

::DECRYPT ::DECOY 6

0
::CLOAK ARRAY

4
::ANALYSE ::PROBE

0
::ATTACK ARRAY

6
::ENCRYPT ::PROCESS

PLANT

STRESS MOD

6 Init

Collision
ATT / DAM 2

FORE
1
2   3
AFT

CIN::____-____-__ ::__

Hard points:

WPN: Warp bolt
R/M RoF 1
ATT 6 DAM 12
#: 2,3

WPN: Warp ram
A/X RoF
ATT 6 DAM 20
#: 1

WPN:
A/M RoF
ATT DAM
#:

WPN:
A/M RoF
ATT DAM
#:

WPN:
A/M RoF
ATT DAM
#:

WPN:
A/M RoF
ATT DAM
#:
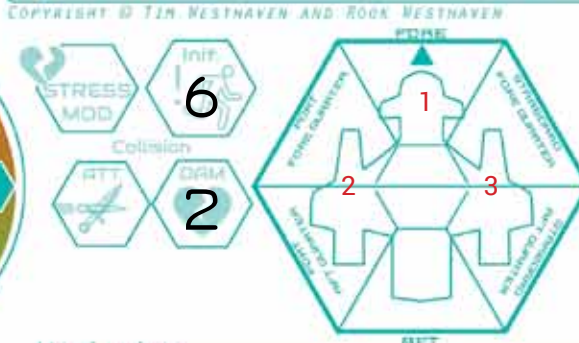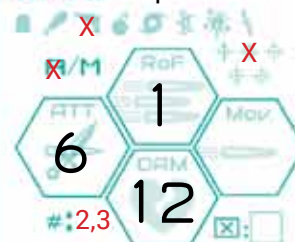
CUSTOMISATION/NOTES

The arkoon fighter is a single pilot ship; highly manoeuvrable and fast. While not as tough as other tanarii ships, the arkoon has an adapted warp generator that is used to project a warp field around the ship increasing its RESIST and SOAK by +2.
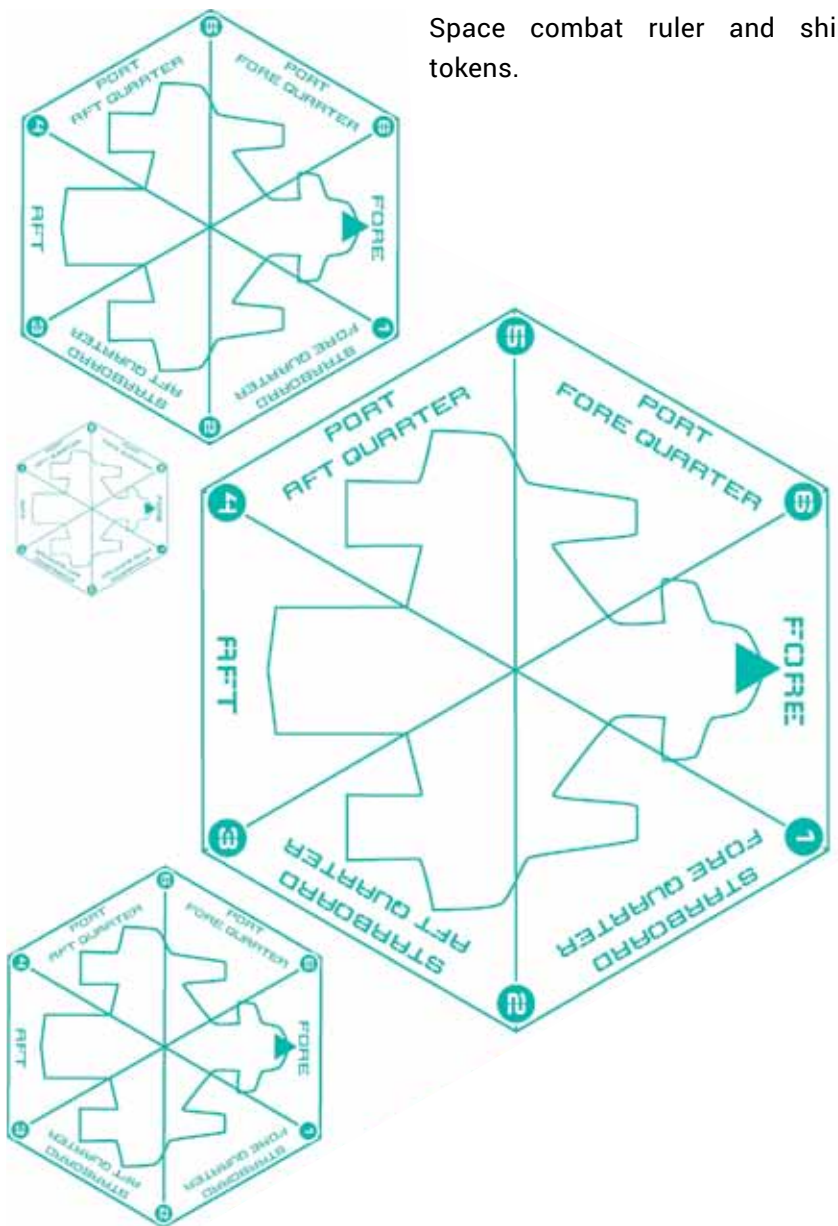
The projection of this field is also what gives the arkoon the physical integrity to use the warp ram with the additional twin blade-like edges. This unique system creates a warp blade that can easily slice through an enemy ship. While many arkoon are lost in the outcome, this form of attack remains common by tanarii arkoon.

Integrity damage to the warp generator causes the warp field to cease, resulting in RESIST and SOAK being lowered to 4.

Arkoon typically fly in squadrons of 3 to 30 ships.
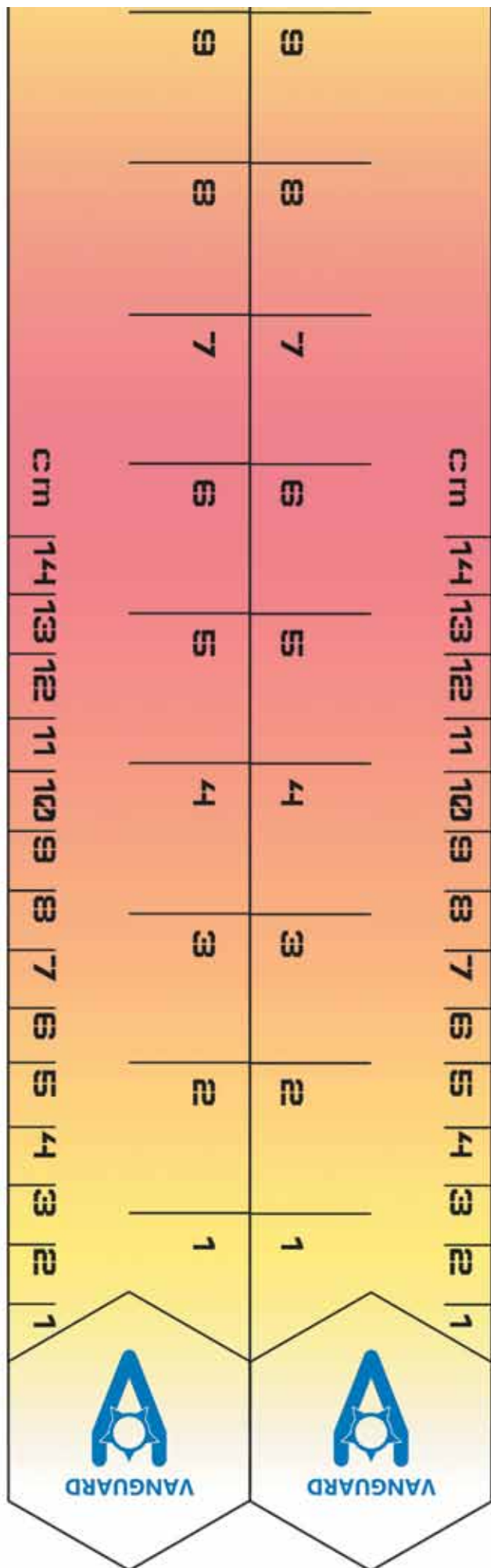
Space combat ruler and ship tokens.

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