
TAKE CONTROL OF YOUR OWN SPACESHIP
AND FORGE YOUR OWN DESTINY
IN A CUT-THROAT GALAXY
E.D.R.P.G.
ELITE:DANGEROUS ROLE PLAYING GAME
ELITE
DANGEROUS
SPIDERMIND
GAMES
OFFICIALLY
LICENSED
PRODUCT

# E.D.R.P.G.

## ELITE:DANGEROUS ROLE PLAYING GAME




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Whilst we have endeavoured to attribute commanders for any in game shots
which appear in the book this has not always been possible. For those who go un-named
please accept our gratitude for the incredible representations of this truly amazing game.

**Elite: Dangerous**
**Role Playing Game**

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***To my darling Mel,***
***without whom it's game over***

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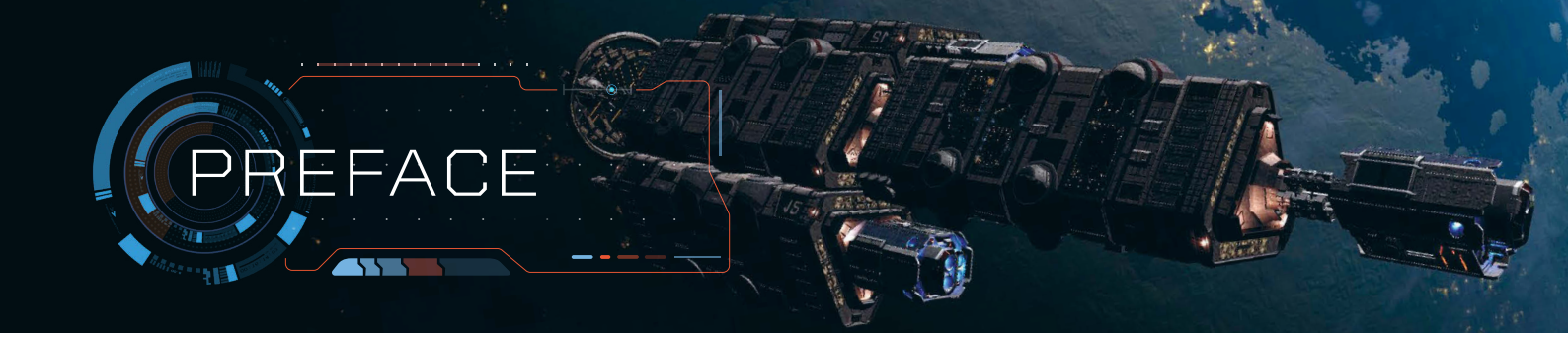

*Printable, form-fillable versions of all the sheets in the Appendicies section will be available to download from: **www.edrpg.co.uk**

I've enjoyed board games, including pen and paper role-playing games since they first came out – D&D, The Fantasy Trip, Space Opera, Runequest, GURPS, and many others. It is a fun social gathering, and for me it was a chance to visit worlds inspired by the books of the time. Film then became an influence with the excellent first Star Wars film, and now that influence is from games like Elite Dangerous.

Here at Frontier we put a good deal of effort into creating the whole of the real-life Milky Way galaxy as best we could within Elite Dangerous, including more than 150,000 star systems from star catalogues, and beyond those, filled in the gaps for the rest of the roughly 400 billion star systems out there, and added all their planetary systems, together with many of the exoplanets, in as scientifically accurate way as we could. Here is your chance to explore them even more fully.

Role-playing games are an excellent way of telling stories on those worlds, not in a linear narrative way of old, but allowing the players to explore a world someone, perhaps you, have created. In a role-playing game, that world has to be thoroughly thought out – much more so than in a film or a book.
Players have the ability to go in unexpected directions and do unexpected things, and if you are the 'games master' you have to be prepared.
I hope you enjoy both that process in planning out your story, your world, and exploring worlds created by other people.

**David Braben**



# PREFACE

## I HAVE BEEN A SPACE ADVENTURER SINCE I WAS SIX-YEARS-OLD.

At that time the Japanese sci-fi puppet show Star Fleet captured my imagination. I liked the robots and the space ships, but I preferred the baddy spaceships to the goody ones, so I had to invent a universe where I could fly an Astro-Fighter and still be a hero. The astonishing tales of that six-year-old boy, who wandered into a long forgotten cave on Camber Sands (a famously non-rocky beach in Sussex, England) and discovered a super-powerful space fighter that could talk (it had the same voice as the car in Knight Rider) are the stuff of legend. Let's just say, the human race owes me big time.

My brother, sister and friends all played 'people games' with me. We would decide a scenario and with nothing more than the top floor of the house and a few props, we would act out a world of our own creation. Sometimes they would be mundane scenarios, such as running a bar or restaurant, or being firemen at the station. In the interests of realism and safety all the fires we dealt with occurred 'off-stage', and all the action took place in the 'waiting room', with my friend Ben serving us drinks whilst we speculated about what sort of fires we had handled recently. That's it – you read it right. We played firemen and didn't actually play out any firefighting.

These ponderously realistic adventures were equally matched, fortunately, by thrilling adventures in space. We explored weird planets as a Star Trek crew, we shot Stormtroopers in Star Wars, and we ran away from the alien in Alien (played by Alex with a pillowcase over his head – we screamed all the same because you 'died' if he touched you).

In 1985, aged nine, I was introduced to Advanced Dungeons & Dragons. Our Dungeon Master, Julian, a much older and more important boy than me, let me play a magic-user and I blew up monsters called Black Puddings and Liches with fireballs and lightning bolts. He asked if I had enjoyed it and I enthusiastically squealed the affirmative. He smiled, and presented me with seven books to read – which were so heavy I could not carry them all in one go. Julian then told me that it was my 'turn' to be the Dungeon Master and run the game – he and his boys would be back next week to play. Now that's a learning curve.

My first dungeon had eight rooms, all leading off a perfectly straight corridor with the major baddy at the end. The players howled when I told them they had to start at first level, and insisted on playing with their twelfth level characters. They didn't struggle too much, but seemed to have lots of fun. My 'turn' as Dungeon Master lasted twelve years.

Here my memory plays tricks on me, but I believe that it was in the winter of 1986 that I was first introduced to Elite. My friend David, who scared me because he played rugby and would deliberately fart on your bed, brought his Commodore 64 round to the house and showed us his new game. Elite was a space flight simulator, but it was different from all the other space games because it made sense. If you shot at a space station it would launch police ships to attack you and not let you dock. Planets that were in Anarchy were less safe than those which were Democracies. Machinery was cheap on industrial worlds, but food was expensive. If you shot someone they would shoot you back. More importantly, like Dungeons & Dragons, the game allowed you to save your character, so you could play with the same pilot each time you loaded the game.

I was too young to be able to dock, but I was my brother's co-pilot. I targeted the missiles, adjusted the ship's speed, and brought up all the data panels

my steadfast commander needed. I delved into the instruction manual, which was the length of a mini-novel, to glean as much information as I could. I noted with satisfaction that our ship, the Cobra Mk III, was listed as having either one or two pilots. The eminent amount of sense this made caused me great happiness, as did my brother's engineering skills, when he made a Cobra cockpit for us by sticking up old pieces of wallpaper around a camping table and having us crouch inside. The deep, possibly radioactive glow of the black and white television set in that darkened, cramped under-table transported me into the loneliness of deep space – and my brother and I had only each other to rely on as we cruised through pirate-infested territory. The setting wasn't even disrupted by the occasional delivery of warm cheese scones by our mum, who mildly told my brother off for using up all the sticky tape again.

Soon we began to play 'people games' based around Elite, and the fact that the same adventure happened each time we played didn't make the game any less enjoyable. Invariably a group of us, mostly boys but sometimes with my sister too, would pretend to be space traders. I was relegated to engineering, where I would moan about the amount of damage the ship was taking, keeping my eyes peeled to the shield and energy bars as they were worn down by enemy fire. When we docked at a space station we immediately went to the bar, operated loyally by Ben, where we would pretend to get drunk and get in trouble with the police (played by Julian armed with a cricket bat that represented the minigun from Predator – you didn't argue). We would escape to our ship and blast the space station, so that lots of Viper police ships came spewing out. The crew would be forced to fight until I had 'fixed' the hyperdrive, which took as long as I thought was dramatic. At that point I lurched forwards, kicking Richard off the co-pilot controls, and pressed 'H' to activate the hyperdrive, flicking four imaginary switches above my head for added emphasis. Ten seconds later we would rocket away like the Millennium Falcon, get bored at being safe, and go and have our tea.

These two hobbies, Elite and Dungeons & Dragons, followed me as I got older. My parents never got us a sixteen-bit computer (the Amiga or Amstrad), so I was stuck playing Jet Pac, Deathchase and Trans Am on our Spectrum through the 80's and early 90's. In 1988 we were finally given (I think by Alex and Ben) the Spectrum version of Elite, allowing us to play at will and not just when David came round. Now a doughty veteran of 12, I took to the controls myself. Elite was intriguing because it is a patient game. You are not constantly under attack, instead great periods of emptiness are interspersed with moments of frighteningly intense action. I used to fly next to fellow traders in ships like the Python and just follow them, imagining the radio conversations I was having with my fellow traders. I would protect them from attacks from pirates (unnecessary, as it turns out – I found out much later that in the original Elite ships could not attack each other, only you), and go the long way at normal speed towards space stations, just looking at the stars as I went.

Too many years later, here I am playing Elite again, this time in the fabulously detailed cockpits of Elite: Dangerous. I feel outlandishly lucky to have been allowed to construct this role-playing game, which finally unites my two passions. The stars have curiously aligned for me and I hope that you enjoy the game as much as I enjoyed putting it together. Elite: Dangerous continues to astound me, with its combination of scope and intimate detail. And when I first climbed into the cockpit of my hard-earned Cobra Mk III I could not help noticing, as I glanced above me, four little switches above my head, glowing in the darkness…

*Oliver Hulme*





# INTRODUCTION

The Elite: Dangerous Role Playing Game (EDRPG) is an interactive adventure you share with a group of friends. It is set in a futuristic galaxy in which spaceflight is common, amazing technology is freely available, and danger is everywhere. As a player you will own your own spacecraft and travel to fantastic locations, exploring new worlds, defeating deadly enemies and outwitting powerful opponents who will stop at nothing to destroy you.

In EDRPG each player creates their own character by selecting from a number of different backgrounds. Perhaps your character was an orphan from a corporate world, where the unemployed are hunted down by the police – you survived at first on your wits and then with the help of charitable friends, who gave you a place to stay and the chance of an education. Perhaps you are an ex-army grunt, who's seen too many wars, or a cheerleader, who fell in with the wrong crowd and is now a notorious criminal. Really anything is possible, and each background you pick increases your skills across a number of different areas.

One player becomes the Gamesmaster (GM). This is the person who tells the story, plays all the people and villains the characters meet and creates the adventure. The same person does not have to be the GM every time, although oddly enough it's hard to stop once you undertake the role. In EDRPG being the GM is a little bit easier than in some role-playing games, as you can create many missions, plot twists and maps randomly. The Random Generation System (RGS) is there to help you – and you can use it as much or as little as you like. With additional supplements the RGS can even create random encounters and entire base layouts for you. You can run a game of EDRPG without using the RGS at all, and indeed, once you have the game mastered, you will find that you will use it less and less.

## A GALAXY OF ADVENTURE

In the universe of Elite Dangerous, cheap and readily available faster-than-light travel has allowed humanity to explode across the stars, building new colonies, cities, nations and empires. The galaxy is a rich place, filled with a wealth of minerals, water and life-bearing planets. The great nations of the Federation, Empire and Alliance grow wealthier every day, and such wealth attracts powerful people who constantly scheme to increase their power.

Space travel is common and affordable. The middle classes of the galaxy own spaceships the way twenty-first century families own cars.

Owning a spaceship grants tremendous freedom – spacecraft owners are courted all across the galaxy by space stations, hungry for rare goods and vital supplies. Politics seldom interferes with trade and even very patriotic worlds such as Nanomam, are happy to accept goods and services from those who paint the 'wrong' flag on the side of their spacecraft.

For those at the bottom of the heap little has changed since the old Earth dark ages. Planet-spanning mega corporations rule unchecked in large parts of the galaxy, employing entire nations of people in call centres, factories, tech support hubs or even as humble stockbrokers. On the planet of Zaonce, the miserable masses slave for the planet-wide Bank of Zaonce, filling tedious hours buying stocks and shares, selling high and low like robots, receiving none of the gains they make. In revolutionary Eranin the population is expected to perform in weekly parades celebrating their independence from the Federation, while their leaders 'redistribute' the people's wages into their own back pockets.

This combination of cheap space travel, terrible inequality and a laissez-faire attitude towards weapon ownership makes the galaxy a dangerous

place. Pirates, mercenaries and political agitators often like to fire first and seldom ask questions later. The police have a terrible arrest rate, but an excellent execution record; in space it's hard to take prisoners and very few people even try. Add to this the many navigational hazards in space, fierce native creatures on unexplored planets, psychotic cyborgs with faulty behaviour chips and the terrible greed of the interstellar elite, and you have a dangerous galaxy just waiting to destroy a wandering space pilot.



Illustration: Kevin Massey

To survive you're going to need the best ship, the best equipment, a strong credit account and the skills to back it all up. For in this dangerous galaxy only the elite survive…

## HOW TO PLAY

Most role-playing games use dice to help decide the results of your actions, and EDRPG is no exception. The game uses ten-sided dice (called D10's) in all cases to simulate success. Ten-sided dice can be bought in hobby stores, probably the same store where you bought this book, and are also easily available online. You can make do with two dice, but it's useful to have about three for each player. Failing that, buy ten or so dice and keep them in the middle of the table for everyone to use.

When you roll a ten-sided die, the number at the top is the score you have rolled, just like with a regular six-sided die. Often you only have to roll one die at a time. If you need to roll more, the game will tell you how many to roll – add up all the dice results to find your score. For example if you have to roll 3D10, roll three dice and add up the scores.

Sometimes you will be asked to roll a D100, also known as percentile dice. To do this, roll two ten-sided dice, nominating one die as the tens digit and one as the units. For example, if you roll a 3 and a 6, the result will be 36

### SKILLS

In order to understand how competent your character is, each player has a character sheet that lists what Skills, Enhancements and Karma Capabilities that character has. Next to each Skill is

a score and a bonus. The score is out of 100, so you know that someone with a Medicine Skill score of 67 is better than someone with 33. More commonly used is the Skill bonus – a character's Skill bonus is equal to one tenth of their Skill score, rounding down. For example, the character with a Medicine Skill score of 67 has a Skill bonus of 6.

Skills are used in the game whenever you want to use them, as long as it is relevant to do so. To use a Skill successfully you must equal or exceed the difficulty number of the task by rolling a D10 and adding your Skill bonus. Let's say you wanted to hack a nearby computer terminal in order to steal some files from a corrupt police sergeant. You have a Computer Skill bonus of 3. The GM tells you the difficulty number is 9, so you roll a D10 and add your Computer Skill bonus. You roll a 7, and add your Computer Skill bonus of 3 to it, to make 10. Since you have equalled or exceeded the difficulty number you have succeeded and the computer's security is broken.

### ROUNDING DOWN

Often you will be asked to halve a number, for example, you must halve the damage roll when making a Fighting attack. In all cases round the fractions down to the lowest whole number.

## TYPES OF GAME

There is no one correct way to play EDRPG. Many people's instincts are to run the game in same way as you would a game of the Elite: Dangerous computer game – and this, of course, is fine. However the extremely open-ended nature of 'just going where the heck you like' can make life quite difficult for the Gamesmaster. Novice GMs, and players for that matter, might prefer a more focused game where the objectives are clearer than just shooting off into space and trying to get rich. The ideas below are supported by the RGS, but they are far from the only types of game you can run:

### EXPLORATION GAMES

- Start at home base and explore new stars and planets. The GM can randomly generate things as play progresses or can pre-generate anything they like.
- Exploration games focus on weird encounters, rival explorers trying to steal finds, uncovering plots, discovering abandoned colonies, the risk of alien intervention, and discovering rare items.
- Time limits should be common, so players have to make quick decisions and ration their time wisely.

### ESPIONAGE GAMES

- Players work for a power, company or government (sometimes all three). Sometimes players represent an official police force or government agency, other times they are little more than hired thugs.
- Spy games focus on stealth, investigation, theft, hacking, uncovering plots, assassination, intimidation, preventing atrocities and general intrigue.
- GMs can randomly generate a plot and its twists during the adventure or beforehand.
- These adventures allow characters to explore civilised space, but to never feel completely safe wherever they go.

### MILITARY GAMES

- Players belong to the Federation, Alliance or Imperial military, or are mercenaries employed by such an organisation.
- Often set during a time of war to allow greater scope for fighting.
- Battles take place in space, skirmish scale and in vehicles, with player characters often elite multi-role combat personnel.
- Players have defined military objectives. GMs can randomly generate the plot, or pre-prepare it.
- Players tend to start with top-grade kit that they don't own, including powered armour, plasma weapons and high quality space craft.

## LONE WOLF GAMES

Lone Wolf games try to capture the classic Elite: Dangerous feel, with a group of allied pilots who work together, but not for any official organisation.

In order to remain interesting the player characters lead rather exciting lives, getting tangled up in corporate intrigue, pirate turf wars, and other complications. They also come across abandoned ships, encounter stowaways, get trapped in quarantine, have friends and family threatened by ruthless individuals and get hassled by over-zealous policemen.

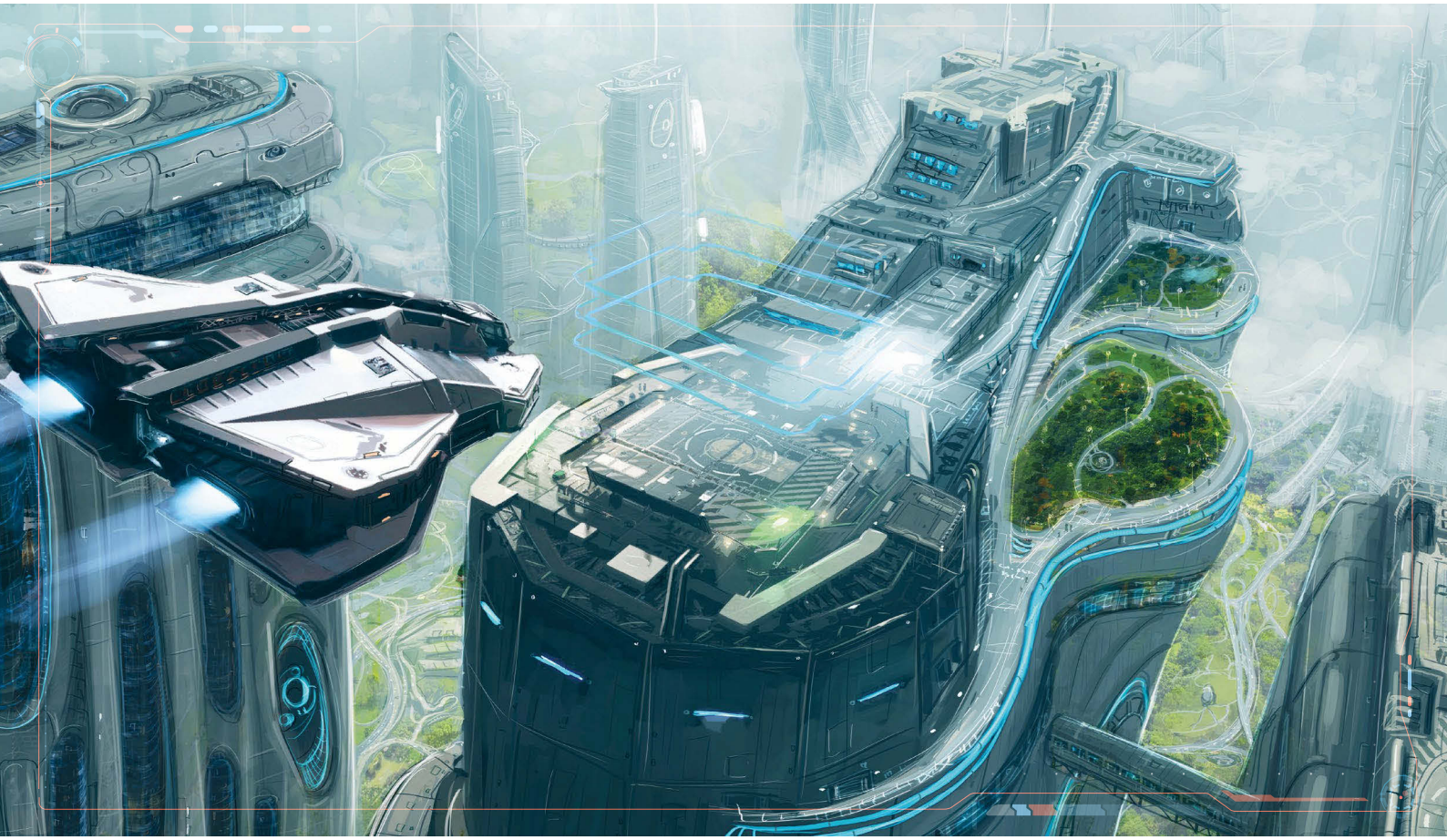
Random generation for different systems allows the GM to create the galaxy on the fly.

Missions to undertake, include smuggling, passenger transport, rescue, mercenary work and all sorts.

Naturally these aren't the only types of games you can play in EDRPG.

Want to do a horror story about a bunch of scientists stranded on an ice planet? Play a rescue organisation that deals with natural and man-made disasters? Run your own space station dealing with the riff-raff of space, whilst trying to keep order in your section of the galaxy? You can do all that and more. Just remember to keep it fun, interesting, and to keep the action going.

The EDRPG rules really let you do anything you want with them, so get out there and have an adventure!




KEBES
Federation
Poor Refinery Democracy
GURNEY SLADE
Federation
Poor Industrial Corporate
NEGANHOT
Independent
Poor Military Feudal
FLECHTI
Federation
Refinery Democracy
ORRERE
Federation
Poor Agricultural Corporate
REORTE
Alliance
Poor Agricultural Corporate
HAJANHEINER
Federation
Military Corporate
USZAA
Federation
Rich Industrial Corporate
LAVE
Alliance
Rich Agricultural Democracy
BAIJUNGU
Federation
Terraforming Corporate
DISO
Alliance
Agricultural Corporate
ZAONCE
Alliance
Rich Service Corporate
RIEDQUAT
Independent
Poor Industrial Anarchy
CD-34 9020
Federation
Extraction Corporate
TIONISLA
Alliance
Rich Industrial Corporate
PLACET
Federation
Refinery Corporate
LEESTI
Alliance
High Tech Co-operative
HEHENG
Alliance
Rich Industrial Co-operative
ORERVE
Federation
Poor Agricultural Corporate
QUATOR
Independent
Poor Agricultural Anarchy
0
5
10
LIGHT YEARS
THE OLD WORLDS





CHAPTER 01

# CHARACTER CREATION

Before you can play the Elite: Dangerous Role Playing Game you will have to create a character - THE PERSONA YOU PLAY IN THE GAME.

The galaxy is an enormous place with a dizzying array of inhabited planets and space stations. Where you were brought up, and the choices you made when young, have a dramatic impact on the sort of person you become. Whether you were born on a high tech planet or a frontier world refinery, lived under a dictatorship or had greater freedom under republican council, all help to mould your character.



# CHARACTER CREATION

BEFORE YOU CAN PLAY THE ELITE: DANGEROUS ROLE PLAYING GAME YOU WILL HAVE TO CREATE A CHARACTER – THE PERSONA YOU PLAY IN THE GAME.

To create a character, get a copy of the character sheet (Appendix A at the back of this book), grab a pencil and some ten-sided dice and go through the steps below.

## YOUR RANK

All characters have a Rank, which helps to encapsulate how powerful and competent that character is. Ranks go from Harmless to Elite, with all starting characters beginning at Harmless. When you go up in Rank you gain more Skill points, Endurance, Karma points and Karma Capabilities or Enhancements. For the moment you do not have to worry too much about this. Just put 'Harmless' in your Rank box and move on to your Skills.

## STARTING SKILLS

Your character has a number of Skills, divided for reference purposes into five separate categories; Personal Combat, Vehicle Skills, Intelligence, Social and Espionage. These categories have no game effect; they are just useful ways of organising Skills into similar groups. It is the Skills underneath these headings that are important. A starting character, before you have made any choices, has a Skill score of 10 in each Skill on your character sheet. Before you go any further, write 10 in the score box in every Skill on your character sheet. Don't worry, these numbers will soon increase.

Leave all other boxes, Karma, Endurance, Defence, Equipment, etc., blank for the moment.

## CHOOSE BACKGROUNDS

Next select four background choices. Each one will increase your Skills and possibly gain you an Enhancement (an improvement, often physical, that sets you above most other people).

In addition to your four background choices, each character gets the Trained Pilot background for free. EDRPG features extensive use of spacecraft, and all starting characters need a good knowledge of spaceship operations and piloting in order to prosper.

## CHOOSE KARMA ABILITIES

Pick three Karma Capabilities, these are little tricks your character can pull off to help avoid disaster or overcome particularly tricky challenges.

In addition to your three Karma Capability choices, each character gets the Escape Death Karma Capability for free. This handy ability keeps your character alive at the cost of all their Karma points.

## ROUNDING IT OUT

Choose ten Skills to improve and fill in your Endurance and Karma scores and work out your Defence. Then decide on your character's name and appearance.

## SELECT EQUIPMENT & SHIP

Choose your starting equipment from the list provided. Then select your starting spacecraft, or build your own with a budget of 100,000 credits.

## BACKGROUNDS

The galaxy is an enormous place with a dizzying array of inhabited planets and space stations. Where you were brought up, and the choices you made when young, have a dramatic impact on the sort of person you become. Whether you were born on a high tech planet or a frontier world refinery, lived under a dictatorship or had greater freedom under republican council, all help to mould your character.

You have four background choices to select. Each background provides you with bonuses to your Skill scores – add these bonuses to your current scores. All backgrounds 'stack', so if you took Army Trained and Borderland Homeworld as your choices, for a +20 and +10 bonus to Kinetic Weapons, you would receive the full +30 bonus. In addition, some backgrounds give you Enhancements, bonuses that make you stronger, faster or more capable than the average human.

However, there is a limit as to how good a starting character can be. All characters have a Skill Cap of 40 when they are first created. This means that no Skill can be higher than 40 when you first create your character, no matter how many bonuses you accrue from backgrounds. This Skill Cap is raised when you go up in Rank (see the Improving Your Character section, later in the book).

Some backgrounds, such as Army Trained, take up two choices but give twice as many Skill bonuses. You can only select these backgrounds if you have enough choices remaining.

All starting characters receive the Pilot Trained background for free. This background does not count as one of your starting choices.

You can mix and match your backgrounds at will. There is nothing to stop you from being from both a Borderland Homeworld and a High Tech Homeworld, for example. People move planets all the time and you are bound to pick up experiences from both places.

Some people like to determine their backgrounds randomly. If you wish to do this, roll percentile dice on the table (right). You do not have to abide by the result and can freely pick something else if you like. If you roll a background that requires more choices than you have remaining you must roll again.

### RANDOM BACKGROUND (OPTIONAL)

| ROLL (D100) | BACKGROUND | ROLL (D100) | BACKGROUND |
|---|---|---|---|
| 01 | Accountant | 50-51 | Mercenary (2 choices) |
| 02-03 | Anarchist | 52-53 | Mining Engineer |
| 04-06 | Army Trained (2 choices) | 54 | Minor Politician |
| 07-08 | Borderland Homeworld | 55 | Monk/Nun |
| 09-10 | Born on the Streets | 56-58 | Navy Trained (2 choices) |
| 11-12 | Boxer | 59-60 | Officer |
| 13-14 | Cheerleader | 61-62 | Partner |
| 15 | Child Actor | 63-64 | Petty Criminal |
| 16-17 | Community Youth Worker | 65-66 | Police Officer |
| 18-19 | Computer Game Designer | 67-68 | Private Detective |
| 20-21 | Criminal Family | 69-70 | Ran Away from Home |
| 22-23 | Cyborg | 71-72 | Scientist |
| 24-25 | Docking Bay Operative | 73-74 | Scout Leader |
| 26-27 | Engineer | 75-76 | Second Hand Spaceship Dealer |
| 28-29 | Explorer Corp | 77-78 | Secret Agent (2 choices) |
| 30-31 | Fighter Pilot | 79-80 | Self-Taught |
| 32-33 | Freedom Fighter | 80-81 | Ship Hand |
| 34-35 | Frontier Trader | 82-83 | Sports College |
| 36 | Fuel Rat | 84-85 | Stockbroker |
| 37-38 | Gene Mod Baby | 86-87 | Teacher |
| 39-40 | Gym Freak | 88-89 | Trained Doctor |
| 41-42 | Hacker | 89-90 | Treasure Hunter |
| 43-44 | High Tech Homeworld | 91-92 | Trucker |
| 45-46 | Hoopy Casino Croupier | 93-94 | University Graduate |
| 47 | Lave Radio Host | 95-96 | Vehicle Nut |
| 48-49 | Martial Artist (2 choices) | 97-00 | Wise Guy (2 choices) |

## BACKGROUND DESCRIPTIONS

### ACCOUNTANT

You were brought up in a shadowy world of balance sheets, credit notes, purchase ledgers and tax-deductible lunches. Since computers are used for honest tax statements, human accountants exist only to tease, stretch and reimagine tax law to provide exemptions for their clients. After years of dodging the tax authorities you were glad to pack it all in and become something safer - like a pirate or bounty hunter.

Bluff + 10 Computer +10
Culture & Law +20 Dodge + 10



### ANARCHIST

The super-rich, corporate leaders and their stooge politicians, have the whole of society stitched up and the very concept of freedom is a joke. As a young person you threw rocks through police-station windows, belched at local dignitaries, assaulted corporate management and spent years in a variety of prisons.

Dodge +10 Fighting +10
Grenade +20 Intimidate +10

### ARMY TRAINED
(2 CHOICES)

You are a fully trained infantry soldier for one of the three great powers, Federation, Empire or Alliance. Your comprehensive military training covered all aspects of modern warfare and you are an accurate and deadly opponent in personal combat.



Dodge +10 Energy Weapons +20
Fighting +10 Grenade +10
Heavy Weapons +10 Kinetic Weapons +20
Medicine +10 Vehicle Weapons +10

### BORDERLAND HOMEWORLD



You were brought up on the frontier, on a planet of lowlifes and criminals. Such a society breeds tough people and you are no exception.

Dodge +10 Fighting +10
Kinetic Weapons +10 Repair +10 Survival +10

### BORN ON THE STREETS

You are an orphan and have spent a good proportion of your life on the streets of some megacity, scrounging for scraps and stealing just to stay alive. Your experience has made you tough, plain speaking and sneaky.

Stealth +10 Streetwise +20
Enhancement: Tough

### BOXER

You are a professionally trained boxer, although you never made it to the big time. You have a mean right hook and you're as strong as they come.

Fighting +20 Parry +10
Enhancement: Strong



### CHEERLEADER

Your planet worships sports heroes, and as a young person you joined one of the thousands of cheerleading teams with a patriotic fervour. The cheerleading team was rife with ambition, intrigue and an obsession with physical perfection, and you got up to many japes and schemes during your time in the corp.

Athletics +20 Charm +10
Sleight of Hand +10 Stealth +10

## CHILD ACTOR

Your pushy parents forced you into an endless series of humiliating auditions since you were a baby. You've been through the works; the drugs, the hangers-on, the sycophants – you've even done some acting. After years of over-entitlement and crushing depression you've emerged from the darkness of youth into the damaged, ambitious person you are today.

Bluff +20 Diplomacy +20
Melee Weapons +10



## COMMUNITY YOUTH WORKER

The young of the galaxy are often exposed to suffocating levels of over-expectation, including nearly limitless examinations, detailed scouring on social media and almost fatal levels of subliminal toy advertising. Small wonder that more than a few end up as near psychopathic wrecks. It takes a special kind of person to be a Community Youth Worker, a combination of empathy, masochism and speed of reaction is necessary to see the year out.

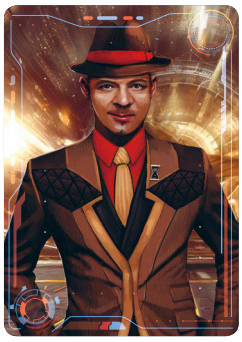
Insight +20 Kinetic Weapons +10
Parry +10 Streetwise +10

## COMPUTER GAME DESIGNER

In the era of perfect photorealistic graphics designing computer games has become an art as much as a science. To be the creator of your own virtual world gives someone a sense of superiority over their fellow human, and you reckon you know it all when it comes to driving fast cars and spacecraft. As a strategy gamer you can naturally out-think some slow-witted pirate. Can't you?

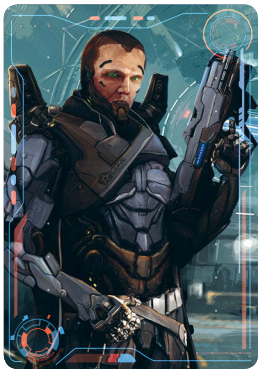
Computer +20 Spaceship Piloting +10
Tactics +10 Vehicle Piloting +10

## CRIMINAL FAMILY



You were born into a glorious heritage of utterly corrupt criminality. Your mother and father were gangsters, possibly gangster lords. All your family are part of the 'family', and it is expected that you too will help the business once you've got this space adventuring lark out of your system. As a member of the criminal elite you are not expected to get involved with all that rough stuff. Lying, seducing and stealing are more your kind of skills.

Bluff +10 Charm +10 Gambling +10
Security +10 Stealth +10



## CYBORG

You are part machine and part human - and not in a subtle way; in a big, clanking half robot kind of way. Most people who end up like this suffered terrible injuries and did not have the money for genetic limb replacement. A few mercenary and criminal types actually volunteer for this horrifying surgery, believing it makes them look intimidating. They might be right.

Start with 100,000 credits worth of Cybernetics

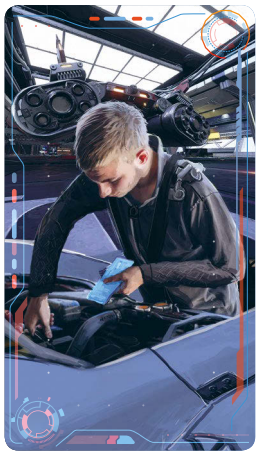
## DOCKING BAY OPERATIVE

You work in a low-gravity environment on a large space station, such as a Coriolis or Ocellus space dock. You have looked after Docking Bay 42 for years, watching as idiots with half your skill and training crash land onto your pristine landing pad. You've seen the swaggering arrogance of those spaceship commanders. With your real Skills as a docking bay operative you'll be outmanoeuvring pirates and shooting down space terrorists in no time!



Navigation +10 Planetary Knowledge +10
Repair +10 Security +10 Trading +10

## ENGINEER



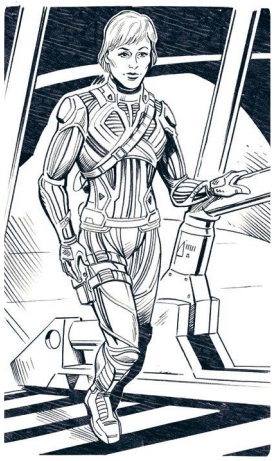
You are a highly qualified technical engineer with a solid grasp of the latest technology. Your skills are in high demand across the galaxy and there is very little you cannot fix or reprogram. Being able to repair your own ship greatly reduces costs, and makes you a lifesaver in any group you care to join.

Cyber +10 Computer +10
Energy Weapons +10 Repair +20

## EXPLORER CORP

The lure of deep space beckons to the bold. Fabulous hidden riches await those with the guts to venture beyond the bubble of human occupied space. As an explorer you are expert in navigation and survival. There is nothing you like better than landing on a pristine alien world and to churn up the earth as you speed around in your eight-wheeled SRV.

Navigation +20 Planetary Knowledge +10
Survival +10 Vehicle Piloting +10



## FIGHTER PILOT

In addition to your basic training you have received advanced training to fly a combat spaceship, such as a Viper or Eagle. You served in an elite fighter corp, either as part of a formal navy or, more likely, as part of a planetary defence force. Your quick reactions make you one of the best space warriors in the galaxy.

Spaceship Piloting +10 Spaceship Weapons +10
Systems +20 Tactics +10

## FREEDOM FIGHTER

Across the galaxy tyranny and dictatorship are in good shape, with petty despots lording it over their frightened and bullied population. You were part of a band of fighters that stood up to this oppression using stealth, resourcefulness or good old fashioned grit. Perhaps you were successful and your planet is now free, or maybe your band was hunted down and you are the last survivor. Either way it is time to move on with your life.

Dodge +10 Energy Weapons +10
Grenade +10 Stealth +10 Vehicle Piloting +10

## FRONTIER TRADER

You worked on a small trading ship, selling desperately needed goods to the poorest folk on the frontier. Many of those places are ridden with anarchy or spirit crushing autocracies, and you had to fight to survive when petty criminals or corrupt tax inspectors came to shake you down. Now you own your own ship. With your extensive trading experience it's time to earn some real money!

Bargain +10 Dodge +10
Kinetic Weapons +10 Trading +20

## FUEL RAT

The Fuel Rats are a charitable organisation that rescues stranded pilots who accidentally use up all their fuel supplies. Sometimes derided by pilots who claim the Fuel Rats have too much time on their hands, no one forgets the moment a noble Fuel Rat saves them from certain death in the cold depths of space. You are an ex-ratter, and as a consequence feel a strong bond with your fellow pilots crawling through the depths of space. Still, it doesn't pay the bills, so now it's time to go out and earn some credits!



Navigation +20 Planetary Knowledge +10
Spaceship Piloting +10 Trading +10

## GENE MOD BABY

It is illegal in most societies to subject children to extensive, non-medical genetic manipulation. But there are loopholes, especially for the children of the rich. You were one such child, given a leg-up by your parents over your brutish and ape-like contemporaries. Many such children end up insane or hopelessly obsessional, but you are one of the lucky ones. You are simply better than other people although you try to conceal your contempt behind your fidgeting, manic stare.

Choose any two Enhancements.

## GYM FREAK

It started out as a simple way to get fit. After New Year's Feast you felt all flabby and exhausted. These days it takes a 20k run to break a sweat on you, and you have the kind of body Greek gods would be envious of. You are a helpless workout addict, twice as much now you work in zero gravity. Can't let those low G's impact on your perfect body now, can we?

Athletics +10
Enhancements: Quick Runner & Strong

## HACKER

Let's be clear. You have a physical body and a name, but those things are mere vessels, fleshy avatars in the stupid world of pain and hunger. In truth you are AvEn6eR_99, little less than a digital god. The witless people of your home world are sheep for you to fatten and crush (that's what you do with sheep, isn't it?). The authorities cannot catch you because you live constantly on the run, using the police force's own servers to hack extra credit onto your Sunbuck coffee card and claiming hotel rooms as expenses for the police commissioner. You giggled as you released top secrets from the security services data farms from the comfort of some flea-ridden hotel on your three-year-old handheld com. Then one day you realised that you were nothing more than a homeless coffee addict, and the people you stole from lived in large mansions attended by servants. You decided they had the right idea, so now it's time to make your skills pay.

Computer +20 Security +10
Enhancement: Natural Genius (Computer)

## HIGH TECH HOMEWORLD



You lived on a technologically advanced planet where almost every conceivable human need could be assisted by robots, computers and machines. Technology suffuses your thoughts and actions, and even ordering a coffee on this planet is a complex social and technical puzzle for outsiders. You cannot help, growing up in such a place, becoming intimately familiar with all the trappings of the modern galaxy.

Computer +10 Cyber +10 Energy Weapons +10
Science +10 Systems +10

## HOOPY CASINO CROUPIER

The fortunes of Hoopy's Casinos has risen and fallen across three centuries, but the galaxy's favourite provider of fortune-sapping entertainment has never entirely disappeared. One of your first jobs was in these glamorous gambling halls, keeping an eye on the mega-roulette wheel. It was not an honest job. The casino had you bounce and shuffle the roulette ball to ensure limited wins, and you had to keep an eye out for customers who wished to game the system.

Gambling +20 Perception +10
Sleight of Hand +20

## LAVE RADIO HOST

Lave Radio is at the forefront of a movement in news media that sees the replacement of old fashioned investigatory journalism with vague guesses, assumptions and a gutsy determination to fill 'dead air'. You were a presenter of this show, or one very like it, and have become adept at wild speculation and inferring the big picture from a few lines of text.

Bluff +20
Charm +10 Insight +20



## MARTIAL ARTIST
### (2 CHOICES)

You have been extensively trained in unarmed and melee combat which has turned your body into a lethal weapon. You are physically fit and have quick reflexes having been in training since you were a child. A number of secret organisations value the martial arts, especially those who work in places where carrying guns is difficult if not impossible.

Athletics +20 Dodge +20 Fighting +20
Melee Weapons +20 Parry +20

## MERCENARY
### (2 CHOICES)

You have served in a rough, semi-legal profession that kills for money. Your mercenary outfit specialised in ground combat, especially in the use of heavy weapons. Lacking any kind of subtlety, your unit used brute force to accomplish its aims. Anyone working for such an organisation needs to be tough and hard edged to live more than a few days.

Dodge +20 Fighting +10
Heavy Weapons +20 Kinetic Weapons +10
Tactics +10 Vehicle Weapons +10
Enhancement: Tough

## MINING ENGINEER

You were a Borderworld strip-miner, employed by a profit hungry corporation such as Mastopolos or Caine Massey. Strip mining involves little subtlety. Heavy barrage mining tools, little more than colossal hand-held rocket launchers, are used to blast away the bedrock, and the resulting rubble is processed by the ton through gigantic sifters. Entire mountain ranges are levelled to produce the ore the galaxy demands.

Grenade + 10 Heavy Weapons +20
Repair +10 Systems +10

## MINOR POLITICIAN



You have served as a minor official on a planet or space station. Depending on where you were born you might have been elected or appointed to this role. Either way you have had to deal with petty bureaucracies and troublesome citizens as you navigated the quagmire of government. You understand people and law well, and know when to act and when to conveniently be missing from the room.

Bargain +10 Culture & Law +10
Diplomacy +10 Perception +10 Tactics +10

## MONK/NUN

You were a member of a religious order such as Utopian Vision or an old Earth faith that placed many demands and restrictions upon your activities, behaviour and freedom. In order to achieve a higher level of spiritual awareness you have fasted, meditated in aching loneliness, and prayed for many days on end. You have left that life behind now, but your time has not been wasted; you have picked up many skills from your spiritual journey.

Fighting +10 Insight +20
Medicine +10 Stealth +10



## NAVY TRAINED
### (2 CHOICES)

You have served in a great interstellar navy of the Alliance, Empire or Federation. Working aboard a capital spacecraft such as a Farragut or Majestic battlecruiser, you have been part of a dedicated team of hundreds of personnel required to keep these enormous ships running. Such a career is excellent training for life in space, and there is little the galaxy can throw at you that you cannot overcome.

Dodge +10 Energy Weapons +10 Fighting +10
Repair +20 Security +10 Spaceship Piloting +10
Spaceship Weapons +10 Systems +20

## OFFICER
### (REQUIRES ARMY TRAINED OR NAVY TRAINED BACKGROUND)

You are a formally trained officer in the military of one of the great powers of the galaxy (your previous background determines which service you are an officer in). As a military leader you are schooled in battle tactics, command and motivation. You might find it difficult to relinquish these traits now you are in civilian life.

Diplomacy +10 Intimidate +10
Perception +10 Tactics +20

## PARTNER

You do not travel space alone. You have a loyal companion who sticks by your side through thick and thin.

To create your companion, see the chapter on Partners.

## PETTY CRIMINAL

You were a small time crook, with a broad portfolio of mugging, theft and burglary to your name. It is impossible to get rich through such a life – the gang bosses make sure that no independent criminal ever gets too big for their boots, so after a few run-ins with the Don you decided to skip planets and find something more lucrative to do.

Fighting +10 Kinetic Weapons +10
Parry +10 Sleight of Hand +10 Streetwise +10

## PILOT TRAINED (FREE)

You have passed your flying licence for the operation of spacecraft, which includes the use of the generic systems, weapons and engine functions of conventional small spacecraft. Flying without a licence is a criminal offence but the number of unlicensed and uninsured pilots has risen sharply in the last few years.

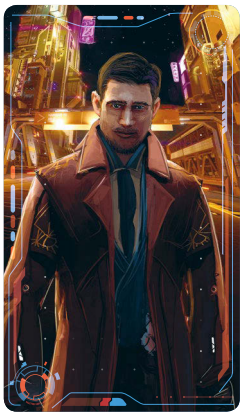
Spaceship Piloting +20
Spaceship Weapons +20 Systems +10

## POLICE OFFICER
### (2 CHOICES)



You were or are a member of a system police or security service. You are extensively trained in detecting, tracking, and arresting criminals of all stripes and backgrounds. Modern police officers use spacecraft, ground vehicles, computers and a range of other technological devices to keep up with criminals, but a steady gun arm and a strong right hook remain crucial traits for a cop who wants to survive their beat.

Culture & Law +10 Diplomacy +10
Dodge +10 Energy Weapons +20
Fighting +10 Perception +20
Spaceship Piloting +10 Spaceship Weapons +10



## PRIVATE DETECTIVE

As long as people have kept secrets there have been those who specialise in uncovering them. The job of a private detective hasn't changed much, suspicious partners made up the majority of your cases - but just sometimes something really juicy comes along. Uncovering corporate scandals, government incompetence and mob conspiracies are the real meat and drink to a detective.

Energy Weapons +10 Insight +10
Perception +10 Security +10 Stealth +10

## RAN AWAY FROM HOME

Home life has to be pretty awful to convince a child to run away. You missed out on a large chunk of your education, but gained some learning from the school of hard knocks. Life on the street was terrible, but has made you more self-reliant than most people in the galaxy. Presumably something happened to improve your life, but you'll never forget those hard-learned skills as a member of the forgotten underclass.

Dodge +10 Perception +10 Sleight of Hand +10
Streetwise +10 Survival +10



## SCIENTIST

You are a highly intelligent theoretical scientist who has contributed to a number of fields in mathematics and physics. Being able to understand the nature of the universe, and unlocking the doors of 'how' and 'why' is your driven passion. Being a scientist will never make you rich, and perhaps too much time spent in the lab might close your mind to the infinite possibilities of the galaxy. No matter what you choose to do your ability to understand how the universe works will give you a big advantage.

Computer +10 Science +20
Enhancement: Natural Genius (Science)

## SCOUT LEADER

Your homeworld was a luxurious green Earth-type planet. Too many people in the galaxy have never seen a real tree – not you. You revelled in play and sport in the great outdoors and were an enthusiastic young scout. In fact you found it quite hard to leave the organisation and stayed on as scout leader long after your peers grew up and derided you for your lack of 'cool'. You don't care. Where are they now? City brokers, factory workers? The wild is nurturing and honest, and will always call you home.

Athletics +10 Charm +10 Kinetic Weapons +10
Navigation +10 Survival +10

## SECOND HAND SPACESHIP DEALER

You are an expert at selling old, semi-functional spacecraft. You worked on a used spaceship lot in some dreary backwater space station, selling dreams to kids with no money and 'fixer-uppers' to fools who think they'll get that old spaceship fixed just as soon as they've finished the bathroom. You didn't get to keep the money you made, so you quit.
Hell, if you're going to rip people off you might as well get the money for it!

Bargain +20 Planetary Knowledge +10
Repair +10 Trading +10



## SECRET AGENT
### (2 CHOICES)

You were an 'information retrieval agent' for a government or large corporation. Your job was to break into corporate headquarters and steal their secrets. Failing a mission generally meant death from the trigger-happy targets of your theft, so you must have been a success. Lying, stealing, charming and avoiding were your main talents. If you ever had to pull out a weapon chances are the mission would have been a failure.

Bluff +10 Charm +10 Computer +10
Dodge +10 Energy Weapons +10 Insight +10
Security +20 Stealth +20

## SELF-TAUGHT

You are a highly disciplined person and have taught yourself the skills you need through sheer perseverance. You may not have as many Skills as other people, but you are much more focused.

Any two Skills +10
Gain an Enhancement
(You cannot choose the same Skill twice)

## SHIP HAND

You've worked on large spaceships for a good portion of your life. You are excellent in a supporting role, able to operate turrets, scanner systems and even repair the ship with some skill.

Kinetic Weapons +10 Repair +10
Spaceship Weapons +10 Systems +20

## SPORTS COLLEGE

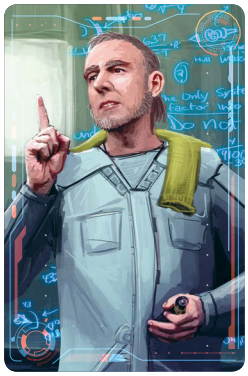
You are extremely physically fit and have attended sports college. You never managed to advance into the professional leagues of your game but you are, nonetheless, at the peak of physical excellence, able to run, jump and swim faster than most of your colleagues.

Athletics +20 Dodge +10
Enhancement: Quick Runner

## STOCKBROKER

You used to work for a major interstellar bank, such as the Bank of Zaonce or the Federal Cooperative. With artificial intelligence banned the stock markets are run by humans. This makes for a volatile and high stress environment, full of intimidation, blackmail and the occasional murder. It is a hard profession to leave … the addictive quality of earning outrageous money can cost a person their soul.

Bluff +10 Fighting +10
Intimidate +10 Trading +20



## TEACHER

You bear the noble duty to educate the next generation of ungrateful brats. A good teacher can inspire their students to great heights. Bad teachers, like you, rely on brute force, intimidation and a loud voice to do more or less the same. Most teachers only last a couple of years in the job before undertaking less stressful work, like front line combat or bomb disposal.

Culture & Law +10 Diplomacy +10
Intimidate +10 Perception +10 Science +10

## TRAINED DOCTOR

Getting a medical degree is probably the most significant achievement of your life. These days a doctor needs not only expertise in biology and chemistry, but also cybernetics. You haven't finished your specialisation, but even without it a trained doctor can find work anywhere; especially in occupations that expose the team to high amounts of risk.

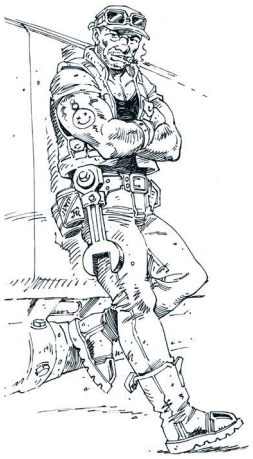
Cyber +20 Medicine +20 Science +10

## TREASURE HUNTER

Some people explore the galaxy purely to increase their knowledge, or to behold the strange and wonderful sights of an infinite universe. Personally you would be happy if every planet you landed on looked the same, provided they were stuffed with rare minerals, crashed treasure ships or abandoned military outposts. You're in it for the money, and you know the best places in the galaxy to go looking for it!

Fighting +10 Kinetic Weapons +10 Navigation +10
Planetary Knowledge +10 Vehicle Piloting +10

## TRUCKER



Bulging biceps, the stink of stale sweat, grim halitosis … but enough about Cobra pilots. You're a trucker, a rougher, tougher breed than any of those spaceship flying wimps! They should try driving across unpaved badlands in a suspension-free frontier truck, beset by every missile wielding bandit or punk in a dune buggy who'd like a taste of your sweet, sweet cargo. You'll have to leave the wheel for a bit whilst you spend some time doing space trading, but you'll be back. Just wait until those outlaws see you driving around in a brand new light tank! Then we'll see who needs to run.

Trading +10 Vehicle Piloting +10
Vehicle Weapons +10 Enhancement: Tough

## UNIVERSITY GRADUATE

Universities cost a fortune these days, so those lucky enough to be able to go can get a real leg up in life. Just being qualified to apply for university means you are already accomplished in physical and social science, your degree is really just the icing on the cake.

One Intelligence Skill +20
Two Intelligence Skills +10

## VEHICLE NUT

From the first time you were strapped into a car as baby you fell in love with ground vehicles. The speed, the skidding, the traction; the entire physical and emotional experience of going fast close to the ground is exhilarating. You collected and tinkered with wheeled vehicles of all sorts, and enjoyed nothing more than a good destruction derby. No matter what your eventual occupation you have always tried to bring your love of vehicles with you, whether that's as a racer, a tank driver or a scout. Vrroooomm!!!

Repair +10 Vehicle Piloting +20
Vehicle Weapons +20



## WISE GUY
### (2 CHOICES)

Every criminal organisation needs a fixer, someone who can cope with any situation the gang can get themselves into, whether it's combat, disposing of dead bodies, or saving the life of a dying drug addict. The sheer versatility of the wise guy is a wonder to the common thug, who can only dream of receiving the same kind of respect.

Dodge +10 Gambling +10 Heavy Weapons +10
Kinetic Weapons +10 Medicine +10
Melee Weapons +10 Streetwise +20
Tactics +10 Vehicle Weapons +10

## ENHANCEMENTS

Most people in the galaxy are fundamentally similar, at least physically. Thanks to good medicine most people remain in strong health, with cybernetics and artificial organs helping those unfortunate enough to be missing limbs or vital organs. Despite this overall good health there will always be a few people who exceed the norm, either physically or mentally. Dedicated physical training can make someone stronger, tougher or faster. Lucky genetics can sometimes be responsible for great intelligence, but for most people hard work and study are the cause of true brilliance.

An Enhancement is an ability, granted through one of your Background choices, that sets you apart from the common herd of humanity. Enhancements provide permanent bonuses, often to personal combat, that are always active. The Quick Runner Enhancement, for example, is always active and is never 'used up'; you can always move up to two metres faster in each of your turns.

**You can gain the same Enhancement multiple times. The descriptions explain what happens if you do this.**

Your background choices affect what Enhancements you possess. Most characters will not begin with any Enhancements. If you have the background 'Self Taught' you can choose an Enhancement of your choice from the list below.

## AMBIDEXTROUS

You have no 'main hand' and can use either equally well.

When attacking with a weapon in either hand you suffer a -1 penalty To Hit instead of-2. If you take this Enhancement again you suffer no penalties To Hit at all.

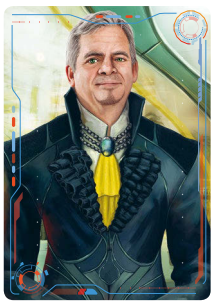
## AWARENESS

You rely on pure instinct, and react quickly to danger.

When rolling your initiative you may use your Perception bonus instead of your Tactics bonus.

## CONFIDENT

You are utterly at ease with yourself. You could wear a bin liner and look good in it.



You no longer suffer Social Factor penalties due to your equipment, armour or cybernetics.

## CYBERNETIC AFFINITY

Your body is extremely tolerant and accepts cybernetic enhancement without problems.

Gain 2 Karma points that can only be spent on Cybernetic upgrades (put these Karma points in parentheses until you use them). Each time you choose this Enhancement gain another 2 Karma points for Cybernetic upgrades.



## DYNAMIC KARMA

When it's time to go crazy you push yourself to the maximum!

When you use two Karma Capabilities during your turn you only pay for the most expensive one. If you take this Enhancement again you can use three Karma Capabilities in your turn and only pay for the most expensive one. You can only use this Enhancement during your turn – you cannot use it during someone else's turn (such as when you are Dodging, Parrying or Counter-attacking).

## HARD TO KILL

No how hard they try, they just can't keep you down…

The first time you take this Enhancement you only die if your Endurance is reduced to a negative number equal to your Endurance maximum (most people die when reduced to a negative number equal to half their Endurance value). The second time you take this Enhancement your Escape Death Karma Capability only costs a maximum of 4 Karma points.

## NATURAL GENIUS

You have an unusual aptitude in a single Skill.

Natural Genius applies to a single Skill.
Your background will tell you what Skill this is.
If you have the Self Taught background or have selected this when gaining a rank you can select any Skill of your choice. The Skill you select has its Skill Cap raised by 10 points, up to a maximum of 100.
(For example: A starting character has a Skill Cap of 40 and chooses the 'Hacker' background which grants, amongst other things, the Natural Genius: Computer Enhancement. Because of this Enhancement the character's Skill Cap for their Computer Skill is 50. It will remain 10 points higher each time the character goes up in Rank.)



## QUICK RUNNER

You move quickly from one place to another.

You can move an additional two metres per turn. Each time you get the Enhancement again you can move an additional two metres. You can take this Enhancement a maximum of three times.

## STRONG

You do more damage in close combat and can lift more.

You gain a +2 damage bonus in Fighting and Melee combat, and can lift an additional 20kg of weight (a normal person can lift 80kg). Each time you take this Enhancement the bonuses stack, except your Damage bonus cannot go higher than +10.

## TOUGH

You can take more damage before falling unconscious.

Your Endurance is 5 higher. Each time you gain this Enhancement your Endurance increases by another 5 points, but the maximum human Endurance is 80 without cybernetics.





# DYNAMIC KARMA

When it's time to go crazy,
push yourself to the maximum!

Illustration: Henning Ludvigsen

## PARTNERS

A partner is a companion who joins you on your adventures. A partner can be a best friend, a fellow cop, a business partner, a boyfriend or girlfriend, wife or husband or even a dependent child. Some partners are the best of friends, who'll stick by each other through thick and thin. Others are thrown together by accident or convenience and might have a rather spiky relationship with each other.

You gain a partner if you select the 'Partner' Background as one of your four choices. A partner is often played by the GM, as talking to yourself can be difficult and confusing for your fellow players at the table. Your GM will probably allow you to run your partner in combat to make things a bit easier on them, but be aware that the GM can overrule your decisions if they feel that you are making your partner do something they wouldn't do. ("Come on! Little Jimmy loves me like a father! Of course he'll step in front of that laser bolt!")

A partner gets a character sheet, just like you, although their character is not as powerful or wealthy as yours (you're the star, after all). Create a partner by taking a blank character sheet and giving your partner three background choices – they do not get the Pilot Trained background for free, but you may select it for them if you wish. Partners start with 5 fewer Endurance points than the host character, not including any Enhancements or cybernetics you may have.

Note: Technically a partner can choose to have a partner as a background choice, but these menage-a-trois relationships can get very complicated. Remember that a partner gets 5 fewer Endurance points than their host character, so a partner's partner gets 10 fewer Endurance, a partner's partner's partner 15 fewer. At this point you hit the limit – any further partners start off dead!

Partners do not gain Karma abilities or possess Karma points. However, whilst they can see you and are within 30 meters of you, they can use your Karma Capabilities. Any use of Karma comes from your Karma pool, and you can decide if your partner gets to spend Karma or not, even if the GM is controlling your partner. Your partner cannot spend Karma points if they cannot see you (a cute picture in a locket or your face on a viewscreen doesn't count) or if they are too far away; your partner draws confidence from your abilities and becomes more uncertain and less dynamic if you are not there to inspire them.

Partners can gain Enhancements from any background they pick as normal. They do not gain extra Skill points from the 'Rounding it Out' section. A partner begins with the same personal equipment as you do, but does not begin with their own spacecraft.

When you gain a Rank your partner gets extra Skills, just like you, and their Endurance also increases by 5 points. They don't get any other benefit from going up in Rank (such as extra Karma Capabilities or Enhancements).

Despite the fact that they have no Karma points, a partner can still become a cyborg if they choose the Cyborg background. When fitting cybernetics your partner has a pool of 'virtual' Karma points equal to your total. A partner that uses any non-discreet cybernetics can no longer use your Karma Capabilities as they rely more on their Cybernetic Enhancements than your inspiring presence!

Choose or roll your partner from the list below.

PARTNER

| D100 Roll | Partner |
|---|---|
| 1-15 | Best Friend |
| 16-30 | Boyfriend/Girlfriend |
| 31-45 | Business Partner |
| 46-60 | Dependent Child |
| 61-75 | Husband/Wife |
| 76-100 | Thrown together by chance |

## BEST FRIEND

You've been hanging around with your partner since you were children. You would laugh, play and get into trouble together. There is probably nothing your best friend doesn't know about you and vice versa. When you managed to scrape together a ship and a tidy stack of credits there was no way you were going to leave them behind. Your best friend can be male or female, but there is definitely no romance between you – they are too much like a brother or sister (optionally they **can** be your brother or sister). If you are part of an organisation rather than a lone wolf trader your best friend joined up too and still works with you.

Best friends are fiercely loyal, and they expect you to be loyal to them in return. Although they are living the adventure with you, they can still have romances and interests away from your own.




## BOYFRIEND/GIRLFRIEND

You are in a proper physical and emotional relationship with your partner. You managed to afford your ship because they either contributed or flat-out bought it for you with their own or their parent's money. Relationships can be tricky things and not always harmonious. Roll on the table opposite to see what kind of relationship you have with your partner:

### BOYFRIEND/GIRLFRIEND

| D10 Roll | Result |
|---|---|
| 1 | **Antagonistic**. You are 'together' only as an act of pure stubbornness. The plain fact is you don't get on, and bicker and compete constantly. The worst part is you are a great team and complement each other well. Neither of you wants to 'walk away' as the division of assets would be too complicated, and you know that you'll make more money together than you would apart. |
| 2-3 | **Too cool to show affection**. People would be forgiven for not realising you are a couple at all. You'll never be caught kissing, holding hands or even complimenting each other in public. It's not that you don't love each other, but one, or both of you, just doesn't like being all 'lovey dovey' with each other when people are watching. In private the façade can melt – perhaps just a little. |
| 4-5 | **One-upmanship**. You love each other but you don't let that get in the way of the real foundation of your relationship – competition. Each of you knows that you are cleverer, more competent and better than the other, and that only bad luck and circumstances can ever make it appear otherwise. Each of you like to have the last word and take the credit for a job well done. Without each other the competition would end; and where would be the fun in that? |
| 6-7 | **Obsequious**. One of you in this relationship just doesn't cope well alone. Roll a D10, on an even number it is you, on and odd number it is your partner. This dependant member of the relationship hangs on, agrees with the other, and in most ways acts as a rather irritating and overly-compliant member of the partnership. A fear of being abandoned is usually the root cause of this behaviour.<br>The dependant partner will constantly check that their partner is okay, feeling happy, and hasn't been upset with some thoughtless comment they might have said. |
| 8 | **Old Souls**. The love you share with your partner is mature and long lasting, based not on words but mutual admiration, respect, and a desire for companionship. You never talk about your relationship and either of you could leave at any time, but the near telepathic understanding of each other's moods and needs makes any such fear groundless. You do right by each other and are dependable friends and comrades. |
| 9-10 | **The First Blush of Love**. You have been 'going out' for only a few weeks at the start of the adventure and are still in the golden holiday of your love. You laugh, giggle, squeeze each other and give one another pet names. Your other comrades have to stop themselves being physically sick. However all good things will come to an end. Have the GM secretly roll on this table again at the start of the next adventure; this is what your relationship with gradually become as the honeymoon period ends and you settle into life together. |

## BUSINESS PARTNER

Your relationship with your partner is a formal affair. Both of you wanted to get into space, but neither had the money, or skills, to do it alone.

You probably met your business partner in one of your previous workplaces or were introduced by family or friends. You might eventually become friends with your business partner, but your relationship is still very new and you have a cooler attitude towards each other than you would with a different companion.

Your business partner is in this relationship to make money and they will probably remain satisfied as long as that money keeps rolling in. They might have issues with embarking on noble crusades or getting mixed up in interstellar politics, however, as most business partners are keen to look after the bottom line. Still, your business partner is a real person and often have their own motivations and goals.

Roll on the table opposite to determine your business partner's motivation, or have the GM roll in secret and discover the secret through play.

## HUSBAND/WIFE

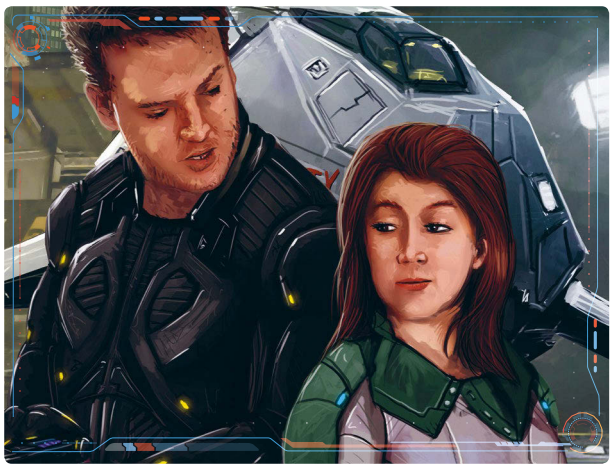
Being married is much like having a boyfriend/girlfriend – with the exception being it's much harder to split up without being taken to the cleaners. Roll on the Boyfriend/Girlfriend table to determine your relationship with your spouse.

## DEPENDENT CHILD

There's nothing to cramp a hero's style more than some snot-nosed kid hanging on their sleeves, getting into trouble and causing havoc. And yet that's what you are stuck with. You are the responsible adult for a junior who can't be simply dropped off at the nearest port and forgotten about. The galaxy is a harsh place and many children have to learn fast if they are to survive.

### BUSINESS PARTNER

| D10 Roll | Result |
|---|---|
| 1-2 | **Lost a friend or loved one.** Your business partner has a second motivation for a life in space. Someone close to them, a dear friend or loved one, vanished into the depths of space and never returned. Perhaps they were kidnapped, or just vanished into deep space? The odds of finding them alive are slim after so much time, but your partner keeps a wary eye out at every space station and planet they visit. |
| 3-4 | **Exiled from home world.** Your partner has joined up with you because it has been made clear to them that they cannot go home. An outstanding arrest warrant could be hanging over them, or perhaps a death threat from a powerful corporate head or gangster has made it clear they are no longer welcome on their home planet. Joining up with you was the best deal your business partner could make in the limited time they had available. |
| 5-6 | **Strong political beliefs.** Your partner wants to make money to fund political action. Perhaps they are a rabid pro-imperialist who wants to overthrow a corrupt democracy, or a fervent fundraiser who wants to establish a cross-border charity to aid interstellar war refugees. Regardless of their beliefs they are raising money for their cause, which could become a problem if they ever want to 'cash in' their share of the business. |
| 7-8 | **Spy.** Your business partner is a spy for a significant power such as a large company or interstellar nation. The company they run with you is just a front, and sometimes they may be absent from the ship on official business. If you (the player) rolled this yourself you know your partner is a spy, and as long as they do their spying on other people you don't really mind. If the GM rolled this keep this result a secret. Choose a different result as the business partner's cover and wait to reveal the business partner at a suitably dramatic moment. |
| 9-10 | **Secret Infatuation.** You don't think romantically about your partner, but they very much think romantically about you. This whole 'business' is nothing more than a way of staying very close to you. Perhaps you know about your partner's infatuation with you, or perhaps you are blithely ignorant. Either way you are really not interested in them that way ... but you do need their money. |



This child has more skills than you would expect from a ten to fourteen-year-old, either through bitter experience or through astonishing natural talent. To determine the reason this little angel is following you around roll on the following table.

### DEPENDENT CHILD

| D10 Roll | Result |
|---|---|
| 1-2 | **Your own child.** Well ... you have no one to blame but yourself. The child is yours and no one else is going to look after them. You should decide what happened to the other parent – it can even be another player's character if you like. |
| 3-4 | **Orphan.** Many parts of the galaxy are war torn, or exist in states of perpetual anarchy. The kid has no parents and lived rough. It's no life for a child so you let them hang around with you. That doesn't mean you have to like it! |
| 5-6 | **Stowaway.** One day you found the kid snoozing in the cargo bay. From the bruises and the malnutrition they are obviously escaping a pretty tough time at home, and short of pushing them out of the airlock you're stuck with them. Legally this could be hard to explain if the kid's parents track them down. |
| 7-8 | **Ex-Slave.** Even Imperials blanche at enslaving children, so when you discovered the kid chained up in a ruined spaceship hold you didn't have much choice but to free them. There might be a relative out there somewhere who hasn't been enslaved. Until then it looks like you're looking after them. |
| 9-10 | **Niece/Nephew.** Your sister's kid was only supposed to stay for the weekend. As it turned out, your sister and her husband were involved in some rather dubious deals with narcotics smugglers and their ship was found in a thousand pieces in a distant system. So, now it's your job to raise a child you barely know. Let's hope they learn quickly! |

## THROWN TOGETHER BY CHANCE

Let's be frank, you wouldn't have picked this person as your partner if it weren't for the fickle hand of fate giving you a good slap in the face. Many lifelong friendships are formed through sheer chance, and while luck was responsible for bringing you together, staying together as a team was the choice both of you made. Roll on the table below to determine how you met.

### THROWN TOGETHER

| D10 Roll | Result |
|---|---|
| 1-2 | **Ex-wife's Second Husband.** You didn't think you could be more angry with the world when your wife died at such a young age. You were wrong. You managed to get a bit angrier when you discovered she was a serial bigamist and more than one husband attended the funeral. Ironically during the process of sorting out her affairs, both material and otherwise, you got to quite like her second husband. The two of you ended up having a lot in common, including a desire to work in space. It turns out your wife had excellent taste in husbands. |
| 3-4 | **Shared Ship Deeds with a Distant Relative.** When granddad Jameson left you something in his will you expected your own ship. You didn't expect to share it with your third cousin. You know nothing about this side of the family, but unless you sell the ship and go back to working as bank returns clerk you'd better learn to like each other. |
| 5-6 | **Escaped Together from the Same Power Hungry Dictator.** When you got the chance to escape from the brutal dictatorship of your Homeworld you took it. Risking all, you escaped with a fellow prisoner without whom you could never have got away. Owning only the ship you escaped in and a few other possessions you decided to try and earn a living in the galaxy together. |
| 7-8 | **Life Debt.** You saved your partner's life, pushing them away from the energy blast that would have finished them, or breaking them out of death row at the last moment. You didn't ask for anything in return but your partner insisted on coming with you until the debt is fully repaid. |
| 9-10 | **You Reversed your Ship into Theirs.** Crunch! The sound of uninsured and unshielded metal is the worst sound you can hear when reversing in a busy space station. You ruined your partner's life that day and have felt responsible ever since. As it turns out it was a lucky bump – you make a great team. You just wish your partner wouldn't keep bringing up your space piloting in public. |

## KARMA CAPABILITIES

Your character is the hero in their own story and heroes tend to be lucky. They can defy overwhelming odds, escape certain death, and exceed even their own remarkable abilities on occasion. Your character can do this by spending Karma points on Karma Capabilities. A starting character can pick three Karma Capabilities and starts with one, Escape Death, for free.

A starting character has 10 Karma points and you gain more as you improve in Rank. You can spend your Karma points at any time, although it is generally obvious when you should do so. Usually you will use Karma Capabilities in combat, to help dodge an incoming laser beam, to improve your aim for a tricky shot, or to gain an extra attack. Some Karma Capabilities also boost your ability with Skills, although it is wise for a starting character to concentrate on fighting Skills early on.

You cannot use the same Karma Capability more than once during your turn or between turns. For example, if you have the Duck! Karma Capability you cannot spend it twice to gain a +4 bonus rather than a +2 bonus. At the start of your turn you regain the ability to use all your Karma Capabilities again.

## RE-ROLLING A 1

In addition to Karma Capabilities you can also spend a Karma point to re-roll a 1 you just rolled on a Skill check or attack roll. You are not restricted to a single re-roll. If you are unlucky enough to roll another 1 you can spend a second Karma point. Be wary of doing this too often – it is an excellent way of draining all your Karma!

## RECOVERING KARMA POINTS

Karma Points, once spent, regenerate slowly. You regain one Karma point after your main rest (equivalent to a full night's sleep), and you can restore them all when you start a new adventure.

For convenience Karma Capabilities are divided into three categories: Defensive, Offensive and Skill Based.

## DEFENSIVE KARMA CAPABILITIES

**Avoid Lock** (Vehicle Combat)
**Break Right!** (Vehicle Combat)
**Dive Aside** (Personal Combat)
**Duck!** (Personal Combat)
**Get Down!** (Personal Combat)
**Get some Grip** (Vehicle Combat)
**Get Me Outta Here!** (Vehicle or Spaceship Combat)
**Handbrake Turn** (Vehicle Combat)
**Incoming** (Personal Combat)
**Jink** (Spaceship Combat)
**Last Minute Deflection** (Personal Combat)
**Spin Wildly** (Spaceship Combat)
**Stay Standing** (Personal Combat)

## OFFENSIVE KARMA CAPABILITIES

**Blur of Steel** (Personal Combat)
**Crack Shot** (Personal Combat)
**Eat Lead Sucker!** (Personal Combat)
**Fire in the Hold!** (Personal Combat)
**Hard Boiled** (Personal Combat)
**I have you now** (Spaceship Combat)
**In there first** (Any Combat)
**Instinctive Aim** (Spaceship Combat)
**Karmic Missile** (Spaceship Combat)
**Line 'em up!** (Spaceship Combat)
**Point Blank Shot** (Personal Combat)
**Power Bounce** (Vehicle Combat)
**Riposte** (Personal Combat)
**Slam** (Personal Combat)
**Spinning Kick** (Personal Combat)
**Sucker Punch** (Personal Combat)
**Without Even Looking** (Personal Combat)
**Worse than it looks** (Spaceship Combat)

## OTHER KARMA CAPABILITIES

**Diligent Medic**
**Everybody Pipe Down**
**Ghost**
**Honey Trap**
**Liar, Liar!**
**Resuscitate**
**Skill Boost**

## CAPABILITY DESCRIPTIONS

### AVOID LOCK (Vehicle Combat)
*Hearing the tell-tale bleep of a missile lock you swerve your SRV violently left and right to confuse the enemy's targeting systems.*
**Karma Cost: 3**
**Effect:** Missiles can't target your vehicle til your next turn.

### BLUR OF STEEL (Personal Combat)
*Your blade flashes and swipes before the enemy, before slicing in from an unexpected direction.*
**Karma Cost: 3**
**Effect:** You add a +2 bonus to the Melee attack you just made.

### BREAK RIGHT! (Vehicle Combat)
*Your eyes flash as you spot the enemy turret hone in on your SRV. At the last moment you turn sharply to the right to throw off their aim.*
**Karma Cost: 2**
**Effect:** Gain a +2 bonus to your Vehicle Defence against an attack that would hit you.



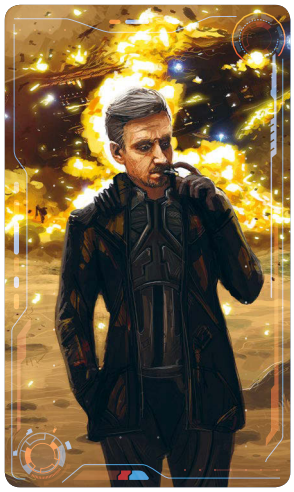
### CRACK SHOT (Personal Combat)
*In the midst of the firefight you find an inner moment of calm. Time seems to slow as you carefully aim your weapon at the enemy.*
**Karma Cost: 4**
**Effect:** You add a +2 bonus to the Kinetic, Energy or Heavy Weapon attack you just made.

### DILIGENT MEDIC
*You have to get your friend back on their feet. You redress their bandages and give them an extra shot of stimulants.*
**Karma Cost: 3**
**Effect:** You can use a Medpack on someone again, even if they're already been treated within the last six hours.

### DIVE ASIDE (Personal Combat)
*The house detonates behind you, and you hurl yourself through the air to escape the explosion.*
**Karma Cost: 5**
**Effect:** Gain a +5 bonus to your Defence (Dodge) against an attack that would hit you.

### DUCK! (Personal Combat)
*Your adrenaline pumping, you lurch aside as the energy beam sizzles across your flight suit.*
**Karma Cost: 2**
**Effect:** Gain a +2 bonus to your Defence (Dodge) against an attack that would hit you.

### EAT LEAD SUCKER! (Personal Combat)
*Your enemy's body jerks and writhes, as every bullet from your autopistol impacts into their body.*
**Karma Cost: 5**
**Effect:** If you hit your target with a Burst Weapon, inflict maximum Burst damage on them.



### ESCAPE DEATH (Free, Any Combat)
*You emerge from the ashes of the burning tank, brushing the dust casually from your jacket as you do so.*
**Karma Cost: All points** (you cannot use this if your Karma score is 0)
**Effect:** You escape or avoid an attack that just killed you or reduced your Endurance to less than 1. Reduce your Karma Points to 0. You've pushed your luck as far as it will go.

### EVERYBODY PIPE DOWN
*You peek around the corner to see a platoon of heavily armed corporate soldiers. You raise your hand to your crouching comrades to silence them.*
**Karma Cost: 4**
**Effect:** You and allies gain +2 bonus to Stealth Checks.

### FIRE IN THE HOLD (Personal Combat)

*The smuggler looks down casually to see what just landed square at his feet. It's the last thing he ever sees.*

**Karma Cost: 3**

**Effect:** You can re-roll a scatter when missing with a grenade.

### GET DOWN! (Personal Combat)

*"Baxter, behind you!" snaps Jenya, and you instinctively duck as the axe sails over your head.*

**Karma Cost: 3**

**Effect:** Choose an ally that you can see and who can hear you. They gain a +2 bonus to their Defence (Dodge or Parry) against an attack that just hit them.

### GET ME OUTTA HERE!

(Spaceship or Vehicle Combat)

*You activate thrusters, dive and then pull up sharply, desperately hoping this will shake the Eagle off your tail.*

**Karma Cost: 3**

**Effect:** Gain a +4 bonus to your Pursuit check when disengaging.



### GET SOME GRIP

(Vehicle Combat)

*Wrestling with the steering wheel you manage to keep the cargo truck under control as you slam on the breaks.*

**Karma Cost: 2**

**Effect:** Gain a +5 bonus to your Vehicle Piloting check to avoid Obstacles.

### GHOST

*You vanish into the crowd, keeping a close eye on the enemy spy as she anxiously looks around herself.*

**Karma Cost: 2**

**Effect:** You gain a +4 bonus to Stealth Checks when following someone.

### HANDBRAKE TURN (Vehicle Combat)

*It might invalidate the warranty on your SRV, but you wrench the handbrake and skid sharply aside as the cannon shot thuds into the ground ahead of you.*

**Karma Cost: 5**

**Effect:** Gain a +5 bonus to your Vehicle Defence against an attack that would hit you.



### HARD BOILED

(Personal Combat)

*It's time to take these fools down. Pulling a spare gun from your coat you leap through the doorway, guns blazing, enemy fire whizzing past your head as you fly through the air…*

**Karma Cost: 8**

**Prerequisite:** You must be holding a one-handed energy or Kinetic weapon in each hand and are not knocked over.

**Effect:** Make **two** ranged weapon attacks, one with each gun in your hands, with no penalties for using two guns at the same time. Additionally your Defence (Dodge) is 10 until your next turn, regardless of your dodge Skill.

### HONEY TRAP



*You saunter by your mark, just close enough so your perfume can waft by his nose. He turns, looks and is smitten in a second.*

**Karma Cost: 4**

**Prerequisite:**

You must be in a non-hostile situation to use this Skill.

**Effect:** Rather than charm someone you can attempt to seduce them. Provided you are sexually compatible make a Charm Skill Check against the target's Insight Skill Check. If you are successful the target becomes much more gullible and foolish in your presence, and cannot add their Insight Bonus when you make any further Charm, Bargain or Diplomacy checks against them.

### I HAVE YOU NOW... (Spaceship Combat)

*The enemy Eagle twists and turns but cannot escape your sights. You stick close to the enemy's tail and open fire.*

**Karma Cost: 3**

**Effect:** Gain +2 bonus to your current Dogfighting check.

### IN THERE FIRST (Any Combat)

*Your weapon is out even as the pirate is reaching for his holster.*

**Karma Cost: 3**

**Effect:** Gain a +5 bonus to your Initiative check.

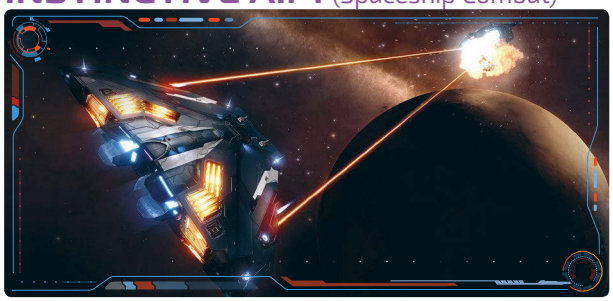
### INCOMING! (Personal Combat)

*You have an allergy to high explosives and no one can run as fast as you when the shoulder-mounted missile launchers come out.*

**Karma Cost: 3**

**Effect:** If you are in the fatal radius of the explosive you move until you are in the injury radius. If you are in the injury radius you move until you are outside the radius. Those adjacent to you can do the same.

### INSTINCTIVE AIM (Spaceship Combat)



*You pull the trigger even before the enemy obligingly flies into your sights.*

**Karma Cost: 4**

**Effect:** You add a +2 bonus to the Spaceship or Vehicle attack you just made.

### JINK (Spaceship Combat)

*You never keep your ship flying in a straight line, your lateral thrusters flaming as you bob and weave through space.*

**Karma Cost: 2**

**Effect:** Gain a +2 bonus to your Spaceship Defence against an attack that would hit you.

### KARMIC MISSILE (Spaceship Combat)

*Perhaps the enemy's countermeasures didn't engage. Perhaps the missile's targeting systems are faulty. Either way this missile seems to blithely ignore the countermeasures used against it.*

**Karma Cost: 3**

**Effect:** ECM (Electronic Counter Measures) and Point Defence Counter Measures have no effect against this missile attack.

### LAST MINUTE DEFLECTION (Personal Combat)

*You knock aside the cyborg's wrist just as its terrible cyberclaws slash towards your face.*

**Karma Cost: 3**

**Effect:** Gain a +3 bonus to your Parry against an attack that would hit you.

### LIAR, LIAR!

*"Don't tell me you weren't there, Henning!" you snap at the sweating prisoner. "The truth is plastered all over your face!"*

**Karma Cost: 2**

**Effect:** If you are making an Insight check to determine if someone is lying to you, gain a +4 bonus.

### LINE 'EM UP! (Spaceship Combat)

*You roll your Anaconda on its axis, allowing your turrets to blast the harassing Vulture one by one.*

**Karma Cost: 3**

**Effect:** When firing broadsides in spaceship combat you can keep firing at the same target even if you miss with a turret. (Normally you cannot fire additional turrets at the same target if you miss.)

### POINT BLANK SHOT (Personal Combat)

*Sighing wearily, you shoot the swordsman right in the face.*

**Karma Cost: 3**

**Effect:** When making an attack at point blank range you don't provoke a free attack.

## POWER BOUNCE (Vehicle Combat)

*You just can't shake that enemy track-biker. Activating your thrusters just as you crest a hill you soar into the air, spinning your light-tank around to blast at the enemy.*

**Karma Cost: 5**

**Effect:** If you start up-close in vehicle combat and are moving at Speed 3 or more, you can use your action to activate your thrusters to bound away from combat. Fire your turret, if you have one, at any target up-close and then move yourself to at-distance. (Enemies cannot pursue you.)



## RESUSCITATE

*"Don't give up on me, Foster!" you cry, pressing on his bleeding chest to try and restart his heart.*

**Karma Cost: 8**

**Effect:** If a party member has been killed within the last minute, make a Difficulty 13 Medicine check. On a success they do not die, but remain unconscious for twenty four hours with 0 Endurance points. You can attempt this multiple times provided you have enough Karma.

## RIPOSTE (Personal Combat)

*Sword blades clash in a whirl of steel. You lunge, but miss, the cultist swinging round to exploit your mistake. With lighting reflexes you parry again, deflecting the Death Cultist's own sword right into his throat.*

**Karma Cost: 1**

**Prerequisite:** An enemy who counter attacked you misses and you used your Parry defence.

**Effect:** You can counter attack your enemy's counter attack.

## SKILL BOOST

*The pressure is on. If you can't get this airlock open in the next ten seconds the team will suffocate.*

**Karma Cost: 2**

**Prerequisite:** Pick a non-Personal Combat or Vehicle Skill when you choose this Karmic Capability. For example if you pick Athletics, record this Capability as 'Skill Boost – Athletics'.

**Effect:** Gain a +2 bonus to your chosen Skill for this Skill check.

## SLAM (Personal Combat)

*You ram your fist under the pirate's jaw. He drops like a sack of potatoes.*

**Karma Cost: 2**

**Prerequisite:** You have just hit an opponent with a Melee or Fighting attack.

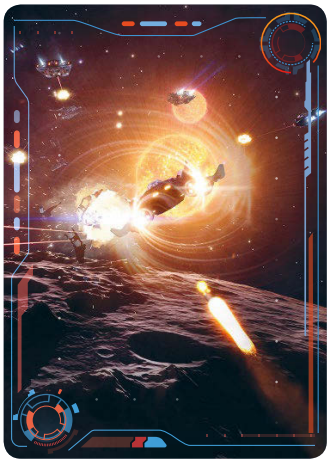
**Effect:** The enemy is knocked over, regardless of the damage result.

## SPIN WILDLY (Spaceship Combat)

*Laser bolts scream past you harmlessly as you spin your ship through the firestorm.*

**Karma Cost: 5**

**Effect:** Gain a +5 bonus to your Spaceship Defence against an attack that would hit you.



## SPINNING KICK (Personal Combat)

*You smoothly parry the attack, spinning round as you do so to plant your foot into your opponent's neck!*

**Karma Cost: 3**

**Prerequisite:** You have just parried and the enemy missed you.

**Effect:** Make a Fighting attack against the enemy who just attacked you. They do not get to add their Parry or Dodge bonus against this attack. You can then make a counterattack.

## STAY STANDING (Personal Combat)

*You stagger, but do not fall as the shotgun pellets crack into your breastplate.*

**Karma Cost: 1**

**Effect:** An attack that just hit you does not knock you down.

## SUCKER PUNCH (Personal Combat)

*You craftily sneak another punch in when the enemy least expects it.*

**Karma Cost: 2**

**Prerequisite:** You just made a Fighting attack, whether that attack hits or misses.

**Effect:** Make another Fighting attack immediately, ignoring the enemy's Dodge or Parry bonus.

## SWIPE (Vehicle Combat)

*You smash your SRV across the side of the truck, grinning as the truck careers off the road into a ditch.*

**Karma Cost: 4**

**Effect:** Instead of firing your weapons you Ram an opponent in such a way as to minimise your own damage and maximise theirs. Make a Ram attack, with a +2 bonus To Hit. If you hit you take half normal damage and do not go out of control. Your enemy takes full damage and must make two obstacle checks in their next turn.

## WITHOUT EVEN LOOKING...

(Personal Combat)

*Your laser pistol sizzles through the anarchist as his friend tries to sneak up behind you. Without turning you point your pistol behind you and fry the sneaky punk.*

**Karma Cost: 4**

**Prerequisite:** You must have a one-handed energy or Kinetic weapon in your hand. You have just attacked and hit an opponent in front of you.

**Effect:** Make a ranged attack against a different enemy who is behind you or to the side of you with your one-handed Energy or Kinetic weapon. You suffer no penalty To Hit.

## WORSE THAN IT LOOKS

(Spaceship Combat)

*Don't worry, kid, they'll never hit the power plant from here ... oh...*

**Karma Cost: 3**

**Effect:** When targeting a ship's components, do not suffer any penalties To Hit.



## ROUNDING IT OUT

You're almost done. There are just a few more things to add to your character sheet before you can select equipment and go shooting off into the galaxy.

## INDEPENDENT LEARNING

In addition to your Backgrounds all characters do some independent learning not tied to where they lived or what they were trained to do. Pick ten Skills you wish to improve. Add 10 points to the first Skill, 9 points to the second Skill, 8 points to the third and so on until you give the last Skill you chose a 1 point boost.

In all cases you cannot make a Skill higher than 40, no matter what combination of Background bonuses and Skill boosts you choose. (40 is your Skill Cap, discussed below in the 'Ranking up' section.)

## ENDURANCE AND KARMA

Harmless characters begin with **20 Endurance points** and **10 Karma points**. Write these into the correct boxes on your character sheet.



## CALCULATE SKILL BONUSES

Currently you have a Skill score, probably between 10 and 40, written next to every Skill on your character sheet. From this you should determine your Skill bonus. Skill bonuses are added to your D10 roll when determining if a Skill check or an attack is successful. Your Skill bonus is equal to one tenth of your Skill score, rounded down (basically this is the 'tens' score, so if you have a Kinetic Weapons Skill of 37, your Skill bonus for Kinetic Weapons is 3). For ease, you can also consult the table below:

| Skill Score | Skill Bonus | Skill Score | Skill Bonus |
|---|---|---|---|
| 10-19 | 1 | 60-69 | 6 |
| 20-29 | 2 | 70-79 | 7 |
| 30-39 | 3 | 80-89 | 8 |
| 40-49 | 4 | 90-99 | 9 |
| 50-59 | 5 | 100 | 10 |

Work out your Skill bonus for each of the Skills on your character sheet and write the result in the Skill bonus column.

## DETERMINE DEFENCE & INITIATIVE

You have **two** defence scores, one for **dodging** and one for **parrying**.

Most characters just attempt to dodge out the way of attacks, but there are some advantages to parrying an attack as we shall see later.

Your Defence (Dodge) score
is equal to your Dodge Bonus.

Your Defence (Parry) score
is equal to your Parry Bonus.

Your Initiative score
is equal to your Tactics Bonus.

Initiative helps determine who goes first in combat.

## STARTING SPACESHIP

Choose **one** of the following eight spacecraft to be your character's starting ship:



**Sidewinder FD-4:** A low key fighter-trader with good internal upgrades, accurate weapons and solid defences.

**Sidewinder Warden DCC:** An attack interceptor for bounty hunters who prefer endurance to agility.

**Sidewinder Discovery:** An exploration support scout that comes with a Scarab SRV as standard.



**Eagle Interceptor MR1:** A heavily armed gun-fighter capable of pulling small spacecraft out of supercruise.

**Eagle Defender 3400:** A short range dogfighter with balanced weapons and good defences.



**Hauler Hatchback Zeta:** A spacious trader with a large cargo bay, good range but poor defences.

**Hauler - Vantage Drigger:** A dedicated small mining vessel that can bring riches between adventures but might be a liability during one.



**Adder Cornucopia:** A largely unimproved but spacious ship with lots of room for improvement. It is a two-seater vessel, ideal if you have a partner.

**Alternatively**, if you have played the game before, you could build your own ship by buying a basic Hull and selecting improvements. There are no restrictions on what is available, but your budget won't stretch far. You can spend up to 100,000 credits on your ship and you cannot keep any money you don't spend.

## SHIPS AND PARTNERS

If you have a partner you must select a ship big enough for them. You cannot just have your partner travel in a different ship (at least at the start of the game). The following rules apply:

### Sidewinder and Eagle (All variants)

These are single-seater ships and there is very little room on board behind the cockpit. A spare bedroom could be set up in a cargo bay, but this would make the cargo bay unusable.

### Hauler (All variants)

This ship is single-seater but there is a spare cabin for a second crew member.

### Adder (All variants)

Adders are ideal ships for partners. There is a co-pilot seat, so your partner can help you fly if you wish.

## STARTING EQUIPMENT

### Your starting character begins with following:

- Either one or two **Autopistols** or **Laser Pistols** (your choice)
- Two **spare clips** of Autopistol Ammunition (if you selected autopistols)
- A **Flight Suit**
- **Magboots** (to stop you floating off the deck of your ship)
- A **Remlok** (an emergency life support system)
- Either a **hand held com** or a **wrist com**. (Coms are communicators, sort of like portable phones and personal computers rolled into one)
- If your Melee Skill score is 20 or more you can begin with a **knife**, **sword** or **sledgehammer**.
- If your Grenade Skill score is 20 or more you can begin with one **Fragmentation grenade**.
- 1000 credits

### On board your ship you have:

- A **Spacesuit** (two if you have a partner)
- A **Medpack**
- A **Spaceship Repair Kit** (Basic)
- If you chose the Sidewinder Discovery you get a **Vehicle Repair Kit** (Basic)

Your GM might also give you some extra equipment. Unless your GM says otherwise you cannot spend your money on new equipment or improvements to your ship until the game starts. Some items, especially personal weapons, are hard to purchase legally, and your GM will let you know when you have an opportunity to buy such items.

## FINAL DETAILS

Now comes the hardest bit – come up with a name for your character and decide what they look like.

Fill in your height, weight, sex and age (most characters begin in their mid-20's, but the human lifespan in the 34th century is more than twice that of the 21st century, so you can be eighty or more years old and still vigorous and fit).

Human beings come in greater variety than in our century. Various genetic adaptions make blue hair, yellow eyes and purple skin all inheritable traits. Many children were the victims of fashionable genetic experimentation in previous centuries and this tampering with the human genome still remains popular on some planets.

Extensive medical research has taken place to try to reduce the impact of low gravity on the human body, but there remains a tendency for those who live in space stations to be taller, thinner and less physically robust than those who life on more Earth-type gravity. More insular societies soon start making pompous judgements on the 'proper' human form, so in some places human beings can look remarkably similar. In most parts of the galaxy, however, human beings have become a riot of colour, shapes and sizes. Most people have two arms, two legs and a head. After that ... anything goes.







CHAPTER 02

# PLAYING THE GAME

Now you have created your character you are able to play the game. You have been trained in various Skills, have your own spaceship and have been given some basic equipment to get started.

## WHAT IS THE OBJECT OF THE GAME?

Well, ultimately it is to have fun romping around the galaxy, getting into trouble and reaping fantastic rewards.

However your **Games Master** (GM) will come up with a specific story for you to play (called an '**adventure**' or 'scenario' in game terms, depending on how seriously your GM wants to run the game). Often this story will be part of a large story, called a **campaign**, which will see your character steadily improve and face greater and greater dangers. Perhaps they will even reach the lofty rank of 'Elite'!



# PLAYING THE GAME

## WHAT IS THE OBJECT OF THE GAME?

Well, ultimately it is to have fun romping around the galaxy, getting into trouble and reaping fantastic rewards.

The GM will set the overall background for you. Many players start the game as freelancers, with their spaceships docked in the same space station, looking for an opportunity or adventure to present itself. Your GM might have something more specific in mind. Perhaps you will start as police detectives in the same department, or will be members of a fantastic exploration company that seeks out new worlds and homes in the darkness of space.

It is usual for your GM to introduce the goals of the story at the beginning of the session. Your characters might stumble upon a crime they were not meant to see and will have to flee the planet before the mob catch up with them. Maybe an old friend seeks them out at the docking port and asks them to do her a favour. Your objectives for the game will be set out and after that it will be up to you and your fellow players how to complete your mission.

It's generally good form to accept the hook of the story the GM has made for you. Sullenly refusing a mission because it's too dangerous might make you look cool or be consistent with your character's rebellious attitude but it's very rude to your friend who just spent the last few hours coming up with an adventure for you to play. Just imagine if Harry Potter said he didn't want to be a wizard, or if John McClane from Die Hard decided he just wanted to get an early night this Christmas!

For your first games your GM will probably present you and your group with just a few reasonable choices to choose from and you can decide together which path to take. For example, if the game began with you finding the body of a man with a concealed data slate hidden in his clothing, you might want to inform the police, or hack into the chip with your ship's computer to see if the chip had any link with his death. Either choice could have ramifications. What if someone in the police department was responsible for the man's death? They might not appreciate the crime coming to light. What if, upon reading the data chip, it informs the evil corporation who sent the assassins that your character has stolen it? Your choice might be determined by a number of factors, such as how law-abiding the planetary system is, or how good your character is at hacking into secret data chips.

In your later games you might have much more freedom to act. As an explorer you might be given a star map and be allowed to fly to any system you want. As a spy you might be told to get some information from a company, but to be able to choose from a large number of different planets and installations that the company owns, perhaps choosing a remote outpost rather than the company's well-defended headquarters.

In all cases you and your fellow players will decide how to accomplish your goals. Try to act together as a team, it's a tough galaxy and you only have each other to depend on. In battle, support those who find themselves injured or damaged, and afterwards split the rewards evenly between you in as fair a manner as you can. If you act too selfishly, or against each other, the enemy forces are likely to overwhelm you. Just as you play as a team, you will lose as a team as well.

## USING SKILLS

Your character in the Elite: Dangerous Role Playing Game interacts with the people and challenges of the galaxy by using their Skills. During the game you may be asked by the GM to make Skill checks. You make a Skill check by rolling a D10 and adding the relevant Skill bonus. If it equals or exceeds the difficulty number you succeed, if you roll too low you fail. The GM might get you to make rolls to spot something, to get out of the way of danger, or to tell if someone is lying.

You can also use your Skills actively during play. For example you could use your Security Skill to try and open a locked door, or make a Medicine roll to try and stop an innocent person bleeding to death in front of you.

When you want to use a Skill just tell the GM what it is you wish to do and they will give you a difficulty number to accomplish the task. As before you'll roll a D10 and add your Skill bonus to the roll to see if you can equal or exceed the difficulty number.

Using Skills, even if you don't succeed at a Skill check, helps to improve that Skill further down the line. Whenever you use a Skill put a tick in the tick-box next to your Skill bonus column. At the end of your current adventure you can rub out the tick and increase your Skill score by 1, provided this doesn't take you over the Skill cap for your rank.

You never put more than one tick in a Skill's tick box, even if you use it multiple times in an adventure. You can only improve a Skill in this way once per adventure!

### EXAMPLE OF MAKING A SKILL CHECK

**Games Master (GM):** The fire in the factory is getting out of hand. Large areas of the floor are now awash with flames and parts of the ceiling are coming down. You hear an ominous creak above you, only to see a large crane arm tumbling from the ceiling towards you. Everybody make an Athletics Skill check, difficulty seven, to dive out of the way.

**Zoe** (playing Jenya): Can I try to grab the crane arm? I have cybernetic strength.

**GM:** That depends.

**Zoe:** On what?

**GM:** On what kind of coffin you want to be buried in. The crane arm is fifty feet long.

**Zoe:** I'll jump out the way, then.

**Mike** (playing Trent): Me too.

**GM:** Make your Athletics check, difficulty seven.

**Zoe** (rolling a D10): Five, plus my Athletics bonus of four, that's nine. Passed it.

**Mike** (also rolling): Hmm. Two. Plus my Athletics bonus of one. I'm guessing that's not enough, right?

**GM:** Jenya dives aside in good time as the crane crashes across the platform. Trent tries to hurl himself out of the way, but is caught on the back by a jagged piece of metal which sticks out of the damaged crane arm. Trent takes … (rolls 2D10) … eleven points of Damage.

### EXAMPLE OF USING A SKILL YOURSELF

**Games Master (GM):** The hotel receptionist blushes furiously at your question. "I assure you, sir, we would never test the fire alarm whilst there were guests staying, especially not in the middle of the night. One of the guests must have pressed the alarm switch; it would never have been activated by one of the staff."

**Mike** (playing Trent): Hmm. I don't believe her. She's blushing too much. Can I make an Insight check to see if she's telling the truth?

**GM:** Sure. Make an Insight check, difficulty 8.

**Mike:** (rolling a D10) A nine, plus my bonus of five, that's fourteen.

**GM:** She's not lying. The reason why she's blushing is because she finds Trent very attractive.

**Mike:** (puffing up) Oh … I guess I've still got it!

## THE RULE OF 1 AND 10

When making Skill checks and Attack rolls (see the chapter on Combat) a simple rule applies. If you roll a 1 on the D10 your attempt automatically fails, even if your Skill bonus is high enough for you to pass the test. If the GM asked you to make a Perception check, difficulty 5, you would fail the check if you rolled a 1, even if your Perception Skill bonus was 4 or more.

Likewise if you roll a 10 you automatically succeed a Skill check, even if your Skill bonus is too low to allow you to equal the difficulty number. If you had to navigate a safe path through a system with two black holes orbiting each other, the GM might ask for a Navigation Skill check, difficulty 15. Even if your Navigation bonus was 4 or less you would still succeed if you rolled 10 – pure luck, in this case, has saved you.

One small warning. There are limits even to the 1 and 10 rule. Your GM is perfectly within their rights to tell you that you cannot perform open heart surgery without training, or to be able to explain the workings of a Frame Shift Drive without being an engineer. You cannot just root around inside someone's body hoping for that 'lucky 10' or magically explain theories of physics that took humanity millennia to discover.

## SKILL DESCRIPTIONS

Your Skills are mostly self-explanatory. The Computer Skill allows you to program and operate computers, the Navigation Skill helps you find your way around, both through space and on planets, etc. Skills are designed to be as broad as possible so they can cover as many uses as the players and the GM can come up with.

In some cases more than one Skill can be appropriate. To open a locked door, for example, could use the Security Skill, to directly crack the lock, or perhaps the Computer Skill to hack the lock, provided the door is operated on a computer network. Getting information out of a tight-lipped guard could involve the use of Bluff, Diplomacy, Bargain, Intimidate or Charm depending on how you approach the problem.

To help you understand how to use your Skills a little better here is a description of all the Skills in the game.

### ATHLETICS

Athletics represents your ability to jump, run, climb, swim and otherwise perform feats of physical prowess. It is also used to see how long you can hold your breath and how far you can run.

### BARGAIN

Bargain is your skill in getting what you want in some kind of exchange, usually involving money. You can use it with vendors and shop keepers to get cheaper equipment, and it can also be used to bribe people. The GM might allow you to use this Skill between adventures to get cheaper equipment.

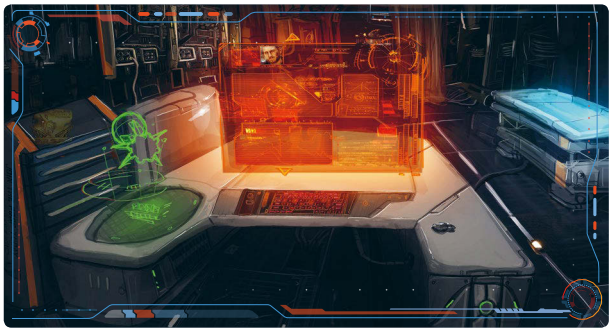
### BLUFF

Bluff is your skill at lying, deception and disguise. Use it to convince people you are someone you are not or to play the innocent when the police turn up.

### CHARM

Charm is your ability to make people feel good about themselves and to trust you based on nothing more than your raw charisma. People who like you are less inclined to be suspicious of you or to want to harm you. It works well with other abilities such as Diplomacy, Bluff and Bargain.

### COMPUTER



Computers are easy to use in the 34th century, but quite hard to crack. The Computer Skill allows you to hack terminals, interrogate secured databases and even to reprogram the computer's basic functions.

## CULTURE AND LAW

Culture and Law is your knowledge of interstellar society including its rules, history, art forms, codes of conduct and its important leaders. Educated people are expected to know about these kinds of things, whilst the unwashed masses, in their ignorance, might know only their local planet's customs and nothing else.

## CYBER

The Cyber Skill allows you to repair and modify robots, drones and cybernetic attachments. It also covers your skill in remotely piloting any drones you might own or be currently in control of.

## DIPLOMACY

Diplomacy is the ability to resolve disputes through respect and persuasion, treating your debating target as an equal. Use it when you wish to show common cause with a potential enemy, or to explain, rationally, what you are doing, to a suspicious guard. Diplomacy relies on openness and honesty – if you are lying to your target use Bluff instead.

## DODGE

Dodge is your skill at getting out of the way of bullets, energy beams, knives and punches. It is used extensively in personal combat and determines your Defence (Dodge) bonus.

## ENERGY WEAPONS

Energy Weapons cover all laser and beam weapons used in personal combat, except for those which are shoulder or tripod mounted. The higher your energy weapons Skill the more likely you are to hit and the more damage burst weapons, such as the Assault Beamer, will inflict.



## FIGHTING

Fighting is the skill that governs weaponless combat, such as boxing, wrestling, kung fu, headbutting and any other noble martial art. Fighting can include improvised weapons such as chair legs and broken bottles, but any close combat weapon designed for combat falls under the Melee Weapons Skill. Fighting can be a useful skill for taking opponents alive as the damage it inflicts is (generally) non-lethal.

## GAMBLING

With Gambling you increase your skill in all games of chance, from card games to token slot machines. You can count cards and figure out the win/loss conditions programmed into casino gambling machines.

## GRENADE

This Skill allows you to use grenades with a semblance of accuracy and safety. It also covers the ability to use and disarm explosives of all kinds.

## HEAVY WEAPONS

Heavy Weapons are large tripod or shoulder mounted weapons used in Personal Combat such as chain guns, missile launchers and plasma cannons. Heavy Weapons are powerful, but difficult to use and aim in small scale, fast moving skirmishes. This Skill can also be used to fire weapons mounted on vehicles provided that you are personally operating the weapon. If you are relying on the vehicle's targeting computer you must use the Vehicle Weapons Skill.

## INSIGHT

The Insight Skill allows you to read people's emotional state by studying their faces and body posture. It is not telepathy but it can tell you if a person is lying, earnest, angry, in love or intoxicated, making it very helpful during interrogations and questioning.

## INTIMIDATE

Intimidate lets you cajole, threaten and bully obedience into a person. It is a very aggressive form of communication but is sometimes the best way to shock an angry foe into submission.

## KINETIC WEAPONS

Kinetic Weapons cover all projectile based weapons used in personal combat such as autopistols, assault rifles and shotguns. Weapons which are shoulder or tripod mounted use the Heavy Weapons Skill instead. The higher your Kinetic Weapons Skill the more likely you are to hit and the more damage burst weapons will inflict.

## MEDICINE




The Medicine Skill covers everything from patching up wounds to resuscitating a dying comrade. Characters with the Trained Doctor background can even attempt surgery, but should refrain from doing anything too ambitious until they get a good Skill level. Medicine can also be used to diagnose medical problems such as disease, poisoning and chemical intoxication. Provided suitable medical facilities are available most of these problems, once diagnosed, can be cured within a day or so.

## MELEE WEAPONS

The Melee Weapons Skill covers the use of all close combat weapons such as swords, clubs, and axes as well as more exotic close range weapons such as Cyberclaws. Melee Weapons are rarely used by common folk but are beloved of assassins and expert mercenaries who like to kill cleanly and silently.

## NAVIGATION

Navigation covers all forms of orienteering, map reading and astro-navigation. You can plot a route through mountain ranges or nebula, figure out where you are if you become lost, and work out the most efficient routes in all kinds of terrain. Most Navigation is done with the aid of computers in the 34th century, but you are also able to navigate using stars and by identifying major landscape locations provided you have some knowledge of the planet you are on.

## PARRY



The Parry Skill is used to deflect close combat attacks, both from Melee Weapons and from fighting. It is very useful as it allows a chance to counter-attack against opponent that misses you. See the chapter on Personal Combat for details.

## PERCEPTION

Perception covers the use of all five senses, sight, sound, touch, taste and smell. It is used to spot hidden items, detect ambushes, listen through closed doors and to identify a strange taste or smell. Spies and paranoid soldiers rely on a good perception to spot potential trouble before it strikes.

## PLANETARY KNOWLEDGE

This Skill represents your knowledge of different planets – their general location, their systems of government, and their general economy. Although most people rely on computers to give them facts about other worlds, restrictive modern copyright law means most interstellar encyclopedias are shockingly incomplete. Well-known systems such as Sol or Achenar are easy to recall, whereas obscure outer rim worlds are more difficult. This Skill ties in nicely with Navigation. Navigation tells you how to get to a new system; Planetary Knowledge tells you what is actually there.

## REPAIR

Your Repair Skill allows you to fix all kinds of machinery, including spaceships and vehicles. While most pieces of technology have readable 'fix-it' guides downloadable from a chip inside the device or machine, Repair shows how handy you are around machines. It measures your skill and dexterity at using tools and the common sense required not to mess up the job and make things worse.

## SCIENCE

The Science Skill includes the three great sciences, physics, chemistry and biology. Science lets you understand how things work in the universe and can be used to predict the effects of an action. On a practical level you can use Science to understand how close you can fly to a turbulent planet or star, to calculate if your ship will still be able to take off on a heavy gravity world, or to estimate when that supernova is going to go critical. A good knowledge of science makes you look very smart, which can be helpful in some situations.

## SECURITY

Security is your understanding of locks, restraints, traps, observation cameras and any other device designed to keep you out of an area you are not supposed to be in. With a good Security you can override locked doors, unlock handcuffs, and predict when the next surveillance sweep is taking place in an enemy compound.

## SLEIGHT OF HAND

Sleight of hand is the art of making small objects 'disappear', often into your pocket. It allows you to grab small items, no bigger than your hand, without anyone looking and place them anywhere you can reach. Unless you plan on becoming a stage magician this Skill is most commonly used by thieves to pinch stuff that doesn't belong to them.



## SPACESHIP PILOTING

This is your skill at flying spaceships. In addition to being used when you make any dangerous manoeuvres, such as skimming asteroids or flying down narrow canyons, it is primarily used in Spaceship Combat to determine the Defence of your ship.

## SPACESHIP WEAPONS

Governs your ability to hit with weapons mounted on spaceships. This is used in Spaceship Combat.

## STEALTH

Stealth covers both your ability to hide and to remain quiet. Sneaking around is a very useful Skill for spies and saboteurs, and indeed anyone who'd prefer to avoid combat.

## STREETWISE

Surviving in rough urban areas when you are a nice, middle class spaceship owner can be tough. Many street gangs use a vernacular that is hard to understand and follow a set of cultural mores that might not be consistent with society in general. In order to find information or discover where to buy rare, possibly illegal, items, you'll need Streetwise to navigate your way through the shocking criminal underclass of the galaxy.

## SURVIVAL

This Skill covers the ability to survive in hostile natural environments. It is most useful on alien 'earth-type' worlds where it might be possible to scavenge for food and water, but at its most basic level it helps you find shelter, conserve your supplies and keep you alive long enough to be rescued. Those with a high Survival Skill might even be able to track people or animals through the wilderness.

## SYSTEMS

This Skill allows you to operate scanner and sensor systems on a spaceship or ground based vehicle. It also allows you to activate and control the internal machinery inside a spaceship or vehicle, such as the airlocks and bulkheads, or any mining equipment like refineries or drones. Normally things like adjusting the temperature don't require a Skill check, but sucking the air out of a passenger compartment or overloading the engines to explode might.

## TACTICS

Tactics is your ability to assess a situation quickly and determine the best course of action. It is mostly used to determine initiative in Combat, but it can also be used to spot good ambush areas or to predict the actions of an enemy commander on the battlefield.

## TRADING

Trading is the ability to understand and prosper in the complex trading environment of the Elite: Dangerous universe. This Skill is mostly used between adventures to gather extra income – a good Trading Skill and a large cargo hold can net a large amount of extra cash. You will use it in game to predict good trading routes and to judge whether the sale price of an item is fair or not.

## VEHICLE PILOTING

This is your ability to drive or pilot ground or underwater vehicles such as SRV's or Subs. It is mostly used to determine your Defence in Vehicle Combat, but is also used when you try to pull off a very difficult manoeuvre such as performing a sharp turn or driving over a high ramp.

## VEHICLE WEAPONS

Governs your ability to hit with weapons mounted on vehicles. This is used in Vehicle Combat.



## IMPROVING YOUR CHARACTER

As you play the game your character will hopefully accumulate more and more money to buy new equipment, ships, vehicles, cybernetics and a whole host of other useful items that money can buy. In addition to becoming richer your character will also personally improve. Their Skills will increase, as will their Endurance and Karma points, and they may learn new Karma Capabilities or gain new Enhancements.

You gain some Skill improvements just by using Skills. When you use a Skill for the first time in an adventure you can put a tick in the tick box next to the Skill. That Skill's Skill score increases by 1 at the end of the adventure and you must then rub out the tick. You cannot exceed your character's Skill cap when improving your character in this way.

The majority of the power of your character gains is determined by their Rank. Ranks run all the way from Harmless to Elite, with Elite players the most powerful of all. To gain a new rank your character must earn Rank Points. When a player has earned enough Rank Points they can gain a new Rank.

## EARNING RANK POINTS

To gain Rank points players have to defeat enemies and pass Skill checks that advance the mission or adventure they are on. To defeat enemies you don't have to kill them (although that counts as well), you can make them flee, surrender, or you can damage them sufficiently so that they can no longer contribute to the battle. Each time you defeat an enemy of your Rank or higher you gain 1 Rank Point.

Skill Checks that advance the mission do not include those that are frivolous, such as spontaneously deciding to walk along the top of a narrow wall or seeing if you can beat your friend in a drinking competition. However any successful Skill check that gets you further into the game, or helps to unravel a mystery you have to solve, grants you an extra Rank Point. Ultimately the GM will decide if a particular Skill check is worth giving out a Rank Point or not, but feel free to ask them if you have just completed a Skill check and didn't get a point – the GM is quite busy and it's very easy to forget to give out an award without meaning to.

After an adventure check to see if you have earned enough Rank Points to gain a Rank. If you have, you should improve your character immediately, before you make any Between Adventures checks or buy new equipment.

## RANK ADVANCEMENT

| RANK | Rank Points | Skill Cap | Karma Points | Karma Capabilities | Endurance |
|---|---|---|---|---|---|
| Harmless | 0 | 40 | 10 | 3 | 20 |
| Mostly Harmless | 8 | 50 | 11 | 4 | 25 |
| Novice | 20 | 55 | 12 | 5 | 30 |
| Competent | 40 | 60 | 13 | 6 | 35 |
| Expert | 70 | 65 | 14 | 7 | 40 |
| Master | 100 | 70 | 15 | 8 | 45 |
| Dangerous | 150 | 80 | 16 | 9 | 50 |
| Deadly | 200 | 90 | 17 | 10 | 55 |
| Elite | 300 | 100 | 18 | 11 | 60 |



When you go up in Rank a number of things happen:

- Your Skill Cap raises (see table).
- You gain an extra Karma Point.
- You gain a new Karma Capability or Enhancement.
- Your Endurance increases by 5 points.
- You can choose ten Skills to improve. Roll a D10 for each Skill you picked and add that much to it. You cannot choose the same Skill twice and your Skill total cannot exceed the Skill Cap of your new rank.

## EFFECTS OF GOING UP IN RANK

### SKILLS

Once you have rolled to improve your Skills make sure you calculate your Skill bonuses again for any Skill that has been improved. If a Skill has gone into a new '10' (from 35 to 40, for example) your Skill bonus will go up. Remember to include any bonuses from Equipment or Cybernetics.

### EXTRA KARMA POINT

Your extra Karma point is added onto your existing total. For Cyborg characters this can allow more of their body to be replaced.

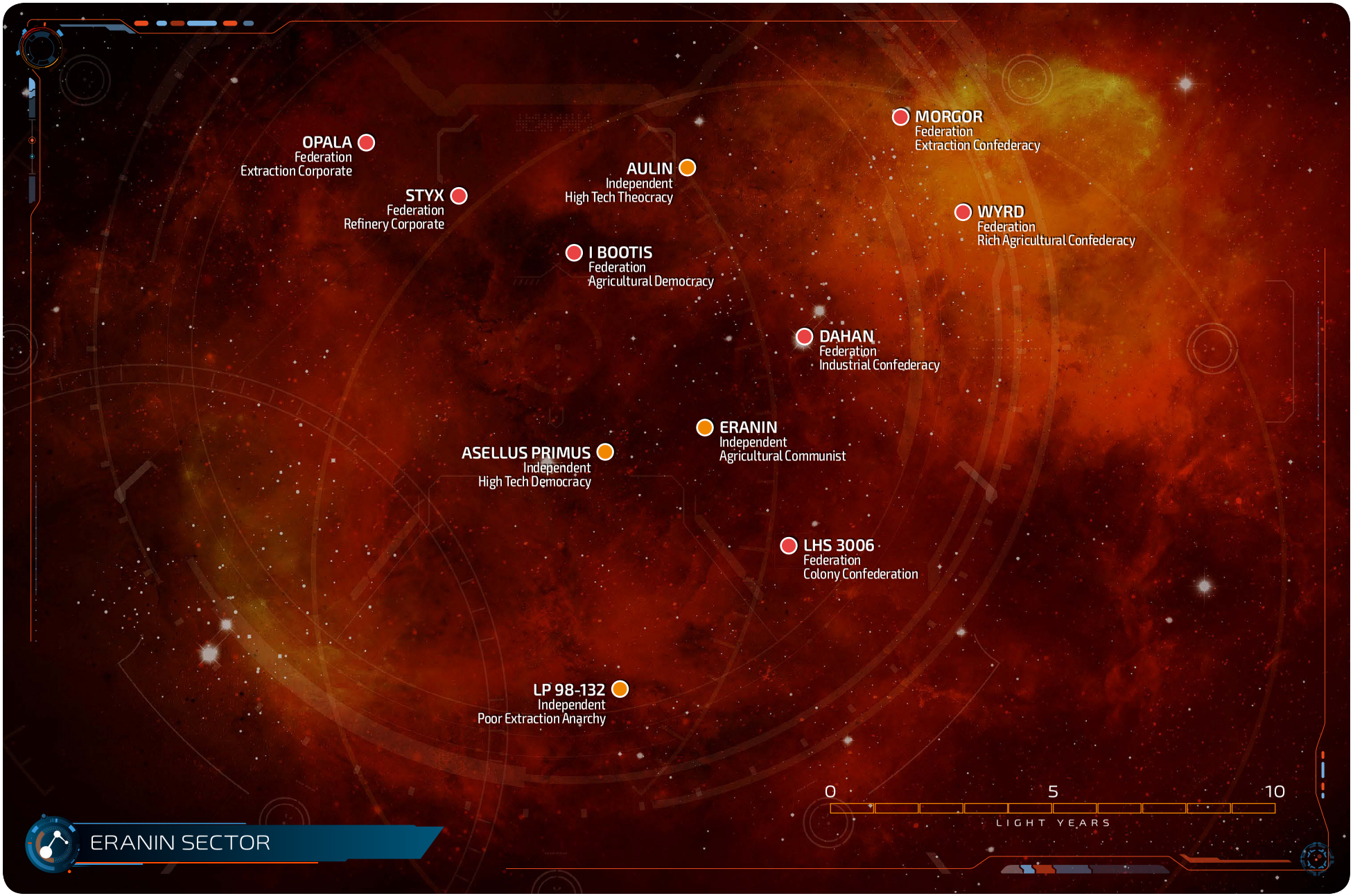
### NEW KARMA CAPABILITY OR ENHANCEMENT

You can choose to have either a new Karma Capability **or** a new Enhancement, not both. You can choose from any of the Karma Capabilities or Enhancements available. If you choose Natural Genius the benefit of that ability (your Skill cap for your chosen Skill is raised by 10) counts immediately.

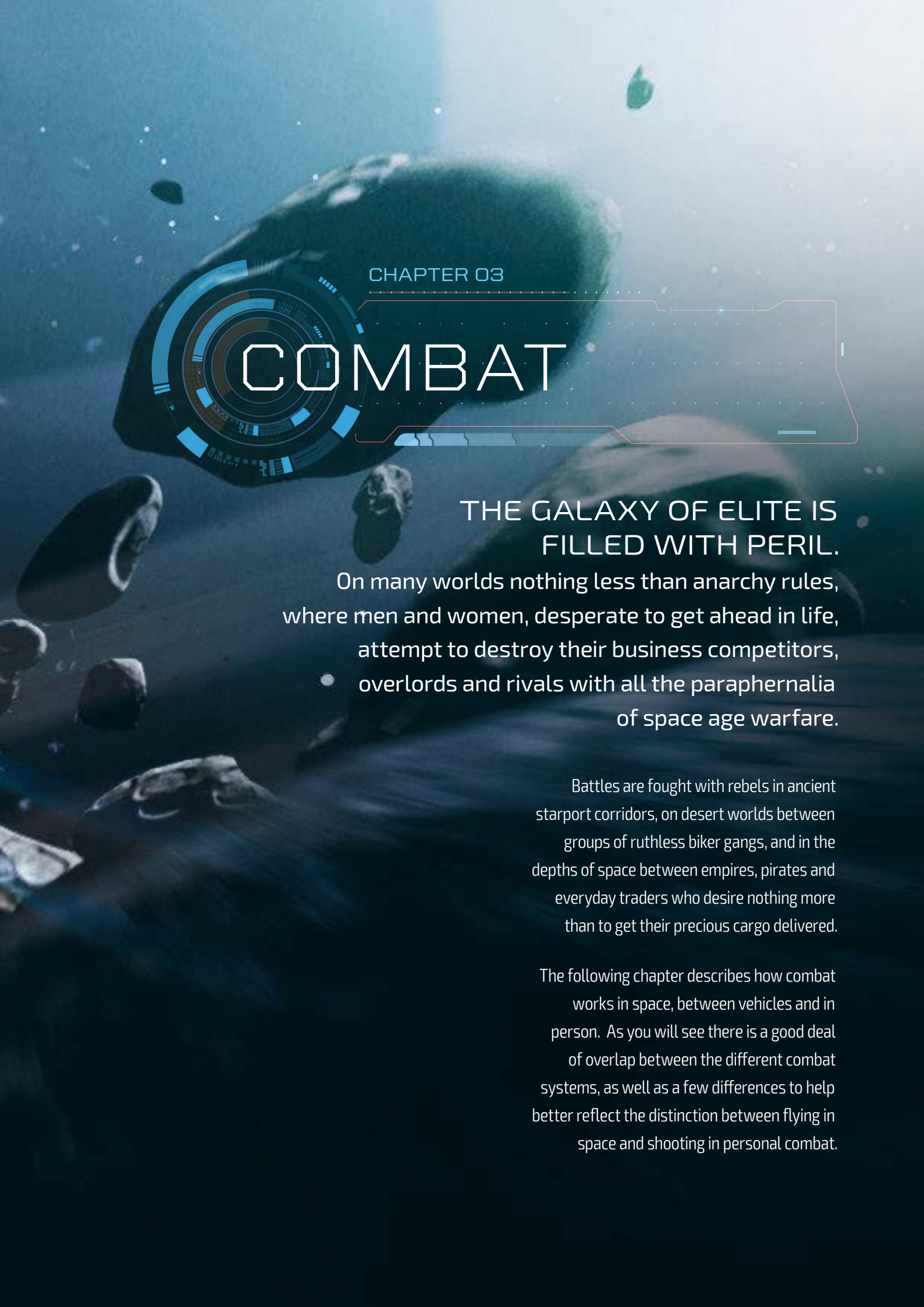
### ENDURANCE

Your Endurance will increase by 5 points each time you go up in Rank, but note that the maximum human Endurance possible is 80. Bonuses from Cybernetics can take you over this total, but the Tough Enhancement cannot.

PILOTS FEDERATION APPROVED


OPALA
Federation
Extraction Corporate
STYX
Federation
Refinery Corporate
AULIN
Independent
High Tech Theocracy
MORGOR
Federation
Extraction Confederacy
WYRD
Federation
Rich Agricultural Confederacy
I BOOTIS
Federation
Agricultural Democracy
DAHAN
Federation
Industrial Confederacy
ERANIN
Independent
Agricultural Communist
ASELLUS PRIMUS
Independent
High Tech Democracy
LHS 3006
Federation
Colony Confederation
LP 98-132
Independent
Poor Extraction Anarchy
0
5
10
LIGHT YEARS
ERANIN SECTOR





CHAPTER 03

# COMBAT

## THE GALAXY OF ELITE IS FILLED WITH PERIL.

On many worlds nothing less than anarchy rules, where men and women, desperate to get ahead in life, attempt to destroy their business competitors, overlords and rivals with all the paraphernalia of space age warfare.

Battles are fought with rebels in ancient starport corridors, on desert worlds between groups of ruthless biker gangs, and in the depths of space between empires, pirates and everyday traders who desire nothing more than to get their precious cargo delivered.

The following chapter describes how combat works in space, between vehicles and in person. As you will see there is a good deal of overlap between the different combat systems, as well as a few differences to help better reflect the distinction between flying in space and shooting in personal combat.



# COMBAT

## THE GALAXY OF ELITE IS FILLED WITH PERIL...

### PERSONAL COMBAT

Personal combat occurs between people who fight whilst outside their spaceships and vehicles. In the Elite: Dangerous universe combat is dominated mostly by ranged weapons, highly accurate lasers and clumsy but destructive Kinetic weapons. However Personal Combat also includes weaponless combat, called Fighting, and even the ancient art of swordplay or hitting people with clubs, called Melee combat.

When fighting in Personal Combat your GM will decide whether you will fight with or without a map; this is called mapped and mapless combat respectively. In mapped combat each square on the map represents two metres – this allows you to see how far a character or enemy can move and whether a ranged weapon is in short, medium or long range. A starting character with no enhancements can move 10 metres in a round; this means they can move 5 squares in any mixture of vertical, horizontal and diagonal movement. In mapped combat you can move through squares on the map that are occupied by your allies (such as your fellow players), but you cannot move through spaces occupied by enemies. In all cases you cannot end your movement on a square occupied by an ally or enemy.

In mapless combat the GM decides how far away characters and enemies are away from each other, and describes the combat scene from the image in their head. This method is faster but can lead to a little confusion between player and GM, especially if there are lots of people playing the game.

Whether you play mapped or mapless the rules are almost exactly the same (only the rules for explosives are different).

### INITIATIVE

In order to determine who acts when in combat each player and enemy must roll initiative. The GM will order the results from highest to lowest, the highest roller going first. In the event of any ties the GM can ask for a roll-off, with the highest roller going slightly before the loser. Alternatively the GM can simply decide who goes first in the event of a tie, although that tends to end with bits of food being thrown at them.

Have each player and enemy determine their Initiative by rolling a D10 and adding their Tactics Skill bonus. This is their Initiative score. The person with the highest Initiative goes first, then the person below that gets a turn, and so on until everyone has taken their turn.

### DIAGONAL MOVEMENT AND RANGE

When moving you count all squares adjacent to you as two metres each. When measuring weapon ranges you also count diagonal squares as two metres each.

Any student of maths will know that diagonal movement covers more distance than horizontal or vertical movement. A character who walks using diagonal squares for their entire movement is technically moving further than one who is moving horizontally.

Elite: Dangerous Role Playing Game solves this problem by ignoring it. Seriously, don't worry about it. Sometimes you as a player will benefit from this extra movement and other times the enemy will, but it's quicker and easier for everyone if you just accept the inaccuracy. However if you just can't bear the thought of this there is an optional rule in the GM's section to allow more realistic measuring.

## WHAT YOU CAN DO IN YOUR TURN

**When you take a turn you can:**

- **move** up to 10 metres
- and also take an **action**

## YOUR MOVEMENT

A standard human can move 10 metres during their turn. Characters with the Quick Runner enhancement or certain cybernetics can move faster than this, as will certain enemies (especially non-human enemies such as Cyberwolves or Rock Runners).

Sometimes your movement might be slowed by difficult terrain, such as a marsh or a corridor filled with floating boxes in zero-g. In this case you can only move half as far (round down if you are using mapped combat).

If you start your turn knocked over you can either spend your entire movement standing up, or you can crawl at half speed.

## FLYING

Some drones, cyborgs, enemies or well-equipped characters might have a flying speed. Flying ignores difficult terrain and allows the flier to move in all directions, including up and down.

## ZERO GRAVITY

Artificial gravity does not exist in the Elite: Dangerous universe so you may find yourself in zero or very low gravity environments quite often. Most people who work in zero gravity wear magboots that allow them to stick to solid surfaces. These devices are quite advanced and do not slow your movement at all. If you are using magboots your movement is unaffected whilst in a zero gravity environment.

If you are caught without magboots movement becomes quite difficult. In order to move safely you must be in an enclosed area, such as a corridor or small room, and have a hand free (to help you push off surfaces). You move as if in difficult terrain at all times.



Illustration: Josh "Badger" Atack

## YOUR ACTION

### Your action can be one of a number of things:

**Shoot a Ranged Weapon:** Pick a target you can see, and then make a Kinetic, Energy or Heavy Weapons Skill check. If the total is equal to or higher than the target's difficulty To Hit (see below) you hit that target and inflict the weapon's damage.

**Make a Melee attack:** If you are armed with a club, sword or other Melee weapon, choose a target adjacent to you and make a Melee Skill check. If the total is equal to or higher than the target's difficulty To Hit (see below) you hit that target and inflict the weapon's damage.

**Make a Fighting attack:** Pick an adjacent enemy that you wish to punch or kick and make a Fighting Skill check. If the total is equal to or higher than the target's difficulty To Hit (see table below) you hit that target and inflict Fighting damage (see the weapon's table).

**Draw a weapon:** You can draw out and ready a weapon to attack using your action. If that weapon is one-handed you can draw it and attack with it in the same round.

**Run:** Instead of attacking you move another 10 meters.

**Interact:** You can use your action to interact with an object such as a computer, a manually operated door (though most doors are automatic), or pick up an object that is lying on the ground or being offered to you by another player. In all cases you must be adjacent to the object you wish to interact with.

**Reload:** You can reload a weapon using your action. You must have a hand free to do this, but you can stow a one-handed weapon for free and reload another as part of the same action. If you wish to reload a heavy weapon you cannot move in the same turn.

## DEFENCE

When attacked you can decide how best to defend yourself. You can either Parry or Dodge. Ranged weapon attacks, such as from Laser Pistols or Submachine guns can only be dodged. Melee or Fighting attacks can be Parried or Dodged (your choice).

When you pick a Defence, your Defence score is equal to either your Dodge or Parry bonus, depending which Defence you picked.

If you Parry and the enemy misses you, you can immediately counter-attack with a Melee attack or a Fighting attack.

If you **Dodge** and the enemy misses you, nothing special happens.

## BASIC RANGED WEAPON TABLE

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes |
|---|---|---|---|---|---|---|---|
| Auto Pistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10) |
| Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 8 | N/A | One Handed |
| Submachine Gun | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 4 | Burst (3D10) |
| Assault Beamer | Energy | 12m (4) | 70m (7) | 200m (10) | 5 + Burst | N/A | Burst (20). Destroy Cover. Divide Fire. |
| Shotgun | Kinetic | 6m (3) | 12m (7) | 50m (12) | 3D10* | 6 | *Damage is 2D10 at Medium Range, 1D10 at Long Range |
| Assault Rifle | Kinetic | 16m (6) | 100m (7) | 400m (10) | 1D10 + Burst | 4 | Burst (3D10) |
| Laser Rifle | Energy | 20m (4) | 150m (6) | 500m (9) | 15 | N/A | |
| Chain Gun | Heavy, Kinetic | 30m (5) | 60m (8) | 180m (14) | 2D10 + Burst | 10 | Heavy Burst (6D10). Destroy Cover. Divide Fire. |

## COUNTER-ATTACKING

When you counter-attack you can make an immediate Melee or Fighting attack against the enemy who just attacked you. This attack takes place during your enemy's turn and does not replace your action next turn either. Your enemy cannot counter-attack your counterattack if you miss.

## DIFFICULTY TO HIT

**The Difficulty To Hit is the Range or Finesse score of the weapon plus the Defence score of the target.**

**Ranged Weapons** have a Range difficulty number depending on the distance to the target – short, medium or long. See the chapter on Equipment for the ranges and difficulty numbers for each weapon.

**Melee Weapons and Fighting** have a Finesse difficulty number. See the chapter on Equipment for the Finesse values for each weapon.

### BASIC MELEE WEAPONS

| Weapon | Type | Finesse | Damage | Notes |
|---|---|---|---|---|
| Fighting | Fighting | 5 | 1D10 halved | |
| Club/Baton | Melee | 6 | 1D10 | One Handed |
| Sword | Melee | 4 | 1D10 | One Handed |
| Knife | Melee | 7 | 1D10 | One Handed |
| Axe/ Hammer | Melee | 7 | 2D10 | |
| Chainsaw | Melee | 9 | 3D10 | When used your Defence (Dodge) is set to 0 until your next turn. |

**Cover:** If the target is in cover (crouched behind some boxes, standing behind a tree, enemy is shooting past someone etc.) they get a +2 bonus to their Defence against Ranged Weapons.

**Firing A Heavy Weapon:** You cannot move in the same turn that you fire a heavy weapon. If you have already moved in your turn you cannot fire your heavy weapon. If you fire a heavy weapon first you cannot then move.

**Using Karma:** You can spend a Karma point to re-roll your attack die if you rolled a natural 1 before adding any modifiers.

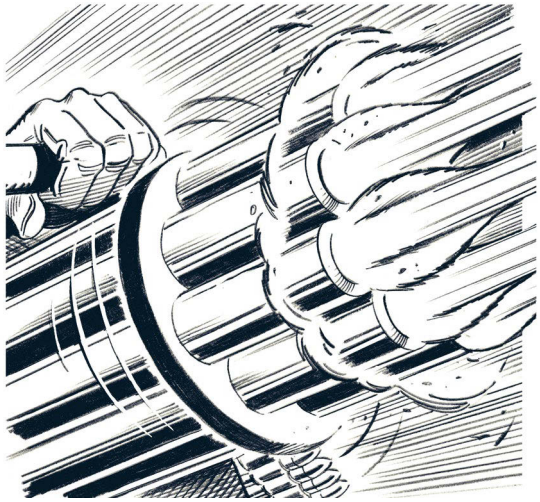
## DAMAGE

Damage is subtracted from the Endurance of the target, minus any armour protection. If any of the damage dice roll a 10, the target is knocked over. Note that laser weapons have no concussive force and so never knock over a target. Fighting damage, although it inflicts 1D10 damage halved, still knocks the target over if a 10 is rolled.

**Being Knocked Over** When a character starts their turn knocked over, they can either crawl at half movement speed and remain knocked over, or they can stand up but move nowhere. A character who starts their turn knocked over cannot add Attack bonuses from Skills, even if they stand up later in the round.

**Burst Damage** Burst allows a weapon to inflict an extra D10 damage for every point it exceeds the Difficulty To Hit, the maximum damage is indicated in the notes of the weapon (usually about 3D10). Energy burst weapons inflict 5 points of Damage for every point over the Difficulty.

**Heavy Burst:** works the same way, but inflicts 2D10 for every point it hits over the Difficulty.



**Destroy Cover:** Some weapons are so destructive that they can strip away most cover in seconds. If a weapon with the Destroy Cover property misses a target only because of the Cover Defence bonus, that piece of cover is destroyed unless the cover is very tough (a spaceship Hull or armoured barricade, for example). Most masonry walls, crates or control panels would be destroyed by a weapon with the Destroy Cover property.

**Divide Fire:** Weapons with the Divide Fire property can be sprayed over a wide area rather than concentrated on a single target. Doing this is entirely optional and you must say if you are dividing fire before making any attack rolls. Divide Fire inflicts less damage but might hit more opponents. Choose a target that is at least 8 metres away and roll To Hit, but your attack roll also counts against all targets, friend or foe, within 6 metres of the opponent you targeted. Determine Damage as normal but halve the result as your opponents will be struck with fewer bullets or less energy than a normal, concentrated attack.

### BURST DAMAGE EXAMPLE

You are firing an autopistol at a terrible SnakeWolf biomod at short range. Your difficulty to hit is 7 (Short range 5 plus 2 for the SnakeWolf's Defence score). An autopistol's damage is 1D10 + Burst(2D10). This means that if you only just hit by rolling a 7, you will inflict 1D10 points of damage. For every point above 7 that you roll you will inflict an extra 1D10 damage, up to a maximum of 2D10 extra damage.

To summarise:

- If you roll a 6 or less To Hit you will miss.
- If you roll a 7 To Hit you inflict 1D10 damage (the base damage of the gun).
- If you roll an 8 To Hit you inflict 2D10 damage (the base damage plus an extra 1D10 from the burst).
- If you roll a 9 To Hit you inflict 3D10 damage (the base damage plus an extra 2D10 from the burst).
- If you roll a 10 or more To Hit you still only inflict 3D10 damage, since the maximum extra damage is 2D10 with an autopistol.

### ROLLING TO HIT EXAMPLE

Jenya, a police detective, is trying to shoot a Street Punk who has discovered her snooping around the gang's hideout. Jenya has a Laser Pistol and an Energy Weapons skill bonus of 4.

- The punk is standing 12m away and is taking cover behind a low wall.
- 12m is medium range for a laser pistol, so the range difficulty number is 7.
- The Street Punk has a Defence (dodge) of 2, making the difficulty to hit 9.
- Since he is also in cover he gets to add another 2 points to his defence, making the total difficulty number 11 (Range 7, Defence 2, Cover 2).
- Jenya rolls a D10 and adds her Energy Weapon skill bonus of 4. Jenya rolls a 5 making a total of 9. She just misses the Street Punk, her shot deflecting off the wall!

Jenya should close the range or try to flush the Street Punk out of cover if she wants a better shot next turn.

## EXPLOSIVES

Explosives include any weapon that detonates in a wide area. Grenades and missile launchers represent the most common explosives, but the rules also cover stationary explosives such as mines. Explosives work a little differently depending on whether you are using mapped or mapless combat, this is because in mapless combat it is harder to guess how many people get caught up in the explosion of the weapon.

### Using Explosives in Mapped Combat:

**Grenades:** To throw a grenade first choose a target square where the grenade will land. It has to be a square you can see (although your character can peek around the corner they are standing next to). The difficulty To Hit is either 7 or the number of squares away the target square is, whichever is greater.

**Missiles:** Explosives fired from a weapon, such as a missile launcher or grenade launcher, follow these rules. If you are targeting an enemy directly, such as a cruel bandit or out of control drone, roll To Hit as with a normal weapon (measure the range and add the target's Defence (Dodge) as usual). If you are aiming at a patch of ground or wall declare the square you are aiming at. The difficulty To Hit is 3 plus the range difficulty.

**Cover:** In either case if the target square has an interposing cover, such as trees or people, the difficulty number increases by 2 for each piece of cover. Cover in the target square does not count.

**Zero Gravity:** Throwing grenades in a zero gravity (or very low gravity) environment is an exercise of Pythagorean difficulty. Add 2 to the difficulty number of any grenade attack in zero gravity.

### Hitting with explosives

On a successful hit the explosion happens right where you wanted it to. Explosives have two Damage scores, depending how close the target is to the impact. Fragmentation Grenades, for example, explode with a fatal radius of 6 metres and an injury radius of 16 metres. Only those in total cover (basically behind a wall) are completely safe. Those in the fatal radius take a higher amount of Damage; those in the injury radius take a smaller amount of Damage. All targets in the explosion radius are knocked over, except at the GM's discretion. Naturally if you or your allies are in either of these radii, they take the Damage accordingly. See the equipment section for the Damage and explosion radius of the weapon you are using.

### Missing with explosives

Unlike bullets and lasers, which can be assumed to have struck a wall or tree harmlessly if they miss, explosives have to blow up somewhere. To determine where the explosive ended up on a miss, roll a D10. Assign a number to each of the eight squares adjacent to the target square in a clockwise order (see diagram opposite). On a roll of 1 to 8, the explosive scatters D10 squares in that direction. On a 9 or 10 measure a straight line from you to the target square. The explosive keeps travelling D10 squares in the same direction. If the explosive hits a wall or other solid obstacle before travelling the full distance it stops. Once you have found out where the explosive has ended up it explodes with the same results as above.




## Using explosives in Mapless Combat:

**Grenades** generally explode with a fatal radius of 6 metres and an injury radius of 16 metres. Only those in total cover are completely safe.

Because it's quite difficult to throw a grenade more than 16 metres it is generally best to throw them round corners, down stairs or in other areas where it is easy for the thrower to duck into cover. This is called throwing a grenade with advantage.

Bowling a grenade in an open field fire-fight is seriously risky. This is called throwing a grenade with disadvantage.

The Difficulty number for a grenade attack with advantage is 7. The Difficulty number for a grenade attack with disadvantage is 12. If you are throwing the grenade in zero gravity the difficulty numbers are 2 higher.

Roll a D10 and add your Grenade Skill bonus. On a hit you manage to detonate the grenade just where you wanted it. The GM decides how many people are caught up in the explosion. If they are unsure have the GM roll a D10, halve it, and have that many people in the blast radius (the GM can decide if the targets are in fatal or injury range).

If you miss, then bad things have happened; the grenade flies off target. The GM will roll a D10 and determine what happens.

### GRENADE MISS TABLE

| D10 Roll | Result |
|---|---|
| 1-2 | It's a rubbish throw. The grenade slips from your grasp and rolls only 1d10 metres forward before exploding. |
| 3-5 | Whoosh! Complete miss. The Grenade flies off and explodes in such a way that it does not injure anyone, although the GM may rule that it damages equipment. |
| 6-9 | Too long! The grenade lands 1D10 meters beyond your desired target point – or against the back wall if it cannot go any further. |
| 10 | What the...? The grenade spins off in an utterly random direction, bouncing off walls and ceilings before coming to land at the feet of a random person. The GM will choose this person in any way that they think is fair. |

**Missiles:** Roll to attack with missiles normally if you are aiming directly at a target. If you are aiming for a solid obstacle, such as a wall or tree (presumably because you think the explosion will catch your enemies), the difficulty number To Hit is 3 plus the range difficulty. If you hit the explosion is resolved much like a successful grenade attack, the GM will decide how many enemies are caught in the explosion.

If you miss bad things happen. The GM will roll on the table below to see what happens.

### MISSILE MISS TABLE

| D10 Roll | Result |
|---|---|
| 1-5 | Whoosh! Complete miss. The Missile flies off and explodes in such a way that it does not injure anyone, although the GM may rule that it damages equipment. |
| 6-9 | Too long! The missile lands 2D10 meters beyond your desired target point – or against the back wall if it cannot go any further. |
| 10 | Ooops! The missile lands 2D10 metres short of the target point, possibly including you in the blast radius. |

The GM determines the exact effect of a stray missile, but expect you or your friends to suffer some pain on a roll of 10!

## Explosive Damage

Explosives have two scores for Damage, a fatal zone and an injury zone. Take the Damage off Endurance as normal including any reductions for armour. All targets in the explosion radius are knocked over, except at the GM's discretion.

In mapless play the GM adjudicates who is in the fatal or injury zone. Generally enemies that are bunched together (such as in a corridor) are likely all to be in the fatal zone. When they are spread out only one is likely to be in the fatal zone.

## Running Away/Shooting at point blank range

If an enemy is standing next to you and then moves away or attempts to shoot you with a ranged weapon at point blank range you can make a free Fighting or Melee attack against them before they shoot or move away. If this attack knocks them over, their turn ends.

## FIGHTING

Fighting attacks are made by punching, kicking, wrestling, shoving or choking an enemy. The human body does less damage than a club or gun. A successful Fighting attack inflicts D10 Damage, but halve the result, rounding any decimal numbers up. As with other attacks, rolling a 10 on the die will knock over an enemy.



The main reason to Fight an enemy rather than shoot them or use a Melee weapon is the ability to disarm an

attacker. If you roll an even number on the D10 roll for Damage you knock a weapon or item out of your attacker's hands. The item scatters away in a direction decided by the GM.

## GRABBING

When making a Fighting attack you can instead choose to grab an attacker rather than hit and damage them. Grabbing involves you wrapping your arms around your target trying to pin them in place and prevent them from moving and attacking. You can only grab a person or creature that is roughly your size or smaller. A creature that is more than a metre taller than you, or which weighs more than twice as much as you cannot be grabbed – you are just too light and puny to do it.

When Grabbing make a Fighting attack as normal, your opponent can Parry or Dodge as usual, and can counter-attack with a successful Parry. On a hit, instead of inflicting damage, make an Athletics Skill check against the target, adding any Strength Damage bonuses you might have to the roll. Your opponent does the same (the GM can use an opponent's 'To Hit' bonus instead of Athletics if they like). If you beat your opponent's Skill check you manage to grab them. If you equal or lose the check your opponent slips from your grasp.

### If you successfully grab your enemy the following things occur:

- You and your grabbed opponent now have a Defence (Dodge) score of 0, and neither of you can Parry incoming attacks.
- Your opponent cannot move, and the only combat action that they can take is an Escape action.
- From your next turn onwards you can decide whether to maintain the grab or not. If you do the only move you can make is to drag your opponent 4 metres in a direction of your choice.
- If you maintain the Grab you cannot take any other actions.

### Attacking with the butt of a weapon

A player or opponent might want to strike someone with the butt of their rifle, or other weapon, when pressed into close combat. For a sub-machine gun or rifle sized weapon this can be considered an attack with a club (Finesse 6, 1D10 damage). Pistol whipping (striking someone physically with the barrel of a pistol) counts as a normal Fighting attack.

## OTHER ACTIONS

### Aiming

Instead of attacking, you can aim at an enemy for an entire turn. You must declare what enemy you are aiming at and you cannot move or attack in the turn in which you are aiming. Provided you maintain your aim on the enemy you gain a +5 bonus To Hit in your next turn. You stop aiming if you take Damage, are attacked with a Melee or Fighting attack, or if your opponent moves out of your sight during their turn.

### Drawing a weapon

A one-handed weapon of any type can be drawn and attacked with in your turn. Drawing a two-handed weapon of any type takes up your turn – although you can still move while doing it.

### Use two weapons at once

If you are equipped with two one-handed weapons you can use both weapons in the same turn, either at the same or different targets. You suffer a -2 penalty To Hit with each weapon.

### Escaping

If you are being grabbed, you can use your combat action to make an Athletics check to escape the grab. You and your opponent each make an Athletics check and can add your Strength Damage bonuses to your rolls. If you exceed your opponent's score you manage to escape the grab. Once you escape you can take your move action, and the enemy who grabbed you cannot make a free attack.

### Delay

Instead of acting now, you can opt to take your turn after an enemy or ally has acted. Simply move your position in initiative after someone else. Once you have delayed you maintain your position in initiative order for the rest of the battle.

### THE ZERO-G RUSH

In a zero gravity environment it is possible to perform what is known as a Zero-G Rush, which is when you deliberately deactivate your magboots and push off a surface in order to hurtle towards an opponent at great speed. This is a risky manoeuvre as it is hard to regain control after you have completed your move.

You gain a movement speed of 16 metres and must move in a straight line. During this move your attacks suffer a -1 penalty To Hit. At the end of your turn you must decide if you want to try to gain control or keep drifting. If you hit a wall or an enemy en-route you must attempt to gain control.

To gain control make an Athletics check, difficulty 10 (12 if you have no magnetic boots or ability to fly). If you succeed you manage to stop yourself safely and can move normally next round. If you fail, you will keep drifting if you did not hit a wall or enemy, or crash and spin if you did.

Characters that keep drifting move another 16 metres in the same direction at the start of their next turn. They can attempt to gain control again after this movement is completed.

Characters who crash and spin take 1D10 damage and lose their entire next turn as they bounce around helplessly – the GM will determine where they end up, in whatever way seems fair or amusing to them. If they collided with an enemy that enemy also takes 1D10 damage and will be knocked over if they are roughly the same size as the character or smaller. Characters who crash and spin must try to regain control at the end of each of their turns or they will continue to bounce around, taking damage as they do so.

## DEATH AND DYING

If your Endurance drops to 0 or less you are in trouble, either dead or dying. Your character collapses to the ground unconscious, dropping anything they are holding in their hands as they do so.

You can drop to a negative number of Endurance points equal to half your maximum Endurance before you die.

If you are exactly on 0 Endurance or you have been knocked out by a Fighting attack you are lucky – you've been knocked unconscious but are in no danger of immediate death. If you have a negative number of Endurance points, you are bleeding out.

**Bleeding out:** Unless someone stabilises you, you lose another D10 Endurance points at the start of your turn as you bleed out. If you lose an odd number of Endurance points you then stabilise. If you lose an even number of Endurance points you are still dying and must roll again for further Damage at the start of your turn.

**Energy Weapons and Dying:** Energy Weapons have the accidental trait of cauterising wounds – sealing shut ruptured veins and arteries as they pass through the body. If you have been brought to a negative number of Hit points by an Energy Weapon you stabilise automatically and don't suffer additional damage unless you roll a 10 on your bleeding out roll. In this case your internal damage is so severe you continue to bleed, despite the searing effect of the energy weapon.

**Being Stabilised:** An ally can spend their action to stabilise you instead of attacking. A Medkit makes this easier, but a good doctor can improvise with what they have to hand.

You must pass a difficulty 8 Medicine check to stabilise a person who has been dropped by an Energy weapon (the wound is already cauterised) and a difficulty 10 Medicine check to stabilise a person who was dropped by any other kind of weapon (bullets, fragments and sledgehammers make nastier wounds). On a success the character stops bleeding and is stabilised. On a failure they will continue to lose Endurance as they bleed out. You can try to stabilise them again next round.

**Recovering Endurance:** Characters recover 5 Endurance points a day through natural healing.

You can be tended to by either by yourself (if you are conscious) or by another person who has a Medpack or other proper medical equipment every six hours. Treatment takes 10 uninterrupted minutes and recovers a number of Endurance points equal to the person's Medicine Skill check.

Sleeping through your main rest in a Regeneration Chamber (a highly advanced medical chamber found in high tech hospitals) recovers all your Endurance points.

## SPACE COMBAT

The galaxy is a dangerous place and impossible to police properly. Even in the safest systems piracy, acts of terrorism and even simple space-lane rage claim the lives of millions of pilots every year. The fact that pretty much every space vessel produced by humankind is armed gives some indication as to the scale of the problem (the fact that this might also be the problem tends to be shouted down by vigorous defenders of interstellar liberty).

Spacecraft tend to engage each other at shockingly close range, often less than three kilometres and frequently close enough so that you can see the enemy pilot sitting in their cockpit. At distances greater than this the standard cloaking and avoidance technology of modern spacecraft make locking on with weapons pretty much impossible. As a consequence space warfare is conducted in a tense and terrifying dogfight between small ships and a galleon style broadsides battle between larger cruisers. It takes nerves of steel and quick reactions to win the day, although a fully specced-out Vulture or Fer-de-Lance helps a lot too!

Ships move very quickly and their position on the battlefield is always changing. To cope with this we assign ships to one of two flight zones – **up close** and **at distance.**

### AT DISTANCE

A ship that is at-distance is at the edge of battle, just in weapon range. In most cases all ships will start a battle at-distance. A ship at-distance can joust, flee, chicken, strafe or snipe – although the last action is generally suicidal unless you know that the opposing ship cannot fire back at you.

### UP CLOSE

A ship that is up-close is in the heart of the battle, with spaceships, missiles and lasers whizzing by their screen at hundreds of meters per second. A ship that is up-close remains up-close until it either disengages or all enemy ships up-close are destroyed. It is then considered to be at-distance. A ship that is up-close can dogfight, disengage, ram, turn their flight assist off or shoot broadsides.

In order to keep track of where all the ships in combat are it is helpful to lay down some sort of map in the middle of the table. This map can either be an approved EDRPG battlemap or just a sheet of A4 with a big circle drawn in the middle. Ships inside the circle are up-close and those outside the circle are at-distance. Use counters, models or badly drawn paper cut-outs of all the ships in the engagement. It is, of course, possible to keep track of where ships are without a map, especially if there are only two or three combatants. Just write your position, up-close or at-distance, on top of your ship roster and ask the GM which zone the enemy ships are in if you forget.



## BEFORE YOU BEGIN

In order to speed play it is important that all players pre-calculate their ship's Defence and Pursuit scores, and work out their To-Hit bonuses for each of their listed weapons. The Games Master's opponents will already have these scores calculated.

### Defence

All ships have a Defence score equal to their Agility and their pilot's Spaceship Piloting Bonus added together. The Defence score determines how difficult a ship is To Hit in space combat.

### Pursuit

All ships have a Pursuit score equal to their Speed and half their pilot's Spaceship Piloting Bonus (rounded down) added together. The Pursuit score determines how well a ship can escape from combat or catch up with a fleeing ship.

### To Hit Bonuses

To calculate the To-Hit bonuses for each weapon on your ship, add the Accuracy score of the weapon to your pilot's Spaceship Weapons bonus. Do this for each weapon on your ship.

### Flight Zones

Unless the GM says differently all ships begin combat at-distance.

### Initiative

The first thing to determine in any battle is Initiative order.

At the start of the battle have each player and enemy determine their Initiative score by rolling a D10 and adding their Tactics Skill bonus. List the scores of each player and enemy, from highest to lowest. The person with the highest Initiative goes first, and then the person below that gets a turn, and so on until everyone has taken their turn. Initiative is cyclical, so once the last player has taken a turn go back to the top of the Initiative list.

If there is a draw in Initiative scores the GM decides who gets to act before the other person. Players on the same Initiative score can decide between themselves who gets to go first.

## TAKING YOUR TURN

During a turn the active player (or opponent) does the following things:

- **Take an Equipment Action.**
- **Recharge their shields.**
- **Make a Combat Action.**

## EQUIPMENT ACTIONS

Some spacecraft contain special pieces of equipment which must be activated at the start of a player's turn. The module or weapon will tell you in its description when it needs to be activated with an Equipment Action. A player can take any number of Equipment Actions; for example a player could change her floating bonuses, activate chaff and deploy mines all in the same turn. Some common Equipment Actions are listed below:

**Activate Shield Cell Bank :** When you activate a Shield Cell Bank it will run for a number of turns, providing a boost to your shields during Shield Recharge.
You can only activate one Shield Cell Bank at a time (they generate a lot of heat and would cook a pilot that activated multiple banks) and you must wait for the current Shield Cell Bank to exhaust itself before activating another.

**Assign Floating Bonuses :** Ships with advanced power distributors often grant floating bonuses. You can assign a single floating bonus to your ships engines, weapons or shields.

- **A floating bonus applied to engines provides you with a +1 agility bonus to your ship.**

- **A floating bonus applied to weapons provides you with a +1 bonus To Hit with all your weapons.**

- **A floating bonus applied to shields grants an extra 5 shield recharge points during your shield recharge.**

You cannot apply more than one floating bonus to the same area.

**Deploy Chaff :** When you activate your Chaff all Gimballed weapons suffer a -4 penalty to attack you until the start of your next turn. Each use of Chaff uses up one ammo point.

**Deploy Mines :** Whilst deploying mines enemy ships that dogfight you will risk damaging their ships until the start of your next turn (see the dogfight action). Each use of a mine launcher uses up one ammo point.



## RECHARGE SHIELDS

Shields recharge only slowly unless a Shield Cell Bank is used to accelerate the process. After you have taken your equipment actions your Shields begin to recharge. Shields that are active recharge quicker than those which have been taken down.

If your shield is currently active you recover 5 shield points. You recover a greater number of points if you activate a Shield Cell Bank during your Equipment Action. Some Power Distributors (see equipment) also allow you to recharge your Shields more quickly, either with a flat bonus or by providing you with floating bonuses that you can apply to your Shields using your equipment action.

If your Shield is inactive your Shields must first reach a critical mass of energy before they reactivate. As each turn passes your Shields start to charge up. A Shield that is charging up provides no protection as it charges, nor can it lose Shield points when the ship is damaged. Your shield charges up 5 Shield point per round, more if you activate a Shield Cell Bank or possess an advanced Power Distributor. Once your Shield has charged up to half its starting value it reactivates and begins to provide protection from weapons again.

## COMBAT ACTIONS

Each player, in initiative order, decides what Combat Action they wish to take against what target. The actions that a player can take are determined by their flight zone (see above). The Actions are as follows:

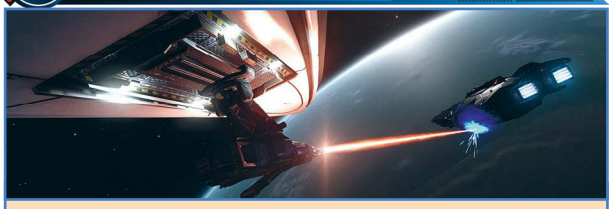
### Combat Actions At-Distance

- Chicken
- Flee
- Joust
- Pass
- Snipe
- Strafe

### Combat Actions Up-Close

- Broadsides
- Disengage
- Dogfight
- Flight assist off
- Pass
- Ram

## TURRETS



Weapons mounted on a turret can fire in a very wide arc, including to the rear. Because turrets often fire at angles which the pilot cannot see they are typically operated either automatically or by a dedicated crewmember. Turrets firing automatically aren't very accurate, and only have a Spaceship Weapons skill bonus of 3. If you have a crewmember operating the turret use their Spaceship Weapons bonus instead.

Small ships with turrets can fix their turrets forwards when Jousting, Sniping, Strafing or when they win a Dogfight. This allows the pilot to use their own Spaceship Weapons bonus when firing in these circumstances.

**Broadsides:** Instead of attempting to outmanoeuvre your opponents in the up-close zone, you can steady your ship to allow you to fire your turrets more accurately. When you choose this action pick an enemy ship in the up-close zone and fire a turret at it. If you hit you can fire another turret at it, provided you have more than one turret on your ship. If you miss you must choose a different target within the up-close zone when firing your remaining turrets. Continue to do this until you have fired with all your turrets or you have run out of targets to shoot at.

**Chicken:** When you perform the Chicken action you charge towards another spaceship, aiming to collide with it. To perform a Chicken action your ship must have a higher pursuit score than your target. You can target an enemy in either the up-close or at-distance zones provided they are not disengaging. You and your opponent must decide whether to impact or evade at the same time (a good way is to write 'impact' or 'evade' on a piece of paper and then reveal your decision simultaneously).

• If both you and your opponent choose 'impact' there is a head-on collision (see below).

• If both you and your opponent choose 'evade', roll a die. On an even number there is a head-on collision. On an odd number you swoop around the back of the evading ship. You attempt an immediate Dogfighting action, with a +2 bonus to your roll.

• If one person 'evades' and another 'impacts' the impacting player scares off their opponent making them spin out of control. The impacting player attempts an immediate Dogfighting action, with a +2 bonus to their roll.

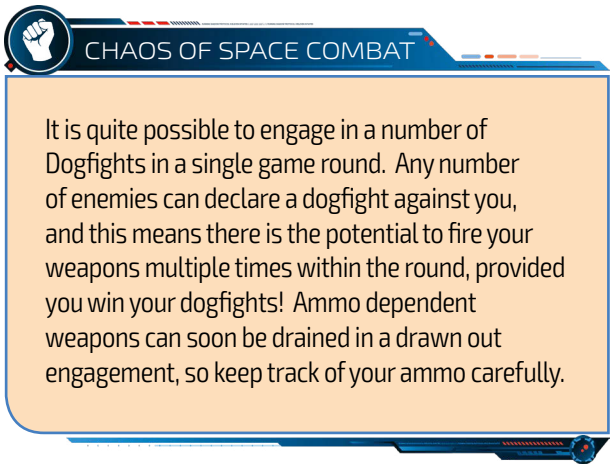
• If a head-on collision occurs each player inflicts damage on the other, depending on the size of their ships. A small ship inflicts 25 points of damage, a medium ship 50, and a large ship 75.

Performing a Chicken action moves you and your opponent up-close.

**Disengage:** When you disengage you slam the thrusters on your ship to full and try to pull away to the at-distance zone. If no one Dogfights you then you automatically escape – your ship is moved to at-distance at the start of your next turn. If an enemy tries to Dogfight you they must complete a successful pursuit first. You cannot attack when you disengage.

**Dogfight:** You attempt to pull behind or above an enemy ship so that you can shoot it but it can't shoot you. You can only Dogfight someone in the up-close zone. Choose an enemy ship that is also up-close. To resolve a Dogfight roll a D10 and add it to your Defence score. The enemy ship does the same. If you score higher than the enemy, you get behind them. If the enemy scores higher than you, they get behind you. A draw means you both spend your turns circling each other without any effect (although you can still fire a single turret at each other).

Whichever ship gets behind the other opens fire with all its weapons. The ship in front cannot fire back except with a single turret.




**Dodging mines:** An enemy that drops mines is difficult to Dogfight as they inevitably attempt to steer you into their minefield. When rolling your Dogfighting score you must exceed the difficulty number of the mine launcher or crash into a mine. If this happens you lose the Dogfight (the enemy gets behind you) and immediately take Damage from the mine.

**Flee:** A ship at-distance can flee by turning around and charging up their Frame Shift Drive. If no enemy jousts the fleeing ship it escapes automatically at the start of its next round. If an enemy does joust the ship, a Pursuit takes place. If you have only just emerged into realspace from Supercruise you cannot flee during your first turn, as it takes some time for your Frame Shift Drive to recharge.

**Flight assist off:** You switch off the computer flight assist causing your ship to drift almost out of control so you can fix an enemy in your sights. Choose a target in the up-close zone and fire a weapon at it. If you hit you can fire another weapon at the same target. If you miss your turn ends. Keep doing this until you have either missed your target or you have fired all your weapons. Until your next turn starts you cannot add your ship's Agility score to your Defence. If you use Flight assist off during an atmospheric combat your ship crashes at the end of your turn and is destroyed.

**Joust:** A Jousting ship speeds towards an enemy ship at a great distance, their weapons blasting. A Jousting ship can target any enemy in either the up-close or at-distance zones with all their weapons. After attacking a Jousting ship is moved up-close. A Jousting ship that attacked a sniping target draws that target up-close as well.

**Pass:** Instead of making an attack action you remain in your current zone and carefully assess your situation. Between now and the end of your next turn you can re-roll one die roll you make. You must accept the result of the second die roll.

**Ram:** Ramming a spaceship is safer than playing Chicken – well, a bit safer anyway. When you Ram you attempt to slam the side or front of your spaceship into the side of an enemy spaceship. You will both take damage, but your opponent should come off worse.

• Choose an opponent up-close and roll a D10, adding your ship's Defence score. Your opponent makes the same roll, but can use their Pursuit score instead of Defence if they wish.

• If you beat your opponent's score you Ram them, inflicting 10 points of Damage if you are a small ship, 20 points of Damage if you are a medium ship, and 30 points of Damage if you are large. You take half this Damage.

• If the scores are equal you merely glance the enemy ship – you both take 5 points of Damage.

• If your opponent scores equal or higher than yours, your ships fail to connect and the Ram is wasted.

A ship that took Damage from a Ram will temporarily spin out of control if struck by a ship the same size or larger than it. An out of control ship cannot initiate a Dogfight action in its next turn.



**Snipe:** This risky tactic involves cutting your engines dead not moving towards an enemy ship, but all the while firing at the target of your choice in either zone. You gain a +1 bonus To Hit with each weapon, but your Defence becomes 0 until the start of your next turn. In other words anyone firing at you will automatically hit. You remain at-distance unless another player Jousts you.

**Strafe:** A strafing ship combines a joust with a Disengagement. You sweep towards your target, guns blazing, and then pull away and engage their booster engines to swoop far away from the target. Choose a target in the up-close or at-distance zone that is not Disengaging or Fleeing. A strafing ship fires all its weapons, one at a time, at the target. If you miss with a weapon the attack is over and you can fire no more weapons – it is assumed you have pulled off the target early to boost away, or the target has manoeuvred unexpectedly out of your gunsights and you are moving too fast to correct your aim. After firing your weapons you move into the up-close zone, but immediately take a Disengage action. Other ships can try to intercept you with a Dogfight as normal (see the Disengage action).

## PURSUITS

### A Pursuit occurs in two circumstances:

- **A ship Flees and an enemy ship Jousts it.**
- **A ship Disengages and an enemy ship Dogfights it.**

Both ships should roll a D10 and add their Pursuit score. If the result is a tie, both ships move to the at-distance zone and do not fire.

A Fleeing ship that wins the Pursuit manages to outpace its attacker, who does not get into weapons range.

A Fleeing ship that loses a Pursuit is attacked by the Jouster and then both ships are moved up-close. In addition the Fleeing ship stops Fleeing.

A Disengaging ship that wins the Pursuit manages to outpace its attacker, who does not get into weapons range.

A Disengaging ship that loses the Pursuit stays up-close with its pursuer and stops disengaging. In addition the pursuing ship automatically wins the Dogfight and can attack as normal.



### Being up-close with no targets

A ship that starts its turn up-close when there are no enemies who are also up-close, is instead moved to the at-distance zone. They can then take an at-distance action.

## FIRING AT AN ENEMY SHIP

When it is your turn to fire you must make a D10 roll, adding your Spaceship Weapons bonus and your chosen weapon's accuracy.

If you equal or exceed the target's Defence score the weapon hits. On a roll of 10 you will damage a component on the ship, providing you manage to penetrate the shields of the target ship. (see damaging components).

### An immobilised or Sniping target has a Defence score of 0.

## DAMAGE

Pulse lasers, cannons, rail guns, plasma guns and missiles all inflict their full Damage on a hit, whether you hit by 1 point or 10.

Burst weapons such as Multi-cannons, Burst Lasers and Beam Lasers inflict more Damage according to how well you have hit your target. Burst Lasers and Multi-cannons inflict an extra 5 Damage for each point they exceed the target's Defence score, to a maximum of 10. Beam Lasers do the same, but have a maximum bonus of 20.

### Taking Damage

All Damage is first applied to Shields. The shields take the full damage of the shot. If the shields go down, excess Damage is applied to the Hull.

### Energy Weapons and collapsing shields

Energy Weapons get a Damage bonus against shields. This Damage bonus is applied even if the shields on the enemy collapse under fire and some Damage transfers to Hull. Think of it as the shields overloading with a massive electrical spark, damaging the Hull as it does so. If the target has no shield then the Hull of the ship is struck. A ship whose Hull is reduced to 0 or less is destroyed.

### Damaging Components

If, when rolling To Hit, you roll a 'natural' 10 on the die (a result of 10 before you add any bonuses to the die) you will hit a component on the enemy ship in addition to damaging the Hull. This might disable a critical system on a spacecraft, putting them out of the fight early. A ship that still has its Shield up, even if it only has a few points remaining, is not affected by this critical hit.

To determine what system has been hit roll a die and consult the Critical Hit table. If you hit a weapon, utility or internal component you must roll again to find the precise component hit.

## CRITICAL HIT TABLE

When a critical hit is scored roll a D10 to see which component is damaged.

| D10 Roll | Component Damaged |
|---|---|
| 1 | Power Plant |
| 2 | Thrusters |
| 3 | Frame Shift Drive |
| 4 | Life Support |
| 5 | Power Distributor |
| 6 | Sensors |
| 7 | Shield Generator |
| 8 | Weapon* |
| 9 | Utility Mount* |
| 10 | Internal Component* |

* If you roll a Weapon, Utility Mount or Internal Component you must roll again to see which exact component is damaged.

| D10 Roll | Component Damaged |
|---|---|
| 1 | First Component on your ship roster |
| 2 | Second Component on your ship roster |
| 3 | Third Component on your ship roster |
| 4 | Fourth Component on your ship roster |
| 5 | Fifth Component on your ship roster |
| 6 | Last Component on your ship roster |
| 7 | Second to last Component on your ship roster |
| 8 | Third to last Component on your ship roster |
| 9 | Fourth to last Component on your ship roster |
| 10 | Fifth to last Component on your ship roster |

If you roll a result that doesn't make sense either re-roll or have the GM choose the component hit.

Rather than have a full ship roster for their ships GM's usually just have a Critical value (crit) for their ships to represent the average strength of all their components. For example the Patrol Viper has a crit value of 30. If its thrusters are hit with a critical hit the GM will assume that the thrusters have a strength of 30. Sometimes this will be right, sometimes wrong, but it's faster than wading through the book looking for the right value or having an enemy statistic block the size of an A4 sheet!

Damage inflicted hits both the Hull and the strength of the component. If the component's strength is reduced to 0 or less it is destroyed and ceases to function. All the bonuses and effects granted by the component are lost. Some components are particularly vital and affect the ship more prominently:

**Power Plant :** A destroyed Power Plant shuts off all but emergency power in a spacecraft. The ship can no longer move or fire its weapons, although its life support systems continue to function. The ship is immobilised.

**Thrusters :** A ship whose thrusters are destroyed is immobilised. It cannot take actions in combat and can only shoot one turret at an enemy ship in its combat zone. A ship without turrets is effectively crippled.

**Frame Shift Drive :** A ship that loses its Frame Shift Drive cannot flee. Until its Frame Shift Drive is fixed it cannot enter Supercruise or make Hyperspace jumps.

**Life Support :** Damage to the Life Support in fact hits the canopy screen of the ship. This is the steel-glass screen a pilot looks out of during flight manoeuvres. If the canopy is breached (its strength reduced to 0 or less) the canopy screen shatters and the cockpit is depressurised. Anyone in the cockpit without a Remlok or wearing a Spacesuit is killed, and those not wearing magboots or strapped into a flight chair are blown out into space. Emergency Life Support Systems can provide oxygen and heat for a limited time (see your ship roster for details).

**Power Distributor :** In addition to losing any bonuses the Power Distributor provides the ship loses 1 point of agility and suffers a -1 penalty To Hit with all weapons. Your shields cannot recharge whilst the power distributor is damaged. GM controlled vessels suffer a -2 penalty to agility and weapon attacks, and their Shield Recharge score becomes 0.

**Sensors :** In addition to losing any bonuses provided by the Sensors the pilot of the ship takes a -1 penalty to its Defence score as the pilot can no longer see all the threats nearby.

## TARGETING COMPONENTS

If an enemy ship's Shields are down it is possible, although difficult, to target a specific component on a spacecraft. You might, for example, want to target a spaceship's thrusters to disable rather than destroy them. To do this you must meet the following conditions:

- **The enemy ship's Shields must be down.**
- **The enemy and yourself are in the up-close zone.**
- **You are firing a Gimbaled weapon.**

You can only target a Fixed Component or a Weapon. If you do you the target gains a +4 bonus to their defence against the shot. If you hit all the Damage goes to the struck component – this is different from a normal Critical Hit which also damages the Hull of a ship.

## ABANDONING SHIP

Instead of taking a combat action on your turn you can opt to abandon ship. All crew, including yourself, can pile into an escape pod and eject. As long as your ship still has at least 1 Hull point this can be done safely. Note that there are only ever enough escape pods for the listed crew of your vessel. If you are carrying more people that the total crew compliment of your ship (see the chapter on Spaceships) any excess passengers must be left behind. If your ship is still intact the following round other passengers can manually eject themselves into space wearing spacesuits if you have any on board.

## SHIP DESTRUCTION

When a spaceship is destroyed it is bad news for the occupants. Generally speaking anyone still aboard a ship when its Hull is reduced to 0 is killed, annihilated in a fiery explosion that blows apart steel and cable. The cargo hold is mostly destroyed, but some cargo canisters may survive the explosion. On a small ship 1D10 random cargo canisters will scatter unharmed from the explosion. A medium ship scatters 2D10 and a large ship 3D10 – up to the maximum of cargo carried aboard the ship.

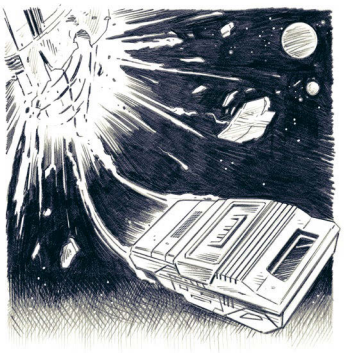
Occupants of the ship do sometimes survive the destruction of their ship – but only by not being in it. The pilot of the ship can try to perform an emergency manual eject by blowing the canopy and jetting out into the vacuum of space. Doing this whilst your spaceship is exploding around you is extremely difficult. A Systems check of 12 is required to eject into space in time. If you fail, your last chance is to use the Escape Death Karmic Capability to either eject safely or avoid the shot that just destroyed your ship.

Crew members not in the cockpit of the vessel face almost certain death. Only characters who use their Escape Death Karma Capability can survive – in this case by finding an empty escape pod and ejecting just in time.

## ESCAPE PODS

Escape pods are tiny spacecraft without Frame Shift Drives that race through space, automatically trying to dock with the closest space port available. If there are no space ports in the system, but there is an earth-type planet which had been detected by its mothership, the escape pod attempts to land on the closest one. Otherwise the escape pod jets away in a straight line for an hour and then places itself in orbit around the nearest star – preferably in a 'goldilocks' zone, where the heat radiating from the star is at human tolerance. It then operates on minimal power and emits a distress beacon. Any of the choices an escape pod makes can be overridden by its crew.

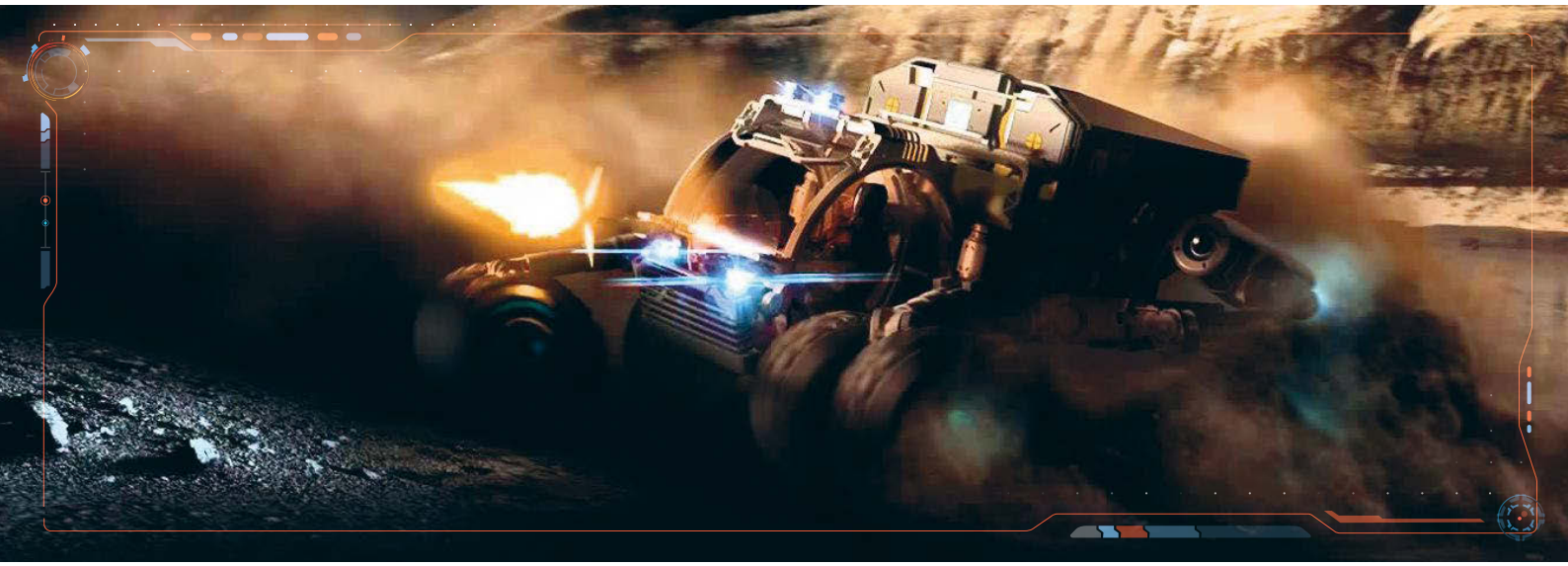
Escape pods do not dodge incoming fire from ships and have terrible manoeuvrability - but they are small and fast, and difficult To Hit. Escape pods have a Defence and Pursuit score of 8, and a single point of Hull. Even personal scale weapons can breach the skin of an escape pod, so great care must be taken. Because it has only real-space thrusters and no Frame Shift Drive, it takes days or weeks for an escape pod to reach its target. An escape pod has very basic rations that will last about two weeks for its occupant, and water, using the recycler, for four weeks.



Escape pods can be collected by collector drones automatically and also scooped into a cargo bay (see Scooping up Cargo in GM's procedures). When an escape pod detects that it has been collected it automatically disables its engines to prevent damage.

## VEHICLE COMBAT

Whether you are trying to outrun police road cars on a shielded quadbike or fighting pirates in your Surface Reconnaissance Vehicle, vehicle combat boils down to either a long chase or a mass of squealing tyres, handbrake turns and thundering turrets.



Vehicles are ground-based, generally wheeled transports used for local travel on a planet's surface. Many vehicles on earth-type planets are nothing more than road-cars, lightly built transporters built for speed with no combat capability. Vehicles carried by spaceship commanders tend to be pressurised all-terrain vehicles which can resist the vacuum of space or the infiltration of deadly planetary gases. Just like their spaceships most commanders' vehicles will be armed, even if it is just with a light plasma repeater fitted into a turret on top of their vehicle.

It is quite possible that you will face danger whilst piloting your vehicle. Some planets are little more than anarchic deserts, occupied by vicious quadbiker gangs or paramilitary 'tanking' enthusiasts. Remote sites, such as automated mining drigs, can be protected by robotic drones which attack all trespassers without warning. In war zones matters are even worse, where professional armies, alert for enemy movements, fire first and ask questions later. The accidental death of a lone commander is no scandal for the cold-hearted captains of the Imperial or Federal armies.

On the most extreme life-bearing planets it might be possible that you will come under attack by native lifeforms – massive beasts that can run as fast as a vehicle and can rip through a recon vehicle like tissue paper. Drivers beware!

### STRUCTURE OF VEHICLE COMBAT

Vehicle combat is very similar to Space Combat. You calculate your attack and defence scores in the same way, your weapons fire in the same way, and you use the at-distance and up-close zones in the same way, as well. There are, however, a few differences to go over:

- **Instead of dogfighting you can attempt to tail an opponent in the up-close zone. This uses the same rules as dogfighting, but we use the word tailing as it is more appropriate the vehicle combat.**

- **Your speed has a big impact on your defence and attack rolls.**

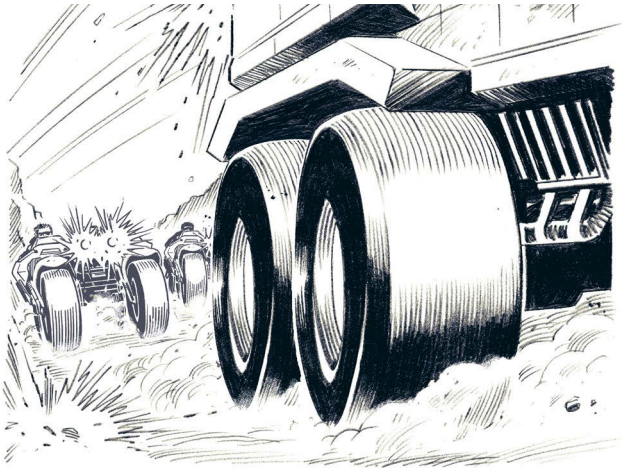
- **Unlike space, which is mostly empty, there are plenty of things to crash into on planets, so at the start of each round we see if a player has to manoeuvre out of the way of obstacles.**

## BEFORE YOU BEGIN

As with space combat you should ensure that all players have pre-calculated their Defence and Pursuit scores.

**Defence :** All vehicles have a Defence score equal to their Agility and their pilot's Vehicle Piloting bonus added together. The vehicle's current speed might also provide a bonus to Defence (see below).

**Pursuit :** All vehicles have a Pursuit score equal to half their pilot's Vehicle Piloting bonus (rounded down). A vehicle gains a bonus to their Pursuit score equal to their current speed.



**To Hit bonuses :** To calculate the To-Hit bonus for each weapon on your vehicle, add the Accuracy score of the weapon to your pilot's Vehicle Weapons Skill bonus. Do this for each weapon on the vehicle.

**Combat Zones :** Unless the GM says differently all vehicles begin combat at-distance.

**Speed :** Unless the GM says differently your vehicle begins combat at a Speed of 5, or your maximum speed, whichever is less. If there is a good reason for you to be travelling slower or faster (perhaps you have only just started the vehicle, or were already racing to get away from an exploding building) ask your GM what speed you should be starting at.

**Initiative :** The first thing to determine in any battle is Initiative order. At the start of the battle have each player and enemy determine their Initiative score by rolling a D10 and adding their Tactics Skill bonus. List the scores of each player and enemy, from highest to lowest.

The person with the highest Initiative goes first, and then the person below that gets a turn, and so on until everyone has taken their turn. Initiative is cyclical, so once the last player has taken a turn go back to the top of the initiative list. If there is a draw in Initiative scores the GM decides who gets to act before the other person. Players on the same initiative score can decide between themselves who gets to go first.

## TAKING YOUR TURN

During a turn the active player (or opponent) does the following things:

- **Adjust Speed.**
- **Take an Equipment Action.**
- **Recharge their Shields.**
- **Check for Obstacles.**
- **Make a Combat Action.**

## ADJUST SPEED

At the start of your turn decide if you wish to slow down, speed up or stay at the same speed. Once you have chosen a speed you are stuck with it for the whole round!

You can only speed up or slow down so many Speed points in your turn. The Accelerate rating on your vehicle tells you the maximum number of Speed points you can speed up by. You do not have to accelerate at your maximum rate; you can just speed up by one or two points if you wish.

Likewise the Decelerate rating on your vehicle tells you the maximum number of Speed points you can slow down by.

Speed affects your defences and your accuracy with your vehicle's weapons. In general the faster you go the worse your accuracy becomes, but the harder it gets for enemies To Hit you. Speed also helps you disengage or pursue an enemy.

Going fast does present some risks, however. It is harder to avoid running into obstacles like rocks or sudden slopes when you are travelling fast. Your vehicle's Speed Track gives you the details about how speed affects your accuracy and defence score.

## EQUIPMENT ACTIONS

Most vehicles are relatively simple and do not have special equipment to activate, so you will probably find yourself skipping this phase. If your vehicle does have active equipment, such as a Chaff Launcher, Mine Layer or any Floating bonuses, you can use them here using the same rules as for Space Combat.

## RECHARGE SHIELDS

Unless otherwise stated, vehicles recharge their shields at 5 points per turn. Vehicles follow the same charge up rules as spaceships do when their shields are knocked out.

## CHECK FOR OBSTACLES

Provided you are travelling at a speed of at least 1 the GM (not the player) should roll a D10 and see if there are any obstacles in the player's path that have to be avoided this turn. There are three obstacle tables, light, medium and heavy. The more crowded an area is the harder the obstacle table you should use.

### OBSTACLE CHECK

| Light Obstacle Table | |
|---|---|
| Roll | Result |
| 1-7 | No obstacles |
| 8-9 | Rough terrain |
| 10 | Sudden slope |

| Medium Obstacle | |
|---|---|
| Roll | Result |
| 1-6 | No obstacles |
| 7-8 | Rough terrain |
| 9 | Large Obstruction |
| 10 | Sudden slope |

| Heavy Obstacle | |
|---|---|
| Roll | Result |
| 1-5 | No obstacles |
| 6-7 | Rough terrain |
| 8-9 | Large Obstruction |
| 10 | Sudden slope |

**No Obstacles :** Skip to the action phase.

**Rough Terrain:** Typically represents large rocks, populated sidewalks and ice boulder fields that risk damaging the vehicle if struck. Have the pilot make a Vehicle Piloting check (adding the vehicle's Agility) with a difficulty number equal to twice their vehicle's current speed. (E.g. If the current speed is 5, the difficulty number is 10). On a success the player swerves aside and can then take an action. On a failure the player smashes through the rough terrain. The vehicle takes 5 Damage per speed point it was travelling. Additionally the player cannot take an action this turn.

**Large Obstructions** are gigantic rocks, solid buildings and other immovable objects which, to collide with, means death. Unlike rough terrain a pilot cannot simply clip or bounce their way past the obstruction. Have the pilot make a Vehicle Piloting check (adding the vehicle's Agility) with a difficulty number equal to twice their vehicle's current speed. (E.g. If the current speed is 5, the difficulty number is 10). On a success the player swerves aside and can then take an action. On a failure the player smashes into the obstacle. The vehicle takes 10 Damage per speed point it was travelling and its speed is set to 0. Additionally the player cannot take an action this turn.

### THE GM AND OBSTACLES

The GM rolls for obstacles for both player and enemies in each of their respective turns. Why don't the players roll for themselves? Well… this is where we come to the dark arts of being a GM. Sometimes you may want to fake a roll, perhaps to cut a player a break who has been badly damaged or missed their turn from too many other obstacle checks. Sometimes you need to give the baddies a chance as well. If the players have been wasting the enemy without a scratch it's not too dramatic if the last surviving truck rams into a rock and blows itself up; although, that could be quite funny…

The point is although obstacles put some drama into the game sometimes they just get in the way (pun intended). If too many rocks and slopes are dragging down the game just tell your players that they have driven into an open valley and stop rolling for them.

**A Sudden Slope** is a steep hill or natural ramp that the player is forced, by circumstance, to drive over. Lighter gravity tends to make driving over steep slopes safer than in heavy gravity, however it is also easier to leave the ground and soar into the air in lower gravity.

If the vehicle is travelling at safe speed or less they can just drive over the slope without problems. At risky speed have the player make a Difficulty 8 Vehicle Piloting check (adding the vehicle's Agility). On a success the player manages the slope well and comes bouncing back to earth with no problems. On a failure the player spends their turn sailing through the air, and although the vehicle lands safely the player cannot take an action this turn. If the player is travelling at Auto Failure Speed they rocket up the slope high into the air. The player must desperately fire their vehicle's thrusters to slow their descent, or take Damage upon impact (damage is based upon the planet's gravity, see above). The difficulty number to control the descent is 12 and, succeed or fail, the player loses their action this turn.

### SUDDEN SLOPE TABLE

| Gravity Strength | Safe Speed | Risky Speed | Auto Failure Speed | Damage on Impact |
|---|---|---|---|---|
| Less than 0.5 G | 3 | 4-5 | 6+ | 5 |
| 0.5 G | 4 | 5-6 | 7+ | 5 |
| 1G (Earth Like) | 5 | 6-7 | 8+ | 10 |
| 2G | 6 | 7-8 | 9+ | 20 |
| 3G | 7 | 8-9 | 10+ | 30 |
| 4G + | 8 | 9-10 | 11+ | 40 |

## COMBAT ACTIONS

Each player, in Initiative order, decides what combat action they wish to take against what target. The actions that a player can take are determined by their combat zone. The actions are as follows:

### Combat Actions At-Distance

- Chicken
- Flee
- Joust
- Pass
- Snipe
- Strafe

### Combat Actions Up-Close

- Broadsides
- Disengage
- Tail
- Pass
- Ram

These actions operate in the same way as Space Combat – but instead of Dogfighting we call it Tailing, which is more appropriate for vehicle battles. There is also no equivalent of Flight Assist off in vehicle combat. To compensate for this most larger and clumsier vehicles rely on turrets and the broadsides action to fend off more agile enemies.

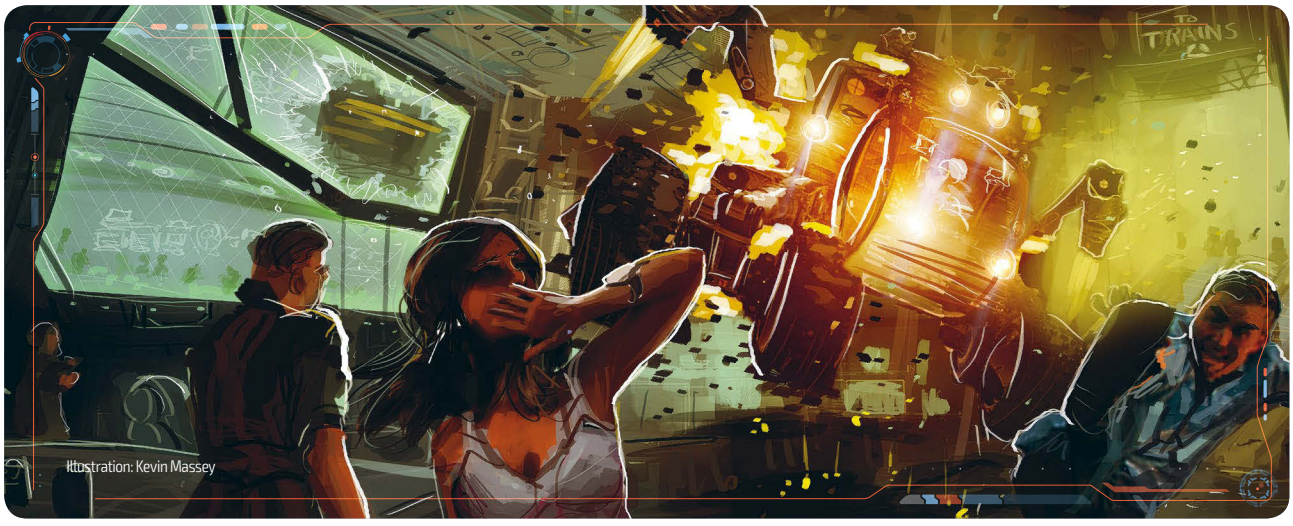


Illustration: Kevin Massey

There are two actions that are resolved slightly differently from their Space Combat equivalents.

**Chicken :** The Chicken action works in a similar way to the Space Combat version, except that the Damage is calculated differently.

If a head-on collision occurs each player takes 5 Damage, multiplied by their combined speed scores. Both players speed scores are then reduced to 0.

**Ram :** The Damage for a Ram is also different. On a successful Ram you inflict 10 points of Damage per speed point you are travelling to the enemy, and take half that Damage yourself.

If the scores are equal you merely sideswipe the enemy vehicle – you both take 5 points of Damage multiplied by the attacker's speed.

A vehicle that took Damage from a Ram (both attacker and defender) cannot add their vehicle's agility score to their defence until their next turn starts.

## MAKING AN ATTACK

Assuming you Joust, Snipe, Broadside or successfully Tail an opponent, you can then fire your weapons at the target. As with Space Combat you nominate a weapon to shoot, roll a D10 and add your Vehicle Gunnery bonus and your weapon's accuracy bonus, if any. If you are travelling quickly you also apply a speed penalty as listed on your vehicle's Speed Track.

Your opponent's Defence is their Vehicle Piloting Bonus and the Agility of their vehicle added together. If they are travelling quickly they also apply a speed bonus to their defence – this is listed on the vehicle's Speed Track.

An opponent who is stationary has a Defence score of 0, as does a Sniping vehicle.

## DAMAGE

Damage is handled the same way as in Space Combat, with most weapons inflicting a fixed amount of Damage, and others inflicting Burst Damage (5 per point above defence). See Space Combat for more details.

As with Space Combat Damage is applied first to the shields and then the Hull.

Vehicles do not suffer Damage to their components and therefore do not suffer Critical Hits.

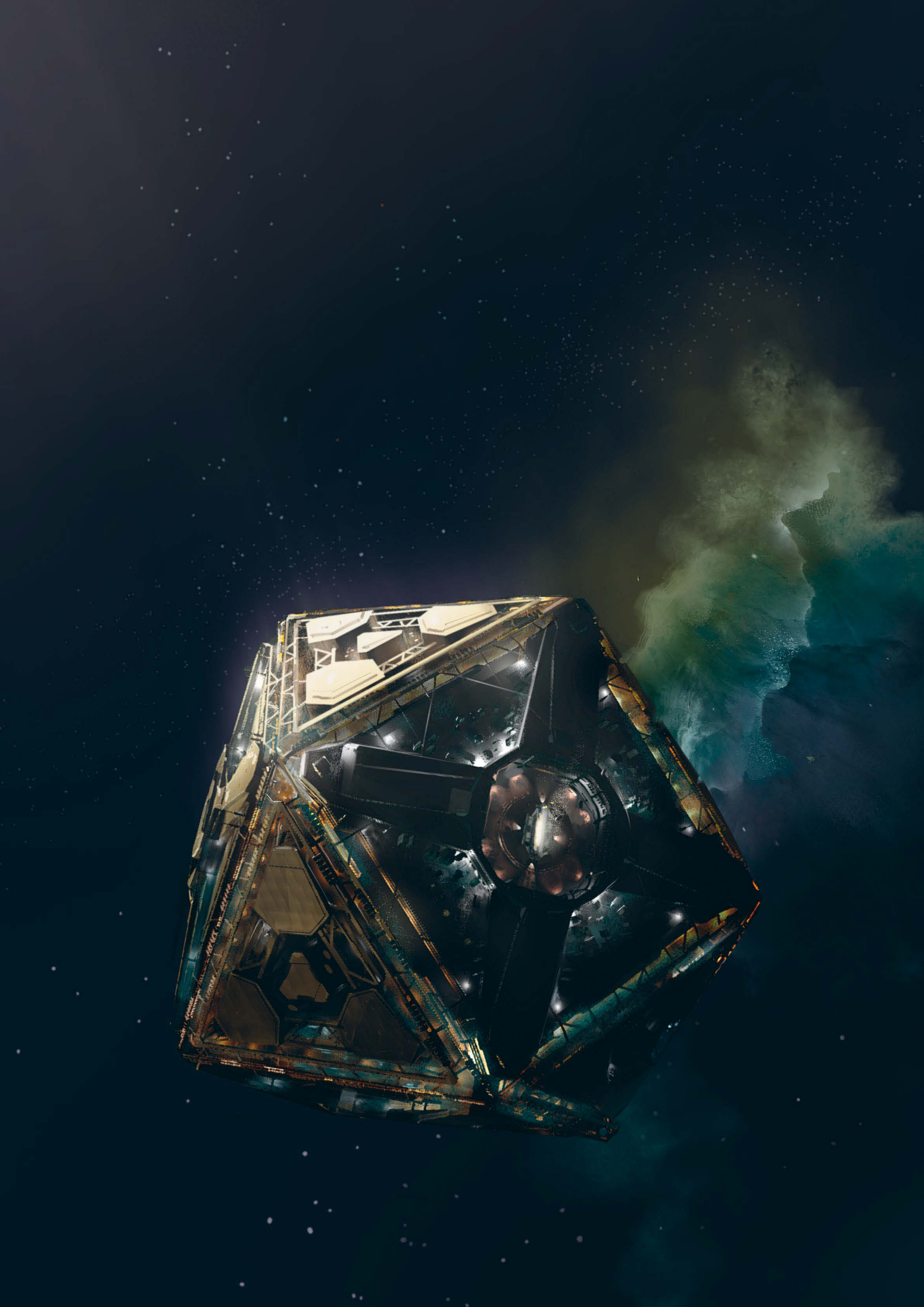
## VEHICLE DESTRUCTION

Generally when a vehicle is destroyed it takes its pilot with it. Players have a better chance of survival – roll 4D10 Endurance Damage to the player if they are caught in their vehicle's destruction. They can be rescued by another player if that player slows down to 0 and says they are picking up their stranded companion.

## ESCAPING

If a vehicle successfully flees it escapes the battlefield. Unlike a spaceship a vehicle does not need a Frame Shift Drive to get away – it can drive behind a hill or wood to get out of sight of attackers. The GM determines what happens to fleeing vehicles once they leave the battlefield.





CHAPTER 04

# THE GALAXY

## FAULCON DELACY PILOT'S TOUR

### GOOD MORNING, PILOTS.

First of all, congratulations on passing your Federal piloting exams. Faulcon DeLacy has run this training programme for three centuries with only minor and circumstantial casualties, and we value your custom.

Included in the forty thousand credit training fee is your own **Sidewinder Viva!** complementary spacecraft. It is the same as the display ship you can see in front of you now in this rather cold and dreary docking bay. Why are we here? Well, the Federal Space Code section 91.3.2 requires all those who sell a ship to a new pilot to give them a brief but illuminating tour through their new vessel before handing over the launch codes. Much of what I'm about to tell you you'll probably know, so apologies in advance. Blame the Federation, not me!

Illustration:
Josh "Badger" Atack



# THE GALAXY

## GOOD MORNING, PILOTS. SO, WHY ARE WE HERE?

***Well, the Federal Space Code section 91.3.2 requires all those who sell a ship to a new pilot to give them a brief but illuminating tour through their new vessel before handing over the launch codes. Much of what I'm about to tell you you'll probably know, so apologies in advance. Blame the Federation, not me!***

***Actually, don't do that. It is illegal for a corporate agent to dispute Federal law whilst in performance of their duties. So … err … perhaps you could forget I said that?***

### THE FAULCON DELACY PILOT'S TOUR

*The Sidewinder Viva! in front of you is a multi-purpose space vessel capable of interstellar travel and planetary landings. Its hull is composed of super-advanced, light-weight thermal alloys that can resist the intense heat of atmospheric entry. When entering an atmosphere please ensure you keep your ship at an angle of 27 degrees, or thereabouts, in order to avoid death and voiding the warranty on your hull.*

*The hull is pressurised and contains numerous automatic bulkheads which seal in case of a breach. Please keep well away from bulkhead doors during tight manoeuvres as they will seal, regardless of what is standing beneath them at the time, should an accident occur. Incidentally, the hull is not pressurised for water travel, so don't take your ship for a dip. Also, try to avoid the crushing pressures within the atmospheres of gas giants because that will cause your ship, and your bodies, to leak uncontrollably, before being crushed to a pulp.*

*There are two ways into your ship. You can see that there is a landing gangway, with steps and a handy rail, which deploys on the underside of your ship. If you'd like to walk around the back of the ship, you'll also see an emergency access hatch between the engine thrusters. All vessels are required to offer at least two access points, one emergency exit and one boarding point. For the love of lady luck, don't walk out the back way before you've turned the engines off.*

*Besides walking out there are two other ways off the ship. That tiny triangular hatch on the underside of the ship is the escape pod. It's large enough for just one person, so if you have snuck your lover aboard your ship in defiance of ship regulations, one of you is going to have a broken heart when it's time to evacuate. Faulcon DeLacy only has to provide enough escape pods for the entire crew of a ship; for a Sidewinder that's one person.*

*Don't look at me like that, with that mixture of contempt and pity – at least I'm gainfully employed and not some free-roaming space bum like you're about to be…*

*The last way off the ship is not recommended, but I'm legally obliged to point it out. If we come back round to the front of the ship you'll see the exterior of the cockpit. Don't worry, we'll be heading inside soon enough, but I wanted to point out the canopy glass, which lets you look out*

*of the cockpit whilst in space. First thing to say about it is that it's not glass. Some people call it glass-steel, but it's actually some sort of clever metallic plastic. The second thing to say about it is that you can jettison it from the ship and exit your vessel that way, either by ejecting from your chair or just climbing out. It's a last resort, mind. It is much safer to be in an escape pod if you are abandoning ship in the void, and wiser to just walk down the gangplank on a planet. But if things have gone really badly for you and nothing is working on your ship, going out the cockpit is possible.*

*Just one last thing before heading inside. You'll notice two hatches on the top side of the ship, just to the side and below the cockpit. These are your weapon hardpoints. It is a legal requirement for all ships sold in the Federation to possess minimum armament in order to repel pirate attack. It's also illegal to display such weapons whilst in the vicinity of a Federation star port. In order to comply with the law, your ship comes with two pulse lasers, and they are stored away behind those hardpoint hatches. Only deploy them if you mean it.*



*Alright, let's head inside. Please hold the handrails as you go up the gangway stairs. I'm legally obliged to give some thought to your welfare, after all. The gangway can be replaced with a boarding lift on request and for a moderate charge.*

*Welcome inside – this is a bit warmer, isn't it? We are just adjacent to the primary cargo hold and the shield generator. Please bear in mind that the Sidewinder, and indeed all Faulcon DeLacy ships, are fully modular, and you can replace your cargo bay with something else if you like. You could even remove the shield generator if you have a death wish, although the company doesn't recommend it. These modular spaces are called Internal Components. You can fill them with what you like, provided you have the power available.*

*If you'd like to climb up the ladder here, I'll show you the power plant. Now, at the moment we are in the docking bay of a major space station, so the gravity here is about 0.2Gs, so you only have to push on the rungs very gently. Clambering up this ladder in full earth-like gravity is much harder and slower, so bear that in mind if you're trying to get somewhere on the ship in a hurry.*

*And here we are, the power plant – it's just behind this door covered in warning plates. Kindly let only licenced engineers fiddle with the plant whilst you are in flight. Full instructions on how the plant operates can be downloaded by touching the control panel here with a data slate or com, but doing so immediately invalidates your warranty.*

*The power plant on the Sidewinder is pretty small, it only provides 6.4 megawatts of energy. That's still enough to power six thousand emergency shelters if you hook this baby up during a planetary expedition, but in ship terms it's quite modest. You'll be pleased to know that the Sidewinder Viva! only uses 80% of that power, so you have plenty to spare if you want to break your licensing agreement and modify your ship. Just saying.*

*Moving towards the back … mind your heads, the ceiling is quite low on the upper deck. Ah, here we are – the engine room. So, there are two types of engine and three types of flight mode in modern interstellar ships. These big things here are the thrusters, they move your ship through space and atmospheres. Keeping up?*

*The smaller, glowing boxes there are the Frame Shift Drive. They let you go faster than light speed. There are two settings; supercruise which lets you*

*fly quickly between planets in a star system, and hyperspace, which lets you jump to other stars altogether. You can control the ship in thruster or supercruise mode, but in hyperspace the navigation computer takes over. It's much too fast for a human being to comprehend what's going on when you enter hyperspace –by the time you've seen something you've already passed through it. Now, I am officially obliged to tell you that the correct terminology for the strange, swirling tunnel of energy you see when going through hyperspace is called a 'hyperspace tunnel'. It is not, and has never been called, witchspace, despite the large number of missing pilots, stories about spectral encounters and the occasional bout of psychotic insanity suffered by those who travel the tunnel frequently. According to statistics, these things are as likely to happen to you in your own home as in a hyperspace tunnel. And if you believe that, you'll believe anything.*

*These long tubes connect to the fuel tank, which is buried in the most protected area of the ship. All your engines run on concentrated hydrogen fuel. The Sidewinder has a two-ton tank, which is enough fuel to take you about twenty light years. Of course, the maximum jump distance is only seven light years at a time, so you have to sort of hop from one nearby star to the next if you want to reach a destination further than your maximum range. If that sounds like too much hassle, you can upgrade your Frame Shift Drive to get a better maximum range, or stick more fuel tanks into the ship so you can travel further.*

*I have to warn you that some crazy folks, particularly explorers, like to stick a fuel scoop on the bottom of their ship. This facility is supported by Faulcon DeLacy, but might incur a larger excess fee when dealing with any insurance claim you make. Basically, a fuel scoop lets you suck hydrogen fuel from the surface of a star. Yes, stars are those big fiery things in space. And yes, I know that the surface of a star is called the corona. Dammit, you don't have to talk down to me, I went to university! Do you think I want to be here, teaching newbies how to suck food cartridges? Just shut up and we'll get through this quicker…*

*Anyway, fuel scooping is dangerous. My advice is, don't buy a cheap unit. The better your fuel scoop, the further away from the star you can scoop, and the less dangerous the whole stupid procedure is. Your best bet is to just buy hydrogen fuel from a space port like everyone else.*
*If you'd like to follow me to the front of the ship we'll end our tour in the cockpit. Try not to fall down the access ladder as we go, there are no railings.*

*Here we are; the cockpit, the nerve centre of the ship. In front of you is the standard Faulcon DeLacy pilot's chair, itself a masterpiece of technology and ergonomic design. You'll notice that the flight control stick is built into the right armrest and the throttle control into the left. If you want it the other way round make sure you mention this on your Faulcon DeLacy ship ordering form, because there is a five thousand credit charge for replacing the chair.*

*Built into the back of the chair you will notice two high quality speakers. These simulate sounds that would be occurring out in space, if it weren't for the fact that there's no air in space, and therefore no sound. It seems that we human beings still can't take threats seriously that we can't hear. Lasers and cannons are simulated, along with the sound of the engines from nearby ships. In this way, you can perceive nearby craft without having to see them, and be made aware of threats behind you without having to gaze at the scanners.*
*If you find the very idea of simulated sound in space somehow offensive, you can deactivate the sound simulation on your control panels.*

*Unless you were raised in the Stone Age you probably know how to use a computer.*
*Just look left for your navigation and contacts panel and right for your ship control panel.*
*The computer screens will only activate while*

## HYPERSPACE TRAVEL IN ELITE DANGEROUS

Using your ship's Frame Shift Drive (FSD) you can travel to other planetary systems by traveling through hyperspace. This is not normally very difficult and doesn't usually require any Navigation skill checks.

Each ship has a maximum hyperspace range. The Sidewinder FD-4, for example, has a maximum hyperspace range of 10 light years (LY). This means you cannot make a single jump further than 10LY, so if you wanted to travel to a system further away you would need to jump to one or more systems that lie in between.

Let's say you were in the Lave system and you were trying to jump to the Placet system. Placet lies 22 light years away from Lave, so your Sidewinder FD-4 can't make it in one jump. Riedquat and Qucerere systems lie between Placet, so they could make useful stop offs. Riedquat is 7LY away so you jump there first. After that you jump to Qucerere, which is another 9LY jump. You are now only 6LY away from the Placet system, just one more jump to go.

Ah, but there is a complication! Hyperspace jumps use a lot of fuel. Every ship has a fuel tank containing condensed hydrogen fuel – but the Sidewinder only has a little tank. Each ton of fuel you carry allows you to jump 10LY. Since the Sidewinder has a two ton tank it has a maximum range of 20LY. Your jumps to Riedquat and Qucerere have already used 16LY of fuel, so you don't have enough fuel left to make the last 6LY jump.

You'll have to refuel. Unfortunately Qucerere is an uninhabited system, so there is nowhere to buy more fuel. If you had a fuel scoop you could risk getting hydrogen fuel from the local red dwarf star, but unfortunately your Sidewinder doesn't carry one. If you are flying with friends in other spaceships they can loan you some fuel by connecting both of your ship's fuel tanks together. This involves a spacewalk, a long fuel line and a bit of time (experienced pilots can do this in half an hour). You can avoid this problem in the future by fitting extra fuel tanks aboard your ship, or perhaps buying a ship with a better Frame Shift Drive and fuel tank.

*you are looking at them. In front of you is your sensor suite, which displays the relative position of all ships and large objects in a radius of about seven kilometres around the Sidewinder.*
*While you're in supercruise, zooming from one planet to another in the same star system, your scanner's range extends to about one tenth of a light year and will only pick up large planetary bodies or other ships in supercruise. One tenth of a light year might not sound like much, but it basically covers an entire planetary system. Only massive star systems like Antares or Alpha Centauri won't be entirely covered in this range.*

*The cockpit contains all the primary controls of the ship. Not only are the engines, weapons and shields controlled here, you can also operate or override the doors, bulkheads, toilets, lighting… pretty much everything, in fact. Command orders are delivered through hard wiring running through the ship and also through the ship's wire-free network. If you have boarders, they would have to cut both the lines through the armoured frame, as well as hack the wire-free network if they wanted to counter orders from the cockpit – so even if you are in the engine room you can't just take control of the engines. Same thing goes with the life support and everything else; the cockpit has command control as long as at least one network remains intact.*

*Now, since you've passed your piloting licence you should know how to fly this thing out of the space dock. I'm obliged to remind you that you cannot travel faster than one hundred metres per second when flying the ship out of the docking bay. That's still fast enough to crush an unshielded ship like an egg, so make sure your shields are fully charged before leaving dock.*

*Let me see, comfy seat – check, sensors – check, computer panels, overrides, speed warnings – check. Looks like that's it. Well, that's the tour over. This is the part where you get to ask me any questions you want, and I get to answer them how I want. So – anything else you want to see on the ship?*

*The cargo hold? You want to see the cargo hold? What are you, an economics professor or something? Fine, whatever, the cargo hold it is.*

*Turn around people, back down the access ladder and stand at the entrance to the boarding plank. What's the hold-up at the front? Are you using the ladder rungs? Kid, we're in 0.2g of gravity here. You'd need to fall about seven stories before you hurt yourself – just jump down. Anyone would think you people were raised by wolves or something.*

*Okay, so we're back in the heart of the ship. The cargo bay is on the left hand side, behind the door marked 'Cargo Bay'. You'll notice that the door doesn't just swing open when you approach like a normal door. There's a couple of ways of opening the door, but we'll use the simpler. Just pull that switch there, none of the doors are locked during the tour. Use two hands, Sir, this is a Faulcon DeLacy ship, not some wussy Imperial craft. We like our machinery solid!*

*Look, let me give you a hand – pull the switch towards you and then down. That's the way. Don't worry, you can set the doors to swipe-open with your com if you're afraid of a little hard work.*

*So here we are; the cargo hold. The first thing you'll notice about it is that it's not that big. That's why we can't all fit inside it. Sidewinders are designed for agility and speed – they aren't cargo haulers. You can fit four ton canisters in this hold and, as you can see magnetic grappler arms keep them locked in place. That hatch in the floor leads to the ship's main cargo hatch. You can fit additional cargo bays if you want to get rid of something important, like shields – hey, it's your funeral. Each cargo bay has its own access through to the cargo hatch, which is important because in modern ships you can theoretically place a cargo bay almost anywhere.*



*Getting cargo on and off the ship is done through the ship's main cargo hatch. In a space dock the cargo hatch connects to the space station's cargo ferry, which is kind of a network of tubes that runs through the station to allow the loading and unloading of cargo. It's real quick, with canisters flying in and out of the ship at breakneck speeds. It only goes slow when the cargo you have registered is delicate, and then the canisters just sort of crawl out. It can be a real pain if you are trading in ceramics or livestock, you can wait for hours to load up a big freighter. It won't take long in this little ship, though.*

*One thing to say about the cargo hatch - it's actually a bit of a weak point on the ship. You see,*

*in order to load and unload cargo quickly, the cargo hatch has its own computer and manifest which talk to the space port automatically. So, usually this works fine and it makes loading and unloading cargo a breeze. Thing is, some pirates have figured out that if they hack the cargo hatch, they can make your ship jettison cargo in deep space. They use special hatch-breaker drones, real nippy and fast robots, to clamp onto the cargo hatch and basically reprogram it. The drone's data socket is the same shape and design as a space port socket, so the cargo hatch can't tell the difference, and then boom, your cargo bays are emptied into deep space, ready to be sucked up by pirates.*

*It's a new problem, and one all the major ship designers are struggling with. I reckon we'll come up with a solution in time, but until then, if you're thinking of becoming a cargo runner, you might want to install a Point Defence Turret. It's pretty much the only thing fast enough to shoot down a hatch breaker drone before it hits. They also help at shooting down incoming missiles or any mines that someone might have dropped in your way, so they're a pretty good investment all round.*

*So, in a nutshell, that's your ship. The rest is up to you. At this point half of you are free to leave and pick up your ships from space dock. Your documentation tells you which docking bay your vessel is in. Go easy on the controls for the first few hours while you get used to how she handles. It's a great little ship, and I hope you have many happy years flying her safely.*

*Now, the other half of the group are the refugees from Groombridge 1618, right? You have a second part of this induction that you have to sit through, so if you'd like to follow me through the station to the Faulcon DeLacy regional offices we'll go somewhere a bit more comfortable.*

*For the rest of you – all I can say is, good luck out there. You'll need it.*




***So, do we have everyone? One, two, three, four, five … that seems about right. Welcome to the Faulcon DeLacy customer lounge.***

*You'll notice that the gravity is much heavier here, that's because we are right on the surface level of the Coriolis station. At this point the gravity is 1G, that's Earth-like gravity, which is the level human beings have evolved as being optimum.*

*Now, you are here because you are classed as refugees from a foreign power. Because you were raised under a dictatorship, which may have utilised propaganda as a means of control, you might have some funny ideas about what the Federation is all about. Under a new law, drafted recently by president Zachary Hudson, it is the duty of all corporate entities that operate within Federation borders to provide a fair and balanced review of galactic politics and law to those from independent star systems who make major purchases, such as housing or spacecraft.*

*Well, this is going to be my fair and balanced review. Politics is a joke. The more you avoid it the happier you'll be. If you take anything away from this induction, that's the thing to remember. The fact is that there are all sorts of laws, governments and customs in the galaxy, but it all boils down to; 'don't kill people', 'don't take stuff that isn't yours' and 'don't be in the wrong place at the wrong time'. Every so often you'll break a law you didn't know existed and get pursued across the system, or even half the galaxy, for stepping on the toes of some politician or gang boss you never even met. In those cases, keep your head down and run, or, if you can, pay them off – whether they call it a fine, tax or bribe. Don't leave enemies behind you.*



## THE FEDERATION

*The oldest interstellar power is the Federation. It's existed in one form or another for over a thousand years, and it controls many of the oldest human inhabited worlds including Earth, Mars, Altair, Rana and Epsilon Serpentis. Over six thousand systems are controlled by the Federation, making it the largest governing body in human space.*

*The Federation is a representative democracy; that means every citizen gets to vote for someone to represent them every eight years. That elected representative joins the Federation congress on Mars, the seat of the Federation government. Above congress sits a President who gets elected directly by the people every eight years, although he or she can be chucked out after four years if they lose a 'no-confidence' vote, which is pretty rare.*

*The Federation is really rich because it encourages corporations, like ours, to take an active role in society. People from outside the Federation can get a little over-awed by all the advertising that goes on here. You'll have noticed, on your walk here, that every wall and window contains advertisements, and even the control panel on your chairs is displaying products and services. If you live in the Federation for any length of time you get pretty used to it, and most of us let corporations run adverts in our houses on unused monitors, or become sponsors for a company or two in our private time. For example, I'm contractually obliged to carry this Faulcon DeLacy badge on all of my clothing. Heck, I could be sued if all I was wearing was a bath robe and I didn't have the company symbol on me somewhere. Fortunately, all my towels are Faulcon DeLacy branded, anyhow, but you get my point. It's a good way to earn a little bit of extra money and you soon block out the advertising jingles.*

### PRESIDENT ZACHARY HUDSON



The current President of the Federation is a conservative firebrand, espousing the military virtues of loyalty, patriotism, peace through strength, and low tolerance for the unemployed. Hudson came to power in the wake of the unexplained disappearance of unpopular former president Jasmina Halsey, who vanished in an unexpected hyperspace accident in 3301. Although she would later be found, Hudson won the intervening election with a landslide victory. He has since bolstered the Federation navy, introduced conscription, and has engaged in a war of words with various Imperial senators. His hardline policies have proved attractive to many, and the President has an informal army of independent supporters who bitterly clash with his political opponents – sometimes violently.

*Some people say that the Federation is a little too beholden to corporate interests, but I think that's an accusation you can level at any government. We're certainly very brand loyal and faithful to our companies, but that's because they do so much for us. Working for a good corporation gives you housing assurance, medical care, education for your kids and security. Companies that don't provide that for their workers aren't worth working for, in my opinion. Sure, the government will help you out in a disaster, such as a major viral pandemic, a volcanic eruption or fallout from war, but it's the corporations that look after the little people*

*day-by-day. Ever gone to the hospital without medical insurance? You'd be paying that bill off for the rest of your life without the company's help.*

### SHADOW PRESIDENT FELICIA WINTERS



A liberal, and former secretary of state to Jasmina Halsey, Felicia Winters is a moderate in a time of hardline politics. She has shared many public concerns about the excessive influence of corporate power in the Federation. Her attempts to create regulations which force companies to guarantee basic rights to their workers have so far been thwarted. Her enemies like to paint her concern for workers' rights as a crafty attempt to increase corporate taxes, which would blunt the Federation's commercial edge. For her part, Winters seems content to play the long game, and she has focused most of her efforts on improving educational standards amongst the young. This strategy seems to be paying off and many young pilots in the Federation rally round Winters as their liberal champion – a lone light of integrity in a galaxy tumbling towards war and strife.

*What else is there to say? The Federation has a big military and all sorts of departments that deal with everything from air pollution regulation to contract typesetting law. Getting a response from the Federation government is a real slow business, which is why most people go to their corporation when they want something urgently.*
*If I wanted to sell my house, for example, it's quicker and easier to sell it to Faulcon DeLacy's property management department than to deal with the Federal Land Registry – and they'd give me a bonus, plus a discount on the next property I buy through them. Company loyalty means something in the Federation. Let the corporations deal with the messy Federal bureaux; I've got a life to lead.*

*There I am, talking about the corporations again. But really, day by day, they are the people who run things in the Federation. You need to make sure you work for a good company, because if you fall out with them or pick a company that won't support you, you can lose a hell of a lot – your house, your job, and all your benefits. Corporations can stick together if they feel threatened and, since most police forces are corporately run in the Federation, you'd be wise not to upset them.*
*It's not easy, but you can change what company you work for in the Federation. If you own your own property it's a lot easier – you can just sell up and go. If the company is providing your housing, you'll have to find somewhere else to live whilst you change jobs, which stops a lot of people leaving. However, we're all free citizens in the Federation. If you're determined, and you can get the money together, you can live your life however you want.*



## THE EMPIRE

*The Empire is basically a feudal dictatorship, run by an Emperor at the top and his or her senators. Some people here in the Federation, when they imagine the Empire, think of it as a place in the dark ages. You know, sweating slaves, oppressed peasants, rich people living in luxury whilst the poor live in squalor, that kind of thing.*

*Well, I'm here to tell you that it isn't true. I got transferred to an Imperial planet called Cubeo for a few years to help the company with its sales of the Cobra Mk IV, and let me tell you there wasn't a single whip or dying peasant in sight. The fact is that while the Empire is a fair bit smaller than the Federation, only about five thousand star systems or so, it's easily as wealthy if not wealthier.*

*Most people live in glittering white cities, with wide open spaces and lots of room inside their houses. They get free healthcare, guaranteed housing and access to lots of jobs for their kids. See, Imperial wealth is distributed, it's not all in the hands of a few wealthy families or corporate heads.*
*The reason for that is their weird political system. In the Federation it's all pretty standard. Someone stands for election, you give them a vote every four or eight years, and then never see them again until election time. In the Empire things are different. There are wealthy and important people, people with money and power, called clients. There may be three or four different clients in your community, men and women who own businesses and land, and who have political connections across the Empire. As a citizen household you get to pick which client you want to affiliate to, and choosing a client is a big choice – sort of like choosing a company to work for in the Federation.*

### EMPEROR ARISSA LAVIGNY-DUVAL



The illegitimate love child of a high ranking Imperial lady and former Emperor Hengist Duval, Arissa manoeuvred her way to the Imperial throne despite a dubious bloodline and with several living relatives of the Emperor attempting to gain the throne ahead of her. Her skill at forming alliances, rolling with disappointments, and denigrating foes is unparalleled, and most observers feel she won the throne before the contest even started with her skilled political seduction of Anders Blaine, the Imperial Chancellor. Arissa Lavigny-Duval stands for traditional Imperial values, without ever needing to define exactly what those values are. She is stalwart against corruption, seeing it as the biggest threat to the Imperial system, and takes seriously any whiff of political or financial impropriety that comes her way. Now well established as Emperor, she has few political favourites, demanding that even popular senators like Patreus or Torval prove their worth in order to extract commissions or offices from the Imperial state.

### PRINCESS AISLING DUVAL



Media darling Aisling Duval is the eldest child of Harold Duval, son of the former Emperor. With her father considered too weak-minded for the throne, it seemed a certainty that Aisling would inherit the throne on her grandfather's death. However the young socialite is an abolitionist, determined to undermine and destroy the institution of Imperial slavery. On talk shows and chat-casts she has lambasted the institution of slavery, fed and housed escaped slaves out of her own pocket, and insulted senators like Zemina Torval, who espouse the institution. With so many political enemies, even her impressive bloodline could not catapult her onto the throne. The princess has affected an air of indifference over her failure to be appointed Emperor, but the Duvals are not known for quitting without a fight. With a few years of experience, the media queen may yet be able to rise again before the Lavigny-Duvals cement their grip on power.

*People pick their clients for all kinds of different reasons. Some will serve a client who can provide them with financial security, such as housing, medical fees or education. Most, though, will pick a client who they agree with politically. Some clients might be interested in environmental protection, or projecting Imperial power, or de-regulating markets. The idea is you pick a client whose views match yours, and in return they take responsibility for you. When you have a client, they will make sure that your kids get proper medical treatment, and find you a new house if there's an earthquake and yours falls down. They are responsible for you. In return for looking after you, the client gets your vote. A single client might have, say, between ten to a hundred thousand votes, all from the people she looks after. She can then give these votes to a more senior politician - called a patron - who might have dozens or hundreds of different clients under them. Just like a citizen, clients*

*get protection from their patrons – so if their businesses go bad they might get a loan from their patron, or if their factory is sabotaged or blown up, the patron might build them another. Patrons then give all their accumulated votes to a senator of their choice, preferably one who represents the interests of their clients.*

*Those on the top of this structure can tax and raise military forces from those below. So a senator taxes his patrons, patrons tax their clients and so on. Some rich, and popular, leaders don't tax their underlings at all. Everyone on top is responsible for everyone below, though, so being a political leader is expensive. Also it's tenuous - because a citizen can swap their choice of client at any time if, say, they do something shameful or outrageous. This applies to all the other political ranks, so a senator can find themselves without votes if they offend their patrons.*
*This system might sound great, and it does have a few perks. It distributes the Empire's wealth very far down the chain, which is why there aren't many beggars or destitute folk in the Empire. Also, it gives an ordinary person more political power, since they can hold their client to account much more quickly and not have to wait for an election.*

*The problems come from who represents you. Let's say you're born in the Federation and want to become a politician. It's not easy, but anyone can do it. You join a political party, you get funded through an election, if people want you then you get elected and boom! You're a mayor, or a congressman or whatever. If you want to be a politician in the Empire … forget it. If you are not already the daughter or son of a client or patron, there is not a snowball's chance in hell of you being appointed. It takes generations of wealth and connections to gain that sort of power.*

*Secondly, although it might seem like you've got real political power, being able to swap and change your representative at will, in practice you're making a choice between half a dozen identical candidates. Seriously, most Imperial politicians might as well be clones of each other. Knowing the Empire they might actually* ***be*** *clones of each other. The Empire is incredibly conservative, and most people, at least outwardly, think the same, speak the same and act the same.*

### SENATOR DENTON PATREUS



The Admiral of the Imperial Fleet, Patreus has seen his star rise and fall and then rise again, during a turbulent career whose strain would kill a lesser man. A militant senator, who advocates isolation from Federation interference, Patreus is one of the richest men in the galaxy. He has a private fleet of warships, which he maintains with his own funds, piloted by patrons and clients who have sworn loyalty to him. Once considered a contender for the throne, his ill-choice of friends nearly cost him his seat on the senate and his life, when a guest he invited to an Imperial wedding murdered the ailing Emperor Hengist Duval. Patreus managed to turn this disaster into an opportunity, when he led Imperial forces against the terrorist Emperor's Dawn movement, who had claimed responsibility for the murder. His appointment to the position of Admiral of the Fleet has restored some of his reputation but Patreus is no fool – he knows that it will be a generation before he can attempt to claim high office again.

*In the Federation, we're pretty practical and quietly patriotic. In the Empire people dress outlandishly, in the most expensive gear they can afford. Their ships, homes and computers are brilliant white flashy things that cost ten times what they're worth. People have titles in the Empire - even quite ordinary people. The cashier at the local Faulcon DeLacy gift shop calls himself 'The Chancellor of the Corporate Exchange', and does so without embarrassment.*

*There's a certain way of doing things in the Empire, a system of service and honour, that outsiders like me can never really understand. Everyone has to be seen to be doing their best,*

*no one can be rude to each other, and people have to take pride in their appearance. A chance acidic remark about your appearance can be devastating in Imperial society, as can slights over your attitudes, opinions or even how well you keep time. There's a sameness that is almost encouraged in Imperial society. There's an old joke in Faulcon DeLacy about the release of the Cobra Mk II. Apparently the reason it bombed was because it got released in the Empire under the slogan "Just be yourself". Heh! Well … actually it was because its ablative hull armour melted during atmospheric entry, but it's a nice story.*

### SENATOR ZEMINA TORVAL



Possibly the galaxy's richest woman, Zemina Torval is an Imperial industrialist and a vocal proponent of the institution of Imperial slavery. Torval possesses her own fleet of warships, funded largely through her controlling shares in the profitable, but morally dubious, Mastopolos Mining Corporation.
Her outspoken support of slavery has brought her plaudits from corporate leaders, but the issue is becoming increasingly controversial within the Empire. Torval suffered a political setback when several slave management planets, including Sorbago, launched a bloody uprising over their poor treatment. Torval emerged richer from the escapade, after deploying her fleet to crush the uprising and add to her slave stocks, but the revolution left a bad taste in the mouths of the more sensitive Imperial citizens. Imperial slaves are supposed to be treated with dignity and respect. The fact that so many of them turned against the Empire in desperation probably cost Torval her opportunity to seize the Imperial throne.

*The Empire is hundreds of years old, and for most of that time it developed in isolation. Back in the 24th century, when the Empire was founded, hyperspace travel was slow and expensive, and Achenar, the Imperial capital, was hundreds of light years from Mars. That gave the Empire hundreds of years to develop its odd society. It also allowed it to demonise the Federation uninterruptedly for generations. See, the Imperial planets were once part of the Federation, but there was a revolution and the Feds got kicked out. Well, it was too far away to keep warring over so, for a long time, the Federation just shrugged its shoulders and got on with colonising other systems. By the fourth millennium the borders between the Empire and Federation began to touch, and so began four hundred years of cold war.*

*For my part I don't think there's much appetite for all-out war between the two superpowers, but a lot of citizens on both sides, mostly those who have never seen a war up front, seem to be itching for a big showdown. Both sides are building warships, but hopefully nothing will come of it. We'll see.*

*So, there's just one last thing to cover about the Empire – slavery. If there's one thing that everyone knows about the Empire, it's that they use slaves. Now, I have strong feelings about slavery. In fact, most of my friends say that I have such strong feelings about it that they should never be heard. The dry facts are that, in the Empire, citizens can voluntarily or judicially become a slave in order to repay a debt.*

*The Empire says that they treat their slaves well, and that it's more like indentured service from days of old. Well, I don't remember indentured service being so great. I also remember giving ship tours to escaped Imperial slaves and watching them weep when I showed them what a cargo canister looks like. Seems like they knew; all too well. And for my part, anyone who is bought and sold as a cargo item is no longer being treated with the respect that they deserve.*

*Moving on…*



## THE ALLIANCE

*Even though the Empire and Federation have never been at all-out war that doesn't mean that they don't fight each other. Usually they'll use intermediaries such as friendly corporations or patriotic mercenaries, but more than once they've directly squabbled with each other over some valuable planet or other. Many independent worlds have been swallowed up by the great powers and there is little a lone planet can do to maintain its sovereignty if the Empire or Federation really want to steal it.*

*This changed in the 33rd century with the formation of the Alliance of Independent Systems. After centuries of bloody interference on the planet Alioth, a bunch of revolutionaries under the leadership of Mic Turner and Meredith Argent, managed to overthrow the military might of both the Empire and Federation and secure the allegiance of hundreds of other systems, who had been bullied by the great powers in the same area of space.*

*Now, I'm a Federation man and proud of it, but even I have to accept that what happened on Alioth before the revolution wasn't our finest hour. The poor folk in that system went through hell, and I reckon you can only push someone so far. There was rampant exploitation, political assassination, martial law, arbitrary arrests … and that was just from us! During the years of Imperial occupation it was probably even worse. Those scars run pretty deep, so it's no wonder that the Alliance holds such deep distrust for the Feds and the Imperials. Their government is pretty loose; in fact, every planet in the Alliance has its own laws and political systems. There is an overall Alliance Assembly, usually composed of the foreign ministers of all the respective planets, but it doesn't really have law-making powers – to me it seems to be a talking shop and mediation place to resolve disputes that crop up between members, although perhaps there's more to it that I don't understand.*

### PRIME MINISTER EDMUND MAHON

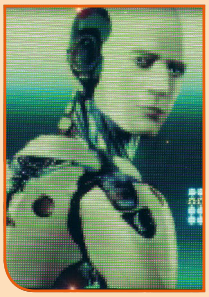


It takes a special kind of politician to lead the Alliance. Edmund Mahon is an expert at judging the mood of the fractious planets of the Alliance and knows when to bow to the inevitable. His popularity comes from his understanding that the Alliance is composed of independent worlds, all of whom want a chance to shine. He respects the legal jurisdiction of member worlds and is fair when it comes to allowing them a voice in Assembly debate. He has a few core beliefs that guide him: He believes that the members of the Alliance must become better free traders and more productive industrialists if they are to compete with the Federation and Empire. At heart he is an instinctive democrat, and is cautious about claims from the more autocratic planets of the Alliance that they speak for the people. Perhaps Mahon's greatest skill is that he can turn enemies into friends. Often, during the chaotic political turmoil of debate, he will suddenly side with a foe at the moment of their greatest need, saving the face of his enemy for a larger political gain later. With such a skilled operator at the head of government it is uncertain if the Alliance will elect another Prime Minister for many years to come.

*Alliance planets don't agree on a whole lot. If you ever have the stomach to watch one of their live debates it can seem like none of the Alliance planets*

*get on with each other. The Alliance Assembly is a pretty rowdy place, with lots of independent planets each trying to get a slice of the pie, or trying to wrest some office or position of prestige from their neighbours. In order to deal with other planets outside the Alliance, the assembly elects a Prime Minister. Technically, this is the person in charge of the government, and they appoint a group of other assembly members as ministers. Usually these are people who vaguely agree with the Prime Minister's policies, although sometimes it's wise for the PM to appoint a few enemies so they can share the blame when things go wrong. Like most heads of state, the Prime Minister has a lot more power to act outside the Alliance than inside it.*

### THE ACHILLES CORPORATION



A byword for corporate aggression, Achilles is a robot design and manufacturing company which has put more competitors out of business than any other recorded company. Formed on the planet Alioth from the proceeds of a legal dispute against the now defunct Trojan Developments, Achilles has indulged in corporate espionage, aggressive share buying, undercutting of the competition and even proxy war to ensure its dominance in the field of robotic and cybernetic design. So fierce is their reputation that some independent planets and corporations have resorted to pre-emptive military strikes against the company when they set up a new office in their system. Dozens of executives have been arrested in the past by the Federation, for crimes ranging from sabotage to murder, yet this has not stopped the relentless march of the robot manufacturer whose deep pockets have allowed it to go from strength to strength.

*The current PM, Edmund Mahon, is a real slick operator. A cult of personality seems to have formed around him, and he has thousands of independent pilots outside of the Alliance working directly for his interests. He's popular for a Prime Minister, and tends to get his way when dealing with outside powers like the Empire or Federation. That doesn't mean that his assembly sessions are anything less than riotous. Power in the Alliance is spread so thin that it's impossible for any one man to control everything.*
*What ties the Alliance together is a shared desire for mutual protection. Each planet is sworn to protect the other, in case any of them get invaded or bullied. There's a single Alliance rapid response navy, which patrols Alliance territory, controlled by a council of admirals. They're not enough on their own to stop the Federal or Imperial fleet, but they should be able to slow them down long enough for the five hundred or so systems of the Alliance to create a stronger defence force.*

*Beyond that there's not much more I can tell you about the Alliance. It's really just a bunch of independent worlds that have gathered together for protection. Some people will tell you that the Alliance worlds share many values in common; freedom, democracy, admiration for the rule of law, and other such empty words. The fact that several Alliance worlds are run as effective dictatorships, or corporate states with no voting rights, puts that theory into the recycling bin. The Alliance represents worlds, not people. It's a difference that's worth bearing in mind if you're thinking of paying a visit.*

## INDEPENDENT WORLDS

*There are some eight thousand or so inhabited systems in human space which pay no allegiance to any of the great powers. Most of these systems have always been independent ever since they were first colonised, and this is especially true of the great corporate state worlds which helped humanity on its way to the stars.*

*At least a quarter of these independent worlds are corporate owned. They're the financial powerbase of the galaxy, systems where money is safe from the hands of taxation officials and*

*where government serves the bottom line. Some corporate systems, especially those undergoing hard times financially, can be very strict and authoritarian. However, for the most part, growing up under the protection of a corporate giant is one of the safest and most comfortable situations regular citizens can find themselves in. Corporate states tend to have a lot of money to spend on good quality housing, infrastructure and educational facilities, as well as very well-developed career ladders for their citizenry. Personal rights vary, but frankly most corporate worlds don't want any trouble and tend to give the same kind of freedoms that you'll find on a good Federation democracy world (without the voting rights, of course). Independent pilots like corporate systems because they tend to be pretty safe. Security forces are normally well equipped and active in places like Sirius or Asellus Primus.*

*Of course many other independent systems use their isolation from the main powers of the galaxy to indulge in pretty mean forms of government. There are lots of different variations – dictatorships, feudal systems, communist autocracies, theocracies – it pretty much boils down to either one or just a few people being in charge of everything and making everyone else's life hell. There's no accurate count, but some reckon that at least a quarter of independent worlds are tyrannies, where common citizens have few rights and politics is governed through discreet violence by those at the top.*

*There can be rich dictatorships, but usually a system has ended up with this lousy kind of government because things have gone wrong big time with their economies. When people are poor, and keep getting poorer, they have a tendency to go a little crazy and put people in power who they wouldn't even want to greet in the street, let alone run their government. Of course, these crazy leaders never leave, and end up finding various ways to let their son or daughter inherit their position of power. It's been the same old story since human beings discovered fire.*

*However, even tyrannies need to make money so as independent pilots you can visit these systems and stay in their space stations without expecting to be arrested or enslaved. Dictators need trade to continue, so you might even find yourself being flattered or wooed by agents of the government. My advice to you is to respectfully decline any offers they make. Once you're part of the oppressive machinery of a dictatorship, they don't like to let you leave. Ever.*

### SIRIUS CORPORATION



One of the oldest and most respected corporations in the galaxy, Sirius concerns itself with spacecraft propulsion, specifically hyperdrive and now Frame Shift Drive travel, although its full business portfolio is wide, and includes the development of mining equipment, power plants and metal refining. The Sirius system is the oldest recorded corporate state, and though it has had its ups and downs it has largely remained a model of good corporate governance. Sirius treats its workers well and has a strong brand loyalty amongst its customers. Although it is not beneath making corporate takeovers, these have been largely consensual affairs, with directors and workers alike compensated well for any inconvenience caused through the merger of businesses. The Sirius corporation has its own navy and its own legal system. It is often used to resolve interstellar legal issues between companies and it has a good reputation for being an impartial arbiter. Its current CEO, Li Yong-Rui, is keen to keep Sirius at the front line of exploration technology. Privately he worries that smaller, more agile companies might steal the jump on Sirius, exploiting the good nature of the corporation to get ahead.

*Dictatorships can seem pretty nasty, but they're not the worst the galaxy can offer in terms of pure danger and chaos. When a system fails to have a functioning government at all, it is declared an 'anarchy' state by the major powers. These systems might have small pockets of order, especially around important destinations such as space ports, but for the most part an*

*anarchy system is ruled by a collection of local gangs, crime lords, or belligerent locals. There are no police, no public services and no taxes.*

### ARCHON DELAINE



Brutal leader of the Kumo Crew, a notorious band of nomadic pirates, Archon Delaine is the scourge of civilisation. A scarred, brutal, hateful man, he uses basic cruelty and intimidation to bully systems in the Pegasi sector into paying him tribute, thus enlarging his already impressive private fleet of armoured bulk carriers. Corrupt politicians in the Harma system give Delaine his permanent home, but most of the time he will be found amongst the men and women of the vile Kumo Crew, an aggressive clan of self-scarring pirates who have raided hundreds of systems, burning and looting without restraint or reason.

*Most anarchy systems started off as extraction economies, providing bulk orders of raw metals and minerals for surrounding systems. Under good governance an extraction economy will slowly change into some other form of economy, often becoming an industrial or even a high tech community. Too many systems, however, fail to make the change in time, greedy corporate bosses or intractable trade unionists force the government to dig deeper and deeper until the mines cease to be viable. When this happens the system economy goes broke, land and space station prices collapse, and people become stuck in an unproductive star system, with no means of supporting themselves. During the food riots that follow, the company leaves, abandoning its workers to the rule of the gun.*

*This sort of thing is rarer now than it used to be, and many of the most famous anarchy systems, such as Riedquat or Junga, are somewhat ancient, their governments collapsing years before hyperspace travel was as cheap and convenient as it is today. Old anarchy systems become a magnet for criminals of all stripes, and their populations are regularly boosted by exiles and pirates on the run. There are about a thousand anarchy systems in human space at last count, and every one of them is an exceptionally dangerous place to visit. Pirates roam free in the space lanes and security is non-existent. Sometimes a powerful criminal group will attempt to impose order on a section of space, but this is usually to extract tribute from any traders brave or foolish enough to try their luck.*

*You can make a lot of money in an anarchy system. You'll get better than average prices on bulk goods like food and textiles, since the big logistics firms and their super-carriers stay clear of anarchies for pretty obvious reasons. Rare goods and luxuries can sell well, but you should bear in mind that it can be tricky to find a good buyer. If a haul is tempting enough, a large gang might just storm your ship and take it without payment. However, most gangs respect strength and will stay clear of a large ship with lots of private soldiers aboard. Remember to hire a good security team for inside your ship when visiting an anarchy system, because the danger doesn't stop in space!*

## BEING A GOOD CITIZEN

*You'll be relieved to hear that your time with me is almost over. The last section of our talk is on good citizenship in space. Don't roll your eyes, this stuff is important. Good manners out there in the black will keep you alive.*

*First things first. The police and security services shoot to kill in deep space. Now, some of you may have enjoyed the show Parker and Tracey, that cop show on GalNet, where every week the cops are arresting bandits and pirates – sometimes even boarding their ships so they can personally snap the restraints on them. Well, that doesn't happen. When a police ship encounters a wanted or criminal craft, they open fire and destroy it. They don't read you your rights, they don't tell you to retract your guns, they just blow you out of the stars.*

*Sure, maybe once in a blue moon the police will do a ship to ship raid. If a senator's daughter has been kidnapped or a priceless corporate blueprint is on board a criminal's ship, then maybe – just maybe – they'll take the extreme risk of a boarding operation. For regular Joes like you and me, they'll just out and out shoot you, and that's it. So, when I tell you how to avoid this certain and grizzly fate you'd better listen, because the cops and corporate security won't.*



*Do I have your attention? Good.*
*Okay, let's start with self-defence.*
*It is permissible in all civilised star systems to defend yourself from attack, except from the police. Basically, if someone opens fire on you in deep space, your ship's onboard computer will send an alert out to the planetary system's network to inform the police. After that you'll notice your attacker will turn red on your sensor scope. That means you have legal authority to fire back and destroy them. Space is so big and police response times so slow that there really isn't any other way to keep people safe.*

*You are also allowed, as a private citizen, to open fire on criminal vessels that are registered as 'wanted' by the system computer network. Your onboard computer will tell you this if you give a suspect ship a quick general scan. However, be very careful about this. You have to get a positive ID on the ship before you open fire. Even if you are certain that a ship is a wanted vessel, you are still guilty of assault if you don't check it through your sensors first. Anyone stupid enough to want to take up bounty hunting needs to remember this. Remember, it's not what you know, it's what the computer knows that counts.*

*If you destroy a criminal vessel you'll get a bounty. This should be automatically added to your bank account, but sometimes you have to collect your bounty directly from the security office at the local space port. You don't get a bounty if you hunt down a criminal in a system without a government, such as an anarchy or uncolonised star system. Bounties are issued by local governments, and they won't pay up if the criminal was destroyed outside their jurisdiction.*

*Cargo shipping – make sure you are trading in legal commodities. Some planetary systems have funny laws regarding alcohol. This is the number one way for a 'legal' trader to end up dead. Most places have no problem with beer, wine, tobacco or other mild narcotics, but a few consider them as*

*bad as Onionhead or Blue Stabiliser. Always check that the goods you are carrying are legal before you make the hyperspace jump.*

*Also be careful about shipping personal weapons. Some of you might be surprised at the amount of restrictions on gun ownership in the galaxy, especially given your ships have weapons that can reduce a tank to slag in a few shots. Generally the further from Sol or Achenar you go, the laxer the restrictions on personal weapons become. Rugged frontier worlds won't mind you carrying a rifle on your back, especially if there are lots of hostile life-forms between settlements. Other places don't object to a pistol slung across your waist, but won't let you wear anything heavier.*

*In the most civilised places you can't even carry a pistol, and they'll scan you as you walk through the docking bay to make sure you aren't carrying any concealed weapons. It tends to be the same with bulk carrying of guns – the less civilised the system, the fewer problems you'll have shipping armaments.*

*Some cargos are pretty much always illegal. Unregulated narcotics and slaves are illegal everywhere, and only sellable on the most crooked anarchy or frontier worlds. Imperial slavery is slightly different. You can buy and sell 'official' Imperial slaves as long as you trade exclusively in the Empire. Good luck sleeping at night, though.*

*You run a grave risk if you do carry an illegal cargo. If a police ship does a successful cargo scan of your ship, they'll detect the illegal cargo and open fire. If this happens near a space station, the station's guns will also open fire. You'll be dead, dead, dead. Smugglers prefer to offload cargos at secret sites on a planet's surface for just this reason. If they are sneaking goods directly into a space port, they will have already paid off the security services to look the other way. Still, all it takes is one straight cop to ruin your day.*

*What else is there to say?*

*Don't speed in the docking bay – I think I covered that in the Sidewinder tour. Don't deploy your weapon hardpoints near a space port. Don't ram into other ships. These are all fineable offences which will cost you a few hundred credits a time.*

*Help out ships in need. That includes ships suffering from a breakdown, those under attack from pirates, or those whose pilots are suffering from a medical emergency. You never know when it will be you who needs the help.*

*I guess that's it.*

*Just do me a favour – use your heads. It's so easy to screw up out there, or find yourself in the deepest trouble imaginable.*

*You know, to survive, human beings had to colonise space, but we were never meant to be out here. It's a ruthless environment - airless, frozen, dark. But also … also it's kind of beautiful. I'm a company man, I work six hours a day selling spacecraft so young people like you can find your destinies.*

*I'm safe. But you … you guys are free. That's dangerous, but when you're out there in your ships, a canopy of stars above you, and not a living thing for a million miles all around, the light of a purple dwarf star glinting off the hull plates, and an unexplored galaxy stretching out in front of you … then you'll know what it means to be alive.*

***Thanks for your time.***

DELACY


RHO INDI
Independent
Poor Extraction Feudal
LTT 9104
Federation
Military Corporate
ANGI
Federation
Poor Extraction Democracy
LULUWALA
Federation
Poor Refinery Confederacy
ATFERO
Independent
Agricultural Dictatorship
ICZ HH-U B3-4
Unexplored
LHS 3291
Federation
Military Corporate
SORBAGO
Empire
Extraction Patronage
CD-70 1956
Unexplored
LACHANGU
Empire
Poor Refinery Corporate
HR 8829
Empire
Extraction Corporate
SEETI
Unexplored
SKIRARAGEA
Empire
Refinery Corporate
ULLESE
Independent
Extraction Dictatorship
0
5
10
LIGHT YEARS
SORBAGO EMPIRE/FEDERATION BORDER

Illustration: Kevin Massey



CHAPTER 05

# PERSONAL EQUIPMENT

On your adventures you will be subjected to a good deal of danger. Hazardous environments, hostile foes and tricky social encounters must all be navigated if you want to get on in the galaxy.

## FORTUNATELY, THE UNIVERSE IS AWASH WITH STUFF

...most of it mass-produced, relatively cheap and perfectly serviceable. Rebels, renegades and terrorists are all comforted by the easy affordability and availability of terrible weapons, and the more civilised customer can buy all the comforts of home for an amazing low, low, price.

# EQUIPMENT

REBELS, RENEGADES AND TERRORISTS ARE ALL COMFORTED BY THE EASY AFFORDABILITY AND AVAILABILITY OF TERRIBLE WEAPONS AND THE MORE CIVILISED CUSTOMER CAN BUY ALL THE COMFORTS OF HOME FOR AN AMAZING LOW, LOW, PRICE.

## INTRODUCTION

Standards of construction are generally good, the intense competition amongst industrial providers (and harsh Imperial and Federal penalties for producing shoddy goods) ensure that what you buy is perfectly adequate and will last you a long time.

That said the galaxy is also awash with rare items, bespoke equipment made for one or just a few clients, that cost the earth and perform only slightly better than a regular good. Rare items are difficult to get hold of and you cannot buy one unless your GM says that it is available. In the equipment lists, common items are highlighted in green, and rare items in blue.

You start the game with a certain amount of fixed equipment (see Character Creation). Your GM might let you buy additional common items before you start, but usually you will have to start with the equipment you have been given and go shopping later.

## CURRENCY

The Interstellar Credit (cr) is the universal currency as regulated by the Bank of Zaonce. However, it's a rather big unit of currency. The approximate value of even a single credit is about $50 in 21st century money. You don't buy candy bars, meals at fast food restaurants or underwear with credits (unless it's very nice underwear, of course).

### CURRENCY CALCULATOR

**1 cr = 100 mcr = 10,000 u**

1 credit (cr) is 100 micro-credits (mcr)

1 micro-credit (mcr) is 100 units (u)

1 credit (cr) is 10,000 units (u)

The Micro-Credit (mcr) is used for civilian-sized purchases. There are 100 micro-credits to the credit. A micro-credit is about 50 cents in today's currency.

The Unit (u) is small change, with a hundred units to the micro-credit. A Unit is worth a half cent and is generally used only in the child economy or as a rounding fraction to calculate interest. Most adults never consciously use it.

Starting characters, such as spaceship owners, therefore begin the game quite wealthy. Unless the GM is being particularly pedantic or has robbed you of cash you probably don't need to keep track of things such as buying drinks or food, staying at a hotel or other frivolous purchases.

## COMMON vs RARE

The future is mass produced with identical products being made in the millions of billions. In such circumstances quality is often sacrificed for ease of production. The net result is that many items, especially complex goods such as weapons and armour, are produced in two distinct varieties: common and rare.

Common items are mass-produced goods manufactured to an acceptable standard. Although many varieties of common goods exist (there are thousands of different makes of laser pistol, for example) they function pretty much identically and market forces ensure they are all priced within the same range. Common items can be purchased in any moderately advanced settlement, provided it is legal to sell them. Many democracies and corporate states will strongly regulate or ban the sale of weapons and armour, but they are often freely available for purchase in anarchic or war torn communities. Common items are highlighted in tables in **green**.

Rare items are a different story. They are, perhaps, not 'handcrafted', but they are produced in very small numbers to select markets (basically, the rich). The designing of weapons and other equipment to exceed the range, stress tolerance and potency of common items is an expensive process, costing many millions of credits. The high-value custom-made parts required to manufacture them are also very expensive to produce. The net result is small pieces of equipment, produced in small amounts, that cost more to buy than a spacecraft.

Rare items are not cost-efficient and are never worth their price. They also fly off the shelves faster than the manufacturers can make them. For while a starting pilot or mercenary might sneer at the outrageous cost of a rare pistol, their rich colleague, with money burning a hole in their pocket, would buy one without thinking. What is 50,000 credits to a woman with millions?

The GM will determine where you can buy rare items. Don't expect there to be more than one or two rare items available for sale in any given space station. You are more likely to find rare items in the private holdings of successful corporations or the outposts of professional mercenaries. Rare items are listed in **blue**.

## CARRYING WEAPONS

**How many weapons can I carry?**
If you are dressed in regular clothes (a flight suit or other normal clothing) you can carry one or two pistols or a single two-handed weapon.

If you wear **military fatigues** (a soldier's uniform) you can carry a pistol and a two-handed weapon, or two pistols. You can carry additional pistols in your pack. If you are not wearing a pack you can carry an additional two-handed weapon strapped to your back instead.

**How much ammo can I carry?**
In civilian clothing you can carry two clips of ammunition. In military fatigues you can carry four. You can carry additional clips in your pack if you wear one.

**How many grenades can I carry?**
Anyone can carry a single grenade on their person. You can carry additional grenades in your magazine pouches instead of ammo clips if you are wearing military fatigues. You can carry more grenades in your pack, if you have one.

## PERSONAL WEAPONS

Unlike spacecraft weapons, personal weapons are often highly restricted. In the most civilised space stations you cannot even carry a small sidearm, like a laser pistol, let alone buy one. The further away from Earth or Arcanar you go, the laxer these rules tend to become. The best, but least safe, place to buy weapons is on anarchy worlds, or worlds with well-established black markets. Your GM will let you know what kind of weapons are available for sale at any given space station.

It is worth bearing in mind that even if you buy yourself that plasma cannon, walking around with it in public is likely to cause a stir, and probably a police response. If in doubt picture yourself walking through a 21st

century airport carrying the weapon you are thinking of toting around in public – the response you get there is probably the response you'll get in the 34th century.

On sparsely inhabited planets or on military-style raids you can, of course, carry what weapons you like. But bear in mind the physical amount you can carry.

If you store any equipment in your pack it takes a combat action to retrieve it. This assumes it is a sensibly packed combat pack with separate pouches for different equipment. If you are basically carrying an unsorted hiking backpack it takes two turns worth of actions to find an item.

All weapons require two hands to use unless they have the 'one-handed' trait in their description. When you attack with a ranged weapon you use a point of ammo. This ammo point might represent a single shot (as with a shotgun) or a rapid burst of shots (as with an autopistol). When you run out of ammo you must reload the weapon with a new magazine. You can reload early, before all the ammo in a gun has been used, but you lose the spare ammunition from the discarded magazine.

## SKILL BONUSES

Some rare weapons provide additions to the Skill score of the attacker. Note that these additions affect the Skill score (the big number out of a hundred), not the Skill bonus. You must recalculate the Skill bonus (the plus To Hit) from the new Skill score when attacking with this weapon.

### There are two important factors to note:

- **The bonuses granted by a rare weapon only affect that rare weapon, and only when you attack with it. If you are shooting two guns at once, for instance, the bonus does not apply to the other gun.**
- **Your Skill score cannot rise above 100, even with additions from a rare weapon.**

## NATURAL DICE NUMBERS

Some rare weapons create an effect if a 'natural' number is rolled. For example the BD90 Warhammer shotgun knocks over a target on a 'natural' 8, 9 or 10 (normally you only knock someone over when rolling for Damage). A natural number is the number on the die before you add any bonuses, such as your Skill bonus or a +5 bonus from aiming.

## BASIC RANGED WEAPON TABLE

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes |
|---|---|---|---|---|---|---|---|
| Auto Pistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10) |
| Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 8 | N/A | One Handed |
| Submachine Gun | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 4 | Burst (3D10) |
| Assault Beamer | Energy | 12m (4) | 70m (7) | 200m (10) | 5 + Burst | N/A | Burst (20). Destroy Cover. Divide Fire. |
| Shotgun | Kinetic | 6m (3) | 12m (7) | 50m (12) | 3D10* | 6 | *Damage is 2D10 at Medium Range, 1D10 at Long Range |
| Assault Rifle | Kinetic | 16m (6) | 100m (7) | 400m (10) | 1D10 + Burst | 4 | Burst (3D10) |
| Laser Rifle | Energy | 20m (4) | 150m (6) | 500m (9) | 15 | N/A | |
| Chain Gun | Heavy, Kinetic | 30m (5) | 60m (8) | 180m (14) | 2D10 + Burst | 10 | Heavy Burst (6D10). Destroy Cover. Divide Fire. |

NOTE: THIS TABLE CAN ALSO BE FOUND IN THE "COMBAT" CHAPTER




Illustration: Kevin Massey

## AUTOPISTOL



Autopistols are small, hand-held Kinetic firearms that fire dozens of bullets with every pull of the trigger.

A combination of lightweight, caseless ammunition and a weighted handgrip help to deal with the inevitable 'kick' of the weapon as it fires, but even these inventions have not dispelled the autopistol's reputation as an inaccurate weapon. Another issue with these guns is the limited ammunition capacity, with most pistols able to empty their magazines in seconds.

Autopistols are favoured by those who prefer loud, dangerous weapons that inflict a great deal of damage, but are also concealable. An accurately fired autopistol inflicts much more physical trauma than a laser pistol but in many ways it is a gambler's weapon, short ranged, inaccurate and ammo dependant.

### AUTOPISTOLS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Autopistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10) | 4cr |
| NG75 Autopistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 2 | One Handed, Burst (3D10) | 42,000cr |
| Micronite Doubleclip Sentinel | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 6 | One Handed, Burst (2D10), +5 to Kinetic Weapons score | 50,000cr |
| Gold & Perry 'Watcher' Autopistol | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10) | 65,000cr |
| GTN 195 Autopistol | Kinetic | 8m (5) | 56m (8) | 110m (14) | 2D10 + Burst | 3 | One Handed, Burst (2D10) | 225,000cr |
| Imperial 'Stimmer' Autopistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10), +5 to Kinetic Weapons score, Injects Combat Stims (80%) on 0 Endurance. | 400,500cr |
| Asellus Deflector Pistol | Kinetic | 6m (5) | 50m (8) | 100m (14) | 1D10 + Burst | 3 | One Handed, Burst (2D10), +10 to Kinetic Weapons score, Absorb 3 Kinetic and Energy damage. | 1,005,000cr |
| LX10 Energised Autopistol | Kinetic | 10m (5) | 60m (8) | 120m (14) | 2D10 + Burst | 4 | One Handed, Burst (2D10), +5 to Kinetic Weapons score, damage counts as Energy Weapon | 1,400,000cr |
| Corvus Inc Devastation Pistol | Kinetic | 8m (5) | 56m (8) | 110m (14) | 1D10 + Burst | 4 | One Handed, Burst (4D10), +15 to Kinetic Weapons score | 2,900,000cr |
| Delman Autopistol | Kinetic | 10m (5) | 60m (8) | 120m (14) | 3D10 + Burst | 2 | One Handed, Burst (2D10), +20 to Kinetic Weapons score | 5,000,000cr |

## RARE AUTOPISTOLS

### NG75 Autopistol
A very rare model constructed by the Nagura Company on Leesti. It fires a ridiculous number of bullets so quickly its ammo clip empties in mere seconds.

### Micronite Doubleclip Sentinel
Two ammo clips fan out in a V-Shape by the handle of this surprisingly balanced autopistol.

### Gold & Perry 'Watcher' Autopistol
The extra-long, finely rifled barrel gives a greater range to this autopistol.

### GTN 195 Autopistol
Small suspensors at the back of this autopistol reduce its kick, allowing for a longer range and far more bullets to land on target.

### Imperial 'Stimmer' Autopistol
Although the Empire denies manufacturing this weapon for its indentured troops someone constructed this grim autopistol. It injects Combat Stims through the hand of its user when the weapon feels the firer is about to black out. The stimulants must be bought separately (see Combat Stims).

### Asellus Deflector Pistol
This notoriously rare weapon is not only beautifully designed, it also projects a small, circular energy shield to cover the head and upper torso of the firer.
The charge only lasts one minute, so the shield is normally only effective for one battle per day.



### LX Energised Autopistol
The 'magma chamber' in this over-large autopistol converts fired rounds into sizzling bolts of energy. This property can be manually deactivated if the firer prefers to fire conventional rounds.

### Corvus Inc Devastation Pistol
An obscene amount of money has been spent to convert this pistol into a hand-held mini-gun. Jets flare from the nozzle of this pistol to steady it as it fires hundreds of rounds of ammunition into its target. The large circular feed ammo-clip provides four hundred rounds, and the combination of laser dot-sights and audible targeting blips guarantee a good hit.



### Delman Autopistol
Twelve Delmans were manufactured on Leesti close to sixty years ago. They remain the finest hand-held Kinetic weapons ever made. The design is not flash and contains no extraneous extras. They are simply the most accurate, longest ranged rapid-fire pistols in history. The only drawback to owning a Delman is their high ammo consumption – but since owners of this weapon rarely miss, this tends not to be a problem.

## LASER PISTOL



The Laser Pistol fires a single pulse of sizzling energy every time the trigger is pulled.

Laser weapons produce no kickback and their ammunition magazine lasts a long time (well over a hundred shots or more) to the extent that you can rely on a laser pistol not to run out even during a long battle.

Although the laser pistol tends to inflict less damage than the rapid firing autopistol, it makes up for this by having a longer range and a greater accuracy.
It is a common sight amongst space pilots and military officers who prefer a dependable, accurate weapon over the erratic performance of the autopistol.

## LASER PISTOLS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 8 | N/A | One Handed | 3cr |
| Hyperion Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 8 | N/A | One Handed, +5 to Energy Weapons score | 47,000cr |
| Evex Long-barrel Laser Pistol | Energy | 16m (4) | 100m (7) | 150m (11) | 8 | N/A | One Handed | 98,000cr |
| Cauldus Nerve-blocker Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 8 | N/A | One Handed, knocks over target on a natural 9 or 10 To Hit, target disarmed if knocked over. | 196,000cr |
| CS1 Burst Pistol | Energy | 8m (4) | 60m (7) | 90m (11) | 5 + Burst | N/A | One Handed, Burst (max 15) | 244,000cr |
| Nadion Twin Barrel Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 12 | N/A | One Handed | 863,000cr |
| Paris Eleganté Laser Pistol | Energy | 10m (4) | 80m (7) | 120m (11) | 10 | N/A | One Handed, +15 to Energy Weapon score. | 1,809,000cr |
| Magnetising Hotshot Laserpistol | Energy | 12m (4) | 90m (7) | 130m (11) | 12 | N/A | One Handed, +10 to Energy Weapons Score, +1 bonus To Hit if you have previously hit the target with this weapon. | 3,550,000cr |
| GL779 Intellipistol | Energy | 12m (4) | 90m (7) | 130m (11) | 12 | N/A | One Handed, Fires with Energy Weapons Skill Bonus of 9, ignores firer's Skill. | 8,200,000cr |

## RARE LASER PISTOLS

### Hyperion Laser Pistol

The Hyperion Laser Pistol is manufactured by Magnus PW Corp, a semi-legal frontier corporation that produces weapons for wealthy Empire noblemen. The Hyperion is a bit of an old design now, but it still possesses its trademark 'nudge' targeting software. Using an inbuilt camera that identifies human targets it is pointed at, the Hyperion gently nudges the aimer's hand into the correct position with a low powered set of air jets placed strategically around the barrel. The accuracy boost is slight and subtle, but skilled marksmen often benefit from the small corrections.

### Evex Longbarrel Laser Pistol

In the 3280's the fashion was big. Big coms, big hair, enormous shoulder pads and big, big weapons.

The Evex Longbarrel was following the trend of a series of guns that were little more than phallic status symbols for inadequate pilots.

What separated the Everex from its competitors, and kept it from the waste recycling pits of Osermo was the fact that the Longbarrel is a very, very long ranged gun. Its designers took full advantage of the fad to produce a more coherent energy beam. Despite its excellent record as a sniper pistol it still remains the go-to weapon for unfashionable 'Doom-Metal' bikers and aging hipsters.



### Cauldus Nerve-blocker Laser Pistol

An unsuccessful attempt at producing a 'stun' laser, the Cauldus Nerve-blocker short circuits the body's nervous system, sending the victim into a temporary spasm. A solid hit will cause the target to lose all balance and bodily control, falling to the floor, their weapon clattering out of reach. Sadly the side-effects of this weapon include inducing an occasional cardiac arrest. Living targets reduced to 0 Endurance suffer a fatal heart attack and die instantly. Robotic enemies are immune to the knockdown and disarm effect.

### CS1 Burst Pistol

Back in the days before the Assault Beamer, burst weapons were all the rage. Attempts to make a mass-produced fully automatic laser pistol were largely unsuccessful, although the short-lived Calvin and Sion Defence Solutions company created a large number of prototypes for the Alliance navy.

Sadly the company never managed to get the production costs down to something the mass-market would buy. The remaining CS1's, notable for their camel-like humped barrel, remain popular with hotshot gunslingers who want a rapid fire hand gun without the outdated 'kick' of the autopistol.

### Nadion Twin Barrel Laser Pistol

Nadion Ltd produce this gun in small quantities, about a thousand a year, and sell them to hard-bitten bounty hunters and mercenary fighters. The snuggly-fitting twin barrels use lightweight components to reduce the bulk and swing of the weapon without compromising accuracy.

### Paris Eleganté Laser Pistol

A rather pretentiously designed laser pistol, a slim black and white affair that demands a matching melancholy outfit and despondent attitude. Regardless of the statement this weapon is trying to make, it is a finely designed pistol whose ergonomic grip counters the imbalances and imperfections of the human hand to allow a more 'natural' firing style. And if you'll believe that you'll believe anything.

### Magnetising Hotshot Laser Pistol

Several commercial varieties of this laser pistol exist, but all function identically. The fired laser bolts come 'wrapped' in a magnetic web that sticks to the target. After that the laser pistol is able to easily identify targets painted in this invisible magnetic field and

lets out a three-pipped shriek when the user is on target. The overcharged laser cells tend to shorten the life of this pistol, making it an expensive toy to use in battle.

### GL779 Intellipistol

A relic from before the AI ban, the GL779 is best described as a sentient laser pistol. Much like the Hyperion it is covered in sensors to make it 'aware' of its surroundings. Unlike the Hyperion it is able to anticipate the avoiding movements of the target. Using electrical impulses to override the firer's fine motion control, the gun effectively takes control of the user's arm to target the enemy more effectively. The Intellipistol's dual firing chambers inflict serious damage. The weapon seems to recognise friend from foe instinctively. The rare owners of this gun claim that the weapon is able to do this because it carefully listens to conversations going on around it to better understand its objectives and likely targets. A disproportionate number of users talk to their Intellipistol as if it were a real person, sometimes even having arguments with the silent weapon. More than a few owners have apparently taken their own lives with the gun, although when you are talking about a sentient weapon that can take control of your arm, this concept becomes quite chilling. This weapon, since it contains a sentient AI, is illegal in all governed space, although it would take a firearms expert to recognise it for what it is.

## SUB MACHINEGUNS



### Sub Machineguns are snub-nosed rapid firing Kinetic weapons.

Although relatively small compared to a rifle, the sub machinegun requires two hands to operate in order to control the substantial kick that comes with firing so many bullets so rapidly. They are more powerful than autopistols, using larger calibre bullets or firing them more quickly.

Although more accurate at range, the sub machinegun shares many of the issues of the autopistol. It is a rather clumsy, inelegant weapon, prone to damaging things the firer didn't intend. It gets through its ammunition magazine rather quickly and the small calibre bullets can be unimpressive against strong armour unless a solid, sustained hit is caused.

As a short-ranged assault weapon, however, it has no equal. The sub machinegun can inflict terrible injuries, often taking out an opponent in one burst. It is a favourite weapon for those who mean business and who expect to carry out a firefight in enclosed spaces.

Military versions of the sub machinegun are sometimes fitted with underslung grenade launchers to attack massed targets. This addition hardly makes the gun any safer, but does add to its flexibility as an assault weapon. When you fire such a sub machinegun you must choose between firing bullets or using the grenade launcher. Reloading the grenade launcher takes a long time – it takes a full Action to load each round and much like a Heavy Weapon you cannot move and reload in the same turn. The grenade launcher is a direct fire explosive, like a missile launcher, and so cannot fire indirectly or be 'lobbed' over interposing obstacles like a normal grenade.

## SUB MACHINEGUN

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Sub Machinegun | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 4 | Burst (3D10) | 9cr |
| Underslung Grenade Launcher | Explosive (Grenade Skill) | N/A (Minimum Safe Range 18m) | 60m (9) | 150m (14) | Fatal: 25 Injury: 10 | 2 | Direct Fire Explosive Blast Radius: Fatal 6m, Injury 16m | (40cr w/ grenade launcher) |
| Ergon Tommygun | Kinetic | 12m (5) | 64m (8) | 128m (14) | 1D10 + Burst | 8 | Burst (3D10) | 74,000cr |
| K33 Multifire SMG | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 3 | Burst (4D10) | 175,500cr |
| Longarm Deadfire SMG | Kinetic | 12m (5) | 64m (8) | 128m (14) | 1D10 + Burst | 4 | Burst (3D10), +5 to Kinetic Weapons score. Includes underslung grenade launcher. | 310,000cr |
| Skollanga 'Slammer' SMG | Kinetic | 10m (5) | 60m (8) | 120m (14) | 2D10 + Burst | 4 | Burst (3D10). Target knocked over on a natural 9 or 10 To Hit. | 985,000cr |
| IntSys JR4 SMG | Kinetic | 10m (5) | 60m (8) | 120m (14) | 1D10 + Burst | 4 | Burst (4D10). +10 to Kinetic Weapons score. | 1,345,000cr |
| Krakoff Demolisher Rifle | Kinetic | 10m (5) | 60m (8) | 120m (14) | 2D10 + Burst | 6 | Burst (4D10). Includes underslung grenade launcher. | 3,050,000cr |

## RARE SUB MACHINEGUNS

### Ergon Tommygun

Ergon Laser Systems, best known for its spacecraft burst lasers, commissioned these weapons for use in their corporate war against Indines Commodities. With their sustained fire capabilities, extended range and greater ammo supplies, these weapons were used to terrible effect in the subsequent massacres at the Miles construction site. Ergon later attempted to disperse these weapons at cost in a number of anarchic systems, but were ultimately implicated in a Federation court after a surprise inspection of their facilities.



### K33 Multifire SMG

Kinematic Armaments manufacture this weapon for elite assault platoons who want to maximise damage in a short period of time. The exact method of this 'multifire' system are unclear, but Kinematic have managed to produce an SMG that avoids jamming even when multiple rounds are being fed almost simultaneously into the loader. The resulting spray is deadly, but consumes ammo fast.

### Longarm Deadfire SMG

Actually produced by several companies, all of whom claim the patent. The Longarm Deadfire is an unusual sub machinegun in that it uses an old-fashioned stock brace to steady the firer's aim (something considered a little gauche in modern Kinetics where it is considered that the weapon should do that for you). The retro-look is combined with a lengthier barrel to improve range and an underslung grenade launcher has been added to round the whole package out. The Longarm

is appreciated by more conservative soldiery but is rare amongst those with any sense of style.

### Skollanger 'Slammer' SMG

Whoever made the observation that a sub machinegun requires relatively small calibre ammunition to maintain a reliable fire rate never bothered to tell the Skollanger Silver Organisation. The massively oversized bullets this horror of a machinegun fires make even grazing hits potentially fatal and give the gun a kick more suited to a shotgun than an SMG. Skollangers require a good deal of maintenance to prevent jamming, making them the preferred weapon of gun-nuts rather than casual murderers.

### IntSys JR4 SMG

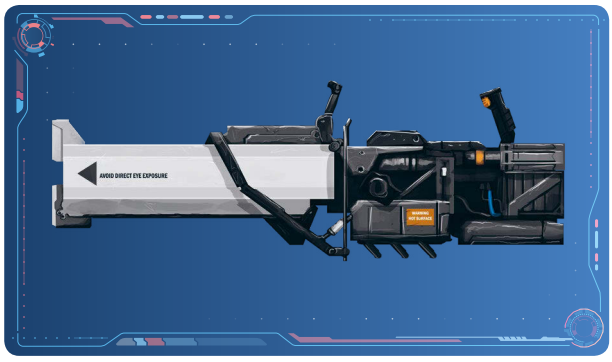
Integrated Systems Inc created this rather gauche sub machinegun to be the most accurate in its class without really understanding that the target audience for these assault weapons seldom cared where the bullets flew. The JR4 pips and squeaks as it is brought to target and compensation jets fire as the gun struggles against the tremendous kick of the weapon. The combined effect makes the JR4 look like a toy gun, squeaking and blowing as it is fired. Pragmatic users of the weapon love it, even if they have to put up with the hilarious wit of their mocking comrades.

### Krakoff Demolisher Rifle

Constructed by a long deceased terrorist organisation, the Krakoff is an oversized SMG rather than a rifle. Twin barrels fire rounds from dual ammo bins, ejecting a wall of bullets that could shred a Diso Gobbler Worm. A large firing brace has to be worn when firing the gun to prevent the user from damaging their shoulder when the weapon fires. The underslung grenade launcher is an unnecessary but brutal addition to this monster's firepower. (Note: This weapon reloads like a heavy weapon. Firing it without the brace is only possible with cybernetic strength.)



## ASSAULT BEAMER



The assault beamer is a relatively new weapon, but it has quickly obsoleted the use of burst laser rifles.

Assault beamers fire a continuous beam of energy from the barrel in a straight line which can then be 'walked' onto the target with the same ease as lighting them up with a torch.

On a Hit the coherent beam slices into the target, potentially cutting them in two, or lopping off limbs.

The beamer is a handheld device about the same size as a sub machinegun, although a little heavier.

Its power pack lasts a long time and can be easily recharged in a spaceship or a barracks. The only limiting factor with firing the beamer is heat management –

generally the user can fire a two-second burst of fire before the weapon auto-cools itself for a second or so. These factors of beam duration and barrel cooling constitute the main differences between the different models of assault beamer.

The beamer is an expensive weapon, not something every street punk can acquire. It is generally used as a replacement for sub machineguns by those who prefer accuracy over damage – although any idea that the assault beamer is a precise weapon should be quickly dispelled. The deep gouges this weapon cuts through walls, doors as well as bodies as the user tracks onto target are significant. This is not a weapon to use if you have any intention of preserving the environment of the battle, or if there are potentially explosive or delicate devices the beamer might inadvertently cut through!

## ASSAULT BEAMERS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Assault Beamer | Energy | 12m (4) | 70m (7) | 200m (10) | 5 + Burst | N/A | Burst (20). Destroy Cover. Divide Fire. | 50cr |
| Ingram Wide-Beam Carbine | Energy | 10m (4) | 60m (7) | 150m (10) | 5 + Burst | N/A | Burst (20). +5 to Energy Weapons score. Destroy Cover. Divide Fire. | 62,000cr |
| Laifan AB5 Serrator | Energy | 12m (4) | 70m (7) | 200m (10) | 5 + Burst | N/A | Burst (30). On a natural 1 To Hit the weapon inflicts 10 Energy damage on user. Destroy Cover. Divide Fire. | 2,134,000cr |
| Magnotan Searching Beamer | Energy | 12m (4) | 70m (7) | 200m (10) | 10 + Burst | N/A | Burst (20). +20 to Energy Weapons score. Destroy Cover. Divide Fire. | 13,599,000cr |

## RARE ASSAULT BEAMERS

### Ingram Wide-Beam Carbine

Ingram built this beamer with a distinct compromise in mind – a fatter beam makes the weapon a touch more accurate but destabilises the beam, reducing range. The weapon was too niche to enjoy wide-scale popularity and the model was cancelled after production of only twenty thousand units.

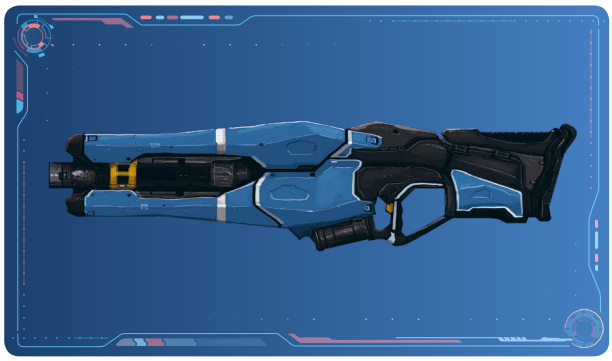
### Laifan AB5 Serrator

The AB5 remains under restricted production until critical overheating problems can be resolved. The overcharged Assault Beamer is one of the most lethal machines ever produced but suffers from occasional venting problems when scalding steam is back-jetted over the user at several hundred degrees Celsius. Two hundred prototypes were stolen in a pirate raid in Fretensis, and several others have been 'appropriated' by Imperial personnel assigned to the design team.

### Magnotan Searching Beamer

The brand new Magnotan Beamer fires a visible, low powered beam at all times from its barrel to assist in targeting. Once the 'searchlight' beam is on target the user can fire with confidence. The weapon has been so far produced in tiny numbers whilst the firm deals with the problem of 'search scorching', an issue where the low power search beam irritates and destroys the flesh of allies it passes over.

## SHOTGUN



The shotgun is a type of rifle that fires a scattering round; its shell separating into hundreds of pieces of 'buckshot' shrapnel.

The shotgun is an ancient weapon still in use only because it is cheap and devastatingly effective.
At long range the buckshot is well dispersed and damage is low, effective only against unarmoured targets. Up close the shotgun packs a real wallop, inflicting grievous wounds and knocking over opponents with ease.

Shotguns remain popular with rebels, poor borderworlders, and those who like to get really close to their enemies before opening fire. It's hard to miss with a shotgun at point blank range, and this niche use has kept the shotgun in production even in the face of more reliable laser rifles and assault beamers.

### SHOTGUNS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Shotgun | Kinetic | 6m (3) | 12m (7) | 50m (12) | 3D10* | 6 | *Damage is 2D10 at Medium Range, 1D10 at Long Range. | 5cr |
| Exalt Widescatter Shotgun | Kinetic | 8m (3) | 12m (7) | 30m (12) | 3D10* | 6 | *Damage is 2D10 at Medium Range, 1D10 at Long Range. Divide Fire (special). | 78,000cr |
| Micro-Shotgun | Kinetic | 6m (3) | 10m (7) | 30m (12) | 3D10* | 3 | One-handed. *Damage is 2D10 at Medium Range, 1D10 at Long Range. | 190,000cr |
| BD90 Warhammer | Kinetic | 6m (3) | 12m (7) | 50m (12) | 5D10* | 6 | *Damage is 3D10 at Medium Range, 1D10 at Long Range. At short range knock over a target on a natural 8, 9 or 10 To Hit. Malfunctions on a natural 1. | 209,000cr |
| Jupiter 'Lockon' Short Barrelled Rifle | Kinetic | 8m (3) | 16m (7) | 70m (12) | 4D10* | 6 | *Damage is 2D10 at Medium Range, 1D10 at Long Range. +10 Kinetic Skill score. | 867,000cr |
| ZX9000 Auto-Shotgun | Kinetic | 6m (3) | 12m (7) | 50m (12) | 3D10* + Burst | 3 | *Base damage is 2D10 at Medium Range, 1D10 at Long Range. Burst (4D10). | 19,400,000cr |

## RARE SHOTGUNS

### Exalt Widescatter Shotgun

The Exalt is a sort of new-world blunderbuss. It fires its pellets in an extremely wide arc, which enables it to catch multiple targets in the blast. It is not exactly a sniper's weapon, with a pitiful range and a tendency to catch all sorts of unintended targets in its 'cone of death'. When firing this shotgun you must always divide fire. However, you inflict full Damage against each target in the divide fire zone instead of half. Beware of using this weapon at extreme close range as it is quite possible to injure yourself and your companions with the explosive buckshot of the shotgun.

### Micro-Shotgun

Whoever came up with the idea of a one-handed shotgun had never suffered the searing agony of a dislocated shoulder. Nonetheless Aitvara Industry have done exactly that; built a super sawn-off shotgun that is snug enough to fit into the hand and has enough counter-jets built in to absorb the hideous jarring impact of firing a shotgun one-handed.

The user should ensure the counter-jets are serviced regularly – it is possible to break your own shoulder from the recoil of an unprotected micro-shotgun.



### Jupiter 'Lockon' Short Barrelled Rifle

The Jupiter is a custom-designed shotgun with an extended range, heavier shell and improved targeting capabilities. To benefit from the Kinetic Skill improvement the user must look down the Ngaru 'SmartScope' which projects pleasing holographic images that predict the likely movements of the target based on their current direction of travel.

### BD90 Warhammer

Combining a shotgun with a railgun is probably an awful idea. That never stopped Binjamingi Allied Ltd from giving it a damn good go, however.

Propelling the shotgun shell down a magnetised barrel, the BD90 hits like an anvil dropped from twenty stories up. It is a finicky weapon, prone to jamming, and once it jams a whole evening of cleaning the barrel lies ahead of you.

On a natural 1 To Hit the weapon malfunctions and requires three hours of servicing to repair.



### ZX9000 Auto-Shotgun

Due to design shortcuts most of the produced ZX9000's failed in customer testing when their barrels were ripped apart by the dozens of shotgun shells per second fired by this ambitious weapon. Creating a fully automatic shotgun was always going to be challenging, and Albango Limited never solved the cracking barrel problem.

Strangely, for every dozen or so manufactured, one Auto-Shotgun held together. These weapons have a die-hard following from firearms fans across the galaxy, but most will never see one let alone have the opportunity to own one. Total functioning models in service are estimated as anything between seven and thirty, depending on who you ask.

## ASSAULT RIFLE



Assault rifles are long-range fully automatic weapons designed to supress or kill targets at a distance.

Different armies prefer the assault rifle over the laser rifle, or vice-versa, depending on the character and peculiarities of their generals. Assault rifles have the edge in damage, as their large bullets are fired in great numbers, unlike the single blasts of the laser rifle.
As is normal with Kinetic weapons the assault rifle loses out a little on accuracy over the laser rifle, and its dependency on ammunition can be a drag to a rapidly advancing attack force.

The assault rifle is an excellent medium and long-range firearm, but suffers slightly in close combat. It is simply not as 'handy' as the sub machinegun or autopistol, and its long barrel takes appreciably longer to swing round into position than smaller firearms, a difference that can be crucial in a split-second firefight.

### ASSAULT RIFLES

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Assault Rifle | Kinetic | 16m (6) | 100m (7) | 400m (10) | 1D10 + Burst | 4 | Burst (3D10) | 15cr |
| Underslung Grenade Launcher | Explosive (Grenade Skill) | N/A (Minimum Safe Range 18m) | 60m (9) | 150m (14) | Fatal: 25 Injury: 10 | 2 | Direct Fire Blast Radius: Fatal 6m, Injury 16m | (90cr w/ Underslung Grenade Launcher) |
| C&G 45 AutoRifle | Kinetic | 16m (6) | 100m (7) | 400m (10) | 1D10 + Burst | 4 | Burst (3D10). +5 to Kinetic Weapons score. | 30,000cr |
| GalSpec 109 Sniper Rifle | Kinetic | 16m (6) | 100m (7) | 800m (8) | 15 or 1D10 + Burst | 5* | Burst (3D10). +15 Kinetic Weapons score in Sniper Mode. | 101,000cr |
| Arkana 'Nighthawk' | Kinetic | 16m (6) | 100m (7) | 400m (10) | 2D10 + Burst | 6 | Burst (3D10). Includes underslung grenade launcher. | 495,000cr |
| Perun Light Machinegun | Kinetic | 18m (6) | 140m (7) | 600m (10) | 1D10 + Burst | 4 | Burst (5D10) | 1,788,000cr |
| BN799 Carbine | Kinetic | 20m (6) | 160m (7) | 650m (10) | 3D10 + Burst | 4 | Burst (3D10). +10 Kinetic Weapons score. Includes underslung grenade launcher. | 3,600,000cr |

### C&G 45 AutoRifle

This weapon is the standard armament of several elite mercenary companies. Hardly flash, the C&G 45 has a better grip and a lower kick thanks to the smaller ammunition it uses. The gun compensates for the small bullets by firing them more rapidly. Considered a tedious weapon by collectors, the C&G is more of a functional upgrade than an object of desire.

### GalSpec 109 Sniper Rifle

It is more common to use laser rifles for long range targeting, but GalSpec still produces a limited run of Kinetic sniper rifles for those who prefer not to give away their position through excessive muzzle flash but don't want to compromise on long-range accuracy. The weapon has two modes. In sniper mode it improves the firer's Kinetic Weapons score by 15, and inflicts a fixed 15 points of Damage. In assault mode it operates just like a normal assault rifle, granting Burst damage but no improvement to accuracy.

*In sniper mode the gun does not consume an ammo point unless it is used twelve times in succession.



### Arkana 'Nighthawk'

Pretentious name aside, the Nighthawk grants a basic Damage boost via the simple method of firing more bullets from its greatly enlarged magazine. What makes the gun so expensive is the rather cool 'feathered wing' look of the gun. The planet of Leesti, where the gun was made, underwent a craze for imported birds of prey, and for a few years everything on the planet was given a Nighthawk look; buildings, cars, personal coms; the Arkana assault rifle was just part of this trend. Sadly, a few years later, the imported birds all had to be shot to prevent an ecological catastrophe amongst the native Leestian wildlife.

### Perun Light Machinegun

This weapon has an interesting history, if you are a gun scholar, starting life as a small tripod mounted weapon until being retro-fitted into a handheld carbine. The Perun stretches the definition of an assault rifle to breaking point, being almost as large as a chain gun. It retains, however, the spirit of a rifle in terms of its excellent range and controllable fire patterns. These qualities require extensive use of expensive alloys, and the weapon was discontinued soon after manufacturing started – because the company that made it never figured out how to make a profit on the pricey weapon.

### BN799 Carbine

The product of a decade of private research, BN799 was designed and built for corporate saboteurs for the Workers of the Shanteneri Resistance. Desiring a weapon that could overcome Imperial Walker Drones quickly and efficiently, the BN799 was designed and re-designed to maximise its damage output, handling and ranged accuracy. The resistance succeeded in making a weapon worthy of the revolution, but by the time it was ready for production the Empire had cut a pay deal with the unions. The prototypes are still in the service of various ne're-do-wells in the Empire.

## LASER RIFLE



The laser rifle is the most common infantry weapon in the galaxy. Long-ranged and highly accurate, the laser rifle packs an impressive punch and has a power pack good for several hundred shots.

The laser rifle is a semi-automatic weapon firing a single lance of energy every time the trigger is pulled. It is a reliable weapon with few moving parts; it can be dragged through swamps and deserts without fear of jamming and can be recharged in an hour from spaceship and industrial power outlets.

Despite its impressive and reliable record it is surprisingly unpopular amongst mercenary and pirate outfits. The laser rifle is a relatively humane weapon since it sears shut damaged flesh as it passes through its target, greatly increasing the chances of survival from a glancing hit. It also cannot compete with the raw damage output and intimidating noise of Kinetic weapons, which cruelly hammer bullet after bullet into a target ripping them to shreds in an orgy of violence.

## LASER RIFLES

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Laser Rifle | Energy | 20m (5) | 150m (6) | 500m (9) | 15 | N/A | | 40cr |
| MLR40 Infantry Rifle | Energy | 20m (5) | 150m (6) | 500m (9) | 15 | N/A | +5 to Energy Weapon score | 49,000cr |
| Kopernicus Incinerator | Energy | 20m (5) | 150m (6) | 500m (9) | 20 | N/A | | 264,000cr |
| LR17 Long Barrel | Energy | 24m (5) | 200m (6) | 700m (9) | 15 | N/A | | 327,500cr |
| Vortigen Multi-Scope Energy Rifle | Energy | 20m (5) | 150m (6) | 500m (9) | 20 | N/A | +10 to Energy Weapons score | 1,450,000cr |
| Ergon Burst Rifle | Energy | 20m (5) | 150m (6) | 500m (9) | 10 + Burst | N/A | Burst (20) | 2,100,000cr |
| Kosha Inc LasRifle | Energy | 22m (5) | 170m (6) | 600m (9) | 24 | N/A | | 4,225,000cr |
| Lance & Ferman 'Deadeye' Rifle | Energy | 24m (5) | 200m (6) | 700m (9) | 15 | N/A | +20 to Energy Weapons score | 5,000,000cr |
| Fairlight Excelsior | Energy | 20m (5) | 150m (6) | 500m (9) | 30 | N/A | +15 to Energy Weapons score | 28,799,000cr |

### MLR40 Infantry Rifle

The Mobius Consortium ordered 300,000 of these rifles for their campaign on Xuanduna. The rifles swiftly gained a good reputation for accuracy and ease of use, and were used extensively in Mobius' illegal conscript army. A number of cheap imitations of the MLR40 flooded the market soon after, and collectors are advised to check the reference stamp under the charging hatch to ensure they are buying the real thing.

### Kopernicus Incinerator

This overcharged laser rifle shares many of the problems of barrel-warping that plague empowered laser weapon design. In the case of the Kopernicus this problem is not quite so pronounced, and in any case it shares an identical barrel design with the cheap Borealis Laser Rifle. Owners of this effective laser rifle frequently swap barrels with a cheaper Borealis to extend the lifetime of the gun.

### LR17 Long Barrel

An Imperial design assigned to elite sniper corps. The more focused beam of the LR17 fires down an extended barrel and maintains coherency over a longer distance.

### Vortigen Multi-Scope Energy Rifle

The Vortigen Multi-Scope is a beautifully designed laser rifle with a reinforced cooling barrel which copes admirably with the overcharged powerpack embedded into the design. The true genius of the weapon is the rotating multi-scope that can be swapped between long, medium and short ranges to give the most appropriate magnification for the situation. The Vortigen is still produced today in achingly small quantities, and there is a waiting list of fifteen years for each model.

### Ergon Burst Rifle

Burst rifles (fully automatic laser rifles) have been obsoleted by assault beamers, which project a coherent beam of flesh-slicing energy more accurately and at a better range than the old 'bursters'. A few of the better burst rifles can still be found in existence, however, superior models that exceeded the rather average abilities of their predecessors. The Ergon is an example of a top-of-the-line burst rifle still employed by crusty old smugglers who prefer wrist coms and beer bottles made of real glass.

### Kosha Inc LasRifle

Kosha Inc threw a lot of money at their 'breakthrough' laser rifle. The weapon was later downgraded for mass production, but the sample weapons (of which about a thousand were produced) were all excellent designs that possessed improved range and impressive striking power. A 'kosha' Kosha (slang for the sample weapons) is about 10cm longer than a mass production copy, and visibly wider.

### Lance & Ferman 'Deadeye' Rifle

The most accurate semi-automatic rifle in the galaxy, Lance & Ferman sell this rifle to elite Federation sniper teams. It was an envy design, produced to overshadow the Imperial LR17 Long Barrel. At five million a pop it is an expensive vanity project, but this weapon can be found in the hands of snipers protecting the President's motorcade – or perhaps aiming at it...

### Fairlight Excelsior

The top of its class. On paper it performs better than almost every laser gun model on the market, but in fact surprisingly little is known about its long term resilience in battlefield conditions. Very few of these luxurious laser rifles see combat due to the excessive depreciation factor of these costly guns. Those with large debts should refrain from firing the weapon, since each shot fired reduces its estimated value by 500,000 credits.

## GRENADES




Grenades are small, handheld explosives that need to be armed, normally by removing a pin or cap, before they are thrown towards the enemy. After a few seconds they detonate. Successful users of grenades manage to throw them far enough so that they do not get caught up in the explosion. Unsuccessful users … well…

Fragmentation grenades are the most common type of grenade. They are packed full of sharp material that disperses over a wide area, causing terrible injuries. The science of grenade making is advanced, and fragmentation matrixes, designed to scatter shrapnel efficiently, are used in all known models.

Flashbang grenades are non-lethal weapons that produce a great amount of light and noise, temporarily stunning those in the affected area. They are risky grenades to use as it is not guaranteed that your target will be stunned, even if you throw the grenade on target. Targets in the 'Fatal' radius must make a Perception Skill check, difficulty 10, to avoid being stunned. Those in the injury radius must make a difficulty 7 Perception Skill check to avoid being stunned. A stunned target misses its next turn and has a Defence of 0 until its next turn starts.
Drones and robotic enemies cannot be stunned.

GRENADES

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Frag Grenade | Grenade | - | - | - | Fatal: 25<br>Injury: 10 | N/A | Blast Radius: 6m<br>Fatal, 16m Injury | 5cr |
| Flashbang Grenade | Grenade | - | - | - | N/A | N/A | Blast Radius: 4m<br>Fatal, 12m Injury | 4cr |
| Concussion Grenade | Grenade | - | - | - | Fatal: 40<br>Injury: 5 | N/A | Blast Radius: 2m<br>Fatal, 6m Injury | 100cr |
| EMP Grenade | Grenade | - | - | - | Fatal: 60<br>Injury: 20 | N/A | Blast Radius: 6m<br>Fatal, 16m Injury.<br>Damages robotic targets only. | 1000cr |
| Plasma Grenade | Grenade | - | - | - | Fatal: 80<br>Injury: 30 | N/A | Blast Radius: 8m<br>Fatal, 20m Injury | 10,000cr |

## RARE GRENADES

### Concussion Grenade

This type of grenade relies on a small but focused explosion in a small blast area. Concussion grenades do not use shrapnel, making them more appropriate in situations where users cannot get far enough away to safely use frag grenades.

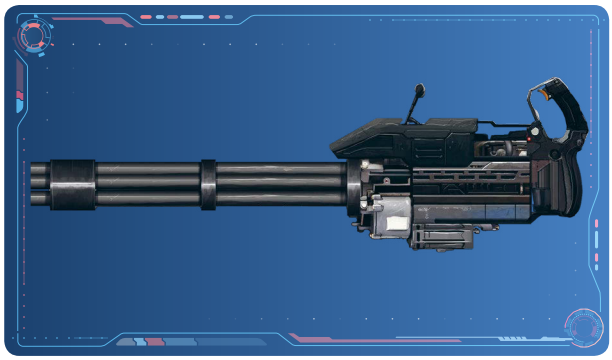
### EMP Grenade

These grenades emit a burst of intense electromagnetic energy that scrambles the systems of drones and robots. Energy weapons in the Fatal blast radius are also disabled until repaired. The pulse is otherwise safe to human beings except those with cybernetic organs.

### Plasma Grenades

Illegal weapons, except in the hands of the military powers. Plasma grenades briefly release a searing burst of heat that can melt through walls, doors, spaceship Hulls, and turn human foes into crisp corpses. The large burst radius makes it almost impossible to use this grenade in a general melee.

## CHAIN GUN



The chain gun is a large multi-barrelled machinegun which rotates very quickly and fires a large number of very large bullets.

It is held in a special harness that helps to absorb the recoil of the weapon, but the user is well-advised to plant their feet firmly before opening fire. Chain guns are popular amongst mercenary and bandit forces but are seldom used by combined arms military forces such as the Empire or Federation (they rely on more sophisticated remote artillery solutions).

Chain guns carry lots of ammunition and have a reasonably good range. They are able to split their fire more effectively than most rapid fire weapons, allowing them to engage multiple targets quite quickly. The immobility of the chain gunner is the biggest disadvantage of the weapon. Sensible opponents get out of sight and throw a few grenades to flush out the chain gunner – a tactic hard to counter when carrying such a bulky weapon.

### CHAIN GUNS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Chain Gun | Heavy, Kinetic | 30m (5) | 60m (8) | 180m (14) | 2D10 + Burst | 10 | Heavy Burst (6D10)<br>Divide Fire.<br>Destroy Cover. | 1000cr |
| G910 Heavy Repeater | Heavy, Kinetic | 30m (5) | 60m (8) | 180m (14) | 2D10 + Burst | 6 | Heavy Burst (8D10)<br>Divide Fire.<br>Destroy Cover. | 7,600,000cr |
| Lance & Ferman Gimballed Minigun | Heavy, Kinetic | 30m (5) | 60m (8) | 180m (14) | 2D10 + Burst | 10 | Heavy Burst (6D10)<br>Divide Fire.<br>Destroy Cover.<br>+15 Heavy Weapons score | 9,000,000cr |
| Maitz PP9 Support Cannon | Heavy, Kinetic | 40m (5) | 80m (8) | 200m (14) | 3D10 + Burst | 10 | Heavy Burst (10D10)<br>Divide Fire.<br>Destroy Cover.<br>+5 Heavy Weapons score | 42,000,000cr |

## RARE CHAIN GUNS

### G910 Heavy Repeater

The G910 saturates an area with bullets. Its increased fire rate drains the ammo store more quickly than a conventional chain gun.

### Lance & Ferman Gimballed Minigun

This smart weapon is placed on a pivoting mount in its firing harness. The gun links to a special firing helmet that must be worn to activate the gun. Wherever the user looks, the Minigun follows, shifting on its gimballed mount to follow the firer's' eye line.

### Maitz PP9 Support Cannon

Originally designed for use in Walker Drones, the PP9 can be retrofitted at some expense to be wielded by a human. The rotating machinegun is superior in all ways to most commercial chain guns, not only in accuracy and range, but in the size of bullet it projects from its spinning barrels.

A single workshop in Xuanduna retrofits this drone cannon at great expense and in total secrecy. Independent attempts to make the same modifications have always failed.

## MISSILE LAUNCHER



Shoulder-mounted missile launchers have been in use for thousands of years. Current designs are split between anti-personnel launchers using fragmentation missiles, heavy 'shaped-explosive' anti-vehicle rounds and anti-aircraft launchers. Missiles can be effective weapons against unshielded targets and virtually useless against shielded ones.

Professional armies veer towards the plasma cannon if they want to attack vehicles, with only poorly equipped militia utilising missiles in a desperate attempt to repel enemy tanks.

Missile launchers should not be used in enclosed spaces, such as spaceships, factories or office complexes. In enclosed areas, the blowback from an exploding missile will send furniture hurtling through the air, blow doors off their hinges and decompress pressurised areas, even outside of the 'injury' radius of the explosive.

Anti-Aircraft Missile Launchers ignore the range Hit number when attacking spacecraft due to their on-board guidance systems.

Anti-Tank Missile Launchers gain a +10 bonus To Hit vehicles when the firer uses an Aim action (usually this bonus is +5).

## MISSILE LAUNCHERS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Missile Launcher (Anti-Personnel) | Heavy, Explosive | N/A (Min Range 26m) | 200m (9) | 2km (12) | Fatal: 50 Injury: 20 | 1 | Blast Radius: 10m Fatal, 24m Injury. Half damage vs shields. | 200cr |
| Missile Launcher (Anti-Tank) | Heavy, Explosive | N/A (Min Range 26m) | 200m (9) | 2km (12) | Fatal: 100 Injury: 20 | 1 | Blast Radius: 2m Fatal, 20m Injury. Half damage vs shields. | 700cr |
| Missile Launcher (Anti-Aircraft) | Heavy, Explosive | N/A (Min Range 26m) | 2km (10) | 6km (13) | Fatal: 120 Injury: 20 | 1 | Blast Radius: 2m Fatal, 40m injury. Half damage vs shields. Ignore Range hit number when attacking spacecraft. | 2000cr |
| Acane Model 5 Bazooka | Heavy, Explosive | N/A (Min Range 26m) | 200m (9) | 2km (12) | Fatal: 60 Injury: 20 | 1 | Blast Radius: 10m Fatal, 24m Injury. Half damage vs shields. +5 to Heavy Weapons score. | 97,000cr |
| ODO 15 Light Anti-Tank Weapon | Heavy, Explosive | N/A (Min Range 26m) | 200m (9) | 2km (12) | Fatal: 130 Injury: 30 | 1 | Blast Radius: 2m Fatal, 20m Injury. Half damage vs shields. | 816,000cr |
| XLS Omega Recoilless Rifle | Heavy, Explosive | N/A (Min Range 26m) | 200m (9) | 2km (12) | Fatal: 60 Injury: 30 | 4 | Blast Radius: 10m Fatal, 24m Injury. Half damage vs shields. +15 to Heavy Weapons score. | 23,300,000cr |

## RARE MISSILE LAUNCHERS

### Acane Model 5 Bazooka

The upgraded Acane Model 5 locks on quicker to a target than many of its competitors. Its heavier explosive has been rigorously tested and rumours of unexplained detonations in the firing tube are probably exaggerations.

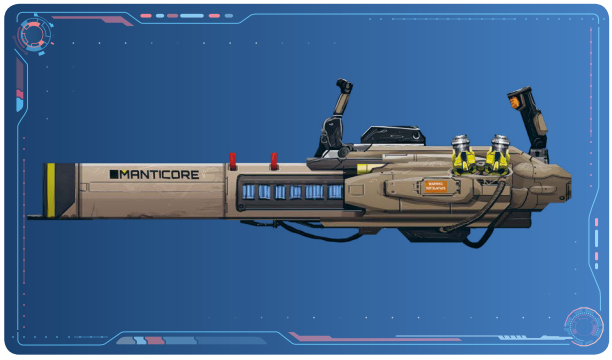
### ODO 15 Light Anti-Tank Weapon

The go-to weapon for anti-tank enthusiasts, the ODO 15's missile explodes with tremendous force, making it an effective, if overzealous, anti-personnel weapon as well as a tank killer.

### XLS Omega Recoilless Rifle

The large and complex XLS Omega can only be wielded by a person with the Strong Enhancement or with Cybernetic Strength. The terrific weight of the weapon is due to its large magazine of multiple missiles and its on-board targeting computer which includes a keyboard for entering complex firing commands. Worn in a complicated-looking harness, the weapon must be fired standing sideways to the target so the great plume of rocket propellant doesn't fry the user when the missile launcher fires.

## PLASMA CANNON




The plasma cannon generates a boiling hot energy projectile inside a magnetic field and then ejects it towards a distant target. On impact the projectile detonates into a ball of searing heat capable of melting spaceship Hulls.

It is the premier infantry anti-tank weapon of the modern army, and only its relatively slow projectile prevents it from becoming useful as an anti-spacecraft weapon.

The plasma cannon is extremely large and bulky. It is typically mounted on a tripod or turret before firing, since the kickback would knock over the user if it was fired as a hand-held weapon. To deploy the plasma cannon takes two actions, one to set up the tripod and another to fix the weapon.

To use the plasma cannon in an enclosed space, such as a spacecraft or office building, is to invite your own death. It is almost impossible to fire the weapon far enough away from you to avoid being caught in its colossal blast radius, and the resulting backwash of scalding heat from being trapped inside would cause you to pass out even as your flesh roasted like a burnt steak. The recommended safe distance for the weapon is four hundred metres. You have been warned.

## PLASMA CANNONS

| Weapon | Type | Short Range | Medium Range | Long Range | Damage | Ammo | Notes | Cost |
|---|---|---|---|---|---|---|---|---|
| Plasma Cannon | Heavy, Energy | N/A (Min Range 36m) | 500m (9) | 3km (12) | Fatal: 100 Injury: 40 | 4 | Blast Radius: 12m Fatal, 34m Injury. Firer knocked over unless weapon is tripod mounted. | 4000cr |
| Altair JP60 Accelerator | Heavy, Energy | N/A (Min Range 36m) | 500m (9) | 3km (12) | Fatal: 140 Injury: 50 | 2 | Blast Radius: 12m Fatal, 34m Injury. Firer knocked over unless weapon is tripod mounted. | 13,500,000cr |

## RARE PLASMA CANNONS

### Altair JP60 Accelerator

Plasma cannons come in few established variants – the use of infantry scale plasma weaponry is relatively new and few manufacturers are daring enough to tinker with the exacting design constraints involved in making a safe plasma weapon. The new Altair JP60 is the first commercially released plasma cannon variant, currently under exclusive contract to the Federation Army. At the expense of ammo consumption the JP60 over-excites the matter contained in its magnetic field to extremely dangerous levels before unleashing the bolt on the poor, doomed enemy. Only time will tell if this model is stable enough for mass production.

## MELEE WEAPONS



In the 'good old days' people would brain each other with clubs and swords before heading home to drink some mead and talk about Valhalla. Those days are long gone, but there are still some who prefer the 'art' of chopping people to bits with sharpened lengths of metal to filling them with bio-degradable bullets.

**In the right hands, a Melee weapon can really ruin someone's day, and unarmoured humans are just as vulnerable to being stabbed, poked or crushed as our ancestors were.**

Clubs, axes and hammers are all easy to come by. It takes a little bit of extra searching to find a sword worthy of actual combat, although they do exist on certain planets. Spears can be easily made by hand if you know what you're doing and have a high Survival Skill, but spears purchasable on the open market tend to be fancy pseudo-oriental types used for display.

Using a chainsaw in combat is just wrong and should be avoided by all but the most psychopathic players.

### MELEE WEAPONS

| Weapon | Type | Finesse | Damage | Notes | Cost |
|---|---|---|---|---|---|
| Fighting | Fighting | 5 | 1D10 halved | | N/A |
| Club/Baton | Melee | 6 | 1D10 | One Handed | 50mcr |
| Sword | Melee | 4 | 1D10 | One Handed | 100cr |
| Knife | Melee | 7 | 1D10 | One Handed | 1cr |
| Axe/Hammer | Melee | 8 | 2D10 | | 150mcr |
| Spear | Melee | 6 | 1D10 (+2 damage if used two handed) | One or Two Handed | 5cr |
| Chainsaw | Melee | 9 | 3D10 | When used you cannot use the Dodge defence until the start of your next turn. | 2cr |
| Nanofibre Sword | Melee | 4 | 3D10 | One Handed | 53,000cr |
| Neo-Samurai Sword | Melee | 4 | 2D10 | One Handed. +15 Melee Skill score +10 Parry Skill score | 425,000cr |
| Imperial Sabre | Melee | 4 | 3D10 | One Handed. +20 to Melee Skill score +15 Parry Skill score | 31,000,000cr |

## RARE MELEE WEAPONS

### Nanofibre Sword

These exactingly engineered blades sharpen to an edge one molecule thick … according to the blurb on the packet. Most Nanofibre swords are considerably thicker than this in reality, but are, nonetheless, quite sharp enough to lop off limbs with little or no effort.

### Neo-Samurai Sword

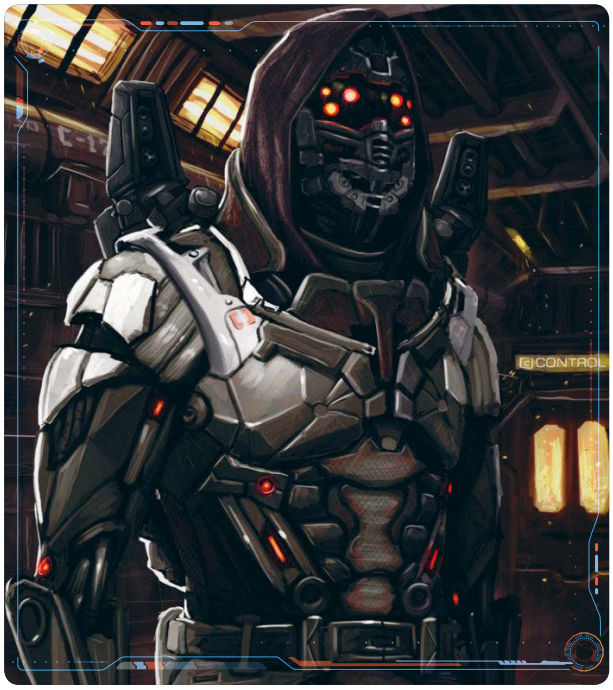
Samurai swords were supposed to be the best swords ever. When a 21st century metallurgist pointed out they were made out of iron so weak that they struggled to cut through a stick of butter, a major effort was launched to restore the reputation of the Samurai blade to its former glory. The Neo-Samurai Sword is a weapon truly to be proud of. Made out of the best carbon-fibre steel and perfectly balanced for sword duelling, the Neo-Samurai is hand-manufactured by an actual swordsmith with no modern day cheating at all … except for the hyper-advanced alloy and the odd robot assembler. Apart from that, it's completely authentic … honest!

### Imperial Sabre

Most of the ceremonial swords worn by Imperial senators for weddings, coronations and funerals (often one and the same occasion in the Empire) are just that – purely ceremonial. It is well known, however, that some senators go the whole hog and order an Imperial Sabre. Senator Denton Patreus certainly carries one, as do most of his opponents. Getting your hands on an Imperial Sabre is no easy task – they are only manufactured for members of the senate and never sold on the open market. The few in circulation have literally been pried from the dead fingers of their former owners.

## ARMOUR

**Wearing armour helps to reduce the damage you take from certain weapons. The wearing of armour is not generally illegal (although some rare armours are) but it is considered a little crass, unless you are on some kind of military or police duty.**




As with clothing, armour has a Social Factor. This is a number that adds or detracts from the majority of your Social Skills. A positive number increases your Bargain, Bluff, Charm and Diplomacy Skill bonuses. A negative number detracts from them. Armour generally has a negative Social Factor; when trying to be diplomatic in riot armour it can seem like you are trying to bully people. On the other hand, some armours give a bonus to the Intimidate Skill, so rougher characters will probably enjoy wearing obviously fierce armour.

Armour has advanced to the state where it can provide some limited protection from modern weapons. It is not normally very bulky, as this would reduce the accuracy and physical skill of the wearer, although a few suits do affect a character's Athletics Skill. The biggest problem with armour is that it tends to be specialised; it is difficult to make a suit that is both bullet-proof and laser-proof. When donning armour, think about what kind of foes you are likely to face. Street gangs and pirates tend to prefer Kinetic weapons, corporate security prefers Energy, and Melee defensive armour is best when boarding ships full of genetically modified monsters. Wearing the wrong armour into battle can prove ineffective at best and downright embarrassing at worst.

## HOW ARMOUR WORKS

Armour absorbs Damage, provided it is designed to protect against the kind of attack that has just damaged you. A stab vest, with a Melee absorb number of 3, reduces the Damage of any Melee attack that hits you by 3. There are six types of Damage: Kinetic, Energy, Explosive, Fighting, Melee and Toxic. Some armours protect you against multiple sources of Damage and some will only protect you against one type.

You always take 1 point of Damage from an attack, even if you absorb the incoming Damage entirely. The only exception is Toxic Damage, which can be reduced to zero.

### The Discreet Quality

Armours with the Discreet quality can be worn under all clothing - except flight suits and skin-tight clothes. This prevents any Social Factor penalties the armour might cause. If you wear a Discreet armour openly, you suffer a Social Factor -1 penalty.

### The Hardened Quality

One of the issues with designing a suit of armour is the fact that some parts must, by default, be thinner and less protected than others. The breastplate, shin-guards, thigh-guards and helmet can be covered in thick layers of armour, but soldiers need flexible use of their hands, and freedom around their joints to fight effectively. Such areas cannot be over-armoured or the soldier could not even move. To reflect this, some suits of armour have the Hardened quality to check if an attack hits them in a well-armoured area.

The Hardened quality is followed by a number. When struck by an attack that the armour can protect against, roll a D10 and compare it to the Hardened number of the armour. If you equal or exceed this number you can double the protection you get from the attack that has just hit you. If you roll less, the armour works normally.

## ARMOUR

| Armour | Absorb | Notes | Cost |
|---|---|---|---|
| Stab Vest | Melee: 3 | Discreet | 2cr |
| Bullet Proof Vest | Kinetic: 5 | Discreet | 4cr |
| Reflec Vest | Energy: 3 | Discreet | 60cr |
| Riot Armour | Melee: 5<br>Fighting: 3 | Social Factor -2<br>-20 Athletics Skill score | 90cr |
| Reactive Armour | Kinetic: 4<br>Energy: 2<br>Explosive: 8 | Social Factor -2 | 50cr |
| Alloyed Breastplate | Kinetic: 8<br>Energy: 3<br>Melee: 3 | Hardened 7<br>Social Factor -1<br>-10 Athletics Skill score | 40,000cr |
| Reflec Breastplate | Kinetic: 5<br>Energy: 5<br>Melee: 3 | Hardened 7<br>Social Factor -1<br>-10 Athletics Skill score | 90,000cr |
| Assault Combat Armour | Kinetic: 10<br>Energy: 4<br>Explosive: 6 | Hardened 6<br>Social Factor -2<br>+10 Intimidate Skill score<br>-20 Athletics Skill score | 2,700,000cr |
| Field Combat Armour | Kinetic: 6<br>Energy: 6<br>Explosive: 6 | Hardened 6<br>Social Factor -2<br>+10 Intimidate Skill score<br>-20 Athletics Skill score | 4,000,000cr |
| Powered Armour | Kinetic: 10<br>Energy: 6<br>Explosive: 10<br>Melee: 6<br>Toxic: All | Hardened 5<br>Social Factor -3<br>+20 Intimidate Skill score<br>-10 Athletics Skill score<br>Enhancement: Strong | 38,000,000cr |

## RARE ARMOURS

### Assault Combat Armour:

A full body suit of armour, designed primarily to resist Kinetic weapons, but generally effective against Energy and Explosive weapons as well. The armour is rather bulky and difficult to move in, making any athletic feats rather tricky.

### Field Combat Armour

This armour is designed to be used in open field warfare, where Energy weapons hold dominance. Like assault combat armour it is a full suit of heavy armour, and shares many of the same characteristics and disadvantages.

### Powered Armour

Powered armour is a semi-robotic suit that completely encloses the wearer and augments their strength. You gain the Enhancement Strong whilst wearing this armour – and it stacks with any other physical or cybernetic Enhancements you may have.

Powered armour is extremely uncommon, costing millions to produce, and it is not standard equipment in any branch of the military. Small units of power armoured soldiers are maintained by the major powers and some corporations.

## CYBERNETICS

### Cybernetics is the merging of machine parts with the human body.

Cybernetics as a medical practice reached its height in the 29th century, until progenitor cell technology became available. Previously, if a person lost a limb or organ, it could be replaced with a mechanical substitute. These days most people, if they suffer an accident or birth defect that requires an artificial replacement, have new organs made from their own genetic information. A replacement heart, for example, really is the same heart as the one it has replaced (minus a few genetic and muscular defects that made the replacement necessary in the first place!)

In about one percent of cases progenitor cell technology is not effective due to bodily rejection. In these cases cybernetics are still used to save and extend lives. However this comes at a cost. Cybernetic augmentation is considered taboo in most of the galaxy; the idea of people, willingly or not, replacing parts of their bodies with machinery is considered mildly horrific. The reasons for this prejudice are complex and varied. On the one hand cybernetics harkens back to a time when the richer half of the population had access to progenitor cell tech and the poorer did not, implying that cyborgs are, by their nature, paupers. Additionally, some cyborgs have been horrifically 'hijacked' by terrorist hackers, and used as puppets to kill others or mutilate themselves to terrify the population. Increasingly though, this prejudice is fuelled through a corrosive media idea of correct body image. The perfect body is never portrayed as a mechanically dependant one, despite the efforts of a number of noble campaigners.

There is one other reason for cybernetic prejudice, although it applies only to a small number of the cyborg population. A few cyborgs deliberately substitute parts of themselves with enhanced, combat-improving limbs and machinery, going so far as to replace healthy limbs and organs to turn themselves into super-people. It goes without saying that anyone who would willingly mutilate their own body to become an enhanced killing machine is spoiling for a fight - and much current fear towards cyborgs comes from these terrifying human monsters.

Not all living cyborgs willingly made the choice to convert. On some independent worlds, recruits to a dictator's armies are forcibly converted into cyborgs to help them cope with the extremities of war. In the aftermath of such a war, these cyborg-soldiers often become an embarrassment to the government, who attempt to confine or do away with their troublesome saviours. However, in the eyes of the common people, cybernetics represents an existential horror of what might become of them if chance or medicine were to fail them. This fear often manifests itself as hatred. Growing up as a cyborg on a civilised planet is the loneliest experience a child can have.

CYBERNETICS & ENHANCEMENTS

Many cybernetic devices that are not discreet, grant improvements to a character very similar to Enhancements. The Type 1 Arm Upgrade, for example, grants a +2 Damage bonus to Fighting and Melee attacks and increases the carrying capacity of the character by 20kg. It is important to note that whilst this is the same bonus as granted by the Strong Enhancement, for the purposes of the game this is a separate bonus.

Why the distinction?

Unimproved human beings can take the Strong Enhancement a number of times, but finally reach their maximum Damage once they have taken the Enhancement five times (a +10 Damage bonus!). Strong human beings should be physically powerful, but they shouldn't be able to punch through walls.

Cyborgs, on the other hand, probably should be able to punch through walls with their powerful robot arms. Rather than restrict cyborgs to the same boring strength as everyone else, their cybernetic strength is rated separately from any Enhanced strength they have. In the game you will add all these bonuses together. If you have a character with two Type 1 Arm Upgrades, who has also taken the Strong Enhancement twice, they would receive a +8 Damage bonus to Melee and Fighting and be able to lift an extra 80kg.

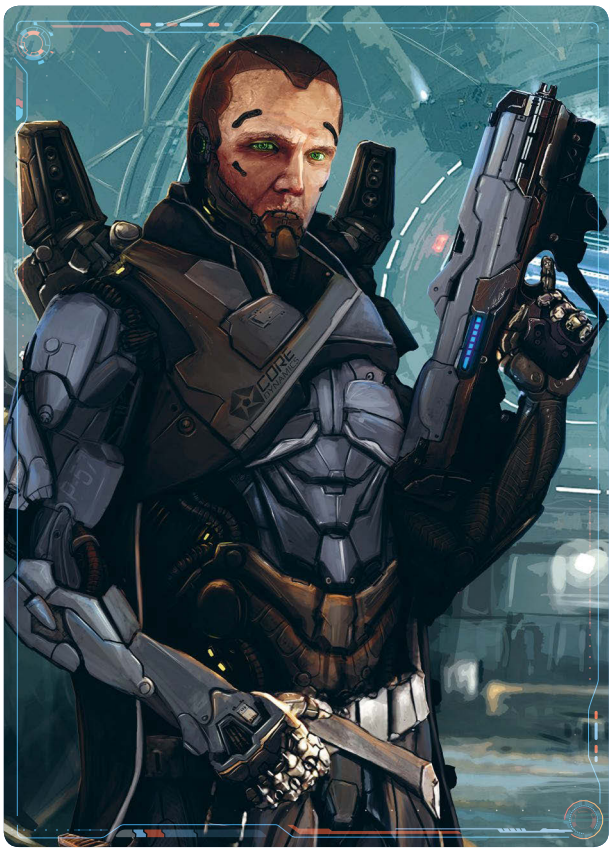
## Subtle and Discreet Cybernetics

Due to the overwhelming prejudice against cyborgs, most companies try to make medically necessary cybernetics as subtle as possible. Often this is quite easy, especially if you are replacing an internal organ such as a heart or kidney. When replacing limbs, the doctor and cybernetic engineer will try and make the replacement as similar as possible to the lost limb. Artificial skin is still not realistic enough to pass inspection, but a cyborg with a medically replaced arm, wearing coat and gloves would not be detectable by sight alone. It is worth noting, however, that any scanning device worthy of the name will quickly identify even discreet cybernetics.

## Karma and Cybernetics

There is a maximum amount of machinery the human body can absorb before rejection takes place. Putting in too much cybernetic technology in too short a time can lead to terrible integration issues, with the confused human brain unable to cope with mastering the subtleties of its new body.

In game terms, the more a character relies on technology, the less human instinct, reaction and combat awareness they will possess. Each cybernetic implant drains a certain amount of Karma. This loss is permanent and can never be recovered.



Cyborgs that are improving an existing upgrade, say a Type 1 Leg upgrade to a Type 2, do not have to pay the Karma Cost again – their body is already used to the cybernetic device. Putting in an additional Enhancement, say rocket boosters, into the legs does cost extra Karma; being able to fly at will is definitely something new to the human experience!

## Cybernetics and Social Factor

The rules for Social Factor are described in the Clothing section, but briefly, Social Factor represents how

stylish and socially interesting you look. Cyborgs without Discreet cybernetics, or discreet cyborgs who have been revealed, suffer a -3 penalty to their Social Factor. Furthermore, wearing clothes and cosmetics does not alter this, nor do any other items that affect Social Factor. Once you are revealed as a cyborg, even a nice red dress won't help you charm that barman!

### Resist Knockdown

High quality cybernetic legs instinctively brace themselves against attacks that might knock you down. It is much harder to knock over a cyborg with this improvement. Normally you are knocked over if an enemy rolls a '10' on any of its Damage dice. With Resist Knockdown (1) it takes two '10s' to knock you down – you ignore the first '10' because of your Knockdown resistance. With Resist Knockdown (2) it takes three '10s' to knock you down as you ignore the first two '10s' rolled. You still take any Damage inflicted; Resist Knockdown simply helps you to stand on your own two feet.

### Armoured Carapace

An armoured carapace is a series of heavy plates connected to your skin, bone structure and other cybernetics. You can no longer wear clothes or other armour once you have such a carapace (don't worry, your dignity is covered ... or entirely replaced with metal plates). Because cyborgs don't benefit from Social Factor bonuses from clothing, this doesn't matter too much. However, it does mean that you cannot wear a flight suit or a space suit, which leaves you vulnerable to the hard vacuum of space. More advanced versions of the armoured carapace provide space-suit like capability, but cyborgs early in their career must be especially careful.

### Cybernetic Weapons and Scanners

Any weapons built into your cyborg (such as the toxin injector or retractable laser pistol) cannot be detected through regular scans. Be aware, however, that phobia of cyborgs is high among security forces, so you may be physically searched to find any such weapons.

CYBERNETICS

| Item | Karma Cost | Notes | Price |
|---|---|---|---|
| Replacement Organ | 1 | Discreet.<br>Replaces damaged or missing heart, lungs, eyes, kidneys, etc. | 3,000cr |
| Replacement Cybernetic Arm | 3 | Discreet. Replaces your existing arm. Maximum 2. | 6,000cr |
| Type 1 Arm Upgrade | 3 | Replaces your existing arm.<br>Maximum 2. Grants +2 Damage bonus to Fighting and Melee attacks.<br>Carrying capacity increased by 20kg. | 30,000cr |
| Type 2 Arm Upgrade | 3 | Replaces your existing arm.<br>Maximum 2. Grants +4 Damage bonus to Fighting and Melee attacks.<br>Carrying capacity increased by 40kg. | 312,000cr |
| Type 3 Arm Upgrade | 3 | Replaces your existing arm.<br>Maximum 2. Grants +6 Damage bonus to Fighting and Melee attacks.<br>Carrying capacity increased by 60kg. | 1,042,000cr |
| Type 4 Arm Upgrade | 3 | Replaces your existing arm.<br>Maximum 2. Grants +8 Damage bonus to Fighting and Melee attacks.<br>Carrying capacity increased by 80kg. | 4,700,000cr |
| Type 5 Arm Upgrade | 3 | Replaces your existing arm.<br>Maximum 2. Grants +10 Damage bonus to Fighting and Melee attacks. Carrying capacity increased by 100kg. | 12,050,000cr |
| Replacement Cybernetic Leg | 2 | Discreet. Replaces your existing leg. Maximum 2. | 7,000cr |
| Type 1 Leg Upgrade | 4 | Replaces both legs. Move an extra 2 metres per turn. | 40,000cr |
| Type 2 Leg Upgrade | 4 | Replaces both legs.<br>Move an extra 4 metres per turn. Resist knockdown (1). | 235,000cr |

(**CYBERNETICS** TABLE CONTINUED)

| Item | Karma Cost | Notes | Price |
|---|---|---|---|
| Type 3 Leg Upgrade | 4 | Replaces both legs.<br>Move an extra 6 metres per turn. Resist knockdown (1). | 903,000cr |
| Type 4 Leg Upgrade | 4 | Replaces both legs.<br>Move an extra 8 metres per turn. Resist knockdown (2). | 3,650,000cr |
| Type 5 Leg Upgrade | 4 | Replaces both legs.<br>Move an extra 10 metres per turn. Resist knockdown (3). | 8,750,000cr |
| Type 1 Replacement Internals | 5 | Discreet. Replaces ribcage and essential organs in torso with armoured components. +10 Endurance. | 50,000cr |
| Type 2 Replacement Internals | 5 | Discreet. Replaces ribcage and essential organs in torso with armoured components. +20 Endurance. | 720,000cr |
| Type 3 Replacement Internals | 5 | Discreet. Replaces ribcage and essential organs in torso with armoured components. +30 Endurance. | 2,310,000cr |
| Type 4 Replacement Internals | 5 | Replaces ribcage and essential organs in torso with armoured components. +40 Endurance. | 6,600,000cr |
| Type 5 Replacement Internals | 5 | Replaces ribcage and essential organs in torso with armoured components. +50 Endurance. | 18,500,000cr |
| Type 1 Replacement Nervous System | 5 | Replaces spinal cord and primary nerve endings with superfast components. +5 to Dodge Skill score. | 50,000cr |
| Type 2 Replacement Nervous System | 5 | Replaces spinal cord and primary nerve endings with wsuperfast components. +10 to Dodge Skill score. +1 to Initiative. | 690,000cr |
| Type 3 Replacement Nervous System | 5 | Replaces spinal cord and primary nerve endings with superfast components. +15 to Dodge Skill score. +1 to Initiative. | 2,100,000cr |
| Type 4 Replacement Nervous System | 5 | Replaces spinal cord and primary nerve endings with superfast components. +20 to Dodge Skill score. +2 to Initiative. | 6,000,000cr |
| Type 5 Replacement Nervous System | 5 | Replaces spinal cord and primary nerve endings with superfast components. +25 to Dodge Skill score. +3 to Initiative. | 17,900,000cr |
| Type 1 Armoured Carapace | 4 | Encases cyborg in armour.<br>Kinetic: 4<br>Energy: 2<br>Explosive: 4<br>Fighting: 2<br>Melee: 2<br>Hardened 9<br>Can no longer wear clothes or other armour. | 40,000cr |
| Type 2 Armoured Carapace | 4 | Encases cyborg in armour.<br>Kinetic: 5<br>Energy: 3<br>Explosive: 5<br>Fighting: 3<br>Melee: 3<br>Hardened 8<br>Can no longer wear clothes or other armour. | 242,000cr |
| Type 3 Armoured Carapace | 4 | Encases cyborg in armour.<br>Kinetic: 6<br>Energy: 5<br>Explosive: 10<br>Fighting: 4<br>Melee: 4<br>Toxic: All<br>Hardened 7<br>Can no longer wear clothes or other armour.<br>Counts as space suit – 8 hours of air available. | 2,880,000cr |

(**CYBERNETICS** TABLE CONTINUED)

| Item | Karma Cost | Notes | Price |
|---|---|---|---|
| Type 4 Armoured Carapace | 4 | Encases cyborg in armour.<br>Kinetic: 8<br>Energy: 6<br>Explosive: 12<br>Fighting: 5<br>Melee: 5<br>Toxic: All<br>Hardened 6<br>Can no longer wear clothes or other armour.<br>Counts as space suit – 8 hours of air available. | 8,200,000cr |
| Type 5 Armoured Carapace | 4 | Encases cyborg in armour.<br>Kinetic: 10<br>Energy: 7<br>Explosive: 15<br>Fighting: 6<br>Melee: 6<br>Toxic: All<br>Hardened 5<br>Can no longer wear clothes or other armour.<br>Counts as space suit – 8 hours of air available. | 50,300,000cr |
| Type 1 Cybernetic Eyes | 2 | Replaces eyes. +5 to Kinetic, Energy and Heavy Weapons Skill score. +5 to Perception Skill score. | 20,000cr |
| Type 2 Cybernetic Eyes | 2 | Replaces eyes. +10 to Kinetic, Energy and Heavy Weapons Skill score. +10 to Perception Skill score. | 120,500cr |
| Type 3 Cybernetic Eyes | 2 | Replaces eyes. +15 to Kinetic, Energy and Heavy Weapons Skill score. +15 to Perception Skill score. | 1,100,000cr |
| Type 4 Cybernetic Eyes | 2 | Replaces eyes. +20 to Kinetic, Energy and Heavy Weapons Skill score. +20 to Perception Skill score. | 2,200,000cr |
| Type 5 Cybernetic Eyes | 2 | Replaces eyes. +25 to Kinetic, Energy and Heavy Weapons Skill score. +25 to Perception Skill score. | 5,500,000cr |
| Class 1 Toxin Injector | 1 | Requires Arm Upgrade. A hardened needle projects from the arm at will. When Fighting inflict an extra 1D10 toxin damage. Can be used 2 times per day. | 10,000cr |
| Class 2 Toxin Injector | 1 | Requires Arm Upgrade. A hardened needle projects from the arm at will. When Fighting inflict an extra 2D10 toxin damage. Can be used 2 times per day. | 189,000cr |
| Class 1 Cyberclaws | 2 | Requires Arm Upgrade. Grants Cyberclaw Melee attack: Finesse 6, 2D10 damage. Claws can be retracted when not in use. | 20,000cr |
| Class 2 Cyberclaws | 2 | Requires Arm Upgrade. Grants Cyberclaw Melee attack: Finesse 6, 3D10 Damage. Claws can be retracted when not in use. | 300,000cr |
| Class 1 Retractable Laser Pistol | 2 | Requires Arm Upgrade. Hidden laser pistol projects from the arm at will. See Laser Pistol in weapons for statistics. | 20,000cr |
| Class 2 Retractable Laser Pistol | 2 | Requires Arm Upgrade. Hidden CS1 Burst Pistol projects from the arm at will. See CS1 Burst Pistol in weapons for statistics. | 500,000cr |
| Class 3 Retractable Laser Pistol | 2 | Requires Arm Upgrade. Hidden Magnetising Hotshot Laserpistol projects from the arm at will. See Magnetising Hotshot Laserpistol in weapons for statistics. | 4,000,000cr |
| Class 1 Leg Jets | 2 | Requires Leg Upgrade. Can fly 20 metres instead of moving on your turn. Can be used once per hour. | 20,000cr |
| Class 2 Leg Jets | 2 | Requires Leg Upgrade. Can fly 20 metres instead of moving on your turn. Can be used twice per hour. | 124,000cr |
| Class 3 Leg Jets | 2 | Requires Leg Upgrade. Can fly 30 metres instead of moving on your turn. Can be used three times per hour. | 1,890,000cr |
| Class 4 Leg Jets | 2 | Requires Leg Upgrade. Can fly 30 metres instead of moving on your turn. Unlimited use. | 5,000,000cr |

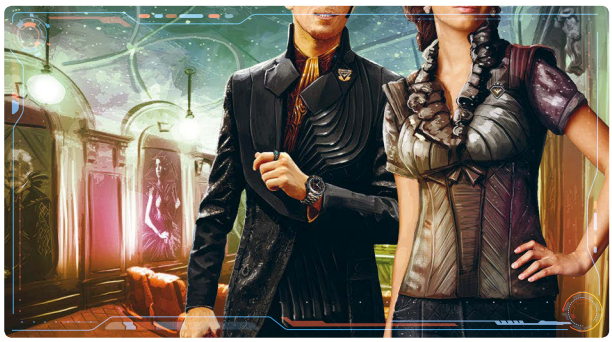
## GENERAL EQUIPMENT

**There is plenty of other equipment useful for space adventurers such as you.**

The following lists show a number of different products for sale. As with weapons and armour, items in green are commonly available, items in blue are rare items.

## CLOTHING

Everyone likes to look good, unless they are punks or anarchists. Clothing is as much an expression of personality as it is a practical choice. Sometimes you need certain kinds of clothes to survive in different environments (space suits, low-temperature clothing and radiation suits, for example) but most of the time you will be able to stroll around in whatever threads you choose. Bear in mind that this is a judgemental galaxy and people are looking at you. Remember to dress to impress if you intend to improve your chances of social interaction.



To reflect this all clothing has a Social Factor. This is a number that adds or detracts from the majority of your social Skills. A positive number increases your Bargain, Bluff, Charm and Diplomacy Skill bonuses. A negative number detracts from these Skills. Clothes that have a negative Social Factor are deliberately provocative or aggressive, and will sometimes provide a bonus to the Intimidate Skill.

The Social Factor of your clothes might not always apply. If you are wearing a Stunning Red Dress, for example, you might not get to add your bonus if you are presenting at a business meeting, whose directors might prefer more professional attire. Likewise wearing a smart business suit when trying to negotiate with anti-capitalist terrorists will probably not help much, and might even provide a negative bonus at your GM's discretion. In addition, you lose any positive Social Factor bonus if you take any damage whilst wearing your clothes (bullet holes and blood stains seldom enhance even the most fashionable attire).

Clothes are divided between cheap and affordable fare, produced by robots and Eranin war refugees, and high-cost luxury brands even an Imperial princess wouldn't mind being poured into. The latter is more impressive, if only because it shows how much money you are willing to waste on a fashion that will be out of date next season.

### SKILL BONUSES & HOW THEY WORK

Some bits of equipment and cybernetics are so good they provide bonuses to your skills when you use them. In general, Skill bonuses work in one of two ways:

**Bonus to Skill Score**
Some items, especially weapons, provide a bonus to the Skill score of a particular skill. This is the large number out of a hundred listed next to the Skill on your character sheet. Having a Skill score bonus will boost your Skill bonus up if you get to the next ten in your Skill score. Note that your Skill score cannot exceed 100, no matter how high the bonus from your item is.

**Bonus to Skill Roll**
Other items, such as the Social Factor bonus from clothing provide a bonus to the Skill roll. In other words when making a Skill check, roll a D10, add your Skill bonus, and then add the bonus from the item.

## COSMETICS

In the 34th century every man, woman and child uses cosmetics. Sure, some claim that the strange purple haze above their eyes is inherited from their

genetically enhanced uncle, or that their stunning platinum locks "just naturally" billow behind them like they were in a make-up commercial. These people are all self-deluded and congenital liars.



The fact is that the first thing that hoary old space trucker does in the morning is plonk himself down and begin his struggle with the hateful mirror. "I'm hideous," he thinks, mournfully, "I wish I was dead." At this point he reaches for the autopistol he keeps in the side drawer, but his hand hovers uncertainly. Filled with self-loathing, he lamely grabs the Manscara and Insta-Hair gel and hides his true face from the world. Cosmetics advertising is very effective in the 34th century.

It is assumed that all characters sort out their cosmetics regime in the morning at the same time as they wash, shower and relieve themselves. It's not generally something that needs to be dwelt on, nor does it cost anything exceptional. Cosmetics are considered a basic need, along with water, food and clothing. Some rough frontier world types might refuse to use make-up and deodorant, perhaps on principle. Characters who deliberately refuse to use cosmetics suffer a Social Factor of -1 (natural beauty is not at all appreciated in this century).

For some, basic cosmetics are not enough. Their deep-seated insecurities run so deep that they demand only the very best slap-on that money can buy. Thanks to the miracle of modern chemistry these products are extremely effective - turning even an ugly duckling into a ravishing beauty. Luxury make-up grants a Social Factor bonus, but you can only benefit from one such bonus from cosmetics at any given time; put on too much make-up and it starts to look like you're trying too hard. The very best make-up is rare, and cannot be easily purchased on the open market.

## COMS



Coms are communication devices that utilise a broad range of different frequencies to connect to other coms. Think of them like radios or mobile cell phones. Much like phones, coms also provide computer services to their users – calculating, network access, personal organisation, context-sensitive answering machines (so you don't have to talk to your relatives in person) and entertainment systems, are all basic functions inside modern coms. Personal coms cannot, by themselves, send faster than light (FTL) communications, but can connect to systems that do possess these abilities. Provided you have the right permissions, you can use a space station's communication relay to 'holo-fac' nearby planetary systems on your personal coms.

There are generally two kinds of coms; hand coms and wrist coms. Hand coms are rectangular computers that fit comfortably in the hand or pocket. Wrist coms are strapped to the wrist of the user, so they don't have to have a hand free to use them (com units work through either manual control or voice activation – some cyborgs can control them with their minds). It is worth making clear that wrist coms, whilst more powerful, more reliable and more convenient, are achingly unfashionable. In social situations you might as well be wearing a Renaissance ruff. In non-battle or non-emergency situations wrist coms suffer a Social Factor of -2.

## COMBAT STIMS

Combat Stims are illegal battle drugs that deactivate the pain receptors of the subject and keep them conscious in circumstances where the body would rather black out and become incapacitated. A character with Combat Stims injected into their system does not fall unconscious when their Endurance drops to zero or below and can keep fighting. The character will still die – quite spectacularly – when their Endurance reaches a negative number equal to half their starting Endurance.

Administering Combat Stims requires two things – a delivery system and the drug itself. The simplest delivery system is a syringe, administered by the user or another person. The more advanced method is an automatic injection system that activates when it detects that the body is about to fall unconscious. Combat Stims can be applied before or after taking an injury that reduces the user to zero Endurance.
If applied beforehand, the user will never black out.
If applied after unconsciousness, the character wakes almost instantly (often with a violent intake of breath) but will start their next turn knocked over.

Automatic dispensers vary somewhat in quality. Because many models are produced illegally by unsanctioned companies, the chance of injection failure is higher than on a commercial product. Most Stim injectors eventually work, but some fail catastrophically. If you are using an automatic dispenser it will have a percentage chance of success when you are reduced to zero Endurance or less. Roll percentile dice and compare them to the injection success score. If you roll that number or less, the Combat Stims are injected and you do not fall unconscious. If you roll too high, the Stim injector does not work and you fall unconscious – you can check again at the end of each of your following turns. If you roll a 100 (a double '0' on the D10s) the stimulant injector overloads your heart and you die.

Combat Stims remain in the system for about an hour – during that time the user cannot fall unconscious or sleep, even if they want to. Note that Combat Stims do not stabilise you. If you are bleeding out, you will continue to take Damage until you stabilise, although you won't feel any pain. Combat Stims are highly addictive, and your GM will let you know if you become addicted to Combat Stims after any given use. These drugs are illegal in Federal, Imperial and Alliance space and on all well-run independent worlds. That doesn't mean that the great governments don't use them however, especially during close-fought wars.

## MEDPACKS

Medpacks contain emergency medical supplies to treat wounds and stabilise the dying. It is possible to treat wounds without them by improvising equipment (tearing up bits of clothes for bandages and slings, searing closed wounds with heat guns from the ship repair kit, etc) but this is hardly ideal.

Medpacks provide a bonus to your medicine checks, which allows you to treat people more effectively.




Medpacks typically contain casts for smaller wounds (bullet or laser sized). These patches contain diagnostic scanners and tiny robots that help to knit a wound together. More serious injuries can be sprayed with a spray-on foam which fills and seals an injury, although you should consult your doctor about follow-on care for serious wounds.

A Medpack is not a one shot item – it can be used to treat a number of people, although its supplies will eventually run out. In general a Medpack can be used about five times before it needs to be replaced.

## CLOTHING

| Item | Social Factor | Notes | Cost |
|---|---|---|---|
| Casual Clothes | 0 | Everyday wear. | 1cr |
| Work Overalls | -1 | Tough clothes to get dirty in | 2cr |
| Military Fatigues | 0 | A soldier's uniform with lots of pockets for ammunition. | 5cr |
| Arctic Clothes | -2 | Keeps you warm against temperatures below zero. | 20cr |
| Environment Suit | -3 | Grants Toxic resistance 20. Includes breathing equipment. | 30cr |
| Business Suit | 0 | The least you can get away with in the office. | 10cr |
| Tailored Business Suit | +1 | Looking better than those in the pod opposite. | 100cr |
| Flight Suit | 0 | Provides temporary protection in a vacuum. Standard issue for pilots. Includes Magnetic Boots. | 5cr |
| Skin Tight Flight Suit | +1 | Leaves nothing to the imagination – watch those calories! | 200cr |
| Space Suit | -2 | For long term work in space. Includes breathing equipment and Magnetic Boots. | 10cr |
| EmoGoth Suicidal Clothes | +1 | How can someone so sad look so good? | 5cr |
| Studded Thug Outfit | -1 | +1 to Intimidation checks. Got a thing for studded leather? | 2cr |
| Punky Anarchist Garb | -2 | +2 to Intimidation checks. You really don't give a tuppenny hoot what people think of you. Smash the system! | 3cr |
| Branded Casual Clothes | +1 | Looks like you didn't even try – but you did, really hard. | 150cr |
| Nightclub Dress | +1 | It's breezy; all the better to DethRave in! | 4cr |
| Stunning Red Dress | +2 | The surgery was worth it! | 1,000cr |
| Tails and Hat | +2 | Overdressed? Moi? | 1,000cr |
| Smart Business Suit | +1 | +5 to Computer Skill score. Interwoven computer aids literally do your job for you. | 10,000cr |
| Cubeo Liquid Dress | +3 | Pour the dress on for tailoring that doesn't get closer. One use only. Requires surgical knives to remove. | 80,000cr |
| Original GalCop Flight Suit | +3 | Feel nostalgic in this 31st century flight suit. Power up the Cobra! | 425,000cr |
| Imperial Noble Dress Suit | +3 | Strut like a senator. | 500,000cr |

## RARE COSMETICS

| Item | Social Factor | Notes | Cost |
|---|---|---|---|
| Genome Inc Anti-grav Hairspray | +1 | One Use. Wraps hair strands in an invisible bubble of hydrogen, causing superior lift. Flammable. | 500cr |
| Karetii Manscara | +1 | Five uses. For sport. | 2,200cr |
| Altarian Skin | +2 | One Use, lasts one week. Changes skin hue to a more exciting colour. | 5,000cr |
| Dahan Gold No. 5 | +1 | One month supply. Entrancing perfume. | 60,000cr |
| Sothis Permanent Lip Gloss | +1 | One use, lasts six months. Ruby, ruby red lips. | 120,000cr |
| NatureCheat Youthanising Cream | +2 | One month supply. Warning: Deadly in small doses. | 400,000cr |

## EQUIPMENT (GENERAL)

| Equipment | Notes | Cost |
|---|---|---|
| Binoculars | 20x Magnification. | 1cr |
| Climbing Kit | Synthetic Fibre Rope (100m), Harness, Grappler Pitons, which stick to any firm surface. | 3cr |
| Field Rations | One Week of emergency rations. | 2cr |
| Gas Mask | Social Factor -3. Provides immunity to gas based Toxic damage. | 80mcr |
| Magnesium Torch | Shines a clear, bright light 40 metres. | 40mcr |
| Medpack, Advanced | Grants a +2 bonus to Medicine rolls when stabilising or healing. | 4,000cr |
| Medpack, Professional | Grants a +4 bonus to Medicine rolls when stabilising or healing. | 90,000cr |
| Medpack, Standard | Allows the use of the Medicine Skill to treat injuries. | 3cr |
| Motion Sensor | Detects movement within 30 metres. Can penetrate up to half a metre of dense material. | 70cr |
| Nightvision goggles | Range 100m | 250mcr |
| Oxygen Mask and Tank | 12-hour oxygen tank. | 2cr |
| Pack | Backpack to store extra equipment in. 15kg capacity. | 70mcr |
| Remlok | An emergency life support system that protects your soft tissue from explosive decompression and the vacuum of space. | 2cr |
| Slate Computer | Flat computer with large holo-display. Used for work purposes as a clip board or data manager. | 80mcr |
| Spaceship Repair Kit, Basic | A half-ton cabinet of emergency tools and materials to fix your ship. Allows you to make emergency and field repairs. | 100cr |
| Spaceship Repair Kit, Advanced | Grants a +2 bonus to repair rolls when making emergency and field repairs on your ship. | 500,000cr |
| Spaceship Repair Kit, Professional | Grants a +4 bonus to repair rolls when making emergency and field repairs on your ship. | 3,000,000cr |
| Tent | A portable, self-assembling tent for two people. | 2cr |
| Toxin Detector | Handheld scanner that can scan water and food for impurities and poisons, as well as detect toxic gases in the atmosphere. | 30cr |
| Vehicle Repair Kit, Basic | Several boxes of tools and materials to fix any ground vehicle. Allows you to make emergency and field repairs on vehicles. | 50cr |
| Vehicle Repair Kit, Advanced | Grants a +2 bonus to repair rolls when making emergency and field repairs on your vehicle. | 100,000cr |
| Vehicle Repair Kit, Professional | Grants a +4 bonus to repair rolls when making emergency and field repairs on your vehicle. | 1,000,000cr |
| Water Flask | 2 litre capacity. | 25mcr |
| Water Purifier | Thermos shaped container that purifies 1 litre of contaminated water every 15 minutes. | 60cr |

## COMS

| Item | Social Factor | Notes | Cost |
|---|---|---|---|
| Wrist Com | -2 | Wrist mounted com unit. Hands free. Very unfashionable. | 2cr |
| Hand Com, Cheap | -1 | Achingly primitive hand com from five years ago. Does everything a modern hand com does. | 50mcr |
| Hand Com | 0 | Current generation hand com. | 3cr |
| Hand Com, Ubifex | +1 | Developed last week. Leave it out on the table to impress your friends. Becomes regular hand com in one month. | 60cr |
| Wrist Com, Drone Remote | -2 | +10 to Cyber Skill when controlling drones. | 145,000cr |
| Hand Com, Hacker Model | 0 | +10 to Computers when attempting to hack computer systems. | 300,000cr |

## COMBAT STIMS

| Item | Notes | Cost |
|---|---|---|
| Combat Stim (Drug, 1 use) | Chemical component of Stim Injector | 500cr |
| Combat Stim: Paranoia Plus (Drug, 1 use) | Chemical component of Stim Injector. +10 to user's Dodge Skill score whilst stim is in effect. | 5000cr |
| Combat Stim: Brutal Plus (Drug, 1 use) | Chemical component of Stim Injector. User gains Strong and Fast Runner Enhancements whilst Stim is in effect. | 10,000cr |
| Manual Syringe | 100% Injection Success score. Must spend an action to apply. | 2mcr |
| Jury Rigged 'Street Injector' | 50% Injection Success score. | 90cr |
| Mercenary Stim Injector | 70% Injection Success score. | 9000cr |
| Federal Special Forces Medicator | 80% Injection Success score. | 56,000cr |
| Imperial Emergency Support Aid | 90% Injection Success score. | 700,000cr |

## RANGED WEAPONS (COMMON)

| Weapon | Cost | Ammo Mag Cost |
|---|---|---|
| Autopistol | 4cr | 70mcr |
| Laser Pistol | 3cr | - |
| Sub Machinegun | 9cr | 1cr |
| Assault Beamer | 50cr | - |
| Shotgun | 5cr | 50mcr |
| Assault Rifle | 15cr | 1cr |
| Laser Rifle | 40cr | - |
| Fragmentation Grenade | 5cr | - |
| Flashbang Grenade | 4cr | - |
| Chain Gun | 1000cr | 10cr |
| Missile Launcher, Anti-Personnel | 200cr | 40cr |
| Missile Launcher, Anti-Tank | 700cr | 100cr |
| Missile Launcher, Anti-Aircraft | 2000cr | 500cr |
| Plasma Cannon | 4000cr | 1000cr |
| Underslung Grenade Launcher (Ammo) | - | 5cr each |

## MELEE WEAPONS (COMMON)

| Weapon | Cost |
|---|---|
| Club/Baton | 50mcr |
| Sword | 10cr |
| Knife | 1cr |
| Axe/Hammer | 150mcr |
| Spear | 5cr |
| Chainsaw | 2cr |







CHAPTER 06

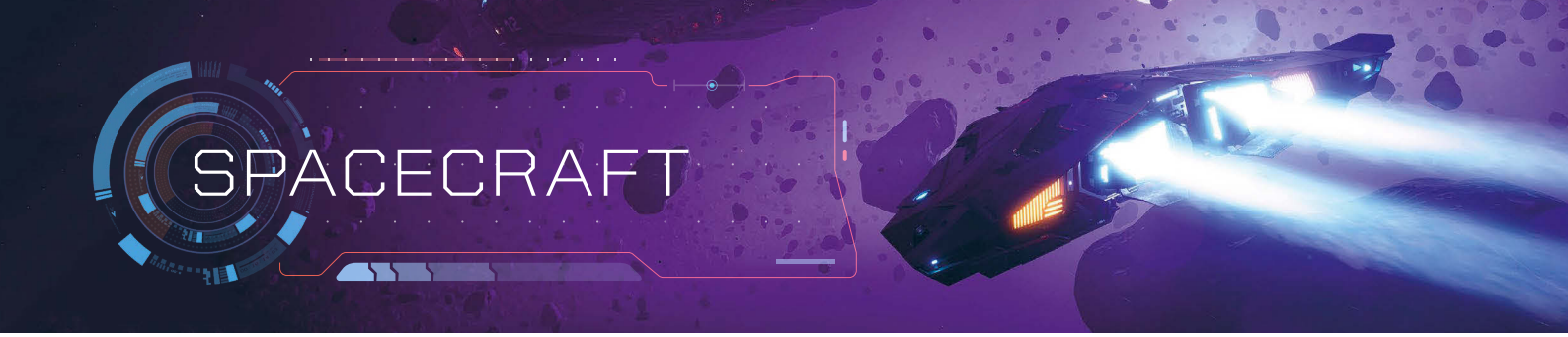
# SPACECRAFT

Cheap, faster-than-light (FTL) travel and

**THE MASS PRODUCTION OF SMALL-SCALE SPACECRAFT**

have transformed the lives of the interstellar population.

Although not everyone owns a spaceship, there are millions of independent owners in the galaxy today. A certain Stellar Class of people own spacecraft, like ancient humans owned automobiles, sometimes with multiple space ships owned by the same family. A successful family might have a Hauler for shopping trips, an Eagle for young Eddie to speed around in, and a sleek Fer-de-Lance for mum, for driving to work at the space station.



# SPACECRAFT

## HUMANKIND'S EARLIEST STEPS INTO THE GALAXY TOOK PLACE ON MASSIVE GENERATION SHIPS THOUSANDS OF METRES LONG...

The product of entire nations was sunk into superships, which crawled through space at sub-light speeds. Later, these ships became faster, but no less enormous, with large scale colonisation still planned at the state level, requiring vast resources and precise navigation. Since even small particles of matter could rip through and destroy early FTL spacecraft, massive automated space-dredgers would sweep new hyperspace routes, ensuring that these tiny pieces of dust and rock would not collide with the delicate transport ships as they chugged through the galaxy.

The development of nuclear fusion, faster hyperspace drives and the mass industrialisation of the human galaxy, finally allowed spaceships into the hands of ordinary people.

Although not everyone owns a spaceship, there are millions of independent owners in the galaxy today. A certain Stellar Class of people own spacecraft, like ancient humans owned automobiles, sometimes with multiple space ships owned by the same family. A successful family might have a Hauler for shopping trips, an Eagle for young Eddie to speed around in, and a sleek Fer-de-Lance for mum, for driving to work at the space station.

For most independent pilots, however, their spaceship is their life. Owning no other property, with all their wealth tied up in their Cobra Mk III or Lakon Type-6, these space nomads scratch out a living as best they can, working hard to get enough credits to refuel and repair their beloved ships.

## THE AVAILABILITY OF SPACECRAFT

Spacecraft are sold in unrestricted amounts, fully armed and unlicensed, across the whole of human occupied space. No effective system of limiting access to spaceships has ever worked, except in very local instances – a single planetary dictator might be able to stop his peasants from accessing spacecraft, but no functioning democracy, confederacy or interstellar government has had any luck at all.

The Stellar Class have always jealously guarded their right to own, buy and arm spacecraft. In the 'Wild West' era of early expansion, when hyperdrive and power generation technology became cheap and small enough to put on more modest sized ships, piracy became a major problem. In the early days, a single laser-armed fighter could hold up an entire convoy. Desperate to prevent the industrial breakdown that would occur if interstellar trade ground to a halt, both the Federation and Empire permitted, even required, space ships to be armed so as to deter pirates. The debate over whether this policy has been successful or not is moot – space pilots now have their guns and they aren't giving them back!

The upshot is that the only thing anyone needs to own a spacecraft is cash … lots and lots of cash. There are no background checks and no delays. With the exception of military craft, purely owned by state governments, anyone can buy any ship they like.

You begin the game with a ship for 'free'; see the chapter on Character Creation. This vessel is one you either earned (unlikely), inherited (more likely), fixed up from a decaying spaceship yard (very likely), or stole from undeserving owners (probably). Your GM might want you come up with a story about how you gained your starter ship, so have a think about how you managed to be lucky enough to own one.

You can usually buy a new ship Between Adventures. There are a number of spacecraft and their variants to choose from, and between your adventures it is assumed you shop around to find the ship and any components you might need. You can sell your old ship for 70% of its value, including the cost of all its components. You can then buy a new ship - provided you have enough credits in your account.

### There are a few things to consider before buying:

- Some GMs might not use the Between Adventures rules. In this case you will have to buy your new ship during game time.
- You shouldn't leave yourself without a ship, unless your GM is okay with that. Most EDRPG adventures rely on the fact that you have your own ship and you may be left with nothing to do if you simply hitch a ride on another player's ship.
- It is possible to own more than one ship. If you do, you will have to decide where your spare ships are docked and take into account any long-term docking fees there might be. You might have a benefactor who will look after your ships for free – otherwise standard long-term docking fees are about 100cr a month for a small ship, 200cr for a medium ship and 400cr for a large ship.

## NOTES ON SPACECRAFT DATA

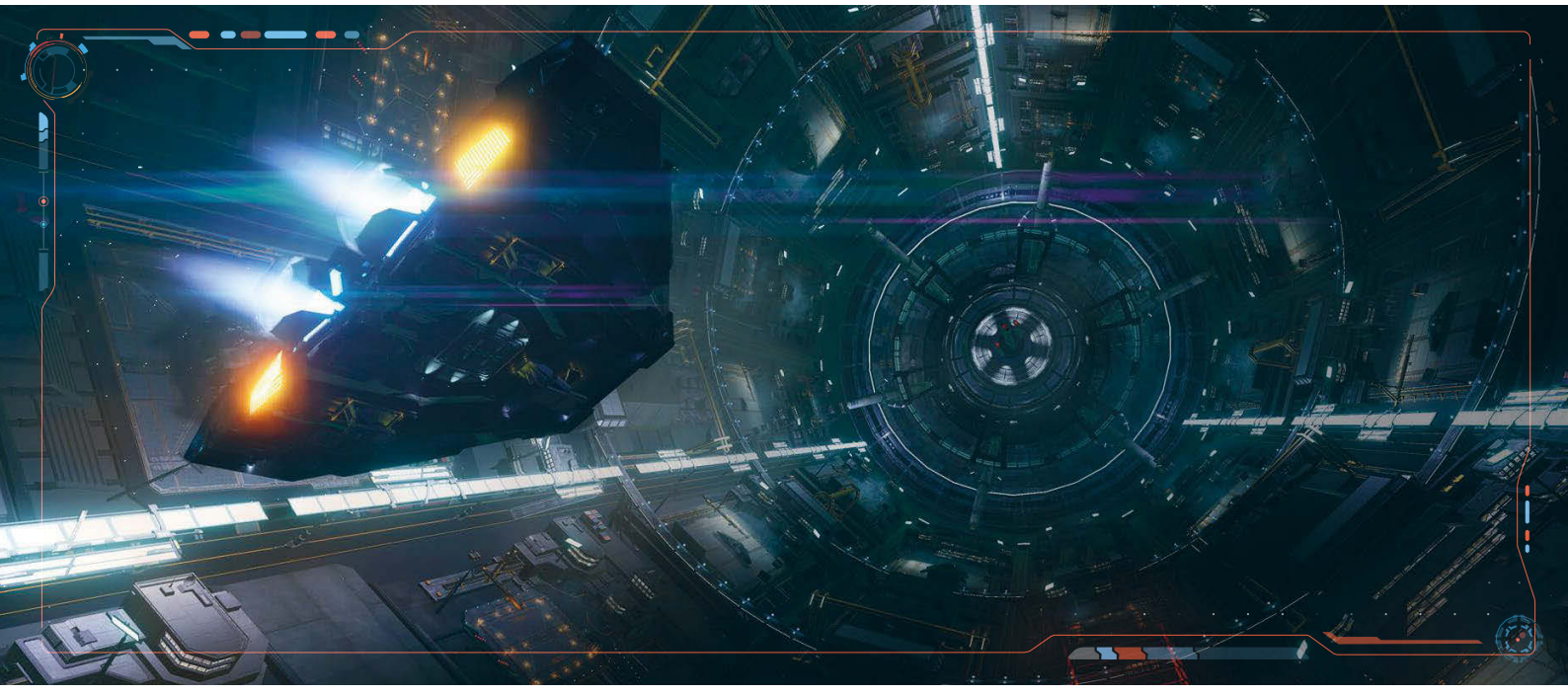
**Size:** Spaceships are defined as small, medium and large. Note that this can be different from the landing pad size required for the ship. The Python, for instance, is a large ship, but due to its snug dimensions it can fit on a medium-size landing pad.

**Manufacturer:** There are many spaceship manufacturers in the galaxy, and all have a certain style when designing ships. Faulcon DeLacy, for instance, tend to produce multi-role spacecraft, whilst Zorgon Peterson prefer compact personal transports. Companies sometimes produce unusual ships outside of their traditional vessels. Faulcon DeLacy produces the dedicated Viper Mk III combat ship, for example, whilst Zorgon Peterson charges a fortune for its vanity ship, the Fer-de-Lance.

**Dimensions:** This is the size, in metres, of the ship.

**Landing Pad Size:** This is the size of the standard landing pad a ship requires to physically land at a spaceport. Note that this is sometimes different from the official size of the ship.

**Crew:** This is the minimum crew required to operate the ship effectively. Any ship can be flown by a single pilot, but you will have difficulties using all of the ship's



functions if you don't have a full crew. The GM has rules for what to do if you don't have enough crew members.

**Agility:** A high score represents a more agile ship. You add the ship's Agility to your Spaceship Piloting score when determining your ship's Defence.

**Speed:** Shows how fast the ship's thrusters can move the ship. A high score represents a faster ship. A score of zero means a ship can travel about 200 metres per second. A score of 10 is about 400 metres per second.

**Fuel:** Shows the size of the fuel tank in tonnage and light year range. One ton of fuel can take you 10LY.

**Range:** This is the maximum range of the ship's Frame Shift Drive. Manufactures like to list a ship's range in light years rather than parsecs because it makes it look like the ship can travel farther!

- Explorer: An Explorer type ship is cleverly designed to travel further than a normal ship. It receives a 50% bonus to the range provided by its Frame Shift Drive.
- Standard: Standard ranged ships receive no bonus to the distance provided by their Frame Shift Drives.

**Passengers:** This is the number of extra people who can live and sleep on the ship - and who are not the crew. Room for passengers includes the necessary number of bunks, as well as capacity in the life support system to provide them, long-term, with enough oxygen, ventilation, cooling and heating. Note: It is possible to carry many more people on most spacecraft in the short-term, such as a few hours. However, after that the life support system would struggle to cope with all the sweating and respiring people aboard.

**Hull:** The amount of damage the ship can take before being destroyed.

**Weapons:** The number and size of weapon mounts the ship has (not all weapon mounts have to be filled).

**Utility Mounts:** The maximum number of utility mounts available on the ship.

**Fixed Components:** The size of the core components required for every ship.

**Internal Components:** The number, and size, of the spaces available in the ship for optional components such as shields and cargo bays.



## ADDER



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Zorgon Peterson |
| Dimensions: | L 31.5m x W 28.8m x H 9.6m |
| Landing Pad: | Small |
| Crew: | 1 or 2 |
| Passengers: | 1 |
| Agility: | 8 |
| Speed: | 6 |
| Range: | Explorer (50% bonus) |
| Fuel: | 8T (80 LY) |
| Hull: | 75 |
| Weapons: | 2x Small Mounts<br>1x Medium Mount |
| Utility Mounts: | 2 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 3 |
| Thrusters: | Class 3 |
| Frame Shift Drive: | Class 3 |
| Life Support: | Class 1 |
| Power Distributor: | Class 2 |
| Sensors: | Class 3 |

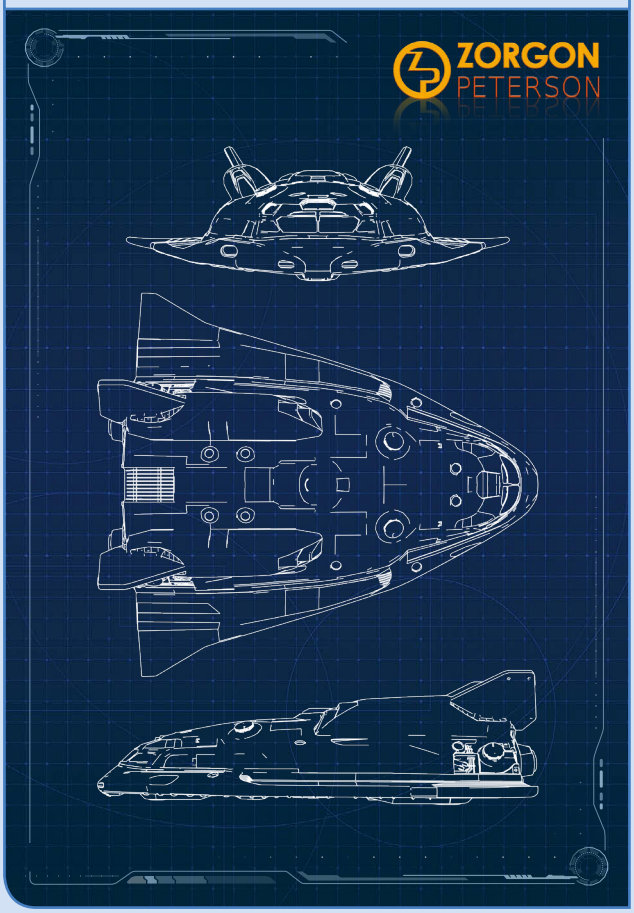
**Internal Components**

X2 Size 3
X2 Size 2
X1 Size 1

Originally a design manufactured by the semi-legal Outworld workshops in 2914, the Adder is now built in a new, consumer-friendly design by Zorgon Peterson.

Since the Adder is now constructed by a reputable company, it includes such luxuries as proper zero-g hammocks for all its crew and passengers; and toilet facilities that no longer violate interstellar law. Its new appearance, a smooth bubble based off the successful Hauler design, has been calculated to produce the least amount of offence to young, aspiring, Star Class families looking for their first spaceship.

The Adder is an extremely capable design. Used as a scout shuttle by the Explorer Corp, it is easily retrofitted into a light trader, where its excellent range gives it the edge over many competing designs. It remains a favourite amongst pirates, despite its 'new' appearance, thanks to its considerable manoeuvrability and ample internal spaces (for getting away with purloined goods and installing cargo capture equipment).



## ADDER – 'ASPIRE' COUPE

| | |
|---|---|
| Agility: | 8 |
| Speed: | 6 |
| Hull: | 75 |
| Shields: | 65 |

### WEAPONS

Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
♦+5 damage vs Shields

### UTILITY

Mount 1: Empty
Mount 2: Empty

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 3E, +1 General Scan, No bonus, Str 25

### INTERNAL COMPONENTS

Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: Empty
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 6T
Range: 13.5LY (50% bonus included)
Fuel Tank: 8T (80LY)

***Cost: 87,808cr***

## ADDER – CORNUCOPIA

| | |
|---|---|
| Agility: | 8 |
| Speed: | 6 |
| Hull: | 75 |
| Shields: | 65 |

### WEAPONS

Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
♦+5 damage vs Shields

### UTILITY

Mount 1: Empty
Mount 2: Empty

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 3E, +1 General Scan, Str 25

### INTERNAL COMPONENTS

Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: Empty
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 12T
Range: 13.5LY (50% bonus included)
Fuel Tank: 8T (80LY)

***Cost: 99,570cr***

## ADDER – SHIFTERMAX

| | |
|---|---|
| Agility: | 8 |
| Speed: | 7 |
| Hull: | 75 |
| Shields: | 40 |

### WEAPONS

Medium: Medium Fixed Cannon, +2 Acc, 20 damage*, Ammo 50
Small: Small Fixed Burst Laser, +2 Acc, 5+Burst (10) damage♦
Small: Small Fixed Burst Laser, +2 Acc, 5+Burst (10) damage♦
♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point defence, Str 10, Ammo 10

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3D, +1 Speed, Str 30
Frame Shift Drive: 3B, Range 13LY, Str 30
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 3E, +1 General Scan, Str 25

### INTERNAL COMPONENTS

Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2D Shield Generator (Shield Power 40, Strength 20)
Size 2: 2ECargo Rack (Strength 20, Capacity 4)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +1 Speed, +1 General Scan
Cargo Capacity: 22T
Range: 19LY (50% bonus included)
Fuel: 8T (80LY)

***Cost: 483,040cr***

## ADDER – RAIDER

| | |
|---|---|
| Agility: | 9 |
| Speed: | 7 |
| Hull: | 75 |
| Shields: | 85 |

### WEAPONS

Medium: Medium Gimballed Multi-cannon, +3 Acc,
15 + Burst (10) damage*, Ammo 30
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦
♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Empty

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3D, 9MW output, Str 30
Thrusters: 3C, +1 Speed, +1 Agility, Str 35
Frame Shift Drive: 3D, Range 10LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2C, 2x Floating Bonus, Str 25
Sensors: 3D, +1 General Scan, +1 Initiative, Str 25

### INTERNAL COMPONENTS

Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3C Shield Generator (Shield Power 85, Strength 35)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 1C Hatch Breaker Limpet Controller
(Strength 15, +4 Acc, Override 5+/1D10)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +1 Speed, +1 Agility, +1 Initiative,
2 Floating Bonuses, +1 General Scan
Cargo Capacity: 22T
Range: 15LY (50% bonus included)
Fuel: 8T (80LY)

***Cost: 315,170cr***

## ANACONDA



## BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Large Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 152.4m x W 61.8m x H 32.0m |
| Landing Pad: | Large |
| Crew: | 8 |
| Passengers: | 12 |
| Agility: | 2 |
| Speed: | 2 |
| Range: | Explorer (50% bonus) |
| Fuel: | 32T (320 LY) |
| Hull: | 950 |
| Weapons: | X1 Huge Mount<br>X3 Large Mounts<br>X2 Medium Mounts<br>X2 Small Mounts |
| Utility Mounts: | 8 |

### Fixed Components

| | |
|---|---|
| Power Plant: | Class 8 |
| Thrusters: | Class 7 |
| Frame Shift Drive: | Class 6 |
| Life Support: | Class 5 |
| Power Distributor: | Class 8 |
| Sensors: | Class 8 |

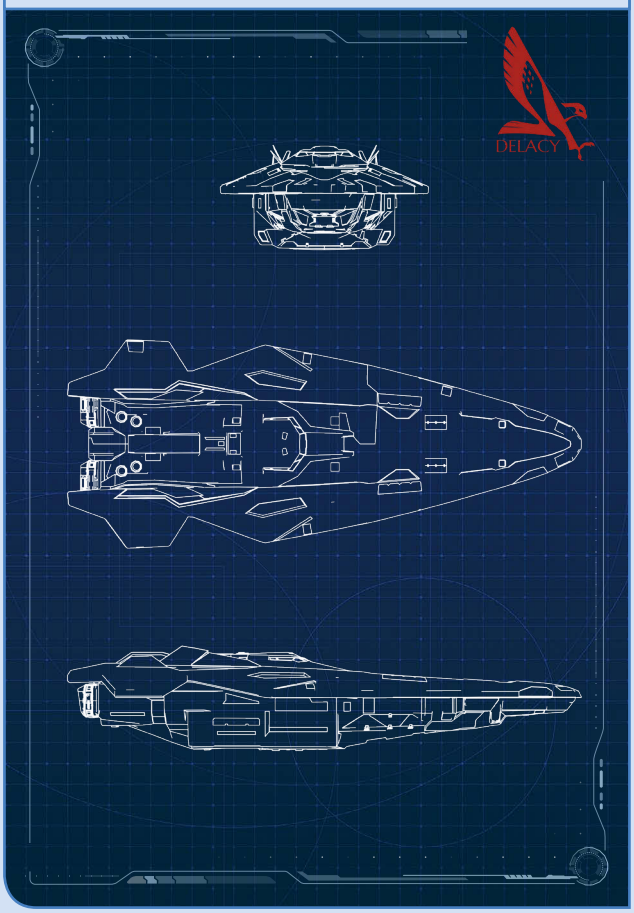
### Internal Components

X1 Size 7
X3 Size 6
X3 Size 5
X3 Size 4
X1 Size 2
X1 Size 5 Military

The colossal Anaconda has long been the premier long-distance transport of the galaxy.

Like many old designs that refuse to die, it has been reconfigured and remodelled with each generation so that its capabilities have expanded as technology has advanced. Since Faulcon DeLacy took over manufacture of the Anaconda it has been used as a military gunboat, a long-distance explorer, a colonial transport and even as an over-sized police cruiser. Micronised technology has left the ship with more and more internal space to play with, and the vessel is many times faster and more manoeuvrable than its 2856 prototype.

The Anaconda is one of the most expensive ships in the galaxy, but you get what you pay for; a tremendously capable multi-role vessel, which has little to fear from lone pirates. Its many hard points, flexibly arranged interior spaces and exceptional jump range make this ship the end goal for nearly every space pilot in the galaxy.



## ANACONDA – VAR B3 STARTER FRAME

| | |
|---|---|
| Agility: | 2 |
| Speed: | 2 |
| Hull: | 950 |
| Shields: | 185 |

### WEAPONS

Huge: Empty
Large: Empty
Large: Empty
Large: Empty
Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

### UTILITY

Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8E, 24MW output, Str 80
Thrusters: 7E, No bonuses, Str 70
Frame Shift Drive: 6E, Range 15LY, Str 55
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 8E, No bonus, Str 80.
Sensors: 8E, +5 General Scan, Str 75.

### INTERNAL COMPONENTS

Size 7: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 6: 6E Shield Generator (Shield Power 185, Strength 60)
Size 6: Empty
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: Empty
Size 5: Empty
Size 4: Empty
Size 4: Empty
Size 4: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 5(M): Empty

Bonuses: + 5 General Scan
Cargo Capacity: 1 14T
Range: 22.5LY (50% bonus included)
Fuel Tank: 32T (320 LY)

***Cost: 146,969,450cr***

## ANACONDA – CLASS 4 TRADE CRUISER

| | |
|---|---|
| Agility: | 2 |
| Speed: | 3 |
| Hull: | 950 |
| Shields: | 210 |

### WEAPONS

Huge: Huge Gimballed Cannon, +3 Acc, 40 damage*, Ammo 50
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Medium: Medium Gimballed Multi-cannon,
+3 Acc, 15 + Burst (10) damage*, Ammo 30
Medium: Medium Gimballed Multi-cannon,
+3 Acc, 15 + Burst (10) damage*, Ammo 30
Small: Small Fixed Burst Laser, +2 Acc, 5 + Burst (10) damage♦
Small: Small Fixed Burst Laser, +2 Acc, 5 + Burst (10) damage♦

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

### FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8E, 24MW output, Str 80
Thrusters: 7D, +1 Speed, Str 70
Frame Shift Drive: 6C, Range 18LY, Str 60
Life Support: 5C, Emergency Life Support 10 minutes, Str 60
Power Distributor: 8D, One floating bonus, Str 80.
Sensors: 8D, +5 General Scan, +1 to Initiative, Str 75

### INTERNAL COMPONENTS

Size 7: 7E Cargo Rack (Strength 70, Capacity 128)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6D Shield Generator (Shield Power 210, Strength 60)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 5(M): Empty

Bonuses: +1 Speed, +1 Initiative, 1 Floating Bonus, +5 General Scan
Cargo Capacity: 404T
Range: 27LY (50% bonus included)
Fuel Tank: 32T (320 LY)

***Cost: 161,124,280cr***

## ANACONDA – PIRATE BATTLESHIP

| | |
|---|---|
| Agility: | 4 |
| Speed: | 3 |
| Hull: | 1,725 |
| Shields: | 300 |

### WEAPONS

Huge: Huge Fixed Plasma Accelerator,
-1 Acc, 60 damage, Ammo 50
Large: Large Turreted Burst Laser, +2 Acc, 25+ Burst (10) damage♦
Large: Large Turreted Burst Laser, +2 Acc, 25+ Burst (10) damage♦
Large: Large Turreted Burst Laser, +2 Acc, 25+ Burst (10) damage♦
Medium: Medium Turreted Multi-cannon, +2 Acc,
15 + Burst (10) damage*, Ammo 30
Medium: Medium Turreted Multi-cannon, +2 Acc,
15 + Burst (10) damage*, Ammo 30
Small: Small Turreted Beam Laser, +2 Acc, 5+ Burst (20) damage♦
Small: Small Turreted Beam Laser, +2 Acc, 5+ Burst (20) damage♦

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Point Defence, Str 35, Ammo 10
Mount 2: Point Defence, Str 35, Ammo 10
Mount 3: Chaff Launcher, Str 35, Ammo 6
Mount 4: 0C Frame Shift Scanner, Str 35, +2 bonus
Mount 5: 0C Manifest Scanner, Str 35, +2 bonus
Mount 6: 0C Shield Booster, Str 35, +15% shield bonus
Mount 7: Empty
Mount 8: Empty

### FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull bonus)
Power Plant: 8C, 30MW output, Str 110
Thrusters: 7C, +1 Speed, +1 Agility, Str 100
Frame Shift Drive: 6C, Range 18LY, Str 85
Life Support: 5D, Emergency Life Support 7.5 minutes, Str 80
Power Distributor: 8B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 110
Sensors: 8D, +5 General Scan, +1 to Initiative, Str 105

### INTERNAL COMPONENTS

Size 7: 7E Cargo Rack (Strength 95, Capacity 128)
Size 6: 6C Shield Cell Bank (Strength 90, Recharge 30/3)
Size 6: 6B Shield Generator (Shield Power 260, Strength 90)
Size 6: 6E Cargo Rack (Strength 85, Capacity 64)
Size 5: 5D Hull Reinforcement Package (+100 Hull)
Size 5: 5D Hull Reinforcement Package (+100 Hull)
Size 5: 5D Hull Reinforcement Package (+100 Hull)
Size 4: 4E Cargo Rack (Strength 65, Capacity 16)
Size 4: 3C Hatch Breaker Limpet Controller
(Strength 50, Override +6/5(2D10))
Size 4: 4C FSD Interdictor (Strength 60, +3/Large)
Size 2: 2H Planetary Vehicle Hanger (Strength 50, 1 Vehicle)
Size 5(M): 5E Module Reinforcement Package (+25 Str/All)

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield recharge,
+1 Initiative, +5 General Scan
Cargo Capacity: 208T
Range: 27LY (50% bonus included)
Fuel Tank: 32T (320 LY)

***Cost: 269,037,610cr***

## ASP EXPLORER



## BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Medium Spacecraft |
| Manufacturer: | Lakon Spaceways |
| Dimensions: | L 56.5m x W 51.3m x H 19.7m |
| Landing Pad: | Medium |
| Crew: | 2 |
| Passengers: | 4 |
| Agility: | 6 |
| Speed: | 7 |
| Range: | Explorer (50% bonus) |
| Fuel: | 32T (320 LY) |
| Hull: | 285 |
| Weapons: | X2 Medium Mounts<br>X4 Small Mounts |
| Utility Mounts: | 4 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 5 |
| Thrusters: | Class 5 |
| Frame Shift Drive: | Class 5 |
| Life Support: | Class 4 |
| Power Distributor: | Class 4 |
| Sensors: | Class 5 |

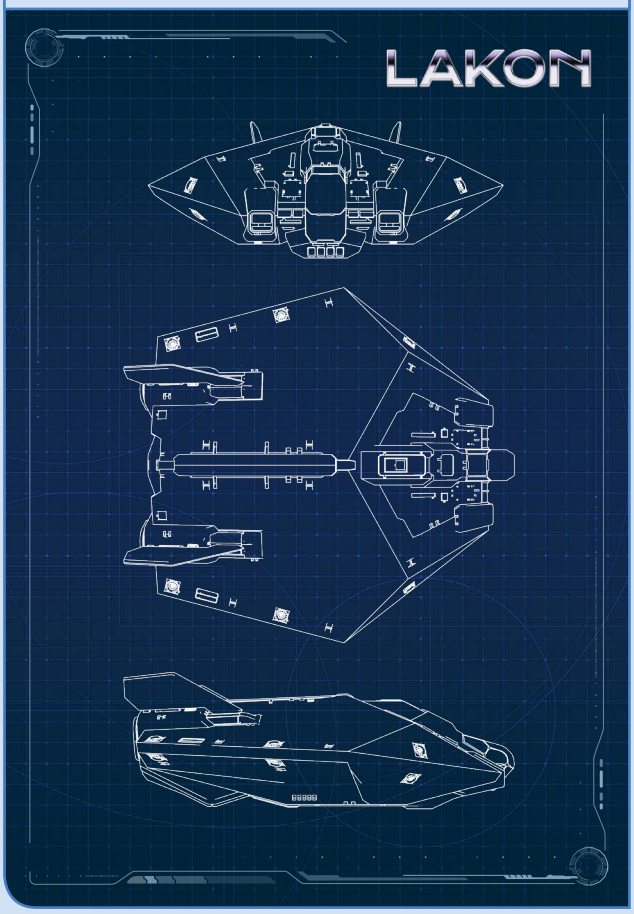
**Internal Components**

X1 Size 6
X1 Size 5
X3 Size 3
X2 Size 2

The Asp is an old model of spacecraft with a rich history. Early versions were military couriers, designed to transport personnel and goods back and forth to active front lines.

The Asp has always been a long-range vessel, and its earliest incarnations served as both deep space scouts and transports. As power plants, drives and other components have become miniaturised, the Asp has adapted as a long-range multi-role vessel.

The Asp Explorer, now produced by Lakon Spaceways, is the newest Asp model, and can be fitted out as a miniature gunship, as well as a decent cargo hauler. Its primary use, however, remains deep space exploration. The Asp has everything a would-be explorer desires – a colossal jump range, huge fuel tanks and an array of advanced components.



## ASP EXPLORER – PROTEUS E

| | |
|---|---|
| Agility: | 6 |
| Speed: | 7 |
| Hull: | 285 |
| Shields: | 140 |

### WEAPONS
Medium: Empty
Medium: Empty
Small: Empty
Small: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

### UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 5E, 13.6MW output, Str 50
Thrusters: 5E, No bonuses, Str 50
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 4E, No bonus, Str 40
Sensors: 5E, +3 General Scan, Str 45

### INTERNAL COMPONENTS
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Shield Generator (Shield Power 140, Strength 50)
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 3: Empty
Size 3: Empty
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +3 General Scan
Cargo Capacity: 38T
Range: 19.5LY (50% bonus included)
Fuel Tank: 32T (320LY)

***Cost: 6,661,150cr***

## ASP EXPLORER – DESTINY

| | |
|---|---|
| Agility: | 6 |
| Speed: | 7 |
| Hull: | 285 |
| Shields: | 105 |

### WEAPONS
Medium: Medium Gimballed Burst Laser, +3 Acc,
15 + Burst (10) damage♦
Medium: Medium Gimballed Burst Laser, +3 Acc,
15 + Burst (10) damage♦
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 5D, 15.3MW output, Str 50
Thrusters: 5E, No bonuses, Str 50
Frame Shift Drive: 5A, Range 19LY, Str 55
Life Support: 4A, Emergency Life Support 25 minutes, Str 55
Power Distributor: 4E, No bonus, Str 40
Sensors: 5E, +3 General Scan, Str 45

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5C Fuel Scoop (Strength 55, Scoop Auto/10)
Size 3: 3A Shield Generator (Shield Power 105, Strength 30)
Size 3: 1C Detailed Surface Scanner (Strength 15)
Size 3: 1C Advanced Discovery Scanner (Strength 15, Range: System Wide)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicle 1)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicle 1)

Bonuses: +3 General Scan
Cargo Capacity: 64T
Range: 28.5LY (50% bonus included)
Fuel Tank: 32T (320LY)

***Cost: 15,610,280cr***

## ASP EXPLORER – STALWART

| | |
|---|---|
| Agility: | 8 |
| Speed: | 8 |
| Hull: | 285 |
| Shields: | 230 |

### WEAPONS
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Small: Small Turreted Pulse Laser, +2 Acc, 10 damage♦
Small: Small Turreted Pulse Laser, +2 Acc, 10 damage♦
Small: Small Gimballed Multi Cannon, +3 Acc,
5+ Burst (10) damage*, Ammo 30
Small: Small Gimballed Multi Cannon, +3 Acc,
5+ Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY
Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: 0C Shield Booster, Str 10, +15% shield boost
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 5C, 17MW output, Str 55
Thrusters: 5C, +1 Speed, +1 Agility, Str 55
Frame Shift Drive: 5C, Range 16LY, Str 50
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45.
Power Distributor: 4B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 45
Sensors: 5C, +3 General Scan, +1 Initiative, +1 Dogfighting, Str 50

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5B Shield Generator (Shield Power 200, Strength 55)
Size 3: 3B Shield Cell Bank (Strength 35, Recharge 15/4)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicle 1)
Size 2: 1D Intermediate Discovery Scanner (Strength 10, Range: 1000LS)

Bonuses: +1 Speed, +1 to hit, +2 Agility, +5 Shield Recharge, +1 Initiative, +1 Dogfighting, +3 General Scan
Cargo Capacity: 80T
Range: 24LY (50% bonus included)
Fuel Tank: 32T (320LY)

***Cost: 11,761,500cr***

## ASP EXPLORER – CUTTHROAT

| | |
|---|---|
| Agility: | 9 |
| Speed: | 9 |
| Hull: | 700 |
| Shields: | 220 |

### WEAPONS
Medium: Medium Seeker Missile Rack, +4 Acc,
35 damage (15vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +4 Acc,
35 damage (15vs shields), Ammo 12
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+Burst (10) damage♦

♦+5 damage vs Shields

### UTILITY
Mount 1: 0D Manifest Scanner, Str 10, +1 to scan
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS
Bulkhead: Military Grade Composite (100% Hull bonus)
Power Plant: 5A, 20.4MW output, Str 60
Thrusters: 5A, +2 Speed, +2 Agility, Str 60
Frame Shift Drive: 5A, Range 19LY, Str 55
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 4B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 45
Sensors: 5B, +3 General Scan, +2 Initiative, +1 Dogfighting, Str 50

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5A Shield Generator (Shield Power 220, Strength 60)
Size 3: 3A Shield Cell Bank (Strength 40, Recharge 15/5)
Size 3: 3D Hull Reinforcement Package (+65 Hull)
Size 3: 3D Hull Reinforcement Package (+65 Hull)
Size 2: 2A Fuel Scoop (Strength 30, Scoop 4/14)
Size 2: 1A Hatch Breaker Limpet Controller (Strength 20, Override+6, 3(1D10))

Bonuses: +2 Speed, +1 to hit, +3 Agility, +5 Shield Recharge, +2 Initiative, +1 Dogfighting, +3 General Scan
Cargo Capacity: 64T
Range: 28.5LY (50% bonus included)
Fuel Tank: 32T (320LY)

***Cost: 35,412,650cr***

## COBRA MK III



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 27.1m x W 44.0m x H 7.9m |
| Landing Pad: | Small |
| Crew: | 1 or 2 |
| Passengers: | 2 |
| Agility: | 7 |
| Speed: | 10 |
| Range: | Standard |
| Fuel: | 16T (160 LY) |
| Hull: | 100 |
| Weapons: | X2 Medium Mounts<br>X2 Small Mounts |
| Utility Mounts: | 2 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 4 |
| Thrusters: | Class 4 |
| Frame Shift Drive: | Class 4 |
| Life Support: | Class 3 |
| Power Distributor: | Class 3 |
| Sensors: | Class 3 |

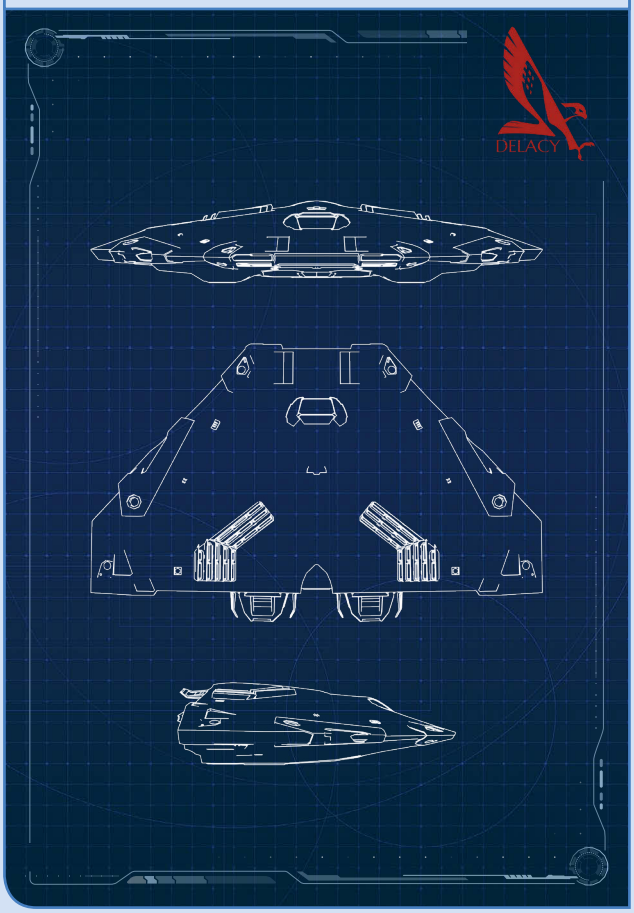
**Internal Components**

X3 Size 4
X3 Size 2

The Cobra Mk III is one of the most successful multi-role vessels of all time.

Designed as a fighter and a trader during the unstable years at the dawn of the 32nd century, the Cobra Mk III blasted its way into history with its combination of heavy guns and ample cargo space. New spacecraft are still compared to the capabilities of this venerable ship, and if a ship is less manoeuvrable, has a shorter range, fewer guns or less cargo space, the modern day consumer demands to know why!

Cobras are still used today in much the same way as they were in the 32nd century, with light but protected trading its most common role. The Cobra's fantastic speed, generally unrivalled by all but the most heavily modified fighters, is still its greatest asset, allowing it to flee or chase down opponents at will. Many pilots become enamoured with the Cobra, long after they should have upgraded to more capable vessels. It is a difficult ship to leave – no other vessel handles like a Cobra, nor can do so many different tasks in such a small package.



## COBRA MK III – MERIT

| | |
|---|---|
| Agility: | 7 |
| Speed: | 10 |
| Hull: | 100 |
| Shields: | 100 |

**WEAPONS**
Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 3E, No bonus, Str 30
Sensors: 3E, +1 General Scan, Str 25

**INTERNAL COMPONENTS**
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 4: 4E Shield Generator (Shield Power 100, Strength 40)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: Empty
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 18T
Range: 11LY
Fuel Tank: 16T (160LY)

***Cost: 349,720cr***

## COBRA MK III – INCA

| | |
|---|---|
| Agility: | 7 |
| Speed: | 11 |
| Hull: | 100 |
| Shields: | 130 |

**WEAPONS**
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Small: Small Gimballed Multi cannon, +3 Acc,
5+Burst (10) damage*, Ammo 30
Small: Small Gimballed Multi cannon, +3 Acc,
5+Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: 0D Kill Warrant Scanner, Str 10, 40% bounty bonus
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4D, +1 to Speed, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 3C, 2 floating bonuses, Str 35
Sensors: 3D, +1 General Scan, +1 to Initiative, Str 25

**INTERNAL COMPONENTS**
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4C Shield Generator (Shield Power 130, Strength 45)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 to Speed, 2 floating bonuses, +1 to Initiative, +1 General Scan
Cargo Capacity: 40T
Range: 12LY
Fuel Tank: 16T (160LY)

***Cost: 759,070cr***

## COBRA MK III – ESCORT

| | |
|---|---|
| Agility: | 8 |
| Speed: | 10 |
| Hull: | 185 |
| Shields: | 130 |

### WEAPONS
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*. Ammo 50
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*. Ammo 50
Small: Small Fixed Rail Gun, +0 Acc, 25 damage, Ammo 10
Small: Small Fixed Rail Gun, +0 Acc, 25 damage, Ammo 10

*+5 damage vs Hull

### UTILITY
Mount 1: 0D Frame Shift Wake Scanner, Str 10, +1 to scan
Mount 2: 0D Manifest Scanner, Str 10, +1 to scan

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4B, 14.3MW output, Str 45
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 3B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 35
Sensors: 3C, +1 General Scan, +1 to Initiative, +1 to Dogfighting, Str 30

### INTERNAL COMPONENTS
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4C Shield Generator (Shield Power 130, Strength 45)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 2: 2D FSD Interdictor (Strength 20, -1/Medium)
Size 2: 1A Hatch Breaker Limpet Controller (Str 20, +6 to hit, Override 3(1D10))
Size 2: 2B Shield Cell Bank (Strength 25, Duration 10/4)

Bonuses: +1 to hit, +1 to Agility, +5 Shield Recharge, +1 Initiative, +1 to Dogfighting, +1 General Scan
Cargo Capacity: 16T
Range: 12LY
Fuel Tank: 16T (160LY)

***Cost: 2,133,100cr***

## COBRA MK III – DRILLERMAX

| | |
|---|---|
| Agility: | 7 |
| Speed: | 10 |
| Hull: | 100 |
| Shields: | 100 |

### WEAPONS
Medium: Medium Gimballed Pulse Laser, +3 Acc, 20 damage♦
Medium: Medium Gimballed Pulse Laser, +3 Acc, 20 damage♦
Small: Small Fixed Mining Laser, +1 Acc, 1 damage, Mining Bonus 1
Small: Small Fixed Mining Laser, +1 Acc, 1 damage, Mining Bonus 1

♦+5 damage vs Shields

### UTILITY
Mount 1: ECM, Str 10
Mount 2: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 3D, Emergency Life Support 7.5 minutes, Str 35
Power Distributor: 3E, No bonuses, Str 30
Sensors: 3D, +1 General Scan, +1 to Initiative, Str 25

### INTERNAL COMPONENTS
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4E Shield Generator (Shield Power 100, Strength 40)
Size 4: 4D Refinery (Strength 40, Mining Bonus 40)
Size 2: 1A Collector Limpet Controller (Str 20, Mining Bonus 7, Canisters 1)
Size 2: 1A Prospector Limpet Controller (Str 20, Mining Bonus 7)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 Initiative, +1 General Scan
Cargo Capacity: 16T
Range: 12LY
Fuel Tank: 16T (160LY)

***Cost: 692,240cr***

## COBRA MK III – GTI

| | |
|---|---|
| Agility: | 9 |
| Speed: | 12 |
| Hull: | 235 |
| Shields: | 145 |

**WEAPONS**
Medium: Medium Gimballed Beam Laser, +3 Acc,
15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc,
15 + Burst (20) damage♦
Small: Small Gimballed Multi-cannon, +3 Acc,
5 + Burst (10) damage*, Ammo 30
Small: Small Gimballed Multi-cannon, +3 Acc,
5 + Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: 0D Kill Warrant Scanner, Str 10, 40% Bounty Bonus

**FIXED COMPONENTS**
Bulkhead: Reinforced Alloy (50% hull bonus)
Power Plant: 4B, 14.3MW output, Str 45
Thrusters: 4B, +2 to Speed, +1 to Agility, Str 45
Frame Shift Drive: 4B, Range 15LY, Str 40
Life Support: 3C, Emergency Life Support 10 minutes, Str 40
Power Distributor: 3B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 35
Sensors: 3B, +1 General Scan, +2 to Initiative, +1 to Dogfighting, Str 30

**INTERNAL COMPONENTS**
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 4: 4B Shield Generator (Shield Power 145, Strength 45)
Size 4: 4E Shield Cell Bank (Str 40, Recharge 20/1)
Size 2: 2E Cargo Rack (Str 20, Capacity 4)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicle 1)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +2 Speed. +2 Agility, +1 to hit, +5 Shield Recharge,
+2 to Initiative, +1 to Dogfighting, +1 General Scan
Cargo Capacity: 4T
Range: 15LY
Fuel Tank: 16T (160LY)

***Cost: 3,988,600cr***

## COBRA MK III –DISCRETION

| | |
|---|---|
| Agility: | 8 |
| Speed: | 11 |
| Hull: | 100 |
| Shields: | 165 |

**WEAPONS**
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*. Ammo 50
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*. Ammo 50
Small: Small Fixed Multi cannon, +2 Acc,
5+ Burst (10) damage*. Ammo 30
Small: Small Fixed Multi cannon, +2 Acc,
5+ Burst (10) damage*. Ammo 30

*+5 damage vs Hull

**UTILITY**
Mount 1: Heat Sink Launcher, Str 10, Ammo 4
Mount 2: 0A Shield Booster, Str 10, +25% Boost

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4C, 13MW output, Str 45
Thrusters: 4C, +1 to Speed, +1 to Agility, Str 45
Frame Shift Drive: 4C, Range 14LY, Str 40
Life Support: 3C, Emergency Life Support 10 minutes, Str 40
Power Distributor: 3C, 2 Floating Bonuses, Str 35
Sensors: 3C, +1 General Scan, +1 to Initiative, +1 to Dogfighting, Str 30

**INTERNAL COMPONENTS**
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4C Shield Generator (Shield Power 130, Strength 45)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: 2C Shield Cell Bank (Str 25, Recharge 10/3)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicle 1)
Size 2: 1A Collector Limpet Controller (Str 20, Mining Bonus 7, Canisters 1)

Bonuses: +1 Speed. +1 Agility, 2 Floating Bonuses,
+1 to Initiative, +1 to Dogfighting, +1 General Scan
Cargo Capacity: 32T
Range: 14LY
Fuel Tank: 16T (160LY)

***Cost: 1,767,790cr***

## COBRA MK III –EXCELSIOR

| | |
|---|---|
| Agility: | 10 |
| Speed: | 12 |
| Hull: | 245 |
| Shields: | 160 |

### WEAPONS

Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Small: Small Dumbfire Missile Rack, +1 Acc, 25 damage (10 vs shields), Ammo 16
Small: Small Dumbfire Missile Rack, +1 Acc, 25 damage (10 vs shields), Ammo 16

♦+5 damage vs Shields

### UTILITY

Mount 1: 0E Kill Warrant Scanner, Str 10, +20% Bounty
Mount 2: Empty

### FIXED COMPONENTS

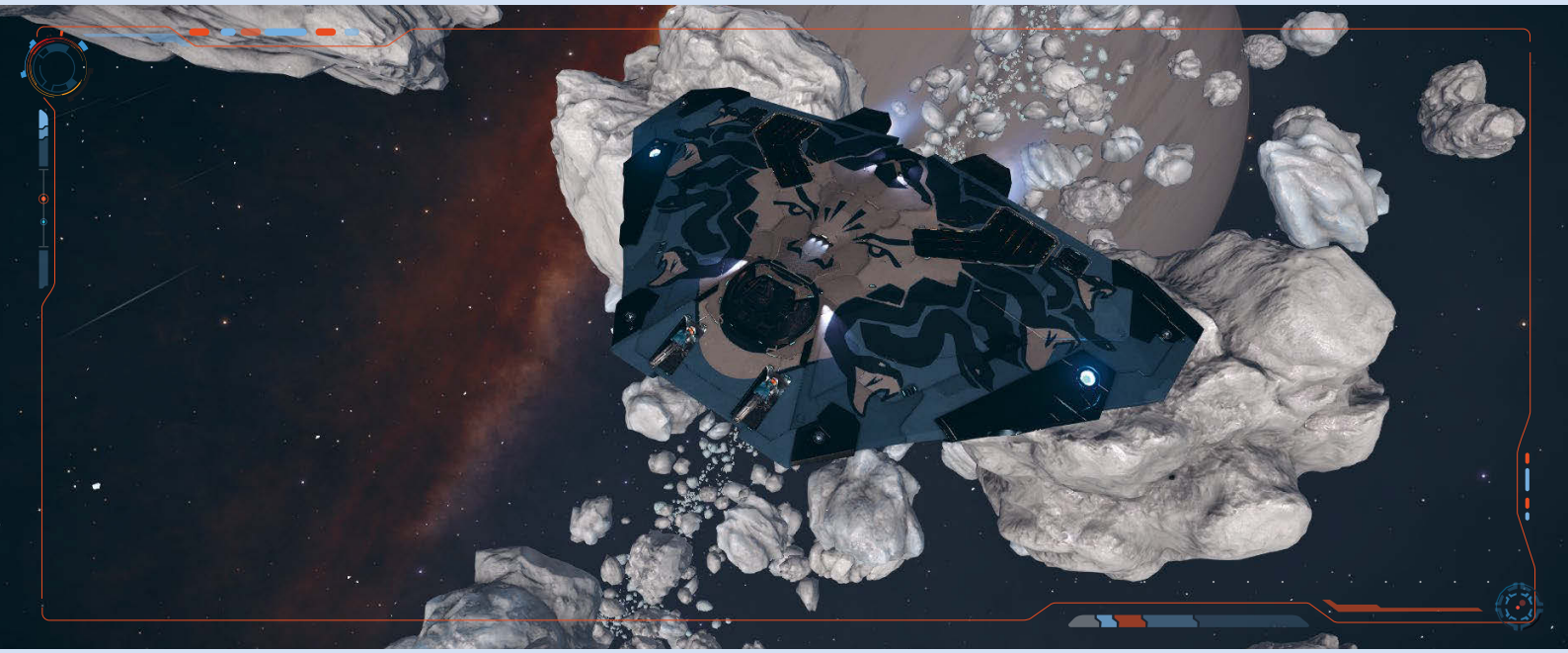
Bulkhead: Military Grade Composite (100% Hull Bonus)
Power Plant: 4A, 15.6MW output, Str 50
Thrusters: 4A, +2 to Speed, +2 to Agility, Str 50
Frame Shift Drive: 4A, Range 17LY, Str 45
Life Support: 3A, Emergency Life Support 25 minutes, Str 45
Power Distributor: 3A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 40
Sensors: 3A, +1 General Scan, +2 to Initiative, +2 to Dogfighting, Str 35

### INTERNAL COMPONENTS

Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4A Shield Generator (Shield Power 160, Strength 50)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: 2A Shield Cell Bank (Str 30, Recharge 10/5)
Size 2: 2D Hull Reinforcement Package (+45 Hull Points)
Size 2: 1C Advanced Discovery Scanner (Str 15, Range: System Wide)

Bonuses: +1 to hit, +2 Speed, +3 Agility, +5 Shield Recharge, 1 Floating Bonus, +2 Initiative, +2 Dogfighting, +1 General Scan
Cargo Capacity: 32T
Range: 17LY
Fuel Tank: 16T (160LY)

***Cost: 9,820,800cr***



## DIAMONDBACK SCOUT



The Diamondback Scout is a long-range exploration and combat vessel, used as a reconnaissance ship by several private and government navies.

It is a new spacecraft, highly manoeuvrable and well-armed, with very few extraneous extras. Despite its limited internal space, the Diamondback is disproportionately popular amongst smugglers, thanks to its low heat output and unobtrusive profile. It is still mostly used for its original purpose, a medium-range scout ship with strong combat capabilities.

## BASIC SPECIFICATIONS

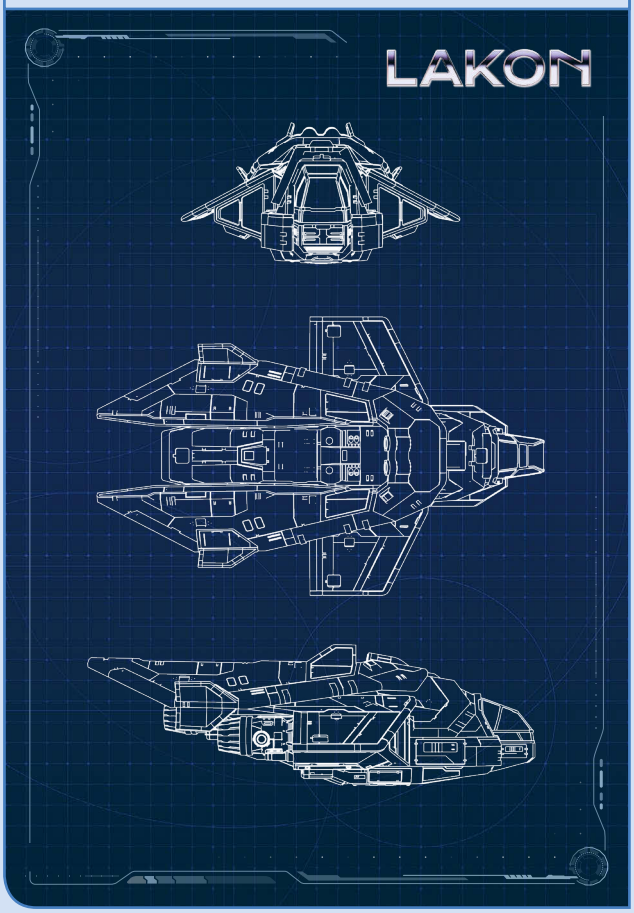
| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Lakon Spaceways |
| Dimensions: | L 39.0m x W 24.3m x H 12.3m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 1 |
| Agility: | 8 |
| Speed: | 9 |
| Range: | Explorer |
| Fuel: | 16T (160 LY) |
| Hull: | 100 |
| Weapons: | X2 Medium Mounts<br>X2 Small Mounts |
| Utility Mounts: | 4 |

### Fixed Components

| | |
|---|---|
| Power Plant: | Class 4 |
| Thrusters: | Class 4 |
| Frame Shift Drive: | Class 4 |
| Life Support: | Class 2 |
| Power Distributor: | Class 3 |
| Sensors: | Class 2 |

### Internal Components

X3 Size 3
X1 Size 2



## DIAMONDBACK SCOUT – SHETLAND

| | |
|---|---|
| Agility: | 8 |
| Speed: | 9 |
| Hull: | 100 |
| Shields: | 65 |

**WEAPONS**
Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3E, No bonus, Str 30
Sensors: 2E, +1 General Scan, Str 15

**INTERNAL COMPONENTS**
Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 3: Empty
Size 3: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: None
Range: 16.5LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 564,330cr***

## DIAMONDBACK SCOUT – OUTREACH 2

| | |
|---|---|
| Agility: | 8 |
| Speed: | 9 |
| Hull: | 100 |
| Shields: | 65 |

**WEAPONS**
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Small: Small Gimballed Fragment Cannon, +5 Acc, 5/10/15 damage*, Ammo 20
Small: Small Gimballed Fragment Cannon, +5 Acc, 5/10/15 damage*, Ammo 20

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4B, Range 15LY, Str 40
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3E, No bonus, Str 30
Sensors: 2E, +1 General Scan, Str 15

**INTERNAL COMPONENTS**
Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 3: 3C Fuel Scoop (Str 35, Scoop 4/14)
Size 3: 1C Detailed Surface Scanner (Strength 15)
Size 2: 1D Intermediate Discovery Scanner (Strength 10, Range 1000 LS)

Bonuses: +1 General Scan
Cargo Capacity: None
Range: 22.5LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 2,031,820cr***

## DIAMONDBACK SCOUT – INTERCEPTOR

| | |
|---|---|
| Agility: | 8 |
| Speed: | 10 |
| Hull: | 150 |
| Shields: | 110 |

### WEAPONS
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Small: Small Seeker Missile Rack, +4 Acc, 20 damage (10 vs shields), Ammo 12
Small: Small Seeker Missile Rack, +4 Acc, 20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

### UTILITY
Mount 1: 0E Manifest Scanner, Str 10
Mount 2: 0E Frame Shift Wake Scanner, Str 10
Mount 3: Chaff Launcher, Str 10, Ammo 6
Mount 4: 0E Shield Booster, Str 10, 5% shield boost

### FIXED COMPONENTS
Bulkhead: Reinforced Alloy (50% Hull bonus)
Power Plant: 4C, 13MW output, Str 45
Thrusters: 4D, +1 Speed, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3D, 1 Floating Bonus, Str 30
Sensors: 2E, +1 General Scan, No bonus, Str 15

### INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 40)
Size 3: 3A Shield Cell Bank (Str 40, Recharge 15/5)
Size 3: 3E Cargo Rack (Str 30, Capacity 8)
Size 2: 1A Hatch Breaker Limpet Controller (Str 20, +6 Acc, Override 3 (1d10))

Bonuses: +1 Speed, 1 Floating Bonus, +1 General Scan
Cargo Capacity: 8T
Range: 18LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 1,935,340cr***

## DIAMONDBACK SCOUT – WAR TOTEM

| | |
|---|---|
| Agility: | 10 |
| Speed: | 11 |
| Hull: | 310 |
| Shields: | 115 |

### WEAPONS
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Small: Small Dumbfire Missile Rack, +1 Acc, 25 damage (10 vs shields), Ammo 16
Small: Small Dumbfire Missile Rack, +1 Acc, 2 5 damage (10 vs shields), Ammo 16

♦+5 damage vs Shields

### UTILITY
Mount 1: 0C Kill Warrant Scanner, Str 10, +60% bounty bonus
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: Chaff Launcher, Str 10, Ammo 6
Mount 4: 0D Shield Booster, Str 10, 10% shield boost

### FIXED COMPONENTS
Bulkhead: Military Grade Composite (100% Hull bonus)
Power Plant: 4A, 15.6MW output, Str 50
Thrusters: 4B, +2 Speed, +1 Agility, Str 45
Frame Shift Drive: 4B, Range 15LY, Str 40
Life Support: 2B, Emergency Life Support 15 minutes, Str 30
Power Distributor: 3B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 35
Sensors: 2B, +1 General Scan, +2 Initiative, +1 Dogfighting, Str 20

### INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 40)
Size 3: 3A Shield Cell Bank (Str 40, Recharge 15/5)
Size 3: 3D Hull Reinforcement Package (+65 Hull)
Size 2: 2D Hull Reinforcement Package (+45 Hull)

Bonuses: +2 Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +1 Dogfighting, +1 General Scan
Cargo Capacity: None
Range: 22.5LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 5,809,750cr***

## EAGLE MK II



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Core Dynamics |
| Dimensions: | L 31.2m x W 29.7m x H 7.1m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 0 |
| Agility: | 10 |
| Speed: | 7 |
| Range: | Standard |
| Fuel: | 4T (40 LY) |
| Hull: | 35 |
| Weapons: | X3 Small Mounts |
| Utility Mounts: | 1 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 2 |
| Thrusters: | Class 3 |
| Frame Shift Drive: | Class 3 |
| Life Support: | Class 1 |
| Power Distributor: | Class 2 |
| Sensors: | Class 2 |

**Internal Components**

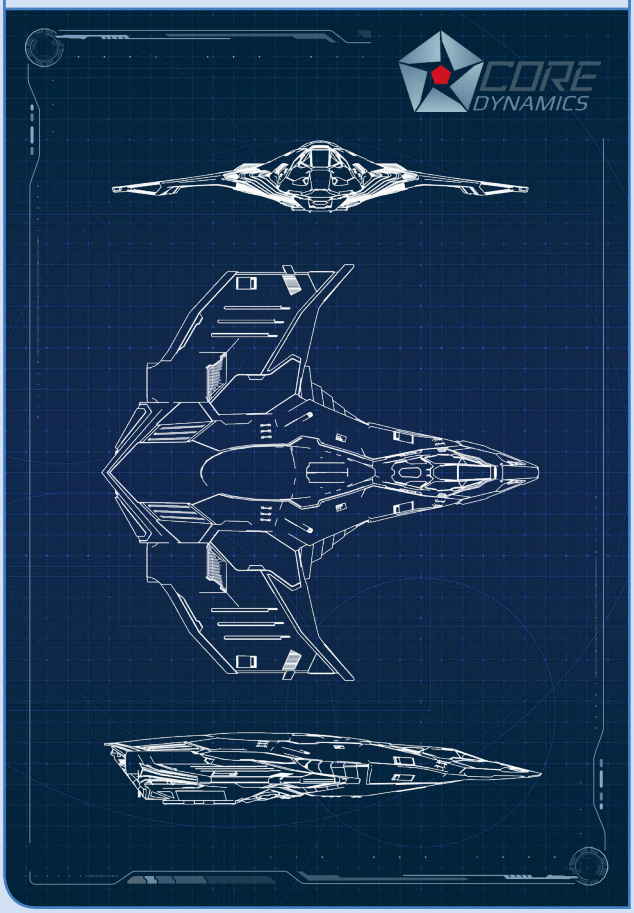
X1 Size 3
X1 Size 2
X2 Size 1
X1 Size 2 Military

The Eagle is a popular, mass-produced fighter craft, and one of the smallest ships that houses a Frame Shift Drive.

The Eagle's complicated production history has involved it being built and designed in both the Empire and Federation, with the Mk II having been built by pro-Federation Core Dynamics.

Millions of the craft have been built, filling roles in numerous navies, planetary defence forces and pirate gangs. The Eagle Mk II is one of the most manoeuvrable ships in the galaxy and is a superb dogfighter.

Its fragile Hull demands that the pilot makes no mistakes in combat, so the Eagle is best used when supported by wingmates.



## EAGLE MK II – SENTINEL

| | |
|---|---|
| Agility: | 10 |
| Speed: | 7 |
| Hull: | 35 |
| Shields: | 65 |

**WEAPONS**
Small: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 2E, +1 General Scan, Str 15

**INTERNAL COMPONENTS**
Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2 (M): Empty

Bonuses: +1 General Scan
Cargo Capacity: 2T
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 44,800cr***

## EAGLE MK II – INTERCEPTOR MR 1

| | |
|---|---|
| Agility: | 10 |
| Speed: | 7 |
| Hull: | 35 |
| Shields: | 40 |

**WEAPONS**
Small: Small Gimballed Burst Laser, +3 Acc, 5+ Burst (10) Damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+ Burst (10) Damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5+ Burst (10) Damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: 0E Manifest Scanner, Str 10

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2D, 1 Floating Bonus, Str 20
Sensors: 2E, +1 General Scan, Str 15

**INTERNAL COMPONENTS**
Size 3: Empty
Size 2: 2D Shield Generator (Shield Power 40, Strength 20)
Size 1: 1E FSD Interdictor (Str 10, -2/Small)
Size 1: Empty
Size 2(M): Empty

Bonuses: 1 Floating Bonus, +1 General Scan
Cargo Capacity: None
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 95,534cr***

## EAGLE MK II – DEFENDER 3400

| | |
|---|---|
| Agility: | 10 |
| Speed: | 8 |
| Hull: | 35 |
| Shields: | 75 |

### WEAPONS
Small: Small Fixed Burst Laser, +2 Acc, 5+ Burst (10) Damage♦
Small: Small Fixed Burst Laser, +2 Acc, 5+ Burst (10) Damage♦
Small: Small Fixed Multi-Cannon, +2 Acc,
5+ Burst (10) Damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY
Mount 1: Chaff Launcher, Str 10, Ammo 6

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 3D, +1 to Speed, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 2D, 1 Floating Bonus, Str 20
Sensors: 2C, +1 General Scan, +1 to Initiative, +1 to Dogfighting, Str 20

### INTERNAL COMPONENTS
Size 3: 3D Shield Generator (Shield Power 75, Strength 30)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: Empty
Size 1: Empty
Size 2(M): Empty

Bonuses: 1 Floating Bonus, +1 to Speed, +1 to Initiative,
+1 to Dogfighting, +1 General Scan
Cargo Capacity: 4T
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 99,340cr***

## EAGLE MK II – EGX RANGER

| | |
|---|---|
| Agility: | 11 |
| Speed: | 8 |
| Hull: | 60 |
| Shields: | 85 |

### WEAPONS
Small: Small Fixed Beam Laser, +2 Acc, 5+ Burst (20) Damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Cannon, +2 Acc, 10 Damage*, Ammo 50

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY
Mount 1: Point Defence, Str 10, Ammo 10

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2B, 8.8MW output, Str 25
Thrusters: 3C, +1 to Speed, +1 to Agility, Str 35
Frame Shift Drive: 3C, Range 12LY, Str 30
Life Support: 1C, Emergency Life Support 10 minutes, Str 20
Power Distributor: 2C, 2 Floating Bonus, Str 25
Sensors: 2C, +1 General Scan, +1 to Initiative, +1 to Dogfighting, Str 20

### INTERNAL COMPONENTS
Size 3: 3C Shield Generator (Shield Power 85, Strength 35)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, 1 vehicle)
Size 1: 1D Hull Reinforcement Package (+25 Hull)
Size 1: 1E Cargo Rack (Str 10, Capacity 2)
Size 2(M): 1D Hull Reinforcement Package (+25 Hull)

Bonuses: 2 Floating Bonus, +1 Speed, +1 Agility +1 Initiative,
+1 to Dogfighting, +1 General Scan
Cargo Capacity: 2T
Range: 12LY
Fuel Tank: 4T (40LY)

***Cost: 407,630cr***

## FER-DE-LANCE



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Medium Spacecraft |
| Manufacturer: | Zorgon Peterson |
| Dimensions: | L 73.6m x W 51.6m x H 15.4m |
| Landing Pad: | Medium |
| Crew: | 2 |
| Passengers: | 6 |
| Agility: | 6 |
| Speed: | 8 |
| Range: | Standard |
| Fuel: | 8T (80 LY) |
| Hull: | 300 |
| Weapons: | X1 Huge Mount<br>X4 Medium Mounts |
| Utility Mounts: | 6 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 6 |
| Thrusters: | Class 5 |
| Frame Shift Drive: | Class 4 |
| Life Support: | Class 4 |
| Power Distributor: | Class 6 |
| Sensors: | Class 4 |

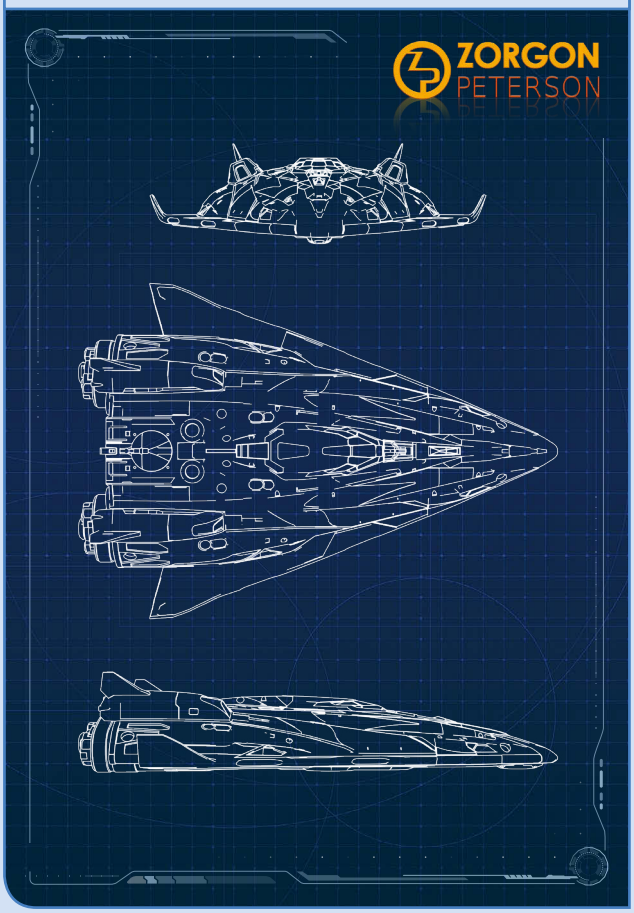
**Internal Components**

X1 Size 5
X2 Size 4
X1 Size 2
X1 Size 1

The Fer-de-Lance has been a favourite amongst bounty hunters and chief executives for over two hundred years.

Luxuriously appointed and egregiously overpriced, the Fer-de-Lance is a deadly, heavily gunned hunter, designed to overpower enemy spacecraft both big and small.

The ship is not without its shortcomings – its poor hyperspace range and limited internal space make it unduly focused on spaceship combat to the detriment of its flexibility.



## FER-DE-LANCE – E FRAME

| | |
|---|---|
| Agility: | 6 |
| Speed: | 8 |
| Hull: | 300 |
| Shields: | 100 |

**WEAPONS**
Huge: Empty
Medium: Empty
Medium: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6E, 16.8MW output, Str 60
Thrusters: 5E, No bonuses, Str 50
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 6E, No bonus, Str 60
Sensors: 4E, +2 General Scan, Str 35

**INTERNAL COMPONENTS**
Size 5: 4E Cargo Rack (Str 40, Capacity 16)
Size 4: 4E Shield Generator (Shield Power 100, Strength 40)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +2 General Scan
Cargo Capacity: 24T
Range: 11LY
Fuel Tank: 8T (80LY)

***Cost: 51,703,780cr***

## FER-DE-LANCE – PREDATOR S-TYPE

| | |
|---|---|
| Agility: | 7 |
| Speed: | 9 |
| Hull: | 300 |
| Shields: | 220 |

**WEAPONS**
Huge: Huge Plasma Accelerator, -1 Acc, 70 damage, Ammo 50
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst (20) damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: 0D Kill Warrant Scanner, Str 10, +40% bounty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6C, 21MW output, Str 65
Thrusters: 5C, +1 Speed, +1 Agility, Str 55
Frame Shift Drive: 4B, Range 15LY, Str 40
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45
Power Distributor: 6C, 2 Floating Bonuses, Str 65
Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 40

**INTERNAL COMPONENTS**
Size 5: 5A Shield Generator (Shield Power 220, Strength 60)
Size 4: 4A Shield Cell Bank (Strength 50, Recharge 20/5)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: Planetary Vehicle Hanger (Str 25, 1 Vehicle Bay)
Size 1: 1D Intermediate Discovery Scanner (Str 10, 1000LS Range)

Bonuses: +1 Speed, +1 Agility, 2 Floating Bonuses,
+1 Initiative, +1 Dogfighting, +2 General Scan
Cargo Capacity: 16T
Range: 15LY
Fuel Tank: 8T (80LY)

***Cost: 75,860,320cr***

## FER-DE-LANCE – A9 EXCALIBUR

| | |
|---|---|
| Agility: | 8 |
| Speed: | 10 |
| Hull: | 710 |
| Shields: | 300 |

### WEAPONS

Huge: Huge Gimballed Cannon, +3 Acc, 40 damage*, Ammo 50
Medium: Medium Fixed Beam Laser, +2 Acc, 15 + Burst (20) damage♦
Medium: Medium Fixed Beam Laser, +2 Acc, 15 + Burst (20) damage♦
Medium: Medium Seeker Missile Rack, +4 Acc, 35 damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +4 Acc, 35 damage (15 vs shields), Ammo 12

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: 0B Kill Warrant Scanner, Str 10, +80% bounty
Mount 4: 0C Frame Shift Wake Scanner, Str 10, +2 bonus
Mount 5: 0A Shield Booster, Str 10, +25% bonus
Mount 6: 0C Shield Booster, Str 10, +15% bonus

### FIXED COMPONENTS

Bulkhead: Military Composite (100% bonus)
Power Plant: 6A, 25.2MW output, Str 70
Thrusters: 5B, +2 Speed, +1 Agility, Str 55
Frame Shift Drive: 4A, Range 17LY, Str 45
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45
Power Distributor: 6A, 1 Floating Bonuses, +1 to hit, +1 Agility, +5 Shield Recharge, Str 70
Sensors: 4A, +2 General Scan, +2 Initiative, +2 Dogfighting, Str 45

### INTERNAL COMPONENTS

Size 5: 5A Shield Generator (Shield Power 220, Strength 60)
Size 4: 4A Shield Cell Bank (Strength 50, Recharge 20/5)
Size 4: 4D Hull Reinforcement Package (+85 Hull)
Size 2: 2A Fuel Scoop (Str 30, Scoop 4/14)
Size 1: 1D Hull Reinforcement Package (+25 Hull)

Bonuses: +2 Speed, +2 Agility, 1 Floating Bonuses, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, +2 General Scan
Cargo Capacity: None
Range: 17LY
Fuel Tank: 8T (80LY)

***Cost: 135,004,160cr***



## HAULER



The Hauler is a popular light transport craft, suitable for small scale operations in well-policed systems. It is a cheap little ship, with low maintenance costs and few creature comforts.

Despite its small size, it can carry a good deal of cargo, and can be fitted out as a decent small scale mining vessel.

It is, however, painfully vulnerable. With only a single weapon mount, somewhat average agility and poor speed, the Hauler needs protection from other vessels as it is almost completely unable to protect itself.

### BASIC SPECIFICATIONS

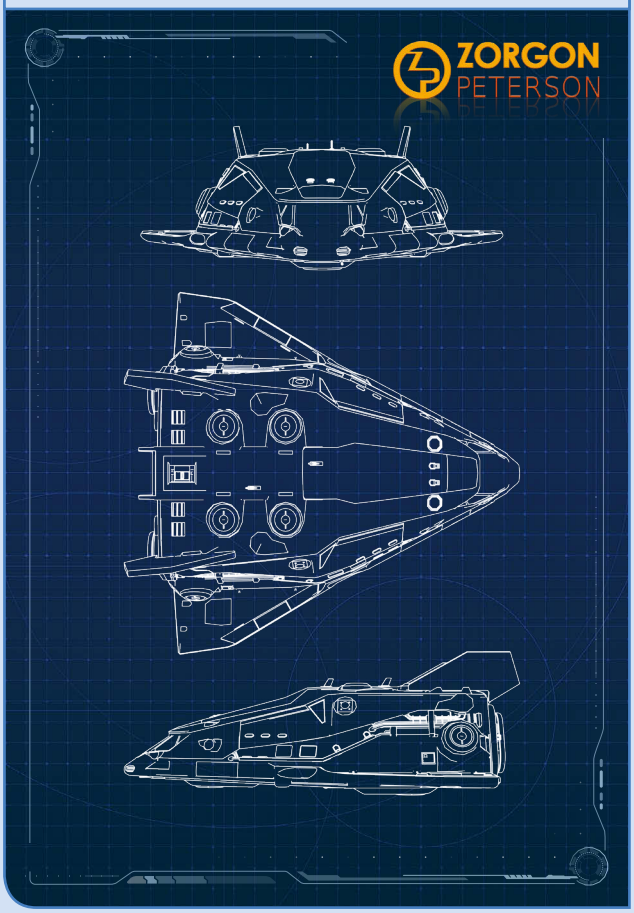
| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Zorgon Peterson |
| Dimensions: | L 28.6m x W 26.2m x H 10.4m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 1 |
| Agility: | 6 |
| Speed: | 5 |
| Range: | Explorer (50% bonus) |
| Fuel: | 4T (40 LY) |
| Hull: | 45 |
| Weapons: | 1x Small Mount |
| Utility Mounts: | 2 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 2 |
| Thrusters: | Class 2 |
| Frame Shift Drive: | Class 2 |
| Life Support: | Class 1 |
| Power Distributor: | Class 1 |
| Sensors: | Class 1 |

**Internal Components**

X2 Size 3
X1 Size 2
X1 Size 1



## HAULER – BLACKBIRD RELIANT

| | |
|---|---|
| Agility: | 6 |
| Speed: | 5 |
| Hull: | 45 |
| Shields: | 35 |

**WEAPONS**
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1E, No bonus, Str 10
Sensors: 1E, No bonus, Str 5

**INTERNAL COMPONENTS**
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: None
Cargo Capacity: 8T
Range: 10.5LY (50% bonus included)
Fuel Tank: 4T (40LY)

***Cost: 52,720cr***

## HAULER – HATCHBACK ZETA

| | |
|---|---|
| Agility: | 6 |
| Speed: | 6 |
| Hull: | 45 |
| Shields: | 35 |

**WEAPONS**
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2D, +1 Speed, Str 20
Frame Shift Drive: 2C, Range 10LY, Str 20
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 1E, No bonus, Str 10
Sensors: 1C, +1 Initiative, +1 Dogfighting, Str 10

**INTERNAL COMPONENTS**
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +1 Speed, +1 Initiative, +1 Dogfighting
Cargo Capacity: 18T
Range: 15LY (50% bonus included)
Fuel Tank: 4T (40LY)

***Cost: 99,090cr***

## HAULER – VANTAGE DRIGGER

| | |
|---|---|
| Agility: | 6 |
| Speed: | 5 |
| Hull: | 45 |
| Shields: | 35 |

**WEAPONS**
Small: Small Fixed Mining Laser, +1 Acc, 1 damage, Mining Bonus 1

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2D, Range 8LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1E, No bonus, Str 10
Sensors: 1E, No bonuses, Str 5

**INTERNAL COMPONENTS**
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Refinery (Str 30, Mining Bonus 20)
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 1: 1A Collector Limper Controller (Str 20, Mining Bonus 7, Canisters 1)

Bonuses: None
Cargo Capacity: 8T
Range: 12LY (50% bonus included)
Fuel Tank: 4T (40LY)

***Cost: 100,390cr***

## HAULER – SILENCE

| | |
|---|---|
| Agility: | 8 |
| Speed: | 7 |
| Hull: | 70 |
| Shields: | 50 |

**WEAPONS**
Small: Small Dumbfire Missile Rack, +1 Acc, 25 damage (10 vs shields), Ammo 16

**UTILITY**
Mount 1: Heat Sink Launcher, Str 10, Ammo 4
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 2B, +2 Speed, +1 Agility, Str 25
Frame Shift Drive: 2B, Range 11LY, Str 20
Life Support: 1C, Emergency Life Support 10 minutes, Str 20
Power Distributor: 1B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 15
Sensors: 1C, +1 Initiative, +1 Dogfighting, Str 10

**INTERNAL COMPONENTS**
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2B Shield Generator (Shield Power 50, Strength 15)
Size 1: 1D Hull Reinforcement Package (Hull +25)

Bonuses: +2 Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +1 Initiative, +1 Dogfighting
Cargo Capacity: 16T
Range: 16.5LY (50% bonus included)
Fuel Tank: 4T (40LY)

***Cost: 286,040cr***

## KRAIT LIGHTSPEEDER



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 24.4m x W 27.5m x H 6.0m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 0 |
| Agility: | 6 |
| Speed: | 5 |
| Range: | Standard |
| Fuel: | 2T (20LY) |
| Hull: | 60 |
| Weapons: | X2 Medium Mounts |
| Utility Mounts: | 1 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 2 |
| Thrusters: | Class 2 |
| Frame Shift Drive: | Class 2 |
| Life Support: | Class 1 |
| Power Distributor: | Class 2 |
| Sensors: | Class 1 |

**Internal Components**

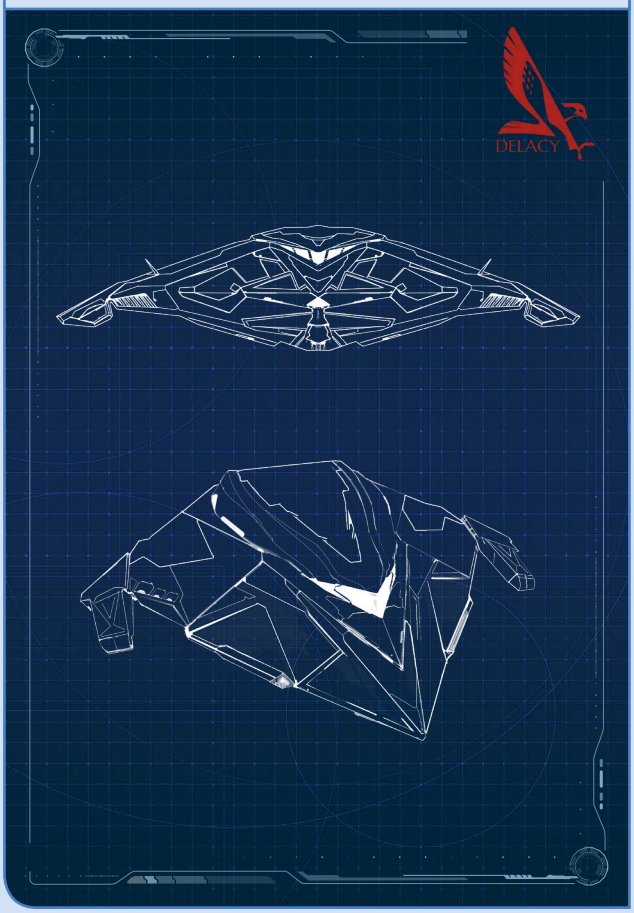
X3 Size 2
X1 Size 1

An out-of-production spacecraft produced by Faulcon DeLacy and one of its earliest designs. The Krait once led the field in small scale fighter craft – faster, more agile and more heavily armed than most of its rivals, the design sold in the millions.

Now the Krait is largely obsolete.

It remains a heavily armed fighter for its size, but its sluggish speed and sub-standard manoeuvrability make it vulnerable to escort fighters and modern police ships.

Kraits are still found in the more anarchic and poorer parts of the galaxy – most are a hodgepodge of old and new technology cobbled together. In combat, the Krait is often paired off against larger ships, such as the Cobra and Asp, who match the tiny ship in manoeuvrability, but who remain vulnerable to the Krait's impressive weaponry.



## KRAIT LIGHTSPEEDER – T21 BASE EDITION

| | |
|---|---|
| Agility: | 6 |
| Speed: | 5 |
| Hull: | 60 |
| Shields: | 35 |

**WEAPONS**
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 1E, No bonus, Str 5

**INTERNAL COMPONENTS**
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: None
Cargo Capacity: 4T
Range: 7LY
Fuel Tank: 2T (20LY)

***Cost: 38,810cr***

## KRAIT LIGHTSPEEDER – PRIVATEER

| | |
|---|---|
| Agility: | 6 |
| Speed: | 5 |
| Hull: | 60 |
| Shields: | 40 |

**WEAPONS**
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦
Medium: Medium Fixed Pulse Laser, +2 Acc, 20 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: 0E Manifest Scanner, Str 10

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 1E, No bonus, Str 5

**INTERNAL COMPONENTS**
Size 2: 2D Shield Generator (Shield Power 40, Strength 20)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: None
Cargo Capacity: 10T
Range: 7LY
Fuel Tank: 2T (20LY)

***Cost: 94,604cr***

## KRAIT LIGHTSPEEDER – ANNIHILATOR

| | |
|---|---|
| Agility: | 8 |
| Speed: | 7 |
| Hull: | 90 |
| Shields: | 55 |

### WEAPONS
Medium: Medium Fixed Beam Laser, +2 Acc,
15+ Burst (20) damage♦
Medium: Medium Fixed Beam Laser, +2 Acc,
15+ Burst (20) damage♦

♦+5 damage vs Shields

### UTILITY
Mount 1: 0D Kill Warrant Scanner, Str 10, +20% Bounty

### FIXED COMPONENTS
Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 2A, 9.6MW output, Str 30
Thrusters: 2B, +2 Speed, +1 Agility, Str 25
Frame Shift Drive: 2B, Range 11LY, Str 20
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 2B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 25
Sensors: 1B, +2 Initiative, +1 Dogfighting, Str 10

### INTERNAL COMPONENTS
Size 2: 2A Shield Generator (Shield Power 55, Strength 20)
Size 2: 2D Shield Cell Bank (Str20, Recharge 10/2)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +2 Speed, +2 Agility, +1 to hit,
+5 Shield Recharge, +2 Initiative, +1 Dogfighting
Cargo Capacity: 6T
Range: 11LY
Fuel Tank: 2T (20LY)

***Cost: 572,953cr***



## PYTHON



## BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Large Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 87.9m x W 58.1m x H 18.0m |
| Landing Pad: | Medium |
| Crew: | 4 |
| Passengers: | 6 |
| Agility: | 4 |
| Speed: | 5 |
| Range: | Standard |
| Fuel: | 32T (320 LY) |
| Hull: | 460 |
| Weapons: | X3 Large Mounts<br>X2 Medium Mounts |
| Utility Mounts: | 4 |

### Fixed Components

| | |
|---|---|
| Power Plant: | Class 7 |
| Thrusters: | Class 6 |
| Frame Shift Drive: | Class 5 |
| Life Support: | Class 4 |
| Power Distributor: | Class 7 |
| Sensors: | Class 6 |

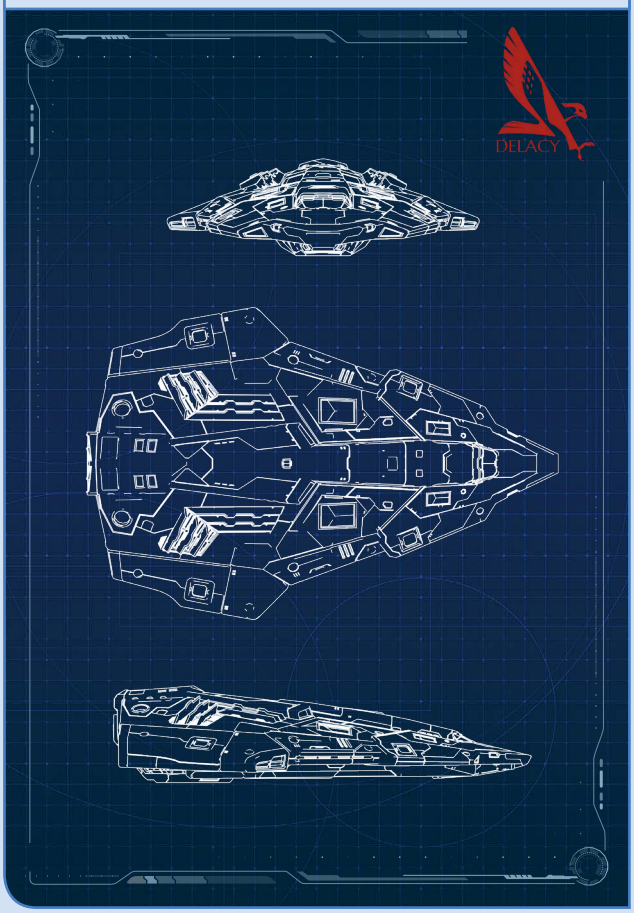
### Internal Components

X3 Size 6
X2 Size 5
X1 Size 4
X2 Size 3
X1 Size 2

The Python made its name as a trading cruiser in an era of short hyperspace jumps, political instability and frequent mechanical breakdowns.

The trusty, reliable Python was one of a breed of ships which took everything the galaxy could throw at it. Even today it remains a bedrock of space navies and interstellar shipping companies.

The modern Python is quite different from its trade-ship ancestor. As with the Anaconda, micronisation has freed up huge amounts of space in the old design, allowing it to be outfitted into a variety of new roles. Pythons serve as pocket battleships for small interstellar factions, aggressive pirate capital ships, colonisation and escort vessels, smuggling clippers and mining crew command ships, as well as being retrofitted back into their customary trade roles. Though expensive, you get a lot of protection and firepower from a Python; and its manoeuvrability for a ship so large is quite surprising.



## PYTHON – X4 MIN LEGAL FRAME

| | |
|---|---|
| Agility: | 4 |
| Speed: | 5 |
| Hull: | 460 |
| Shields: | 185 |

### WEAPONS
Large: Empty
Large: Empty
Large: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

### UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 7E, 20MW output, Str 70
Thrusters: 6E, No bonuses, Str 60
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 7E, No bonus, Str 70
Sensors: 6E, +3 General Scan, Str 55

### INTERNAL COMPONENTS
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 6: 6E Shield Generator (Shield Power 185, Strength 60)
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: Empty
Size 4: Empty
Size 3: Empty
Size 3: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +3 General Scan
Cargo Capacity: 82T
Range: 13LY
Fuel Tank: 32T (320 LY)

***Cost: 56,978,180cr***

## PYTHON – STOBART 9

| | |
|---|---|
| Agility: | 4 |
| Speed: | 5 |
| Hull: | 460 |
| Shields: | 330 |

### WEAPONS
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Medium: Medium Turreted Multi-Cannon, +2 Acc,
15 + Burst (10) damage* , Ammo 30
Medium: Medium Turreted Multi-Cannon, +2 Acc,
15 + Burst (10) damage* , Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY
Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: 0A Shield Booster, Str 10, +25% shields
Mount 4: 0A Shield Booster, Str 10, +25% shields

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 7E, 20MW output, Str 70
Thrusters: 6E, No bonuses, Str 60
Frame Shift Drive: 5C, Range 16LY, Str 50
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 7E, No bonus, Str 70
Sensors: 6E, +3 General Scan, Str 65

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5A Shield Generator (Shield Power 220, Str 60)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2H Planetary Vehicle Hanger (Str 25, 1 Vehicle Bay)

Bonuses: +3 General Scan
Cargo Capacity: 256T
Range: 16LY
Fuel Tank: 32T (320 LY)

***Cost: 67,781,300cr***

## PYTHON – JOLLY ROGER

| | |
|---|---|
| Agility: | 6 |
| Speed: | 6 |
| Hull: | 755 |
| Shields: | 300 |

### WEAPONS
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Large: Large Turreted Pulse Laser, +2 Acc, 30 damage♦
Medium: Medium Fixed Rail Gun, +0 Acc, 40 damage, Ammo 10
Medium: Medium Fixed Rail Gun, +0 Acc, 40 damage, Ammo 10

♦+5 damage vs Shields

### UTILITY
Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: 0C Manifest Scanner, Str 10, +2 to scans
Mount 3: 0C Frame Shift Wake Scanner, Str 10, +2 to scans
Mount 4: 0C Shield Booster, Str 10, +15% shields

### FIXED COMPONENTS
Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 7C, 25MW output, Str 75
Thrusters: 6C,+1 to Speed, +1 to Agility, Str 65
Frame Shift Drive: 5C, Range 16LY, Str 50
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45
Power Distributor: 7B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 75
Sensors: 6C, +3 General Scan, +1 Initiative, +1 Dogfighting, Str 60

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6B Shield Generator (Shield Power 260, Str 65)
Size 5: 5B Shield Cell Bank (Str 55, Recharge 25/4)
Size 5: 5C Hatch Breaker Limpet Controller (Str 55, +8 to hit, Override 4(3D10))
Size 4: 4C FSD Interdictor (Str 45, +3/Large)
Size 3: 3A Collector Limpet Controller (Str 40, Mining Bonus 18, Canisters 2)
Size 3: 3D Hull Reinforcement Package (+65 hull)
Size 2: 2H Planetary Vehicle Hanger (Str 25, 1 Vehicle Bay)

Bonuses: +1 to Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +1 to Initiative, +1 to Dogfighting, +3 General Scan
Cargo Capacity: 128T
Range: 16LY
Fuel Tank: 32T (320 LY)

***Cost: 102,311,940cr***

## PYTHON – ALLIANCE PICKET SHIP

| | |
|---|---|
| Agility: | 6 |
| Speed: | 8 |
| Hull: | 1,380 |
| Shields: | 485 |

### WEAPONS
Large: Large Turreted Beam Laser, +2 Acc, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +2 Acc, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +2 Acc, 25+ Burst (20) damage♦
Medium: Medium Fixed Plasma Accelerator, -1 Acc, 50 damage, Ammo 50
Medium: Medium Fixed Plasma Accelerator, -1 Acc, 50 damage, Ammo 50

♦+5 damage vs Shields

### UTILITY
Mount 1: 0A Shield Booster, Str 10, +25% shields
Mount 2: 0A Shield Booster, Str 10, +25% shields
Mount 3: 0B Shield Booster, Str 10, +20% shields
Mount 4: Empty

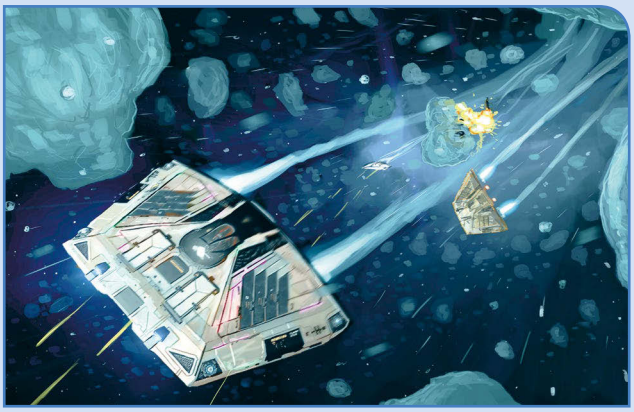
### FIXED COMPONENTS
Bulkhead: Military Grade Composite (100% Hull Bonus)
Power Plant: 7A, 30MW output, Str 80
Thrusters: 6A,+2 to Speed, +2 to Agility, Str 70
Frame Shift Drive: 5A, Range 19LY, Str 45
Life Support: 4A, Emergency Life Support 25 minutes, Str 55
Power Distributor: 7A, 1 Floating Bonus, +1 to hit, +1 Agility, +5 Shield Recharge, Str 80
Sensors: 6A, +3 General Scan, +2 Initiative, +2 Dogfighting, Str 65

### INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6A Shield Cell Bank (Str 70, Recharge 30/5)
Size 6: 6A Shield Generator (Shield Power 285, Str 70)
Size 5: 5D Hull Reinforcement Package (Hull +100)
Size 5: 5D Hull Reinforcement Package (Hull +100)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 3: 3D Hull Reinforcement Package (Hull +65)
Size 3: 3D Hull Reinforcement Package (Hull +65)
Size 2: 2D Hull Reinforcement Package (Hull +45)

Bonuses: +2 to Speed, +3 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +3 General Scan
Cargo Capacity: 64T
Range: 19LY
Fuel Tank: 32T (320 LY)

***Cost: 274,641,040cr***

## SIDEWINDER



## BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 14.9m x W 21.3m x H 5.4m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 0 |
| Agility: | 8 |
| Speed: | 6 |
| Range: | Standard |
| Fuel: | 2T (20 LY) |
| Hull: | 50 |
| Weapons: | X2 Small Mounts |
| Utility Mounts: | 2 |

### Fixed Components

| | |
|---|---|
| Power Plant: | Class 2 |
| Thrusters: | Class 2 |
| Frame Shift Drive: | Class 2 |
| Life Support: | Class 1 |
| Power Distributor: | Class 1 |
| Sensors: | Class 1 |

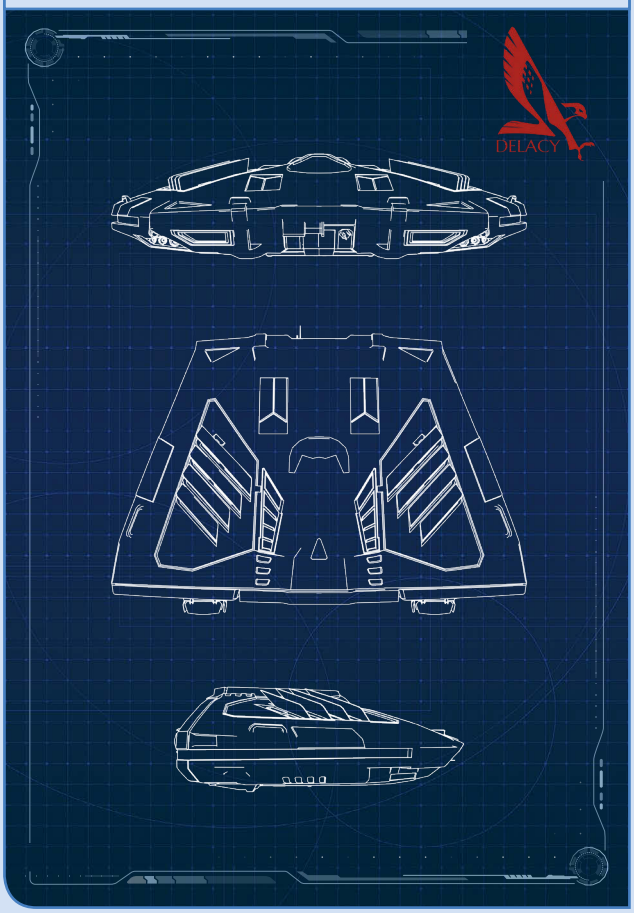
### Internal Components

X2 Size 2
X2 Size 1

The Sidewinder began life in 2982 as an in-system 'escort fighter'. In practice it was one of the most notorious pirate ships in history, with entire fleets of these cheap little ships harassing traders and police forces across the galaxy.

Advances in technology freed the ship from sub-light travel and allowed it to become a short-range interstellar traveller. Its notorious cheapness and popularity with the dregs of the galaxy often hide the fact that this is a very dependable and capable spacecraft, and can be adapted into almost any non-trade role imaginable.

The tiny size of the Sidewinder doesn't allow it to carry much. Its poor speed is balanced out somewhat by its decent manoeuvrability. The plentiful supply of spare parts make this an easy ship to upgrade, and some old space-hands refuse ever to cash in the little ship, instead spending ridiculous amounts of money to eke out every drop of power from the antique vessel.



## SIDEWINDER – VIVA!

| | |
|---|---|
| Agility: | 8 |
| Speed: | 6 |
| Hull: | 50 |
| Shields: | 35 |

**WEAPONS**
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1E, No bonus, Str 10
Sensors: 1E, No bonus, Str 5

**INTERNAL COMPONENTS**
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: None
Cargo Capacity: 4T
Range: 7LY
Fuel Tank: 2T (20LY)

***Cost: 40,800cr***

## SIDEWINDER – FD-4

| | |
|---|---|
| Agility: | 9 |
| Speed: | 7 |
| Hull: | 50 |
| Shields: | 45 |

**WEAPONS**
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 2D, +1 Speed, Str 20
Frame Shift Drive: 2C, Range 10LY, Str 20
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 1B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 15
Sensors: 1D, +1 to Initiative, Str 5

**INTERNAL COMPONENTS**
Size 2: 2C Shield Generator (Shield Power 45, Strength 25)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +1 Speed, +1 Agility, +1 to hit,
+5 Shield Recharge, +1 Initiative
Cargo Capacity: 8T
Range: 10LY
Fuel Tank: 2T (20LY)

***Cost: 98,940cr***

## SIDEWINDER – WARDEN DCC

| | |
|---|---|
| Agility: | 10 |
| Speed: | 7 |
| Hull: | 50 |
| Shields: | 45 |

**WEAPONS**
Small: Small Gimballed Burst Laser, +3 Acc, 5 + Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5 + Burst (10) damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: 0E Kill Warrant Scanner, Str 10, +20% bounty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 2C, +1 Speed, +1 Agility, Str 25
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 15
Sensors: 1E, No bonuses, Str 5

**INTERNAL COMPONENTS**
Size 2: 2C Shield Generator (Shield Power 45, Strength 25)
Size 2: Empty
Size 1: Empty
Size 1: Empty

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +1 Initiative
Cargo Capacity: None
Range: 7LY
Fuel Tank: 2T (20LY)

***Cost: 97,240cr***

## SIDEWINDER – DISCOVERY ALPHA

| | |
|---|---|
| Agility: | 8 |
| Speed: | 7 |
| Hull: | 50 |
| Shields: | 40 |

**WEAPONS**
Small: Small Gimballed Burst Laser, +3 Acc, 5 + Burst (10) damage♦
Small: Small Gimballed Burst Laser, +3 Acc, 5 + Burst (10) damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2D, 7.2MW output, Str 20
Thrusters: 2D, +1 Speed, Str 20
Frame Shift Drive: 2C, Range 10LY, Str 20
Life Support: 1B, Emergency Life Support 15 minutes, Str 20
Power Distributor: 1E, No bonus, Str 10
Sensors: 1B, +2 Initiative, +1 Dogfighting, Str 10

**INTERNAL COMPONENTS**
Size 2: 2D Shield Generator (Shield Power 40, Strength 20)
Size 2: 2H Planetary Vehicle Hanger (Str 25, Vehicles 1)
Size 1: 1E Basic Discovery Scanner
Size 1: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +1 Speed, +2 Initiative, +1 Dogfighting
Cargo Capacity: 2T
Range: 10LY
Fuel Tank: 2T (20LY)

***Cost: 99,340cr***

## SIDEWINDER – POLARIS

| | |
|---|---|
| Agility: | 10 |
| Speed: | 7 |
| Hull: | 75 |
| Shields: | 50 |

**WEAPONS**
Small: Small Gimballed Beam Laser, +3 Acc, 5 + Burst (20) damage♦
Small: Small Seeker Missile Rack, +4 Acc, 20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

**UTILITY**
Mount 1: 0E Manifest Scanner, Str 10
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Reinforced Alloy (50% hull bonus)
Power Plant: 2C, 8MW output, Str 25
Thrusters: 2C, +1 Speed, +1 Agility, Str 25
Frame Shift Drive: 2D, Range 8LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 15
Sensors: 1C, +1 to Initiative, +1 to Dogfighting, Str 10

**INTERNAL COMPONENTS**
Size 2: 2B Shield Generator (Shield Power 50, Strength 25)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1A Hatch Breaker Limpet Controller (Str 20, +6 to hit, Override 3(1D10))
Size 1: 1C FSD Interdictor (Str 15, 0/Small)

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +1 Initiative, +1 Dogfighting
Cargo Capacity: 4T
Range: 8LY
Fuel Tank: 2T (20LY)

***Cost: 427,880cr***

## SIDEWINDER – RAIDER

| | |
|---|---|
| Agility: | 8 |
| Speed: | 6 |
| Hull: | 70 |
| Shields: | 35 |

**WEAPONS**
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦
Small: Small Gimballed Pulse Laser, +3 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: ECM, Str 10
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 2E, 6.4MW output, Str 20
Thrusters: 2E, No bonuses, Str 20
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 1E, No bonus, Str 10
Sensors: 1E, No bonus, Str 5

**INTERNAL COMPONENTS**
Size 2: 2E Shield Generator (Shield Power 35, Strength 20)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1E FSD Interdictor (Str 10, -2/Small)
Size 1: 1E Hull Reinforcement Package (Hull +20)

Bonuses: None
Cargo Capacity: 4T
Range: 7LY
Fuel Tank: 2T (20LY)

***Cost: 69,300cr***

## SIDEWINDER – SKYFIRE

| | |
|---|---|
| Agility: | 11 |
| Speed: | 8 |
| Hull: | 150 |
| Shields: | 55 |

### WEAPONS
Small: Small Fixed Rail Gun, +0 Acc, 25 damage, Ammo 10
Small: Small Fixed Rail Gun, +0 Acc, 25 damage, Ammo 10

### UTILITY
Mount 1: Chaff Launcher, Str 10, Ammo 6.
Mount 2: Empty

### FIXED COMPONENTS
Bulkhead: Military Grade Composite (100% Hull Bonus)
Power Plant: 2A, 9.6MW output, Str 30
Thrusters: 2A, +2 Speed, +2 Agility, Str 30
Frame Shift Drive: 2A, Range 13LY, Str 25
Life Support: 1C, Emergency Life Support 10 minutes, Str 20
Power Distributor: 1A, 1 Floating Bonus, +1 to hit, +1 Agility, +5 Shield Recharge, Str 20
Sensors: 1C, +1 Initiative, +1 Dogfighting, Str 10

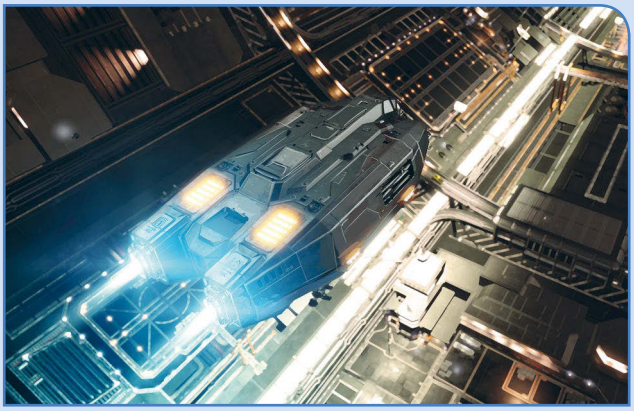
### INTERNAL COMPONENTS
Size 2: 2A Shield Generator (Shield Power 55, Strength 30)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1D Hull Reinforcement Package (Hull +25)
Size 1: 1D Hull Reinforcement Package (Hull +25)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge, +1 Initiative, +1 Dogfighting, 1 Floating Bonus
Cargo Capacity: 4T
Range: 13LY
Fuel Tank: 2T (20LY)

***Cost: 906,680cr***



## TYPE-6 TRANSPORTER



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Medium Spacecraft |
| Manufacturer: | Lakon Spaceways |
| Dimensions: | L 48.4m x W 27.2m x H 15.0m |
| Landing Pad: | Medium |
| Crew: | 1 |
| Passengers: | 2 |
| Agility: | 3 |
| Speed: | 7 |
| Range: | Explorer (50% bonus) |
| Fuel: | 16T (160 LY) |
| Hull: | 100 |
| Weapons: | X2 Small Mounts |
| Utility Mounts: | 3 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 3 |
| Thrusters: | Class 4 |
| Frame Shift Drive: | Class 4 |
| Life Support: | Class 2 |
| Power Distributor: | Class 3 |
| Sensors: | Class 2 |

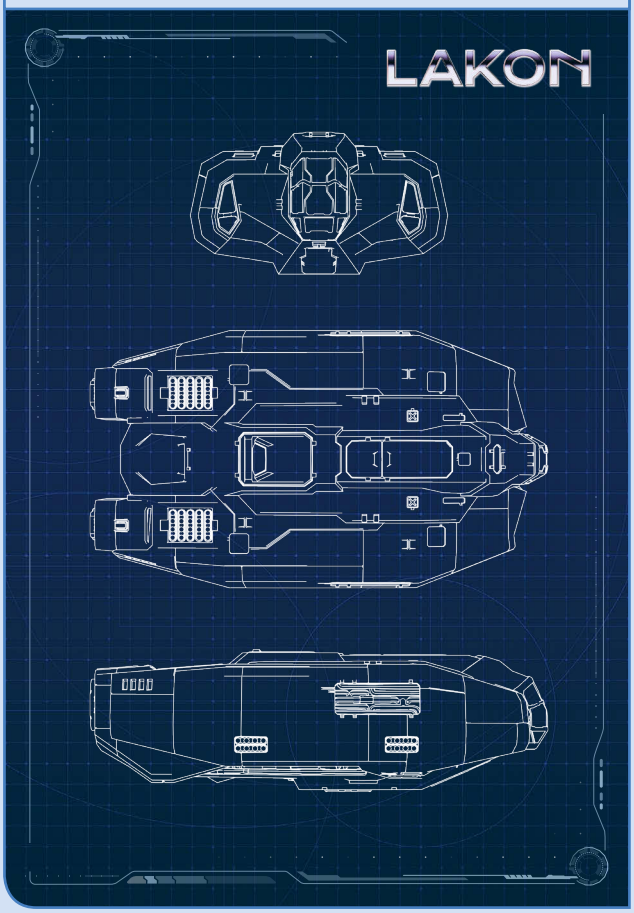
**Internal Components**

X2 Size 5
X2 Size 4
X1 Size 3
X2 Size 2

Despite their excellent track record in producing exploration spacecraft, Lakon Spaceways are most famous for their cargo freighters.
The Type-6 Transporter is the smallest they produce, but one of the most popular.

It is essentially an empty shell, which can be sub-divided into a number of cargo holds. The Type-6's lack manoeuvrability, but are relatively quick for a cargo vessel, relying on bursts of speed and pilot skill to jet out of danger should it arrive.

Its lightweight frame and excellent engines also give it an impressive hyperspace range, allowing the Type-6 to fulfil the role of a long-distance cargo transport.



## TYPE-6 TRANSPORT – PRODUCTION VERSION

| | |
|---|---|
| Agility: | 3 |
| Speed: | 7 |
| Hull: | 100 |
| Shields: | 65 |

**WEAPONS**
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3E, No bonus, Str 30
Sensors: 2E, +1 General Scan, Str 15

**INTERNAL COMPONENTS**
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Shield Generator (Str 30, Shield Power 65)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 50T
Range: 16.5LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 1,045,950cr***

## TYPE-6 TRANSPORT – HAULAGE PRO

| | |
|---|---|
| Agility: | 3 |
| Speed: | 8 |
| Hull: | 100 |
| Shields: | 75 |

**WEAPONS**
Small: Small Turreted Pulse Laser, +2 Acc, 10 damage♦
Small: Small Turreted Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3D, 9MW output, Str 30
Thrusters: 4D, +1 Speed, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 2D, Emergency Life Support 7.5 minutes, Str 25
Power Distributor: 3D, 1 Floating Bonus, Str 30
Sensors: 2D, +1 General Scan, +1 Initiative, Str 15

**INTERNAL COMPONENTS**
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 3: 3D Shield Generator (Str 30, Shield Power 75)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)

Bonuses: +1 Speed, +1 Initiative, 1 Floating Bonus, +1 General Scan
Cargo Capacity: 104T
Range: 18LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 1,442,120cr***

## TYPE-6 TRANSPORT – DEEP BORE 191

| | |
|---|---|
| Agility: | 3 |
| Speed: | 7 |
| Hull: | 100 |
| Shields: | 85 |

### WEAPONS
Small: Small Fixed Mining Laser, +1 Acc, 1 damage, Mining Bonus 1
Small: Small Fixed Mining Laser, +1 Acc, 1 damage, Mining Bonus 1

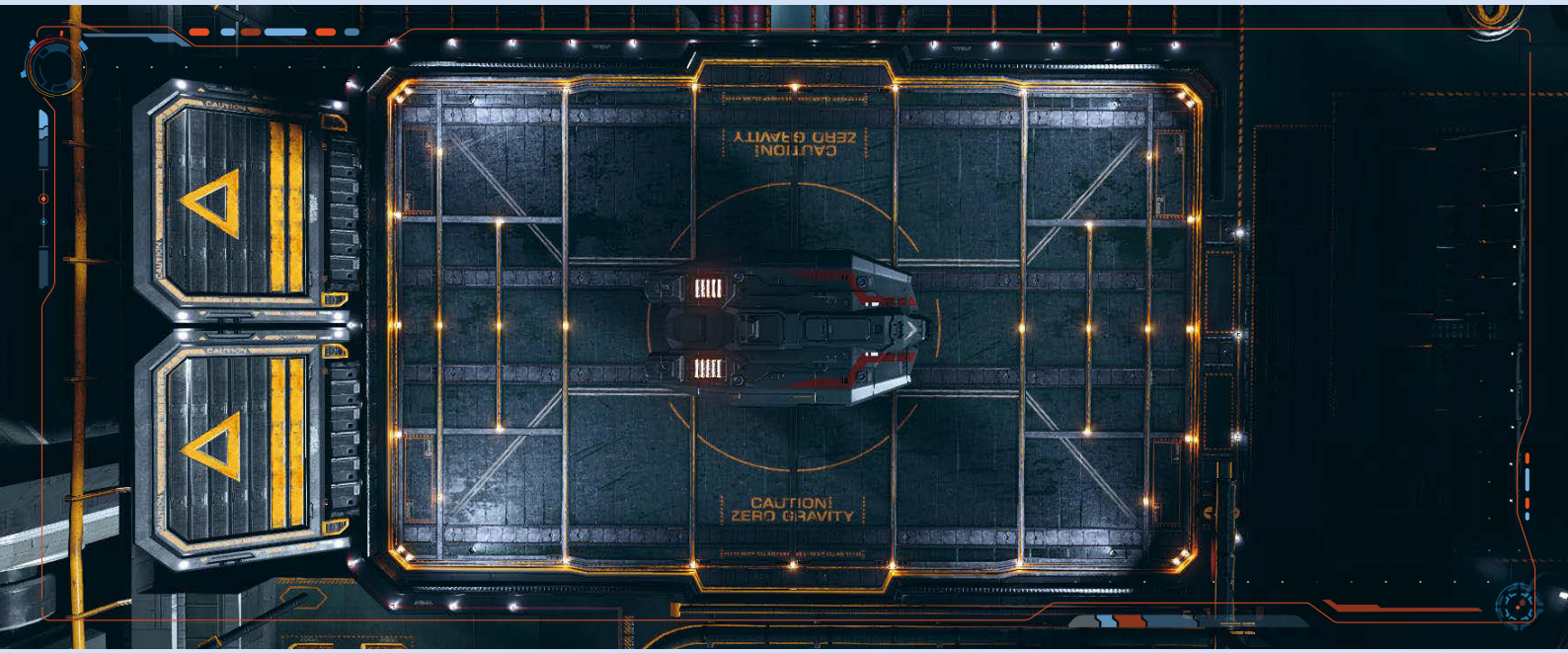
### UTILITY
Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Empty
Mount 3: Empty

### FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3C, 10MW output, Str 35
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4C, Range 14LY, Str 30
Life Support: 2C, Emergency Life Support 10 minutes, Str 30
Power Distributor: 3E, No Bonuses, Str 30
Sensors: 2C, +1 General Scan, +1 Initiative, +1 Dogfighting, Str 20

### INTERNAL COMPONENTS
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 4: 4C Refinery (Str 45, Mining Bonus 45)
Size 4: 3C Collector Limpet Controller (Str 35, Mining Bonus 14, Canisters 2)
Size 3: 3C Shield Generator (Str 35, Shield Power 85)
Size 2: 1A Prospector Limpet Controller (Str 20, Mining Bonus 7)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 Initiative, +1 Dogfighting, +1 General Scan
Cargo Capacity: 64T
Range: 21LY (50% bonus included)
Fuel Tank: 16T (160LY)

***Cost: 2,011,910cr***



## TYPE-7 TRANSPORTER



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Large Spacecraft |
| Manufacturer: | Lakon Spaceways |
| Dimensions: | L 81.6m x W 56.1m x H 25.4m |
| Landing Pad: | Large |
| Crew: | 3 |
| Passengers: | 3 |
| Agility: | 2 |
| Speed: | 5 |
| Range: | Standard |
| Fuel: | 32T (320 LY) |
| Hull: | 200 |
| Weapons: | X4 Small Mounts |
| Utility Mounts: | 4 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 4 |
| Thrusters: | Class 5 |
| Frame Shift Drive: | Class 5 |
| Life Support: | Class 4 |
| Power Distributor: | Class 3 |
| Sensors: | Class 3 |

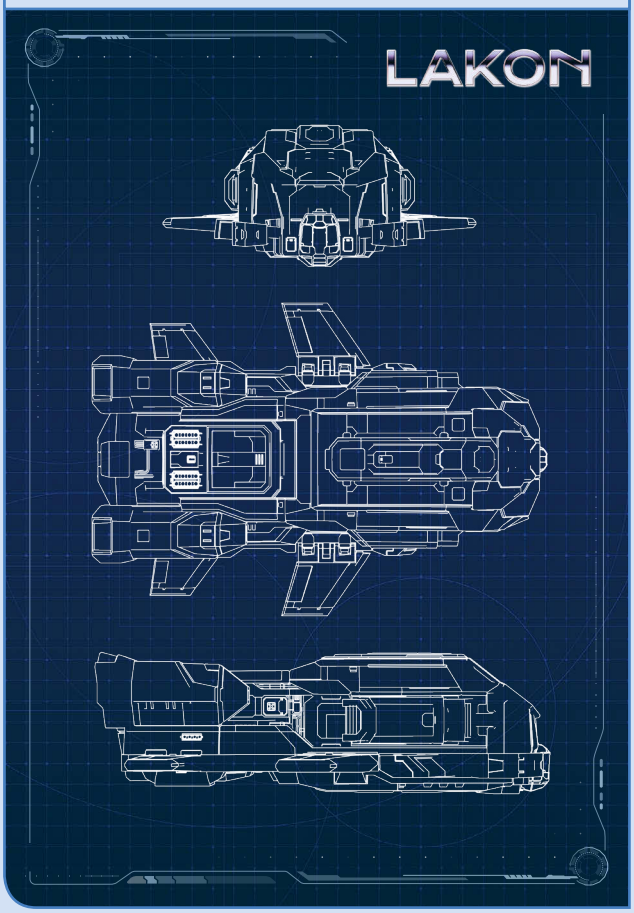
**Internal Components**

X2 Size 6
X2 Size 5
X2 Size 4
X2 Size 2

The Type-7 Transporter is Lakon Spaceway's 'medium scale' cargo delivery platform.

The tall, tube shaped vessel is capacious but thin-skinned – designed solely to shift large amounts of cargo from one developed world to another. Its inconveniently long shape restricts it to haulage in major starports only, and its general unwieldiness, poor defences and inadequate speed make it a tempting prey for pirates.

The Type-7's cheapness (for such a large vessel) is what keeps it competitive and many haulage companies prefer it to the heavier Type-9 for insurance purposes.



## TYPE-7 TRANSPORT – QUICK-ORDER

| | |
|---|---|
| Agility: | 2 |
| Speed: | 5 |
| Hull: | 200 |
| Shields: | 100 |

**WEAPONS**
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Empty
Small: Empty

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 5E, No bonuses, Str 50
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 4E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 3E, No bonus, Str 30
Sensors: 3E, +1 General Scan, Str 25

**INTERNAL COMPONENTS**
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4E Shield Generator (Str 40, Shield Power 100)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 104T
Range: 13LY
Fuel Tank: 32T (320LY)

***Cost: 17,472,250cr***

## TYPE-7 TRANSPORT – CAPACITY MAX

| | |
|---|---|
| Agility: | 2 |
| Speed: | 6 |
| Hull: | 200 |
| Shields: | 115 |

**WEAPONS**
Small: Small Turreted Beam Laser, +2 Acc, 5+ Burst (20) damage♦
Small: Small Turreted Beam Laser, +2 Acc, 5+ Burst (20) damage♦
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50
Small: Small Gimballed Cannon, +3 Acc, 10 damage*, Ammo 50

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4D, 11.7MW output, Str 40
Thrusters: 5D, +1 Speed, Str 50
Frame Shift Drive: 5D, Range 14LY, Str 45
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45
Power Distributor: 3D, 1 Floating bonus, Str 30
Sensors: 3D, +1 General Scan, +1 Initiative, Str 25

**INTERNAL COMPONENTS**
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 4: 4D Shield Generator (Str 40, Shield Power 115)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)

Bonuses: +1 Speed, +1 Initiative, 1 Floating Bonus, +1 General Scan
Cargo Capacity: 216T
Range: 14LY
Fuel Tank: 32T (320LY)

***Cost: 19,598,780cr***

## TYPE-7 TRANSPORT – Q SHIP

| | |
|---|---|
| Agility: | 4 |
| Speed: | 6 |
| Hull: | 615 |
| Shields: | 285 |

### WEAPONS

Small: Small Turreted Beam Laser, +2 Acc, 5 + Burst (20) damage♦
Small: Small Turreted Beam Laser, +2 Acc, 5 + Burst (20) damage♦
Small: Small Turreted Fragment Cannon, +4 Acc, 5/10/15 damage*, Ammo 20
Small: Small Turreted Fragment Cannon, +4 Acc, 5/10/15 damage*, Ammo 20

♦+5 damage vs Shields *+5 damage vs Hull

### UTILITY

Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS

Bulkhead: Military Grade Composite (100% hull bonus)
Power Plant: 4A, 15.6MW output, Str 50
Thrusters: 5C, +1 Speed, +1 Agility, Str 55
Frame Shift Drive: 5C, Range 16LY, Str 50
Life Support: 4D, Emergency Life Support 7.5 minutes, Str 45
Power Distributor: 3A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating bonus, Str 40
Sensors: 3A, +1 General Scan, +2 Initiative, +2 Dogfighting, Str 35

### INTERNAL COMPONENTS

Size 6: 6A Shield Generator (Str 70, Shield Power 285)
Size 6: 6E Cargo Rack (Strength 60, Capacity 64)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 2: 2D Hull Reinforcement Package (Hull +45)
Size 2: 2B Shield Cell Bank (Str 25, Recharge 10/4)

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +1 General Scan
Cargo Capacity: 128T
Range: 16LY
Fuel Tank: 32T (320LY)

***Cost: 54,372,300cr***



## TYPE-9 HEAVY



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Large Spacecraft |
| Manufacturer: | Lakon Spaceways |
| Dimensions: | L 117.4m x W 115.3m x H 33.2m |
| Landing Pad: | Large |
| Crew: | 6 |
| Passengers: | 6 |
| Agility: | 0 |
| Speed: | 0* |
| Range: | Standard |
| Fuel: | 64T (640 LY) |
| Hull: | 430 |
| Weapons: | X3 Medium Mounts<br>X2 Small Mounts |
| Utility Mounts: | 4 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 6 |
| Thrusters: | Class 7 |
| Frame Shift Drive: | Class 6 |
| Life Support: | Class 5 |
| Power Distributor: | Class 6 |
| Sensors: | Class 4 |

**Internal Components**

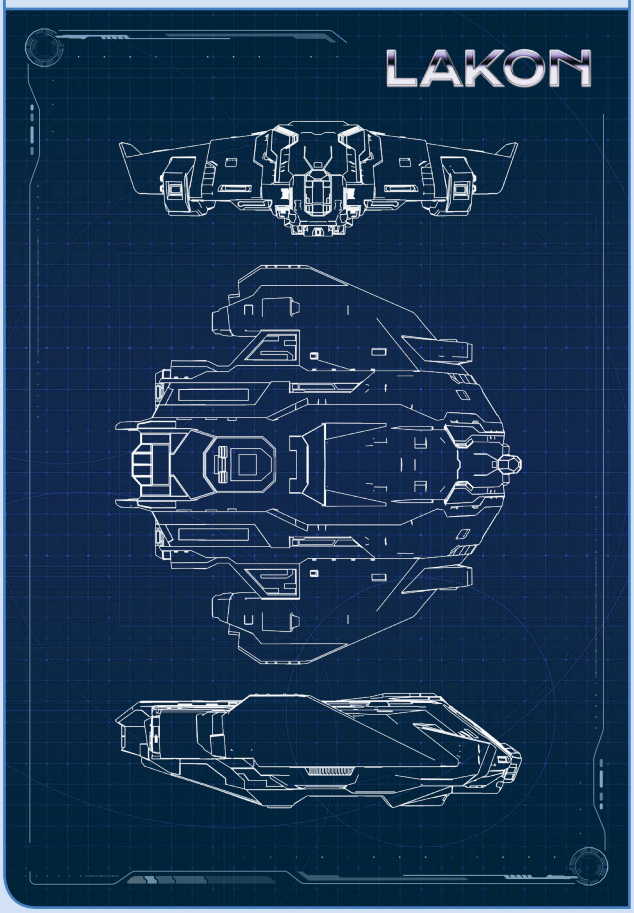
X1 Size 8
X1 Size 7
X1 Size 6
X1 Size 5
X2 Size 4
X2 Size 3
X1 Size 2

*Although the Lakon-9 has a Speed value of zero it can still move – just very, very slowly compared to other ships.

The largest in Lakon's series of freighters, the Type-9 Heavy is an enormous transporter, used galaxy-wide as a bulk goods haulage vessel.

However, apart from its enormous carrying capacity, the Type-9 has little to recommend it. It is an achingly slow vessel that takes a full minute to execute a loop.

It is unable to outrun or outmanoeuvre even large capital ships. This, combined with its inadequate hull protection and only mediocre firepower, demands that the Type-9 be protected, even in civilised space. The temptation for a small pirate gang to overwhelm and rob the spacecraft is almost irresistible.



## TYPE-9 HEAVY – ENTRY LEVEL

| | |
|---|---|
| Agility: | 0 |
| Speed: | 0 |
| Hull: | 430 |
| Shields: | 185 |

**WEAPONS**
Medium: Empty
Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6E, 16.8MW output, Str 60
Thrusters: 7E, No bonuses, Str 70
Frame Shift Drive: 6E, Range 15LY, Str 55
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 6E, No bonus, Str 60
Sensors: 4E, +2 General Scan, Str 35

**INTERNAL COMPONENTS**
Size 8: 7E Cargo Rack (Str 70, Capacity 128)
Size 7: 6E Cargo Rack (Str 60, Capacity 64)
Size 6: 6E Shield Generator (Str 60, Shield Power 185)
Size 5: 4E Cargo Rack (Str 40, Capacity 16)
Size 4: 3E Cargo Rack (Str 30, Capacity 8)
Size 4: Empty
Size 3: 2E Cargo Rack (Str 20, Capacity 4)
Size 3: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +2 General Scan
Cargo Capacity: 220T
Range: 15LY
Fuel Tank: 64T (640LY)

***Cost: 76,555,840cr***

## TYPE-9 HEAVY – CLASS 3 PROTECTED CARRIER

| | |
|---|---|
| Agility: | 0 |
| Speed: | 0 |
| Hull: | 430 |
| Shields: | 230 |

**WEAPONS**
Medium: Medium Turreted Burst Laser, +2 Acc, 15 plus Burst (10) damage♦
Medium: Medium Turreted Burst Laser, +2 Acc, 15 plus Burst (10) damage♦
Medium: Medium Turreted Burst Laser, +2 Acc, 15 plus Burst (10) damage♦
Small: Small Turreted Fragment Cannon, +4 Acc, 5/10/15 damage*, Ammo 20
Small: Small Turreted Fragment Cannon, +4 Acc, 5/10/15 damage*, Ammo 20

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: 0E Shield Booster, Str 10, +5% shield boost
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6D, 18.9MW output, Str 60
Thrusters: 7E, No bonuses, Str 70
Frame Shift Drive: 6B, Range 19LY, Str 60
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 6E, No bonus, Str 60
Sensors: 4E, +2 General Scan, Str 35

**INTERNAL COMPONENTS**
Size 8: 8E Cargo Rack (Str 80, Capacity 256)
Size 7: 7E Cargo Rack (Str 70, Capacity 128)
Size 6: 6E Cargo Rack (Str 60, Capacity 64)
Size 5: 5A Shield Generator (Str 60, Shield Power 220)
Size 4: 4E Cargo Rack (Str 40, Capacity 16)
Size 4: 4E Cargo Rack (Str 40, Capacity 16)
Size 3: 3E Cargo Rack (Str 30, Capacity 8)
Size 3: 3E Cargo Rack (Str 30, Capacity 8)
Size 2: 2E Cargo Rack (Str 20, Capacity 4)

Bonuses: +2 General Scan
Cargo Capacity: 500T
Range: 19LY
Fuel Tank: 64T (640LY)

***Cost: 91,822,620cr***

## TYPE-9 HEAVY – HAZ ENVIRONMENT TRANSPORT

| | |
|---|---|
| Agility: | 3 |
| Speed: | 2 |
| Hull: | 970 |
| Shields: | 355 |

### WEAPONS

Medium: Medium Turreted Beam Laser, +2 Acc, 15 + Burst (20) damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15 + Burst (20) damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15 + Burst (20) damage♦
Small: Small Mining Laser, +1 Acc, 1 damage, Mining Bonus 1
Small: Small Mining Laser, +1 Acc, 1 damage, Mining Bonus 1

♦+5 damage vs Shields

### UTILITY

Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS

Bulkhead: Military Grade Composite (100% Hull bonus)
Power Plant: 6A, 25.2MW output, Str 70
Thrusters: 7A, +2 Speed, +2 Agility, Str 80
Frame Shift Drive: 6A, Range 21LY, Str 65
Life Support: 5C, Emergency Life Support 10 minutes, Str 60
Power Distributor: 6A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating bonus, Str 70
Sensors: 4A, +2 General Scan, +2 Initiative, +2 Dogfighting, Str 45

### INTERNAL COMPONENTS

Size 8: 8E Cargo Rack (Str 70, Capacity 256)
Size 7: 7A Shield Generator (Str 80, Shield Power 355)
Size 6: 5A Prospector Limpet Drone (Str 60, Mining Bonus 55)
Size 5: 5A Collector Limpet Drone (Str 60, Mining Bonus 55, Canisters 3)
Size 4: 4A Refinery (Str 50, Mining Bonus 55)
Size 4: 4E Cargo Rack (Str 40, Capacity 16)
Size 3: 3C Shield Cell Bank (Str 35, Recharge 15/3)
Size 3: 3D Hull Reinforcement Package (+65 Hull)
Size 2: 2D Hull Reinforcement Package (+45 Hull)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating bonus, +2 General Scan
Cargo Capacity: 272T
Range: 21LY
Fuel Tank: 64T (640LY)

***Cost: 297,949,330cr***



## VIPER MK III



## BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Faulcon DeLacy |
| Dimensions: | L 29.8m x W 24.0m x H 8.6m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 2 |
| Agility: | 6 |
| Speed: | 9 |
| Range: | Standard |
| Fuel: | 4T (40 LY) |
| Hull: | 60 |
| Weapons: | X2 Medium Mounts<br>X2 Small Mounts |
| Utility Mounts: | 2 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 3 |
| Thrusters: | Class 3 |
| Frame Shift Drive: | Class 3 |
| Life Support: | Class 2 |
| Power Distributor: | Class 3 |
| Sensors: | Class 3 |

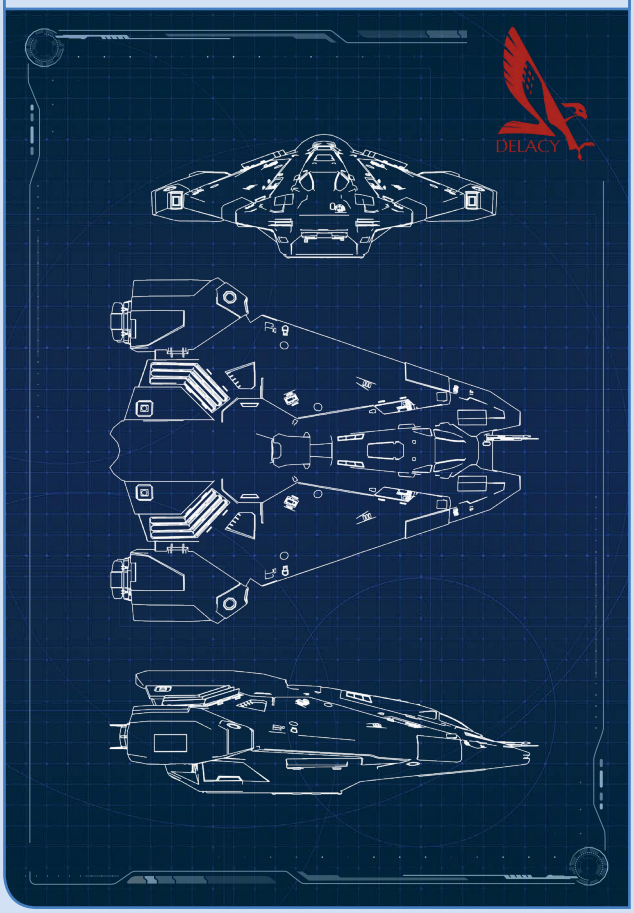
**Internal Components**

X2 Size 3
X1 Size 2
X1 Size 1
X1 Size 3 Military

The Viper Mk III is an inexpensive space superiority vessel in service with almost every security, police and military service in the galaxy. Designed as a heavily armed but light short-range fighter, the Viper packs a real punch, combining this with impressive speed and adequate manoeuvrability.

The Viper, though economical, is situated above cheaper pirate vessels, such as the Sidewinder and Krait, in terms of its performance and durability. This gives police forces an advantage in dealing with common criminals, whilst still having a decent fighter that can gang up on more potent fighting vessels such as the Asp or Vulture.

The Viper's decent combat capability sees fair use in the private sector as well, although owners must be mindful of the usual problems with owning a short-range fighter – most notably the Viper's fuel tank is very small for a vessel of its size. The Viper also struggles to power the equipment it possesses, making any outfitting procedure a tortuous balance for commanders ambitious for a potent machine.



## VIPER MK III – CONSORT

| | |
|---|---|
| Agility: | 6 |
| Speed: | 9 |
| Hull: | 60 |
| Shields: | 65 |

**WEAPONS**
Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3E, No bonus, Str 30
Sensors: 3E, +1 General Scan, Str 25

**INTERNAL COMPONENTS**
Size 3: 2E Cargo Rack (Str 20, Capacity 4)
Size 3: 3E Shield Generator (Str 30, Shield Power 65)
Size 2: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 3 (M): Empty

Bonuses: +1 General Scan
Cargo Capacity: 4T
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 142,930cr***

## VIPER MK III – POLICE ISSUE

| | |
|---|---|
| Agility: | 6 |
| Speed: | 9 |
| Hull: | 60 |
| Shields: | 65 |

**WEAPONS**
Medium: Medium Fixed Burst Laser, +2 Acc, 15 + Burst (10) damage♦
Medium: Medium Fixed Burst Laser, +2 Acc, 15 + Burst (10) damage♦
Small: Small Seeker Missile Rack, +4 Acc, 20 damage (10 vs shields), Ammo 12
Small: Small Seeker Missile Rack, +4 Acc, 20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

**UTILITY**
Mount 1: 0E Manifest Scanner, Str 10
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3D, 9MW output, Str 30
Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 2E, Emergency Life Support 5 minutes, Str 25
Power Distributor: 3E, No bonus, Str 30
Sensors: 3E, +1 General Scan, Str 25

**INTERNAL COMPONENTS**
Size 3: 2E Cargo Rack (Str 20, Capacity 4)
Size 3: 3E Shield Generator (Str 30, Shield Power 65)
Size 2: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 3(M): Empty

Bonuses: +1 General Scan
Cargo Capacity: 4T
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 355,810cr***

## VIPER MK III – WARHAMMER

| | |
|---|---|
| Agility: | 8 |
| Speed: | 10 |
| Hull: | 255 |
| Shields: | 95 |

**WEAPONS**
Medium: Medium Gimballed Multi-Cannon, +3 Acc, 15 + Burst (10) damage*, Ammo 30
Medium: Medium Gimballed Multi-Cannon, +3 Acc, 15 + Burst (10) damage*, Ammo 30
Small: Small Gimballed Multi-Cannon, +3 Acc, 5 + Burst (10) damage*, Ammo 30
Small: Small Gimballed Multi-Cannon, +3 Acc, 5 + Burst (10) damage*, Ammo 30

*+5 damage vs Hull

**UTILITY**
Mount 1: Chaff Launcher, Str 25, Ammo 6
Mount 2: Point Defence, Str 25, Ammo 10

**FIXED COMPONENTS**
Bulkhead: Military Grade Composite (100% hull bonus)
Power Plant: 3C, 10MW output, Str 50
Thrusters: 3C, +1 Speed, +1 Agility, Str 50
Frame Shift Drive: 3C, Range 12LY, Str 45
Life Support: 2E, Emergency Life Support 5 minutes, Str 40
Power Distributor: 3B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 50
Sensors: 3C, +1 General Scan, +1 to Initiative, +1 Dogfighting, Str 45

**INTERNAL COMPONENTS**
Size 3: 3D Hull Reinforcement Package (+65 Hull)
Size 3: 3B Shield Generator (Str 50, Shield Power 95)
Size 2: 2D Hull Reinforcement Package (+45 Hull)
Size 1: 1D Hull Reinforcement Package (+25 Hull)
Size 3(M): 3E Module Reinforcement Package (+15 Str/All)

Bonuses: +1 Speed, +2 Agility, +5 Shield Recharge, +1 Initiative, +1 Dogfighting, +1 General Scan
Cargo Capacity: None
Range: 9LY
Fuel Tank: 4T (40LY)

***Cost: 989,570cr***

## VIPER MK III – DAMASK ROSE

| | |
|---|---|
| Agility: | 9 |
| Speed: | 11 |
| Hull: | 160 |
| Shields: | 105 |

**WEAPONS**
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*, Ammo 50
Medium: Medium Fixed Cannon, +2 Acc, 20 damage*, Ammo 50
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields *+5 damage vs Hull

**UTILITY**
Mount 1: 0D Kill Warrant Scanner, Str 25, +40% bonus
Mount 2: Empty

**FIXED COMPONENTS**
Bulkhead: Reinforced Alloy (50% hull bonus)
Power Plant: 3A, 12MW output, Str 55
Thrusters: 3A, +2 Speed, +2 Agility, Str 55
Frame Shift Drive: 3B, Range 13LY, Str 45
Life Support: 2D, Emergency Life Support 7.5 minutes, Str 40
Power Distributor: 3A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 55
Sensors: 3B, +1 General Scan, +2 to Initiative, +1 Dogfighting, Str 45

**INTERNAL COMPONENTS**
Size 3: 3C Shield Cell Bank (Str 50, Recharge 15/3)
Size 3: 3A Shield Generator (Str 55, Shield Power 105)
Size 2: 2D Hull Reinforcement Package (+45 Hull)
Size 1: 1D Hull Reinforcement Package (+25 Hull)
Size 3(M): 3E Module Reinforcement Package (+15 Str/All)

Bonuses: +2 Speed, +3 Agility, +5 Shield Recharge, +2 Initiative, +1 Dogfighting, 1 Floating Bonus, +1 General Scan
Cargo Capacity: None
Range: 13LY
Fuel Tank: 4T (40LY)

***Cost: 2,533,350cr***

## VULTURE



### BASIC SPECIFICATIONS

| | |
|---|---|
| Category: | Small Spacecraft |
| Manufacturer: | Core Dynamics |
| Dimensions: | L 43.1m x W 34.7m x H 12.3m |
| Landing Pad: | Small |
| Crew: | 1 |
| Passengers: | 1 |
| Agility: | 9 |
| Speed: | 7 |
| Range: | Standard |
| Fuel: | 8T (80 LY) |
| Hull: | 140 |
| Weapons: | X2 Large Mounts |
| Utility Mounts: | 4 |

**Fixed Components**

| | |
|---|---|
| Power Plant: | Class 4 |
| Thrusters: | Class 5 |
| Frame Shift Drive: | Class 4 |
| Life Support: | Class 3 |
| Power Distributor: | Class 5 |
| Sensors: | Class 4 |

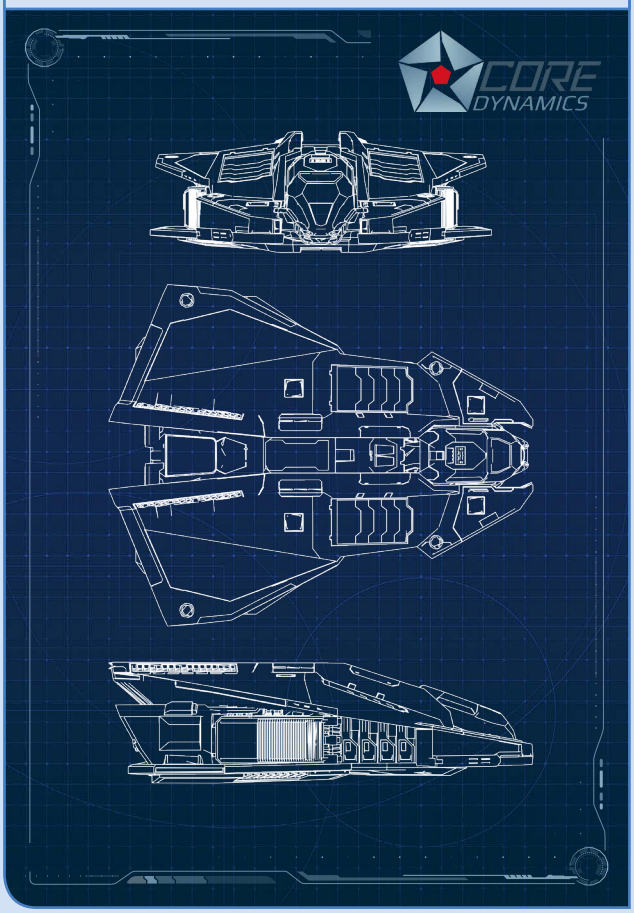
**Internal Components**

X1 Size 5 Military
X1 Size 5
X1 Size 4
X1 Size 3
X1 Size 2
X2 Size 1

The Vulture is a heavy combat fighter, designed to overpower and pick apart larger warships.

Not only is this very modern fighter extremely agile for its size, it also boasts a pair of enormously overpowered weapons, which allow it to blast through the thick armour of combat frigates. It is very capable against smaller craft too, although its use as a common pirate hunter is a little wasteful, given the enormous price tag of the overpowered ship.

The Vulture has a few weaknesses. Its design is inflexible, and it really only excels as a warship, despite costing the same as a medium-sized vessel. Its flat-out speed is also rather underwhelming, another reason why the Vulture is poorly suited as a light ship hunter (its prey can just speed away from it).



## VULTURE – CX ZERO MOD

| | |
|---|---|
| Agility: | 9 |
| Speed: | 7 |
| Hull: | 140 |
| Shields: | 140 |

**WEAPONS**
Large: Small Fixed Pulse Laser, +2 Acc, 10 damage♦
Large: Small Fixed Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 5E, No bonuses, Str 50
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 5E, No bonus, Str 50
Sensors: 4E, +2 General Scan, Str 35

**INTERNAL COMPONENTS**
Size 5: 5E Shield Generator (Str 50, Shield Power 140)
Size 4: 3E Cargo Rack (Str 30, Capacity 8)
Size 2: Empty
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 5(M): Empty

Bonuses: +2 General Scan
Cargo Capacity: 8T
Range: 11LY
Fuel Tank: 8T (80LY)

***Cost: 4,925,620cr***

## VULTURE – VANGUARD

| | |
|---|---|
| Agility: | 10 |
| Speed: | 8 |
| Hull: | 230 |
| Shields: | 180 |

**WEAPONS**
Large: Large Gimballed Pulse Laser, +3 Acc, 30 damage♦
Large: Large Gimballed Pulse Laser, +3 Acc, 30 damage♦

♦+5 damage vs Shields

**UTILITY**
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

**FIXED COMPONENTS**
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4C, 13MW output, Str 45
Thrusters: 5C, +1 Speed, +1 Agility, Str 55
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 5D, 1 Floating Bonus, Str 50
Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 40

**INTERNAL COMPONENTS**
Size 5: 5C Shield Generator (Str 55, Shield Power 180)
Size 4: 4C Shield Cell Bank (Str 45, Recharge 20/3)
Size 2: Empty
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 5(M): 5E Hull Reinforcement Package (+90 Hull)

Bonuses: +1 Speed, +1 Agility, +1 Initiative, +1 Dogfighting, 1 Floating Bonus, +2 General Scan
Cargo Capacity: None
Range: 12LY
Fuel Tank: 8T (80LY)

***Cost: 6,727,000cr***

## VULTURE – 59 ALPHA

| | |
|---|---|
| Agility: | 11 |
| Speed: | 8 |
| Hull: | 295 |
| Shields: | 220 |

### WEAPONS

Large: Large Gimballed Burst Laser, +3 Acc, 25 + Burst (10) damage♦
Large: Large Gimballed Burst Laser, +3 Acc, 25 + Burst (10) damage♦

♦+5 damage vs Shields

### UTILITY

Mount 1: 0C Kill Warrant Scanner, Str 35, +60% bonus
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

### FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% bonus)
Power Plant: 4A, 15.6MW output, Str 75
Thrusters: 5C, +1 Speed, +1 Agility, Str 70
Frame Shift Drive: 4B, Range 15LY, Str 65
Life Support: 3E, Emergency Life Support 5 minutes, Str 60
Power Distributor: 5B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 70
Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 65

### INTERNAL COMPONENTS

Size 5: 5A Shield Generator (Str 85, Shield Power 220)
Size 4: 4D Hull Reinforcement Package (+85 Hull)
Size 2: 2H Planetary Vehicle Hanger (Str 50, Vehicles 1)
Size 1: 1E Cargo Rack (Strength 35, Capacity 2)
Size 1: Intermediate Discovery Scanner (Str 35, 1000LS Range)
Size 5(M): 5E Module Reinforcement Package (+25 Str/All)

Bonuses: +1 Speed, +2 Agility, +5 Shield Recharge, +1 Initiative, +1 Dogfighting, +2 General Scan
Cargo Capacity: 2T
Range: 15LY
Fuel Tank: 8T (80LY)

***Cost: 16,610,390cr***



# MODIFYING SPACECRAFT

A spaceship is composed of a hull frame and a number of different components. It is the quality of these components that make the difference between a very basic, uninspired machine and a high performance super-ship worthy of an elite commander. Many commanders like to improve and tinker with their spacecraft, extending the hyperspace range, speed, firepower and endurance of their ship.

Most commercially available spaceships come with very low spec components. Improving a component is as easy as ripping out the old module and installing a new one, although it helps to have some kind of expert in spaceship engineering with you when you do this to prevent teething problems such as short-outs or massive explosions.

It is never absolutely necessary to modify your ship. Many pilots, who are nervous about voiding their ship's warranty, never alter the components of their ships at all and instead simply buy the next model up of their ship. The owner of a Cobra Mk III Merit might sell up and buy the Cobra Mk III Inca as a complete upgrade package. Provided a ship is not modified, any mechanical problems it encounters can be fixed at no cost at the local shipyard of the manufacturer – provided, of course, that the 'mechanical problem' was not caused by lasers and bullets ripping into the hull!

## Fitting Components

Components are rated in two ways - by size and quality.
A Size 4 component is physically larger and takes up more space than a Size 3 component. Size 8 components can only be found on the largest spacecraft, whilst a Size 1 component could fit into a small room. Larger components cost more than smaller ones.

The quality of components is rated from A (the very best) to E (absolute minimum legal standard). High quality components operate more effectively than lower quality ones, but cost much more and frequently draw more power.

These two ratings combine together to make comparisons between components easier to understand. Components of the same size can be compared directly. A 5B Shield Generator is more powerful and expensive than a 5D Shield Generator, for example. Larger components are often more powerful, regardless of their rating. An 8E Power Plant in an Anaconda produces more power than a 2A Power Plant in a Sidewinder – which is only logical when you realise than an 8E Power Plant would be larger than an entire Sidewinder!

### BEHIND THE SCENES: COMPUTER GAME vs RPG - OUTFITTING

Those of you who are used to the Elite Dangerous computer game will spot a number of differences in how outfitting works in the role-playing game. The most important change is that the role-playing game does not factor in weight when modifying ships. This is because EDRPG works out things like hyperspace range and fuel consumption in a simple way. The Elite Dangerous computer game calculates fuel consumption in a clever but complicated way which takes into account a ship's total mass when determining its range. Computers are awfully good at calculating precise numbers to thousands of decimal places – pizza filled role-players enjoying a late evening game are less good.

We hope that the simplifications used in the outfitting section don't spoil your enjoyment too much. For a more detailed spaceship experience make sure you buy the Elite Dangerous computer game – it's basically fantastic!

## Fixed Components and Internal Components

There are certain components that every spacecraft needs just to operate – these are known as Fixed Components. Fixed Components include the Power Plant, Thrusters, Frame Shift Drive, Life Support, Power Distributor, Sensors and Fuel Tank.

Every Fixed Component must be fitted with at least an 'E' grade component. In addition, Fixed Components must be fitted with a component of the correct size. A Cobra Mk III must have a Size 4 Power Plant, for example.

Internal Components are spare spaces inside a spacecraft that can be fitted with a wide range of different components. Unlike Fixed Components, none of these Internal Components have to be filled. In addition you can fit any Internal Component of any size to an internal space, but it cannot be larger than the internal space slot. For example a Cobra Mk III has three Size 4 Internal Components. If you wanted to fit a Cargo Rack to

your ship you could fit one of these spaces with a Size 1, 2, 3 or 4 Cargo Rack. Your chosen Internal Component does not have to fill the component space, but that extra space is wasted.

### Military Components

Some ships have a special type of Internal Component called a Military Component which helps to strengthen fighters and warships in combat. These work just like Internal Components, except that they can only be filled with Hull Reinforcement Packages, Module Reinforcement Packages or Shield Cell Banks.

### Fitting Weapons

Weapons are loaded into your ship's Hardpoints. Hardpoints come in four sizes, small, medium, large and huge. A Hardpoint can be fitted with any weapon, provided it is not larger than the Hardpoint. A medium Hardpoint can be fitted with a small or medium weapon, but not a large or huge weapon.

### Power Requirements

Most components require power. A ship's power plant produces a certain number of megawatts of power. Your components and weapons cannot exceed the power produced by your power plant.

### Upgrading your Ship

You can improve your ship Between Adventures (provided your GM allows this). Old components and weapons can be sold for 70% value, and new components installed in their place. Remember to keep track of your total power when upgrading your ship.

### Repairing your ship

There are three kinds of repairs, emergency repairs, field repairs and spaceport repairs.

**Emergency Repairs** are done by hand, either by you, another player or a member of your crew in the middle of a battle or other high stress situation. Any single component on your ship can receive an emergency repair only once between space port visits. You cannot fix your spacecraft's hull or weapons in an Emergency Repair. You perform an Emergency Repair only if the component has been disabled (reduced to 0 strength or less). It is not easy to fix a smashed and smouldering piece of advanced technology, and the higher grade the component the harder it is to fix.
To perform an Emergency Repair requires an entire Action. You cannot fly your spacecraft and fix a component, so it is best to let your crew fix damaged components (or take the controls if this is not possible). It takes longer to repair a large component. Size 1 and 2 components take only a single turn of work. Size 3 and 4 take two turns, size 5 and 6 three turns and size 7 or 8 four turns.

When you have spent the necessary time repairing, make a Repair Skill Check. The difficulty number depends on the grade of the component.

| Repair | Skill Check |
|---|---|
| Grade E | Repair DC 8 |
| Grade D | Repair DC 9 |
| Grade C | Repair DC 10 |
| Grade B | Repair DC 11 |
| Grade A | Repair DC 12 |

If your Repair Skill Check is a success, the component is restored to 1 Strength point and will start functioning again. If you fail the check the component cannot be repaired quickly, but you can try again later with a Field Repair.

**Field Repairs** are made over a period of six hours and are less hurried and more precise than Emergency Repairs. Provided you have a Spaceship Repair kit you can slowly carry out repairs on all damaged systems. Pick a component, weapon or the ship's hull, and make a Repair Skill Check. The repaired item recovers Hull or Strength points equal to your repair check, or nothing if you roll a natural 1. You can only make one Field Repair on each component, weapon or hull between spaceport visits.

Note: An Auto Field Maintenance (AFM) unit follows its own rules and does not count as a Field Repair when you activate it. You can attempt a Field Repair on a component after the AFM has fixed a component if you like.

**Spaceport Repairs** are professional repairs done in a machine workshop. A component or weapon can be fixed to full strength for 1% of its starting cost, provided it was never reduced to zero strength. A component or weapon that has been critically damaged (even if it is working now) costs 10% of its starting cost to fix. Poorer pilots often leave their damaged components at low strength if they cannot afford a full repair.

Hull costs 100cr per Hull point to fix.

## SPACESHIP WEAPONS

Weapons come in four size categories: Small, Medium, Large and Huge. In addition, weapons are mounted in one of three different ways: Fixed, Gimballed and Turreted. The combat rules describe the different game effects of these weapons, but a few notes here are appropriate.

**Fixed** weapons are securely mounted facing directly forwards in front of the ship. They are less accurate than Gimballed weapons as they do not have any targeting computers, nor can they be fired at spacecraft behind you. They do have the advantage, however, of not being affected by Chaff countermeasures.

**Gimballed** weapons are set on a pivoting mount that uses the ship's scanners to lock onto a target. This makes Gimballed weapons much more accurate, but also prone to some countermeasures.

**Turreted** weapons are able to target enemies outside of a ship's forward arc, giving you the option of attacking ships without having to outmanoeuvre them. They are not quite as accurate as Gimballed weapons, but like Gimballed weapons they are also still vulnerable to countermeasures.

### Lasers

Lasers fire a blast of energy towards a target, disrupting shields and cutting through spaceship hulls. All Lasers, except mining lasers, gain a +5 damage bonus when used against Shields (this bonus counts even if a ship only has a single Shield point left). Lasers draw power directly from the power plant and therefore do not require any ammunition. Lasers are divided into four different types: Pulse, Burst, Beam and Mining.

**Pulse** lasers fire a blast of energy towards a target at a rate of about two shots per second. This steady, dependable rate of fire gives pulse lasers a predictable damage value.

**Burst** lasers fire a rapid, machine gun-like rate of fire towards an enemy ship. The longer a pilot can keep an enemy under the crosshairs, the more damage the target will take. Burst lasers inflict Burst damage.

**Beam** lasers fire an unbroken lance of energy towards the target. They can inflict massive damage if the beam can be sustained on an enemy ship. Beam lasers inflict Burst damage.

**Mining** lasers are low-powered beam lasers designed to cut carefully into asteroids and separate mineral components from unprofitable rock. They should not be used against enemy ships as they are weak and inaccurate.

### Projectile Cannons

Projectile Cannons fire a solid shell which impacts against a ship at colossal speed. Because they require solid munitions Projectile Cannons carry a limited amount of ammo. All cannons gain a +5 Damage bonus when used against unshielded hulls (you do not gain this bonus if the enemy ship's shield absorbed any damage from the shot). There are three types of Projectile Cannon: cannons, multi-cannons and fragment cannons.

**Cannons** fire a single, large shell towards an enemy ship when the fire trigger is pulled. If it hits it inflicts a flat rate of damage.

**Multi-Cannons** fire a large number of smaller shells, extremely quickly, like a machine gun. They inflict Burst damage.

**Fragment Cannons** fire a shell, like a conventional cannon, but the shell scatters into a wide field of armour-shredding fragments. Due to their wide arc of fire Fragment Cannons are very accurate, but inflict less damage than other Cannons, except against very large targets. You can only fire a Fragment Cannon when you and the target are up-close (you cannot Joust with a Fragment Cannon, for example). Medium scale ships take an extra 5 damage from a Fragment Cannon hit. Large ships take an extra 10 damage.

### Missile Racks

Missiles are high explosive warheads that project themselves swiftly through space to impact upon the target. They inflict very poor damage against shields, but are very effective against unshielded Hulls. Missile Racks are expensive and have a very restricted amount of ammunition. Three versions of Missile Racks exist: Seeker, Dumbfire and Torpedoes.

**Seeker Missiles** lock onto a target and then pursue it independently through space. They are very accurate, but vulnerable to countermeasures such as Point Defence and ECM (Electronic Counter Measures).

**Dumbfire Missiles** fire towards a target in a straight line. This makes them immune to ECMs, but inaccurate due to their comparatively slow speed.

**Torpedoes** are overlarge missiles designed to be used against large, sluggish targets.

## Mine Launchers

Mine Launchers release a cluster of small explosives, which detonate when an enemy ship flies into them. Due to the vast emptiness of space, mines are easy to spot and avoid – the only time a Mine Launcher is generally useful is as a defensive device during a Dogfight (see the Space Combat rules for a description of how mines work).

## Railguns

Railguns accelerate a projectile down a magnetised barrel at superfast speeds. The projectile inflicts large amounts of damage, but the Railgun requires several seconds to charge, making this a difficult weapon to use in the heat of combat.

## Plasma Cannons

A Plasma Cannon fires a superheated bolt of energised matter somewhat slowly towards a target. It inflicts huge amounts of damage, but is a very slow, inaccurate weapon.

## Weapon Component Strength

Spaceship weapons can suffer from critical hits.

The strength of a weapon is calculated by its size. Small weapons have 10 strength, medium weapons have 20 strength, large weapons have 30 strength and huge weapons 40 strength.

### SPACECRAFT WEAPON LIST

| Weapon | Power | Accuracy | Damage | Ammo | Cost |
|---|---|---|---|---|---|
| Small Fixed Pulse Laser | 0.39 | +2 | 10◆ | N/A | 2,200cr |
| Small Gimballed Pulse Laser | 0.39 | +3 | 10◆ | N/A | 6,600cr |
| Small Turreted Pulse Laser | 0.38 | +2 | 10◆ | N/A | 26,000cr |
| Small Fixed Burst Laser | 0.65 | +2 | 5+ Burst (Max 10)◆ | N/A | 4,400cr |
| Small Gimballed Burst Laser | 0.64 | +3 | 5+ Burst (Max 10)◆ | N/A | 8,600cr |
| Small Turreted Burst Laser | 0.6 | +2 | 5+ Burst (Max 10)◆ | N/A | 52,800cr |
| Small Fixed Beam Laser | 0.69 | +2 | 5+ Burst (Max 20)◆ | N/A | 37,430cr |
| Small Gimballed Beam Laser | 0.68 | +3 | 5+ Burst (Max 20)◆ | N/A | 74,650cr |
| Small Turreted Beam Laser | 0.63 | +2 | 5+ Burst (Max 20)◆ | N/A | 500,000cr |
| Small Fixed Cannon | 0.34 | +2 | 10* | 50 | 21,100cr |
| Small Gimballed Cannon | 0.38 | +3 | 10* | 50 | 42,200cr |
| Small Turreted Cannon | 0.32 | +2 | 10* | 50 | 506,400cr |
| Small Fixed Multi-Cannon | 0.28 | +2 | 5+ Burst (Max 10)* | 30 | 9,500cr |
| Small Gimballed Multi-Cannon | 0.37 | +3 | 5+ Burst (Max 10)* | 30 | 14,250cr |
| Small Turreted Multi-Cannon | 0.26 | +2 | 5+ Burst (Max 10)* | 30 | 81,600cr |
| Small Fixed Fragment Cannon | 0.45 | +4 | 5/10/15◆* | 20 | 36,000cr |
| Small Gimballed Fragment Cannon | 0.59 | +5 | 5/10/15◆* | 20 | 54,720cr |
| Small Turreted Fragment Cannon | 0.42 | +4 | 5/10/15◆* | 20 | 182,400cr |
| Small Mine Launcher | 0.4 | Diff 15 | 10 | 6 | 24,260cr |
| Small Fixed Mining Laser | 0.5 | +1 | 1 (Mining Bonus 1) | N/A | 6,800cr |
| Small Seeker Missile Rack | 0.6 | +4 | 20 (10 vs shields) | 12 | 72,600cr |
| Small Dumbfire Missile Rack | 0.4 | +1 | 25 (10 vs shields) | 16 | 32,175cr |
| Small Torpedo Rack | 0.4 | -1 | 35 (15 vs shields) | 2 | 11,200cr |
| Small Fixed Railgun | 1.15 | +0 | 25 | 10 | 51,600cr |
| Medium Fixed Pulse Laser | 0.6 | +2 | 20◆ | N/A | 17,600cr |
| Medium Gimballed Pulse Laser | 0.6 | +3 | 20◆ | N/A | 35,400cr |
| Medium Turreted Pulse Laser | 0.58 | +2 | 20◆ | N/A | 132,800cr |
| Medium Fixed Burst Laser | 1.05 | +2 | 15+Burst (Max 10)◆ | N/A | 23,000cr |
| Medium Gimballed Burst Laser | 1.04 | +3 | 15+Burst (Max 10)◆ | N/A | 48,500cr |
| Medium Turreted Burst Laser | 0.98 | +2 | 15+Burst (Max 10)◆ | N/A | 162,800cr |
| Medium Fixed Beam Laser | 1.12 | +2 | 15+Burst (Max 20)◆ | N/A | 299,520cr |
| Medium Gimballed Beam Laser | 1.1 | +3 | 15+Burst (Max 20)◆ | N/A | 500,600cr |
| Medium Turreted Beam Laser | 1.03 | +2 | 15+Burst (Max 20)◆ | N/A | 2,099,900cr |

(**SPACECRAFT WEAPON LIST** TABLE CONTINUED)

| Weapon | Power | To Hit | Damage | Ammo | Cost |
|---|---|---|---|---|---|
| Medium Fixed Cannon | 0.49 | +2 | 20* | 50 | 168,430cr |
| Medium Gimballed Cannon | 0.54 | +3 | 20* | 50 | 337,600cr |
| Medium Turreted Cannon | 0.45 | +2 | 20* | 50 | 4,051,200cr |
| Medium Fixed Multi-Cannon | 0.46 | +2 | 15+Burst (Max 10)* | 30 | 38,000cr |
| Medium Gimballed Multi-Cannon | 0.64 | +3 | 15+Burst (Max 10)* | 30 | 57,000cr |
| Medium Turreted Multi-cannon | 0.5 | +2 | 15+Burst (Max 10)* | 30 | 1,292,800cr |
| Medium Fixed Fragment Cannon | 0.74 | +4 | 15/20/25◆* | 20 | 291,840cr |
| Medium Gimballed Fragment Cannon | 1.03 | +5 | 15/20/25◆* | 20 | 437,760cr |
| Medium Turreted Fragment Cannon | 0.79 | +4 | 15/20/25◆* | 20 | 1,459,200cr |
| Medium Fixed Plasma Accelerator | 1.43 | -1 | 50 | 50 | 834,200cr |
| Medium Mine Launcher | 0.4 | Diff 17 | 20 | 6 | 294,080cr |
| Medium Fixed Mining Laser | 0.75 | +1 | 1 (Mining Bonus 2) | N/A | 22,580cr |
| Medium Seeker Missile Rack | 1.2 | +4 | 35 (15 vs shields) | 12 | 512,400cr |
| Medium Dumbfire Missile Rack | 1.2 | +1 | 40 (20 vs shields) | 16 | 240,400cr |
| Medium Torpedo Pylon | 0.4 | -1 | 50 (25 vs shields) | 2 | 44,800cr |
| Medium Fixed Railgun | 1.63 | +0 | 40 | 10 | 412,800cr |
| Large Fixed Pulse Laser | 0.9 | +2 | 30◆ | N/A | 70,400cr |
| Large Gimballed Pulse Laser | 0.92 | +3 | 30◆ | N/A | 140,600cr |
| Large Turreted Pulse Laser | 0.89 | +2 | 30◆ | N/A | 400,400cr |
| Large Fixed Burst Laser | 1.66 | +2 | 25+Burst (Max 10)◆ | N/A | 140,400cr |
| Large Gimballed Burst Laser | 1.65 | +3 | 25+Burst (Max 10)◆ | N/A | 281,600cr |
| Large Turreted Burst Laser | 1.57 | +2 | 25+Burst (Max 10)◆ | N/A | 800,400cr |
| Large Fixed Beam Laser | 1.8 | +2 | 25+Burst (Max 20)◆ | N/A | 1,177,600cr |
| Large Gimballed Beam Laser | 1.78 | +3 | 25+Burst (Max 20)◆ | N/A | 2,396,160cr |
| Large Turreted Beam Laser | 1.68 | +2 | 25+Burst (Max 20)◆ | N/A | 19,399,600cr |
| Large Fixed Cannon | 0.67 | +2 | 30* | 50 | 675,200cr |
| Large Gimballed Cannon | 0.75 | +3 | 30* | 50 | 1,350,400cr |
| Large Turreted Cannon | 0.64 | +2 | 30* | 50 | 16,204,800cr |
| Large Fixed Fragment Cannon | 1.02 | +4 | 25/30/35◆* | 20 | 1,167,360cr |
| Large Gimballed Fragment Cannon | 1.55 | +5 | 25/30/35◆* | 20 | 1,751,040cr |
| Large Turreted Fragment Cannon | 1.29 | +4 | 25/30/35◆* | 20 | 5,836,800cr |
| Large Fixed Multi-Cannon | 0.64 | +2 | 25+Burst (Max 10)* | 30 | 140,400cr |
| Large Gimballed Multi-Cannon | 0.97 | +3 | 25+Burst (Max 10)* | 30 | 578,450cr |
| Large Fixed Plasma Accelerator | 1.97 | -1 | 60 | 50 | 3,051,200cr |
| Huge Fixed Pulse Laser | 1.33 | +2 | 40◆ | N/A | 177,600cr |
| Huge Gimballed Pulse Laser | 1.37 | +3 | 40◆ | N/A | 877,600cr |
| Huge Fixed Burst Laser | 2.58 | +2 | 35+Burst (Max 10)◆ | N/A | 281,600cr |
| Huge Gimballed Burst Laser | 2.59 | +3 | 35+Burst (Max 10)◆ | N/A | 1,245,600cr |
| Huge Fixed Beam Laser | 2.9 | +2 | 35+Burst (Max 20)◆ | N/A | 2,396,160cr |
| Huge Gimballed Beam Laser | 2.86 | +3 | 35+Burst (Max 20)◆ | N/A | 8,746,160cr |
| Huge Fixed Cannon | 0.92 | +2 | 40* | 50 | 2,700,800cr |
| Huge Gimballed Cannon | 1.03 | +3 | 40* | 50 | 5,401,600cr |
| Huge Fixed Multi-Cannon | 0.73 | +2 | 35+Burst (Max 10)* | 30 | 1,177,600cr |
| Huge Gimballed Multi-Cannon | 1.22 | +3 | 35+Burst (Max 10)* | 30 | 6,377,600cr |
| Huge Fixed Plasma Accelerator | 2.63 | -1 | 70 | 50 | 13,793,600cr |

◆This weapon inflicts an extra 5 damage against a shielded target.
*This weapon inflicts an extra 5 damage against a target without shields.
◆*This weapon inflicts an extra 5 damage against medium ships, and an extra 10 damage against large ships.

## Ammunition Costs

The costs below are for a complete refill of a weapon. Most space ports sell ammunition only in complete refills – but you may be able to buy individual ammo loads from friendly vendors.

### AMMUNITION COSTS

| Weapon | Reload Cost (cr) | Ammo Unit Cost (cr) |
|---|---|---|
| Small Cannon | 2,000 | 40 |
| Medium Cannon | 2,500 | 50 |
| Large Cannon | 3,000 | 60 |
| Huge Cannon | 4,000 | 70 |
| Small Multi-Cannon | 2,100 | 70 |
| Medium Multi-Cannon | 2,400 | 80 |
| Large Multi-Cannon | 2,700 | 90 |
| Huge Multi-Cannon | 3,000 | 100 |
| Small Fragment Cannon | 1,600 | 80 |
| Medium Fragment Cannon | 1,800 | 90 |
| Large Fragment Cannon | 2,000 | 100 |
| Small Mine Launcher | 5,220 | 870 |
| Medium Mine Launcher | 6,000 | 1000 |
| Small Seeker Missile Rack | 6,000 | 500 |
| Medium Seeker Missile Rack | 12,000 | 1000 |
| Small Dumbfire Missile Rack | 6,000 | 375 |
| Medium Dumbfire Missile Rack | 12,000 | 750 |
| Small Torpedo Rack | 15,000 | 7,500 |
| Medium Torpedo Rack | 30,000 | 15,000 |
| Small Railgun | 6,000 | 600 |
| Medium Railgun | 12,000 | 1,200 |
| Medium Plasma Accelerator | 20,000 | 400 |
| Large Plasma Accelerator | 25,000 | 500 |
| Huge Plasma Accelerator | 30,000 | 600 |
| Chaff Launcher | 600 | 100 |
| Heat Sink Launcher | 400 | 100 |
| Point Defence | 1000 | 100 |
| Limpet Drone | - | 100 |
| Shield Cell Unit | 300 per SCB size* | 100 per SCB size* |

*Each ammo point for a Shield Cell Bank costs 100 credits per size of the module. A size 2 shield cell bank would cost 200cr per ammo.

### UTILITY MOUNTS

Utility Mounts are small components added to a ship which grants it additional capabilities. A ship has a limited number of Utility Mounts available, depending on its Hull type. All Utility Mounts require power, and a careful balance must be struck between the needs of ship and more superfluous items such as scanners.

The following Utility Mounts are available:

## Chaff Launchers

Chaff Launchers fire a cloud of sparkling, electrically-charged metallic strips that confuse the targeting sensors on gimballed weapons and automated turrets. You can activate a chaff launcher as an Equipment Action at the start of your turn. Until the start of your next turn gimballed weapons suffer a -4 penalty To Hit you. This penalty also applies to automated turrets, but not turrets directly operated by a crewperson. Each use of the Chaff Launcher costs an ammo point. Chaff Launchers can be used six times before they need to be reloaded at a Star Port.

## ECM

Electronic Counter Measures (ECMs) jam enemy missile targeting systems. Your ship has a continuous +4 Defence bonus when targeted by seeker missiles. The ECM does not affect Dumbfire missiles or Torpedoes.

## Frame Shift Wake Scanner

When a ship launches into hyperspace or supercruise, it leaves a powerful electro-magnetic signal behind it. This signal lasts for about ten minutes. With a Frame Shift Wake Scanner you can scan and interpret the signal, figuring out the type of ship that left the signal and its hyperspace destination. Bounty hunters and ruthless pirates use these scanners to track prey that attempt to flee from them, pursuing them from system to system. Cheap Frame Shift Wake Scanners provide no bonuses – they simply allow you to attempt a scan. More advanced scanners grant bonuses to your Systems rolls to scan.

## Heat Sink Launcher

Heat Sink Launchers transfer the heat building up in your ship into thermo-conductive materials. Those materials are then jettisoned from your ship. You can use Heat Sink Launchers as

an Equipment Action at the start of your turn to give yourself a +2 bonus to your Systems Skill when silent running.

### Kill Warrant Scanner

When you destroy a wanted criminal, you gain a bounty payment from the local system. A Kill Warrant Scanner gathers data via hundreds of remote computer networks on all the criminal warrants accrued by the criminal you just killed, granting you a substantial bonus. The better your Kill Warrant Scanner, the better the bonus, as the Scanner can gather information on the criminal from much further afield.

### Manifest Scanner

Manifest Scanners are sensors that penetrate the hull of a ship and attempt to determine the cargo and number of crew aboard. Cheap Manifest Scanners provide no bonuses – they simply allow you to attempt a scan. More advanced scanners grant you bonuses to your Systems rolls to scan.

### Point Defence

Point Defences are small, automated turrets that lock onto enemy missiles and mines and attempt to destroy them before they strike the hull of your ship. If you are hit by a missile, mine or torpedo, roll a D10 for every Point Defence turret on your ship. If any of the dice come up with even numbers, you destroy the enemy missile before it hits you. All Point Defence turrets will fire at the same time, consuming ammo as they do.

### Shield Booster

Shield Boosters strengthen and stabilise your Shield Generator, providing a small bonus to your Shield Generator's base output. When calculating this bonus, round the value up to the nearest 5. The extra shield power provided by Shield Boosters is based on the starting value of your ship's shields. If your ship has a 4B Shield Generator, an 0D Shield Booster adds 10 points to your shields, no matter how many other Shield Boosters you have installed.

#### UTILITY MOUNT LIST

| Utility Mount | Power | Description | Ammo | Cost |
|---|---|---|---|---|
| Chaff Launcher | 0.2 | You can activate your Chaff Launcher as an Equipment Action. You gain a +4 defence bonus against gimballed and automated turret weapon attacks until your next turn starts. | 6 | 8,500cr |
| ECM | 0.2 | You gain a continual +4 defence bonus against Seeker Missile attacks. | N/A | 12,500cr |
| Heat Sink Launcher | 0.2 | When activated you gain a +2 System bonus when Silent Running. | 4 | 3,500cr |
| Point Defence | 0.2 | Automatically activates when a missile, torpedo or mine would hit you. Roll a D10. On an even score the missile or mine is destroyed. | 10 | 18,546cr |
| Manifest Scanner – E grade | 0.2 | Allows you to scan nearby ships to determine their cargo. | N/A | 13,544cr |
| Manifest Scanner – D grade | 0.4 | Allows you to scan nearby ships with a +1 bonus to your Systems Skill Check to determine their cargo. | N/A | 40,633cr |
| Manifest Scanner – C grade | 0.8 | Allows you to scan nearby ships with a +2 bonus to your Systems Skill Check to determine their cargo. | N/A | 121,899 |
| Manifest Scanner – B grade | 1.6 | Allows you to scan nearby ships with a +3 bonus to your Systems Skill Check to determine their cargo. | N/A | 365,698 |
| Manifest Scanner – A grade | 3.2 | Allows you to scan nearby ships with a +4 bonus to your Systems Skill Check to determine their cargo. | N/A | 1,097,095 |
| Frame Shift Wake Scanner – E grade | 0.2 | Allows you to determine the hyperspace destination of a ship that has just jumped. | N/A | 13,544cr |
| Frame Shift Wake Scanner – D grade | 0.4 | Allows you to determine the hyperspace destination of a ship that has just jumped. You gain a +1 bonus to your Systems check when you do so. | N/A | 40,633cr |
| Frame Shift Wake Scanner – C grade | 0.8 | Allows you to determine the hyperspace destination of a ship that has just jumped. You gain a +2 bonus to your Systems check when you do so. | N/A | 121,899 |
| Frame Shift Wake Scanner – B grade | 1.6 | Allows you to determine the hyperspace destination of a ship that has just jumped. You gain a +3 bonus to your Systems check when you do so. | N/A | 365,698 |

(**UTILITY MOUNT LIST** TABLE CONTINUED)

| | | | | |
|---|---|---|---|---|
| Frame Shift Wake Scanner – A grade | 3.2 | Allows you to determine the hyperspace destination of a ship that has just jumped. You gain a +4 bonus to your Systems check when you do so. | N/A | 1,097,095 |
| Kill Warrant Scanner – E grade | 0.2 | This scanner and communications computer gives you a 20% bounty reward bonus | N/A | 13,544cr |
| Kill Warrant Scanner – D grade | 0.4 | This scanner and communications computer gives you a 40% bounty reward bonus | N/A | 40,633cr |
| Kill Warrant Scanner – C grade | 0.8 | This scanner and communications computer gives you a 60% bounty reward bonus | N/A | 121,899 |
| Kill Warrant Scanner – B grade | 1.6 | This scanner and communications computer gives you a 80% bounty reward bonus | N/A | 365,698 |
| Kill Warrant Scanner – A grade | 3.2 | This scanner and communications computer gives you a 100% bounty reward bonus | N/A | 1,097,095 |
| Shield Booster – E grade | 0.2 | Gain a 5% boost to your Shield score. | N/A | 10,000cr |
| Shield Booster – D grade | 0.5 | Gain a 10% boost to your Shield score. | N/A | 23,000cr |
| Shield Booster – C grade | 0.7 | Gain a 15% boost to your Shield score. | N/A | 53,000cr |
| Shield Booster – B grade | 1 | Gain a 20% boost to your Shield score. | N/A | 122,000cr |
| Shield Booster – A grade | 1.2 | Gain a 25% boost to your Shield score. | N/A | 281,000cr |

### Utility Mount Component Strength

Utility Mounts are subject to critical hits. All Utility Mounts have a strength of 10.
Destroyed Utility Mounts no longer function and immediately stop providing any bonuses to the ship they are mounted on.

## FIXED COMPONENTS

In order for a ship to be space-worthy, all of its fixed components must be fitted. When you fit a fixed component it must be of the correct size. If you have a Class 2 Life Support you must fit a Class 2 Life Support system, between a 2E and 2A. A smaller Life Support system will not work, and will be unable to keep the air breathable and temperature survivable in deep space.

Most fixed components are subject to critical hits. When a component is critically damaged (reduced to 0 strength) it stops working. The descriptions below explain what happens if this is the case.

### Bulkheads

Beneath the skin of a spaceship, the structure of the craft is supported by a number of bulkheads, vertical or horizontal walls that improve the integrity of the hull. Most commercial craft are fitted with lightweight alloy bulkheads, as strong as steel but many times lighter. Craft that are expected to engage in intense battles are sometimes fitted with stronger, heavier bulkheads. It is extremely expensive to upgrade a ship in this fashion, as it requires the vessel to be effectively dismantled and rebuilt. Where money is no object this improvement makes a lot of sense – it improves the Hull value of the ship without taking up any valuable internal space.

Advanced bulkheads (anything that isn't lightweight) provide a Hull bonus to the ship they are fitted to. This bonus is based on the starting value of the spaceship's Hull, and does not include any Hull Reinforcement Packages that have been attached.

Bulkheads are not subject to critical hits as they are considered to be (and are) part of the Hull value of the ship.

**Lightweight Alloys** are the current construction standard for all spacecraft. When you buy a new ship, chances are good that you have Lightweight Alloys. Lightweight Alloys provide no bonuses.

**Reinforced Alloys** sacrifice the light weight of modern bulkheads in order to lace the alloys with stronger materials. Reinforced Alloys provide a 50% Hull bonus.

**Military Grade Composites** are super-hardened materials that are as strong as they can possibly be. Often, when a ship with these bulkheads is destroyed, its bulkhead frame will remain intact through the explosion. Military Grade Composites provide a 100% Hull bonus.

BULKHEADS

| Ship | Reinforced Alloys (cr) | Military Grade Composite (cr) |
|---|---|---|
| Adder | 35,120 | 79,030 |
| Anaconda | 58,787,780 | 132,272,510 |
| Asp Explorer | 2,664,460 | 5,995,040 |
| Cobra Mk III | 151,890 | 205,800 |
| Diamondback Scout | 225,700 | 507,900 |
| Eagle Mk II | 26,880 | 90,050 |
| Fer-de-Lance | 20,626,820 | 46,410,340 |
| Hauler | 42,180 | 185,050 |
| Krait Lightspeeder | 31,820 | 103,140 |
| Python | 22,791,270 | 51,280,360 |
| Sidewinder | 25,600 | 80,320 |
| Type-6 Transporter | 418,380 | 941,350 |
| Type-7 Transporter | 6,988,900 | 15,725,030 |
| Type-9 Heavy | 30,622,340 | 68,900,260 |
| Viper Mk III | 57,170 | 128,640 |
| Vulture | 1,970,250 | 4,433,050 |

## Power Plant

All hyperspace-capable ships carry a fusion power plant to generate energy for their systems. Larger and higher quality power plants generate more energy than smaller and lower quality ones. Power plant output is measured in Megawatts (MW). The total power drain of all your ship's equipment cannot exceed the power output of your power plant.

Power plants are subject to critical hits. If a power plant is critically damaged, it shuts down. The equipment on your ship stops working and your Emergency Life Support Systems kick in. If you do not fix the power plant before your Life Support System runs out of power, you will die of cold and suffocation. It is wise to get into a spacesuit before your time is up.

POWER PLANTS

| Power Plant | Power Generated (MW) | Strength | Cost (cr) |
|---|---|---|---|
| 2E | 6.4 | 20 | 1,980 |
| 2D | 7.2 | 20 | 5,930 |
| 2C | 8 | 25 | 17,800 |
| 2B | 8.8 | 25 | 53,410 |
| 2A | 9.6 | 30 | 160,220 |
| 3E | 8 | 30 | 6,200 |
| 3D | 9 | 30 | 18,810 |
| 3C | 10 | 35 | 56,440 |
| 3B | 11 | 35 | 169,300 |
| 3A | 12 | 40 | 507,910 |
| 4E | 10.4 | 40 | 19,880 |
| 4D | 11.7 | 40 | 59,630 |
| 4C | 13 | 45 | 178,900 |
| 4B | 14.3 | 45 | 536,690 |
| 4A | 15.6 | 50 | 1,610,080 |
| 5E | 13.6 | 50 | 63,010 |
| 5D | 15.3 | 50 | 189,040 |
| 5C | 17 | 55 | 567,110 |
| 5B | 18.7 | 55 | 1,701,320 |
| 5A | 20.4 | 60 | 5,103,950 |
| 6E | 16.8 | 60 | 199,750 |
| 6D | 18.9 | 60 | 599,240 |
| 6C | 21 | 65 | 1,797,730 |
| 6B | 23.1 | 65 | 5,393,180 |
| 6A | 25.2 | 70 | 16,179,530 |
| 7E | 20 | 70 | 633,200 |
| 7D | 22.5 | 70 | 1,899,600 |
| 7C | 25 | 75 | 5,698,790 |
| 7B | 27.5 | 75 | 17,096,370 |
| 7A | 30 | 80 | 51,289,110 |
| 8E | 24 | 80 | 2,007,240 |
| 8D | 27 | 80 | 6,021,720 |
| 8C | 30 | 85 | 18,065,170 |
| 8B | 33 | 85 | 54,195,500 |
| 8A | 36 | 90 | 162,586,490 |

## Thrusters

Thrusters are engines that project your ship through normal, sub-light space. Higher quality thrusters improve the speed and agility of your ship, often at a high power cost.

Thrusters are subject to critical hits.
If your thrusters are critically damaged you can no longer manoeuvre. Your ship will keep travelling in a straight line but cannot avoid incoming fire.

The following effects occur when your thrusters fail:

- **Your ship's defence becomes 0.**
- **You can no longer take any combat actions. If you have Turrets you can fire a single Turret any opponent in your combat zone.**
- **You automatically lose all Dogfighting checks.**

### THRUSTERS

| Thruster | Power Cost (MW) | Strength | Effect | Cost (cr) |
|---|---|---|---|---|
| 2E | 2 | 20 | No bonuses | 1,980 |
| 2D | 2.25 | 20 | +1 Speed | 5,930 |
| 2C | 2.5 | 25 | +1 Speed, +1 Agility | 17,800 |
| 2B | 2.75 | 25 | +2 Speed, +1 Agility | 53,410 |
| 2A | 3 | 30 | +2 Speed, +2 Agility | 160,220 |
| 3E | 2.48 | 30 | No bonuses | 6,270 |
| 3D | 2.79 | 30 | +1 Speed | 18,810 |
| 3C | 3.1 | 35 | +1 Speed, +1 Agility | 56,440 |
| 3B | 3.41 | 35 | +2 Speed, +1 Agility | 169,300 |
| 3A | 3.72 | 40 | +2 Speed, +2 Agility | 507,910 |
| 4E | 3.82 | 40 | No bonuses | 19,880 |
| 4D | 3.69 | 40 | +1 Speed | 56,630 |
| 4C | 4.1 | 45 | +1 Speed, +1 Agility | 178,900 |
| 4B | 4.51 | 45 | +2 Speed, +1 Agility | 536,690 |
| 4A | 4.92 | 50 | +2 Speed, +2 Agility | 1,610,080 |
| 5E | 4.08 | 50 | No bonuses | 63,010 |
| 5D | 4.59 | 50 | +1 Speed | 189,040 |
| 5C | 5.1 | 55 | +1 Speed, +1 Agility | 567,110 |
| 5B | 5.61 | 55 | +2 Speed, +1 Agility | 1,701,320 |
| 5A | 6.12 | 60 | +2 Speed, +2 Agility | 5,103,950 |
| 6E | 5.04 | 60 | No bonuses | 199,750 |
| 6D | 5.67 | 60 | +1 Speed | 599,240 |
| 6C | 6.3 | 65 | +1 Speed, +1 Agility | 1,797,730 |
| 6B | 6.93 | 65 | +2 Speed, +1 Agility | 5,393,180 |
| 6A | 7.56 | 70 | +2 Speed, +2 Agility | 16,179,530 |
| 7E | 6.08 | 70 | No bonuses | 633,200 |
| 7D | 6.84 | 70 | +1 Speed | 1,899,600 |
| 7C | 7.6 | 75 | +1 Speed, +1 Agility | 5,698,790 |
| 7B | 8.36 | 75 | +2 Speed, +1 Agility | 17,096,370 |
| 7A | 9.12 | 80 | +2 Speed, +2 Agility | 51,289,110 |
| 8E | 7.2 | 80 | No bonuses | 2,007,240 |
| 8D | 8.1 | 80 | +1 Speed | 6,021,720 |
| 8C | 9 | 85 | +1 Speed, +1 Agility | 18,065,170 |
| 8B | 9.9 | 85 | +2 Speed, +1 Agility | 54,195,500 |
| 8A | 10.8 | 90 | +2 Speed, +2 Agility | 162,586,500 |

## Frame Shift Drive

The Frame Shift Drive allows your ship to travel faster than the speed of light. It is used for both Supercruise and Hyperspace travel. Bigger and higher quality Frame Shift Drives provide a longer hyperspace range than smaller, lower quality ones.

Frame Shift Drives are subject to critical hits. If your Frame Shift Drive is critically damaged you can no longer enter hyperspace or supercruise, and you cannot select the flee combat option during space combat.

FRAME SHIFT DRIVES

| FS Drive | Power Cost (MW) | Strength | Range | Cost (cr) |
|---|---|---|---|---|
| 2E | 0.16 | 15 | 7LY | 1,980 |
| 2D | 0.18 | 15 | 8LY | 5,930 |
| 2C | 0.2 | 20 | 10LY | 17,800 |
| 2B | 0.25 | 20 | 11LY | 53,410 |
| 2A | 0.3 | 25 | 13LY | 160,220 |
| 3E | 0.24 | 25 | 9LY | 6,270 |
| 3D | 0.27 | 25 | 10LY | 18,810 |
| 3C | 0.3 | 30 | 12LY | 56,440 |
| 3B | 0.38 | 30 | 13LY | 169,300 |
| 3A | 0.45 | 35 | 15LY | 507,910 |
| 4E | 0.24 | 35 | 11LY | 19,880 |
| 4D | 0.27 | 35 | 12LY | 59,630 |
| 4C | 0.3 | 40 | 14LY | 178,900 |
| 4B | 0.38 | 40 | 15LY | 536,690 |
| 4A | 0.45 | 45 | 17LY | 1,610,080 |
| 5E | 0.32 | 45 | 13LY | 63,010 |
| 5D | 0.36 | 45 | 14LY | 189,040 |
| 5C | 0.4 | 50 | 16LY | 567,110 |
| 5B | 0.5 | 50 | 17LY | 1,701,320 |
| 5A | 0.6 | 55 | 19LY | 5,103,950 |
| 6E | 0.4 | 55 | 15LY | 199,750 |
| 6D | 0.45 | 55 | 16LY | 599,240 |
| 6C | 0.5 | 60 | 18LY | 1,797,730 |
| 6B | 0.63 | 60 | 19LY | 5,393,180 |
| 6A | 0.75 | 65 | 21LY | 16,179,530 |
| 7E | 0.48 | 65 | 17LY | 633,200 |
| 7D | 0.54 | 65 | 18LY | 1,899,600 |
| 7C | 0.6 | 70 | 20LY | 5,698,800 |
| 7B | 0.75 | 70 | 21LY | 17,096,380 |
| 7A | 0.9 | 75 | 23LY | 51,289,120 |
| 8E | 0.6 | 75 | 19LY | 2,007,240 |
| 8D | 0.73 | 75 | 20LY | 6,021,720 |
| 8C | 0.88 | 80 | 22LY | 18,065,170 |
| 8B | 0.95 | 80 | 23LY | 54,195,500 |
| 8A | 1.05 | 85 | 25LY | 162,586,500 |

Ships with the 'Explorer' trait gain a 50% bonus to the range of their Frame Shift Drive.

## Life Support

Life Support Systems fill the ship with breathable atmosphere, moderate the ship's temperature, and also power the ship's conveniences, such as kitchens, bathrooms and toilets.

Life Support Systems usually draw power from the ship's power plant. If the power plant fails, the Life Support System uses its own back-up batteries to provide a limited time of full life support function. The higher the rating of the Life Support System the longer this emergency power lasts.

The Life Support System is subject to critical hits, but in a slightly different way from most components. The Life Support System is far too well protected and distributed across the ship to be vulnerable to a single hit. Instead, when a critical hit strikes the Life Support, it is assumed that the ship's canopy has been struck.

The strength value of the Life Support in fact represents the strength of the canopy. If the canopy is breached there is a shower of glass-steel and an explosive decompression. Anyone in the cockpit not strapped into a flight chair is blown out into space (without a Remlok or a spacesuit the poor person is instantly killed).

Once the canopy is breached the Life Support System instantly activates. Once time runs out, anyone who is not in a full spacesuit will be killed.

## LIFE SUPPORT

| Life Support | Power Cost (MW) | Canopy Strength | Life Support | Cost (cr) |
|---|---|---|---|---|
| 1E | 0.32 | 15 | 5m | 520 |
| 1D | 0.36 | 15 | 7m 30s | 1,290 |
| 1C | 0.4 | 20 | 10m | 3,230 |
| 1B | 0.44 | 20 | 15m | 8,080 |
| 1A | 0.48 | 25 | 25m | 20,200 |
| 2E | 0.37 | 25 | 5m | 1,450 |
| 2D | 0.41 | 25 | 7m 30s | 3,620 |
| 2C | 0.46 | 30 | 10m | 9,050 |
| 2B | 0.51 | 30 | 15m | 22,620 |
| 2A | 0.55 | 35 | 25m | 56,550 |
| 3E | 0.42 | 35 | 5m | 4,050 |
| 3D | 0.48 | 35 | 7m 30s | 10,130 |
| 3C | 0.53 | 40 | 10m | 25,330 |
| 3B | 0.58 | 40 | 15m | 63,330 |
| 3A | 0.64 | 45 | 25m | 158,330 |
| 4E | 0.5 | 45 | 5m | 11,350 |
| 4D | 0.56 | 45 | 7m 30s | 28,370 |
| 4C | 0.62 | 50 | 10m | 70,930 |
| 4B | 0.68 | 50 | 15m | 177,330 |
| 4A | 0.74 | 55 | 25m | 443,330 |
| 5E | 0.57 | 55 | 5m | 31,780 |
| 5D | 0.64 | 55 | 7m 30s | 79,440 |
| 5C | 0.71 | 60 | 10m | 198,610 |
| 5B | 0.78 | 60 | 15m | 496,530 |
| 5A | 0.85 | 65 | 25m | 1,241,320 |
| 6E | 0.64 | 65 | 5m | 88,980 |
| 6D | 0.72 | 65 | 7m 30s | 222,440 |
| 6C | 0.8 | 70 | 10m | 556,110 |
| 6B | 0.88 | 70 | 15m | 1,390,280 |
| 6A | 0.96 | 75 | 25m | 3,475,690 |
| 7E | 0.72 | 75 | 5m | 249,140 |
| 7D | 0.81 | 75 | 7m 30s | 622,840 |
| 7C | 0.9 | 80 | 10m | 1,557,110 |
| 7B | 0.99 | 80 | 15m | 3,892,770 |
| 7A | 1.08 | 85 | 25m | 9,731,930 |
| 8E | 0.8 | 85 | 5m | 697,590 |
| 8D | 0.9 | 85 | 7m 30s | 1,743,970 |
| 8C | 1 | 90 | 10m | 4,359,900 |
| 8B | 1.1 | 90 | 15m | 10,899,770 |
| 8A | 1.2 | 95 | 25m | 27,249,400 |

### Power Distributor

The power distributor is responsible for sharing energy produced by the power plant into the different systems on a spaceship. 'E' rating distributors are functional items that provide no bonuses. Higher rated power distributors allow the commander to channel extra power from sub-optimal areas into more useful areas of the ship.

**'D' rated distributors**

These grant a single Floating bonus which can be applied to weapons, engines or shields.

You can assign this extra power using your Equipment Action at the start of your turn.

- A Floating bonus applied to weapons provides you with a +1 bonus To Hit with all your weapons
- A Floating bonus applied to engines provides you with a +1 Agility bonus to your ship.
- A Floating bonus applied to shields grants an extra 5 Shield recharge points during your Shield recharge phase.

Floating bonuses remain in place until you change them at the start of your turn.

**'C' rated distributors**

These grant two Floating bonuses. These can be applied to two separate areas (you cannot put two Floating bonuses onto just weapons, for example).

**'B' rated distributors**

These grant all three Floating bonuses at the same time.

**'A' rated distributors**

grant all three bonuses and one additional Floating bonus. This can be applied to weapons, engines or shields for twice the value of a normal Floating bonus.

#### Power Distributors are subject to critical hits.

A Power Distributor that is critically damaged stops providing any bonuses. In addition the ship suffers a -1 penalty to all weapon attack rolls, a -1 penalty to its Agility, and it can no longer recharge its Shields.

## POWER DISTRIBUTORS

| Power Distributor | Power Cost (MW) | Strength | Effect | Cost (cr) |
|---|---|---|---|---|
| 1E | 0.32 | 10 | No bonuses | 520 |
| 1D | 0.36 | 10 | 1 Floating bonus | 1,290 |
| 1C | 0.4 | 15 | 2 Floating bonuses | 3,230 |
| 1B | 0.44 | 15 | +1 Agility, +1 To Hit, +5 shields | 8,080 |
| 1A | 0.48 | 20 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 20,200 |
| 2E | 0.36 | 20 | No bonuses | 1,450 |
| 2D | 0.41 | 20 | 1 Floating bonus | 3,620 |
| 2C | 0.45 | 25 | 2 Floating bonuses | 9,050 |
| 2B | 0.5 | 25 | +1 Agility, +1 To Hit, +5 shields | 22,620 |
| 2A | 0.54 | 30 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 56,550 |
| 3E | 0.4 | 30 | No bonuses | 4,050 |
| 3D | 0.45 | 30 | 1 Floating bonus | 10,130 |
| 3C | 0.5 | 35 | 2 Floating bonuses | 25,330 |
| 3B | 0.55 | 35 | +1 Agility, +1 To Hit, +5 shields | 63,330 |
| 3A | 0.6 | 40 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 158,330 |
| 4E | 0.45 | 40 | No bonuses | 11,350 |
| 4D | 0.5 | 40 | 1 Floating bonus | 28,370 |
| 4C | 0.56 | 45 | 2 Floating bonuses | 70,930 |
| 4B | 0.62 | 45 | +1 Agility, +1 To Hit, +5 shields | 177,330 |
| 4A | 0.67 | 50 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 443,330 |
| 5E | 0.5 | 50 | No bonuses | 31,780 |
| 5D | 0.56 | 50 | 1 Floating bonus | 79,440 |
| 5C | 0.62 | 55 | 2 Floating bonuses | 198,610 |
| 5B | 0.68 | 55 | +1 Agility, +1 To Hit, +5 shields | 496,530 |
| 5A | 0.74 | 60 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 1,241,320 |
| 6E | 0.54 | 60 | No bonuses | 88,980 |
| 6D | 0.61 | 60 | 1 Floating bonus | 222,440 |
| 6C | 0.68 | 65 | 2 Floating bonuses | 556,110 |
| 6B | 0.75 | 65 | +1 Agility, +1 To Hit, +5 shields | 1,390,280 |
| 6A | 0.82 | 70 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 3,475,690 |
| 7E | 0.59 | 70 | No bonuses | 249,140 |
| 7D | 0.67 | 70 | 1 Floating bonus | 622,840 |
| 7C | 0.74 | 75 | 2 Floating bonuses | 1,557,110 |
| 7B | 0.81 | 75 | +1 Agility, +1 To Hit, +5 shields | 3,892,770 |
| 7A | 0.89 | 80 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 9,731,930 |
| 8E | 0.64 | 80 | No bonuses | 697,580 |
| 8D | 0.72 | 80 | 1 Floating bonus | 1,743,960 |
| 8C | 0.8 | 85 | 2 Floating bonuses | 4,359,900 |
| 8B | 0.88 | 85 | +1 Agility, +1 To Hit, +5 shields | 10,899,760 |
| 8A | 0.96 | 90 | +1 Agility, +1 To Hit, +5 shields and 1 Floating bonus | 27,249,390 |

## Sensors

A ship's sensors are used to detect the position, type and threat of every object in the vicinity of your ship. High quality sensors provide an advantage in battle, giving you Initiative and Dogfighting bonuses due to your ability to view the battlefield so accurately.

Larger sensors, such as those on an Asp or Anaconda, provide a bonus to general scans. General scans help you locate low-powered or stealthy ships, and let you assess the state of ships, space stations and objects in the local area (about six kilometres around your ship). General scans can provide limited information about the surface detail of ships but cannot penetrate their Hull; a dedicated Manifest Scanner is required for this.

Sensors are subject to critical hits. If your sensors are critically damaged the following things happen:

- You lose any bonuses provided to you by your sensors.
- You suffer a -1 penalty to future Initiative rolls, and a -1 penalty to Dogfighting checks
- You cannot perform any scans, including any scans from any sub-scanners you own - such as the Manifest Scanner, Frame Shift Wake Scanner or Discovery Scanner.

SENSORS

| Sensors | Power Cost (MW) | Strength | Effect | General Scan Bonus | Cost (cr) |
|---|---|---|---|---|---|
| 1E | 0.16 | 5 | No bonuses | 0 | 520 |
| 1D | 0.18 | 5 | +1 Initiative | 0 | 1,290 |
| 1C | 0.2 | 10 | +1 Initiative, +1 Dogfighting | 0 | 3,230 |
| 1B | 0.33 | 10 | +2 Initiative, +1 Dogfighting | 0 | 8,080 |
| 1A | 0.6 | 15 | +2 Initiative, +2 Dogfighting | 0 | 20,200 |
| 2E | 0.18 | 15 | No bonuses | +1 | 1,450 |
| 2D | 0.21 | 15 | +1 Initiative | +1 | 3,620 |
| 2C | 0.23 | 20 | +1 Initiative, +1 Dogfighting | +1 | 9,050 |
| 2B | 0.38 | 20 | +2 Initiative, +1 Dogfighting | +1 | 22,620 |
| 2A | 0.69 | 25 | +2 Initiative, +2 Dogfighting | +1 | 56,550 |
| 3E | 0.22 | 25 | No bonuses | +1 | 4,050 |
| 3D | 0.25 | 25 | +1 Initiative | +1 | 10,130 |
| 3C | 0.28 | 30 | +1 Initiative, +1 Dogfighting | +1 | 25,330 |
| 3B | 0.46 | 30 | +2 Initiative, +1 Dogfighting | +1 | 63,330 |
| 3A | 0.84 | 35 | +2 Initiative, +2 Dogfighting | +1 | 158,330 |
| 4E | 0.27 | 35 | No bonuses | +2 | 11,350 |
| 4D | 0.31 | 35 | +1 Initiative | +2 | 28,370 |
| 4C | 0.34 | 40 | +1 Initiative, +1 Dogfighting | +2 | 70,930 |
| 4B | 0.56 | 40 | +2 Initiative, +1 Dogfighting | +2 | 177,330 |
| 4A | 1.02 | 45 | +2 Initiative, +2 Dogfighting | +2 | 443,330 |
| 5E | 0.33 | 45 | No bonuses | +3 | 31,780 |
| 5D | 0.37 | 45 | +1 Initiative | +3 | 79,440 |
| 5C | 0.41 | 50 | +1 Initiative, +1 Dogfighting | +3 | 198,610 |
| 5B | 0.68 | 50 | +2 Initiative, +1 Dogfighting | +3 | 496,530 |
| 5A | 1.23 | 55 | +2 Initiative, +2 Dogfighting | +3 | 1,241,320 |
| 6E | 0.4 | 55 | No bonuses | +3 | 88,980 |
| 6D | 0.45 | 55 | +1 Initiative | +3 | 222,440 |
| 6C | 0.5 | 60 | +1 Initiative, +1 Dogfighting | +3 | 556,110 |
| 6B | 0.83 | 60 | +2 Initiative, +1 Dogfighting | +3 | 1,390,280 |
| 6A | 1.5 | 65 | +2 Initiative, +2 Dogfighting | +3 | 3,475,690 |
| 7E | 0.47 | 65 | No bonuses | +4 | 249,140 |
| 7D | 0.53 | 65 | +1 Initiative | +4 | 622,840 |
| 7C | 0.59 | 70 | +1 Initiative, +1 Dogfighting | +4 | 1,557,110 |
| 7B | 0.97 | 70 | +2 Initiative, +1 Dogfighting | +4 | 3,892,770 |
| 7A | 1.77 | 75 | +2 Initiative, +2 Dogfighting | +4 | 9,731,930 |
| 8E | 0.55 | 75 | No bonuses | +5 | 697,580 |
| 8D | 0.62 | 75 | +1 Initiative | +5 | 1,743,960 |
| 8C | 0.69 | 80 | +1 Initiative, +1 Dogfighting | +5 | 4,359,900 |
| 8B | 1.14 | 80 | +2 Initiative, +1 Dogfighting | +5 | 10,899,760 |
| 8A | 2.07 | 85 | +2 Initiative, +2 Dogfighting | +5 | 27,249,390 |

### Fuel Tank

The Fuel Tank provides hydrogen fuel to the Power Plant, Frame Shift Drive and Thrusters. Although hydrogen fuel is highly explosive, the Fuel Tank is heavily armoured and only tends to be breached when a ship's Hull is reduced to 0.

Fuel Tanks are not subject to critical hits.

The Fuel Tank is unusual in that it can be both a fixed component and an internal component. The main Fuel Tank (the fixed component) cannot be modified or removed. If a pilot wishes to load more fuel they can occupy an internal space with an additional fuel tank.

One ton of fuel provides ten light years of range.
So, a two ton Fuel Tank could allow a ship to travel up to 20 light years, for example.

FUEL TANK

| Fuel Tank | Power Cost (MW) | Fuel Tonnage | Cost (Cr) |
|---|---|---|---|
| 1C | - | 2 | 1,000 |
| 2C | - | 4 | 3,750 |
| 3C | - | 8 | 7,060 |
| 4C | - | 16 | 24,730 |
| 5C | - | 32 | 97,750 |
| 6C | - | 64 | 341,580 |
| 7C | - | 128 | 1,780,910 |
| 8C | - | 256 | 5,428,400 |

### Cargo Hatch

All ships, regardless of size or type, have a Cargo Hatch. It is usually the primary and largest opening in the ship, and even vessels without cargo require them, so that large components can be brought in and out of the ship for repair or modification. A Cargo Hatch is subject to critical hits. A critically damaged Cargo Hatch ejects cargo canisters before becoming jammed. A small ship ejects 1D10 canisters, a medium ship ejects 2D10 canisters and a large ship ejects 3D10 canisters.

Cargo Hatches are small and well protected.
They are almost never hit by accident. Normally the only way to breach a Cargo Hatch is to target it specially (see Targeting Components in the Space Combat section).

CARGO HATCH

| Cargo Hatch | Power Cost (MW) | Strength | Cost (Cr) |
|---|---|---|---|
| 1H | 0.6 | 10 | N/A |

## INTERNAL COMPONENTS

Internal Components are spaces in your ship which can be adapted to a wide variety of different uses. Cargo Racks and Shield Generators are some of the most popular uses for Internal Components. Large ships have more and larger Internal Components than small ships, and trade is dominated by vessels which possess these wide open internal spaces.

Internal Components can carry multiples of the same type of component. For instance, it is possible to fill all your Internal Components with Cargo Racks if you wish to maximise your trading profits – but travelling without Shields is extremely risky.

### Limpets and Limpet Controllers

A number of internal components use Limpet Drones. These small robots are multifunctional devices programmed by a limpet controller to perform a certain task. Limpets are about the size of a cargo canister and need to be stored in a Cargo Rack, taking up one ton of space each.

To deploy any Limpet your Cargo Hatch must be powered and working (generally it always will be, unless your GM says it is malfunctioning or someone has shot it with a targeted attack). Each Limpet controller, except the Collector Limpet Controller (see below), uses one limpet each time it is used. Limpet drones self-destruct after they have been used.

The Collector Limpet Controller deploys a number of limpets equal to its 'canisters collected per round' value. If you do not have enough Limpets, you can only collect a number of canisters per round equal to the number of Limpets you have left in your cargo bay.

Limpets can be attacked. The GM has the rules for what to do if you ever wish to do this.

Limpets cost 100cr each and are available at all starports that provide ammunition.

## Auto Field Maintenance Unit

This device will repair damaged components on your ship – although not instantly. It takes about five minutes for the unit to complete a single repair. It utilises a series of robots, some extremely small, to perform field repairs. Each unit only has a limited amount of supplies and can only fix a certain amount of damage.

When you activate an Auto Field Maintenance unit (AFM) you can assign it to repair one or more components on your ship. The AFM can repair a component only up to a certain level – the Max Repair level of the unit. In order to do this the AFM drains points from its Supply: 1 point for every point of Strength it repairs on a component. You can assign the AFM to fix as many components as you like provided it has enough Supply points to carry out the repair.

The AFM cannot repair Hull damage – this can only be done at a proper starport with repair services or by hand with the appropriate materials (see Field Repairs in the Modifying Spacecraft chapter).

AFMs are not as good as having a good mechanic on board your ship – but they work reliably and you do not need to leave the cockpit whilst repairs are being made. A good quality, and sizable, AFM is required for larger ships with high strength components.

AFM UNIT

| AFM Unit | Power Cost (MW) | Strength | Max Repair | Supply | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.54 | 10 | 10 | 20 | 10,000 |
| 1D | 0.72 | 10 | 10 | 40 | 30,000 |
| 1C | 0.9 | 15 | 15 | 60 | 90,000 |
| 1B | 1.04 | 15 | 15 | 80 | 270,000 |
| 1A | 1.26 | 20 | 20 | 100 | 810,000 |
| 2E | 0.68 | 20 | 20 | 40 | 18,000 |
| 2D | 0.9 | 20 | 20 | 60 | 54,000 |
| 2C | 1.13 | 25 | 25 | 80 | 162,000 |
| 2B | 1.29 | 25 | 25 | 100 | 486,000 |
| 2A | 1.58 | 30 | 30 | 120 | 1,458,000 |
| 3E | 0.81 | 30 | 30 | 60 | 32,400 |
| 3D | 1.08 | 30 | 30 | 80 | 97,200 |
| 3C | 1.35 | 35 | 35 | 100 | 291,600 |
| 3B | 1.55 | 35 | 35 | 120 | 874,800 |
| 3A | 1.89 | 40 | 40 | 140 | 2,624,400 |
| 4E | 0.99 | 40 | 40 | 80 | 58,320 |
| 4D | 1.32 | 40 | 40 | 100 | 174,960 |
| 4C | 1.65 | 45 | 45 | 120 | 524,880 |
| 4B | 1.9 | 45 | 45 | 140 | 2,007,240 |
| 4A | 2.31 | 50 | 50 | 160 | 4,723,920 |
| 5E | 1.17 | 50 | 50 | 100 | 104,980 |
| 5D | 1.56 | 50 | 50 | 120 | 314,930 |
| 5C | 1.95 | 55 | 55 | 140 | 944,780 |
| 5B | 2.24 | 55 | 55 | 160 | 2,834,350 |
| 5A | 2.73 | 60 | 60 | 180 | 8,503,060 |
| 6E | 1.4 | 60 | 60 | 120 | 188,960 |
| 6D | 1.86 | 60 | 60 | 140 | 566,870 |
| 6C | 2.33 | 65 | 65 | 160 | 1,700,610 |
| 6B | 2.67 | 65 | 65 | 180 | 5,101,830 |
| 6A | 3.26 | 70 | 70 | 200 | 15,305,500 |
| 7E | 1.58 | 70 | 70 | 140 | 340,120 |
| 7D | 2.1 | 70 | 70 | 160 | 1,020,370 |
| 7C | 2.63 | 75 | 75 | 180 | 3,061,100 |
| 7B | 3.02 | 75 | 75 | 200 | 9,183,300 |
| 7A | 3.68 | 80 | 80 | 220 | 27,549,900 |
| 8E | 1.8 | 80 | 80 | 160 | 612,220 |
| 8D | 2.4 | 80 | 80 | 180 | 1,836,660 |
| 8C | 3 | 85 | 85 | 200 | 5,509,980 |
| 8B | 3.45 | 85 | 85 | 220 | 16,529,940 |
| 8A | 4.2 | 90 | 90 | 240 | 49,589,820 |

## Cargo Racks

If you want your ship to carry cargo it must have at least one Cargo Rack. Large scale cargo haulers will carry many Racks at once, often filling every spare centimetre of space with tidily stacked cargo canisters. Cargo Racks are not just empty spaces. In addition to magnetic claws to keep the canisters from moving around during sharp manoeuvres, a Cargo Rack is fitted with temperature and atmosphere controls to allow cargo to be kept at the right heat and pressure for transportation.

Cargo Racks are subject to critical hits. When a cargo rack is critically damaged the containers inside are destroyed.

CARGO RACKS

| Cargo Rack | Power Cost (MW) | Strength | Capacity (t) | Cost (cr) |
|---|---|---|---|---|
| 1E | 0 | 10 | 2 | 1,000 |
| 2E | 0 | 20 | 4 | 3,250 |
| 3E | 0 | 30 | 8 | 10,560 |
| 4E | 0 | 40 | 16 | 34,330 |
| 5E | 0 | 50 | 32 | 111,570 |
| 6E | 0 | 60 | 64 | 362,590 |
| 7E | 0 | 70 | 128 | 1,178,420 |
| 8E | 0 | 80 | 256 | 3,829,870 |

## Collector Limpet Controllers

Limpets are small automated drones that can be assigned to a specific task. In the case of Collector Limpets these drones gather shards of sheared off mineral rock or free-floating cargo canisters.

Larger and higher quality Limpet Controllers utilise more limpets simultaneously than smaller controllers, and do so more efficiently.

When using a Limpet Controller outside of combat, you can assume it can collect as many cargo canisters and mining fragments as you have space to hold. Using a Limpet Controller requires no skill, and allows you to collect cargo without danger.

Within combat a Limpet Controller must be activated at the start of your turn. From the start of your next turn you can automatically collect a number of free floating cargo canisters equal to the number of drones your Collector can operate (this is your canisters collected per round score).

Collector Limpet Controllers are most often used in mining, where they provide a Mining bonus, based on the size and quality of the Controller (see the section on Mining in the Between Adventures chapter). You can only have a single Collector Limpet Controller installed aboard a ship.

Collector Limpet Controllers are subject to critical hits. A Collector Limpet Controller that is critically damaged ceases to function.

COLLECTOR LIMPET CONTROLLER

| Collector Limpet Controller | Power Cost (MW) | Strength | Mining Value Bonus | Canisters collected per round | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.14 | 10 | 3 | 1 | 600 |
| 1D | 0.18 | 10 | 4 | 1 | 1,200 |
| 1C | 0.23 | 15 | 5 | 1 | 2,400 |
| 1B | 0.28 | 15 | 6 | 1 | 4,800 |
| 1A | 0.32 | 20 | 7 | 1 | 9,600 |
| 3E | 0.2 | 30 | 10 | 2 | 5,400 |
| 3D | 0.27 | 30 | 12 | 2 | 10,800 |
| 3C | 0.34 | 35 | 14 | 2 | 21,600 |
| 3B | 0.41 | 35 | 16 | 2 | 43,200 |
| 3A | 0.48 | 40 | 18 | 2 | 86,400 |
| 5E | 0.3 | 50 | 35 | 3 | 48,600 |
| 5D | 0.4 | 50 | 40 | 3 | 97,200 |
| 5C | 0.5 | 55 | 45 | 3 | 194,400 |
| 5B | 0.6 | 55 | 50 | 3 | 388,800 |
| 5A | 0.7 | 60 | 55 | 3 | 777,600 |
| 7E | 0.41 | 70 | 140 | 4 | 437,400 |
| 7D | 0.55 | 70 | 150 | 4 | 874,800 |
| 7C | 0.69 | 75 | 160 | 4 | 1,749,600 |
| 7B | 0.83 | 75 | 170 | 4 | 3,499,200 |
| 7A | 0.97 | 80 | 180 | 4 | 6,998,400 |

## Docking Computer

A Docking Computer will automatically organise a docking pad with a station controller and dock your ship with a 99% degree of accuracy. It is a simple time-saving device most pilots can easily do without and is mostly purchased by elderly or physically disabled pilots, whose speed of reaction has been impaired.

You do not need a Docking Computer to dock at a space station or landing pad – but some landings can take place in tricky conditions that require a piloting check. The Docking Computer docks equally well regardless of the conditions, unless your ship is being physically buffeted by strong winds or opposing spacecraft.

Docking Computers are subject to critical hits. A Docking Computer that is critically damaged will not function.

DOCKING COMPUTERS

| DC | Power Cost (MW) | Strength | Description | Cost (Cr) |
|---|---|---|---|---|
| 1E | 0.39 | 10 | Docks at any station with flight control (almost all of them). 99% chance of successful dock. | 4,500 |

## Frame Shift Drive Interdictor (FSD Interdictor)

In order to fight, rob, or otherwise blockade a ship, it must first be in realspace. A Frame Shift Drive Interdictor is used when you wish to pull a ship out of supercruise and into realspace.

To use the FSD Interdictor you must fly behind your target whilst both of you are in supercruise. Once behind, you activate the FSD Interdictor, which fires a stream of energy to destabilise the FSD of the opposing vessel.

This process is not automatically successful.
It is immediately obvious to the targeted ship that they are being interdicted, and they can attempt to manoeuvre away from you to avoid being pulled into realspace.

Interdiction works through opposed piloting checks. To win an interdiction a pilot must pass two consecutive piloting checks against their opponent. If the defender succeeds, they break away and the attacker is forced into realspace. If the attacker succeeds, both pilots drop into realspace. When dropping out, ships take 10 Hull damage. The GM can roll a D10, on a 9 or 10 a component is also damaged.

FSD Interdictors grant a bonus or penalty to the attacker, and also have a size limit which restricts how large a vessel you can pull out of supercruise. You can interdict a larger ship than your size limit, but you suffer a -5 penalty to your Spaceship Piloting check.

FSD Interdictors are subject to critical hits. If critically damaged, the FSD Interdictor cannot be used.

FSD INTERDICTORS

| FSDI | Power Cost (MW) | Strength | Spaceship Piloting Modifier | Size Limit | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.14 | 10 | -2 | Small | 12,000 |
| 1D | 0.18 | 10 | -1 | Small | 36,000 |
| 1C | 0.23 | 15 | 0 | Small | 108,000 |
| 1B | 0.28 | 15 | +1 | Small | 324,000 |
| 1A | 0.32 | 20 | +2 | Small | 972,000 |
| 2E | 0.17 | 20 | -2 | Medium | 33,600 |
| 2D | 0.22 | 20 | -1 | Medium | 100,800 |
| 2C | 0.28 | 25 | 0 | Medium | 302,400 |
| 2B | 0.34 | 25 | +1 | Medium | 907,200 |
| 2A | 0.39 | 30 | +2 | Medium | 2,721,600 |
| 3E | 0.2 | 30 | -2 | Large | 94,080 |
| 3D | 0.27 | 30 | -1 | Large | 282,240 |
| 3C | 0.34 | 35 | 0 | Large | 846,720 |
| 3B | 0.41 | 35 | +1 | Large | 2,540,160 |
| 3A | 0.48 | 40 | +2 | Large | 7,620,480 |
| 4E | 0.25 | 40 | +1 | Large | 263,420 |
| 4D | 0.33 | 40 | +2 | Large | 790,270 |
| 4C | 0.41 | 45 | +3 | Large | 2,370,820 |
| 4B | 0.49 | 45 | +4 | Large | 7,112,450 |
| 4A | 0.57 | 50 | +5 | Large | 21,337,340 |

## Fuel Scoop

Normally you can only refill your fuel tank by stopping at a friendly space port and paying for more hydrogen fuel. It is, however, possible to gather hydrogen fuel directly from a star, provided you have a fuel scoop and a laissez-faire attitude to danger.

A ship equipped with a fuel scoop must fly close to the star's corona and 'surf' near the surface of the star, scooping up large quantities of hydrogen directly from source. Most pilots choose to do this as safely as possible, maintaining a maximum distance from the star and flying at low speed. This takes a great deal of time, but reduces risk to the ship. If you are under time pressure you can attempt to fuel scoop at great speed by swooping closer to the surface of the star– but this is very risky, and increases the chances of damaging or melting the Hull.

There are two modes of fuel scooping: Safe and Emergency. Safe fuel scooping can take up to five minutes, and involves a gradual scooping off the sun at almost maximum range. Emergency fuel scooping recovers one ton of fuel every round, but requires a pilot to fly indecently close to the sun.

A spaceship piloting roll is required in each case to avoid damage. A failed safe scoop inflicts 2D10 Hull damage, a failed emergency fuel scoop inflicts 4D10 Hull damage. In each case components are damaged, two components with a safe scoop, four components on an emergency scoop. For an emergency fuel scoop you must check every round. Just one successful roll is required for a safe scoop.

The piloting difficulty number is determined by the fuel scoop installed. A value of 'Auto' means that your fuel scooping is automatically successful.

## Fuel Tanks

An extra fuel tank can be fitted as an internal component. See the section on Fuel Tanks in Fixed Components.

### FUEL SCOOPS

| Fuel Scoop | Power Cost (MW) | Strength | Safe Scoop Skill Check | Emergency Scoop Skill Check | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.14 | 10 | 10 | 20 | 310 |
| 1D | 0.18 | 10 | 9 | 19 | 1,290 |
| 1C | 0.23 | 15 | 8 | 18 | 5,140 |
| 1B | 0.28 | 15 | 7 | 17 | 20,570 |
| 1A | 0.32 | 20 | 6 | 16 | 82,270 |
| 2E | 0.17 | 20 | 8 | 18 | 1,070 |
| 2D | 0.22 | 20 | 7 | 17 | 4,450 |
| 2C | 0.28 | 25 | 6 | 16 | 17,800 |
| 2B | 0.34 | 25 | 5 | 15 | 71,210 |
| 2A | 0.39 | 30 | 4 | 14 | 284,840 |
| 3E | 0.2 | 30 | 6 | 16 | 3,390 |
| 3D | 0.27 | 30 | 5 | 15 | 14,110 |
| 3C | 0.34 | 35 | 4 | 14 | 56,440 |
| 3B | 0.41 | 35 | 3 | 13 | 225,740 |
| 3A | 0.48 | 40 | Auto | 12 | 902,950 |
| 4E | 0.25 | 40 | 4 | 14 | 10,730 |
| 4D | 0.33 | 40 | 3 | 13 | 44,720 |
| 4C | 0.41 | 45 | Auto | 12 | 178,900 |
| 4B | 0.49 | 45 | Auto | 11 | 715,590 |
| 4A | 0.57 | 50 | Auto | 10 | 2,862,360 |
| 5E | 0.3 | 50 | Auto | 12 | 34,030 |
| 5D | 0.4 | 50 | Auto | 11 | 141,780 |
| 5C | 0.5 | 55 | Auto | 10 | 567,110 |
| 5B | 0.6 | 55 | Auto | 9 | 2,268,420 |
| 5A | 0.7 | 60 | Auto | 8 | 9,073,690 |
| 6E | 0.35 | 60 | Auto | 10 | 107,860 |
| 6D | 0.47 | 60 | Auto | 9 | 449,430 |
| 6C | 0.59 | 65 | Auto | 8 | 1,797,730 |
| 6B | 0.71 | 65 | Auto | 7 | 7,190,900 |
| 6A | 0.83 | 70 | Auto | 6 | 28,763,610 |
| 7E | 0.41 | 70 | Auto | 8 | 341,930 |
| 7D | 0.55 | 70 | Auto | 7 | 1,424,700 |
| 7C | 0.69 | 75 | Auto | 6 | 5,698,790 |
| 7B | 0.83 | 75 | Auto | 5 | 22,795,160 |
| 7A | 0.97 | 80 | Auto | 4 | 91,180,640 |
| 8E | 0.48 | 80 | Auto | 6 | 1,083,910 |
| 8D | 0.64 | 80 | Auto | 5 | 4,516,290 |
| 8C | 0.8 | 85 | Auto | 4 | 18,065,160 |
| 8B | 0.96 | 85 | Auto | 3 | 72,260,660 |
| 8A | 1.12 | 90 | Auto | Auto | 289,042,540 |

## Hatch Breaker Limpet Controller

The legality of Hatch Breaker Limpets is questionable. Although officially developed for law enforcement agencies to open the cargo holds of criminal spacecraft, far more end up in the hands of criminals than are used by the police.

Limpets controlled by the Limpet Controller attempt to hit the cargo hatch on a targeted, unshielded vessel.

If the ship you are targeting has its shields up the limpets will bounce off, destroying themselves in the process.

If the limpet hits, it attempts to override the cargo hatch, and if successful the hatch will open and the cargo canisters will come tumbling out.

You use a Hatch Breaker Limpet Controller as an Equipment Action at the start of your turn. You can only use them if you and the enemy ship are up-close.

You do not have to Dogfight the enemy ship to target them – the Hatch Breaker Limpet will pilot itself.

When you deploy a limpet make an Attack roll for it. You do not use your Spaceship Weapons bonus, instead the limpet uses the Accuracy score of the Limpet Controller as a bonus To Hit. It must equal or exceed the target's Defence score in order to attach itself to the enemy ship's cargo hatch. If it misses, the limpet is destroyed; it crashes harmlessly into the side of the enemy ship.

If the limpet hits it attaches itself to the ship's cargo hatch and attempts to hack the controls to the cargo doors. Roll a D10. If the result is equal to or higher than the override number, the cargo hatch opens and a certain number of cargo canisters will be ejected into space. (The number in brackets next to the Override number in the table tells you how many D10 to roll – this number of cargo canisters tumble out of the cargo bay.)

Once a Hatch Breaker Limpet has finished attempting to break open the cargo hatch, successful or not, it detaches and is destroyed.

Hatch Breaker Limpets can be attacked by Point Defence turrets. The defender can roll to attack each limpet that hits the ship.

Hatch Breaker Limpet controllers are subject to critical hits. A critically damaged limpet controller ceases to function.

**HB-LIMPET CONTROLLERS**

| HBLC | Power Cost (MW) | Strength | Accuracy | Override | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.12 | 10 | +2 | 7 (1d10 units) | 600 |
| 1D | 0.16 | 10 | +3 | 6 (1d10 units) | 1,200 |
| 1C | 0.2 | 15 | +4 | 5 (1d10 units) | 2,400 |
| 1B | 0.24 | 15 | +5 | 4 (1d10 units) | 4,800 |
| 1A | 0.28 | 20 | +6 | 3 (1d10 units) | 9,600 |
| 3E | 0.18 | 30 | +4 | 7 (2d10 units) | 5,400 |
| 3D | 0.24 | 30 | +5 | 6 (2d10 units) | 10,800 |
| 3C | 0.3 | 35 | +6 | 5 (2d10 units) | 21,600 |
| 3B | 0.36 | 35 | +7 | 4 (2d10 units) | 43,200 |
| 3A | 0.42 | 40 | +8 | 3 (2d10 units) | 86,400 |
| 5E | 0.3 | 50 | +6 | 6 (3d10 units) | 48,600 |
| 5D | 0.4 | 50 | +7 | 5 (3d10 units) | 97,200 |
| 5C | 0.5 | 55 | +8 | 4 (3d10 units) | 194,400 |
| 5B | 0.6 | 55 | +9 | 3 (3d10 units) | 388,800 |
| 5A | 0.7 | 60 | +10 | 2 (3d10 units) | 777,600 |
| 7E | 0.42 | 70 | +8 | 6 (4d10 units) | 437,400 |
| 7D | 0.56 | 70 | +9 | 5 (4d10 units) | 874,800 |
| 7C | 0.7 | 75 | +10 | 4 (4d10 units) | 1,749,600 |
| 7B | 0.84 | 75 | +11 | 3 (4d10 units) | 3,499,200 |
| 7A | 0.98 | 80 | +12 | 2 (4d10 units) | 6,998,400 |

## Hull Reinforcement Package

Ships expecting to encounter heavy combat conditions are often deliberately over-armoured by their commanders.

Replacing internal space with reinforced lattices of super-strong material hugely increases the Hull value of a ship, often at a fraction of the cost of a bulkhead retrofit.

Hull Reinforcement Packages provide a bonus to the Hull rating of the ship. This additional Hull bonus is not multiplied by any bulkhead multipliers (see Bulkheads in Fixed Components).

Hull Reinforcement Packages are not subject to critical hits.

HR PACKAGES

| HRP | Power Cost (MW) | Extra Hull Points | Cost (Cr) |
|---|---|---|---|
| 1E | - | 20 | 5,000 |
| 1D | - | 25 | 15,000 |
| 2E | - | 35 | 12,000 |
| 2D | - | 45 | 36,000 |
| 3E | - | 55 | 28,000 |
| 3D | - | 65 | 84,000 |
| 4E | - | 75 | 65,000 |
| 4D | - | 85 | 195,000 |
| 5E | - | 90 | 150,000 |
| 5D | - | 100 | 450,000 |

## Module Reinforcement Package

Often the most vulnerable part of a spaceship is its component modules. It is no good having a hugely over-armoured Hull if your thrusters can be disabled in a single shot from a pulse laser! Module Reinforcement Packages provide armour and secure mountings for all types of vulnerable components.

Reinforcement packages come in two basic types:
E grade packages improve the strength of every module on the ship (weapons, utilities, fixed and internal).
D grade packages provide greater protection, but each package only protects one module group.

For example, you can buy a 2D Module Reinforcement Package to grant an extra 20 Strength points to all your weapons, but your utilities, fixed and internal components would remain at normal strength.

You can buy multiple Module Reinforcement Packages. However, a module only benefits from the strongest package affecting it.

Module Reinforcement Packages are not subject to critical hits.

MR PACKAGES

| MRP | Power Cost (MW) | Extra Strength Points | Module groups protected | Cost (Cr) |
|---|---|---|---|---|
| 1E | - | 5 | All | 5,000 |
| 1D | - | 10 | One | 12,750 |
| 2E | - | 10 | All | 12,000 |
| 2D | - | 20 | One | 36,000 |
| 3E | - | 15 | All | 28,000 |
| 3D | - | 30 | One | 84,000 |
| 4E | - | 20 | All | 65,000 |
| 4D | - | 40 | One | 195,000 |
| 5E | - | 25 | All | 150,000 |
| 5D | - | 50 | One | 450,000 |

## Prospector Limpet Controller

The Prospector Limpet Controller launches a drone onto an asteroid or a patch of planetary rock no bigger than one square kilometre. It estimates, with a good deal of accuracy, the mineral content of the scanned area and presents this information to the ship's commander. The use of prospector drones makes mining more efficient, as it allows the miner to ignore asteroids that hold unprofitable materials.

Prospector Limpet drones have no use in a combat situation and are used exclusively for mining. They provide a mining bonus based on the size and quality of the Controller (see the section on Mining in the Between Adventures chapter). You can only have a single Prospector Limpet Controller installed aboard a ship.

Prospector Limpet Controllers are subject to critical hits. A critically damaged controller ceases to function.

PR-LIMPET CONTOLLERS

| PLC | Power Cost (MW) | Strength | Mining Value Bonus | Max Active Drones | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.14 | 10 | 3 | 1 | 600 |
| 1D | 0.18 | 10 | 4 | 1 | 1,200 |
| 1C | 0.23 | 15 | 5 | 1 | 2,400 |
| 1B | 0.28 | 15 | 6 | 1 | 4,800 |
| 1A | 0.32 | 20 | 7 | 1 | 9,600 |
| 3E | 0.2 | 30 | 10 | 2 | 5,400 |
| 3D | 0.27 | 30 | 12 | 2 | 10,800 |
| 3C | 0.34 | 35 | 14 | 2 | 21,600 |
| 3B | 0.41 | 35 | 16 | 2 | 43,200 |
| 3A | 0.48 | 40 | 18 | 2 | 86,400 |
| 5E | 0.3 | 50 | 35 | 4 | 48,600 |
| 5D | 0.4 | 50 | 40 | 4 | 97,200 |
| 5C | 0.5 | 55 | 45 | 4 | 194,400 |
| 5B | 0.6 | 55 | 50 | 4 | 388,800 |
| 5A | 0.7 | 60 | 55 | 4 | 777,600 |
| 7E | 0.41 | 70 | 140 | 8 | 437,400 |
| 7D | 0.55 | 70 | 150 | 8 | 874,800 |
| 7C | 0.69 | 75 | 160 | 8 | 1,749,600 |
| 7B | 0.83 | 75 | 170 | 8 | 3,499,200 |
| 7A | 0.97 | 80 | 180 | 8 | 6,998,400 |

## Planetary Scanners

Planetary Scanners detect suns, planets, moons and asteroid fields within a certain range. Because interstellar charts are far from complete, it is possible to end up in uncharted systems even within the human occupied bubble of space.

Without a Planetary Scanner a ship can only identify the location of planetary objects by referring to the interstellar database, which is saved into the computer banks of every spaceship. When entering an unknown system a ship without a Planetary Scanner cannot deduce the location of even nearby stars. Landing on unknown planets without a Planetary Scanner is a fraught affair – and the ship's computer will only detect the surface when you are within about six kilometres. Watch your speed.

Planetary Scanners have a limited range, although even the most basic models can see very far. Range is listed in Light Seconds (about 300,000km each). The most advanced scanners can detect all planetary bodies in a star system, although it is possible that very distant objects might be missed even by them.

Scanning a planet records the basic data about the body (star class, planetary makeup and atmosphere). This data can be sold to Universal Cartographics for money and a possible finder's fee (see the Exploration section in the Between Adventures chapter).

The Detailed Surface Scanner can perform more accurate scans of a planet, including a fairly detailed mineral map and an evaluation of possible life forms on the world. Owning a Detailed Surface Scanner will increase your Discovery award by 50% during play, or provide a nice bonus to your profits if you explore Between Adventures.

You can only install a single Basic, Intermediate or Advanced Discovery Scanner on your spaceship as your ship's sensors can only receive input from a single scanner at a time. The Detailed Surface Scanner works differently, as it is actually an upgrade to an existing Discovery Scanner. To summarise, you can only have one discovery scanner (Basic, Intermediate or Advanced) and one Detailed Surface Scanner installed in your ship at any one time.

Planetary Scanners are subject to critical hits.
A critically damaged Planetary Scanner ceases to function, although any data it has already uploaded to the ship's sensor suite remains intact.

PLANETARY SCANNERS

| Planetary Scanners | Power Cost (MW) | Strength | Notes | Cost (Cr) |
|---|---|---|---|---|
| 1E Basic Discovery Scanner | - | 10 | Detects all planetary bodies within 500 LS. | 1,000 |
| 1D Intermediate Discovery Scanner | - | 10 | Detects all planetary bodies within 1000 LS | 505,000 |
| 1C Advanced Discovery Scanner | - | 15 | Detects all planetary bodies within the system. | 1,545,000 |
| 1C Detailed Surface Scanner | - | 15 | Improves your exploration bonus between adventures. | 250,000 |

## Planetary Vehicle Hangar

Carrying vehicles is extremely useful for planetary exploration. Being able to explore a planet on the ground makes it much more likely that you will spot something interesting than flying swiftly above the surface. Vehicle Hangars keep a vehicle locked down and secure during travel, and also provide repair and maintenance facilities to keep the vehicle in good condition. Larger Vehicle Hangars can store more than one vehicle.

Vehicle Hangars are subject to critical hits.
If a Vehicle Hangar is critically damaged, the vehicles it holds are destroyed.

VEHICLE HANGARS

| Planetary Vehicle Hangar | Power Cost (MW) | Strength | Vehicle Bays | Cost (Cr) |
|---|---|---|---|---|
| 2H | 0.25 | 25 | 1 | 16,200 |
| 4H | 0.4 | 45 | 2 | 64,800 |
| 6H | 0.6 | 65 | 4 | 518,400 |

## Refinery

Mining refineries are used to process rock into separated, pure mineral deposits. High quality refineries have a number of refinery bins which allow them to simultaneously extract different materials from the same source, making them much more efficient.

Refineries are a minimum requirement for asteroid mining and provide a Mining bonus. The larger and higher quality the refinery, the larger the Mining bonus you get. You can only have a single refinery installed aboard a ship.

Refineries are subject to critical hits.
A critically damaged refinery ceases to function.

REFINERIES

| Refinery | Power Cost (MW) | Strength | Mining Value Bonus | Cost (Cr) |
|---|---|---|---|---|
| 1E | 0.14 | 10 | 6 | 6,000 |
| 1D | 0.18 | 10 | 8 | 18,000 |
| 1C | 0.23 | 15 | 10 | 54,000 |
| 1B | 0.28 | 15 | 12 | 162,000 |
| 1A | 0.32 | 20 | 14 | 486,000 |
| 2E | 0.17 | 20 | 10 | 12,600 |
| 2D | 0.22 | 20 | 13 | 37,800 |
| 2C | 0.28 | 25 | 16 | 113,400 |
| 2B | 0.34 | 25 | 19 | 340,200 |
| 2A | 0.39 | 30 | 22 | 1,020,600 |
| 3E | 0.2 | 30 | 20 | 26,460 |
| 3D | 0.27 | 30 | 24 | 79,380 |
| 3C | 0.34 | 35 | 28 | 238,140 |
| 3B | 0.41 | 35 | 32 | 714,420 |
| 3A | 0.48 | 40 | 36 | 2,143,260 |
| 4E | 0.25 | 40 | 35 | 55,570 |
| 4D | 0.33 | 40 | 40 | 166,700 |
| 4C | 0.41 | 45 | 45 | 500,090 |
| 4B | 0.49 | 45 | 50 | 1,500,280 |
| 4A | 0.57 | 50 | 55 | 4,500,850 |

## Shield Cell Banks

Shield Cell Banks provide a temporary boost to your Shield recharge. Each Shield Cell Bank can be used a maximum of three times before new cells must be installed (these can be purchased at any space port that sells ammunition).

You activate a Shield Cell Bank with an Equipment Action at the start of your turn. Shield Cell Banks provide a Recharge bonus that combines with any other bonuses you have. High quality cell banks operate over a number of rounds equal to their Duration. They will continue to provide a recharge bonus until their Duration is up.

Shield Cell Banks are subject to critical hits.
A critically damaged cell bank does not function and stops operating immediately, even if it is currently active.



SHIELD CELL BANKS

| Shield Cell Bank | Power Cost (MW) | Strength | Recharge /Round | Duration | Cost (Cr) |
|---|---|---|---|---|---|
| 1E | 0.41 | 10 | 5 | 1 | 520 |
| 1D | 0.55 | 10 | 5 | 2 | 1,290 |
| 1C | 0.69 | 15 | 5 | 3 | 3,230 |
| 1B | 0.83 | 15 | 5 | 4 | 8,080 |
| 1A | 0.97 | 20 | 5 | 5 | 20,200 |
| 2E | 0.5 | 20 | 10 | 1 | 1,450 |
| 2D | 0.67 | 20 | 10 | 2 | 3,620 |
| 2C | 0.84 | 25 | 10 | 3 | 9,050 |
| 2B | 1.01 | 25 | 10 | 4 | 22,620 |
| 2A | 1.18 | 30 | 10 | 5 | 56,550 |
| 3E | 0.61 | 30 | 15 | 1 | 4,050 |
| 3D | 0.82 | 30 | 15 | 2 | 10,130 |
| 3C | 1.02 | 35 | 15 | 3 | 25,330 |
| 3B | 1.22 | 35 | 15 | 4 | 63,330 |
| 3A | 1.43 | 40 | 15 | 5 | 158,330 |
| 4E | 0.74 | 40 | 20 | 1 | 11,350 |
| 4D | 0.98 | 40 | 20 | 2 | 28,370 |
| 4C | 1.23 | 45 | 20 | 3 | 70,930 |
| 4B | 1.48 | 45 | 20 | 4 | 177,330 |
| 4A | 1.72 | 50 | 20 | 5 | 443,330 |
| 5E | 0.9 | 50 | 25 | 1 | 31,780 |
| 5D | 1.2 | 50 | 25 | 2 | 79,440 |
| 5C | 1.5 | 55 | 25 | 3 | 198,610 |
| 5B | 1.8 | 55 | 25 | 4 | 496,530 |
| 5A | 2.1 | 60 | 25 | 5 | 1,241,320 |
| 6E | 1.06 | 60 | 30 | 1 | 88,980 |
| 6D | 1.42 | 60 | 30 | 2 | 222,440 |
| 6C | 1.77 | 65 | 30 | 3 | 556,110 |
| 6B | 2.12 | 65 | 30 | 4 | 1,390,280 |
| 6A | 2.48 | 70 | 30 | 5 | 3,475,690 |
| 7E | 1.24 | 70 | 35 | 1 | 249,140 |
| 7D | 1.66 | 70 | 35 | 2 | 622,840 |
| 7C | 2.07 | 75 | 35 | 3 | 1,557,110 |
| 7B | 2.48 | 75 | 35 | 4 | 3,892,770 |
| 7A | 2.9 | 80 | 35 | 5 | 9,731,930 |
| 8E | 1.44 | 80 | 40 | 1 | 697,580 |
| 8D | 1.92 | 80 | 40 | 2 | 1,743,960 |
| 8C | 2.4 | 85 | 40 | 3 | 4,359,900 |
| 8B | 2.88 | 85 | 40 | 4 | 10,899,760 |
| 8A | 3.36 | 90 | 40 | 5 | 27,249,390 |

## Shield Generators

A ship's Shield Generator deflects and absorbs incoming fire, protecting the Hull from damage. Shields are effective at repelling physical projectiles, but vulnerable to being disrupted by laser fire.

Shields tend to be weaker than the Hulls of the ships they protect, but this is balanced somewhat by their ability to recharge and the fact that they prevent critical hits to vital components whilst they are active.

Shield Generators are subject to critical hits.
A critically damaged Shield Generator immediately collapses its shield (if it is still up) and cannot recharge its shield until it is fixed.

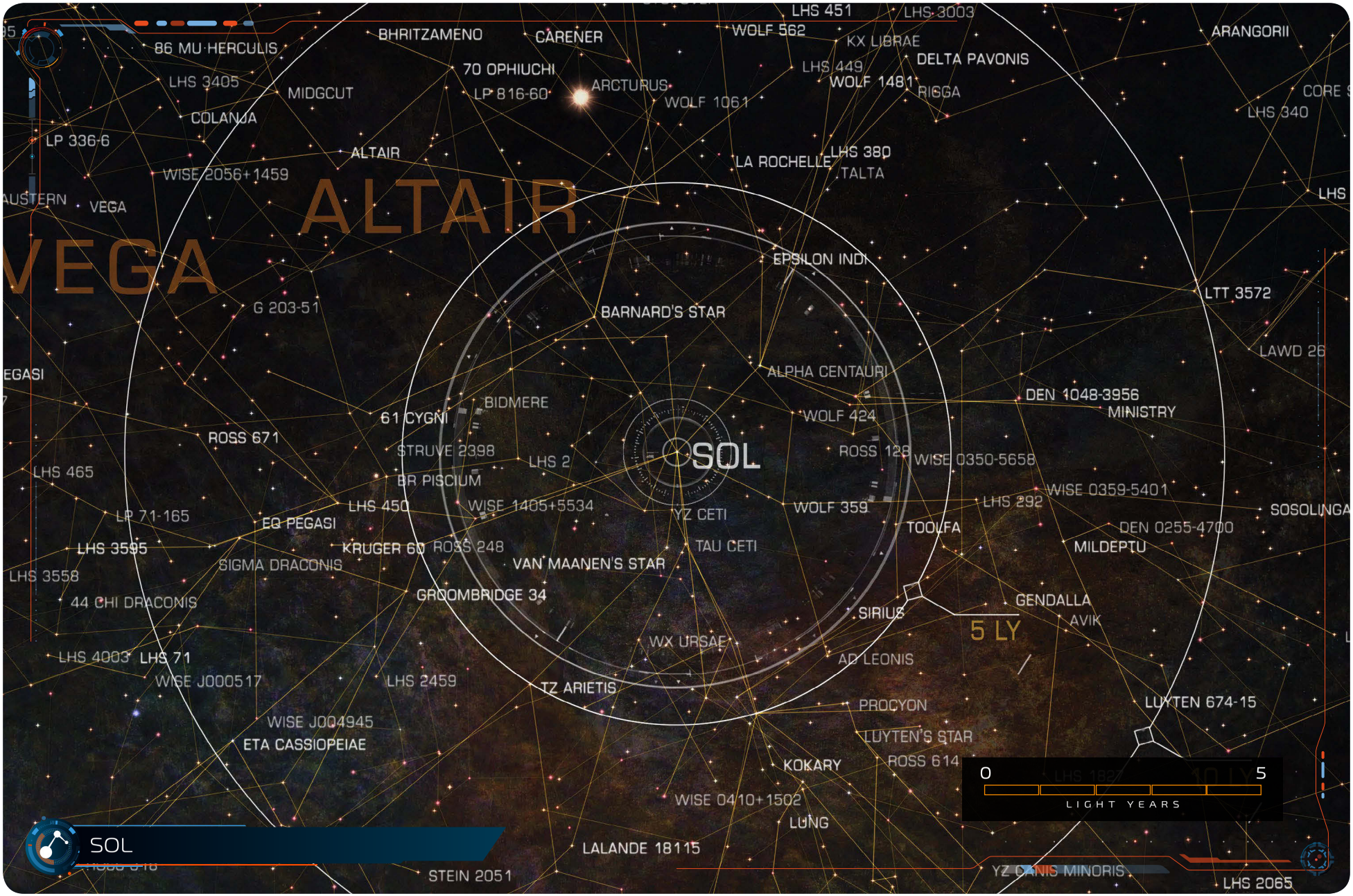
You cannot fit more than one Shield Generator to a ship at a time.






SHIELD GENERATORS

| Shield Generator | Power Cost (MW) | Strength | Shield Power | Cost (cr) |
|---|---|---|---|---|
| 2E | 0.9 | 10 | 35 | 1,980 |
| 2D | 1.2 | 10 | 40 | 5,930 |
| 2C | 1.5 | 15 | 45 | 17,800 |
| 2B | 1.8 | 15 | 50 | 53,410 |
| 2A | 2.1 | 20 | 55 | 160,220 |
| 3E | 1.08 | 20 | 65 | 6,270 |
| 3D | 1.44 | 20 | 75 | 18,810 |
| 3C | 1.8 | 25 | 85 | 56,440 |
| 3B | 2.16 | 25 | 95 | 169,300 |
| 3A | 2.52 | 30 | 105 | 507,910 |
| 4E | 1.32 | 30 | 100 | 19,880 |
| 4D | 1.76 | 30 | 115 | 59,630 |
| 4C | 2.2 | 35 | 130 | 178,900 |
| 4B | 2.64 | 35 | 145 | 536,690 |
| 4A | 3.08 | 40 | 160 | 1,610,080 |
| 5E | 1.56 | 40 | 140 | 63,010 |
| 5D | 2.08 | 40 | 160 | 189,040 |
| 5C | 2.6 | 45 | 180 | 567,110 |
| 5B | 3.12 | 45 | 200 | 1,701,320 |
| 5A | 3.64 | 50 | 220 | 5,103,950 |
| 6E | 1.86 | 50 | 185 | 199,750 |
| 6D | 2.48 | 50 | 210 | 599,240 |
| 6C | 3.1 | 55 | 235 | 1,797,730 |
| 6B | 3.7 | 55 | 260 | 5,393,180 |
| 6A | 4.34 | 60 | 285 | 16,179,530 |
| 7E | 2.1 | 60 | 235 | 633,200 |
| 7D | 2.8 | 60 | 265 | 1,899,600 |
| 7C | 3.5 | 65 | 295 | 5,698,790 |
| 7B | 4.2 | 65 | 325 | 17,096,370 |
| 7A | 4.9 | 70 | 355 | 51,289,110 |
| 8E | 2.4 | 70 | 290 | 2,007,240 |
| 8D | 3.2 | 70 | 325 | 6,021,720 |
| 8C | 4 | 75 | 360 | 18,065,170 |
| 8B | 4.8 | 75 | 395 | 54,195,500 |
| 8A | 5.6 | 80 | 430 | 162,586,490 |


LHS 451
LHS 3003
WOLF 562
KX LIBRAE
ARANGORII
BHRITZAMENO
CARENER
86 MU HERCULIS
DELTA PAVONIS
70 OPHIUCHI
LHS 449
WOLF 1481
LHS 3405
MIDGCUT
LP 816-60
ARCTURUS
RIGGA
WOLF 1061
CORE S
LHS 340
COLANJA
LP 336-6
ALTAIR
LHS 380
LA ROCHELLE
TALTA
WISE 2056+1459
AUSTERN
VEGA
LHS
ALTAIR
VEGA
EPSILON INDI
G 203-51
BARNARD'S STAR
LTT 3572
LAWD 26
EGASI
ALPHA CENTAURI
DEN 1048-3956
MINISTRY
BIDMERE
61 CYGNI
WOLF 424
ROSS 671
STRUVE 2398
LHS 2
SOL
ROSS 128
WISE 0350-5658
LHS 465
BR PISCIUM
WISE 0359-5401
LHS 450
WISE 1405+5534
YZ CETI
WOLF 359
LHS 292
SOSOLINGA
LP 71-165
EQ PEGASI
TOOLFA
DEN 0255-4700
LHS 3595
KRUGER 60
ROSS 248
TAU CETI
MILDEPTU
SIGMA DRACONIS
VAN MAANEN'S STAR
LHS 3558
GROOMBRIDGE 34
44 CHI DRACONIS
GENDALLA
SIRIUS
AVIK
5 LY
WX URSAE
LHS 4003
LHS 71
AD LEONIS
WISE J000517
LHS 2459
TZ ARIETIS
PROCYON
LUYTEN 674-15
WISE J004945
ETA CASSIOPEIAE
LUYTEN'S STAR
KOKARY
ROSS 614
0
5
LIGHT YEARS
WISE 0410+1502
LUNG
SOL
LALANDE 18115
STEIN 2051
YZ CANIS MINORIS
LHS 2065



CHAPTER 07

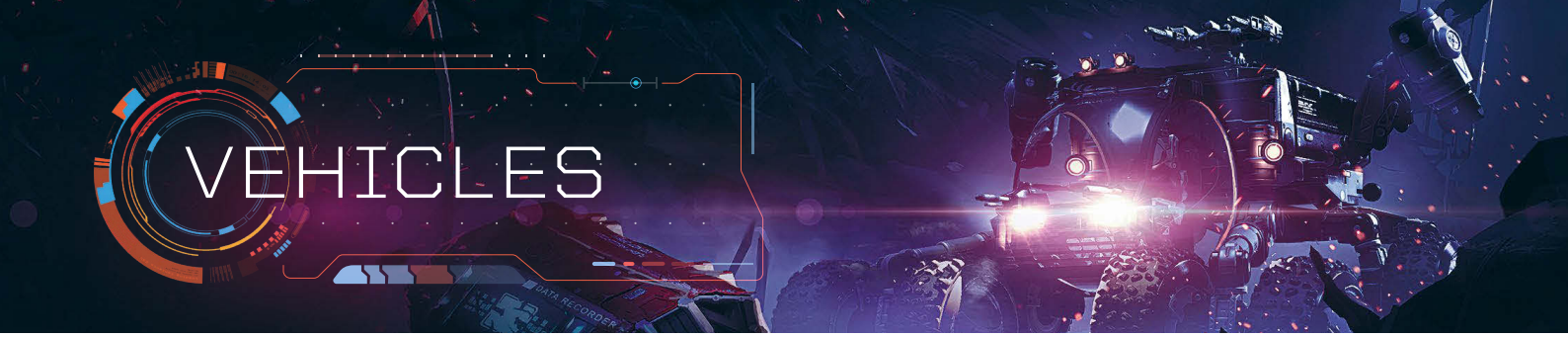
# VEHICLES



Across the galaxy, ground vehicles are produced in their millions, acting as transports for cargo and passengers. In most civilised cities and towns road vehicles are automated, with cars and buses driving themselves sedately to their destination, a hundred times more aware and safer than any human pilot.

It is only on worlds that have poor road systems or those where law and order has broken down or become irretrievably corrupt, that humans take to the driving controls of their vehicles.

On such planets the rule of the strong applies, and no polite computer system stands a chance of coping with the SUDDEN DANGERS AND TRAPS that await the vehicle's driver.



# VEHICLES

Most ground vehicles are small cars and trucks, automatically controlled by their on-board computers. They are unshielded and utterly unsuited to combat or the hazardous environs of an undiscovered world. The players can certainly travel in taxis and buses when visiting civilised planets, but most of the time they will want

RUGGED MACHINES THAT CAN COPE WITH WHATEVER THE GALAXY THROWS AT THEM.

The following section on vehicles focuses solely on those kinds of vehicle the players are most likely to encounter. Some of these vehicles have many purchasable variants, just like spacecraft, with different weapons, sensors and shielding capabilities. The vehicles players are less likely to purchase have only one variant listed, but the GM is free to modify these designs any way they choose.

You can purchase a vehicle Between Adventures. Generally speaking you are free to purchase what you like. Whilst some planets restrict what a commander can buy to relatively harmless SRVs, a diligent buyer can always source the location of the occasional Light Tank or two from less scrupulous worlds. The only restriction is that you must have a spaceship with a Vehicle Hangar large enough to hold the vehicle. Most space stations don't have long-term car parks for a commander's Missile Tank.

## NOTES ON VEHICLE DATA

**Manufacturer:**
The company that makes this model of vehicle.

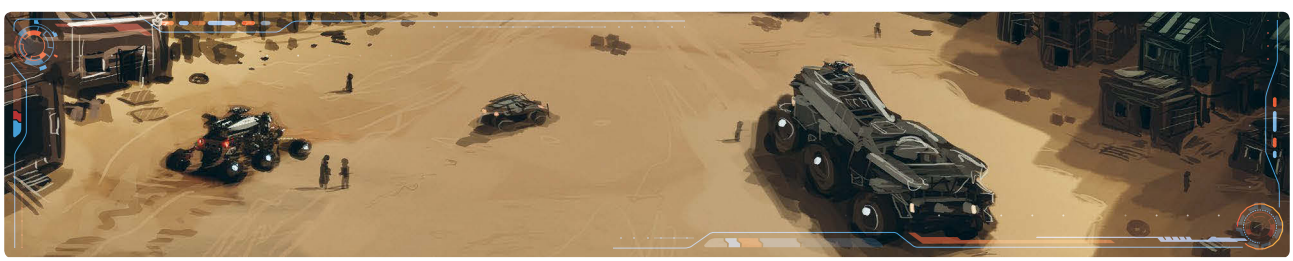
**Size:** Vehicles are defined as small, medium and large. This tends to relate to the number of vehicle bay slots required for the vehicle – although sometimes a vehicle might require more or fewer vehicle bays than its size suggests.

**Vehicle Bay Slots:** The number of vehicle bay slots that you must have on your ship to hold the vehicle.

**Crew:** You can always drive a vehicle with a single person. However, you cannot use the weapons on the vehicle unless you have the correct number of crew on board.

**Sensors:** The distance a vehicle can detect other active vehicles and spaceships in the vicinity.
Some sensors allow you to detect rich mineral deposits as well – vehicles that can do this are indicated in the descriptions below.

**Cargo Capacity:** The maximum cargo your vehicle can carry. If your vehicle is aboard your ship, you can use its cargo bay to supplement the cargo storage of your own ship.



## SCARAB SRV



| | |
|---|---|
| Category: | Small Vehicle |
| Manufacturer: | Vodel |
| Dimensions: | L 4.8m x W 4.0m x H 2.5m |
| Vehicle Bay Slots: | 1 |
| Crew: | 1 |
| Passengers: | 0 |
| Sensors: | 2km Range<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |
| Agility: | 5 |
| Max Speed: | 10 |
| Accelerate: | 4 |
| Decelerate: | 2 |
| Hull: | 40 |
| Shields: | (see Variants) |

Weapons
1x Small Turret Mount
2x Small Forward Fixed Mounts

Cost: (see Variants)

The Scarab SRV is an all-terrain exploration vehicle, fully pressurised and radiation-shielded to allow it to explore airless or toxic worlds in safety.

Its eight wheels and powerful engine propel it quickly across the landscape and its responsive handling allows it to escape all sorts of perils. The Scarab is normally lightly armed, since it is not a front-line combat vehicle. Although capable of carrying a good number of weapons, most Scarabs travel light in order to maximise their speed and agility.

The Scarab has an impressively sized cargo bay for its size, able to hold and carry two tons of cargo across even heavy gravity worlds.

Its excellent suspension can handle the extremely rocky and rough surfaces of airless moons, and its powerful wheels can dig itself out of a sucking bog with equal ease. Strong jets, mounted on flexible pivots, allow the Scarab to leap into the air and control unexpected descents – although these work better on low gravity worlds.

The result is a light transport and scout that can go anywhere, and is foiled only by the densest foliage or the too-slippery surfaces of deep oceans.

## SCARAB SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | +3 | +4 |
| Attack Penalty | | | | | -1 | -1 | -1 | -1 | -2 | -2 |

## SCARAB SRV – SURVEYOR

| | |
|---|---|
| Agility: | 5 |
| Max Speed: | 10 |
| Accelerate: | 4 |
| Decelerate: | 2 |
| Hull: | 40 |
| Shields: | 30 |
| Sensors: | 2km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Turret: Plasma Repeater,
+2 Acc, 5+ Burst (15) damage, Ammo 50.
Small Forward Fixed Mount: Empty
Small Forward Fixed Mount: Empty

***Cost: 5,270cr***

## SCARAB SRV – INTERCEPTOR

| | |
|---|---|
| Agility: | 4 |
| Max Speed: | 10 |
| Accelerate: | 4 |
| Decelerate: | 2 |
| Hull: | 40 |
| Shields: | 30 |
| Sensors: | 2km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Turret: Plasma Repeater,
+2 Acc, 5+ Burst (15) damage, Ammo 50.
Small Forward Fixed Mount:
Multi-cannon, +2 Acc, 5+ Burst (10) damage*, Ammo 15.
Small Forward Fixed Mount:
Multi-cannon, +2 Acc, 5+ Burst (10) damage*, Ammo 15.
*+5 damage vs Hull

***Cost: 10,600cr***

## SCARAB SRV – RANGER

| | |
|---|---|
| Agility: | 5 |
| Max Speed: | 9 |
| Accelerate: | 4 |
| Decelerate: | 2 |
| Hull: | 40 |
| Shields: | 40 |
| Sensors: | 4km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Turret: Plasma Repeater,
+2 Acc, 5+ Burst (15) damage, Ammo 50.
Small Forward Fixed Mount: Empty
Small Forward Fixed Mount: Empty

***Cost: 32,510cr***

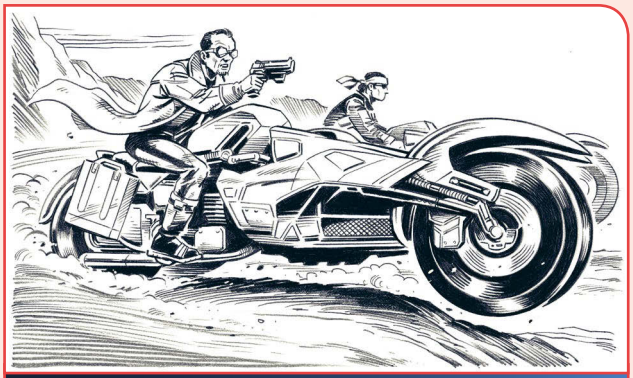
## SCARAB SRV – PROWLER

| | |
|---|---|
| Agility: | 4 |
| Max Speed: | 9 |
| Accelerate: | 4 |
| Decelerate: | 2 |
| Hull: | 50 |
| Shields: | 40 |
| Sensors: | 2km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Turret: Seeker Missile System,
+4 Acc, 25 damage (10 vs shields), Ammo 6.
Small Forward Gimballed Mount:
Cannon, +3 Acc, 10 damage*, Ammo 25.
Small Forward Gimballed Mount:
Cannon, +3 Acc, 10 damage*, Ammo 25.
*+5 damage vs Hull

***Cost: 53,400cr***

## GARRIOT SHIELDED RECON QUADBIKE SRV



| | |
|---|---|
| Category: | Small Vehicle |
| Manufacturer: | Garriot |
| Dimensions: | L 3.1m x W 1.8m x H 1.1m |
| Vehicle Bay Slots: | 1 |
| Crew: | 1 |
| Passengers: | 0 |
| Sensors: | 1km Range |
| Cargo Capacity: | None |
| Agility: | 6 |
| Max Speed: | 8 |
| Accelerate: | 4 |
| Decelerate: | 3 |
| Hull: | 25 |
| Shields: | (see Variants) |

Weapons
2x Small Forward Fixed Mounts

Cost: (see Variants)

Illustration: Robin Smith

Designed for short-ranged patrols in contested areas, the Garriot Quadbike is a common scouting vehicle used by many militaries and the more adventurous corporations.

The Garriot is a fine all-terrain vehicle, with a sealed engine compartment, heavy wheels and a throaty roar. It is narrower than conventional SRVs such as the Scarab, and can therefore be used in denser terrain, such as light woods or tight gullies. It manoeuvres exceptionally well and can turn on a dime, making this a very difficult bike to throw off in a chase.

Its smaller size limits its speed, as does its heavy armament. That armament includes two fixed mounts fitted either side of the vehicle, frequently equipped with monstrous multi-cannons or shield-searing lasers.

### QUADBIKE SRV SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | | | -1 | -1 | -1 | -2 | | |

## QUADBIKE SRV – REORTE TYPE 1

| | |
|---|---|
| Agility: | 6 |
| Max Speed: | 8 |
| Accelerate: | 4 |
| Decelerate: | 3 |
| Hull: | 25 |
| Shields: | 25 |
| Sensors: | 1km Range |
| Cargo Capacity: | None |

**Weapons**
Small Forward Fixed Mount: Multi-cannon, +2 Acc, 5+ Burst (10) damage*, Ammo 15.
Small Forward Fixed Mount: Multi-cannon, +2 Acc, 5+ Burst (10) damage*, Ammo 15.

*+5 damage vs Hull

***Cost: 4,500cr***

## QUADBIKE SRV – LANCER

| | |
|---|---|
| Agility: | 5 |
| Max Speed: | 7 |
| Accelerate: | 4 |
| Decelerate: | 3 |
| Hull: | 25 |
| Shields: | 30 |
| Sensors: | 1km Range |
| Cargo Capacity: | None |

**Weapons**
Small Forward Fixed Mount:
Beam Laser, +2 Acc, 5 + Burst (20) damage♦
Small Forward Fixed Mount:
Cannon, +2 Acc, 10 damage*, Ammo 25.

*+5 damage vs Hull ♦+5 damage vs Shields

***Cost: 22,000cr***

## QUADBIKE SRV – WANDERER

| | |
|---|---|
| Agility: | 7 |
| Max Speed: | 9 |
| Accelerate: | 4 |
| Decelerate: | 3 |
| Hull: | 25 |
| Shields: | 25 |
| Sensors: | 1km Range |
| Cargo Capacity: | None |

**Weapons**
Small Forward Fixed Mount: Empty
Small Forward Fixed Mount: Empty

**Special**
Enhanced Performance
**(see speed table below)**

***Cost: 3,200cr***

## QUADBIKE SRV – HUNTER

| | |
|---|---|
| Agility: | 6 |
| Max Speed: | 8 |
| Accelerate: | 4 |
| Decelerate: | 3 |
| Hull: | 30 |
| Shields: | 30 |
| Sensors: | 1km Range |
| Cargo Capacity: | None |

**Weapons**
Small Forward Fixed Mount:
Dumbfire Missiles, +1 Acc,
25 damage (10 vs Shields), Ammo 8
Small Forward Fixed Mount:
Dumbfire Missiles, +1 Acc,
25 damage (10 vs Shields), Ammo 8

***Cost: 32,000cr***

## QUAD SRV **WANDERER** SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | +3 | |
| Attack Penalty | | | | | -1 | -1 | -1 | -2 | -2 | |

## GANGLAND BATTLECAR



| | |
|---|---|
| Category: | Small Vehicle |
| Manufacturer: | Various Manufacturers |
| Dimensions: | L 4.4m x W 1.7m x H 1.6m |
| Vehicle Bay Slots: | 1 |
| Crew: | 3 |
| Passengers: | 2 |
| Sensors: | None |
| Cargo Capacity: | Minimal |
| Agility: | 2 |
| Max Speed: | 7 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 60 |
| Shields: | None |

**Weapons**

2x Small Turret Mounts (Multi-cannons, +2 Acc, 5 + Burst (10) damage*, Ammo 15)

*+5 damage vs Hull

**Cost:** 3,200cr

On wild, anarchic worlds on the rim of occupied space, it is the gangs who control the slums and barrios of the great cities.

Young men and women with nothing to lose, fight and die over contested neighbourhoods, or over the right to sell drugs and guns to poverty-stricken people who really need neither. If all law and order breaks down, gangs must seek to militarise with what they have, converting road cars into monstrous armoured behemoths, bristling with guns and glinting with freshly welded steel.

Such vehicles are not pressurised, and struggle in any terrain that is not the decaying urban nightmare of home. Battlecars are no match for shielded war machines with advanced weaponry, but can menace unlucky traders who venture down in their lightly armed scout machines.

The best response to being attacked by a Battlecar is to run. These chugging beasts struggle to keep up with agile and nippy explorers, and any victory against their desperately poor and barbaric owners is at best a Pyrrhic one.

### BATTLECAR SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## BORDERWORLD APC



| | |
|---|---|
| Category: | Medium Vehicle |
| Manufacturer: | Procyon Crimson Advanced |
| Dimensions: | L 9.3m x W 3.1m x H 4.7m |
| Vehicle Bay Slots: | 2 |
| Crew: | 1 |
| Passengers: | 14 |
| Sensors: | 2km |
| Cargo Capacity: | 8T with no passengers |
| Agility: | 2 |
| Max Speed: | 7 |
| Accelerate: | 2 |
| Decelerate: | 2 |
| Hull: | 130 |
| Shields: | 80 |

**Weapons**

1x Medium Turret Mount (Cannon, +2 Acc, 20 damage*, Ammo 25)
1x Small Turret Mount (Multi-cannon, +2 Acc, 5 + Burst (10) damage*, Ammo 15)
*+5 damage vs Hull

**Cost:** 65,730cr

Independent worlds with small economies but large territories to govern, require reliable transports to move their police, military and tax enforcement agents.

Borderworld APCs are typically mammoth trucks with large engines and difficult handling.

They are well-protected beasts, armoured and shielded, and pressurised to keep out the worst excesses of weather or harmful planetary atmospheres.

Typically armed with a couple of turrets to ward off trouble, the main armament of the Borderworld APC is its ample quantity of soldiers.

Seating two passengers in the front and twelve in the back, the APC serves as a simple but effective combat transport. If its troop compartment is filled with cargo instead of soldiers it is also remarkably capacious – it can carry eight tons of cargo fully loaded, allowing these lumbering beasts to double up as trucks on worlds where even transporting goods can be hazardous.

### APC SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## LONGHAUL TRUCK



| | |
|---|---|
| Category: | Medium Vehicle |
| Manufacturer: | Magnus Transporting |
| Dimensions: | L 9.8m x W 3.0m x H 5.0m |
| Vehicle Bay Slots: | 2 |
| Crew: | 1 |
| Passengers: | 2 |
| Sensors: | 1km |
| Cargo Capacity: | 12T |
| Agility: | 2 |
| Max Speed: | 7 |
| Accelerate: | 2 |
| Decelerate: | 2 |
| Hull: | 70 |
| Shields: | None |

**Weapons**

1x Small Turret Mount
(Pulse Laser, +2 Acc, 10 damage♦)
2x Small Fixed Mounts (Multi-cannon, +2 Acc, 5 + Burst (10) damage*, Ammo 15)

♦+5 damage vs Shields *+5 damage vs Hull

Cost: 10,300cr

It remains cheaper to transport goods by land than ship them by air, and huge lorries and trucks continue to plough across the freeways and roads of the 34th century.

The Longhaul Truck is a rugged, overland truck, designed to transport goods where there are no roads.

Its cargo space is both large and well secured, for as the Longhaul bounces and crashes across rocky terrain, its cargo is subjected to plenty of shaking.

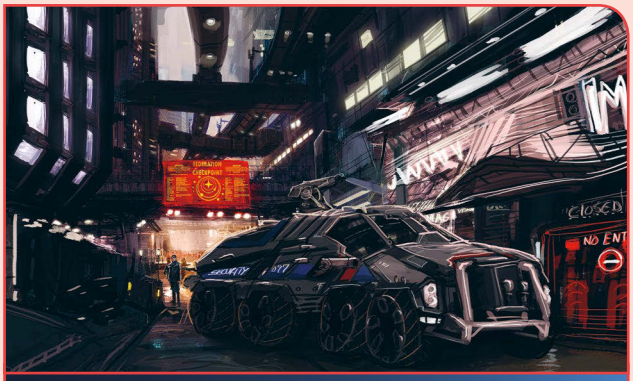
The Longhaul is fully pressurised and can be used in airless environments. It cannot be used as an SRV – its scanners are too primitive and its great size precludes it from exploring the tighter gullies and trenches an SRV must navigate.

Longhaul trucks are quite vulnerable, despite their armour and defences. Large convoys are frequently escorted by tanks and APCs to prevent any mischief from bandits or anti-corporate anarchists.

### LH TRUCK SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## FEDERAL RAM RAIDER



| | |
|---|---|
| Category: | Medium Vehicle |
| Manufacturer: | Kruger Defence Solutions |
| Dimensions: | L 8.9m x W 3.3m x H 4.4m |
| Vehicle Bay Slots: | 2 |
| Crew: | 2 |
| Passengers: | 8 |
| Sensors: | 1km |
| Cargo Capacity: | 4T with no passengers |
| Agility: | 4 |
| Max Speed: | 8 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 190 |
| Shields: | 100 |

**Weapons**
1x Medium Turret Mount
(Beam Laser, +2 Acc, 15 + Burst (20) damage♦)
2x Small Gimballed Mounts
(Pulse Lasers, +3 Acc, 10 damage♦)
♦+5 damage vs Shields

| | |
|---|---|
| Special: | Forward Ram |
| Cost: | 86,560cr |

The Federal police force, in space, terminates suspected criminals with maximum prejudice. The ground-based police forces have to be a little more subtle – if you count sudden assaults with weapons blazing on suspected criminal hideouts as subtle. One of the best ways for police to minimise their exposure to incoming fire from a building filled with armed criminals, is to smash their way inside in an armoured car.

The Federal Ram Raider is built with exactly this aim in mind; its hugely over-armoured prow can smash through walls and deliver its eight heavily armoured police officers right into the heart of the suspect's headquarters.

A well-armed and heavily armoured machine, the Federal Ram Raider is ideal for overpowering opponents in the urban arena.

Its ramming capabilities are much improved over most vehicles. When performing a Ram you take no Damage when you hit an enemy vehicle. If you collide during a Chicken action you take only half Damage.

### RAM RAIDER SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | -3 | | |

## LIGHT TANK



| | |
|---|---|
| Category: | Medium Vehicle |
| Manufacturer: | Various |
| Dimensions: | L 9.0m x W 4.0m x H 4.7m |
| Vehicle Bay Slots: | 2 |
| Crew: | 3 |
| Passengers: | 0 |
| Sensors: | 2km |
| Cargo Capacity: | None |
| Agility: | 3 |
| Max Speed: | 6 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 250 |
| Shields: | (see Variants) |

Weapons
1x Large Turret Mount
1x Medium Turret Mount

Cost: (see Variants)

With so many powerful weapons in the field, both in the hands of infantry or from supporting spacecraft, larger tanks have become increasingly unpopular. Most armies prefer swifter, lighter tanks that can carry some ferocious firepower but still maintain the kind of speed required to put off the aim of attacking foes.

Light tanks come in a bewildering variety of forms and designs. Most have settled on the idea of having a single large turret, with a single, smaller swivelling turret perched above.

Turrets are preferred over fixed weapons to allow the tank to engage light vehicles that might try to outmanoeuvre and harass it.

Light tanks are available on the open market for mercenaries or commanders who like to bring a little bit of muscle to their negotiations.

### LIGHT TANK SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## LIGHT TANK – ENFORCER GU9

| | |
|---|---|
| Agility: | 3 |
| Max Speed: | 6 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 250 |
| Shields: | 130 |
| Sensors: | 2km Range |
| Cargo Capacity: | None |

**Weapons**
Large Turret:
Cannon, +2 Acc, 30 damage*, Ammo 24
Medium Turret:
Burst Laser, +2 Acc, 15 + Burst (10) damage♦

*+5 damage vs Hull ♦+5 damage vs Shields

***Cost: 198,460cr***

## LIGHT TANK – AUGUSTUS III

| | |
|---|---|
| Agility: | 2 |
| Max Speed: | 6 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 260 |
| Shields: | 140 |
| Sensors: | 2km Range |
| Cargo Capacity: | None |

**Weapons**
Large Turret:
Beam Laser, +2 Acc, 25 + Burst (20) damage♦
Medium Turret:
Multi cannon, +2 Acc, 15 + Burst (10) damage*, Ammo 15

*+5 damage vs Hull ♦+5 damage vs Shields

***Cost: 243,140cr***

## LIGHT TANK – MONGOOSE MISSILE TANK

| | |
|---|---|
| Agility: | 3 |
| Max Speed: | 6 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 250 |
| Shields: | 130 |
| Sensors: | 2km Range |
| Cargo Capacity: | None |

**Weapons**
Large Turret: Seeker Missile Rack, +4 Acc,
50 damage (25 vs shields), Ammo 6
Medium Turret: Multi cannon, +2 Acc,
15 + Burst (10) damage* Ammo 15

*+5 damage vs Hull

***Cost: 204,990cr***

## LIGHT TANK – BULLDOG ADVANCED

| | |
|---|---|
| Agility: | 3 |
| Max Speed: | 5 |
| Accelerate: | 3 |
| Decelerate: | 2 |
| Hull: | 280 |
| Shields: | 130 |
| Sensors: | 2km Range |
| Cargo Capacity: | None |

**Weapons**
Large Turret: Plasma Accelerator, -1 Acc,
60 damage, Ammo 25
Medium Turret: Seeker Missile Rack, +4 Acc,
35 damage (15 vs shields), Ammo 6

***Cost: 418,200cr***

## ERANIN MISSILE TANK



| | |
|---|---|
| Category: | Large Vehicle |
| Manufacturer: | Eranin People's Party |
| Dimensions: | L 15m x W 9m x H 8.6m |
| Vehicle Bay Slots: | 4 |
| Crew: | 3 |
| Passengers: | 0 |
| Sensors: | 4km |
| Cargo Capacity: | None |
| Agility: | 0 |
| Max Speed: | 5 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 320 |
| Shields: | 200 |

**Weapons**
2x Large Turret Mount
(Seeker Missile Racks, +4 Acc, 50 damage (25 vs Shields), Ammo 12)

**Cost:** 612,000cr

Popularised during a recent war against the Federation, the Eranin Missile Tank sacrifices speed and agility for long-range firepower that can demolish a target in a single volley.

The Eranin's accurate missiles pose a threat even to low flying enemy spacecraft, who fear to fly above a field dominated by batteries of missile tanks without Electronic Counter Measures (ECMs) or copious numbers of defence turrets to give them protection.

Against heavy tanks their performance begins to drop away. A determined tank line can weather an initial storm of missiles to outmanoeuvre and outperform the missile tank.

Despite its expanded missile stores, the Eranin can only fire twelve times out of each missile turret before it is forced to disengage, making this a shock weapon, rather than a tank that can endure all the fortunes of war.

### MISSILE TANK SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | | | | | |
| Attack Penalty | | -1 | -1 | -2 | -3 | | | | | |

## IMPERIAL AVENGER FRONT LINE BATTLE TANK



| | |
|---|---|
| Category: | Large Vehicle |
| Manufacturer: | Paradigm |
| Dimensions: | L 15m x W 9.3m x H 7.5m |
| Vehicle Bay Slots: | 4 |
| Crew: | 4 |
| Passengers: | 0 |
| Sensors: | 4km |
| Cargo Capacity: | None |
| Agility: | 1 |
| Max Speed: | 6 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 460 |
| Shields: | 250 |

**Weapons**
2x Large Turret Mounts (Cannons, +2 Acc, 30 damage*, Ammo 25)
2x Medium Turret Mounts (Burst Lasers, +2 Acc, 15+Burst (10) damage♦)
♦+5 damage vs Shields *+5 damage vs Hull

**Defences:**
ECM, Point Defence Turret (Ammo 10)

**Cost:** 1,040,310cr

Although heavy tanks are considered somewhat passé in modern military thinking, the Empire likes a good display and produces Imperial Avengers to supplement its ground forces.

These tanks are only deployed if total air superiority is achieved and they wish to impress upon their foes the futility of further armed struggle.

It is a very capable anti-infantry and anti-vehicle machine, which shrugs off light weapon fire with ease and replies with accurate, armour-penetrating firepower.

It is well defended against missile attacks, but otherwise must rely on its powerful shields and tough armour, since the tank is notoriously unmanoeuvrable.

The Imperial Avenger is not commonly available for sale. Those with good reputations in the Empire might be able to purchase one if the Empire is in a crisis situation– otherwise the only way to get your hands on these vehicles is to steal or extort one from an Imperial company.

### IMPERIAL AVENGER SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | -1 | -1 | -2 | -3 | -4 | | | | |

## BARRACUDA SUBMERSIBLE



| | |
|---|---|
| Category: | Small Vehicle |
| Manufacturer: | Sirius Aquanautics |
| Dimensions: | L 5.0m x W 3.5m x H 4.5m |
| Vehicle Bay Slots: | 1 |
| Crew: | 1 |
| Passengers: | 1 |
| Sensors: | 2km Range<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |
| Agility: | 6 |
| Max Speed: | 4 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 50 |
| Shields: | (see Variants) |

Weapons
2x Small Forward Fixed Mounts

Cost: (see Variants)

The Barracuda Submersible is a small scout and reconnaissance submarine, popular with explorers.

Capable of enduring water pressures of up to 800 metres, the Barracuda is used to scour the ocean depths on terrestrial and water-based worlds.

It is no match for military submarines, which guard the seas of highly developed worlds, but it can fend off most oceanic life-forms with its fixed weapons. Pilots should not get too complacent, however; some of the biggest creatures that have ever lived are residents of the deep oceans.

A variety of different Barracuda designs are available on the market, since the easy portability of the Barracuda has made it popular. It can generate and recycle oxygen for its occupants almost indefinitely, has a pair of cargo claws for manipulating the environment, and a cargo capacity of two tons.

Those pilots who want to investigate a discovery personally can do so through the small underside airlock on the vessel.

## BARRACUDA SPEED TABLE

| Speed | 1 | 2 | 3 | 4 | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | | | | | | |
| Attack Penalty | | | | -1 | | | | | | |

## BARRACUDA - ALPHA

| | |
|---|---|
| Agility: | 6 |
| Max Speed: | 4 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 50 |
| Shields: | 30 |
| Sensors: | 2km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Forward Fixed Mount:
Pulse Laser, +2 Acc, 10 damage♦
Small Forward Fixed Mount:
Pulse Laser, +2 Acc, 10 damage♦

♦+5 damage vs Shields

***Cost: 8,010cr***

## BARRACUDA - FOCUS

| | |
|---|---|
| Agility: | 6 |
| Max Speed: | 4 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 50 |
| Shields: | 40 |
| Sensors: | 3km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Forward Fixed Mount:
Burst Laser, +2 Acc, 5+Burst (10) damage♦
Small Forward Fixed Mount:
Micro Torpedo Rack, +4 Acc,
20 damage (10 vs shields), Ammo 6

♦+5 damage vs Shields

***Cost: 27,670cr***

## BARRACUDA - DREAM

| | |
|---|---|
| Agility: | 6 |
| Max Speed: | 4 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 60 |
| Shields: | 50 |
| Sensors: | 2km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Forward Fixed Mount:
Beam Laser, +2 Acc, 5+Burst (20) damage♦
Small Forward Fixed Mount:
Beam Laser, +2 Acc, 5+Burst (20) damage♦

♦+5 damage vs Shields

***Cost: 39,800cr***

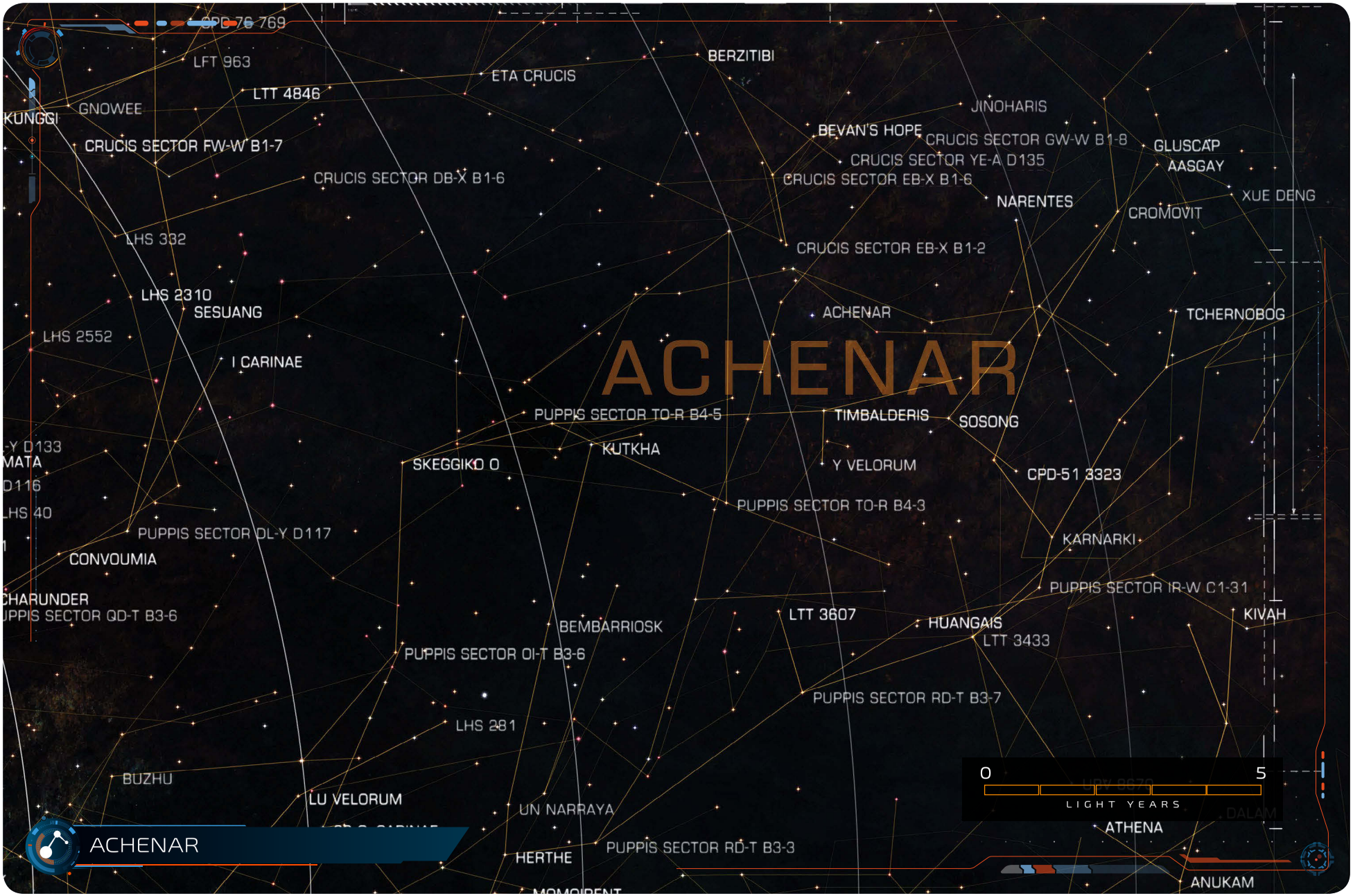
## BARRACUDA - HALO

| | |
|---|---|
| Agility: | 7 |
| Max Speed: | 4 |
| Accelerate: | 2 |
| Decelerate: | 1 |
| Hull: | 50 |
| Shields: | 70 |
| **Shield Recharge:** | 10 |
| Sensors: | 4km Range.<br>Can detect surface minerals. |
| Cargo Capacity: | 2T |

**Weapons**
Small Forward Fixed Mount:
Burst Laser, +2 Acc, 5+Burst (10) damage♦
Small Forward Fixed Mount:
Burst Laser, +2 Acc, 5+Burst (10) damage♦

♦+5 damage vs Shields

***Cost: 62,000cr***


CPD-76 769
LFT 963
BERZITIBI
ETA CRUCIS
LTT 4846
GNOWEE
KUNGGI
JINOHARIS
BEVAN'S HOPE
CRUCIS SECTOR GW-W B1-8
GLUSCAP
CRUCIS SECTOR FW-W B1-7
CRUCIS SECTOR YE-A D135
AASGAY
CRUCIS SECTOR DB-X B1-6
CRUCIS SECTOR EB-X B1-6
XUE DENG
NARENTES
CROMOVIT
LHS 332
CRUCIS SECTOR EB-X B1-2
LHS 2310
SESUANG
ACHENAR
TCHERNOBOG
LHS 2552
I CARINAE
ACHENAR
PUPPIS SECTOR TO-R B4-5
TIMBALDERIS
SOSONG
KUTKHA
SKEGGIKO O
Y VELORUM
CPD-51 3323
PUPPIS SECTOR TO-R B4-3
LHS 40
PUPPIS SECTOR DL-Y D117
KARNARKI
CONVOUMIA
PUPPIS SECTOR IR-W C1-31
PUPPIS SECTOR QD-T B3-6
LTT 3607
HUANGAIS
KIVAH
BEMBARRIOSK
LTT 3433
PUPPIS SECTOR OI-T B3-6
PUPPIS SECTOR RD-T B3-7
LHS 281
BUZHU
LU VELORUM
UN NARRAYA
0
5
LIGHT YEARS
ATHENA
HERTHE
PUPPIS SECTOR RD-T B3-3
ANUKAM
ACHENAR

# WITCHLIGHT

A short Story by **Lee Hutchinson**

## SAW ME AN ANGEL ONCE.

*A real-life, honest-to-God, wings-and-halo angel. Not three metres from my face, floating closer than you are now. Only saw it for a second, but that was enough—more than enough.*

*What do you know about witchspace, kid? I reckon you've ridden out a jump or two—you're wearing that pretty spacer jumpsuit with them patches on your shoulders—but do you know how many people have died in-jump?*

*'Course you don't. No one knows—not even them egghead Imperial scientists, still shooting slaves off into Faraway in unshielded capsules. Just figuring out how to punch into hyperspace without your body turning to soup took decades. Deploying the old robot pathfinders to sniff routes took longer. A century ago, Faraway transit was as likely to kill you as to get you somewhere.*

*It's safe now. These new ships make it easy, with frameshift drives and zero-mass fields and Dirichlet m-brane stabilisers and all the other gadgets and gizmos. Make us forget we're flying through a place that belongs to the dead.*

*When I saw my angel, I was supercargo on the Kozu Maru, big bastard of a freighter—Boa class, with a dozen hands in DownOps to manage the cans. It was a good job. Cap'n stayed off my back because I reported to the company; crew liked me because of the haulage shares.*

*The Kozu was full up, outbound from Alioth to Mitnahas with thirteen hundred tons of cargo. Ever been on one of them old Boas? The original Gerege FSW models had problems with pitch control; damn boats could be induced into a bad phugoid oscillation if they were near mass limit and the pilot had shaky hands. Never bothered me—cast iron stomach—but it was funny to watch greenhorns stagger through the forward hold, trying to catch their puke and work at the same time.*

*Our run was about a hundred and sixty-five lights with more than a dozen jumps, so the cap'n took it slow. Everything was fine after undock and outbound acceleration. We strapped in when the bridge called take-hold. The ship swung around until her nose was aimed wherever we were going—and then the idiot at helm started overcorrecting, fighting the flight-assist, and we got into that damn up-and-down wobble.*

*Things went to hell fast. We were in count, piling on V with the drives spooling up with that bass **WHUMMMM** you feel in your gut. Each time the nose passed through the jump referent, the bridge tried to correct. The pitching got worse.*

*I figured the cap'n would call an abort. He didn't. In the final seconds, something broke—I heard the **TWANG** of steel cables snapping and, just like that, we had loose cargo.*

*Unmoored mass meant an unfixed center of gravity, which meant the jump calcs was shot to hell. Every alarm in the ship went off. Too late—the drives hit critical and we punched through the interface.*

*I snapped the belt off and ran for the hold. Through the sealed gangway hatch I saw that every can had shot forward at jump, ripping the bow loading lock free. The bay was open to space—or whatever you call Faraway. Then a crack blossomed along the hatch window and I heard a sound only dead men hear - that **hissssss** of escaping air.*

*I snatched a RemLok from the wall locker and jammed it over my face as the plexalum blew and I was sucked into the main hold. A fractured stanchion saved me—whacked into it face-first and*

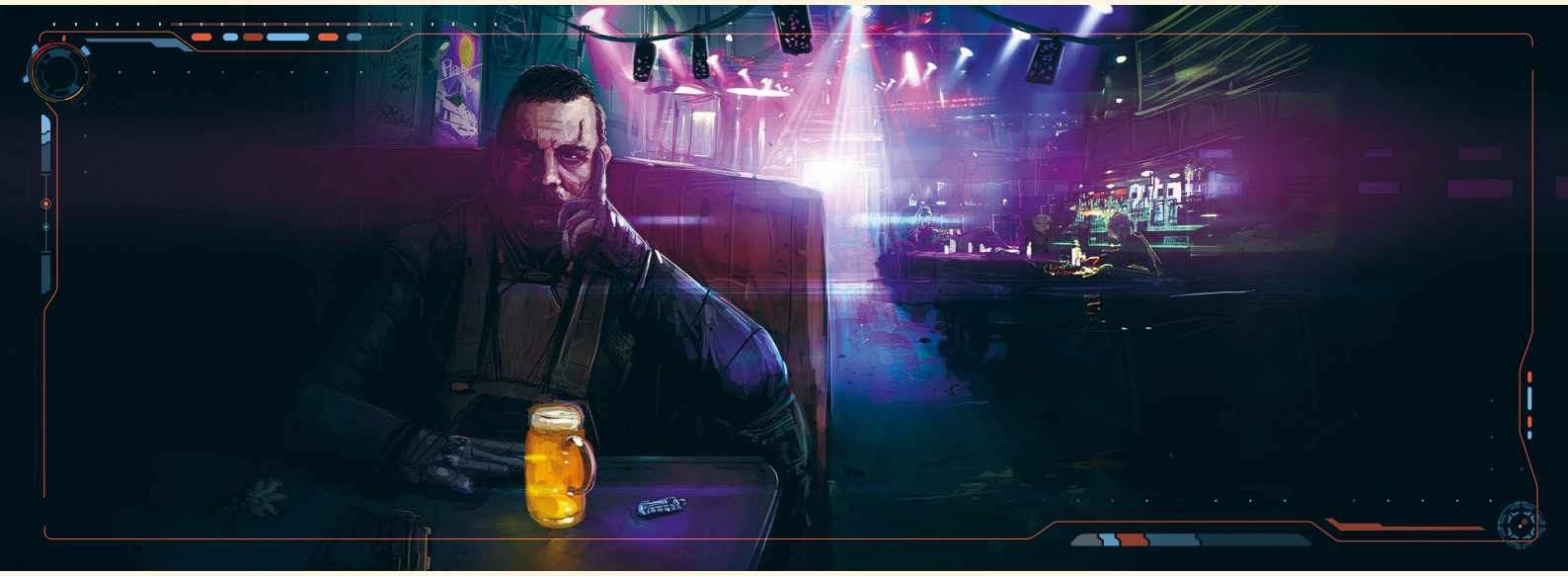
*threw my arms around it. Under my feet where the forward bulkhead had been was nothing—just boiling light.*

*Then the bay went dark, and I panicked. If the ship's lights were out, the ship's fields were out. All that anti-entropic magic was gone. I looked with awe and terror at the space between space while my guts twisted and my eyes blurred.*

*Colours. Shapes. Sounds - there couldn't be sounds, but there were. And then... that angel.*

*ask someone who knows about hyperspatial quintic physics or Calabi-Yau holomorphic geometry or whatever. All I know is that its eyes snapped up to mine and that face… It showed me…things. About myself. About that guy over there. About her, him, you. Everyone.*

*You think you want to know, but you don't. We live by believing today is forever – that the transitory things are concrete and that our births mark the beginning of an important story and our deaths mark the end of – but they don't...*



*It drifted past the hole where the lock had been, face aflame, wings and hands and feet made of suns, hair all flickering witchlight. It hung there, looking in placid judgment over the ship. Then its eyes flicked up to mine and its face changed, and it—I...*

*…well—someone on the bridge must have gotten their stuffing together, because the ship gave a hard buck and crashed back into normal space. The RemLok activated when it felt vacuum and I floated free of the support beam. Got picked up by an autorescue remote.*

*Kozu Maru's owners filed a claim for the loss, then fired me. So it goes.*

*But you still want to know what I saw?*

*Listen -I don't know what that thing was, or if I saw it the way it really looked. You'd have to*

*They don't mark anything.*

*Love, honour, kindness—we think they're forever but they rot. And even if you know that, you don't know it until someone shows you. Then it floods in and you stand just as naked as I did before that witchlight banshee and you see.*

*Anyway.*

*Best of luck on your run, kid. Keep them wings polished—they look good on you.*

*And if about five years from now you meet a fellow named Joel and he asks you to visit Beagle Point with him…consider skipping the trip. You won't like how it ends.*

*Hah, no, I know. Silly old man telling sea stories. Fly safe, Commander.*

PORT ZELADA

CHAPTER 08

# GAMESMASTER SECTION

## Being a GM can seem A DAUNTING PROSPECT

In many ways it is. At the start of your first adventure, players stare at you, or perhaps two of them are still having a conversation, not realising the game has begun. You have to do something you wouldn't normally do in a social situation, ask them to be quiet for a moment and listen to you. And then they will look at you, expectantly.

The nerves will swell in your stomach. You'll probably stutter and stammer a bit. You'll constantly glance down at your notes, to make sure that what you are saying is correct. Your players are a bit stiff, not really in character yet. After your introduction, you'll ask them what they want to do and there will be an awkward silence. Your nerves will rise.

Half an hour later and you're swimming, though.

# GAMESMASTER SECTION

## BEING A GM

The nerves will swell in your stomach.
You'll probably stutter and stammer a bit.

Half an hour later and you're swimming, though. The first space battle has begun and your players are talking over each other in their eagerness to act. They are laughing and celebrating as they inflict their first critical hit, they lean forward with tension as their opponent scours their ship with beam lasers, and they call on each other for backup and support as one pilot faces near destruction at the hands of the enemy. They've bonded, like a unit, brothers and sisters in arms and the clock is not yet on the hour. You will be speaking swiftly and with confidence.

THIS IS THE MIRACLE OF ROLE-PLAYING GAMES AND YOU JUST MADE IT HAPPEN.

## THE UNBIASED STORYTELLER

It is possible to play EDRPG for purely mechanical reasons. Your players need some more money to afford improvements to their new ship, so you dutifully write an adventure that includes the necessary peril and difficulty to make it worth their while. However, this distant ideal is relatively rare. Most people GM because they want to tell a story.

In order to tell your story you need good characters (the players, hopefully) and a plot that will intrigue them. It goes without saying that for your story to progress, your players need to overcome the challenges you set them. Role Playing Games follow dramatic law, where the needs of reality bend just a little to accommodate a good game. For this reason you should be fair to your players at all times and at least reasonably fair to your opponents and villains too. You shouldn't get upset when one of the opponents in the game is defeated, or if your players come up with a clever solution that bypasses some of your plot. Embrace these changes – it means that your players are fully engaged. Don't worry if they look smug, or if they claim to have 'beaten' you. They haven't. You've simply been flexible enough to give your players freedom and creativity.

Fairly soon you'll get to the chapter on creating balanced encounters, by which we mean combat encounters that don't instantly kill your players – because, let's face it, you can kill your players very, very easily. Just put the Unstoppable Assassin against your beginning players or unleash a wing of Top Gun Vulture attack craft. Do you feel better now? How are your players feeling?

Being a GM is like being a sort of god. You can do anything, but that power comes with big responsibilities. The challenges you set, both in the difficulty of tasks and in the power of your opponents, should be measured against your players. Here's a secret. You actually want your players to win. When you put a high wall in front of them, you want them to cross it. Because if they don't overcome the challenges you present to them, if they can't cross that wall, your story ends.

The counterpoint is also true. Don't make things too easy, because then there is no point in playing. There is no glory in finding a brand new gun if the old one works just as well against foes as the new one. Getting an Anaconda means you can smash through the toughest ships in the game! If you are still swatting Eagles and Sidewinders away you might as well have stayed in your Cobra.

So, be fair. But it doesn't hurt to be just a little bit fairer to your players. Understand this and you'll have a happy table and a satisfying story.

## SETTING DIFFICULTY NUMBERS

The heart of the game relies on the GM setting difficulty numbers for their players to overcome with their Skill checks. Almost every function of the game is determined by whether a player can succeed on their Skill check or not. It is important, therefore, that you consider how you set the difficulty numbers in your game.

Broadly speaking there are two ways of setting difficulty numbers, Realistic and Relative, and it depends which method appeals to you the most.

### Realistic Difficulty Numbers

With Realistic Difficulty Numbers you decide how hard a task is and assign it one of the following difficulty numbers, regardless of whether the players can succeed at the task or not.

You can pick any number in the range. For example, a very easy 'very easy' difficulty could be 3, whilst a trickier 'very easy' could be 5.

The advantage of the Realistic Table is that it is easier to remember than the Relative Table, and it provides a certain credible immersion to the galaxy.

Low-skilled characters simply won't be able to do many of the harder tasks in the galaxy until they become more experienced, and highly skilled characters will blossom as more and more undertakings become easier.

The disadvantage of Realistic Difficulty Numbers is that they are rather brutal. If your vision of the game is of heroic characters outwitting, outjumping and outshooting all and sundry like a movie hero, be prepared to be disappointed. Your starting players will mostly fail at all but the most routine tasks, unless your adventures are specifically designed to go easy on them. Likewise, high rank players will be having a great time – those with Skill bonuses of eight or more will be passing most Skill checks like there is no tomorrow, tempting you to hit them with bigger and bigger challenges just to keep their interest up.

### REALISTIC DIFFICULTY NUMBERS

| Difficulty | Difficulty Number | Explanation |
|---|---|---|
| Very Easy | 3-5 | **Anyone can do it.** Activate a strange ship's shields by pressing the clearly marked "Shields On" button, give an order to a soldier when you are dressed as his commanding officer, sneak past a sleeping guard. |
| Easy | 6-8 | **Anyone could do it, but it would be better left to a professional.** Spot a softly glowing artefact in the long grass, calm down a drunkard in a bar, dock with a rotating space station without computer or sensor assistance. |
| Average | 9-11 | **A challenging job for a professional.** Shooting an apple off someone's head, getting a decent price from a used spaceship salesman, remembering the names of all the previous Federation presidents. |
| Hard | 12-14 | **Even an expert finds this difficult.** Operating a computer in a different language, sneaking through a web of infra-red detector beams, diving out of the way of an avalanche. |
| Very Hard | 15-17 | **Only the best in their field could accomplish this.** Convincing a security guard you are innocent when you've been caught red-handed, hacking into the Imperial spy network, spotting the single error in a professional forger's painting. |
| Almost Impossible | 18-20 | **A rare few in the galaxy could try it, fewer would succeed.** Being able to remember the names of all occupied planets in the galaxy, convince Senator Torval to release a slave on moral grounds, perform heart surgery with a blunt hacksaw and three pieces of chewing gum. |

## Relative Difficulty Numbers

The dark cousin of Realistic Difficulty Numbers, the Relative Difficulty Number scales its numbers according to your players' rank. First decide if a task is of easy, average or hard difficulty and then scan along the rank to determine the Difficulty number. If you have players of different ranks in the team, choose the highest player rank when determining Difficulty.

RELATIVE DIFFICULTY

| Average Player Rank | Task Difficulty | | |
|---|---|---|---|
| | Easy | Average | Hard |
| Harmless | 5 | 7 | 10 |
| Mostly Harmless | 6 | 8 | 11 |
| Novice | 6 | 8 | 11 |
| Competent | 7 | 9 | 12 |
| Expert | 7 | 9 | 12 |
| Master | 8 | 10 | 13 |
| Dangerous | 9 | 11 | 14 |
| Deadly | 10 | 12 | 15 |
| Elite | 11 | 13 | 16 |

Feel free to adjust the Difficulty number a point or two in either direction for a bit of variation. With Relative Difficulty Numbers do not get your players to test for any 'very easy' tasks – make those automatically successful. You can make an 'almost impossible' difficulty check by adding two points to the Hard Difficulty.

The advantage of Relative Difficulty Numbers is that the challenges are almost always within the Skill level of most characters, except for Skills which have been left largely unimproved. Your players, even at low ranks, can engage in the kind of heroic high jinks worthy of the greatest action hero – swinging across chasms, bluffing their way past soldiers, and hacking into top level security systems. Your players are also constantly challenged, never having an easy ride, even if their Skill levels get quite high, as the Difficulty rises to meet their new Skill levels.

There are two drawbacks with Relative Difficulty Numbers. The first is the problem of unimproved Skills – those Skills that players leave at a Skill bonus of '1' for their entire lives. Unimproved Skills become harder and harder to use with the Relative Difficulty Number table, with even Easy checks requiring a ten on the die to succeed at Elite level. If there are 'Skill holes' in your team where no player has chosen a particular Skill like Navigation or Medicine, you might want to cheat the system a bit, and give a much lower check for Easy tasks than the Relative Difficulty Number table suggests.

The second drawback is one of realism and immersion. Your players might notice that jumping across a fifteen foot pit used to be a difficulty 10 check when they were Harmless, but is a Difficulty 16 check now they are Elite. How come all the pits in the galaxy just got harder to jump? Well, of course, they didn't ... the difficulty just increased to match their level. A GM faced with such a keen observation might just have to back down and claim a counting error, or they could rigidly stick to the rules and tell the players that's just how it is. Neither is particularly convincing.

## Which should I use?

Choosing a difficulty number system is quite a personal thing. If you are an experienced GM you have probably decided already. If not ask yourself the following questions?

**Are my players heroes or ordinary people? Heroes lend themselves to Relative Numbers, with Realistic Numbers better for ordinary people.**

**Do I only care about having fun with my players, or am I after a living, breathing world with realistic characters? Your players can do more extraordinary (and therefore fun) things with Relative Numbers. They will experience more failure with Realistic Numbers, which makes for a grittier game.**

**Are my players very sharp on their role-playing systems and likely to spot the fact that the galaxy gets harder as they get tougher? You might prefer to use a realistic system to avoid problems with these players. New players, or more relaxed ones, are unlikely to object to how you run the game.**

There is, of course, a third way.
That is to use the Realistic Difficulty Number table most of the time, but in moments of high drama (or when you want to give your players a better chance in tough situations) use the Relative Number table. Mixing and matching between the two systems is perfectly possible, hard for your players to spot, and is part of the wicked, cheating arts of the GM to make sure everyone, including you, has a good time.

### What happens on a failed roll?

It's obvious what happens on a successful Skill check – what the player wants to happen, happens. If a player fails a Skill check, they don't get what they want. Either they fail to fix the engines, don't manage to hack into the station mainframe, or fail to convince the security guard to let them pass with their weapons strapped to their backs. How badly did they fail? Here the GM can be flexible. You can just say that their attempt didn't work, or you can say that by failing the Skill check they have made things worse. In life or death situations a player might even be killed if, say, they try to grab onto the only tree branch between them and a thousand foot drop.

Likewise, it is up to you if you allow a player to try again. Failing to crack the lock on an electronic wall safe might cause the access panel to lock out. Failing to charm a beautiful but deadly spy in a bar might end with your character being attacked, but someone trying to get sensor readings from a nearby star would probably be able to try again and again until they succeeded.

### When shouldn't you set a difficulty number?

Not every task requires a Skill check to succeed. In fact, hardly any of them do. Routine things in a player's life – jogging to get to the spaceport, opening unfamiliar but unlocked doors, searching a computer database, landing a ship at a space station, driving across open country, etc. – never require a difficulty number to be set.
Skill checks, especially easy ones, should only be set if there are serious consequences for failure. Asking a player to make a Grenade Skill check to disarm a bomb is a reasonable call – since the consequences for failure are immediate and explosive! An engineer trying to fix a vending machine, whilst her comrades are undergoing medical treatment in the next room doesn't require a roll. Why not? Well, there are no real consequences for failure. If she fails to fix the vending machine on her first roll, she can always try again – she has hours to kill whilst she waits for her fellow adventurers to finish their treatment. The vending machine won't blow up or harm the party in any meaningful way on a failure, so there is plenty of time to get it right.

There is a second reason for not setting a difficulty number for a mundane task – sometimes it's more trouble than it's worth. Consider the following scenario:

Your players are pursuing a dangerous bounty hunter, and wish to jump from Sol to Groombridge 34, a distance of 11 light years. You decide to ask your four players to make a Navigation Skill check. Since the system is so close and everyone can make the trip in one hyperspace jump you decide that a puny difficulty number of 3 is required – nothing more than a formality really.

The players all roll the Skill check. One player, Alan, rolls a 1 and automatically fails the check. The end result is that three of your players safely jump to Groombridge 34 and Alan ends up in a completely different system due to faulty navigation.

What happens in the game now? Do the three other players wait for Alan to turn up, just hanging idly by

the sun of Groombridge 34? Where did Alan end up? Can Alan jump away immediately and make another Navigation check – in which case, what was the point of making the Navigation check in the first place? Perhaps Alan's engines have failed and he has to repair them. In the meantime, what are the other players doing? It's not easy for them to find out where their fellow space pilot has got to, and the longer they wait, the more likely it is that their quarry will escape. Do they fly on without him? If so, what is Alan going to do when he finally gets into the system and finds his friends missing? Is this all the action Alan is going to have? Making a couple of Navigation and Repair checks whilst his friends engage in glorious battle with a lethal bounty hunter?

What has happened here is a problem entirely of the GM's making. Your players wanted to make a successful jump. You wanted your players to make a successful jump. Why did you throw a spanner in the works by making your players make a Skill check? It must have seemed very unlikely that any of them would fail – but in fact the odds of this happening were quite good. Rolling a 1 on a D10 is a 10% chance. Rolling a 1 on either of two D10's is twice as likely. By the time you have four players making Skill checks the odds of at least one of them failing rises to 40%. People make hyperspace jumps all the time, and hardly any of them end up going wrong – why should it be any different for your players?

Besides, your adventure is in Groombridge 34, hunting perilous bounty hunters. That is the adventure you prepared, not bumbling around in the uninhabited Ross 248 system performing maintenance on a faulty Frame Shift Drive. So, when thinking about Skill checks, before you ask a roll to be made, ask yourself the following questions:

- **Are the consequences of a failed roll irrelevant?**
- **Do I actually want the player to succeed, regardless of the roll?**

If the answer to either these questions is 'yes' just have your players succeed at their task, no questions asked, no rolls required.

### EXAMPLES OF WHEN NOT TO MAKE A SKILL CHECK

- Your players are spying on a meeting and you want them to learn the information.
- The players are fixing up a vehicle you want them to use in a fight later in the adventure, and they have plenty of time to do it.
- The players are trying to find the address of a public business on a local computer network.
- Your players are having a dance in the local night club, and aren't trying to impress anyone.

## Getting Help

Sometimes it is possible for players to help each other in order to make a Skill check easier.

For example, if your players are trying to shift a fallen girder off a trapped civilian, you might ask for a hard Athletics check of 12. If another player helps, you might change the Difficulty from Hard to Average and ask for a check of somewhere between 9 and 11.
A second player helping might reduce the Difficulty to Easy. In short, if a task has become easier because someone else is helping, drop the Difficulty down a level or two.

In order to help, the person assisting should be useful. If you are trying to intimidate a gang leader, your Difficulty check won't be made easier by having your kid nephew scowling at him. An armoured cyborg nearby would probably do the trick, however. Likewise, you gain no real help from people who are unskilled at dealing with a Skill check that requires a lot of knowledge, such as a Science or Computer check. Ultimately it's down to you to decide if a given Skill check can be made easier with someone else's help. Be fair, but don't make the game too easy by being too accommodating!

## GAME TYPES & ADVENTURES

### What do your players do in the Elite Dangerous universe?

Are they all stoic Lone Wolf traders, unaligned to any interstellar power, relying solely on their wits, skills and bank accounts to see them through a hostile and uncaring galaxy? They can be, but your adventures in EDRPG can be much more focused than that if you wish. You can create any kind of campaign you like, but the ideas below are ideal for an exciting and interesting role-playing game, and are supported by the Random Generation System.

An important factor to consider, when deciding what kind of campaign you want to run, is how much work behind the scenes you want to do and how much you enjoy improvising. Some campaigns, such as Military and Espionage ones, lend themselves very nicely to focused, mission-based gameplay. If you are the sort of person who likes to remain in control of your game at all times, these types of campaigns ensure that your players can never go completely off the rails.

## MILITARY AND POLICE

In this type of campaign, the players belong to either a military or police force. They have a commanding officer who will issue them with missions. They will be provided with equipment suitable (or sometimes, unsuitable) for completing the job, including spacecraft, ground vehicles, weapons and armour.

**Military Campaigns** focus mostly on combat missions; seizing bases, destroying enemy ships, patrolling contested space and defending installations. It is useful if the players represent 'special forces' personnel, who are capable of performing missions both on land and in space. Some military missions might focus on less aggressive tasks, such as maintaining peace between two hostile communities, or resolving a military scandal before it can hit the news media. Mostly, though Military Campaigns involve shooting things and blowing stuff up.

**Police Campaigns** are different in tone, in that police forces also have to solve crimes and catch criminals. The ability of the players to just 'kick ass' is constrained somewhat, because they are also servants of the people, and shouldn't be launching grenades in built-up areas or nuking a site from orbit. The police have access to good equipment, but not nearly as good as that of a professional military. The Faulcon DeLacy Viper spacecraft are generally the limit of police space power, and they seldom have access to heavy weapons. Individual 'rogue' cops might stow away an occasional piece of serious hardware, but such things are definitely forbidden 'by the book'.




Military and Police campaigns are ideal for occasional play. If you don't visualise playing EDRPG very often this can be a logical campaign choice. Your players don't have to worry about earning enough money to buy their next ship, since all equipment is provided. Additionally, the game has plenty of tempting bits of rare equipment and powerful ship builds that you can freely give to your players – since anything given out has to be signed back in again at the end of the adventure. You can easily create nice, staged battles that take place in space, in ground vehicles and on foot (sometimes all three at once) because it is harder for players to avoid fighting if they have been tasked with the destruction of the enemy.

In a Military and Police campaign you don't use the Between Adventures rules, nor do you have to worry about giving your players lots of time to customise their spacecraft. More time can be devoted to actually playing the game rather than playing around it.

The main drawback to Military and Police campaigns is that they are quite constraining. Players are not free to travel where they wish and they own very little private property; their guns and ships all belong to their employer. You cannot get the full EDRPG experience of freedom in these campaigns unless, at some point, the characters find themselves out of a job and are forced to go independent. This drawback also makes creating adventures easier, of course. You already know where the players are going, and so it is easier to plan what encounters and events occur.



### Creating Military and Police Campaigns

First, decide if your players are part of the military or the police. Some planetary dictatorships, conveniently, combine both forces into one – although these institutions aren't very reputable and your players might not enjoy serving such a corrupt regime. For Military Campaigns it is often best if players belong to a major military power, such as the Federation or Empire. These powers have the best kit and the most problems to deal with, making them excellent choices. The major powers also have their own multi-system police forces: The Internal Security Service for the Empire, the Federal Security Service for the Federation, and the Allied Police Force for the Alliance. Having your players work for a larger institution, rather than a local planet's force, means they have a wider area of authority and remit than for a local system.

Player characters should probably either be special forces or detectives. These units have greater freedom for action than common soldiers or street cops, and also tend to be given more interesting missions. You should think of the identity of the players' commanding officer. This is the person the players have to impress if they want to move up in the organisation. Commanding officers can be supportive or cruel martinets, but try not to make them dull or distant. If the commanding officer is not excited and engaged about the players' mission, the players won't be either, and you can expect an unenthusiastic performance from them.

Issue the players' equipment once they have been briefed about their mission. Don't be afraid to give them a few pieces of interesting equipment beforehand if they have earned them; special grenades, a rare item or two, perhaps, so they can get excited about the prospect of using them. Give out whatever personal equipment you deem appropriate. In terms of spacecraft available choose ships from the following:

**Military & Police Ships**

**Eagle Mk II**
**Viper Mk III**
**Diamondback Scout**
**Type 6 Transport** (Troop Transport only)
**Vulture**
**Type 7 Transport** (Troop Transport only)
**Python**
**Anaconda**

You can use the Random Generation System to create missions for Military Missions. You can use the same tables to develop Police Missions with a little bit of creativity. A 'destroy enemy base' mission can easily become a drugs or illegal weapons raid, and a 'hostage situation' is just as likely for police as for soldiers (possibly more likely).

## ESPIONAGE AND INTRIGUE

The various governments and multi-system corporations of the galaxy intrigue against each other every minute of every day. Attempts to undermine contracts, assassinate leaders, steal copyrighted information and legally contest monopolies, require the efforts of hundreds of thousands of spies, agents and thugs. The quasi-legal world of espionage is one of the most heartless and dangerous fields of work in the galaxy, but the rewards are limitless. Few people survive in this backstabbing world for long, and those that do are the wild-eyed, paranoid folk you see hunched in the corners of bars, or the delirious conspiracy theorists who briefly reveal the hidden truths of the galaxy - before being suddenly silenced.

Players fit into the role of spies and agents very easily. The conflicts in an espionage campaign are small in scale, but cover all areas of battle – from pitched car battles in the streets of a run-down metropolis to secret ice asteroid mining installations in deep space. Espionage campaigns often involve plenty of travelling to places both familiar and exotic, so these sorts of games can be really varied. Tracking down a fugitive in an alien jungle involves very different locations and challenges from robbing contracts from a rich company's penthouse office, but both are possible during an Espionage Mission.

### Creating an Espionage and Intrigue Campaign

As with a Military campaign you should decide who your players work for. They could be agents for a great government such as the Empire, or well-paid spies in the employ of a major company or corporation. You can decide whether your players manage their own finances and equipment, or whether everything gets provided to them by their employer. Being provisioned by an employer can give the players access to some powerful equipment – but none of it is their own, and they must hand back the spaceships, cars, gadgets and weapons they were given at the end of each adventure. Players who manage their own equipment are given a wage (see the chapter on Rewards for appropriate payments for missions).

Players should have a contact in the organisation they work for. It makes it easier if this contact is the same person who gives them their missions each time – this allows the players to develop a relationship with their organisation and gives them at least one person in the game they can trust … to start with anyway.

Players who are being equipped by the organisation will be given appropriate gear, including any spacecraft required. Most spy organisations prefer their agents to use inconspicuous spaceships, general purpose ships or transports that won't attract attention. Occasionally, organisations wish their agents to play the role of rich playboys or powerful businesswomen, and in this case they might offer up a sleeker vessel, such as a Fer-de-Lance, to allow the characters to show off. At the end of the mission of course the players have to hand back the keys.

**Espionage & Intrigue Ships**

**Sidewinder**
**Hauler**
**Adder**
**Cobra Mk III**
**Type 6 Transport**
**Python**
**Fer-de-Lance**

You can use the Random Generation System to create Espionage Missions if you wish, but feel free to modify the results. It is useful if the characters face some recurring bad guys, an organisation or two that opposes their goals. A pro-Imperial agency should definitely come into conflict with Federation agitators, and corporately employed players should butt heads with the nearest competitor.

Espionage games are a nice balance between the very mission-centric and closed nature of the Military campaign, and the open and unlimited nature of the Lone Wolf campaign. Players have lots of time to develop their characters and plenty of exciting and

varied missions to play. The GM does not have to worry (too much) that the players will venture off in unusual directions or go to planets and space stations the GM hasn't planned for. They are being paid to do a job, after all, so they need to stay focused if they want to remain successful and employed.

## EXPLORATION GAMES

Searching the galaxy for new worlds to colonise or exploit is a major interstellar industry. With approximately 400 billion stars in the galaxy, humans are unlikely ever to map them all, and thousands of companies trawl the stars for high profit systems.

Exploring is a dangerous profession. Few exploration ventures take place near inhabited space, and this means would-be explorers face constant struggles with rationing supplies and coping with disasters. A simple ship malfunction is an inconvenience in civilised space, but can be fatal if you are six thousand light years from a repair yard.

Exploring planets is fraught with danger. Planets with atmospheres can sometimes suffer from frightening weather events, from acid storms to hurricane force winds, which can destroy even large spacecraft. Earth-type planets can possess a terrible menagerie of hostile life, from colossal beasts the size of space transport to insidious parasites that can gnaw an explorer alive from within. Even airless worlds can prove fatal; more than one explorer has faced doom when setting down on a geologically unstable world, only to have the ground collapse under his Asp Explorer, entombing the ship forever in a bottomless rift.



Generally there are two types of exploring, Stellar Cartography and Surveying. Stellar Cartography is the act of mapping the position of stars and identifying the planetary bodies in a system. This is typically done with a ship's Discovery Scanner. Cartography is generally performed in deep space, often without even flying within detailed visual range of the object being scanned. Current era Discovery Scanners are very accurate, and the reams of data they detect are stored in the ship's computer banks. This data is then sold to an exploration data company, generally Universal Cartographics or Sirius Corp, who will pay for results based on the value of a find.

Although the data gathered by Discovery Scanners is quite good (even better when a Detailed Surface Scanner is part of a ship's scanning equipment) it can't beat physically going down to a world and examining it directly. This is where the second type of Exploration comes in – Surveying. Surveying a planet involves landing directly on its surface and exploring it, both on foot and by vehicle, taking rock and soil samples, observing alien wildlife, and examining any anomalies detected from orbit. It is this latter part of Surveying that is particularly exciting. All explorers dream of encountering a sentient alien race (though, so far, it has only been the other way round, much to the general woe of humankind) or discovering the ancient artefacts an earlier civilisation might have left behind. More common discoveries usually involve finding human artefacts from previous explorers or ancient settlements from failed colonies. However, each of these can be rich finds for an explorer, as antique technology and furniture is a saleable good in a modern galaxy tinged with commercially inspired nostalgia.

Not all discoveries are routes to great wealth. Finding a distant pirate base or an encampment of isolationist doomsday zealots can be very unpleasant. Also, this is a competitive galaxy and there is money to be made from being the first to discover a new star or planet. Other explorers might react angrily or violently to the players' presence. At the very least, a rich find will create a sort of race home, with the first person to get back being the one who bags the Exploration bonus from Universal Cartographics.

### Creating an Exploration Campaign

More than any other game type, Exploration games require a map. Creating a space map is touched on in a later chapter, but it suffices to say, you should always create a map full of twinkling unexplored stars for your players to catalogue and investigate. Early Exploration missions should take place near civilisation. There should be at least one distant outpost for the players to stop off at and make repairs, refuel their ships and take on new supplies. A good conceit is to have an area of unexplored space with an established settlement on either side of the map. The players' job might be to explore all the star systems between the two settlements. This gives a defined scope to the campaign, as well as ensuring there is a base relatively close to where the players are exploring.

You can generate new star systems with the Random Generation System (RGS). You can even do this on the fly, rolling up a new system as your players enter it. However, it is important to pre-generate a few systems ahead of time, which contain some interesting encounters and events that you have selected. An Exploration game isn't just a series of random rolls on a table; it must include a story just as much as an Intrigue or Military campaign.

Decide what is significant about the area being explored. Some ideas are:

- **It was previously colonised many years ago, but the colonies did not manage to maintain space age technology. Now human civilisations at different technological levels exist on several planets in the area.**
- **It was the site of a terrible war, either between human aggressors or aliens, whose civilisation existed tens of thousands of years ago. They have left behind a dreadful legacy, including old robots, gene-manufactured animals and deadly traps – but also great riches to be found.**
- **It is currently the home turf of belligerent humans. Perhaps these are pirates who committed such horrendous crimes they have been forced from human space. Demented religious cults, which felt unable to operate in the ruinous commercial climate of civilised space, may run an appalling tyranny here.**
- **A rival explorer company, with few morals, is currently searching the area. Intruding explorers are sabotaged, exploited or killed by these soulless ruffians.**
- **An uncharted world is being ravaged by a heartless corporation. The primitive human tribe is being exploited as slave labour. Revolution is in the air!**

Once you have an idea about the special features of the area, make sure you drop some clues for the players to find before they discover the pre-planned systems. Whilst exploring a tedious brown-dwarf system, for example, the players might discover a long deactivated prospector probe attached to an asteroid, suggesting the area has already been scouted. Strange metal fragments in space might prelude the discovery of a dead alien world. A slave barge might be re-fuelling at the primary star, warning players about not getting too nosy. All these mini-encounters will get your players guessing at what the big secret is that they might discover, and encourage them to explore, explore, explore!

As with other campaign types, you can have players working for an exploration company, if you wish, who can provide materials and equipment. Generally speaking this isn't too advisable. Players will probably have a better time being independent explorers, even if they undertake missions on behalf of Sirius Corp. or the Federation Survey Board. Explorers tend to be individualistic souls who dislike working directly for a suit-wearing manager. This is often the reason why they search through deep space! If you are keen on the players working for a company, the following spacecraft are recommended:

**Exploration Ships**

Adder
Cobra Mk III
Diamondback Scout
Type 6 Transporter
Asp Explorer
Anaconda

It is recommended that the players all have their own ship. However, if you wanted to have players all crewing a single vessel, the Exploration game is an obvious choice. The players taking the roles of crew members on an Anaconda explorer can be good fun – but try to limit the amount of space combat they must face. It can be enjoyable crewing the turrets for a one-off battle, but the only person who will reliably have fun on an Anaconda in a space battle is the pilot. You might find that space combat devolves into a player using the same Skill over and over again (Repair, Systems, Spaceship Weapons, etc., depending on their role), and not having much logical choice about how to use it.

## LONE WOLF

The 'standard' setting in EDRPG is the Lone Wolf adventure. In this campaign, characters are not employed by any government or company, but work for themselves. They have a small ship, a few credits, some basic equipment, and must set out into the galaxy to earn themselves a living.



The name Lone Wolf is slightly misleading - naturally you will want your players to play together in a pack, rather than be utterly individual and go their separate ways. However the concept holds true; your players work together because they want to, not because they have to. Facing the threats of the galaxy as a team allows them to face tougher challenges, and to earn more than they could alone.

Lone Wolf games are the hardest to make in one sense, because your players have the capacity to go anywhere, and do anything. Naturally that is something even the most inventive GM can be swamped by. Your best bet is to get a firm hold on your campaign and decide beforehand how you wish to play it. Lone Wolf campaigns can be played in a number of ways, but two of the most popular are Mission-Based campaigns and Sandbox campaigns.

## MISSION-BASED CAMPAIGNS

In this type of campaign your players are presumed to have their own lives and goals, but they get together whenever a particularly rewarding mission is presented to them. Governments and large companies are always after freelancers to do their dirty work for them, and successful players could be called on again and again.

Military, Espionage and Exploration missions are all offered to freelance agents, especially when the risks are high and the mission giver wants to be able to plausibly deny their involvement. You can use the Random Generation System (RGS) to come up with some ideas, and then spice them up with some twists and encounters of your own.

Beyond the RGS, a whole host of possibilities are available. Companies, unable to get out of their contracts, want expensive cargos shipped to war-ravaged planets. Rescue missions for lost family members help to develop a player's character, whilst providing an exciting adventure. Wicked corporations could be brought low if the characters develop sympathies for a rebel army.

The idea is that the players all meet together to carry out a mission, and then go their separate ways to earn and spend more money using the Between Adventures system. This format gives the players the freedom to develop their ships and characters as they want, but doesn't bind the GM into making lots and lots of different, detailed adventures.

## SANDBOX CAMPAIGNS

Sandbox campaigns are games where you present a map of civilised space to your players, tell them where they start and then ask them what they want to do. Your players can do anything they like, travel anywhere on the map they want, and you will create the game around their decisions. It is the ultimate freedom for your players to live and die by their own choices. It is as close to the concept of the Elite: Dangerous computer game as it is possible to get in a role-playing game.

First, a warning: Sandbox games require a lot of work and planning. The amount of work depends on the scale you want to aim for. The natural inclination of any ambitious GM is to have a massive map, containing dozens or hundreds of different planets. This scale will quickly overwhelm all but the most inventive GM. The best advice is: Start small and expand outwards.

A simple way of running a Sandbox game is to generate everything randomly as you go, using the RGS. When your players reach a new star system, generate it randomly, including the number of planets and any civilised spaceports in the area. If you have the Super Traders supplement, you can check for random encounters as your players make their way to the space station, and then see if there are any missions available. If your players don't like the sound of any of these missions, they can set off for a new star system and see what is on offer there.

This entirely random system works for the odd occasion, especially if you haven't got anything planned for that session. Let your players know that you are just going to generate everything randomly from the book, so they can be knowing partners in the chaos or tedium that might follow.

However this 'randomly generated' campaign will soon grow tiresome. Even a book filled with random encounter tables will become tedious and predictable after a while. A truly successful campaign requires planning.

### Creating a Sandbox Game

**Main Storyline**

Just because you've decided to do a Sandbox game, it doesn't mean you don't need a plot! The storylines for Sandbox games tend to be grand in nature, rather than something that can be resolved in a single mission. Imperial fanatics who plot to overthrow all the Federation worlds in an area, or a dastardly corporation trying to annihilate the competition, leading to an all-out corporate war are good examples of an over-arching plotline. You can make the storyline personal, too. The goal of the campaign could be to overthrow a military dictatorship on a player's Homeworld – a task that can't be completed until the players earn enough money and experience to overcome their foes, and have enough allies from neighbouring worlds to affect a revolution.

Your main storyline doesn't have to feature in every game and mission you play, but it should always be simmering in the background. An overall story gives the campaign shape, the players some enemies to butt heads against, and lends some consistency to the happenings in the galaxy.

**Map your Campaign World**

The civilised area of the Elite Dangerous galaxy encompasses over twenty thousand civilised star systems. Your campaign area does not have to be this large. It doesn't even need to be one per cent of that size. Starting with between 12 and 24 star systems is more than enough. You can always add more systems later, but beginning with more than this will create an unrealistic workload for yourself.

You should create about half of these systems yourself, and then pre-generate the other half using the RGS. The systems you create yourself should include:

- **Bases for the main protagonists in your plot.**

- **Planetary Systems that can be exploited by your protagonists. If your plot deals with rival mining corporations, put plenty of extraction-based**

**economy worlds onto your map. Conquerors need vulnerable systems to capture. Pirate lords need corrupt worlds to deal with, and so forth.**

- **At least a few earth-type planets. These are only generated quite rarely using the RGS, but earth-type planets allow for many interesting adventures on worlds, without the need for breathing equipment. You will appreciate the flexibility these worlds provide for adventures in the future.**

- **A few spectacular systems. One or two systems should be unique, perhaps with an extraordinary world (such as a planet with crystalline fields, or bright pink skies), or an unusual space station or industry. These 'sightseeing' places make the game come alive.**

- **Some lawless places, anarchic systems swarming with deadly pirates. There should always be at least one system where the players just cannot travel safely … until they become very powerful. Having a no-go system helps to inspire players to get better and better, because if you tell players they cannot go somewhere, that is exactly where they'll want to go!**

Just plonking a map down in front of your players and asking them what they want to do is bewildering, uninspiring and provocative. Unless your players are champing at the bit to explore their new galaxy independently, you need to introduce them to it.
Your starting mission should feature the main opponents to your players and should personally involve them in some manner. For example, someone from a wealthy background could have their family home destroyed, players could be enslaved by their enemies at the start of the mission, or perhaps something important to them, a spaceship or friend, is vaporised before their eyes. Make sure the players care about the over-arching plot.

Many starting missions are survival stories – overcoming sudden danger imposed by the principal enemies of the campaign. Escape and narrow survival give your players the necessary respect for their opponents, whilst sufficiently demonising the main villains. Having your players escape from a burning office building, ignited by Federation mercenaries, or navigate a bio-mod infested space platform just to get back to their ships, are good examples of exciting starting missions.

### Pre-generated Missions and Random Missions

You should use a balance of pre-generated missions, generated from the RGS, and hand-crafted missions that you create yourself. Players who enjoy Sandbox games don't tend to mind a bit of randomness in their games. It is part and parcel of the challenge of truly open play. You should, fairly often, place a hand-crafted mission amongst the pre-generated ones. Give it a better reward than a random adventure to get your players interested.

Due to the nature of Sandbox games, it is possible that your players will not accept a mission you have worked on. Don't despair – you can usually use elements of the adventure you made at a later date. Sometimes, though, events should just happen to players. A plot involving a stowaway or being pursued by bounty-hunters will happen, no matter what the players want to be doing. A player could catch an infectious disease, the only cure for which is found on a distant planet. Naturally the player could refuse to do the mission, but you can't be blamed for the consequences if they end up dying.

Sandbox games are always risk becoming formulaic. The players are offered a number of missions, they pick one, complete it, make a Between Adventures roll, and then pick another mission. It can be important to break up this routine by having some unusual adventures to break the mould. For instance, have the players attacked at the start of a meeting, have their employer killed halfway through a mission.
Blow things up, reveal a friend as a traitor…
the moment it gets dull make something happen.
This helps to break up the formula, prevents players from feeling too much in control and creates the effect of a living, breathing galaxy around them.

## GM PROCEDURES

### For the most part being the GM means making up a lot of stuff on the spot.

If a player wants to hijack a spaceship is that as easy as stealing the keys from its owner, or is the spacecraft locked up with a genetic scanner, to prevent anyone but the pilot operating it?
If one of your players wants to hack the personal diary of Senator Torval. Is that possible, or is it beyond the skills of even the most talented computer specialist? You can choose either way, and make a different choice each time. The galaxy is big enough so that almost anything is possible.

However there are a few commonly occurring situations where it is helpful to have some advice.

## ADDICTION

In a galaxy awash with temptation, it is all too easy to fall victim to chemical addiction. Illegal narcotics are the most common cause of addiction in the galaxy, although immoral companies and cruel dictators sometimes drug the water and food supplies of their hapless workers in order to keep them compliant.

Your players are unlikely to fall prey to addictive party drugs – they are probably much too busy and wise for that. Some players may be seduced by the power-enhancing and life-saving effects of Combat Stabilisers, however. These useful drugs can keep a soldier alive in dreadful circumstances, but they are horribly addictive if used too often.

The 'safe rate' of Combat Stabiliser consumption is once per month. At this level the user should have purged their system of the drug completely before re-injecting. Any more than this and the body begins to rely on the stabiliser as a crutch for its normal operation. Adrenaline production virtually ceases under the effects of Combat Stabiliser addiction, making the user hard to wake up or motivate. The strain on the muscles when the user takes Combat Stabilisers is enormous, and it is physically very painful to come off the drug when the pain-blocking effects wear off. Ex-addicts of Combat Stabilisers walk with a stoop, their backs torn and in agonising pain. Many continue to take the stabilisers just to avoid the painful after-effects of consumption.

During any given mission a player can use Combat Stabilisers once, without risk of addiction. Be sure to describe the painful after-effects once the drug has worn off (it's effective for about an hour). If a player uses Combat Stabilisers twice in a single mission, roll a die. On a 1 the player is addicted. This chance increases by one each time the player uses the drug again. On their fourth usage, for example, they are addicted on a 1, 2 or 3.

Once a player is addicted they face a terrible choice. They can book themselves into a medical clinic and face the harrowing after-effects, or they can continue to feed their addiction.

A medical clinic, and the full treatment, costs 10,000 credits. The player cannot make a Between Adventures roll during this time. At the end of the treatment the player avoids any permanent physical damage, but loses five points of Endurance permanently from the weakening effects of the drug.

Maintaining an addiction is much more expensive. It costs 100,000 credits to buy enough combat stabiliser to survive between adventures. The player can still make a Between Adventures roll to earn more money (indeed, they feel great!) The player does not suffer any Endurance Damage but must roll a D10. On a 10 the player's heart gives up and they are found abandoned and dead in a run-down hotel.

A player who lacks money for either medical treatment or maintaining their addiction faces a grim fate. The player is permanently disfigured and crippled, as their muscles warp and contract. At this point only full-on cybernetic surgery can restore the player to health.

Kids – stay off drugs!

## ATTACKING LIMPETS & ESCAPE PODS

It is possible for a ship to attack a Limpet or Escape Pod. These targets are very weak but quite small and agile, possessing a Hull Value of 1 and Defence and Pursuit scores of 8. A ship must use an Action, such as a Joust or Dogfight, to attack a Pod or Limpet. The GM should decide what zone the Pod or Limpet is in, depending on where it launched from the target ship.

## COMBINED SCALE COMBAT

You will have noticed that an autopistol can inflict up to 3D10 points of Damage on a good hit. Does that make it more powerful than a Sidewinder's Small Pulse Laser, which does only 10 Damage? Clearly not. In fact, these weapons are on different scales of power.

The players, guards, soldiers and wild animals in your game are on an individual scale. SRV's, tanks and submarines are on vehicle scale. Spacecraft such as the Viper Mk III and the Python are on spaceship scale. Likewise all the weapons fitted to a spacecraft are in spaceship scale, and the same goes for weapons on vehicles or carried by individuals.

The following rules cover what happens when all these vehicles, ships and people meet on the field of battle.

### Running a Combined Combat

Individuals, vehicles and spaceships operate in different scales of speed and distance. Vehicles obviously cover much more ground, more quickly than individuals. Spaceships are even quicker, covering kilometres of terrain in moments. Frankly, it is rare for these three scales to even mix, due to the issues of interposing terrain, spotting small individuals, and the inefficiency of attacking much more powerful targets.

For the following rules imagine a flat, grassy plain, with little or no cover. There are soldiers in individual scale, tanks in vehicle scale, and strafing Eagle Mk II fighters in spaceship scale – we call all these combatants units when dealing with Combined Combat. Everyone can see everyone else, and every unit is a potential target for the other. We will add complications to this scene as we go along.

## INITIATIVE

As with all combat determine the Initiative order for each unit involved.

At the start of the battle have each player and enemy determine their Initiative score by rolling a D10 and adding their Tactics Skill bonus. List the scores of each player and enemy, from highest to lowest. The person with the highest Initiative goes first, and then the person below that gets a turn, and so on until everyone has taken their turn. Initiative is cyclical, so for the next round everyone acts in the same order.

## DEFENCE

All units calculate their Defence scores normally. You will note that Spaceships and Vehicles have much higher Defence scores than individuals – this is because they are moving very quickly and are therefore difficult To Hit.

Smaller scale units receive a bonus to their Defence scores when being attacked by larger scale units, to account for the fact that they are much smaller and often very far away from their attacker.

- **Individual scale units receive a Defence bonus of +5 when attacked by vehicles, and +10 when attacked by spacecraft.**
- **Vehicle scale units receive a Defence bonus of +5 when attacked by spacecraft.**

## PURSUIT

In Combined Combat, it is not possible for a vehicle to take the Flee Action unless there are no spacecraft remaining in the combat (they simply cannot drive away far enough). It is also impossible for an individual to escape from a vehicle or spaceship – although they might be able to hide if there is sufficient cover.
Units in different scales cannot pursue each other, nor do they need to make pursuit checks to target a disengaging unit. A vehicle or spacecraft that is successfully Jousted by a different scale unit does not get drawn back into the up-close zone.

## BATTLE ZONES

In Combined Combat there are a number of different battle zones, but they all share the same general area.

- In the centre of the zone is the Individual battle zone, where soldiers fight each other with laser rifles.
- The Individual battle zone is also the vehicle up-close battle zone. If a vehicle is up-close, it can be attacked by enemies in the Individual battle zone.
- The at-distance vehicle battle zone is also the up-close spaceship battle zone. Vehicles can fire at spaceships in the up-close battle zone.
- The up-close battle zone for spaceships encompasses all the vehicle and Individual battle zones. If a spaceship is up-close it can be attacked by all vehicle and individual units.

The diagram below shows how the different battle zones are nestled inside each other, with the Individual battle zone at the very centre, and other battle zones expanding outwards like the layers of an onion. In play, you can use three maps to show where people are, with either a grid map or a blank square map for Individual scale action, a vehicle scale map with its two battle zones and a spaceship map. Just remember that all the action takes place within the circle of the spacecraft up-close zone.




## ACTIONS

When a unit takes its turn it can perform its usual actions. An Individual scale unit can move and attack, and a spaceship or vehicle takes an Action. When a unit wants to attack a unit in a different scale, apply the following rules.

### Individual Scale Units

- An Individual Scale Unit attacking a vehicle determines the range normally (either the GM or the grid map will inform you what the range to the target is).
- An Individual Scale Unit can attack a spacecraft in its up-close battle zone. Unless the GM tells you otherwise, assume the enemy spacecraft is 400m away. As usual, add the spacecraft's Defence score to the range number.
- An Individual Scale Unit can attack a vehicle in its up-close battle zone. Unless the GM tells you otherwise assume the enemy vehicle is 50m away. As usual, add the vehicle's Defence score to the range number.
- Individuals add 5 to their Defence if attacked by vehicle scale weapons.
- Individuals add 10 to their Defence if attacked by spaceship scale weapons.

### Vehicle Scale Units

- Vehicle Scale Units can attack individuals by using any normal action (Joust, Strafe, Snipe, etc).
- Vehicle Scale Units can attack a spacecraft in its up-close battle zone with a Snipe or Broadsides action – however it can only attack spaceships with turrets. Fixed and Gimballed weapons cannot target spacecraft.
- Vehicles cannot tail spaceships or individuals.
- When Individual units are present in the combat, a vehicle can take the Crawl action (see below) if it is in its up-close battle zone.

- When in Combined Combat, vehicles at-distance can make a special Broadsides action targeting enemy spacecraft that are in the spacecraft -up-close battle zone. Vehicles cannot attack other vehicles or individuals with this special action.

- Vehicles with missile racks can target spacecraft in the spacecraft at-distance battle zone.

- Vehicles add 5 to their Defence if attacked by spaceship scale weapons.

### Spaceship Scale Units

- Spaceships treat all vehicles and individuals as if they were in the up-close zone. Spaceships can attack any unit in this zone, using an attacking action.

- A spaceship cannot be attacked in its at-distance battle zone except with vehicle-based missile launchers.

- When using the Snipe action against vehicles the spaceship does not gain the usual +1 bonus To Hit. You cannot use the Snipe action to target individual scale units.

- Spaceships cannot Dogfight vehicle or Individual scale units.

- When they are in their up-close zone, a spaceship can take the Hover action if there are enemy vehicles or individuals present.

- Spaceship scale Gimballed weapons do not provide their accuracy bonus against units that aren't spaceships.

### The Crawl Action

A vehicle making a Crawl action must be travelling at a speed of zero. You remain in the up-close zone, slowing down to a crawl in order to attack pesky Individual scale units, who you would otherwise have to zoom past. You can make an attack against an enemy Individual scale unit with all your weapons. Your Fixed and Gimballed weapons must all attack the same target. Your turreted weapons can attack different targets (including vehicles and spaceships in their up-close zones). Your vehicle's Defence becomes zero, as normal for a vehicle at zero speed.

### The Hover Action

A spacecraft taking the Hover action comes to a complete halt, hovering like a vulture over the battlefield. It can target any enemy individual or vehicle in the combat. Your Fixed and Gimballed weapons must all attack the same target. Your turreted weapons can attack different targets (including vehicles and spaceships in their up-close zones). Your spaceship's Defence becomes zero until you take another action.

## MAKING ATTACKS

Units follow their own rules when making an attack against an enemy. Individual scale units add the range difficulty number to the target's defence. Vehicles and spacecraft do not modify their attack rolls due to the range, but roll against the enemy unit's Defence score as normal.

Remember that a smaller scale unit being attacked by a larger scale unit gets a bonus to its Defence, either +5 or +10 (see above).

Spacecraft that are hit on a natural roll of 10 are subject to critical hits as normal.

### Taking Damage

It's one thing being shot by a laser pistol. It's quite another being blasted by a Sidewinder's Pulse Laser!

Vehicle scale weapons do twice as much damage to enemies in individual scale as they do to vehicles. Spaceship scale weapons do four times as much damage to vehicle scale enemies, and eight times as much damage to individual scale foes. A player shot by a spacecraft's small pulse laser would take not 10, but 80 points of Damage!

The same works in reverse, with an individual scale weapon doing half as much damage to a vehicle, and one eighth the damage to a spaceship (round down any fractions). A player who shoots their autopistol at a vehicle, rolling a maximum of Damage of 30, would inflict only 15 points of Damage. The same shot against a spacecraft would inflict only 3 Damage (3.75 rounded down).

The Damage totals are summarised in the table below.

DAMAGE SCALING

| Defender Scale | Attacker Scale | | |
|---|---|---|---|
| | Individual | Vehicle | Spaceship |
| Individual | Normal Damage | X2 Damage | X8 Damage |
| Vehicle | Half Damage | Normal Damage | X4 Damage |
| Spaceship | ⅛ Damage | ¼ Damage | Normal Damage |

As you can see it is probably not even worth a person on individual scale attacking a spaceship, unless the weapon they are carrying is incredibly powerful, such as a Missile Launcher or Plasma Accelerator. The spaceship, however, is likely to kill the individual in a single shot.

## Effects of Damage

**Individual scale units damaged by a vehicle or spaceship scale weapon are knocked over, in addition to any damage they might take.**

**Individual scale units are not subject to Damage bonuses (a pulse laser's Damage bonus vs shields or a Multi-Cannon's additional Burst Damage for example).**

**In all other ways Damage is taken as normal. Vehicles and Spaceships take Damage from their shields first before it transfers to the hull.**

## ADDING COMPLEXITY

The above rules assume that everyone is fighting on a more or less featureless plain, with nowhere to hide from enemy combatants. However, this is rarely the case. Most soldiers know full well that they stand no chance in the open against tanks and spacecraft and are likely to be taking deep cover. Likewise, vehicles will be keen to keep out of sight from the deadly spacecraft swooping above them. The following section considers additional factors and scenarios that might occur during a two or three scale combat.

## Cover for Individual Scale Units

Individual scale units can seek cover from vehicles and spacecraft, either from foliage such as bushes and trees or hard protection like buildings or large rocks. Obscuring cover provides a +2 bonus to the individual's Defence, hard protection provides a +4 bonus.

However this cover rarely lasts long against the awesome, shredding firepower of a vehicle or spaceship. If a vehicle or spaceship scale weapon misses an enemy only because of its cover bonus, the individual is missed, but their cover is blown away.

For example, a turret gunner in a Light Tank is shooting a Medium Multi-Cannon at a soldier firing from a farmhouse window. This is hard protection, so the soldier receives an extra +4 bonus to his defence. The soldier has a Defence (Dodge) of 3, with a +5 defence bonus from being small, and a +4 hard protection bonus from the farmhouse, for a total Defence of 12. The turret gunner rolls an 11 To Hit. The soldier has survived, but the window and wall of the farmhouse has been shot to pieces, leaving a large, gaping hole in the side of the house. The soldier will have to find somewhere else to shoot from if he wants any protection in the future!

The exception to this cover destruction rule is when an individual scale unit is protected by a hardened structure, such as a spacecraft or a solid bunker. Large structures have their own Hull scores (often

between 100-400 points, Spaceship scale). If the hardened structure is hit, it takes Damage instead of just collapsing.

### Firing at Buildings

Sometimes, when a number of soldiers are gathered inside a single building, it can be wiser to destroy the building than bother to pick off the soldiers individually. Buildings have a Defence of 0 and so are easily hit, but take Damage on the Spaceship scale. Some military buildings have shields, which deflect Damage and recharge in the same manner as spaceship shields.

The GM should decide how tough a building is. A small cottage should have about 40 Hull points, a barn about 10 or 20. A factory might have 500 Hull points, and a strongly built skyscraper as many as 1000. Important structures should be shielded, with a Shield score of about half the building's Hull point value.

A building reduced to zero Hull points collapses. Most people will die, or be buried alive in a building collapse. Players caught in a collapsing building take 4D10 points of Damage, and are trapped in the rubble if the Damage roll is even. Trapped players must be dug out after the battle.

### Cover for Vehicles

Vehicles receive a cover bonus from Spacecraft (but not from individual) scale units, depending on the obstacle table they have to roll on. A vehicle using the light or no obstacle table gets no Defence bonus. A vehicle using the Medium obstacle table gets a +2 defence bonus. A vehicle using the Heavy obstacle table gets a +4 Defence bonus.

Unlike individual scale cover, this cover is never 'blown away'. The vehicle is travelling so fast that it is constantly moving from one place of cover to the next, so it makes no difference if a particular tree or building is blown up as it moves.

### Cover for Spaceships

Spaceships don't, as a rule, receive cover defence bonuses. As long as the attacker can see the spaceship at some point during its flyby, it can attack it in open air.

### Ramming

A larger scale unit can attempt a Ram or Chicken action against a smaller scale one, but not the other way round. You cannot Ram a tank into a flying spaceship.

### Vehicles Ramming Individuals

If a vehicle performs a Ram or Chicken attack against an individual scale unit, the target must make a Dodge check, the difficulty number being the speed of the Ramming vehicle. On a success the individual unit dives out of the way. On a failure the individual takes Damage (remember to scale it accordingly) but inflicts no Damage on the vehicle.

You can only Ram an individual who is out of cover, or whose cover would not Damage the vehicle (light vegetation, piles of cardboard boxes, etc. Not trees or buildings.) The GM may decide that a vehicle can Ram multiple people in a single Ram (if many targets are bunched close together, for example). In this case each target must make a Dodge check as normal.

### Spaceships Ramming Vehicles or Individuals

A spaceship can only make a Chicken attack against Vehicles or individuals – it is moving too fast to pull off a Ram.

When a spaceship makes a Chicken attack against a vehicle, the vehicle must roll a D10 and add its Defence score to the roll. If this number equals or exceeds the Defence score of the attacking ship, the vehicle swerves out the way. Otherwise it is hit, taking the usual Damage for a head-on collision (remember to scale the Damage).

When a spaceship makes a Chicken attack against an individual, the target must make a Dodge check equal to the Defence score of the attacking spaceship.

If this check succeeds, the individual dives out of the way. Otherwise it is hit, taking the usual Damage for a head-on collision (remember to scale the Damage).

Once the Chicken attack is completed, the attacking ship ploughs into the ground and is destroyed.

### Using Vehicles on a Grid Map

If you use a grid map for personal scale combat, you might want to have vehicles making an appearance on the map. Check the size of the vehicle to see how many squares it should take up (a Borderworld APC would be five squares long and two squares wide, for example) and use a model or a cardboard counter to represent it.

Vehicles enter the grid map when they enter their up-close zone. Once on the grid map they no longer take vehicle actions, but must make a move and an attack as for an individual scale combatant.

Vehicles move four squares for every Speed point they are travelling, so a Speed 3 truck would move 12 squares. Vehicles do not turn as quickly as people, and can make one 45° turn each time they move forward a number of squares equal to their Speed. The Speed 3 truck can turn each time it moves three squares, for example. It is unwise to travel too fast in areas with lots of cover!

You do not use the obstacle table when using the grid map. Instead, a vehicle encounters Rough Terrain, Large Obstructions and Slopes when it drives into or over them on the grid map. If the Speed 3 truck mentioned above drives into a wall on the grid map, it counts as having hit a Large Obstruction.

Unlike the normal rules of the game, the pilot of the vehicle cannot make a Skill check to avoid the obstacle – either they hit it or they don't!

A vehicle on the grid map must drive off the edge of the map to move at-distance. Pursuit checks are not made, and a vehicle that does this is counted to have immediately disengaged.

If a vehicle is still on the grid map, it can target enemies that it can see with its weapons as normal. It can only target enemies with Fixed or Gimballed weapons in a 90° arc in front of it. Its turrets can fire at anyone it can draw a line of sight to. Attack rolls are made as normal.

Individual scale units attacking the vehicle calculate their range according to how far away the vehicle is, rather than assuming that they are 50m away.

Spaceships (and vehicles in the at-distance battle zone) always treat a vehicle on the grid map as being up-close. The GM decides if the vehicle should benefit from any cover from attacking spaceships.

## CREATING NEW BACKGROUNDS

The GM can feel free to invent new backgrounds for their players to choose. When creating a new background, try to ensure that it includes a broad variety of skills – not just combat ones.
A police-based background, for example, should include Culture & Law and Diplomacy. They do not spend all day just shooting people and beating them into submission!

Many players, if left to their own devices, would create backgrounds that increase only Combat Skills. This results in powerful but rather one dimensional characters.

A background consists of 50 points of Skill score bonuses, with a maximum bonus of +20 for any given Skill. You can include enhancements into your backgrounds as well. These count as 20 Skill points each.

## EMPLOYING CREW

Spaceship crew can be employed at the larger spaceports. Many 'spacers', as such secondary crew are often called, transfer from vessel to vessel very frequently.

Those that work in space are notoriously independent and stubborn. There is a perception amongst spaceship commanders that 'spacers think they know it all', and few show much deference or humility before their captains. Spacers are working people, often from generations of families that have been employed on spacecraft. All will have experienced shoddy employment practices from independent commanders and immoral deep space companies, and this has made them suspicious of all their would-be employers. They are a proud and belligerent people, but their long experience in space is invaluable.

A crew can be selected quickly or carefully. To fill a ship in a brief period of time is relatively easy. Just head down to the station's job board and auto-employ the number of people you need without checking references or giving interviews. The resulting crew are likely to be rather random in their experience, background and behaviour - rashly picking a crew can end up with filling your ship with a pack of pirates or ship-hijackers.

The more careful way to select crew involves setting up interviews and judging each candidate personally. Instead of making a Between Adventures roll, a player can interview up to six candidates.

You can determine the identities of available crew by rolling on the tables below. Crew employed in a hurry must be accepted just as rolled – at least for the first adventure. After that a commander can sack unhelpful or poorly-behaved crew members and employ some others. If you are interviewing, you can decide whether to employ the rolled crew member or not.

## PROCEDURE FOR GENERATING CREW

### 1) Generate a name.

Roll a D100 twice, once for a first name, once for a second. If you roll a title (like 'The Amazing') or a nick-name (like 'Skullcracker') roll again on the same table. Each crew member can have at most one title and one nick-name.

### 2) Roll for the crew member's important statistics.

Roll separately on this table for each statistic, taking into account the following factors:

**Only roll for Allegiance if the crew member has Principled morality. Crew members with other morality types just don't care enough to favour one side over the other.**

**When rolling for salary, add one to your roll for every score of 4 or 5 you roll in the crew member's other statistics. The maximum score is 10. Salary is paid at the start of each Between Adventures phase.**

The bonuses for Spaceship Piloting, Spaceship Weapons, Systems and Repair all work in the same way for crew as they do for characters. Combat Skill is a catch-all score just in case a crew member ends up in a fight. It is used to determine a crew member's Energy Weapons, Fighting and Dodge Skill bonuses. A crew member generally has 20 Endurance points. At the GM's discretion those with high Combat Scores can have more.

**Morality** is the conscience and ethics of the crew member in a nutshell:

Those with a Morality of None are heartless, sadistic or cruel – quite happy to engage in immoral activity such as piracy and slave trading.

If they can, they will plot to steal from their employer if they can figure out a way to get away with it. Murdering the commander in concert with other disgruntled crew members will definitely cross this crew member's mind.

## RANDOM CREW NAME GENERATOR

| D100 Roll | First Name | D100 Roll | First Name | D100 Roll | Second Name | D100 Roll | Second Name |
|---|---|---|---|---|---|---|---|
| 01 | Abe | 51 | Bridget | 01 | Abbott | 51 | Miller |
| 02 | Addison | 52 | Carol | 02 | Ackerman | 52 | Monday |
| 03 | Al | 53 | Cass | 03 | Anderson | 53 | Morris |
| 04 | Algernon | 54 | Clara | 04 | Archer | 54 | Myres |
| 05 | Baxter | 55 | Debs | 05 | Banks | 55 | Nash |
| 06 | Barry | 56 | Diana | 06 | Baxter | 56 | Nelson |
| 07 | Bill | 57 | Ellie | 07 | Bishop | 57 | Norman |
| 08 | Carl | 58 | Emma | 08 | Brewer | 58 | Osbourne |
| 09 | Chad | 59 | Fanny | 09 | Clark | 59 | Outlaw |
| 10 | Chuck | 60 | Flo | 10 | Clinton | 60 | Palmer |
| 11 | Dave | 61 | Gill | 11 | Cox | 61 | Paris |
| 12 | Daniel | 62 | Gwen | 12 | Daniels | 62 | Patton |
| 13 | Ed | 63 | Hayley | 13 | De'Ath | 63 | Payne |
| 14 | Elton | 64 | Holly | 14 | Dixon | 64 | Perkins |
| 15 | Fletcher | 65 | Iris | 15 | Edwards | 65 | Pierce |
| 16 | Fred | 66 | Izzy | 16 | English | 66 | Pond |
| 17 | Gerald | 67 | Jade | 17 | Fisher | 67 | Quick |
| 18 | Greg | 68 | Jenny | 18 | Fletcher | 68 | Quincy |
| 19 | Harry | 69 | Jessica | 19 | Foster | 69 | Rake |
| 20 | Hugh | 70 | Kate | 20 | Fry | 70 | Randall |
| 21 | Ike | 71 | Kim | 21 | Gabriel | 71 | Reynolds |
| 22 | Jack | 72 | Kitty | 22 | Goddard | 72 | Rider |
| 23 | Jim | 73 | Laura | 23 | Gore | 73 | Sanders |
| 24 | Kevin | 74 | Linda | 24 | Green | 74 | Savage |
| 25 | Lance | 75 | Lucy | 25 | Hackett | 75 | Sergeant |
| 26 | Lionel | 76 | Mel | 26 | Hampton | 76 | Skinner |
| 27 | Magnus | 77 | Molly | 27 | Harper | 77 | Southgate |
| 28 | Mark | 78 | Nancy | 28 | Henderson | 78 | Spencer |
| 29 | Max | 79 | Pam | 29 | Honeycutt | 79 | Stone |
| 30 | Neil | 80 | Peggy | 30 | Hopkins | 80 | Stroud |
| 31 | Neville | 81 | Rachel | 31 | Hunter | 81 | Taylor |
| 32 | Orson | 82 | Rose | 32 | Ingram | 82 | Thorn |
| 33 | Pete | 83 | Ruby | 33 | Irwin | 83 | Trask |
| 34 | Phil | 84 | Sally | 34 | Jacobs | 84 | Trueman |
| 35 | Randy | 85 | Sharon | 35 | Jameson | 85 | Vernon |
| 36 | Ray | 86 | Tara | 36 | Jeffers | 86 | Wade |
| 37 | Rich | 87 | Trudy | 37 | Jervis | 87 | Walker |
| 38 | Scott | 88 | Unity | 38 | Jones | 88 | Ward |
| 39 | Steve | 89 | Verity | 39 | Keighley | 89 | York |
| 40 | Spike | 90 | Yasmin | 40 | Kellogg | 90 | Young |
| 41 | Terry | 91* | Old | 41 | King | 91* | Skullcracker |
| 42 | Vince | 92* | The Right Hon. | 42 | Lee | 92* | Switchknife |
| 43 | Wayne | 93* | The Amazing | 43 | Leighton | 93* | Hotcakes |
| 44 | Will | 94* | Stuttering | 44 | Lockwood | 94* | Wilderbeast |
| 45 | Zach | 95* | Lying | 45 | Lucas | 95* | EmoGoth |
| 46 | Abbey | 96* | The Inexcusable | 46 | Mallory | 96* | Ace |
| 47 | Alexandra | 97* | One-eyed | 47 | Marshall | 97* | Terminator |
| 48 | Amy | 98* | Angry | 48 | Martell | 98* | Tabletop |
| 49 | Barbra | 99* | Lady | 49 | May | 99* | Deathmetal |
| 50 | Becca | 100* | Limping | 50 | Merchant | 100* | Mutley |

*Indicates a title or nickname. Roll again on the same table and ignore any roll of 91 or higher

## CREW SKILL TABLE

| D10 | Spaceship Piloting Bonus | Spaceship Weapons Bonus | Systems Bonus | Repair Bonus | Combat Skill | Morality | Allegiance | Salary (cr) |
|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 2 | 2 | 1 | None | None | 500 |
| 2 | 2 | 2 | 2 | 3 | 1 | None | None | 1000 |
| 3 | 2 | 2 | 3 | 3 | 1 | None | None | 1500 |
| 4 | 2 | 2 | 3 | 3 | 2 | Indifferent | None | 2000 |
| 5 | 3 | 3 | 3 | 4* | 2 | Indifferent | Empire | 2500 |
| 6 | 3 | 3 | 4* | 4* | 2 | Indifferent | Empire | 3000 |
| 7 | 3 | 4* | 4* | 4* | 3 | Indifferent | Federation | 4000 |
| 8 | 4* | 4* | 4* | 5* | 3 | Principled | Federation | 5000 |
| 9 | 4* | 5* | 5* | 5* | 4* | Principled | Federation | 7500 |
| 10+ | 5* | 6* | 5* | 6* | 5* | Principled | Alliance | 10000 |

*Add 1 to the crew member's salary roll for each asterisk

Those with Indifferent morality are just regular Joes. They don't particularly care about politics and look after themselves – but they don't go out of their way to hurt anyone else. An Indifferent crew member probably wouldn't mind a bit of harmless smuggling, and wouldn't have sympathy for those who attacked their employer, but might draw the line at illegal slave trading and acts of wanton murder.

Principled crew members are real stick-in- the-muds. They are stringent about following interstellar law, obeying procedure and often have strong political views. They would never engage in illegal activities of any sort, except in the most exceptional circumstances. On the other hand Principled characters are very loyal and conscientious, and are likely to go to their commander's aid or even take a bullet for them, if they believe it's the right thing to do.

All crew members begin with a laser pistol, flight suit and Remlok for equipment. If you want them to have anything else you'll have to buy their equipment yourself.

## FLYING WITHOUT CREW

The larger spaceships require more than a single pilot to function properly. Even if all the basic controls of a spaceship can be accessed by its main pilot, repairing damaged components, operating sensor scans, controlling the on-board life support and operating turrets all need a full crew once your players start to own ships of medium or greater size.

It is possible to fly even the largest ship single-handed, as long as everything is going well, but larger ships tend to develop a series of faults the longer they are in space and the more damage they receive.

When flying a medium or large ship single-handed the following penalties are in place:

- **Turrets have to fire on automatic. They shoot with a Spaceship Weapons bonus of 3.**
- **You cannot benefit from Floating Bonuses from your power distributor. It needs a crew member to balance the power of larger engines.**
- **You do not gain any bonuses from sensors, specifically bonuses to Dogfighting and Initiative.**
- **To use any scanners or sensors installed you must get out of the pilot seat and move to the sensor panel – so you cannot pilot the ship and scan things at the same time.**
- **Making emergency repairs takes twice as long in a medium ship, and four times as long in a large ship.**
- **You cannot earn money Between Adventures. Instead, you must spend the time servicing your ship and making multiple small repairs. If you do not do**

**this there will be a 10% chance each time you take off that your ship will fail to start. Even slamming the dashboard won't help. To make the ship space-worthy again you must spend 10% of its total value servicing it.**

If you have your full crew compliment, all of these penalties disappear. If you have less than a full crew, discuss with your GM which crew-members are dealing with the different tasks on the ship, and where you are short-handed. If you have a crew member operating the sensor suite, for example, you will not suffer any of the sensor penalties. Likewise, having a crew member operating the power distributor will allow you to assign your Floating Bonuses. However, you can only earn money Between Adventures, if your crew compliment is at maximum.

## RULE VARIANTS

### Interrupting Actions

Some GMs might not like the idea that players (and Opponents) can act so many times outside their turn. In the standard rules for Dogfighting, for example, you can roll against a Dogfight any number of times, potentially firing on an unlimited number of ships in the process. Although the length of time a single round takes up is never defined, some GMs might find it irksome that a gun-toting Anaconda sniping from a distance is attacking less often than a Sidewinder in the thick of combat.

Likewise, there are no restrictions on the number of times someone can Counter-attack in personal combat (except once per opponent) – a player could be surrounded by eight opponents and could conceivably counter-attack against all eight, if their enemies continue to miss whilst the player is parrying.

Interrupting Actions in combat exist to keep players engaged in the game, and to provide instant consequences to actions and mistakes made in battle. Players that are Counter-attacking and Dogfighting remain under constant pressure, simulating the chaotic swirl that occurs when you are right up in your enemy's face.

A secondary, but important, reason for unlimited Interrupting Actions is that it reduces the unbalancing (but admittedly realistic) effect of being outnumbered, both for players and opponents. If players are outnumbered two-to-one, but are more skilful than their opponents, they can attack more frequently – shortening the combat, allowing them to inflict more damage, and preventing them from feeling helpless as enemies queue up to take pot-shots at them. Likewise, if you want to put a single, deadly bounty hunter against the team, she will last longer and seem more dangerous as she swirls around the battlefield, guns blazing, attacking all her foes at once.

However, if that doesn't cut it for you, and you feel Interrupting Actions are ruining the experience for you and your players, implement the following rule:

**Rule Variant:** A player or NPC can only take a single Interrupting Action per combat round.

With this rule if someone Dogfights you, but you have already performed a Dogfight outside of your turn, your opponent automatically succeeds in the Dogfight and swings behind you and can attack you with all their weapons.

Likewise, in personal combat, you can only Counter-attack or make an Interrupting Attack once between your turns. If you have just punched someone for trying to shoot you at point-blank range, you cannot then Counter-attack someone else who missed you whilst you were Parrying, or attack an enemy that moved past you.

### Playing the Decimals (Karma Capability)

It might infuriate you that someone with a Charm score of 31 is as good at charming as someone with a Charm score of 39. Because we always round down when calculating Skill bonuses that high unit number in the score has no effect in the game.

If this bothers you, give all your players the following Karma Capability for free:

### Playing the Decimal (Free)

**You pull yourself together and concentrate.**
**That extra bit of focus will get the job done.**
**Karma Cost : 1**
**Effect :** After you make a Skill check or Attack roll, roll an additional die and add it to the unit number of your Skill score (if you had a Repair score of 23, the unit number would be three – the small number). If the result is 10 or more, you can add one point to the Skill check or Attack roll you have just made.

This Karma Capability makes Skill scores with high unit numbers more useful – but it's a little bit fiddly, hence its inclusion in the optional rules of the game.

### Diagonal Movement & Ranges

If you don't like the idea that diagonal squares use the same movement value as vertical and horizontal squares in Mapped Combat, use one of the following rules.

**Rule Variant:** Diagonal squares, for movement or measuring range, count as 3metres. This rule is simple, but can be a little unsatisfying as your players will often end up with one spare metre of movement they can't use on the board.

To solve this 'one spare metre' issue, consider also applying this rule:

**Rule Variant:** If you have only 1metres of movement left, you can move to any adjacent square, provided that square is not difficult terrain.

### Defence Tokens

When fighting in space and vehicle combat you may discover that players (and enemies) like to gang up on a weakened ship and concentrate fire upon it. Whilst this tactic is logical, it can be very disheartening if one of your players or an important NPC is the one being ganged up on.

In fact, in space and especially vehicle combat, it is not as easy as you might think for everyone to swamp the same spaceship. Often the best firing positions will be occupied by your friends, or allied ships might fly in the way of your fire during their manoeuvres. To reflect this difficulty and to give picked-on ships a chance, you can implement the following rule:

**Rule Variant:** After a ship or vehicle is attacked it gains a Defence token (this can be any marker you like, such as a button or cheap gemstone). Place this token somewhere visible to the players and GM. You gain this token after the attacker has finished attacking with all their weapons. For each Defence token, your ship or vehicle gains a +2 bonus to its Defence. If another enemy attacks you, then you will gain another Defence token. There is no limit to the number of Defence tokens you can gain. At the start of your turn, discard all your Defence tokens.

The effect of this rule is to make it increasingly hard to attack a ship which has been attacked previously in the round. A badly piloted Sidewinder might have a Defence of 10. If three of your allies have already attacked it, its Defence will rise to 16! You might consider attacking an easier target instead.

You should probably introduce this rule once your players have picked up on the idea of focusing fire and it starts to become a problem in-game. If your players tend to prefer to take on their own opponent, there is no need to burden the game with this rule.

### Group Fire

Once your players start buying larger ships such as the Asp Explorer or Anaconda you might discover that combat is taking much longer. Part of this reason is due to the large number of Attack rolls a large ship can make in a round (up to eight!).

Usually when a pilot fires their weapons, they will group similar guns together to fire with a single pull of the trigger. All the guns will either hit or miss together.

**Rule Variant:** If your ship has more than one of the same weapon, they must all fire together. All the weapons share a single Attack roll and inflict identical Damage. If you score a critical hit, only one weapon damages the component hit.

This rule should be used with caution with starting players, whose smaller ships might be annihilated in a single volley!

### Avoidable Explosives

As written, grenades are very dangerous and effective weapons. In the right circumstances, such as fighting a bunched-up group of enemies in a medium-sized room, they dominate rather too effectively. In Mapped Combat this issue is particularly obvious, since the distances involved on most wipeable battle maps are perfect for mass grenade use.

One of the uses of grenades that the core rules do not explore well enough is the idea that they are used to flush people out of cover. The Avoidable Explosives rule reflects this reality, whilst also making grenades less effective. The downside is that it makes using explosives slower and more complicated.

**Rule Variant:** Implement the following additional rules, once you have determined where a grenade or missile has landed.

### Hitting with Grenades

When a grenade lands it causes extreme panic. Those at risk of the grenade have great motivation to do something about it right away. Starting with the individual closest to the grenade, each individual in the explosion radius of the grenade can make an immediate reaction, choosing from the following:

### Run for cover

Everyone who is in the blast radius of the grenade, fatal or injury, can make a Dodge Skill check. The result is the number of metres that the individual immediately moves away from the grenade. Players or opponents with the Fast Runner enhancement will move an additional two metres away for each Fast Runner enhancement they pick. If possible the running individual must dash out of the blast radius. If you roll a natural 1 on the Dodge Skill check you do not move at all.

Unlike normal movement, you cannot move through the spaces of your allies. Grenades tend to cause mass panic, including shoving, tripping and blocking. This makes escaping from a grenade through a narrow exit quite difficult.

### Throw back the grenade

If the grenade lands within two metres of someone, that individual can try to grab the grenade and throw it back. This is extremely risky as grenades are usually carefully timed to explode soon after impact. If you wish to do this, roll a die. On an 8 or more you can make an immediate grenade attack using the grenade that just landed at your feet. On a 7 or less, the grenade immediately explodes (anyone who hasn't yet taken a reaction misses their chance).

### Jump on the grenade

If the grenade lands within four metres of someone, that individual can opt to cover the grenade with their own body. The grenade immediately explodes, inflicting double its fatal Damage on the noble soul who jumped on it. It inflicts its injury Damage on those in the fatal radius, and no Damage to anyone in the injury radius. The individual who jumped on the grenade is knocked over.

Once everyone has completed their reaction, the grenade will detonate, if it hasn't done so already.

### Hitting with missiles

Missiles and grenade launchers also allow a run for cover reaction. You cannot throw back or leap on the grenade with these weapons.

## SCOOPING UP CARGO

You can collect cargo canisters, mineral fragments, escape pods and other small items by opening the cargo hatch on your ship and scooping the item inside your cargo hold. If you are not under any time pressure, such as combat or needing to collect a dying ally before their oxygen runs out, you can do this automatically without making any Skill checks.



If you are under time pressure you must pass a Difficulty 8 Spaceship Piloting check to collect the item at high speed. A failure means you and the item take 5 points of Damage – this is often enough to destroy the item.

## SPACE TRAVEL

The development of small spacecraft able to make independent hyperspace jumps has revolutionised travel in the galaxy. All but the most basic shuttle or tiny space fighter has a Frame Shift Drive which can jump a craft millions of kilometres in a single jump. In total, most spacecraft have three modes of travel: Realspace, Supercruise and Hyperspace.

### Realspace

Realspace is sub-light speed travel. A ship's thrusters propel a ship in much the same way as an air fighter, by igniting fuel and hurtling propellant out of the back of its engines. A ship using thrusters travels quite slowly. A Lakon Type-9 Heavy can achieve a speed of about 200 metres per second at full speed, with a Cobra Mk III twice as fast at 400 metres per second.

It is possible to travel much slower than this in Realspace, or even to come to a complete halt.

At Realspace speeds it can take years to travel across an entire system. Travelling to other stars is effectively impossible as most small spacecraft would consume their fuel and supplies long before the century-long trip reached its end.

It is only possible to engage in Space Combat at Realspace speeds. Supercruise is so fast that you would catch up with your own weapon fire if you pulled the trigger.

### Supercruise

In order to travel inside a planetary system without the journey lasting months or years, your Frame Shift Drive can activate a travel mode called Supercruise. Whilst in Supercruise you travel very quickly – exactly how fast depends on how far away you are from a source of heavy gravity, such as a planet or star.

When in close orbit your Supercruise can propel you about 200 kilometres per second – fast, but too sluggish for space travel. The further you get from the gravity source, the faster you can go. At a good distance, you can start travelling at twenty times the speed of light (or 20 light seconds per second). If you fly well outside the gravitational influence of the star and its planets, you can travel at hundreds of times the speed of light … but at that point you're not going anywhere except the deep void of space.

In a small planetary system with just a single star and perhaps nine or ten planets, you can cross the entire system in about six minutes. When you are in a system with multiple stars, the travel time to a companion star varies enormously – but as a rule of thumb it takes about ten minutes to reach the companion star, unless it is very close.

Unlike Realspace, Supercruise has a minimum speed of about 30 kilometres per second. Travel any slower and your Frame Shift Drive will destabilise and you will drop back into Realspace.

Whilst travelling in Supercruise you cannot be attacked. In order for a pirate or police ship to attack you they must pull you out of Supercruise with a Frame Shift Drive Interdictor (see Spacecraft – Internal Components).

### Hyperspace

Travelling though Hyperspace you can 'jump' multiple light years at a time and enter a new planetary system.

Your Frame Shift Drive allows you to make Hyperspace jumps, which takes navigational data from the ship's computer to fly you into a new system. Unlike Realspace and Supercruise, you cannot pilot a ship through Hyperspace manually – the speeds are too great and the experience too strange to make rational decisions about what direction to travel.

Going into Hyperspace is a weird business. To the human eye it is like entering a tunnel which bleeds colour. Strange fog-like energy clouds and odd lights flicker in the tunnel, and ghostly sounds echo in the ear as the Frame Shift Drive warps reality and space around it. Spacers have a nickname for the tunnel – 'witchspace'.

Despite the ominous experience – modern Hyperspace travel is a very safe business. You are far more likely to have a Thruster breakdown than a Frame Shift Drive failure in the middle of a Hyperspace jump.

When you emerge from Hyperspace your ship will be in a distant orbit of the star with the greatest mass in the system (its primary star). Currently, it is not possible to fine-tune the Hyperspace jump to appear at a location of your choice. Hyperspace travel is a complex business and only the largest mass point in a system is visible to the ship's sensors.

The main restrictions to Hyperspace travel are the maximum distance allowed by the Frame Shift Drive and the amount of fuel the ship can carry in its tank. Larger and better quality drives allow bigger jumps and a big fuel tank lets you travel further.

You cannot be attacked or intercepted in Hyperspace, no matter what superstitious spacers might tell you over a few mugs of Asp Exploder ale.

### STEALTH

If your players wish to hide or sneak through an area, try to decide if someone is actively searching for them or not. If players are not being actively searched for, you can probably let them automatically sneak around, except in unusual situations. For instance, if they are walking across a crunchy surface, or are dressed in glowing neon clothes.

If players are avoiding fixed tracking systems such as cameras, fields of lasers or pressure sensitive floors, have them make a Stealth Skill check – a difficult one for tracking systems that are hard to avoid such as the pressure sensitive floors and easier ones for cameras that sweep the area in a predictable fashion.

If another person suspects that someone is present or is actively looking for the players, have that person make a Perception check. This is the number players must pass on their Stealth checks in order to sneak by.



#### MURPHY'S LAW

There is an old saying. If something can go wrong it will go wrong. In EDRPG things go wrong at least 10% of the time since rolling a one is an automatic failure on a Skill check.

To counter this, you probably want as few people as possible making checks at the same time, especially if a single failure will cause disaster.

Stealth is a case in point. If an entire mission hangs on all the players making Stealth checks, the chance of failure increases massively the more players that are in your game.

It is best, in these sorts of situations, to have one player 'lead' the rest of the group. They'll step where she steps and duck into cover when she does. This means that only the lead player needs to make the Stealth check, rather than the whole party – which helps to reduce the odds that some idiot will roll a '1'.

## TRACKING SHIPS

### Supercruise

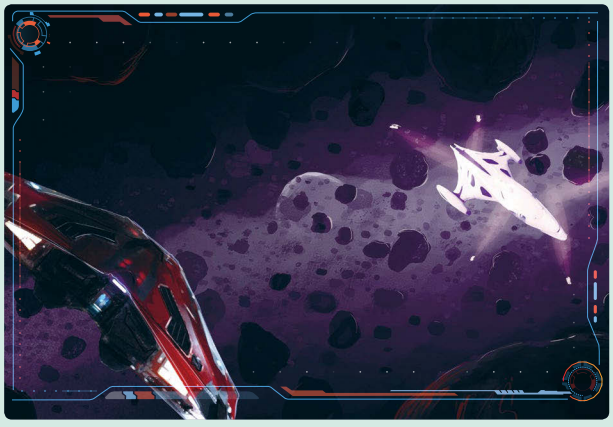
When in Supercruise, a player can generally see all ships within about 500 light seconds of them that are also in Supercruise. It is, for the most part, impossible to hide your Supercruise trail – it is simply too bright and obvious to mask and produces a large sensor signal.

### Realspace

In Realspace matters are different. The easiest way to track a ship in Realspace is by its heat signature. The fusion power plants on spaceships produce a lot of heat, which has to be vented into space in order to prevent the ship from overheating. Most ship sensors can detect other ships between five and seven kilometres away, provided that ship is venting heat.

A ship can become invisible to scanners by closing its heat vents and deactivating its shields. This is called 'silent running', but it is a risky procedure.

A ship cannot maintain 'silent running' for longer than a minute, before it begins to overheat and cause Damage to the ship and crew. A ship equipped with heatsinks can silent run for longer, by venting the heat into thermo-conductive capsules. Each time a heatsink is activated, it allows a ship to silent run for another minute without taking Damage.



If you remain 'silent running' for more than a minute, the ship and its crew takes Damage. Crew members take 1D10 Damage every ten seconds. In addition, three random ship components take 1D10 Damage each.

A ship which overheats for two minutes without opening its heat vents or deploying heat sinks will explode.

While 'silent running' a ship has no shields (since these project an easily detectable energy signature) and it is hard to detect on sensors. Unless someone is actively trying to detect hidden ships by performing concentrated sensor scans, the ship will remain invisible to sensors.

The ship can still be seen visually – 'silent running' does not make you literally invisible, but unless you sail past the windows of your enemy, you will probably remain hidden.

In cases where someone is performing an active sensor scan and you are trying to sneak around them, the sensor operator must make a Systems check, adding a bonus equal to the general scan of their sensor component. For instance, a Python is trying to detect an enemy Vulture which engaged it in battle but is now sneaking away. The Python has a 6B sensor component, which means the operator makes a Systems check with a +3 bonus. The ship that is silent running makes its Systems check, adding a +4 bonus to the roll if it is a small ship, and a +2 bonus if it is a medium sized ship (large ships get no bonus). If the sensor operator passes the check, they can see the ship.

A detected 'silent running' ship can be attacked as normal, however Gimballed weapons and automated turrets suffer a -4 penalty To Hit, and guided missiles such as seekers and torpedoes cannot be fired.

A ship which has been 'silent running' can reactivate its Shields when it stops trying to hide. However the Shields must recharge as normal (see Recharging Shields in Space Combat).

### Hyperspace

Ships cannot track each other through Hyperspace directly. When you enter Hyperspace, it is impossible to detect anything except very large sources of gravity

(such as stars and black holes) and by the time you have detected such bodies you will have already passed by (or through) them. However, it is possible to track ships through Hyperspace indirectly.

When a ship launches into Hyperspace or Supercruise, it leaves a powerful electromagnetic signal behind it. This signal lasts for about ten minutes. With a Frame Shift Wake Scanner, you can scan and interpret the signal, figuring out the type of ship that left the signal and its Hyperspace destination.

To do this you need a Frame Shift Wake Scanner installed (it is a Utility Mount item) and you must be within three kilometres of the point at which the ship entered Hyperspace. You must pass a Difficulty 10 Systems check to successfully scan the Hyperspace wake and determine the destination of the ship. Some ships (especially those owned by state security organisations) might scramble their Hyperspace wakes, requiring a 12, 14 or even 16 as a difficulty number instead.

## TRADING (IN-GAME)

Mostly players will conduct trading Between Adventures (see the next chapter). To trade properly involves finding a profitable route between a number of systems and repeatedly selling the same goods over and over again. Whilst it can be quite satisfying watching your credit balance rise in this manner, it makes for rather dull gameplay, especially for players who have ships fitted out for combat or exploration. For this reason, player trading is done outside the adventure most of the time.

Sometimes, however, you will want to simulate a trade run in-game. Perhaps your players have picked up a large quantity of illegal merchandise and need to find a buyer. Players can also capture cargo from enemy ships or bases and usually like to know the exact value of their find and where they can sell it.

When trading, a player should buy commodities at systems where those goods are mass-produced.

For example, it is cheaper to buy a crop harvester on an industrial world than on an agricultural world. This is because crop harvesters can be produced in large numbers on an industrial world, but there is no local demand for them (most industrial worlds are not earth-like planets). On the other hand, an agricultural world will probably have very few factories and the crop harvesters they do produce will be snapped up quickly by the local inhabitants.

In game terms we would say that industrial worlds produce crop harvesters and that agricultural worlds demand them. The trading table will tell you which systems produce or demand each good. Goods that are produced are sold for somewhere between the minimum and average price. Goods that are in demand are bought for somewhere between the maximum and average price.

As the GM you must decide what kind of economy a system is. If you are using the Random Generation System it will generate the kind of economy a planetary system is, as well as the security level. If the system has very few settlements (space stations, outposts and star ports) it will generally be poor. Systems with many settlements are usually rich. There are exceptions; the Lave System is extremely wealthy, despite the fact it has very few space ports. Extraction economy star systems are often quite poor, especially older systems that have drained most of their natural resources.

The prices here are only guides. Vary them often.
A system with an excess of copper might sell copper at prices even lower than the minimum price listed here. Likewise, a system that has undergone a dreadful volcanic upheaval, might be willing to pay far above the maximum price for Atmospheric Processors (although only a cold-hearted trader would sell to desperate people at such a price).

## COMMODITIES LIST (ALL PRICES IN CR)

| Commodity | Min Price | Avg Price | Max Price | Produced | Demanded |
|---|---|---|---|---|---|
| Advanced Catalysers | 2,400 | 3,000 | 3,600 | High Tech | Refinery |
| Animal Meat | 1,000 | 1,500 | 2,000 | Agricultural | Rich/High Population |
| Aquaponic Systems | 130 | 315 | 500 | High Tech | Terraforming and Agricultural |
| Atmospheric Processors | 250 | 325 | 400 | Industrial | Terraforming |
| Auto Fabricators | 3,200 | 4,100 | 5,000 | High Tech | Industrial and Terraforming |
| Basic Medicines | 200 | 400 | 600 | Industrial/High Tech | All except Industrial and High Tech |
| **Battle Weapons** | 6,000 | 7,000 | 8,000 | Industrial | War Zones |
| Beer | 70 | 185 | 300 | Agricultural | Frontier worlds |
| Bertrandite | 2,000 | 2,400 | 2,800 | Extraction | Refinery |
| Beryllium | 7,800 | 8,400 | 9,000 | Refinery | Industrial |
| Bio-waste | 1 | 20 | 40 | All except Agricultural | Agricultural |
| Clothing | 180 | 240 | 300 | Industrial | Poor |
| Coffee | 1,000 | 1,500 | 2,000 | Agricultural | All except Poor and Agricultural |
| **Combat Stabilisers** | 2,200 | 2,850 | 3,500 | High Tech | War Zones |
| Computer Components | 300 | 400 | 500 | Industrial | High Tech |
| Consumer Tech | 6,000 | 7,000 | 8,000 | High Tech | Rich |
| Copper | 300 | 450 | 600 | Refinery | Industrial |
| Crop Harvesters | 1,500 | 2,000 | 2,500 | Industrial | Agricultural |
| Domestic Appliances | 300 | 500 | 700 | Industrial | High Population |
| Explosives | 120 | 260 | 400 | Refinery /Industrial | Extraction |
| Fish | 200 | 450 | 700 | Agricultural | Frontier world |
| Food Cartridges | 30 | 115 | 200 | Industrial | Poor |
| Fruit & Veg | 150 | 325 | 500 | Agricultural | Rich |
| Gallite | 1,600 | 1,850 | 2,100 | Extraction | Refinery |
| Gallium | 4,000 | 5,000 | 6,000 | Refinery | HighTech |
| Gold | 9,000 | 10,000 | 11,000 | Extraction | Industrial/High Tech and Rich |
| Hazardous Environment Suits | 150 | 325 | 500 | High Tech | Refinery and Terraforming |
| Hydrogen Fuel | 50 | 100 | 130 | All except High Tech | High Tech |
| **Imperial Slaves** | 13,000 | 15,000 | 17,000 | High Population Imperial Systems | Imperial or Low Security Industrial and Refinery |
| Liquor | 400 | 600 | 800 | Agricultural | Core Systems |
| Mineral Extractors | 400 | 550 | 700 | Industrial | Refinery |
| **Narcotics** | 8,800 | 9,400 | 10,000 | Low Security Systems | High Security Systems |
| Palladium | 12,000 | 13,250 | 14,500 | Extraction | Rich High Tech |
| Performance Enhancers | 6,200 | 7,100 | 8,000 | High Tech | Rich |
| Platinum | 20,000 | 21,500 | 23,000 | Extraction | Rich Core |
| Progenitor Cells | 6,300 | 7,150 | 8,000 | High Tech | High Population |
| Resonating Separators | 5,000 | 6,000 | 7,000 | High Tech | Refinery |
| Robotics | 1,400 | 1,950 | 2,500 | High Tech | Industrial |
| Silver | 4,200 | 4,600 | 5,000 | Extraction | Industrial/High Tech |
| **Slaves** | 10,000 | 11,000 | 12,000 | Poor Independent Systems | Low Security Industrial and Refinery |
| Superconductors | 6,000 | 6,750 | 7,500 | Refinery | Industrial, High Tech, Terraforming |
| Tea | 1.200 | 1,850 | 2,500 | Agricultural | All except Poor and Agricultural |
| Titanium | 600 | 850 | 1,100 | Refinery | Industrial |
| Wine | 120 | 260 | 400 | Agricultural | Rich |

**Advanced Catalysers:**
Artificial chemicals that speed up mineral separation in refineries.

**Animal Meat:**
Luxury 'real' food harvested from agricultural animals.

**Aquaponic Systems:**
Machines that alter or maintain a water supply to allow selected organisms, like fish and plankton, to survive.

**Atmospheric Processors:**
Used extensively in terraforming to create human breathable atmospheres.

**Auto Fabricators:**
Allows digital printing of goods on a large scale.

**Basic Medicines:**
Conventional treatments for injuries and disease.

**Battle Weapons:**
Human portable heavy weapons. Large scale sale is generally illegal in most systems.

**Beer:**
Mild alcoholic drink. Illegal in some systems.

**Bertrandite:**
The mineral ore of Beryllium.

**Beryllium:**
A light metal with a high melting point. Used extensively in spacecraft alloys.

**Bio-Waste:**
Human and animal waste treated chemically. Used as a fertiliser.

**Clothing:**
Mass-produced clothes produced industrially for the lower-end retail market.

**Coffee:**
Mildly addictive, bitter water flavouring.

**Combat Stabilisers:**
Pain de-sensitising drugs. Illegal in most systems.

**Computer Components:**
Memory, processing and storage chips for computers.

**Consumer Tech:**
Luxury brand electronics, including hand coms and display contacts.

**Copper:**
Cheap conductive metal for low-tech electronics.

**Crop Harvesters:**
Agricultural machinery.

**Domestic Appliances:**
Washing machines, plate-washers, cutlery polishers, clothing compressors, etc.

**Explosives:**
Thermo-reactive materials used en-masse for strip mining and urban engineering.

**Fish:**
Common foodstuff produced in bulk on earth-like and water worlds.

**Food Cartridges:**
Food material for printing in automated 'food chef' devices.

**Fruit & Veg:**
Produce grown on agricultural worlds and avoided by small children.

**Gallite:**
The ore of gallium.

**Gallium:**
Low melting point metal used in lasers and superconductors.

**Gold:**
Used in valuable jewellery and as a superior conductor in electronics.

**Hazardous Environment Suits:**
Protection against toxic environments.

**Hydrogen Fuel:**
Spacecraft fuel, fused into helium to create energy.

**Imperial Slaves:**
Indentured servants working off debts or crimes. Illegal for sale outside the Empire.

**Liquor:**
Highly alcoholic, luxury drink. Illegal in some jurisdictions.

**Mineral Extractors:**
A grey goo composed of nanites and other tiny machines that separate metals from rock.

**Narcotics:**
Addictive recreational drugs. Illegal in the Federation and some independent worlds.

**Palladium:**
Conductive metal used in high tech electronics and atmospheric purifiers.

**Performance Enhancers:**
High tech steroids used to increase physical and mental strength. Legally dubious and highly addictive.

**Platinum:**
Corrosion-resistant precious metal, also used in electronics .

**Progenitor Cells:**
Human life-extension technology that replaces ageing or damaged cells.

**Resonating Separators:**
Machines that separate waste mineral components from metal ore using precisely pitched vibrations.

**Robotics:**
Automated machinery such as drones, factory bots or human care androids.

**Silver:**
An excellent conductive and reflective metal used in technology and jewellery.

**Slaves:**
Unpaid human workers, forced to work in the most hazardous or unpleasant environments. Illegal in all policed systems, but tolerated in corrupt states.

**Superconductors:**
Zero-resistance electrical conductors.

**Tea:**
The most civilised drink in the galaxy.

**Titanium:**
Super-strength metal used in armour technology.

**Wine:**
Alcoholic, fermented grape juice.

## BETWEEN ADVENTURES

### Your players don't have to spend every hour of every day with each other.

Many characters in Elite Dangerous are independent types who like to earn their own living, supplementing their time with their fellow adventurers with a nice bit of mining, trading, exploration or bounty hunting.

Unless your campaign is an intensive, day-by-day account of your players' lives (which is completely fine, by the way) you should allow them to earn a little money of their own Between Adventures. Exactly when you do this is up to you. Sometimes you will conveniently terminate a mission at the end of your playing session, in which case your players determine their income just before they leave for the evening. Other times you will end a mission in the middle of a session, so you can let your players roll for income before presenting them with a new adventure.

Between each mission the players can be allowed to earn an income through various independent activities. This represents a time frame of several weeks. Players cannot modify their ships before making a Between Adventures Income roll – ship modification is done afterwards. However if a player owns multiple ships they can choose which ship they use to earn income.

Note: If a ship is modified during an adventure this is fine, but GMs should be careful about players too swiftly retro-fitting their ships to take advantage of the Between Adventures income.

In each of these Between Adventures activities we do not specify what commodity you have traded or mined, or what planets you have discovered or spacecraft destroyed. Feel free to invent these details yourself or let your players decide, but try to be realistic: Your players may claim to have destroyed a fully armed Anaconda in their Sidewinder but few people will believe them!

## SAFE TRADING

**Employee Risk Number: 10**

**Requirements:** At least one cargo rack installed on your ship.

Safe Trading involves using well-policed, popular trade routes between well-established star systems that have predictable needs. Providing food to industrial worlds or crop harvesters to agricultural ones is a good example of the kind of tedious, anodyne transaction that Safe Trading involves.

To be successful at Safe Trading you need a ship with as many cargo racks as you can squeeze into it, and a good Trading Skill. Anyone can trade, but experienced entrepreneurs in large cargo vessels will be the most successful.

Safe Trading does not represent a single transaction, but many dozens of trips between different but secure star systems.

### MINI CORPORATIONS

A player might employ someone (an NPC crew member) to fly one of their spare ships in order to increase Between Adventures income. Provided you like this idea and want to allow it, you can have the player employ some additional crew (see the Employing Crew section in the GM Procedures chapter). NPC crew don't have Trading or Navigation skills. In this case you can use the employing player's Skill bonuses to determine income. Any NPC ships must be fully crewed to gain Between Adventures income.

There is a risk an NPC employee could perish (and lose the ship) during their work.

When you have selected an activity for your employee to engage in, make a Risk check for each of your employees by rolling a D10 and comparing the employee risk number. If you roll that number or higher the ship is lost/destroyed – and its crew with it.

To find out how much money you make with your Safe Trading, first roll the percentile dice to see what the profit per ton of your trading is.

### SAFE TRADING

| D100 Roll | Profit per ton |
|---|---|
| 01-05 | 500 |
| 06-15 | 600 |
| 16-25 | 700 |
| 26-35 | 800 |
| 36-45 | 900 |
| 46-75 | 1000 |
| 76-80 | 1100 |
| 81-85 | 1200 |
| 86-90 | 1300 |
| 91-95 | 1400 |
| 96-100 | 1500 |

Once you have determined your profit per ton, multiply the result by your character's Trade bonus and then the number of cargo canisters your ship can hold. The result is how many credits you make whilst trading.

## ASTEROID MINING

**Employee Risk Number: 9**
**Requirements:** At least one mining laser. A refinery. At least one Cargo Rack.

Scattered through the galaxy are vast asteroid fields containing a great wealth of common and rare minerals ripe for extraction. Asteroid mining is an ancient profession, practiced since the earliest days of interstellar travel. Ships with mining lasers (modified beam weapons that split rocks into components rather than annihilating them) tunnel into the sides of mineral rich asteroids in planetary rings or thinly spread asteroid belts. The scattered components are then scooped up into the cargo hold of the mining ship and processed in an on-board refinery. The refinery sifts away the worthless rock from the asteroid fragments and stores the remaining valuable minerals. The process is slow – especially without collector drones to pick up the fragments for you – but sometimes fabulous riches can be found; gold, silver, palladium and platinum are all very valuable. Osmium and Panite are even rarer and more valuable still.

Asteroid mining is a potentially very profitable side business – but it requires a fair amount of specialised equipment. Your ship must have at least one mining laser, a refinery and at least one Cargo Rack installed in order to mine asteroids. Additional equipment such as prospector and collector drone controllers increase your potential yield.

To find out how much money you make from asteroid mining, first roll on the table below to discover the basic value of your yield.

### ASTEROID MINING

| D100 Roll | Yield Value |
|---|---|
| 01-05 | 200 |
| 06-15 | 400 |
| 16-25 | 600 |
| 26-35 | 800 |
| 36-45 | 900 |
| 46-75 | 1000 |
| 76-80 | 1200 |
| 81-85 | 1400 |
| 86-90 | 1600 |
| 91-95 | 1800 |
| 96-100 | 2000 |

To find your total profit, do the following:

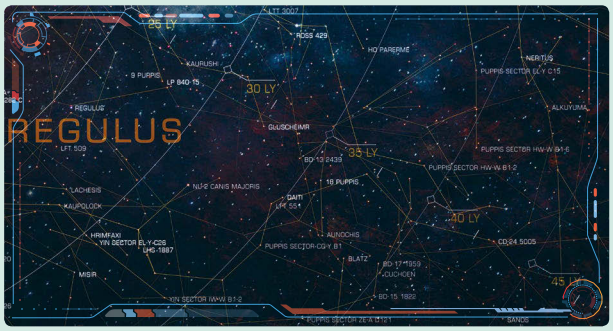
- **Add up the bonuses from all your mining equipment together (mining lasers, refineries, collector and prospect drones).**
- **Add the number of cargo canisters your ship can hold to the number.**
- **Multiply this total by your Planetary Knowledge Skill bonus.**
- **Then multiply this number by the yield value you just rolled.**

This is the total, in credits, that you earn from your mining expedition.

## EXPLORATION

**Employee Risk Number: 8**
**Requirements:** A basic, intermediate or advanced Planetary Scanner.

Surveys of nearby stars are in constant demand by Universal Cartographics, the famous galaxy mapping organisation. A single survey of a discovered planet is never enough. Planetary bodies are massive and complex in their structure, stars emit differing levels of radiation and can vary a great deal in their stability and solar activity. Dozens, if not hundreds, of separate surveys are required by colonial and exploitation companies before they risk millions of credits on a new venture.




Exploration in the Between Adventures phase is this kind of double-checking research. Your ship will explore previously mapped stars to verify earlier finds, scan for changes in planetary and stellar bodies, and try to discover any rich nuggets of missing data, such as asteroids with valuable metals, or hidden deposits of life on hostile worlds.

Exploration involves going very far out from the centre of interstellar space. The further out you go, the rarer the scan data you can return with. Hyperspace range and good scanning equipment are the most important factors in exploration. Possessing an SRV (Surface Reconnaissance Vehicle) is also useful, since it can help you confirm, up close, finds you have made in your sensor sweeps.

To find out how much money you make from exploration, first calculate the Exploration Value of your ship. One of the largest components of your Exploration Value is the maximum range of your Frame Shift Drive. Consult your ship roster to see how far your ship can travel in a single jump and then consult the table opposite:

### RANGE MODIFIERS

| Range | Exploration Value |
|---|---|
| 9LY or less | None |
| 10-13LY | 1 |
| 14-17LY | 2 |
| 18-20LY | 3 |
| 21-23LY | 4 |
| 24-26LY | 5 |
| 27-29LY | 6 |
| 30-32LY | 7 |
| 33LY + | 8 |

In addition to your maximum range you gain additional Exploration Value points based on the equipment on your ship and your Navigation Skill bonus.

### EQUIPMENT TYPE

| Equipment | Exploration Value |
|---|---|
| Basic Discovery Scanner | None |
| Intermediate Discovery Scanner | 2 |
| Advanced Discovery Scanner | 5 |
| Detailed Planetary Scanner | 3 |
| Planetary Vehicle Hanger with SRV | 2 |
| Fuel Scoop (Any type) | 1 |
| **Skill** | **Exploration Value** |
| Navigation | Your Navigation Bonus |

Add all your exploration modifiers together, and then consult the Exploration Table below. This is the amount of credits you make selling your exploration data.

### EXPLORATION TABLE

| Exploration Value | Discovery Yield |
|---|---|
| 1-5 | 8,000 |
| 6-10 | 40,000 |
| 11-15 | 180,000 |
| 16-20 | 300,000 |
| 21-25 | 1,000,000 |
| 26+ | 3,000,000 |

## BOUNTY HUNTING

**Employee Risk Number: N/A** (You cannot send NPC employees bounty hunting.)
**Requirements:** A certain number of filled weapon hard points (see below).

Bounty Hunting is the semi-legal profession of killing people for money. Bounty Hunters track down and kill wanted criminals in a given legal jurisdiction, and are paid in exchange. Most of the crimes committed by such criminals are unquestionably bad – murder, assault, piracy, weapons smuggling, and so forth. However, it is possible to be branded a criminal for ethical behaviour, such as freeing slaves or rescuing people from illegal incarceration, or just through unfortunate misunderstandings. Bounty hunters kill these people too.

Criminals can be found anywhere, but the best place to hunt them is along the trade routes of politically unstable star systems. Bounty Hunters either rely on being able to pull potential criminals out of Supercruise with a Frame Shift Drive Interdictor or by posing as vulnerable traders in combat capable multi-role ships such as the Cobra Mk III or the Asp Explorer.

Riskier than this, but potentially very profitable, is to hang out in pirate-controlled areas of space (often asteroid fields, which can help a pirate escape from the law if required) and brazenly attack them in their own neighbourhoods. Such a high risk strategy can pay dividends, but the costs to the bounty hunter in repairs and ammunition can sometimes outstrip the rewards gained.

When bounty hunting you must choose the level of risk you are willing to face in order to make credits. Low risk areas (police patrolled trade routes) are the easiest but least rewarding. Hazardous Risk areas (hanging inside no-go pirate controlled space zones) can yield millions – but be prepared for the fight of your life.

### UNSUITABLE BOUNTY HUNTER SHIPS

There is no end to the devious cunning of players and some enjoy finding exploits in the strangest of places. The intention of the rules for Bounty Hunting is so that vessels such as the Fer-De-Lance, Cobra Mk III and Vulture can all go bounty hunting, whilst chugging, poorly armed trader ships cannot.

Of course there will be players who insist on pirate hunting in their unshielded Type 9 Heavy Transports or mining laser equipped Pythons. The GM has the final say over whether a ship is a capable bounty hunter or not.

The GM can overrule any mischievous or innocent attempt to subvert the rules.

### BETWEEN ADVENTURES: BOUNTY HUNTING TABLE

| D100 Roll | Low Risk | Medium Risk | High Risk | Hazardous Risk |
|---|---|---|---|---|
| Weapon pts required | 2 | 6 | 8 | 14 |
| Risk Number | 8 | 10 | 12 | 15 |
| 01-05 | 3,000 | 30,000 | 90,000 | 180,000 |
| 06-15 | 6,000 | 60,000 | 180,000 | 360,000 |
| 16-25 | 8,000 | 80,000 | 240,000 | 480,000 |
| 26-35 | 12,000 | 120,000 | 360,000 | 720,000 |
| 36-45 | 16,000 | 160,000 | 480,000 | 960,000 |
| 46-75 | 20,000 | 200,000 | 600,000 | 1,200,000 |
| 76-80 | 25,000 | 250,000 | 750,000 | 1,500,000 |
| 81-85 | 30,000 | 300,000 | 900,000 | 1,800,000 |
| 86-90 | 35,000 | 350,000 | 1,050,000 | 2,100,000 |
| 91-95 | 40,000 | 400,000 | 1,200,000 | 2,400,000 |
| 96-100 | 50,000 | 500,000 | 1,500,000 | 3,000,000 |

A successful bounty hunter requires, most of all, skill in space combat – but there is a certain practical minimum level of equipment you need to select higher risk zones. You need to have a certain number of equipped weapons to challenge pirates in these areas. This is expressed through weapon points. Each weapon equipped on your ship gives you a number of weapon points, listed below:

**Small Weapon: 1 weapon point**
**Medium Weapon: 2 weapon points**
**Large Weapon: 4 weapon points**
**Huge Weapon: 6 weapon points**

Provided your ship is carrying enough weapons, you can choose whatever risk level you like. Once you have chosen a risk level you must make two Skill checks, one Spaceship Piloting check and one Spaceship Weapons check. The difficulty for each Skill check is the Risk Number. For example, the Low Risk bounty hunting Risk Number is 8.

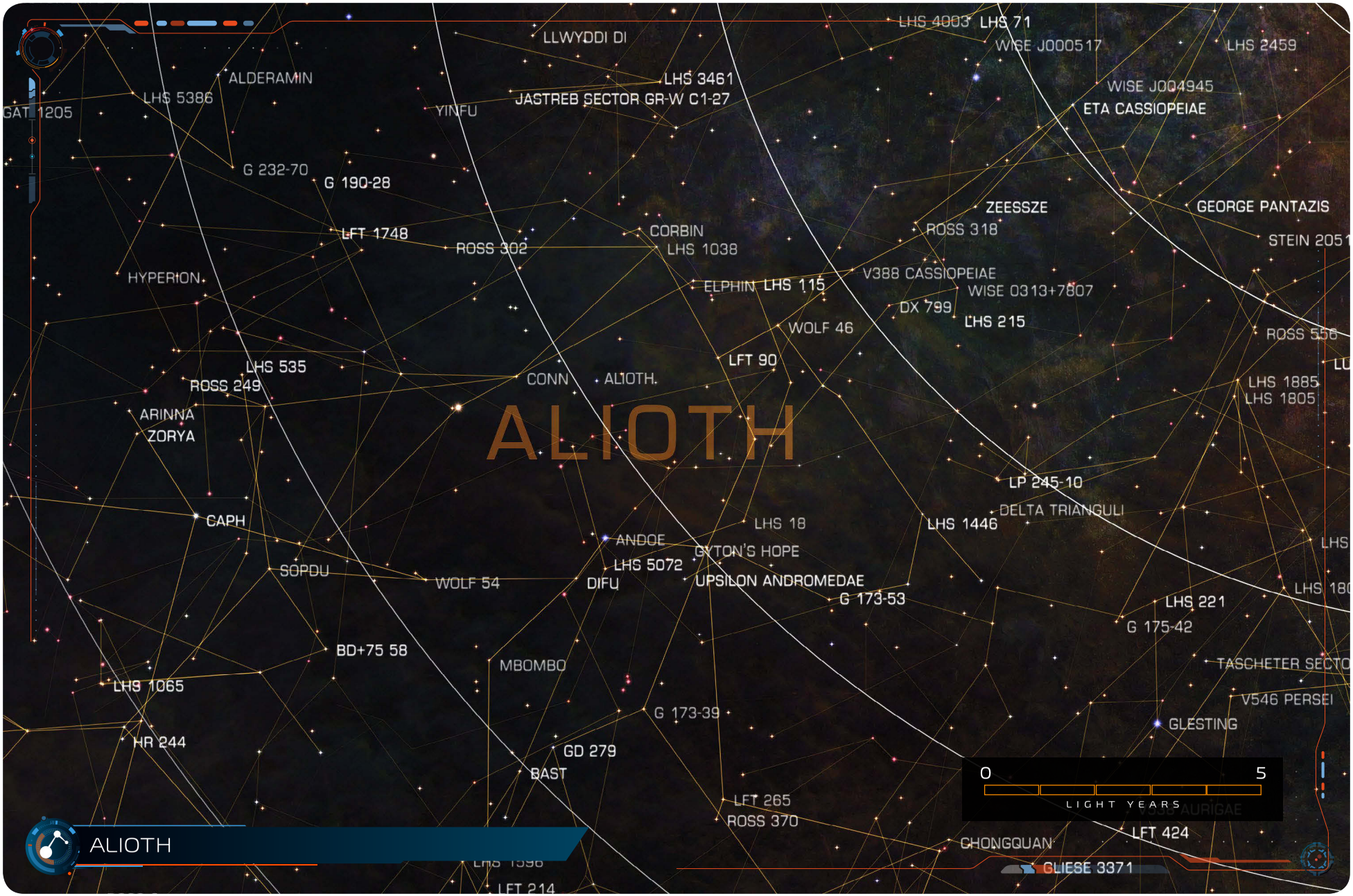
- **If you pass both checks you have been successful at your bounty hunting. Roll on the Bounty Hunting table to see how many credits you earn. This number is modified by your Kill Warrant Scanner bonus.**

- **If you fail either of the checks you make no money at all (perhaps your prey escaped or outfought you).**

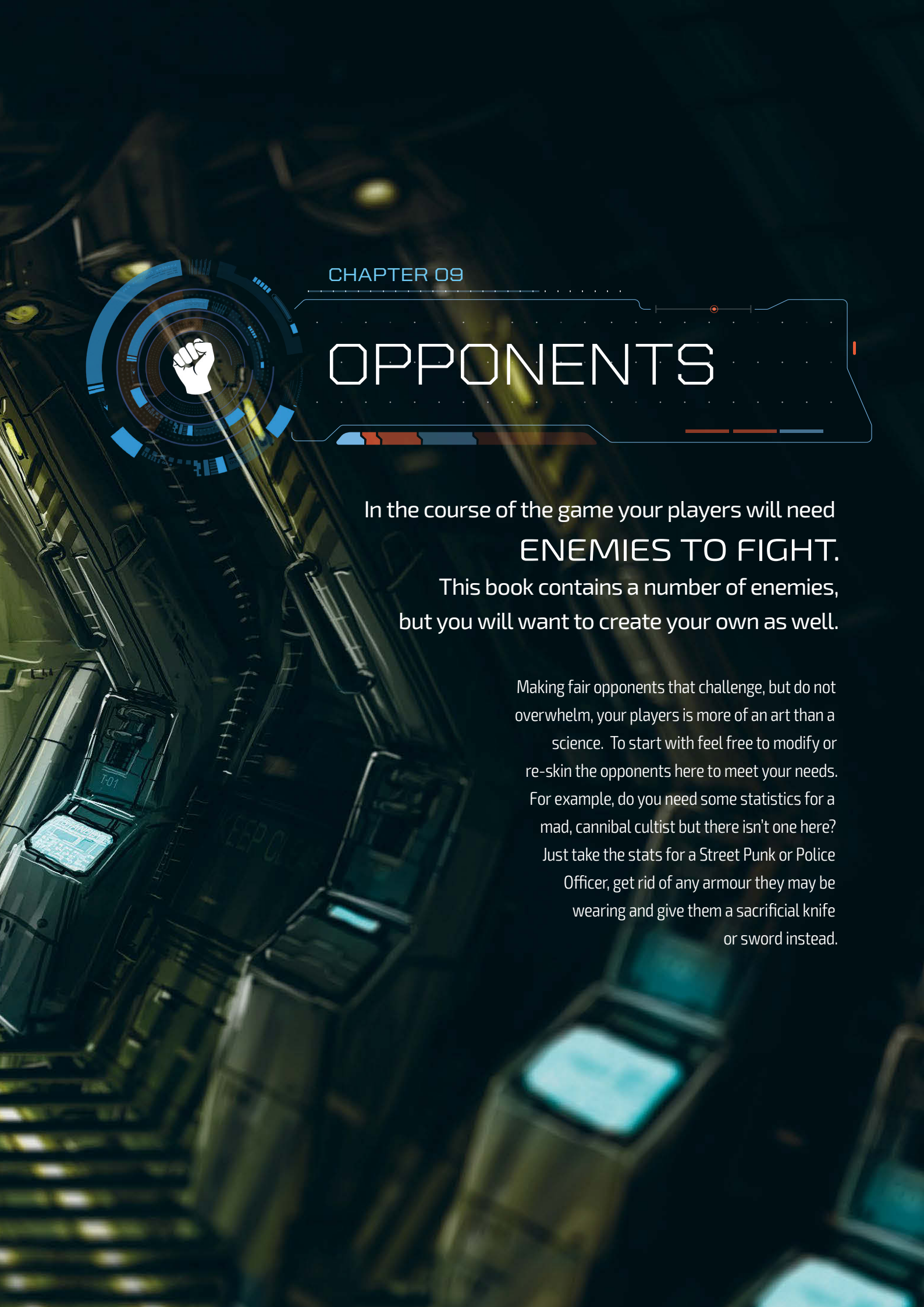
- **If you fail both checks you lose money. Your ship is damaged and you must spend money to fix it. Roll on the Bounty Hunting table to see how much you must spend on repairs. Optionally, you can say your ship was destroyed if the repair bill seems too high – doing this means you don't have to lose any of your money, but you'll have to buy a new ship.**

- **If you fail both checks by more than 3 points, your ship is destroyed, although your character survives. If you have enough money to buy a new spaceship you should do so now. If not, you can either create a new character or see if your fellow players will loan you some money!**




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LHS 4003
LHS 71
WISE J000517
LHS 2459
ALDERAMIN
LHS 3461
JASTREB SECTOR GR-W C1-27
WISE J004945
LHS 5386
YINFU
ETA CASSIOPEIAE
GAT 1205
G 232-70
G 190-28
ZEESSZE
GEORGE PANTAZIS
ROSS 318
LFT 1748
CORBIN
ROSS 302
LHS 1038
STEIN 2051
HYPERION
V388 CASSIOPEIAE
ELPHIN
LHS 115
WISE 0313+7807
DX 799
LHS 215
WOLF 46
ROSS 556
LFT 90
LHS 535
CONN
ALIOTH
ROSS 249
LHS 1885
LHS 1805
ARINNA
ZORYA
ALIOTH
LP 245-10
DELTA TRIANGULI
CAPH
LHS 18
LHS 1446
ANDOE
GYTON'S HOPE
LHS 5072
SOPDU
WOLF 54
DIFU
UPSILON ANDROMEDAE
G 173-53
LHS 221
G 175-42
BD+75 58
MBOMBO
TASCHETER SECTO
LHS 1065
V546 PERSEI
G 173-39
GLESTING
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CHAPTER 09

# OPPONENTS

In the course of the game your players will need

## ENEMIES TO FIGHT.

This book contains a number of enemies, but you will want to create your own as well.

Making fair opponents that challenge, but do not overwhelm, your players is more of an art than a science. To start with feel free to modify or re-skin the opponents here to meet your needs. For example, do you need some statistics for a mad, cannibal cultist but there isn't one here? Just take the stats for a Street Punk or Police Officer, get rid of any armour they may be wearing and give them a sacrificial knife or sword instead.



# OPPONENTS

Your players will need enemies to fight.

## THESE ENEMIES ARE CALLED OPPONENTS AND THEY CAN BE IN ANY OF **THREE** SCALES.

**Individual scale** opponents are about human-sized (sometimes larger or smaller). These are the opponents your players will fight with laser pistols and swords. **Vehicle scale** opponents include not just battlecars and tanks, but large alien animals the size of elephants or automated drone flyers that pester the players from the air. Finally **Spaceship scale** opponents are, of course, pirates and mercenaries in spacecraft, ranging from the tiny Sidewinder to the mighty Anaconda.

### THREAT RATING

Just like player characters, opponents have a rank, which scales from Harmless to Elite. These ranks are only guides, but will help you to set opponents of the right power level against your players.

You are not prevented from using opponents of a lower or higher rank. Just because your players are now all Competent in rank doesn't mean that Harmless Street Punks and Weaselrats no longer exist. However, your players will defeat these foes rather easily because their Defence and To Hit scores will be too low to cause your players much inconvenience. They will still enjoy shooting down the odd Street Punk (it will allow them to reflect how far they've come), but that isn't going to be one of the challenging parts of the adventure.

Equally, fighting opponents of a higher rank can be a frustrating experience. Trying To Hit someone whose Defence score is four points above your Attack bonus is extremely tough, and your players may be left hoping to roll nothing but a series of lucky 10s to overcome such an enemy. Throwing in the odd higher rank opponent can be good if you want to ensure your players don't become complacent – but make sure there is a non-combat solution to overcoming such a foe. Burying an enemy under a ton of collapsing rubble, escaping on Quadbikes, or striking at an enemy's secret weakness are all good ways of letting your players tackle a high rank opponent.

### HIGH THREAT OPPONENTS

In addition to standard opponents, such as guards, soldiers and street thugs, there are High Threat Opponents. These enemies are either very large, such as gigantic alien animals or ten-foot tall Walker Drones, or so superbly trained they exceed even the abilities of the most powerful player. High Threat Opponents come in ranks just like normal opponents, so a Novice High Threat Opponent is a good challenge for an entire group of Novice-ranked players. When deciding how many enemies to put against your players, High Threat Opponents count as three enemies by themselves.

High Threat Opponents are much tougher than normal; either they have a very high Endurance score, excellent armour, or a raft of Karma Capabilities that keep them in the fight. In addition, they often have the ability to attack more than once – sometimes multiple times in their turn. Others might have the very dangerous continuous attack ability, which allows them to attack between the player's turns.

A High Threat Opponent is useful if you want a single, deadly opponent for your players to fight together. They can also act as deterrents if your players are over-keen on making full frontal assaults on enemy bases. Putting a Mark X Walker Drone by the front door of a military base will make your players think twice about shooting first and planning later.

## READING DESCRIPTIONS

We do not use full character sheets when describing opponents (although you certainly can if you'd like to start out a detailed NPC). Instead we record only the most useful combat details about the opponent, since that is the most likely information you will need when battle starts.

Instead of listing an opponent's Energy Weapons, Skill bonus, or Fighting Skill bonus or whatever, we just include a simple To Hit number. You should understand that an opponent that has a +4 To Hit with a laser pistol, probably has an Energy Weapons Score of between 40 and 49, just like a player character.

When dealing with spacecraft and vehicles, any bonuses those vehicles provide to the pilot's Skill are already included. For instance the Pirate Supremo in her Cobra Mk III – Excelsior already benefits from the Agility bonuses provided by her excellent ship's Power Distributor and Thrusters.

## PERSONAL SCALE DESCRIPTIONS

**Defence (Dodge and Parry):** As the GM you can decide between letting an enemy Dodge or Parry an incoming attack. Enemies without Parry scores (such as some animals) will always attempt to Dodge. Those without Dodge or Parry scores (such as Walker Drones) never attempt to evade an attack – only the attacking player's Range or Finesse score needs to be exceeded in this case.

**To Hit:** If you give this opponent a different weapon, you can use this number as the bonus To Hit.

**Attacks:** Most opponents make only a single attack in their turn. Where there are multiple attacks available, choose just one of them. Some opponents, especially High Threat ones, can make more attacks in a round, and the description will tell you how they do this. Opponents that wield ammo-dependent weapons, such as autopistols, will generally carry one spare clip of ammunition for each weapon.

**Making an unarmed attack:** Human opponents who lose their weapons in a fight might be forced to make unarmed Fighting attacks. Unless the opponent has a Fighting Skill listed, assume that their Fighting Skill bonus is one point less than their To Hit score. They will inflict 1D10 halved Damage on a successful hit.

**Continuous Attack:** Opponents with the Continuous Attack ability make a single attack with their main weapon after each player's turn. The opponent must be in range of an enemy and must have enough ammunition to fire the weapon normally, and will miss an attack reloading if they begin a Continuous Attack without ammo.

**Continuous Driving Attack:** The Continuous Driving Attack is like the Continuous Attack, except that before each attack the opponent can move four metres. This movement does not provoke a free Attack for moving away, due to the ferocity of the High Threat Opponent.

**Karma Capabilities:** Some opponents have Karma Capabilities. These work just like player Karma Capabilities except that opponents do not have Karma points. Instead they can use each Karma Capability they possess once per battle. A few opponents can use their Karma Capabilities more often than this, and in that case the number of times they can use the same Capability will be listed.

**Other Skills:** Any significantly high Skills the opponent has are listed here. Feel free to add any other Skills you wish to this list.

**Equipment:** Any other significant equipment that does not include the opponent's weapons, ammunition and armour. Human opponents will frequently carry credit ID so they can access their bank accounts – these, however, are not usable by the players.

## VEHICLE SCALE DESCRIPTIONS

**Vehicle:** The type of vehicle being used. Although all the statistics for combat are present you can refer to the full vehicle description if required.

**Defence:** The vehicle's Defence score before any speed modifiers. Note that the pilot's Vehicle Piloting Skill bonus and the vehicle's Agility have already been added together.

**Pursuit:** A vehicle opponent's Pursuit score is equal to this bonus and the Vehicle's current speed.

**Max Speed, Accelerate, Decelerate:** These values are normal for the type of vehicle being used.

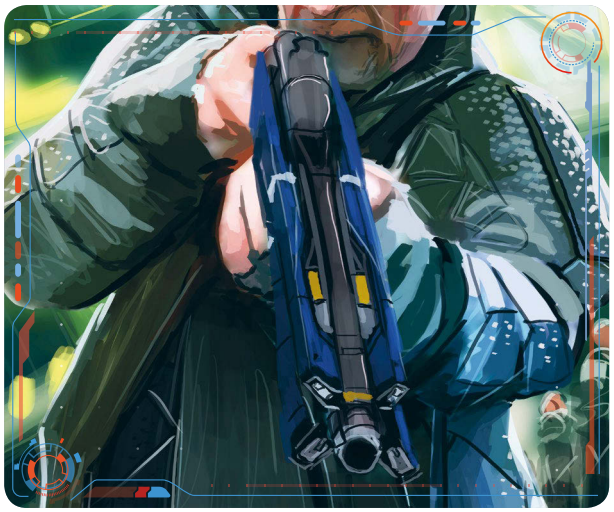
**Initiative:** The pilot's Tactics Skill bonus plus any modifiers for their vehicle.

**Perception:** Because it is sometimes useful, the pilot's Perception bonus is here.

**Hull, Shields:** These are the normal values for a vehicle of this type.

**Shield Recharge:** How many Shield points the vehicle recharges at the start of the turn.

**Weapons:** The correct Attack bonuses, the weapon accuracy plus the pilot's Vehicle Weapon's Skill bonus, have already been calculated.



## SPACESHIP SCALE DESCRIPTIONS

**Ship:** The type of ship being flown by the opponent. If you need more details about what equipment the ship carries you can consult the full ship description.

**Defence:** The ship's Defence score. Note that the pilot's Spaceship Piloting Skill bonus and the ship's Agility have already been added together.

**Dogfighting:** This number includes both the pilot's Spaceship Piloting Skill bonus and the Dogfighting bonus (if any) from the ship's sensors.

**Pursuit:** Use this score in any Pursuit involving this ship. This number is pre-calculated from the speed of the ship and modified by the Pilot's Spaceship Piloting bonus.

**Initiative:** Use this score when rolling for this opponent's Initiative. It includes both the opponent's Tactics Skill bonus and any Sensor bonuses the ship may provide.

**Hull:** The total Hull score of the ship including bonuses from bulkheads and Hull reinforcement packages.

**Critical:** If you are using the simple critical hits rule for opponents, this is the critical value of the ship's fixed components.

**Shields:** The total Shield value of the ship, including any shield boosters the ship might have.

**Shield Recharge:** How many Shield points the ship recharges at the start of the turn.

**Shield Cell Bank:** Ships with a Shield Cell Bank have their values listed here. The first number is the amount of Shields recharged. The second number is the number of rounds the Cell Bank remains active. All Shield Cell Banks can be used three times before needing to be restocked.

**Weapons:** The correct Attack bonuses, the Weapon Accuracy plus the pilot's Spaceship Weapon's Skill bonus, have already been calculated.

## MY OPPONENTS KEEP GETTING BEATEN...

You'll soon notice, as your players face encounters, that their opponents are generally losing.

The players, with their access to better equipment and Karma Capabilities, will generally defeat opponents of the same rank. This might strike you as unfair.

It is, however, completely intentional.

As a GM your sympathies will go out to the opponents and NPCs you create, but remember that this is the players' game. They are having fun smashing through your encounters, even if it breaks your heart to see your opponents crushed and outwitted time and again.

Play your opponents realistically, and act as they would act – but once they are dead, forget them.




## CREATING ENCOUNTERS

The galaxy of Elite Dangerous is vast and filled with potential dangers and terrors. Opponents can be semi-competent buffoons or the most lethal of assassins, capable of annihilating a whole team of players without a scratch. You will want to choose opponents carefully, especially for the more vulnerable starting characters, when creating a combat encounter.

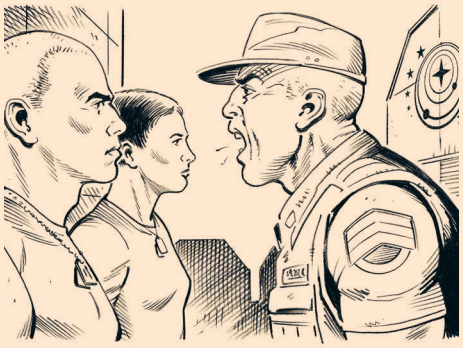
The ideal number of opponents to fight is one for each player. This allows just enough targets to shoot at and just enough incoming threat to deal with. However, always having exactly the same number of enemies is a bit dull and predictable. The game won't break if you put in an extra enemy or two, or if your players encounter fewer opponents.

High Threat Opponents are a little different. These enemies have much higher endurance, or the ability to avoid damage altogether with Karma Capabilities or heavy armour. They often attack more frequently as well, allowing them to engage an entire team of players single-handed. However their Attack and Defence scores tend to be no higher than a normal opponent of their rank, which allows your players the chance to land blows or avoid their attacks. When creating an encounter consider a High Threat opponent to be worth three normal opponents of the same rank.

## SOLDIERS & MERCENARIES

Professional fighters are in high demand. Across interstellar space, warfare is a fact of life.On any given day a hundred or more armed conflicts are taking place as governments, companies and revolutionaries clash. The differences between a soldier and a mercenary are mostly ideological. Put simply - soldiers tend to fight for their nation, corporation or political beliefs; mercenaries fight purely to enrich themselves. In order to thrive, both require the same set of skills; however, a poorly trained and undisciplined mercenary army will quickly fall to less well-paid but better organised and disciplined soldiers.

The calibre of soldiery varies widely, depending on the levels of training and equipment available. Larger organisations such as interstellar states and mega corporations tend to have both elite Special Forces as well as hordes of regular soldiery. Smaller armed forces must often make do with volunteer or conscripted soldiers.



## INDIVIDUAL SCALE **SOLDIER & MERCENARY** OPPONENTS

| ARMY SOLDIER | | Novice Soldier | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 1 |
| Defence (Parry): | 2 | Perception: | 2 |
| Endurance: 25 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Laser Rifle**<br>20m(5)/150m(6)/500m(9)<br>+3 To Hit, Damage 15<br>**Knife** +3 To Hit, Finesse 7, Damage 1D10 | | |
| Other Skills | Types of Infantry Soldier:<br>Medic (+3 Medicine); Radio Operator/Drone Pilot (+3 Systems and Cyber); SRV/Tank Driver (+3 Vehicle Piloting); Combat Engineer (+3 Repair) | | |
| Equipment | Med Pac | | |

| SLAVE SOLDIER | | Mostly Harmless Soldier | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | 3 | Perception: | 2 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | **Riot Armour:**<br>Absorb Melee 5, Fighting 3 | | |
| Attacks: | **Laser Rifle**<br>20m(5)/150m(6)/500m(9)<br>+3 To Hit, Damage 15<br>**Fighting** +3 To Hit, Finesse 5, Damage 1D10/2 | | |
| Other Skills | Types of Infantry Slave Soldier:<br>Medic (+3 Medicine); Radio Operator/Drone Pilot (+3 Systems and Cyber) | | |
| Equipment | Med Pac | | |

| CONSCRIPT | | Harmless Soldier | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | 2 | Perception: | 2 |
| Endurance: 15 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Laser Rifle**<br>20m(5)/150m(6)/500m(9)<br>+2 To Hit, Damage 15 | | |

| ARMY OFFICER | | Novice Soldier | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 4 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 25 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Autopistol**<br>6m(5)/50m(8)/100m(14)<br>+3 To Hit, Damage 1D10 + Burst (2D10), Ammo 3 | | |
| Other Skills | +4 Tactics | | |
| Equipment | Med Pac | | |

| MERCENARY DEMOLISHER | | Novice Mercenary | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 25 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | (Optional) **Bullet Proof Vest** – Absorb Kinetic 5<br>(or) **Reflec Vest** – Absorb Energy 3 | | |
| Attacks: | **Assault Beamer**<br>12m(4)/70m(7)/200m(10)<br>+4 To Hit, Damage 5 + Burst (20)<br>**Knife** +4 To Hit, Finesse 7, Damage 1D10 | | |

| ASSAULT TROOPER | | Expert Soldier | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 3 |
| Defence (Parry): | 4 | Perception: | 4 |
| Endurance: 35 | | Speed: | 12m |
| | | To Hit: | 5 |
| Armour: | **Alloyed Breastplate** – Absorb Kinetic 8,<br>Energy 3, Melee 3 – Hardened 7 | | |
| Attacks: | **Assault Beamer**<br>12m(4)/70m(7)/200m(10)<br>+5 To Hit, Damage 5 + Burst (20)<br>**Knife** +5 To Hit, Finesse 7, Damage 1D10+4<br>**Frag Grenade** +5 To Hit, 6m Fatal, 16m Injury,<br>Damage Fatal 25, Injury 10 | | |
| Equipment | Med Pac | | |

| SPECIAL FORCES | | Dangerous Soldier | |
|---|---|---|---|
| Defence (Dodge): | 7 | Initiative: | 6 |
| Defence (Parry): | 6 | Perception: | 7 |
| Endurance: 50 | | Speed: | 12m |
| | | To Hit: | 7 |
| Armour: | **Assault Combat Armour** – Absorb: Kinetic 10,<br>Energy 4, Explosive 6 – Hardened 6 | | |
| Attacks: | **GTN 195 Autopistol**<br>8m(5)/55m(8)/110m(14)<br>+7 To Hit, Damage 2D10 + Burst (2D10), Ammo 3<br>**Perun Light Machinegun**<br>18m(6)/140m(7)/600m(10) +7<br>To Hit, Damage 1D10 + Burst (5D10) Ammo 4<br>**Concussion Grenade** +6 To Hit, 2m Fatal/6m<br>Injury, Damage Fatal 40 / Injury 5 | | |
| Other Skills | Medicine +6, Stealth +6 | | |
| Equipment | Med Pac | | |

| HEAVY WEAPONS SUPPORT | | Competent Mercenary | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 2 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 30 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | **Reflec Breastplate** – Absorb Kinetic 5,<br>Energy 5, Melee 3 – Hardened 7 | | |
| Attacks: | **Missile Launcher**<br>Min Range 26m, 200m (9)/2km (12)<br>+4 To Hit, 10m Fatal, 24m Injury,<br>Damage Fatal 50, Injury 20. Ammo 1<br>**Laser Pistol**<br>10m(4)/80m(7)/120m(11)<br>+4 To Hit, Damage 8 | | |
| Equipment | Two spare missiles | | |

| SNIPER | | Master Soldier | |
|---|---|---|---|
| Defence (Dodge): | 6 | Initiative: | 5 |
| Defence (Parry): | 4 | Perception: | 6 |
| Endurance: 40 | | Speed: | 10m |
| | | To Hit: | 6 |
| Armour: | **Alloyed Breastplate** – Absorb Kinetic 8, Energy<br>3, Melee 3 – Hardened 7 | | |
| Attacks: | **Vortigen Multi-scope Energy Rifle**<br>20m(5)/150m(6)/500m(9)<br>+7 To Hit, Damage 20<br>**Knife** +4 To Hit, Finesse 7, Damage 1D10 | | |
| Other Skills | Stealth +5 | | |
| Equipment | Med Pac | | |

| BATTLESCARRED CYBER MERC | | High Threat<br>Deadly Mercenary | |
|---|---|---|---|
| Defence (Dodge): | 9 | Initiative: | 7 |
| Defence (Parry): | 7 | Perception: | 8 |
| Endurance: 100 | | Speed: | 14m |
| | | To Hit: | 9 |
| Armour: | **Type 5 Armoured Carapace** - Absorb Kinetic 10,<br>Energy 7, Explosive 15, Fighting 6, Melee 6, Toxic<br>All - Hardened 5 | | |
| Attacks: | **G910 Heavy Repeater**<br>30m(5)/60m(8)/180m(14) +10 To Hit,<br>Damage 2D10 + Heavy Burst (8D10), Ammo 6<br>Cyberclaws +9 To Hit, 3D10+6 damage<br>**Continuous Attack** | | |

## FEDERAL BIKER Harmless Soldier

**Vehicle: Garriot Quadbike SRV – Reorte Type 1**

**Defence:** 8
**Initiative:** 2
**Pursuit:** Speed +1
**Perception:** 3
**Max Speed:** 8
**Accelerate:** 4
**Decelerate:** 3
Sensors: 1km range.
Cargo Capacity: None

**Weapons**
Small Forward Fixed Mount: Multi-cannon, +4 To Hit, 5+ Burst (10) damage*, Ammo 15.
Small Forward Fixed Mount: Multi-cannon, +4 To Hit, 5+ Burst (10) damage*, Ammo 15.
*+5 damage vs Hull

Hull: 25
Shields: 25
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | | | -1 | -1 | -1 | -2 | | |

## MERC APC Novice Mercenary

**Vehicle: Borderworld APC**

**Defence:** 5
**Initiative:** 1
**Pursuit:** Speed +1
**Perception:** 3
**Max Speed:** 7
**Accelerate:** 2
**Decelerate:** 2
Sensors: 2km
Cargo Capacity: 8T with no passengers.

**Weapons**
1x Medium Turret Mount (Cannon, +5 To Hit, 20 damage*, Ammo 25)
1x Small Turret Mount (Multi-cannon, +5 To Hit, 5 + Burst (10) damage*, Ammo 15)
*+5 damage vs Hull

Hull: 130
Shields: 80
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## MILITARY TRANSPORT Mostly Harmless Soldier

**Vehicle: Longhaul Truck**

**Defence:** 5
**Initiative:** 2
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 7
**Accelerate:** 2
**Decelerate:** 2
Sensors: 1km
Cargo Capacity: 12T

**Weapons**
1x Small Turret Mount (Pulse Laser, +5 To Hit, 10 damage♦)
2x Small Fixed Mounts (Multi-cannon, +5 To Hit, 5 + Burst (10) damage*, Ammo 15)
*+5 damage vs Hull ♦+5 damage vs Shields

Hull: 70
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## ASSAULT TANK Expert Soldier

**Vehicle: Light Tank – Augustus III**

**Defence:** 7
**Initiative:** 3
**Pursuit:** Speed +2
**Perception:** 5
**Max Speed:** 6
**Accelerate:** 3
**Decelerate:** 2
Sensors: 2km
Cargo Capacity: None

**Weapons**
Large Turret: Beam Laser, +7 To Hit, 25 + Burst (20) damage♦
Medium Turret: Multi cannon, +7 To Hit, 15 + Burst (10) damage*
Ammo 15
*+5 damage vs Hull ♦+5 damage vs Shields

Hull: 260
Shields: 140
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## ANTI-AIRCRAFT BATTERY Master Soldier

**Vehicle: Eranin Missile Tank**

**Defence:** 6
**Initiative:** 4
**Pursuit:** Speed +3
**Perception:** 5
**Max Speed:** 5
**Accelerate:** 2
**Decelerate:** 1
Sensors: 4km
Cargo Capacity: None

**Weapons**
2x Large Turret Mount:
Seeker Missile Racks, +10 To Hit, 50 damage (25 vs shields),
Ammo 12

Hull: 460
Shields: 250
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | | | | | |
| Attack Penalty | | -1 | -1 | -2 | -3 | | | | | |

## MAINLINE BATTLETANK Deadly Soldier

**Vehicle: Imperial Avenger Front Line Battle Tank**

**Defence:** 9
**Initiative:** 7
**Pursuit:** Speed +4
**Perception:** 6
**Max Speed:** 6
**Accelerate:** 2
**Decelerate:** 1
Sensors: 4km
Cargo Capacity: None

**Weapons**
2x Large Turret Mounts : Cannons, +10 To Hit, 30 damage*, Ammo 25
2x Medium Turret Mounts :Burst Lasers, +10 To Hit, 15 + Burst (10) damage♦
*+5 damage vs Hull ♦+5 damage vs Shields

**Defences:** ECM, Point Defence Turret (Ammo 10)

Hull: 320
Shields: 200
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | -1 | -1 | -2 | -3 | -4 | | | | |

## MERC WANNABIE Harmless Mercenary

### Spaceship: Sidewinder Viva!

| | |
|---|---|
| **Defence:** | 10 |
| **Dogfighting:** | 10 |
| **Pursuit:** | 7 |
| **Initiative:** | 1 |
| **Hull:** | 50 |
| **Critical:** | 15 |
| **Shields:** | 35 |
| **Shield Recharge:** | 5 |

**Weapons**
Small: Small Gimballed Pulse Laser, +5 To Hit, 10 damage♦
Small: Small Gimballed Pulse Laser, +5 To Hit, 10 damage♦
♦+5 damage vs Shields

**Utility**
Mount 1: Empty
Mount 2: Empty

## ATTACK FIGHTER Novice Soldier

### Spaceship: Eagle Mk II Defender – 3400

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 14 |
| **Pursuit:** | 9 |
| **Initiative:** | 4 |
| **Hull:** | 35 |
| **Critical:** | 20 |
| **Shields:** | 75 |
| **Shield Recharge:** | 5 |

**Weapons**
Small: Small Fixed Burst Laser, +5 To Hit, 5+Burst (10) damage♦
Small: Small Fixed Burst Laser, +5 To Hit, 5+Burst (10) damage♦
Small: Small Fixed Multi-Cannon, +5 To Hit, 5+Burst (10) damage*, Ammo 30
♦+5 damage vs Shields *+5 damage vs Hull

**Utility**
Mount 1: Chaff Launcher, Ammo 6

## MILITARY ESCORT Mostly Harmless Soldier

### Spaceship: Viper Mk III Police Issue

| | |
|---|---|
| **Defence:** | 9 |
| **Dogfighting:** | 9 |
| **Pursuit:** | 10 |
| **Initiative:** | +3 |
| **Hull:** | 60 |
| **Critical:** | 30 |
| **Shields:** | 65 |
| **Shield Recharge:** | 5 |

**Weapons**
Medium: Medium Fixed Burst Laser
+5 To Hit, 15 + Burst (10) damage♦
Medium: Medium Fixed Burst Laser
+5 To Hit, 15 + Burst (10) damage♦
Small: Small Seeker Missile Rack
+7 To Hit, 20 damage (10 vs shields), Ammo 12.
Small: Small Seeker Missile Rack
+7 To Hit, 20 damage (10 vs shields), Ammo 12.
♦+5 damage vs Shields

**Utility**
Mount 1: OE Manifest Scanner

## MILITARY COURIER Mostly Harmless Soldier

### Spaceship: Adder Shiftermax

| | |
|---|---|
| **Defence:** | 10 |
| **Dogfighting:** | 10 |
| **Pursuit:** | 8 |
| **Initiative:** | 2 |
| **Hull:** | 75 |
| **Critical:** | 30 |
| **Shields:** | 40 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Fixed Cannon
+5 To Hit, 15 damage*. Ammo 50.
Small: Small Fixed Burst Laser
+5 To Hit, 5+Burst (10) damage♦
Small: Small Fixed Burst Laser
+5 To Hit, 5+Burst (10) damage♦

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6
Mount 2: Point defence, Ammo 10

## WAR FIGHTER Expert Soldier

### Spaceship: Viper Mk III – Warhammer

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 14 |
| **Pursuit:** | 12 |
| **Initiative:** | +6 |
| **Hull:** | 255 |
| **Critical:** | 45 |
| **Shields:** | 95 |
| **Shield Recharge:** | 10 |

**Weapons**

Medium: Medium Gimballed Multi-Cannon, +8 To Hit,
15 + Burst (10) damage*, Ammo 30.
Medium: Medium Gimballed Multi-Cannon, +8 To Hit,
15 + Burst (10) damage*, Ammo 30.
Small: Small Gimballed Multi-Cannon, +8 To Hit,
5+ Burst (10) damage*, Ammo 30.
Small: Small Gimballed Multi-Cannon, +8 To Hit,
5+ Burst (10) damage*, Ammo 30.

*+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6.
Mount 2: Point Defence, Ammo 10.

## SPACE SUPERIORITY FIGHTER Competent Mercenary

### Spaceship: Diamondback Scout – Interceptor

| | |
|---|---|
| **Defence:** | 12 |
| **Dogfighting:** | 12 |
| **Pursuit:** | 12 |
| **Initiative:** | +4 |
| **Hull:** | 150 |
| **Critical:** | 35 |
| **Shields:** | 110 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Fixed Pulse Laser, +7 To Hit, 20 damage♦
Medium: Medium Fixed Pulse Laser, +7 To Hit, 20 damage♦
Small: Small Seeker Missile Rack, +9 To Hit,
20 damage (10 vs shields), Ammo 12.
Small: Small Seeker Missile Rack, +9 To Hit,
20 damage (10 vs shields), Ammo 12.

♦+5 damage vs Shields

**Utility**

Mount 1: 0E Manifest Scanner
Mount 2: 0E Frame Shift Wake Scanner
Mount 3: Chaff Launcher, Ammo 6
Mount 4: 0E Shield Booster (5% shield boost)

## HEAVY INTERCEPTOR Master Soldier

### Spaceship: Vulture – Vanguard

| | |
|---|---|
| **Defence:** | 16 |
| **Dogfighting:** | 17 |
| **Pursuit:** | 11 |
| **Initiative:** | +7 |
| **Hull:** | 320 |
| **Critical:** | 40 |
| **Shields:** | 180 |
| **Shield Recharge:** | 10 |

**Weapons**

Large: Large Gimballed Pulse Laser, +9 To Hit, 30 damage♦
Large: Large Gimballed Pulse Laser, +9 To Hit, 30 damage♦

♦+5 damage vs Shields

## MILITARY TRANSPORT Master Soldier

### Spaceship: Type-7 Transport – Q Ship

| | |
|---|---|
| **Defence:** | 9 |
| **Dogfighting:** | 11 |
| **Pursuit:** | 8 |
| **Initiative:** | +7 |
| **Hull:** | 825 |
| **Critical:** | 45 |
| **Shields:** | 285 |
| **Shield Recharge:** | 15 |
| **Shield Cell Bank:** | 10/4 |

**Weapons**

Small: Small Turreted Beam Laser, +8 To Hit, 5+Burst (20) damage♦.
Small: Small Turreted Beam Laser, +8 To Hit, 5+Burst (20) damage♦.
Small: Small Turreted Fragment Cannon, +10 To Hit, 5/10/15 damage*, Ammo 20.
Small: Small Turreted Fragment Cannon, +10 To Hit, 5/10/15 damage*, Ammo 20.

♦+5 damage vs Shields *+5 damage vs Hull

## TOP GUN Deadly Soldier

### Spaceship: Vulture - 59 Alpha

| | |
|---|---|
| **Defence:** | 20 |
| **Dogfighting:** | 21 |
| **Pursuit:** | 12 |
| **Initiative:** | +10 |
| **Hull:** | 375 |
| **Critical:** | 65 |
| **Shields:** | 220 |
| **Shield Recharge:** | 10 |

**Weapons**

Large: Large Gimballed Burst Laser, +12 To Hit, 25+Burst (20) damage♦
Large: Large Gimballed Burst Laser, +12 To Hit, 25+Burst (10) damage♦

♦+5 damage vs Shields

## PICKET SHIP Deadly Mercenary

### Spaceship: Python – Alliance Picket Ship

| | |
|---|---|
| **Defence:** | **14** |
| **Dogfighting:** | **15** |
| **Pursuit:** | **10** |
| **Initiative:** | **+9** |
| **Hull:** | **1,380** |
| **Critical:** | **70** |
| **Shields:** | **485** |
| **Shield Recharge:** | **15** |
| **Shield Cell Bank:** | **30/5** |

**Weapons**

Large: Large Turreted Beam Laser, +11 To Hit, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +11 To Hit, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +11 To Hit, 25+ Burst (20) damage♦
Medium: Medium Fixed Plasma Accelerator, +8, 50 damage, Ammo 50
Medium: Medium Fixed Plasma Accelerator, +8, 50 damage, Ammo 50

♦ +5 damage vs Shields

## CRIMINALS

The galaxy is a brutal place with many desperados, bandits, thieves and murderers stalking space station and deep space alike. The criminals listed here are the desperate. Villains who actually have to rob and assault in person. They do not include the equally villainous, although just as vile, social criminals, such as amoral corporate leaders or unscrupulous political supremos. These wicked men and women get other people to do their dirty work for them, rather than rough up their victims in person.

Crime pays, although it is a risky business, and just like any other business venture, it requires a hefty investment in funds and materials to be successful. The cold-hearted pirates who hunt through the space lanes rarely own the ships they loot with. Often a shadowy mastermind 'lends' them such equipment in order to take a sizeable cut from their earnings.

On some worlds piracy is not merely a way of life, but a vital life-line. Large shipping companies will not travel to systems like Reidquat or LP98-132, making the stolen cargos harvested by large pirate gangs imperative to their survival. Such stolen cargos are expensive and serve to further impoverish the system, leading to a vicious circle, where the pirates are both the cause and relief of suffering to the citizens of these benighted systems.

## INDIVIDUAL SCALE **CRIMINAL** OPPONENTS

| GANG MEMBER | | Harmless Criminal | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | 2 | Perception: | 2 |
| Endurance: 15 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Shotgun**<br>6m(3)/12m(7)/50m(12)<br>+2 To Hit, Damage 3D10/2D10/1D10<br>**Knife** +2 To Hit, Finesse 7, Damage 1D10 | | |
| Other Skills | Bluff +2, Streetwise +2 | | |

| STREET PUNK | | Harmless Criminal | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | 1 | Perception: | 3 |
| Endurance: 15 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Autopistol**<br>6m(5)/50m(8)/100m(14)<br>+2 To Hit, Damage 1D10 + Burst (2D10), Ammo 3 | | |
| Other Skills | Streetwise +2, Sleight of Hand +2 | | |

| GANG ENFORCER | | Mostly Harmless Criminal | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 1 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Sub Machinegun**<br>10m(5)/60m(8)/120m(14)<br>+3 To Hit, Damage 1D10 + Burst (3D10)<br>**Fighting** +3 To Hit, Finesse 5, Damage 1D10/2 | | |
| Other Skills | Bluff +2, Streetwise +2 | | |

| GANG LEADER | | Novice Criminal | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 25 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | **Bullet Proof Vest** – Absorb Kinetic 5 | | |
| Attacks: | **Auto Pistol**<br>6m(5)/50m(8)/100m(14)<br>+4 To Hit, Damage 1D10 + Burst (2D10), Ammo 3<br>**Sword** +4 To Hit, Finesse 4, Damage 1D10+2 | | |
| Other Skills | +3 Streetwise, +3 Culture & Law | | |

| WISE GUY | | Competent Criminal | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 3 |
| Defence (Parry): | 4 | Perception: | 4 |
| Endurance: 30 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | **Bullet Proof Vest** – Absorb: Kinetic 5 | | |
| Attacks: | **Autopistol**<br>6m(5)/50m(8)/100m(14) +4 To Hit,<br>Damage 1D10 + Burst (2D10), Ammo 3<br>**Axe** – Melee +4 To Hit, Finesse 7, Damage 2D10+4 | | |
| Other Skills | Streetwise +6 | | |

| CONSIGLIERE | | Master Criminal | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 4 |
| Defence (Parry): | 5 | Perception: | 4 |
| Endurance: 35 | | Speed: | 10m |
| | | To Hit: | 5 |
| Armour: | **Bullet Proof Vest** – Absorb: Kinetic 5 | | |
| Attacks: | **Dual Fire**<br>The Consigliere fires two autopistols simultaneously at no penalty.<br>**2 x Autopistols**<br>6m(5)/50m(8)/100m(14)<br>+5 To Hit, Damage 1D10 + Burst (2D10), Ammo 3<br>**Sword** – Melee +5 To Hit, Finesse 4, Damage 1D10 | | |
| Karma Capabilities | **Blur of Steel**<br>Add a +2 bonus to Melee attack roll.<br>**Hard Boiled** – Make two ranged attacks. Defence (Dodge) is 10 until the start of Consigliere's next turn. | | |
| Other Skills | Streetwise +6 | | |

| THE DON | | Master Criminal | |
|---|---|---|---|
| Defence (Dodge): | 6 | Initiative: | 6 |
| Defence (Parry): | 7 | Perception: | 7 |
| Endurance: 40 | | Speed: | 10m |
| | | To Hit: | 7 |
| Armour: | **Bullet Proof Vest** – Absorb: Kinetic 5 | | |
| Attacks: | **Ergon Tommygun**<br>12m(5)/64m(8)/128m(14) +7 To Hit,<br>Damage 1D10 + Burst (3D10) Ammo 8 | | |
| Karma Capabilities | **Eat Lead Sucker**<br>On a hit with a Burst weapon, inflicts max Burst damage. | | |
| Other Skills | Intimidate +9 | | |

| THE CLEANER | | Expert Criminal | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 4 |
| Defence (Parry): | 4 | Perception: | 4 |
| Endurance: 30 | | Speed: | 10m |
| | | To Hit: | 5 |
| Armour: | None | | |
| Attacks: | **Shotgun**<br>6m(3)/12m(7)/50m(12)<br>+5 To Hit, Damage 3D10/2D10/1D10<br>**Knife** – Melee +5 To Hit, Finesse 7, Damage 1D10 | | |
| Other Skills | Streetwise +6 | | |

## PIRATE BIKER Harmless Criminal

**Garriot Quadbike SRV – Lancer**

**Defence:** 7
**Initiative:** 1
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 7
**Accelerate:** 4
**Decelerate:** 3
Sensors: 1km range.
Cargo Capacity: None

**Weapons**
Small Forward Fixed Mount: Beam Laser
+4 To Hit, 5 + Burst (20) damage♦
Small Forward Fixed Mount: Cannon,
+4 To Hit, 10 damage*, Ammo 25.
*+5 damage vs Hull ♦+5 damage vs Shields

Hull: 25
Shields: 30
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | | | -1 | -1 | -1 | | | |

## PIRATE SCOUT Mostly Harmless Criminal

**Vehicle: Scarab SRV – Interceptor**

**Defence:** 7
**Initiative:** 2
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 10
**Accelerate:** 4
**Decelerate:** 2
Sensors: 2km Range. Can detect surface minerals.
Cargo Capacity: 2T

**Weapons**
Small Turret: Plasma Repeater +5 To Hit, 5+ Burst damage (max 20), Ammo 50.
Small Forward Fixed Mount: Multi-cannon +5 To Hit,
5+ Burst (10) damage*, Ammo 15.
Small Forward Fixed Mount: Multi-cannon +5 To Hit,
5+ Burst (10) damage*, Ammo 15.
*+5 damage vs Hull

Hull: 40
Shields: 30

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | +3 | +4 |
| Attack Penalty | | | | | -1 | -1 | -1 | -1 | -2 | -2 |

## BATTLECAR Mostly Harmless Criminal

**Vehicle: Gangland Battlecar**

**Defence:** 6
**Initiative:** 3
**Pursuit:** Speed +2
**Perception:** 3
**Max Speed:** 7
**Accelerate:** 3
**Decelerate:** 2
Sensors: None
Cargo Capacity: Minimal

**Weapons**
2x Small Turret Mounts:
Multi-cannons, +5 To Hit, 5 + Burst (10) damage*, Ammo 25

Hull: 60
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## WAR TRUCK Competent Criminal

**Vehicle: Borderworld APC**

**Defence:** 7
**Initiative:** 4
**Pursuit:** Speed +2
**Perception:** 3
**Max Speed:** 7
**Accelerate:** 2
**Decelerate:** 2
Sensors: 2km
Cargo Capacity: 8T with no passengers.

**Weapons**
1x Medium Turret Mount:
Cannon, +6 To Hit, 20 damage*, Ammo 25
1x Small Turret Mount:
Multi-cannon, +6 To Hit, 5 + Burst (10) damage*, Ammo 15
*+5 damage vs Hull

Hull: 130
Shields: 80
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## STOLEN TANK Master Criminal

**Vehicle: Light Tank – Enforcer GU9**

**Defence:** 9
**Initiative:** 5
**Pursuit:** Speed +3
**Perception:** 4
**Max Speed:** 6
**Accelerate:** 3
**Decelerate:** 2
Sensors: 2km Range
Cargo Capacity: None

**Weapons**
Large Turret: Cannon, +8 To Hit, 30 damage*, Ammo 24
Medium Turret: Burst Laser, +8 To Hit, 15 + Burst (10) damage♦
*+5 damage vs Hull ♦+5 damage vs Shields

Hull: 250
Shields: 130
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## STRONGHOLD TANK Dangerous Criminal

**Vehicle: Light Tank – Mongoose Missile Tank**

**Defence:** 11
**Initiative:** 8
**Pursuit:** Speed +4
**Perception:** 6
**Max Speed:** 6
**Accelerate:** 3
**Decelerate:** 2
Sensors: 2km Range
Cargo Capacity: None

**Weapons**
Large Turret:
Seeker Missile Rack, +12 To Hit, 50 damage (25 vs shields), Ammo 6
Medium Turret:
Multi cannon, +10 To Hit, 15 + Burst (10) damage*, Ammo 15
*+5 damage vs Hull

Hull: 250
Shields: 130
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## PIRATE SKIRMISHER Harmless Criminal

### Spaceship: Sidewinder – Raider

| | |
|---|---|
| **Defence:** | 10 |
| **Dogfighting:** | 10 |
| **Pursuit:** | 7 |
| **Initiative:** | 1 |
| **Hull:** | 70 |
| **Critical:** | 15 |
| **Shields:** | 35 |
| **Shield Recharge:** | 5 |

**Weapons**
Small: Small Gimballed Pulse Laser, +5 To Hit, 10 damage♦
Small: Small Gimballed Pulse Laser, +5 To Hit, 10 damage♦
♦+5 damage vs Shields

**Utility**
Mount 1: ECM

## PIRATE AGGRESSOR Mostly Harmless Criminal

### Spaceship: Sidewinder Warden DCC

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 14 |
| **Pursuit:** | 8 |
| **Initiative:** | 2 |
| **Hull:** | 50 |
| **Critical:** | 20 |
| **Shields:** | 45 |
| **Shield Recharge:** | 10 |

**Weapons**
Small: Small Gimballed Burst Laser, +5 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +5 To Hit, 5+Burst (10) damage♦
♦+5 damage vs Shields

## PIRATE FIGHTER Mostly Harmless Criminal

### Spaceship: Eagle Mk II – Interceptor MR 1

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 13 |
| **Pursuit:** | 8 |
| **Initiative:** | 2 |
| **Hull:** | 35 |
| **Critical:** | 20 |
| **Shields:** | 40 |
| **Shield Recharge:** | 5 |

**Weapons**
Small: Small Gimballed Burst Laser, +6 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +6 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +6 To Hit, 5+Burst (10) damage♦
♦+5 damage vs Shields

## PIRATE HOLD BUSTER Novice Criminal

### Spaceship: Adder Raider

| | |
|---|---|
| **Defence:** | 12 |
| **Dogfighting:** | 12 |
| **Pursuit:** | 8 |
| **Initiative:** | 3 |
| **Hull:** | 75 |
| **Critical:** | 30 |
| **Shields:** | 85 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Gimballed Multi-cannon, +7 To Hit, 15 + Burst (10) damage*, Ammo 30.
Small: Small Gimballed Burst Laser, +7 To Hit, 5+Burst (10) damage. +5 damage vs shields♦
Small: Small Gimballed Burst Laser, +7 To Hit, 5+Burst (10) damage. +5 damage vs shields♦

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6

## PIRATE COBRA Novice Criminal

### Spaceship: Cobra Mk III – Inca

| | |
|---|---|
| **Defence:** | 12 |
| **Dogfighting:** | 12 |
| **Pursuit:** | 13 |
| **Initiative:** | 5 |
| **Hull:** | 100 |
| **Critical:** | 35 |
| **Shields:** | 130 |
| **Shield Recharge:** | 10 |

**Weapons**

Medium: Medium Fixed Pulse Laser, +6 To Hit, 20 damage♦
Medium: Medium Fixed Pulse Laser, +6 To Hit, 20 damage♦
Small: Small Gimballed Multi cannon, +7 To Hit, 5+Burst (10) damage*
Small: Small Gimballed Multi cannon, +7 To Hit, 5+Burst (10) damage*

♦+5 damage vs Shields *+5 damage vs Hull

## PIRATE HARASSER Mostly Harmless Criminal

### Spaceship: Krait Privateer

| | |
|---|---|
| **Defence:** | 9 |
| **Dogfighting:** | 9 |
| **Pursuit:** | 6 |
| **Initiative:** | 2 |
| **Hull:** | 60 |
| **Critical:** | 15 |
| **Shields:** | 40 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Fixed Pulse Laser, +6 To Hit, 20 damage♦
Medium: Medium Fixed Pulse Laser, +6 To Hit, 20 damage♦

♦+5 damage vs Shields



## PIRATE ASSAULT SHIP Expert Criminal

### Spaceship: Diamondback Scout – War Totem

| | |
|---|---|
| **Defence:** | 14 |
| **Dogfighting:** | 15 |
| **Pursuit:** | 13 |
| **Initiative:** | 6 |
| **Hull:** | 310 |
| **Critical:** | 40 |
| **Shields:** | 115 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 15/5 |

**Weapons**

Medium: Medium Gimballed Beam Laser, +8 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +8 To Hit, 15+Burst (20) damage♦
Small: Small Dumbfire Missile Rack, +6 To Hit,
25 damage (10 vs shields), Ammo 16.
Small: Small Dumbfire Missile Rack, +6 To Hit,
25 damage (10 vs shields), Ammo 16.

♦+5 damage vs Shields

**Utility**

Mount 1: 0C Kill Warrant Scanner (+60% bounty bonus)
Mount 2: Point Defence, Ammo 10
Mount 3: Chaff Launcher, Ammo 6

## PIRATE COMMAND SHIP Expert Criminal

### Spaceship: Asp Explorer – Stalwart

| | |
|---|---|
| **Defence:** | 14 |
| **Dogfighting:** | 15 |
| **Pursuit:** | 11 |
| **Initiative:** | 6 |
| **Hull:** | 285 |
| **Critical:** | 50 |
| **Shields:** | 230 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 15/4 |

**Weapons**

Medium: Medium Gimballed Beam Laser, +10 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +10 To Hit, 15+Burst (20) damage♦
Small: Small Turreted Pulse Laser, +9 To Hit, 10 damage♦
Small: Small Turreted Pulse Laser, +9 To Hit, 10 damage♦
Small: Small Gimballed Multi Cannon, +10 To Hit,
5+Burst (10) damage*, Ammo 30.
Small: Small Gimballed Multi Cannon, +10 To Hit,
5+Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Point Defence, Ammo 10

## PIRATE ATTACKER Expert Criminal

### Spaceship: Cobra Mk III – Escort

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 14 |
| **Pursuit:** | 12 |
| **Initiative:** | 6 |
| **Hull:** | 185 |
| **Critical:** | 35 |
| **Shields:** | 130 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 10/4 |

**Weapons**

Medium: Medium Fixed Cannon, +8 To Hit, 20 damage*.
Medium: Medium Fixed Cannon, +8 To Hit, 20 damage*.
Small: Small Fixed Rail Gun, +6 To Hit, 25 damage, Ammo 10.
Small: Small Fixed Rail Gun, +6 To Hit, 25 damage, Ammo 10.

*+5 damage vs Hull

**Utility**

Mount 1: 0D Frame Shift Wake Scanner
Mount 2: 0D Manifest Scanner

## PIRATE CRUISER High Threat Competent Criminal

### Spaceship: Python – Jolly Roger

| | |
|---|---|
| **Defence:** | 11 |
| **Dogfighting:** | 12 |
| **Pursuit:** | 8 |
| **Initiative:** | 5 |
| **Hull:** | 755 |
| **Critical:** | 60 |
| **Shields:** | 300 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 25/4 |

**Weapons**

Large: Large Turreted Pulse Laser, +7 To Hit, 30 damage♦
Large: Large Turreted Pulse Laser, +7 To Hit, 30 damage♦
Large: Large Turreted Pulse Laser, +7 To Hit, 30 damage♦
Medium: Medium Fixed Rail Gun, +5 To Hit, 30 damage, Ammo 10
Medium: Medium Fixed Rail Gun, +5 To Hit, 30 damage, Ammo 10

♦+5 damage vs Shields

**Utility**

Mount 1: Point Defence, Ammo 10
Mount 2: 0C Manifest Scanner, +2 to scans
Mount 3: 0C Frame Shift Wake Scanner, +2 to scans

## PIRATE SHOCK FIGHTER Master Criminal

### Spaceship: Cobra Mk III – GTI

| | |
|---|---|
| **Defence:** | 15 |
| **Dogfighting:** | 16 |
| **Pursuit:** | 15 |
| **Initiative:** | 7 |
| **Hull:** | 235 |
| **Critical:** | 40 |
| **Shields:** | 145 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 20/1 |

**Weapons**

Medium: Medium Gimballed Beam Laser, +10 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +10 To Hit, 15+Burst (20) damage♦
Small: Small Gimballed Multi-cannon, +10 To Hit,
5+ Burst (10) damage*, Ammo 30.
Small: Small Gimballed Multi-cannon, +10 To Hit,
5+ Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6.
Mount 2: 0D Kill Warrant Scanner (20% Bounty Bonus)

## PIRATE BERSERKER Competent Criminal

### Spaceship: Viper Mk III - Damask Rose

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 14 |
| **Pursuit:** | 13 |
| **Initiative:** | 3 |
| **Hull:** | 160 |
| **Critical:** | 50 |
| **Shields:** | 105 |
| **Shield Recharge:** | 10 |

**Weapons**

Medium: Medium Fixed Cannon, +7 To Hit, 20 damage*, Ammo 50.
Medium: Medium Fixed Cannon, +7 To Hit, 20 damage*, Ammo 50.
Small: Small Fixed Pulse Laser, +7 To Hit, 10 damage♦
Small: Small Fixed Pulse Laser, +7 To Hit, 10 damage♦

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: 0D Kill Warrant Scanner (+20% bonus)

## PIRATE CAPTAIN Dangerous Criminal

### Spaceship: Asp Explorer – Cutthroat

| | |
|---|---|
| **Defence:** | 16 |
| **Dogfighting:** | 17 |
| **Pursuit:** | 12 |
| **Initiative:** | 9 |
| **Hull:** | 700 |
| **Critical:** | 55 |
| **Shields:** | 220 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 15/5 |

**Weapons**

Medium: Medium Seeker Missile Rack, +12 To Hit, 35 damage (15 vs shields), Ammo 12.
Medium: Medium Seeker Missile Rack, +12 To Hit, 35 damage (15 vs shields), Ammo 12.
Small: Small Gimballed Burst Laser, +11 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +11 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +11 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +11 To Hit, 5+Burst (10) damage♦

♦+5 damage vs Shields

**Utility**

Mount 1: 0D Manifest Scanner (+1 to scan)

## PIRATE BATTLESHIP Elite Criminal

### Spaceship: Anaconda - Pirate Battleship

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 13 |
| **Pursuit:** | 7 |
| **Initiative:** | 10 |
| **Hull:** | 1,725 |
| **Critical:** | 100 |
| **Shields:** | 300 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 30/3 |

**Weapons**

Huge: Huge Fixed Plasma Accelerator, +8 To Hit, 70 damage, Ammo 50.
Large: Large Turreted Beam Laser, +12 To Hit, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +12 To Hit, 25+ Burst (20) damage♦
Large: Large Turreted Beam Laser, +12 To Hit, 25+ Burst (20) damage♦
Medium: Medium Turreted Multi-cannon, +12 To Hit, 15 + Burst (10) damage*, Ammo 30
Medium: Medium Turreted Multi-cannon, +12 To Hit, 15 + Burst (10) damage*, Ammo 30
Small: Small Turreted Beam Laser, +12 To Hit, 5+Burst (20) damage♦
Small: Small Turreted Beam Laser, +12 To Hit, 5+Burst (20) damage♦

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Point Defence, Ammo 10.
Mount 2: Point Defence, Ammo 10.
Mount 3: Chaff Launcher, Ammo 6.
Mount 4: 0C Frame Shift Scanner, +2 bonus
Mount 5: 0C Manifest Scanner, +2 bonus

## PIRATE SUPREMO Deadly Criminal

### Spaceship: Cobra Mk III – Excelsior

| | |
|---|---|
| **Defence:** | 19 |
| **Dogfighting:** | 21 |
| **Pursuit:** | 20 |
| **Initiative:** | 10 |
| **Hull:** | 245 |
| **Critical:** | 45 |
| **Shields:** | 160 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 10/5 |

**Weapons**

Medium: Medium Gimballed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +12 To Hit, 5+Burst (20) damage♦
Small: Small Dumbfire Missile Rack, +10 To Hit, 25 damage (10 vs shields), Ammo 16
Small: Small Dumbfire Missile Rack, +10 To Hit, 25 damage (10 vs shields), Ammo 16

♦+5 damage vs Shields

## PIRATE LORD Elite Criminal

**Spaceship: Fer-de-Lance – Predator S-Type**

| | |
|---|---|
| **Agility:** | **17** |
| **Dogfighting:** | **18** |
| **Pursuit:** | **13** |
| **Initiative:** | **9** |
| **Hull:** | **300** |
| **Critical:** | **45** |
| **Shields:** | **220** |
| **Shield Recharge:** | **10** |
| **Shield Cell Bank:** | **20/5** |

**Weapons**

Huge: Huge Plasma Accelerator, +8 To Hit, 70 damage, Ammo 50.
Medium: Medium Gimballed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Gimballed Beam Laser, +12 To Hit, 15+Burst (20) damage♦

♦+5 damage vs Shields

**Utility**

Mount 1: Chaff Launcher, Ammo 6.
Mount 2: Point Defence, Ammo 10.

## POLICE & SECURITY

The thin line between order and chaos is policed by the thousands of law enforcement organisations across civilised space. Police forces can be provided directly by the government or they can be private companies employed to administer the law. At their best police forces are diligent public servants, keeping the streets safe from criminals, whilst ensuring that the rights of the citizenry are not impinged. Sadly, all too many police forces fall short of this ideal, particularly in the more corrupt dictatorships and feudal autocracies. Such police departments can become a cause of crime, or even the instigators of it, leading to much suffering and unnecessary woe.

Stations and planets that have small populations rarely have police forces. Instead, the company or group that is exploiting the system will employ a private security firm to double as law officers as well as property guards. Small communities rarely suffer the kind of intense criminal activity that developed worlds have, and so this doubling of duties is not too onerous.

### INDIVIDUAL SCALE **POLICE & SECURITY** OPPONENTS

| SECURITY GUARD | | Harmless Security | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | 1 | Perception: | 2 |
| Endurance: 15 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | **Reflec Vest** – Absorb Energy 5 | | |
| Attacks: | **Sub Machinegun**<br>10m(5)/60m(8)/120m(14)<br>+2 To Hit, Damage 1D10 + Burst (3D10), Ammo 4 | | |
| Other Skills | Insight +2 | | |
| Equipment | Wrist Com | | |

| POLICE OFFICER | | Mostly Harmless Police | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 2 |
| Defence (Parry): | 1 | Perception: | 2 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | **Stab Vest** - Absorb Melee 3 | | |
| Attacks: | **Las Pistol**<br>10m(4)/80m(7)/120m(11) +3 To Hit, Damage 8<br>**Baton** +3 To Hit, Finesse 6, Damage 1D10 | | |
| Other Skills | Culture & Law +3 | | |
| Equipment | Restraints, Hand Com | | |

| PRIVATE MILITARY CONTRACTOR (PMC) | | Competent Security | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 3 |
| Defence (Parry): | 3 | Perception: | 3 |
| Endurance: 35 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | **Reflec Breastplate** – Absorb Kinetic 5, Energy 5, Melee 3 – Hardened 7 | | |
| Attacks: | **Dual Fire**<br>The PMC fires two laser pistols simultaneously at no penalty.<br>**2 x Laser Pistols**<br>10m(4)/80m(7)/120m(11)<br>+4 To Hit, Damage 8<br>**Frag Grenade** +3 To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10 | | |
| Equipment | Med Pac | | |

| POLICE DETECTIVE | | Competent Police | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 4 |
| Defence (Parry): | 2 | Perception: | 5 |
| Endurance: 30 | | Speed: | 12 |
| | | To Hit: | 5 |
| Armour: | Reflec vest – Absorb Energy 3 | | |
| Attacks: | **Autopistol**<br>6m(5)/50m(8)/100m(14)<br>+5 To Hit, Damage 1D10 + Burst (2D10), Ammo 3 | | |
| Karma Capabilities | **Dive Aside** +5 bonus to Defence (Dodge)<br>**Eat Lead Sucker!** Inflict maximum Burst damage. | | |
| Other Skills | Streetwise +4, Culture & Law +4 | | |
| Equipment | Restraints, Hand Com | | |

| POLICE RAIDER | | Expert Police | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 5 |
| Defence (Parry): | 4 | Perception: | 4 |
| Endurance: 30 | | Speed: | 12 |
| | | To Hit: | 5 |
| Armour: | **Bullet Proof Vest** – Absorb Kinetic 5 | | |
| Attacks: | **Shotgun**<br>6m(3)/12m(7)/50m(12)<br>+5 To Hit, Damage 3D10/2D10/1D10, Ammo 4<br>or **Assault Rifle**<br>16m(6)/100m(7)/400m(10)<br>+5 to Hit, Damage 1D10 + Burst (3D10), Ammo 4 | | |
| Other Skills | Culture & Law +4 | | |
| Equipment | Restraints, Wrist Com | | |

## VEHICLE SCALE **POLICE & SECURITY** OPPONENTS

### CORPORATE SCOUT — Mostly Harmless Security

**Vehicle: Scarab SRV - Prowler**

| | |
|---|---|
| **Defence:** | **7** |
| **Initiative:** | **2** |
| **Pursuit:** | **Speed +1** |
| **Perception:** | **3** |
| **Max Speed:** | **9** |
| **Accelerate:** | **4** |
| **Decelerate:** | **2** |
| Sensors: | 2km Range |
| Cargo Capacity: | 2T |

**Weapons**

Small Turret: Seeker Missile Rack, +7 To Hit, 25 damage (10 vs shields), Ammo 6.
Small Forward Gimballed Mount: Cannon, +6 To Hit, 10 damage*, Ammo 25.
Small Forward Gimballed Mount: Cannon, +6 To Hit, 10 damage*, Ammo 25.
*+5 damage vs Hull

| | |
|---|---|
| Hull: | 50 |
| Shields: | 40 |
| Shield Recharge: | 5 |

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | +3 | |
| Attack Penalty | | | | | -1 | -1 | -1 | -1 | -2 | |

## POLICE BIKER Mostly Harmless Police

**Vehicle: Garriot Quadbike SRV – Reorte Type 1**

**Defence:** 9
**Initiative:** 3
**Pursuit:** Speed +1
**Perception:** 3
**Max Speed:** 8
**Accelerate:** 4
**Decelerate:** 3
Sensors: 1km Range
Cargo Capacity: None

**Weapons**
Small Forward Fixed Mount: Multi-cannon, +5 To Hit, 5+ Burst (10) damage*, Ammo 15.
Small Forward Fixed Mount: Multi-cannon, +5 To Hit, 5+ Burst (10) damage*, Ammo 15.
*+5 damage vs Hull

Hull: 25
Shields: 25
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | | | -1 | -1 | -1 | -2 | | |

## HAULAGE TRUCK Harmless Security

**Vehicle: Longhaul Truck**

**Defence:** 4
**Initiative:** 1
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 7
**Accelerate:** 2
**Decelerate:** 2
Sensors: 1km Range
Cargo Capacity: 12T

**Weapons**
1x Small Turret Mount: Pulse Laser, +4 To Hit, 10 damage♦
2x Small Fixed Mounts: Multi-cannon, +4 To Hit, 5 + Burst (10) damage*, Ammo 15

*+5 damage vs Hull ♦+5 damage vs Shields

Hull: 70
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## POLICE RAM RAIDER Expert Police

**Vehicle: Federal Ram Raider**

**Defence:** 9
**Initiative:** 4
**Pursuit:** Speed +2
**Perception:** 5
**Max Speed:** 8
**Accelerate:** 3
**Decelerate:** 2
Sensors: 1km
Cargo Capacity: 4T with no passengers

**Weapons**
1x Medium Turret Mount: Beam Laser, +7 To Hit, 15 + Burst (20) damage♦
2x Small Gimballed Mounts: Pulse Lasers, +8 To Hit, 10 damage♦
*+5 damage vs Hull ♦+5 damage vs Shields

**Special**
Forward Ram (See Federal Ram Raider Description)

Hull: 190
Shields: 100
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | -3 | | |

## CORPORATE TANK Dangerous Security

**Vehicle: Light Tank – Bulldog Advanced**

| | |
|---|---|
| **Defence:** | **10** |
| **Initiative:** | **7** |
| **Pursuit:** | **Speed +3** |
| **Perception:** | **6** |
| **Max Speed:** | **5** |
| **Accelerate:** | **3** |
| **Decelerate:** | **2** |
| Sensors: | 2km Range. |
| Cargo Capacity: | None |

**Weapons**
Large Turret:
Plasma Accelerator, +6 To Hit, 60 damage, Ammo 25
Medium Turret:
Seeker Missile Rack, +11 To Hit, 35 damage (15 vs shields), Ammo 6

| | |
|---|---|
| Hull: | 280 |
| Shields: | 130 |
| Shield Recharge: | 5 |

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## SPACESHIP SCALE **POLICE & SECURITY** OPPONENTS

## SIDEWINDER ESCORT Novice Security

**Spaceship: Sidewinder Polaris**

| | |
|---|---|
| **Defence:** | **13** |
| **Dogfighting:** | **14** |
| **Pursuit:** | **8** |
| **Initiative:** | **2** |
| **Hull:** | **75** |
| **Critical:** | **20** |
| **Shields:** | **50** |
| **Shield Recharge:** | **10** |

**Weapons**
Small: Small Gimballed Beam Laser, +7 To Hit, 5+Burst (20) damage♦
Small: Small Seeker Missile Rack, +8 To Hit, 20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

**Utility**
Mount 1: OE Manifest Scanner

## POLICE FIRST RESPONSE SHIP Harmless Police

**Spaceship: Eagle Mk II – Defender 3400**

| | |
|---|---|
| **Defence:** | **12** |
| **Dogfighting:** | **13** |
| **Pursuit:** | **9** |
| **Initiative:** | **3** |
| **Hull:** | **35** |
| **Critical:** | **20** |
| **Shields:** | **75** |

**Weapons**
Small: Small Fixed Burst Laser, +4 To Hit, 5+Burst (10) damage♦
Small: Small Fixed Burst Laser, +4 To Hit, 5+Burst (10) damage♦
Small: Small Fixed Multi-Cannon, +4 To Hit, 5+Burst (10) damage*, Ammo 30

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**
Mount 1: Chaff Launcher, Ammo 6

## PATROL VIPER Mostly Harmless Police

### Spaceship: Viper Mk III – Police Issue

| | |
|---|---|
| **Defence:** | 8 |
| **Dogfighting:** | 8 |
| **Pursuit:** | 10 |
| **Initiative:** | +4 |
| **Hull:** | 60 |
| **Critical:** | 30 |
| **Shields:** | 65 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Fixed Burst Laser, +5 To Hit, 15 + Burst (10) damage♦
Medium: Medium Fixed Burst Laser, +5 To Hit, 15 + Burst (10) damage♦
Small: Small Seeker Missile Rack, +7 To Hit,
20 damage (10 vs shields), Ammo 12
Small: Small Seeker Missile Rack, +7 To Hit,
20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

**Utility**

Mount 1: 0E Manifest Scanner

## SECURITY FREIGHTER Harmless Security

### Spaceship: Type-6 Transport – Haulage Pro

| | |
|---|---|
| **Defence:** | 5 |
| **Dogfighting:** | 5 |
| **Pursuit:** | 9 |
| **Initiative:** | 2 |
| **Hull:** | 100 |
| **Critical:** | 25 |
| **Shields:** | 75 |
| **Shield Recharge:** | 10 |

**Weapons**

Small: Small Turreted Pulse Laser, +4 To Hit, 10 damage♦
Small: Small Turreted Pulse Laser, +4 To Hit, 10 damage♦

♦+5 damage vs Shields

**Utility**

Mount 1: Chaff Launcher, Ammo 6
Mount 2: Point Defence, Ammo 10

## NARCOTICS POLICE Competent Police

### Spaceship: Viper Mk III - Police Issue

| | |
|---|---|
| **Defence:** | 13 |
| **Dogfighting:** | 13 |
| **Pursuit:** | 11 |
| **Initiative:** | +5 |
| **Hull:** | 60 |
| **Critical:** | 30 |
| **Shields:** | 65 |
| **Shield Recharge:** | 5 |

**Weapons**

Medium: Medium Fixed Burst Laser, +7 To Hit, 15 + Burst (10) damage♦
Medium: Medium Fixed Burst Laser, +7 To Hit, 15 + Burst (10) damage♦
Small: Small Seeker Missile Rack, +9 To Hit,
20 damage (10 vs shields), Ammo 12.
Small: Small Seeker Missile Rack, +9 To Hit,
20 damage (10 vs shields), Ammo 12

♦+5 damage vs Shields

**Utility**

Mount 1: 0E Manifest Scanner

## SECURITY ESCORT SHIP Expert Security

### Ship: Diamondback Scout – Interceptor

| | |
|---|---|
| **Defence:** | 12 |
| **Dogfighting:** | 12 |
| **Pursuit:** | 12 |
| **Initiative:** | 3 |
| **Hull:** | 150 |
| **Critical:** | 25 |
| **Shields:** | 110 |
| **Shield Recharge:** | 5 |
| **Shield Cell Bank:** | 15/5 |

**Weapons**

Medium: Medium Fixed Pulse Laser, +7 To Hit, 20 damage♦
Medium: Medium Fixed Pulse Laser, +7 To Hit, 20 damage♦
Small: Small Seeker Missile Rack, +9 To Hit, 20 damage (10 vs shields), Ammo 12
Small: Small Seeker Missile Rack, +9 To Hit, 20 damage (10 vs shields), Ammo 12
♦+5 damage vs Shields

**Utility**

Mount 1: 0E Manifest Scanner
Mount 2: 0E Frame Shift Wake Scanner
Mount 3: Chaff Launcher, Ammo 6
Mount 4: 0E Shield Booster (5% shield boost)

## POLICE CRUISER Master Police

### Spaceship: Python – Stobart 9

| | |
|---|---|
| **Defence:** | 10 |
| **Dogfighting:** | 10 |
| **Pursuit:** | 8 |
| **Initiative:** | 5 |
| **Hull:** | 460 |
| **Critical:** | 50 |
| **Shields:** | 330 |
| **Shield Recharge:** | 5 |

**Weapons**

Large: Large Turreted Pulse Laser, +8 To Hit, 30 damage♦
Large: Large Turreted Pulse Laser, +8 To Hit, 30 damage♦
Large: Large Turreted Pulse Laser, +8 To Hit, 30 damage♦
Medium: Medium Turreted Multi-Cannon, +8 To Hit, 15 +Burst (10) damage*, Ammo 30
Medium: Medium Turreted Multi-Cannon, +8 To Hit, 15 +Burst (10) damage*, Ammo 30
♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Point Defence, Ammo 10
Mount 2: Point Defence, Ammo 10
Mount 3: 0A Shield Booster (+25% shields)
Mount 4: 0A Shield Booster (+25% shields)

## HIGH-VALUE WING GUARD Dangerous Security

### Spaceship: Vulture – Vanguard

| | |
|---|---|
| **Defence:** | 18 |
| **Dogfighting:** | 19 |
| **Pursuit:** | 12 |
| **Initiative:** | 9 |
| **Hull:** | 230 |
| **Critical:** | 35 |
| **Shields:** | 180 |
| **Shield Recharge:** | 5 |
| **Shield Cell Bank:** | 20/3 |

**Weapons**

Large: Large Gimballed Pulse Laser, +13 To Hit, 30 damage♦
Large: Large Gimballed Pulse Laser, +13 To Hit, 30 damage♦

♦+5 damage vs Shields

## ASSASSINS

With so much space to hide in, and so many separate legal jurisdictions in place, it has never been easier to be an assassin. Hired killers come in two varieties - bounty hunters and plain cold-hearted murderers.

Bounty Hunting is 'legal' assassination. Many companies and governments have the power to place kill orders on the heads of suspected criminals, especially when those criminals operate in deep space, where capture and interrogation are virtually impossible. A bounty hunter simply scans passing ships to see if they are wanted and then carries out the execution - collecting the bounty from the local police or security station. The best bounty hunters, of course, tend to hang out in places where criminals like to gather, vastly increasing their potential revenue (and incidentally vastly decreasing their own likely lifespan). Bounty hunters also operate individually, outside of their spaceships, although this is less common. Most government forces that pay bounties are wealthy enough to afford a fairly decent police force, which can capture criminals legally.

Assassination is the illegal version of killing for money. An assassin is paid by a wealthy individual or company to kill someone who is probably not wanted by the law, often a politician, legally immune mobster or an agent of a hostile power. Whereas bounty hunters can claim to be public servants and brag about their exploits in bars, an assassin must be discreet and cunning.

For all the subtle differences between bounty hunting and assassination, many of these hired killers work in both fields. Money is money, and anyone cold enough to kill to make a living probably isn't too fussy about the legal status of their murdering.

### INDIVIDUAL SCALE **ASSASSIN** OPPONENTS

| BRUISER | | Harmless Assassin | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 1 |
| Defence (Parry): | 3 | Perception: | 2 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Club** +2 To Hit, Finesse 6, Damage 1D10+2<br>or **Chainsaw** +2 To Hit, Finesse 9, Damage 3D10+2 | | |
| Other Skills | Intimidate +2 | | |

| HIRED GUN | | Expert Assassin | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 5 |
| Defence (Parry): | 4 | Perception: | 4 |
| Endurance: 35 | | Speed: | 12m |
| | | To Hit: | 5 |
| Armour: | **Bullet Proof Vest** – Absorb Kinetic 5 | | |
| Attacks: | **Sub Machinegun**<br>10m(5)/60m(8)/120m(14)<br>+5 To Hit, Damage 1D10 + Burst (3D10)<br>**Knife** +5 To Hit, Finesse 7, Damage 1D10+4<br>**Frag Grenade** +5 To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10 | | |
| Karma Capabilities | **Crack Shot** - You add a +2 bonus to the Kinetic, Energy or Heavy Weapon attack you just made. | | |
| Other Skills | Stealth +4 | | |

| VIGILANTE | | Mostly Harmless Assassin | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Shotgun**<br>6m(3)/12m(7)/50m(12)<br>+2 To Hit, Damage 3D10*<br>(2D10 Medium Range & 1D10 Long Range)<br>**Laser Pistol**<br>10m(4)/80m(7)/120m(11)<br>+2 To Hit, Damage 8<br>Knife +2 To Hit, Finesse 7, Damage 1D10 | | |

| RELIGIOUS ZEALOT | | Mostly Harmless Assassin | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 2 | Perception: | 3 |
| Endurance: 30 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Frag Grenade** +3 To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10<br>**Axe** +3 To Hit, Finesse 8, Damage 2D10 | | |
| Karma Capabilities | **Stay Standing** - an attack that just hit you does not knock you down | | |

| BOUNTY HUNTER | | Master Assassin | |
|---|---|---|---|
| Defence (Dodge): | 6 | Initiative: | 6 |
| Defence (Parry): | 4 | Perception: | 7 |
| Endurance: 40 | | Speed: | 10m |
| | | To Hit: | 6 |
| Armour: | None | | |
| Attacks: | **Duel Fire**<br>The Bounty Hunter fires two autopistols simultaneously at no penalty.<br>**Autopistol**<br>6m(5)/50m(8)/100m(14)<br>+6 To Hit, Damage 1D10 + Burst (2D10 | | |
| Karma Capabilities | **Hard Bolied** - Make two ranged weapon attacks, one with each gun, with a +2 bonus To Hit. Additionally the Bounty Hunter's Defence (Dodge) is 10 until its next turn. | | |
| Other Skills | Stealth +5 | | |

| UNSTOPPABLE ASSASSIN | | High Threat Elite Assassin | |
|---|---|---|---|
| Defence (Dodge): | 10 | Initiative: | 10 |
| Defence (Parry): | 10 | Perception: | 10 |
| Endurance: 80 | | Speed: | 16m |
| | | To Hit: | 10 |
| Armour: | None | | |
| Attacks: | **Imperial Sabre**<br>+10 to hit, Finesse 4, 3D10+8 damage.<br>**Fighting** - +10 to hit, Finesse 5, 1D10/2 +8<br>**Continuous Driving Attack** | | |
| Karma Capabilities | **Dive Aside** x3 - Gain a +5 bonus to your Defence (Dodge) against an attack that would hit the Assassin.<br>**Riposte** x2 – The Assassin can counter attack its enemy's counter attack.<br>**Stay Standing** x3 - An attack that just hit the Assassin does not knock her down. | | |
| Other Skills | Stealth +10 | | |

## VEHICLE SCALE **ASSASSIN** OPPONENTS

### BIKER HIT MAN Mostly Harmless Assassin

**Vehicle: Garriot Quadbike SRV – Hunter**

**Defence:** 9
**Initiative:** 3
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 8
**Accelerate:** 4
**Decelerate:** 3
Sensors: 1km Range
Cargo Capacity: None

**Weapons**
Small Forward Fixed Mount:
Dumbfire Missiles, +4 To Hit, 25 damage (10 vs Shields), Ammo 8
Small Forward Fixed Mount:
Dumbfire Missiles, +4 To Hit, 25 damage (10 vs Shields), Ammo 8

Hull: 30
Shields: 30
Shield Recharge: 5

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | +3 | | |
| Attack Penalty | | | | | -1 | -1 | -1 | -2 | | |

### DRIVE-BY-KILLER Competent Assassin

**Vehicle: Gangland Battlecar**

**Defence:** 8
**Initiative:** 5
**Pursuit:** Speed +3
**Perception:** 4
**Max Speed:** 7
**Accelerate:** 3
**Decelerate:** 2
Sensors: None
Cargo Capacity: Minimal

**Weapons**
2x Small Turret Mounts:
Multi-cannons, +8 To Hit, 5 + Burst (10) damage*, Ammo 25

Hull: 60
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | -3 | | | |

## BRAZEN ASSASSIN Expert Assassin

**Vehicle: Light Tank – Enforcer GU9**

| | |
|---|---|
| **Defence:** | **9** |
| **Initiative:** | **4** |
| **Pursuit:** | **Speed +3** |
| **Perception:** | **5** |
| **Max Speed:** | **6** |
| **Accelerate:** | **3** |
| **Decelerate:** | **2** |
| Sensors: | 2km Range |
| Cargo Capacity: | None |

**Weapons**

Large Turret: Cannon, +8 To Hit, 30 damage*, Ammo 24

Medium Turret: Burst Laser, +8 To Hit, 15 + Burst (10) damage♦

*+5 damage vs Hull ♦+5 damage vs Shields

| | |
|---|---|
| Hull: | 250 |
| Shields: | 130 |
| Shield Recharge: | 5 |

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | | | | |
| Attack Penalty | | | -1 | -1 | -2 | -2 | | | | |

## SPACESHIP SCALE **ASSASSIN** OPPONENTS

## SWIFT BOUNTY HUNTER Novice Assassin

**Spaceship: Eagle Mk II – EGX Ranger**

| | |
|---|---|
| **Defence:** | **14** |
| **Dogfighting:** | **15** |
| **Pursuit:** | **9** |
| **Initiative:** | **3** |
| **Hull:** | **60** |
| **Critical:** | **20** |
| **Shields:** | **85** |
| **Shield Recharge:** | **10** |

**Weapons**

Small: Small Fixed Beam Laser, +6 To Hit, 5+ Burst (20) damage♦

Small: Small Fixed Pulse Laser, +6 To Hit, 10 damage♦

Small: Small Fixed Cannon, +6 To Hit, 10 damage*, Ammo 50.

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Point Defence, Ammo 10

## INCONSPICUOUS BOUNTY HUNTER Expert Assassin

**Spaceship: Cobra Mk III – GTI**

| | |
|---|---|
| **Defence:** | **14** |
| **Dogfighting:** | **15** |
| **Pursuit:** | **14** |
| **Initiative:** | **5** |
| **Hull:** | **235** |
| **Critical:** | **30** |
| **Shields:** | **145** |
| **Shield Recharge:** | **10** |
| **Shield Cell Bank:** | **20/1** |

**Weapons**

Medium: Medium Gimballed Beam Laser, +8 To Hit, 15 + Burst (20) damage♦

Medium: Medium Gimballed Beam Laser, +8 To Hit, 15 + Burst (20) damage♦

Small: Small Gimballed Multi cannon, +8 To Hit, 5 + Burst (10) damage*

Small: Small Gimballed Multi cannon, +8 To Hit, 5 + Burst (10) damage*

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6.

Mount 2: 0D Kill Warrant Scanner (20% Bounty Bonus)

## RUTHLESS BOUNTY HUNTER Master Assassin

### Spaceship: Asp - Cutthroat

| | |
|---|---|
| **Defence:** | 15 |
| **Dogfighting:** | 16 |
| **Pursuit:** | 12 |
| **Initiative:** | 8 |
| **Hull:** | 700 |
| **Critical:** | 50 |
| **Shields:** | 220 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 15/5 |

**Weapons**

Medium: Medium Seeker Missile Rack, +10 To Hit, 25 damage (10vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +10 To Hit, 25 damage (10vs shields), Ammo 12
Small: Small Gimballed Burst Laser, +9 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +9 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +9 To Hit, 5+Burst (10) damage♦
Small: Small Gimballed Burst Laser, +9 To Hit, 5+Burst (10) damage♦

♦+5 damage vs Shields

**Utility**

Mount 1: 0D Manifest Scanner (+1 to scan)

## ELITE BOUNTY HUNTER Elite Assassin

### Spaceship: Fer-de-Lance – A9 Excalibur

| | |
|---|---|
| **Defence:** | 19 |
| **Dogfighting:** | 21 |
| **Pursuit:** | 15 |
| **Initiative:** | 12 |
| **Hull:** | 710 |
| **Critical:** | 55 |
| **Shields:** | 300 |
| **Shield Recharge:** | 10 |
| **Shield Cell Bank:** | 20/5 |

**Weapons**

Huge: Huge Gimballed Cannon, +13 To Hit, 40 damage*, Ammo 50
Medium: Medium Fixed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Fixed Beam Laser, +12 To Hit, 15+Burst (20) damage♦
Medium: Medium Seeker Missile Rack, +14 To Hit, 35 damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +14 To Hit, 35 damage (15 vs shields), Ammo 12

♦+5 damage vs Shields *+5 damage vs Hull

**Utility**

Mount 1: Chaff Launcher, Ammo 6
Mount 2: Point Defence, Ammo 10.
Mount 3: 0B Kill Warrant Scanner (+40% bounty)
Mount 4: 0C Frame Shift Wake Scanner (+2 bonus)

## ALIEN ANIMALS

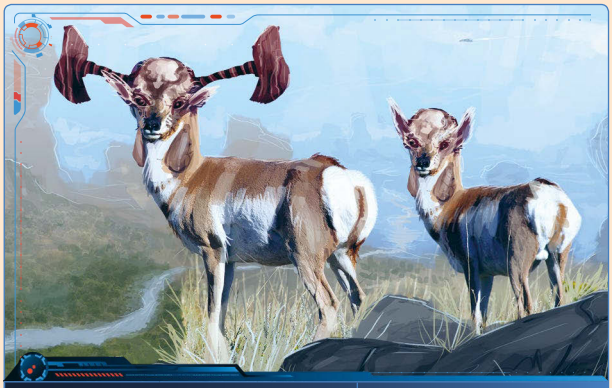
Across the galaxy are thousands of earth-type planets hosting a bewildering array of life-forms. Some worlds are relatively barren, at least zoologically speaking, but most will have fully developed animals wandering their surfaces, swimming in their seas, and soaring through their alien skies.

There are certain evolutionary strategies that are duplicated by nature again and again. Insects, mammals and reptiles have evolved independently on thousands of worlds, and many animals can end up looking broadly similar to those which have evolved on Earth. Binocular vision, claws, teeth and a four-legged gait are universally useful for land predators, whilst wings, fins, and legs are proven methods of getting from place to place.

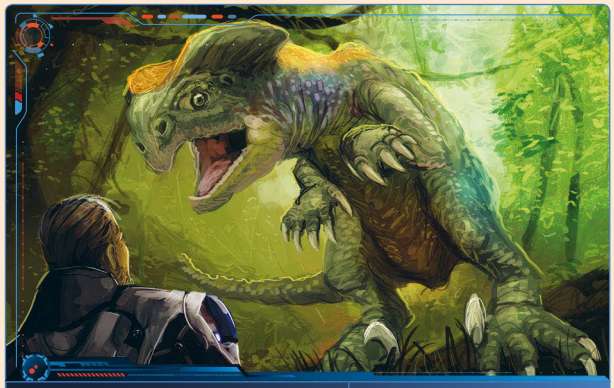
Most animals, alien or otherwise, instinctively shy away from humans. Human beings are large, loud and threatening, and the best response when confronted with such a strange creature is to run. However, not all alien animals are so passive. Some see humans as prey, or threats to dispose of violently.

The aliens listed below are not necessarily confined to a single world. Similar beasts, perhaps only cosmetically different, exist on a broad variety of different planets, both explored and unexplored. Aggressive aliens are sometimes used as guard beasts or trained as mounts or companions. However, any would-be exploiter of these beasts should watch out. What goes on in the unfathomable mind of an alien beast is anyone's guess.

## INDIVIDUAL SCALE **ALIEN ANIMAL** OPPONENTS



| BORCHUCK | | Harmless Alien Animal | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | N/A | Perception: | 2 |
| Endurance: 15 | | Speed: | 12m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Hoof** – +2 To Hit, Finesse 5, Damage 1D10 +2<br>**Slam** – +2 To Hit, Finesse 6, Damage 2D10<br>If the Borchuck knocks over its target its slam, it can make a free Hoof attack on that target<br>**Toxic Vomit**<br>2m(5)/6m(8)/10m(12)<br>+2 To Hit, Damage 2D10 toxic. | | |
| An antelope-sized creature with a thick domed skull. They are usually not aggressive but when scared, they emit a stream of corrosive vomit, which they can project up to ten metres towards the unlucky assailant. | | | |



| NARSEER | | Mostly Harmless Alien Animal | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 3 | Perception: | 3 |
| Endurance: 20 | | Speed: | 10m |
| | | To Hit: | 4 |
| Armour: | None | | |
| Attacks: | **Bite** – +2 To Hit, Finesse 5, Damage 1D10 +2<br>**Sickle Claw** – (knocked over targets only)<br>+4 To Hit, Finesse 5, Damage 2D10<br>**Sonic Screech**<br>6m(5)/16m(7)/30m(11)<br>+4 To Hit, Damage 5, and on a natural 9 or 10 To Hit the target is knocked over and drops whatever it was holding. | | |
| A lizard-like creature that has evolved to stand on its hind legs. They are carnivores and disorientate their prey with a sonic screech. It emits an ultrasound attack, causing temporary deafness, nausea and incapacitation of its targets. The Narseer have an enlarged sickle-shaped claw on each hind foot, which is used to kill their prey with a sharp slash to the throat or other exposed parts of the body. | | | |



## GOLLUNK

High Threat Mostly Harmless Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 1 | Initiative: | 1 |
| Defence (Parry): | N/A | Perception: | 2 |
| Endurance: 50 | | Speed: | 8m |
| | | To Hit: | 2 |

| | |
|---|---|
| Armour: | **Armoured Scales**<br>Absorb Energy 6, Kinetic 4, Melee 4 |
| Attacks: | **Slam** +2 To Hit, Finesse 6, Damage 2D10<br>**Continuous Driving Attack** |

This tank-like beast is similar to a rhinoceros, but has large armoured scales that give it a natural defence against energy weapons. It is a simple creature that is easy to annoy.



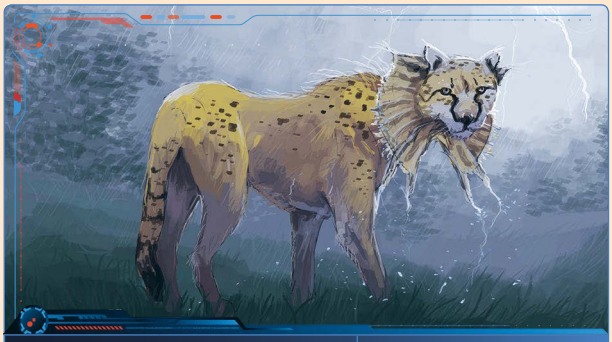
## KAI

Competent Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 3 |
| Defence (Parry): | N/A | Perception: | 4 |
| Endurance: 30 | | Speed: | 12m |
| | | To Hit: | 4 |

| | |
|---|---|
| Armour: | None |
| Attacks: | **Overwhelming Assault**<br>The Kai attacks with a Bite, Claw and Tail all in the same turn. It does not have to target the same enemy with each attack.<br>**Bite** +4 To Hit, Finesse 5, Damage 1D10 +2<br>**Claw** +4 To Hit, Finesse 5, Damage 1D10<br>**Tail Sting** +4 To Hit, Finesse 6. On a hit the target takes 5 points of Toxic damage per round until treated with a difficulty 9 Medicine check. |

This pack animal is most similar to a wolf, although its behaviour is more akin to a Lion, with one alpha male possessing a harem of females. The females are the hunters and they are the ones with the sting in their tail which is used to bring down their prey. The male has an ornate coat and is larger than the female, but cannot sting in combat.



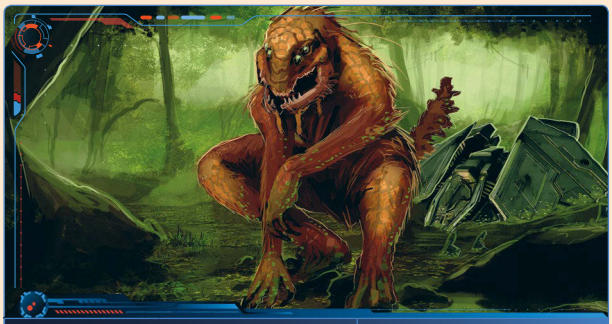
## FRENICK

Novice Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | N/A | Perception: | 3 |
| Endurance: 25 | | Speed: | 14m |
| | | To Hit: | 4 |

| | |
|---|---|
| Armour: | None |
| Attacks: | **Bite** +3 To Hit, Finesse 5, Damage 1D10 +2<br>**Claw** +4 To Hit, Finesse 4, Damage 1D10<br>**Energy Blast**<br>10m(4)/60m(7)/100m(11)<br>+4 To Hit, Damage 8 |

A cheetah-sized mammal with a fan-like bone collar that can emit an energy blast. This creature has a biological energy weapon which can cause damage similar to that of a laser pistol. Initial studies into these creatures split scientific opinion, with some believing that this ability developed through natural evolution, whereas others prefer the theory that this type of weapon is the result of advanced bio-engineering. This theory persists, despite the fact that human bio-technology is not yet advanced enough to have been capable of creating this type of weapon. To fire its energy weapon, the Frennick freezes in place and points directly towards the target.



## STUMP

Novice Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | 3 | Perception: | 3 |
| Endurance: 25 | | Speed: | 8m |
| | | To Hit: | 4 |

| | |
|---|---|
| Armour: | None |
| Attacks: | **Claw** +4 To Hit, Finesse 4, Damage 1D10<br>If the Stump hits with its claw attack it may make an immediate Bite attack against the same target.<br>**Bite** +4 To Hit, Finesse 5, Damage 1D10 +2<br>**Pounce:** Instead of moving, this creature can pounce up to 20m and then make a Claw attack. It will jump over objects and people if there is enough room. |

These nightmarish creatures are human in size with oversized and powerful legs. At normal speed the Stump moves in a similar motion to a hare. They typically appear in the crouching position and due to their rough hide and brownish colour, the first settlers to discover these creatures, nicknamed them Stumps. Those who survived the encounter, that is. The name is now widely used to frighten small children into behaving properly by their exasperated parents

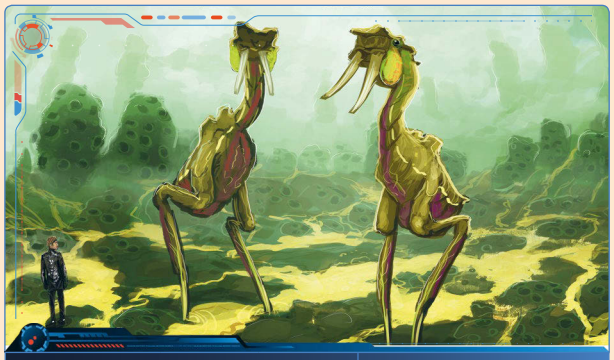


## ROCK RUNNER — Expert Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 4 |
| Defence (Parry): | 5 | Perception: | 4 |
| Endurance: 35 | | Speed: | 18m |
| | | To Hit: | 5 |

| | |
|---|---|
| Armour: | None |
| Attacks: | **Bite** +5 To Hit, Finesse 5, Damage 2D10+4 to both individual and vehicle scale targets. |

These highly territorial lizard-like apes live anywhere where there are rocks to nest in. They have no disadvantage over uneven ground and can reach great speeds when at a full run. They have extremely powerful jaws and can do serious damage to most metals and polymers used on land vehicles. Rock Runners can bite through almost everything that's not covered in inches thick armour-plating.

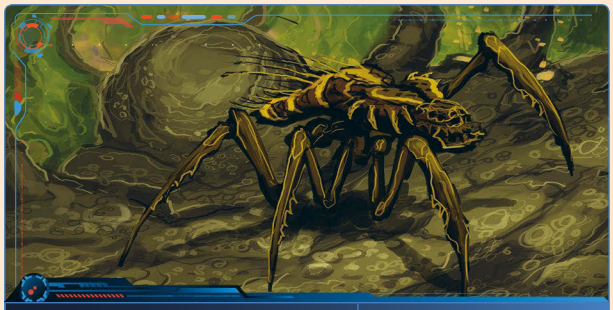


## TENGOROTH — Master Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 3 |
| Defence (Parry): | - | Perception: | 2 |
| Endurance: 100 | | Speed: | 14m |
| | | To Hit: | +6 |

| | |
|---|---|
| Armour: | **Thick Hide** – Absorb Kinetic 8, Melee 6, Fighting 6 |
| Attacks: | **Tusks** +6 To Hit, Finesse 5, Damage 2D10+6 and human sized targets are knocked over.<br>**Acid Globule**<br>10m(5)/30m(8)/50m(12)<br>+6 To Hit, explodes on impact. Fatal 8m, Injury 12m. Damage Fatal 20, Injury 10. |

These two-legged creatures stand eight metres tall.
They have two huge tusks and can, when enraged, blast a noxious chemical globule from glands on either side of their necks.
This sticky membrane explodes on impact, spraying the target with acidic liquid. The animal can only fire two such globes in a single day.



## MORDRAKE SPIDER — Dangerous Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 7 | Initiative: | 6 |
| Defence (Parry): | 7 | Perception: | 6 |
| Endurance: 50 | | Speed: | 10m |
| | | To Hit: | 7 |

| | |
|---|---|
| Armour: | **Armoured Carapace**<br>Absorb Kinetic 10, Energy 6. Hardened 5. |
| Attacks: | **Stab** +7 To Hit, Finesse 4, Damage 3D10+6<br>On a natural 9 or 10 To Hit, target is knocked over and drops whatever it was holding.<br>The spider then makes a Chemical Attack.<br>**Chemical Attack**<br>(only if target is knocked over)<br>+7 To Hit, Finesse 7, Damage 2D10 toxic<br>**Barbed Hairs**<br>5m(3)/10m(7)/15m(12)<br>+7 To Hit, Damage 3D10 (2D10 at medium range, 1D10 at long range.) When using the Barbed Hair against an enemy. The Mordrake must include up to two adjacent targets within 2m of the enemy if it can. Roll to hit each target separately even if they are a friend or ally. |

This is in fact a six-legged creature with a domed head that allows all-round vision thanks to its eight spider-like eyes. It has thick 15cm bristles attached to its thorax. These bristles are called urticating hairs and sometimes the Mordrake use these as protection against enemies. Species of Mordrake with urticating hairs can kick these hairs off; they flick them into the air at a target, using their back pairs of legs. These fine hairs are barbed and are difficult to remove without proper medical attention. Its front two legs have sharp pointed ends, which it uses to spear its target before expelling digestive enzymes, which liquefy the prey before they ingest the sloppy remains through suction hairs.



## MORTIS CLAW — Deadly Alien Animal

| | | | |
|---|---|---|---|
| Defence (Dodge): | 8 | Initiative: | 7 |
| Defence (Parry): | 8 | Perception: | 7 |
| Endurance: 60 | | Speed: | 10m |
| | | To Hit: | 8 |

| | |
|---|---|
| Armour: | **Exoskeleton** – Absorb Energy 6, Melee 6 |
| Attacks: | **Sickle Claw** +8 To Hit, Finesse 4, Damage 2D10+6<br>Attacks all targets within 2m<br>**Bite** +8 To Hit, Finesse 5, Damage 3D10+6 |

This six-legged creature has three razor sharp claws on each leg, which are used to crawl over sheer ice. They normally hunt animals indigenous to their natural habitats, but will also hunt humans, who they consider perfectly acceptable prey.

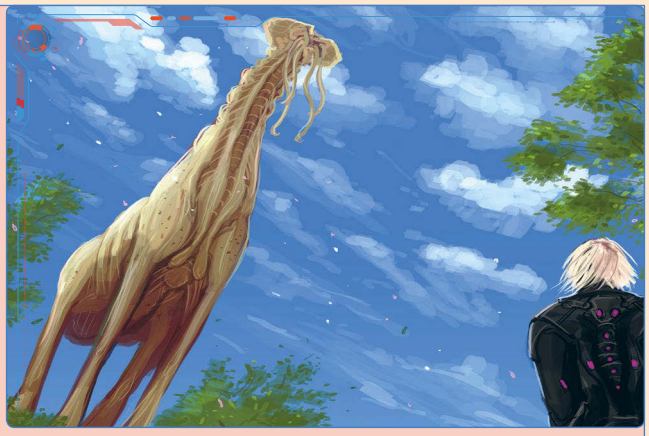
## TRELYM Expert Alien Animal

| | |
|---|---|
| **Defence:** | **10** |
| **Initiative:** | **5** |
| **Pursuit:** | **Speed +4** |
| **Perception:** | **2** |
| **Max Speed:** | **7** |
| **Accelerate:** | **7** |
| **Decelerate:** | **7** |
| Hull: | 130 |

**Actions**
When up-close the Trelym can make a Ram action. Instead of colliding with the vehicle it makes a Tentacle Ram attack as described below.

**Weapons**
Tentacle Ram, +6 To Hit, 30 damage. Moving vehicles must make a Piloting Check, difficulty 10, or overturn. An overturned vehicle is at speed 0,can take no actions and make no attacks until the vehicle has been righted again.

**Ignore Obstacles**
The Trelym are graceful creatures that never accidentally run into a rock or catapult themselves over slopes. As a result Trelym do not roll on the Obstacles table, as they easily overcome such difficulties.



The elegant Trelym is generally a peaceful beast, but is startled by the loud sounds of vehicles and spaceships. To startle a Trelym is to invite great danger on yourself, as these creatures stand as tall as office blocks and run as fast as a racing car.

To protect their young they will chase away 'predators' such as human-built vehicles for miles, smashing apart the feeble little machines until they stop moving. Ironically they are unlikely to attack a human that crawls from the wreck of such a vehicle, as they consider such small creatures insignificant threats.

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +1 | +2 | +2 | | | |
| Attack Penalty | | | | | -1 | -1 | -1 | | | |

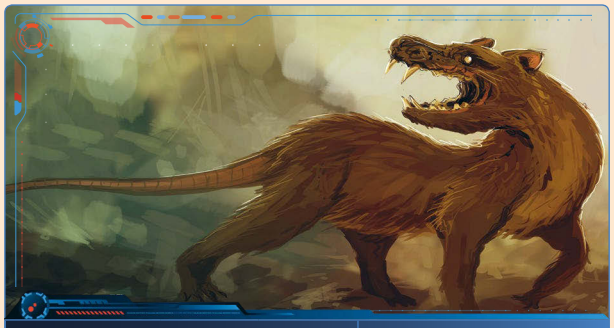
## BIOMODS

One unintended consequence of the superb medical and biological technology of the 34th century is the temptation for scientists to play god. When life becomes a jigsaw puzzle that you can re-arrange and modify at will, untold horrors will be unleashed upon the universe in the name of discovery and experiment. The nauseating biomods, mismatched creatures made from a variety of different animal components, are the worst examples of this scientific hubris.

Biomods are made for a variety of reasons. Some are relatively benign creations, animals which have been reconfigured genetically to produce more meat, more young, more milk. Others are little more than bio-engineered weapons, aggressive creatures made more combative by over-stimulating their adrenaline production and muscular mass, and combining the worst features of two or more incompatible animals.

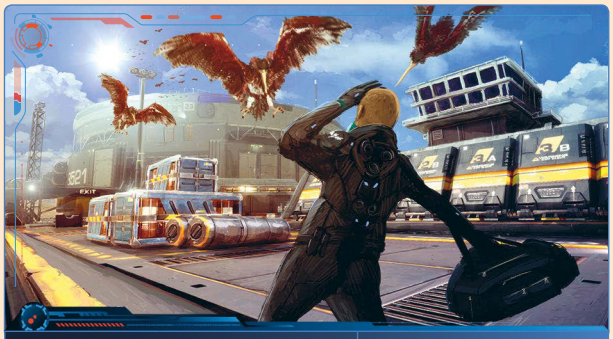
These freaks of scientific inquiry are often used en-masse for military or sabotage purposes. A pack of Snakewolves can help to flush out an entrenched infantry troop, whilst releasing hundreds of Weasalrats into a corporate building's air ducts will render the entire structure permanently unusable.

A common strategy when employing Biomods is to mix them with human soldiers or mercenaries. Biomods can be adapted to accept the smell of their human overseers, or even other Biomods, as being fellow pack members. In this way combined groups of Biomods and soldiers can assault the same position without falling on each other in a feeding frenzy.



| WEASELRAT | | Harmless Biomod | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 2 |
| Defence (Parry): | - | Perception: | 2 |
| Endurance: 5 | | Speed: | 12m |
| | | To Hit: | 1 |
| Armour: | None | | |
| Attacks: | **Ripping Bite** +1 To Hit, Finesse 5, Damage 1D10 (halved), On an even roll the target begins to bleed. **Bleed** take 1 point of damage per turn until treated with a difficulty 7 Medicine check. | | |

The WeaselRat grows as much as 60cm long, and is a slim, arch- backed beast. It enjoys gnawing power cables and metal plating, and its deadly teeth are capable of inflicting terrible injuries. Its saliva prevents the coagulation of blood, meaning many of its victims bleed to death from their wounds. Thanks, science.



| BATHAWK | | Harmless Biomod | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 2 |
| Defence (Parry): | - | Perception: | 3 |
| Endurance: 4 | | Speed: | 16m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Eye-ripping Beak** +2 To Hit, Finesse 5, Damage 1D10 (halved). On a 10, target blinded until treated with a difficulty 8 Medicine check. **Blinded** A blinded creature cannot add any Skill bonuses to its attacks and Skill checks. | | |
| Special | The BatHawk can fly, and therefore ignores difficult terrain and interposing enemies. | | |

The tiny BatHawk is utterly fearless and aggressive, diving for its enemies' eyes with its sharp beak. Although it is not strong enough to pull eyes from their sockets, only proper medical attention will save the poor victims' blood-soaked vision.



| SNAKEWOLF | | Mostly Harmless Biomod | |
|---|---|---|---|
| Defence (Dodge): | 2 | Initiative: | 1 |
| Defence (Parry): | N/A | Perception: | 2 |
| Endurance: 15 | | Speed: | 12m |
| | | To Hit: | 2 |
| Armour: | None | | |
| Attacks: | **Bite** +2 To Hit, Finesse 5, Damage 1D10. On an even damage roll the target is poisoned. **Poisoned** A poisoned creature takes 3 toxic damage at the start of its turn until treated with a difficulty 8 Medicine check. | | |

This horrid beast never lives long – the dangerous chemistry that mixes snake and wolf ensures that the SnakeWolf barely makes it out of puberty before its exhausted internal systems give way. A slithering, four-legged serpentine trunk topped with a venomously fanged wolf head, the SnakeWolf is a most disgusting and lethal Biomod. Upon biting its victim it flees, letting its deadly poison do the work of killing its prey.



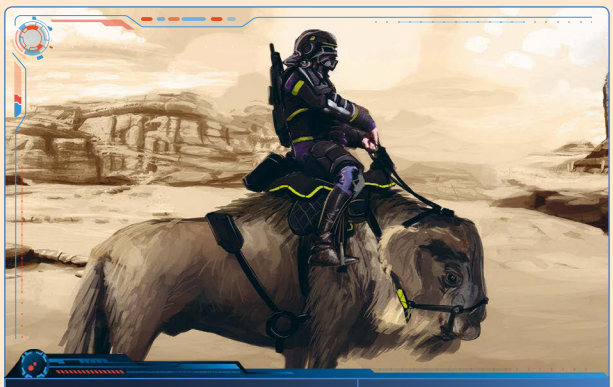
| PANTHERHOUND | | Harmless Biomod | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | - | Perception: | 3 |
| Endurance: 10 | | Speed: | 14m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Claw** +3 To Hit, Finesse 5, Damage 1D10<br>**Bite** +2 To Hit, Finesse 5, Damage 1D10 +2 | | |
| Other Skills: | Stealth +4 | | |

This animal is only just over a metre long, but is packed with rippling muscles and strong jaws. It prefers to ambush its prey and likes to find high-up places from which to sleep and hunt. PantherHounds are easily trained, however, and will rush an enemy head-on when commanded.



| GORILLALION | | Novice Biomod | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 3 |
| Defence (Parry): | 3 | Perception: | 3 |
| Endurance: 40 | | Speed: | 10m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Pummelling slash** +3 To Hit, Finesse 5, Damage 2D10 +4, if both damage dice are even numbers, the target is grabbed.<br>**Gorilla Grab** Take 1D10 halved damage at the start of your turn. While grabbed you cannot move and can only use your Action to escape.<br>Escape with an Athletics check difficulty 11 – bonuses to Close Combat damage can be added to this roll. | | |

The GorillaLion is a massive animal, deliberately made super-aggressive by meddling scientists. Standing two metres tall at the shoulder, and considerably taller when it heaves itself up onto its hind legs, the GorillaLion crushes and cuts its foes with its over-muscular arms. Sometimes it gets a grip on its foes, and slowly crushes them into pulp as its overfanged mouth drools above them in expectation of the coming feast.



| POLICE HERG | | Competent Biomod | |
|---|---|---|---|
| Defence (Dodge): | 4 | Initiative: | 2 |
| Defence (Parry): | 0 | Perception: | 2 |
| Endurance: 50 | | Speed: | 20m |
| | | To Hit: | 5 |
| Armour: | **Reflec Cooler** – Absorb Energy 3 | | |
| Attacks: | **Hoof** +5 To Hit, Finesse 5, Damage 1D10 +4, and the Police Herg can move 4m without provoking a free attack.<br>**Charge** Must move 8m before making this attack. +5 To Hit, Finesse 5, Damage 2D10 and if the Police Herg Knocks over its target, it can make a free Hoof attack on that target. | | |

Common Hergs are placid alien animals that are used as beasts of burden on a number of worlds. A genetically 'improved' Police Herg is quite a different beast,a hulking brute used by police forces who like to control rioting crowds the old-fashioned way. Where a Common Herg would recoil from the noise and violence of a riot, the Police Herg actively enjoys the sensation of crushing civilians underfoot, and is not dismayed by the racket of gunfire unleashed by its heartless rider above.



## DRONES

"Who first forged the deadly drone?
The whips of hell shall sear him home."

Attributed to Tibullus (55BC – 9BC).

It wasn't long, geologically speaking, after man first emerged from caves that he built the dastardly drone. Requiring insultingly simple technology to make and responsible for untold billions of deaths, the drone is a remotely operated robot, frequently fitted with a deadly array of firepower.

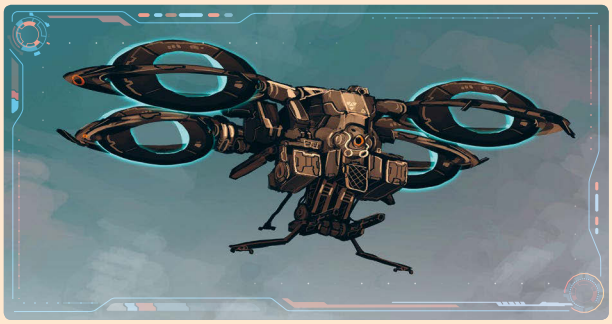
Drones differ from robots in that they are not self-intelligent machines. Someone, somewhere is operating them, joystick in one hand, synth-coffee in the other, as they gun down their enemies in perfect safety.

The development of drones made war a trivial and amusing pastime, at least for the soldiers. When humanity tinkered with self-aware machines, because controlling a drone was boring and required too much synth-coffee, they lost their sense of humour quickly. These days the use of armed drones is strictly regulated, but like all really bad ideas, this hasn't stopped military, corporate and pirate factions from indulging in sanitised warfare as their first port of call. At least the days when every street gang had a dozen or so drones seem to have passed, for the use of drones in crime carries a severe penalty in all civilised systems.

There are, broadly speaking, two types of combat drone – flying and walker drones.

Flying Drones are the most popular type.
Typically held aloft by multiple spinning rotors, flying drones are fast, difficult to hide from, and fairly manoeuvrable. Designers of these drones have to be mindful of the weight of their machine, and for this reason flying drones do not tend to be particularly well armoured, although there are exceptions.

Walker Drones are used when a battle area is too enclosed for the easy use of flyers, or where incoming firepower from the enemy would overwhelm the defences of a flying drone. Walker drones are humanoid in shape, and typically stand somewhere between two and a half to four metres tall. They are clanking, ponderous monsters, covered in thick armour and wielding the largest weapons they can carry. Unlike flying drones, walkers do not have a Dodge value. No matter how good its pilot, a walker drone just can't get out of the way of an enemy's attack quickly enough. It relies on its powerful armour and intimidating weapons to deter its enemies from attacking it.



### CONTROLLING A DRONE

Drones are controlled with the Cyber skill. A drone control suite is typically used to issue commands to a drone. Usually this will be a room in a large office block, with multiple specialised computers. A tall transmission tower will broadcast instructions to all drones in range – usually about 200 miles - but this range can be extended if a network of towers exists across a planet or station.

Drones don't have to be controlled in such august environments, of course. At a minimum, a drone can be commanded with a Slate Computer and a Hand or Wrist Com with a working transmitter, provided the necessary software is installed. Soldiers on the move will sometimes have a drone operator with this sort of equipment in a special harness, or perhaps in a miniature control suite in the back of an APC.

There are significant risks in using a drone this way. A more powerful transmitter, and a skilled computer hacker, could seize control of a drone that is not being governed from a proper drone control suite. For this reason it is rare for professional government armies to

use too many drones against each other – the war could be won by a more skilled hacker on the opposing side!

Flying drones gain a Defence (Dodge) score equal to the Cyber Skill bonus of its controller. Walker drones cannot Dodge at all. Both types of drone attack with all their weapons, using the pilot's Cyber Skill to determine their attack bonus.

It is possible players could capture or be given their own drone. Remember that ownership of drones is legally similar to ownership of heavy weapons. If a player isn't allowed to haul a Plasma Accelerator around town, they certainly can't bring a drone lumbering after them.

## DRONE SPECIAL RULES

**Mechanical:** Drones do not need to eat or rest. They have no circulatory system or vulnerable organic components and so are immune to toxic damage.

**Slow Witted:** Drones are cumbersome machines controlled remotely, and therefore cannot take reaction Actions. These include counterattacking, attacking an enemy that moves away or fires at point blank range, or any reaction Actions from grenades or missiles (see Variant Rules).

**No Karma:** Drone controllers cannot use Karma Capabilities through their drone.

## INDIVIDUAL SCALE **DRONE** OPPONENTS

| T-90 PATROL DRONE | | Novice Drone | |
|---|---|---|---|
| Defence (Dodge): | 3 | Initiative: | 2 |
| Defence (Parry): | N/A | Perception: | 4 |
| Endurance: 20 | | Speed: | 14m |
| | | To Hit: | 3 |
| Armour: | None | | |
| Attacks: | **Hail of Fire** If the T-90 does not move it can fire its Submachine gun twice.<br>**Sub Machinegun**<br>10m(5)/60m(8)/120m(14)<br>+3 To Hit, Damage 1D10 + Burst (3D10), Ammo 16 | | |
| Special | **Fly:** The T-90 Patrol Drone can fly, and therefore ignores difficult terrain and interposing enemies.<br>**Slow Witted:** Drones cannot take reactions. | | |

| APEX-FIRE COMBAT DRONE | | Expert Drone | |
|---|---|---|---|
| Defence (Dodge): | 5 | Initiative: | 3 |
| Defence (Parry): | N/A | Perception: | 4 |
| Endurance: 30 | | Speed: | 16m |
| | | To Hit: | 5 |
| Armour: | None | | |
| Attacks: | **Assault Beamer**<br>12m(4)/70m(7)/200m(10)<br>+5 To Hit, Damage 5 + Burst (20)<br>**Grenade Launcher**<br>No Short Range/60m(9)/150m(14)<br>Blast Radius: Fatal 6m, Injury 16m<br>+5 To Hit, Damage (Fatal 25, Injury 10), Ammo 4. | | |
| Special | **Fly:** The Apex-Fire Combat Drone can fly, and therefore ignores difficult terrain and interposing enemies.<br>**Slow Witted:** Drones cannot take reactions. | | |

| PENDRAGON SUPPORT DRONE | | Deadly Drone | |
|---|---|---|---|
| Defence (Dodge): | 8 | Initiative: | 5 |
| Defence (Parry): | N/A | Perception: | 4 |
| Endurance: 50 | | Speed: | 8m |
| | | To Hit: | 8 |
| Armour: | None | | |
| Attacks: | **Plasma Repeater**<br>22m(5)/170m(6)/600m(9)<br>+8 To Hit, Damage 24, Ammo 20<br>**Plasma Cannon**<br>No Short Range/500m(10)/3km(13)<br>**Blast Radius:** Fatal 12m, Injury 34m<br>+8 To Hit, Damage (Fatal 100, Injury 40), Ammo 4. | | |
| Special | Fly: The Pendragon Support Drone can fly, and therefore ignores difficult terrain and interposing enemies.<br>Slow Witted: Drones cannot take reactions. | | |

| JUNGA PATTERN WALKER DRONE | | High Threat Mostly Harmless Drone | |
|---|---|---|---|
| Defence (Dodge): | N/A | Initiative: | 1 |
| Defence (Parry): | N/A | Perception: | 1 |
| Endurance: 100 | | Speed: | 8m |
| | | To Hit: | 2 |
| Armour: | **Armour Plating** – Absorb Kinetic 5, Energy 5. | | |
| Attacks: | **Chain Gun**<br>30m(5)/60m(8)/180m(14)<br>+2 To Hit, Damage 2D10 + Heavy Burst (6D10), Ammo 10<br>**Walker Punch** - +2 To Hit, Finesse 7, Damage 2D10 | | |
| Special | **Auto-loader:** The Walker Drone has one spare ammo clip and an auto-loading mechanism for its chain gun. It can reload without spending an action to do so.<br>**Slow Witted:** Drones cannot take reactions. | | |

## MANTICORE HN WALKER DRONE — High Threat Expert Drone

| | | | |
|---|---|---|---|
| Defence (Dodge): | N/A | Initiative: | 3 |
| Defence (Parry): | N/A | Perception: | 1 |
| Endurance: 130 | | Speed: | 10m |
| | | To Hit: | 6 |
| Armour: | **Heavy Plating** – Absorb Kinetic 8, Energy 5, Fighting 5 - Hardened 6. | | |
| Attacks: | **Chain Gun** 30m(5)/60m(8)/180m(14) +6 To Hit, Damage 2D10 + Heavy Burst (6D10), Ammo 10<br>**Walker Punch** +6 To Hit, Finesse 7, Damage 2D10+4<br>**Continuous Attack** - (Chain Gun Only) | | |
| Special | **Auto-loader:** The Manticore Walker Drone has one spare ammo clip and an auto-loading mechanism for its chain gun. It can reload without spending an action to do so.<br>**Slow Witted:** Drones cannot take reactions. | | |

## TYPE X WALKER DRONE — High Threat Dangerous Drone

| | | | |
|---|---|---|---|
| Defence (Dodge): | N/A | Initiative: | 4 |
| Defence (Parry): | N/A | Perception: | 2 |
| Endurance: 180 | | Speed: | 10m |
| | | To Hit: | 7 |
| Armour: | **Super Heavy Plating** – Absorb Kinetic 12, Energy 8, Fighting 10 - Hardened 5. | | |
| Attacks: | **G910 Heavy Repeater (Chain Gun)** 30m(5)/60m(8)/180m(14) +7 To Hit, Damage 2D10 + Heavy Burst (8D10), Ammo 12<br>**Plasma Cannon** No Short Range/500m(10)/3km(13) Blast Radius: Fatal 12m, Injury 34m +8 To Hit, Damage (Fatal 100, Injury 40), Ammo 4.<br>**Walker Punch** - +7 To Hit, Finesse 7, Damage 3D10+6<br>**Continuous Attack** - (Chain Gun Only) | | |
| Special | **Auto-loader:** The Type-X Walker Drone has one spare ammo clip and an auto-loading mechanism for its chain gun. It can reload without spending an action to do so.<br>**Slow Witted:** Drones cannot take reactions. | | |

# VEHICLE SCALE **DRONE** OPPONENTS

## S4 SENTRY SKIMMER — Harmless Drone

**Defence:** 2
**Initiative:** 1
**Pursuit:** Speed +1
**Perception:** 2
**Max Speed:** 5
**Accelerate:** 4
**Decelerate:** 3

Sensors: 500m Range
Cargo Capacity: None

**Weapons**
Small Forward Gimballed Mount:
Multi-cannon, +5 To Hit, 5 + Burst (10) damage*, Ammo 15
*+5 damage vs Hull

**Special:** The Skimmer can fly, and so does not need to make any Obstacle checks. While in flight the Skimmer cannot be targeted with fixed mount vehicle weapons

Hull: 25
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +2 | | | | | |
| Attack Penalty | | | | | -1 | | | | | |

## S5LM GUARDIAN SKIMMER — Mostly Harmless Drone

**Defence:** 3
**Initiative:** 2
**Pursuit:** Speed +1
**Perception:** 3
**Max Speed:** 5
**Accelerate:** 4
**Decelerate:** 3

Sensors: 500m Range
Cargo Capacity: None

**Weapons**
Small Forward Mount:
Seeker Missile Rack, +7 To Hit, 25 damage (10 vs shields), Ammo 6

**Special:** The Skimmer can fly, and so does not need to make any Obstacle checks. While in flight the Skimmer cannot be targeted with fixed mount vehicle weapons

Hull: 30
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +2 | | | | | |
| Attack Penalty | | | | | -1 | | | | | |

## STINGER-2 ATTACK SKIMMER Competent Drone

**Defence:** 5
**Initiative:** 2
**Pursuit:** Speed +1
**Perception:** 3
**Max Speed:** 5
**Accelerate:** 4
**Decelerate:** 3

Sensors: 500m Range
Cargo Capacity: None

**Weapons**: None

**Special:** The Stinger-2 is little more than a flying bomb. It has no weapons but can make Chicken and Ram attacks. On a successful Ram or Chicken it blows up, inflicting an extra 20 points of damage (10 if the target's shields remain up after impact). Because the Stinger-2 is lightly built the target's speed is not reduced to 0 after a successful Chicken action – the Skimmer simply breaks apart as it explodes.

The Skimmer can fly, and so does not need to make any Obstacle checks. While in flight the Skimmer cannot be targeted with Fixed Mount Vehicle Weapons.

Hull: 15
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +2 | | | | | |
| Attack Penalty | | | | | -1 | | | | | |

## S9 GOLIATH SKIMMER Competent Drone

**Defence:** 4
**Initiative:** 3
**Pursuit:** Speed +2
**Perception:** 4
**Max Speed:** 5
**Accelerate:** 4
**Decelerate:** 3

Sensors: 500m Range
Cargo Capacity: None

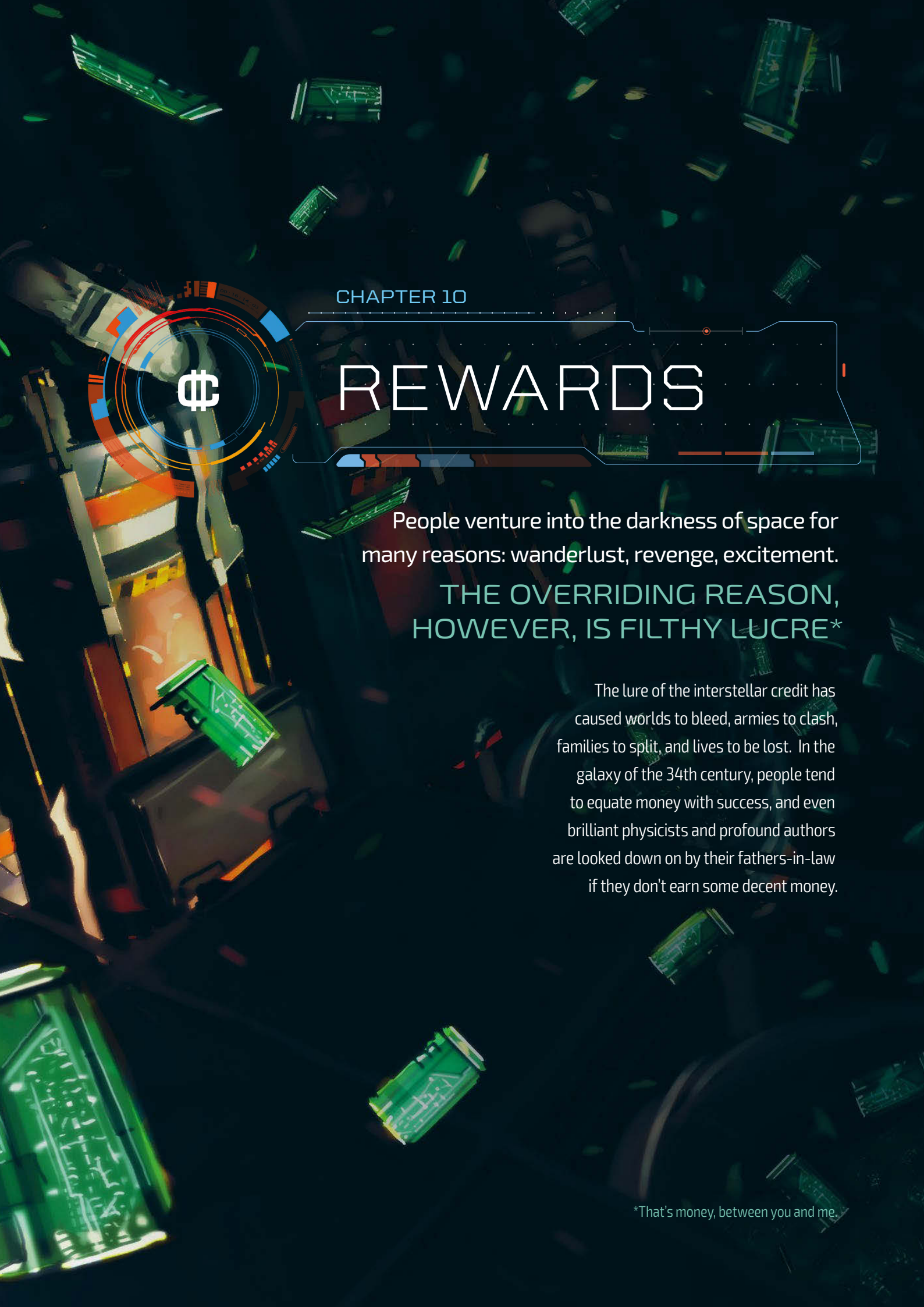
**Weapons**
Small Forward Mount:
Seeker Missile Rack, +8 To Hit, 25 damage (10 vs shields), Ammo 6
Small Forward Mount:
Seeker Missile Rack, +8 To Hit, 25 damage (10 vs Shields), Ammo 6

**Special:** The Skimmer can fly, and so does not need to make any Obstacle checks. While in flight the Skimmer cannot be targeted with fixed mount vehicle weapons

Hull: 50
Shields: None

| Speed | 1 | 2 | 3 | 4 | 5 | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Defence Bonus | | | | +1 | +2 | | | | | |
| Attack Penalty | | | | | -1 | | | | | |

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CHAPTER 10

# REWARDS

People venture into the darkness of space for many reasons: wanderlust, revenge, excitement.

## THE OVERRIDING REASON, HOWEVER, IS FILTHY LUCRE*

The lure of the interstellar credit has caused worlds to bleed, armies to clash, families to split, and lives to be lost. In the galaxy of the 34th century, people tend to equate money with success, and even brilliant physicists and profound authors are looked down on by their fathers-in-law if they don't earn some decent money.

*That's money, between you and me.

# REWARDS

## THE LURE OF THE INTERSTELLAR CREDIT

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Beyond mere money, self-improvement is also the aim of space adventurers. Every pilot wishes to be the best, to outfly and outgun the enemy. No soldier wishes to be a worse shot than his opponent, and no diplomat wishes to be outfoxed by the smug corporate lawyer on the other side of the table. Slowly but surely your players will develop, improving Skills and gaining new Karma Capabilities and Enhancements. To do this you, as the GM, must award them with Rank points. When players gain enough Rank points, they can raise their rank during the Between Adventures phase (or, if you prefer, the next time they finish their main rest).

## INCOME PER RANK

How much reward should an Expert Rank commander receive for completing a mission? What value of ships, cargo and rare items should be available to find during a base raid for Mostly Harmless players?

The following table gives an idea about how well to reward your players during a typical adventure. Everything here is only suggestions – you may prefer to run a 'low reward' game, with money being hard-earned and mission payments very small. Or you might find the early part of the game dull, and want to catapult your players quickly into larger ships like Pythons and Fer-De-Lances as soon as possible.

However, the opponents and rare items in the game have been designed around the idea that the characters will get a certain amount of credits. Even if an Expert ranked player is still flying around in a Cobra Mk III, it will be a Cobra Mk III with maximum Shields, engines and equipment, capable of taking on a ship many times its size.

INCOME BY RANK TABLE

| Rank | Missions to Advance Rank | Mission Income | Between Adventures Income | Treasure Income | Average Cash |
|---|---|---|---|---|---|
| Harmless | 1 | 80,000 | 40,000 | 80,000 | 100,000 |
| Mostly Harmless | 2 | 150,000 | 50,000 | 80,000 | 300,000 |
| Novice | 3 | 200,000 | 240,000 | 120,000 | 900,000 |
| Competent | 4 | 500,000 | 400,000 | 400,000 | 4,000,000 |
| Expert | 4 | 1,000,000 | 500,000 | 1,000,000 | 9,000,000 |
| Master | 6 | 3,000,000 | 1,000,000 | 3,000,000 | 19,000,000 |
| Dangerous | 6 | 6,000,000 | 1,000,000 | 6,000,000 | 60,000,000 |
| Deadly | 12 | 9,000,000 | 3,500,000 | 9,000,000 | 140,000,000 |
| Elite | - | 12,000,000 | 4,500,000 | 12,000,000 | 400,000,000 |

If you want to give out fewer credits and expensive rewards than are listed here, then make sure you go easy on your players when assigning opponents against them. Deadly and Elite opponents, especially, should be used rarely if you plan on keeping your players in perpetual penury, since they will not have access to the powerful ships and statistic-boosting rare equipment they might have otherwise.

## Explaining the Income by Rank Table

**Missions to Advance Rank:** This is a guide as to how many missions a character must successfully complete to go up in rank, assuming an award of about 8 Rank Points per mission.

**Mission Income:** This is the suggested reward offered to a character for completing a mission. A Novice character, for example, should be paid an average of 200,000cr per mission.

**Between Adventures Income:** This is a rough guide to the amount of money, on average, a player of this rank will be making from their Between Adventures rolls.

**Treasure Income:** This total represents how much loot the players will find during an average mission. This treasure can be in cargo, ships, rare equipment or credit transfer sticks.

**Average Cash:** represents the expected average cash level for a player entering this rank. This includes everything the player owns from ships, rare items, equipment and cash in the bank.

## Using the tables

Each of the values on the tables represents the reward per player, not by a player team. Three competent commanders working together on a mission might be offered a reward of 1.5 million credits, for example.

All of these values are guides, not rules. You can offer your players as much or as little money on an adventure as you like. The table exists so you can measure the wealth of your players as the campaign goes on, not to act as a strait-jacket. If you feel uncomfortable offering your players millions as rewards forcarrying out missions, you can compensate the loss with rare items that they find on the way, or in ships that they can steal from defeated opponents.

If your players are looking poor, you can also give them more Between Adventures rolls. There is nothing to stop you from letting your players earn themselves money three or four times in a row if they appear very poor. If they are getting too rich, you can pull back on the rewards, perhaps offering less loot or making the next adventure follow on so closely to the last that there is no time for a Between Adventures roll.

It is useful for your players to calculate how much they are worth every so often. Both to make themselves feel good about their vast riches but also to allow you to keep track on how they are doing. The opponents in this book are based around players having a certain level of power, which is why the Income Guide can be useful. Also, the Income Table provides a measured progression for the characters, so they can afford new ships, vehicles and equipment on a fairly regular basis. But don't feel bound by the Income Table. It really doesn't matter if one player has four million credits and the others have two million. These things tend to even themselves out in the end.

## Bounty Rewards

During a mission, the players might destroy wanted ships, such as those owned by notorious pirates or revolutionaries. On some planets they might be rewarded for gunning down bandits in the flesh, or blowing up the ramshackle vehicles of road gangs.

If a criminal is killed by a player - and the local government has put a price on their head - the player can cash in their kills for a certain amount of money. Generally the more skilled the opponent, the more money the player will get.

BOUNTY REWARDS (CR)

| Rank | Individual | Vehicle | Ship |
|---|---|---|---|
| Harmless | 500 | 1,000 | 4,000 |
| Mostly Harmless | 1,000 | 2,000 | 8,000 |
| Novice | 2,500 | 5,000 | 20,000 |
| Competent | 5,000 | 10,000 | 40,000 |
| Expert | 8,750 | 17,500 | 70,000 |
| Master | 11,250 | 22,500 | 90,000 |
| Dangerous | 15,000 | 30,000 | 120,000 |
| Deadly | 18,750 | 37,500 | 150,000 |
| Elite | 37,500 | 75,000 | 300,000 |

## RARE ITEM AVAILABILITY

Rare items are some of the most exciting and sought after bits of equipment in the Elite Dangerous universe – but this is only because they are, indeed, so rare. Determined characters can quickly afford all the common equipment they like, but rare items will hold a special place in their hearts precisely because they cannot buy them. At least, not often.

You can decide how often rare equipment comes on the market and what type. Some GMs like to offer only random items for sale, others like to make available only goods that are directly useful to a player. Either way is fine – randomly available rare items reinforce the idea of rarity, but can be obsolete (making available a Hyperion Laser Pistol when the PCs already have better rare weapons won't generate much excitement). On the other hand, deliberately selecting items for players can seem a little too … convenient.

You can use the table below to generate the rare items available for sale Between Adventures. Generally it is good to have about one rare item on sale per player, so three items for three players would be good. Vary this number by an item or two either way to prevent your players from getting too complacent.

### RARE ITEM AVAILABILITY

| Rank | Low Value | MediumValue | High Value |
|---|---|---|---|
| Harmless | 1-100 | - | - |
| Mostly Harmless | 1-100 | - | - |
| Novice | 1-99 | 100 | - |
| Competent | 1-87 | 88-100 | - |
| Expert | 1-72 | 73-100 | - |
| Master | 1-55 | 56-99 | 100 |
| Dangerous | 1-40 | 41-88 | 89-100 |
| Deadly | 1-27 | 28-76 | 77-100 |
| Elite | 1-15 | 16-60 | 61-100 |

You can also use these tables to generate rare items randomly to stock the secret bases, lost outposts and abandoned spaceships your players might be exploring. Where possible put these items in the hands of the players' opponents. It is more rewarding to pull an Arkana 'Nighthawk' Assault Rifle from the hands of a dead opponent, than it is to find one unused in a locked cupboard.

A good time to check for rare item availability is during the Between Adventures phase, just after your players have worked out how much money they have made.

### LOW VALUE RARE ITEMS

| D100 Roll | Item Available | Cost (cr) |
|---|---|---|
| 1-3 | Concussion Grenade (1D10 available) | 100 each |
| 4-6 | Genome Inc Anti-grav Hairspray (Cosmetics, 1D10 available) | 500 |
| 7-9 | Karetii Manscara (Cosmetics) | 2,200 |
| 10-12 | Medpack (Advanced Kit) | 4,000 |
| 13-15 | Altarian Skin (Cosmetics) | 5,000 |
| 16-18 | Combat Stim: Paranoia Plus (Drug, 1D10 doses) | 5,000 |
| 19-21 | Smart Business Suit (Clothing) | 10,000 |
| 22-24 | Combat Stim: Brutal Plus (Drug, 1D10 doses) | 10,000 |
| 25-27 | NG75 Autopistol | 42,000 |
| 28-30 | Hyperion Laser Pistol | 47,000 |
| 31-33 | MLR40 Infantry Rifle (Laser Rifle) | 49,000 |
| 34-36 | Micronite Doubleclip Sentinel (Autopistol) | 50,000 |
| 37-39 | C&G 45 AutoRifle (Assault Rifle) | 50,000 |
| 40-42 | Nanofibre Sword | 53,000 |
| 43-45 | Federal Special Forces Medicator (Combat Stim Injector) | 56,000 |
| 46-48 | Dahan Gold No. 5 (Cosmetics) | 60,000 |
| 49-51 | Ingram Wide-Beam Carbine (Assault Beamer) | 62,000 |
| 52-54 | Gold & Perry 'Watcher' Autopistol | 65,000 |
| 55-57 | Ergon Tommygun (Sub Machinegun) | 74,000 |
| 58-60 | Exalt Widescatter Shotgun | 78,000 |
| 61-63 | Cubeo Liquid Dress (Clothing) | 80,000 |
| 64-66 | Medpack, Professional | 90,000 |
| 67-69 | Acane Model 5 Bazooka (Missile Launcher) | 97,000 |
| 70-72 | Evex Longbarrel Laser Pistol | 98,000 |
| 73-74 | GalSpec 109 Sniper Rifle (Assault Rifle) | 101,000 |
| 75-76 | Sothis Permanent Lip Gloss (Cosmetics) | 120,000 |
| 77-78 | Wrist Com, Drone Remote | 145,000 |
| 79-80 | K33 Multifire SMG | 175,500 |
| 81-82 | Class 2 Toxin Injector (Cybernetics) | 189,000 |
| 83-84 | Micro-Shotgun | 190,000 |
| 85-86 | Cauldus Nerve-blocker Laser Pistol | 196,000 |
| 87-88 | BD90 Warhammer (Shotgun) | 209,000 |
| 89-90 | GTN 195 Autopistol | 225,000 |
| 91-92 | CS1 Burst Pistol (Laser Pistol) | 244,000 |
| 93-94 | Kopernicus Incinerator (Laser Rifle) | 264,000 |
| 95-96 | Class 2 Cyberclaws (Cybernetics) | 300,000 |
| 97-98 | Longarm Deadfire SMG | 310,000 |
| 99-100 | LR17 Long Barrel (Laser Rifle) | 327,500 |

## MEDIUM VALUE RARE ITEMS

| D100 Roll | Item Available | Cost (cr) |
|---|---|---|
| 1-4 | EMP Grenade (1D10 available) | 1000 each |
| 5-8 | Hand Com, Hacker Model | 300,000 |
| 9-12 | NatureCheat Youthanising Cream (Cosmetics) | 400,000 |
| 13-16 | Imperial 'Stimmer' Autopistol | 400,500 |
| 17-20 | Neo-Samurai Sword | 425,000 |
| 21-24 | Original GalCop Flight Suit (Clothing) | 425,000 |
| 25-28 | Arkana 'Nighthawk' (Assault Rifle) | 495,000 |
| 29-32 | Class 2 Retractable Laser Pistol (Cybernetics) | 500,000 |
| 33-36 | Imperial Noble Dress Suit (Clothing) | 500,000 |
| 37-40 | Imperial Emergency Support Aid (Combat Stim Injector) | 700,000 |
| 41-44 | ODO 15 Light Anti-Tank Weapon (Missile Launcher) | 816,000 |
| 45-48 | Nadion Twin Barrel Laser Pistol | 863,000 |
| 49-52 | Jupiter 'Lockon' Short Barrelled Rifle (Shotgun) | 867,000 |
| 53-55 | Skollanga 'Slammer' SMG | 985,000 |
| 56-58 | Asellus Deflector Pistol (Autopistol) | 1,005,000 |
| 59-61 | IntSys JR4 SMG | 1,345,000 |
| 62-64 | LX10 Energised Autopistol | 1,400,000 |
| 65-67 | Vortigen Multi-Scope Energy Rifle (Laser Rifle) | 1,450,000 |
| 68-70 | Perun Light Machinegun (Assault Rifle) | 1,788,000 |
| 71-73 | Paris Eleganté Laser Pistol | 1,809,000 |
| 74-76 | Class 3 Leg Jets (Cybernetics) | 1,890,000 |
| 77-79 | Ergon Burst Rifle (Laser Rifle) | 2,100,000 |
| 80-82 | Laifan AB5 Serrator (Assault Beamer) | 2,134,000 |
| 83-85 | Type 4 Cybernetic Eyes (Cybernetics) | 2,200,000 |
| 86-88 | Assault Combat Armour | 2,700,000 |
| 89-91 | Corvus Inc Devastation Pistol (Autopistol) | 2,900,000 |
| 92-94 | Krakoff Demolisher Rifle (SMG) | 3,050,000 |
| 95-97 | Magnetising Hotshot LaserPistol | 3,550,000 |
| 98-100 | BN799 Carbine (Assault Rifle) | 3,600,000 |

## HIGH VALUE RARE ITEMS

| D100 Roll | Item Available | Cost (cr) |
|---|---|---|
| 1-4 | Plasma Grenade (1D10 available) | 10,000 each |
| 5-8 | Type 4 Leg Upgrade (Cybernetics) | 3,650,000 |
| 9-12 | Field Combat Armour | 4,000,000 |
| 13-16 | Class 3 Retractable Laser Pistol (Cybernetics) | 4,000,000 |
| 17-20 | Kosha Inc LasRifle (Laser Rifle) | 4,225,000 |
| 21-24 | Type 4 Arm Upgrade (Cybernetics) | 4,700,000 |
| 25-28 | Delman Autopistol | 5,000,000 |
| 29-32 | Lance & Ferman 'Deadeye' Rifle (Laser Rifle) | 5,000,000 |
| 33-36 | Class 4 Leg Jets (Cybernetics) | 5,000,000 |
| 37-40 | Type 5 Cybernetic Eyes (Cybernetics) | 5,500,000 |
| 41-44 | Type 4 Replacement Nervous System (Cybernetics) | 6,000,000 |
| 45-48 | Type 4 Replacement Internals (Cybernetics) | 6,600,000 |
| 49-52 | G910 Heavy Repeater (Chain Gun) | 7,600,000 |
| 53-55 | GL779 Intellipistol (Laser Pistol) | 8,200,000 |
| 56-58 | Type 4 Armoured Carapace (Cybernetics) | 8,200,000 |
| 59-61 | Type 5 Leg Upgrade (Cybernetics) | 8,750,000 |
| 62-64 | Lance & Ferman Gimballed Minigun (Chain Gun) | 9,000,000 |
| 65-67 | Type 5 Arm Upgrade (Cybernetics) | 12,050,000 |
| 68-70 | Altair JP60 Accelerator (Plasma Accelerator) | 13,500,000 |
| 71-73 | Magnotan Searching Beamer (Assault Beamer) | 13,599,000 |
| 74-76 | Type 5 Replacement Nervous System (Cybernetics) | 17,900,000 |
| 77-79 | Type 5 Replacement Internals (Cybernetics) | 18,500,000 |
| 80-82 | ZX9000 Auto-Shotgun | 19,400,000 |
| 83-85 | XLS Omega Recoilless Rifle (Missile Launcher) | 23,300,000 |
| 86-88 | Fairlight Excelsior (Laser Rifle) | 28,799,000 |
| 89-91 | Imperial Sabre | 31,000,000 |
| 92-94 | Powered Armour | 38,000,000 |
| 95-97 | Maitz PP9 Support Cannon (Chain Gun) | 42,000,000 |
| 98-100 | Type 5 Armoured Carapace (Cybernetics) | 50,300,000 |

## AWARDING RANK POINTS

There are three ways players gain Rank points: defeating an enemy, overcoming a challenge, and as a reward for completing a mission.




### Defeating an Enemy

A player gains a Rank point when he or she kills, routs or forces an enemy to surrender – provided that enemy was a decent challenge. Generally speaking the enemy must be of the appropriate Tier (see the chapter on Opponents) or higher, for the defeat to qualify for a Rank point.

### Overcoming a Challenge

Successfully sneaking into the police station, disarming the bomb, fixing the Frame Shift Drive before the pirates close in on you - these are all examples of overcoming a challenge. A challenge is anything that is significantly preventing you from completing your mission, or which threatens your health and wellbeing if not overcome.

Dodging a car because you want to get to the other side of the road quickly is not a challenge. Dodging the same car so you can tackle the sniper on the other side of the road is a challenge.

Challenges can also include social victories, such as charming a guard to distract her, successfully bribing an official to let you disembark from a locked-down spaceport, or defeating a mob boss in a game of poker to show him you're a good risk taker.

### Completing a Mission

Give out a number of Rank points once the mission is completed. If the mission was relatively simple and resolved quite quickly about four Rank points per player is about right. A medium-length mission, which took a couple of sessions to complete, would earn eight Rank points. Very tough missions that take up many sessions could earn anywhere from 12 to 20 Rank points.

### Learning by doing

Don't forget that every time a character uses a Skill for the first time in a mission they can tick the small box next to the Skill. They do not have to be successful at the Skill check or Attack roll to gain this tick. At the end of the mission the player can rub off the tick and add one to the Skill score of the used Skill.




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CHAPTER 11

# RANDOM GENERATION SYSTEM

## TO HELP YOU CREATE ADVENTURES

a series of tables is printed here to provide star systems and missions for your players.

All of this data is optional and doesn't have to be used at all. You can use it as inspiration for creating your own adventures, or as a method for figuring out what to do if your players decide to ignore your adventures and travel to a completely different part of the galaxy.

Feel free to copy the Character Sheets, Ship Rosters and Planetary System Sheets at the back of the book. Printable, form-fillable versions of all these sheets will be available to download from: **www.edrpg.co.uk**

# RANDOM GENERATION SYSTEM

## STAR SYSTEM GENERATOR

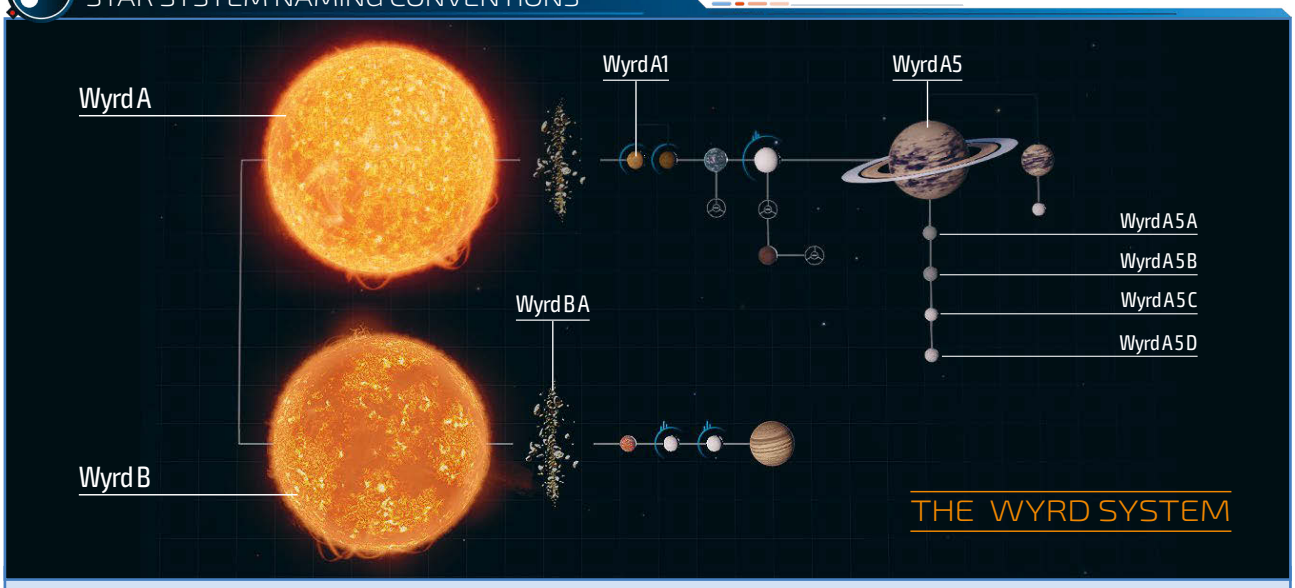
A star system is composed of at least one Primary star, around which orbit planets, asteroid fields or even other stars. Many star systems have more than a single star in them. These stars, called Companion stars, are located relatively near the Primary star and may also have their own orbiting bodies.

### Measuring Distance in Star Systems

To measure how far it is between planets and their stars, the standard unit of measurement is the Light Second (ls). This is the amount of distance light can cover in a single second and is roughly 300,000km.

An older measurement, the Astronomical Unit (AU), is still used by the more traditional factions in the Federation. This is because the AU is, quaintly, the distance measured between the planet Earth and its star, Sol. Because Sol is no longer recognised as the capital system of the galaxy, most governments and companies prefer to use the Light Second, as it is less likely to cause offence to those with Imperial or Alliance sentiments.

## STAR SYSTEM NAMING CONVENTIONS




A planet or star can be called anything its settlers like. However there are many stars and planets in the galaxy, and many appear similar or identical to others. A certain sense of ennui can creep in when astrogators encounter yet another brown dwarf star with seven identical ice worlds in orbit. To prevent unimaginative explorers from having to invent trillions of different names, new star systems are universally categorised in the following way.

**Primary Stars** and Companion Stars are named after the star system, with a letter to denote their order. In the Wyrd System there are two stars, the Primary Star is Wyrd A, and the smaller companion star is Wyrd B.

**Planets and Orbiting Stars** are named after the star they orbit, with a number to denote their order of closeness to their star. The first planet in the Wyrd system is called Wyrd A 1. The large ringed gas giant is called Wyrd A 5.

**Asteroid Belts** are named after the star they orbit, with a letter to denote their order of closeness to their star. The lower asteroid belt in orbit around the Companion star in the Wyrd system is called Wyrd B A.

**Moons** are named after the planet they orbit, with a letter to denote their order of closeness to their planet. The ringed gas giant Wyrd A 5 has four moons called Wyrd A 5 A, Wyrd A 5 B, Wyrd A 5 C and Wyrd A 5 D.

To generate a star system, use the following steps.

## 1 STARS & COMPANION STARS

**1.** Roll for the system's Primary star on the Primary Star Table.

**2.** Roll again on the table. If you roll a star with a lower mass, this system has a Companion star.

On star charts, Companion stars are placed under the Primary star. If you roll a larger star type, ignore the result – there is only one star in this system.

**3.** If you have just generated an extra star roll a D10. On a 9 or 10 roll again to see if there are any other Companion stars, using the same rules as above. A system probably shouldn't have more than five Companion stars in total.

### PRIMARY STAR TABLE

| D100 Roll | Star Type | Size (in Solar Masses) | Appearance | Goldilocks Zone | Fuel Scooping? | Discovery Reward (cr) |
|---|---|---|---|---|---|---|
| 1-16 | L-Type Brown Dwarf | 1-2: 0.02<br>3-4: 0.03<br>5-6: 0.04<br>7-8: 0.06<br>9-10: 0.08 | A deep purple star, too dim to be seen from great distances. | N/A | No | 1,200 |
| 17-75 | M-Type Main Sequence | 1-2: 0.1<br>3-4: 0.2<br>5-6: 0.3<br>7-8: 0.4<br>9-10: 0.5 | A reddish-purple star, too dim to be seen from great distances. | 100ls | Yes | 1,300 |
| 76-87 | K-Type Main Sequence | 1: 0.45<br>2-3: 0.5<br>4-5: 0.6<br>6-8: 0.7<br>9-10: 0.8 | A burning orange star | 200ls | Yes | 1,400 |
| 88-94 | G-Type Main Sequence | 1-2: 0.8<br>3-4: 0.9<br>5-6: 1.0<br>7-8: 1.1<br>9-10: 1.2 | A yellow star, like our own sun. | 500ls | Yes | 1,400 |
| 95-98 | F-Type Main Sequence | 1-2: 1.0<br>3-4: 1.1<br>5-6: 1.2<br>7-8: 1.3<br>9-10: 1.4 | A blazing yellow-white star. | 1000ls | Yes | 1,500 |
| 99 | Rare Main Sequence | Roll on the Rare Main Sequence Table | | | | |
| 100 | Special Spectral Type | Roll on the Special Spectral Type Table | | | | |

## RARE MAIN SEQUENCE STARS

| D100 Roll | Star Type | Size (in Solar Masses) | Appearance | Goldilocks Zone | Fuel Scooping? | Discovery Reward (cr) |
|---|---|---|---|---|---|---|
| 1-65 | A-Type Main Sequence | 1-2: 1.4<br>3-6: 1.6<br>7-8: 1.8<br>9: 2<br>10: 2.1 | A ghostly blue-white star. | 2000ls | Yes | 1,500 |
| 66-98 | B-Type Main Sequence | 1-2: 3<br>3-4: 6<br>5-6: 10<br>7-8: 13<br>9-10: 16 | A brilliant blue star, five times larger than the sun. | N/A | Yes | 1,500 |
| 99-100 | O-Type Main Sequence | 1-2: 20<br>3-4: 35<br>5-6: 50<br>7-8: 70<br>9-10: 90 | A blinding blue-white star, ten times larger than the sun. | N/A | Yes | 1,500 |

## SPECIAL SPECTRAL TYPE STARS

| D100 Roll | Star Type | Size (in Solar Masses) | Appearance | Discovery Reward (cr) | Fuel Scooping? | Planet Generation |
|---|---|---|---|---|---|---|
| 1-25 | Red Giant | 1-2: 0.3<br>3-5: 0.4<br>6-7: 0.5<br>8: 0.6<br>9: 0.7<br>10: 0.8 | An enormous dying red star, over 500 times the size of the sun. | 1,200 | Yes | Giant |
| 26-35 | Carbon Star | 1-2: 0.3<br>3-5: 0.4<br>6-7: 0.5<br>8: 0.6<br>9: 0.7<br>10: 0.8 | An enormous, ruby-red star, over 200 times the size of the sun. | 1,200 | No | Giant |
| 36-40 | Yellow Giant | 1-2: 0.8<br>3-4: 0.9<br>5-6: 1.0<br>7-8: 1.1<br>9-10: 1.2 | An enormous yellow and white star, over 120 times the size of the sun. | 1,400 | Yes | Giant |
| 41-45 | Blue Giant | 1-2: 1.4<br>3-6: 1.6<br>7-8: 1.8<br>9: 1.9<br>10: 2.0 | A colossal blue-white star over 30 times the size of the sun. | 1,500 | Yes | Giant |
| 46 | Black Hole (Stellar or Intermediate) | 1: 0.1<br>2: 50<br>3: 125<br>4: 370<br>5: 420<br>6-7: 650<br>8-9: 800<br>10: 1000 | A colourless, warping void, between 30 – 1000 km wide. | 20,000 | No | Massive |

(**SPECIAL SPECTRAL TYPE STARS** TABLE CONTINUED)

| D100 Roll | Star Type | Size (in Solar Masses) | Appearance | Discovery Reward (cr) | Fuel Scooping? | Planet Generation |
|---|---|---|---|---|---|---|
| 47-48 | Neutron Star | 1-2: 1.4<br>3-6: 1.6<br>7-8: 1.8<br>9: 1.9<br>10: 2.0 | A tiny, brilliant white star, only 11km in width. | 19,000 | No | Massive |
| 49-54 | S-Type Star | 1-2: 0.3<br>3-5: 0.4<br>6-7: 0.5<br>8: 0.6<br>9: 0.7<br>10: 0.8 | An enormous deep purple star, over 200 times the size of the sun. | 1,200 | No | L-Type |
| 55-56 | Wolf-Rayet Star | 1-2: 0.8<br>3-4: 0.9<br>5-6: 1.0<br>7-8: 1.1<br>9-10: 1.2 | A colossal brilliant white star, over 30 times the size of the sun. | 1,200 | No | Giant |
| 57-67 | White Dwarf | 1-2: 0.8<br>3-4: 0.9<br>5-6: 1.0<br>7-8: 1.1<br>9-10: 1.2 | A tiny, brilliant white star, about the size of Earth. | 10,000 | No | Massive |
| 68-88 | T-Tauri Star | 1: 0.45<br>2-3: 0.5<br>4-5: 0.6<br>6-8: 0.7<br>9-10: 0.8 | A burning orange star. | 1,200 | No | K-Type |
| 89-98 | T-Type Brown Dwarf | 1-2: 0.01<br>3-4: 0.02<br>5-6: 0.03<br>7-8: 0.04<br>9-10: 0.05 | A small, deep purple star, too dim to be seen from great distances. | 1,200 | No | L-Type |
| 99-100 | Y-Type Brown Dwarf | 1-2: 0.005<br>3-4: 0.01<br>5-6: 0.015<br>7-8: 0.02<br>9-10: 0.025 | A small, almost invisible star, no hotter than a domestic oven. | 1,200 | No | L-Type |

## 2 INNER PLANETS

**1.** Now start checking for Inner Planets orbiting the Primary star, using the appropriate row for the star. Roll once on the Inner Planets table for every 100ls of distance. Check the first 1000ls of distance. For rare main sequence stars (type O, B and A) check the first 2000ls of distance.

**2.** If you roll two No Planet results in a row, you can assume that the star has no more planets. Alternatively, you can keep rolling.

**3.** You can only get a Water World, Earth-Like World and Ammonia World in the Goldilocks Zone of the star. The Goldilocks Zone is the distance at which water remains in liquid form, rather than as ice or steam. If you roll a planet in the yellow column of the Inner Planets table you can use the type of world in brackets. If you are outside the Goldilocks Zone the world will be a more common rocky, High Metal Content or Metal Rich world. For example, you are checking to see what world is in orbit with 100ls of an M-Type star. If you rolled a 98, it would be an earth type planet, as 100ls is the Goldilocks Zone of a M-Type star. If you rolled the same number again, when checking for a planet 200ls away, you would get a High Metal Content world instead.

**4.** When you have finished rolling for planets, pick a world and roll to see if it has any moons on the Moons table. If it does, roll to see what each Moon is primarily composed of. If a planet has Moons, choose another planet and see if that has Moons as well. As soon as you roll a result of zero Moons, stop checking.

**5.** If you roll a star, roll on the Orbiting Star table. The star cannot have a larger solar mass than the star it is orbiting (otherwise your Primary star would be orbiting it, not the other way round!).

### INNER PLANET TABLE

| Star Type | No Planet | Asteroid Belt | Ice World | Rocky | High Metal Content | Metal Rich | Rocky (Water World) | High Metal Content (Earth-Like) | Metal Rich (Ammonia World) | Star |
|---|---|---|---|---|---|---|---|---|---|---|
| Discovery Reward (cr) | - | 100 | 100 | 200 | 700 | 2000 | 200 (10,000) | 700 (20,000) | 700 (5,000) | Varies |
| L-Type | 1-50 | 51-60 | 61-90 | 91-100 | - | - | - | - | - | - |
| M-Type | 1-40 | 41-50 | 51-60 | 61-65 | 66-85 | 86-95 | 96-97 | 98-99 | 100 | - |
| K-Type | 1-30 | 31-40 | 41 | 42-50 | 51-75 | 76-85 | 86-95 | 96-99 | 100 | - |
| G-Type | 1-30 | 31-40 | 41 | 42-50 | 51-60 | 61-80 | 81-90 | 91-99 | 100 | - |
| F-Type | 1-40 | 41-50 | 51 | 52-60 | 61-70 | 71-85 | 86-90 | 91-95 | 96 | 97-100 |
| A-Type | 1-50 | 51-55 | 56-60 | 60-65 | 66-70 | 71-90 | 91 | 92 | 93 | 94-100 |
| B-Type | 1-60 | 61-65 | 66-70 | 71-75 | 76-80 | 81-90 | - | - | - | 91-100 |
| O-Type | 1-65 | 66-70 | 71-75 | 76-80 | 81-85 | 86-90 | - | - | - | 91-100 |
| Giant | No Inner Planets – Roll only on the Outer Planet Table | | | | | | | | | |
| Massive | No Inner Planets – Roll only on the Outer Planet Table | | | | | | | | | |

## 3 OUTER PLANETS

**1.** Now start checking for Outer Planets orbiting the Primary star, using the appropriate row for the star. Roll once on the Outer Planets table for every 1000ls of distance, starting at 2000ls. Check the first 10,000ls of distance. For rare main sequence stars (type O, B and A) start at 3000ls and check the first 20,000ls of distance.

**2.** If you roll two No Planet results in a row you can assume that the star has no more planets or, optionally, you can keep rolling.

**3.** Check to see if any of your gas giants and orbiting stars have rings. Roll once for each gas giant and star, provided it is not an L-Type or main sequence star.

**4.** Check to see if each gas giant and star has any moons. If it does, roll to see what each moon is primarily composed of.

**5.** If you roll a star, roll on the Orbiting Star Table. The star cannot have a larger solar mass than the star it is orbiting.

### OUTER PLANET TABLE

| Star Type | No Planet | Ice World | Gas Giant | Gas Giant with ammonia-based life | Gas Giant with water-based life | Star |
|---|---|---|---|---|---|---|
| Discovery Reward (cr) | - | 100 | 750 (4000 with Metallic Ring) | 2000 (5000 with Metallic Ring) | 3000 (6000 with Metallic Ring) | Varies |
| L-Type | 1-90 | 91-100 | - | - | - | - |
| M-Type | 1-85 | 86-98 | 99-100 | - | - | - |
| K-Type | 1-70 | 71-75 | 76-90 | 91-95 | 96-100 | - |
| G-Type | 1-70 | 71-75 | 76-90 | 91-95 | 96-100 | - |
| F-Type | 1-65 | 66-70 | 71-89 | 90-94 | 95-99 | 100 |
| A-Type | 1-45 | 46-50 | 50-75 | 76-80 | 81-85 | 86-100 |
| B-Type | 1-40 | 41-45 | 46-65 | 66-70 | 71-75 | 76-100 |
| O-Type | 1-35 | 36-40 | 41-55 | 56-60 | 61-65 | 66-100 |
| Giant | 1-70 | 71-75 | 76-86 | 87-88 | 89-90 | 91-100 |
| Massive | 1-30 | 31-35 | 36-46 | 47-48 | 49-50 | 51-100 |

### GAS GIANT RINGS
(including T and Y type brown dwarfs)

| D10 Roll | Types of Ring |
|---|---|
| 1-4 | None |
| 5 | Rocky |
| 6 | Metallic |
| 7 | Ice |
| 8 | Rocky and Metallic |
| 9 | Ice and Metallic |
| 10 | Ice and Rocky |

### MOONS

| D10 Roll | Planet | Gas Giant |
|---|---|---|
| 1-3 | 0 | 0 |
| 4 | 0 | 3 |
| 5 | 0 | 4 |
| 6 | 1 | 6 |
| 7 | 1 | 7 |
| 8 | 2 | 8 |
| 9 | 2 | 10 |
| 10 | 3 | 12 |

### MOON TYPE

| D10 Roll | Type |
|---|---|
| 1-4 | Ice World |
| 5-8 | Rocky |
| 9 | High Metal Content |
| 10 | Metal Rich |

### ORBITING STARS

| D10 Roll | Type |
|---|---|
| 1-2 | Y-Type Brown Dwarf |
| 3-7 | T-Type Brown Dwarf |
| 8-9 | L-Type Brown Dwarf |
| 10 | Main Sequence (Roll on Primary Star Table) |

## 4 COMPANION STARS

Now check for planets for each Companion star, using the same system as you did for the Primary star. If you have a lot of Companion stars, feel free to arbitrarily declare some planet-free.

## 5 CIVILISATION

Decide if this system is colonised by humans or not. Generally speaking, most of human occupied space is contained in a bubble of about 800 light years wide.

If a newly explored star is within this bubble, and the system has a number of profitable planets, it is likely to be inhabited.

Choose or roll on each of the following tables to determine what settlements exist in the system. Ground settlements cannot exist on gas giants or stars, but can be found on moons orbiting such worlds.

When rolling, add 5 to each D100 roll for every metal rich planet, and every gas giant with metallic rings. Add 10 to each roll for every Water World or Earth type planet.

| SPACE STATIONS | |
|---|---|
| D100 Roll | Number of Stations |
| 1-30 | 0 |
| 31-60 | 1 |
| 61-75 | 2 |
| 76-90 | 3 |
| 91-97 | 4 |
| 98-99 | 5 |
| 100+ | 6 |

| SPACE OUTPOSTS | |
|---|---|
| D100 Roll | Number of Outposts |
| 1-20 | 0 |
| 21-50 | 1 |
| 51-65 | 2 |
| 66-80 | 3 |
| 81-90 | 4 |
| 91-94 | 5 |
| 96-97 | 6 |
| 98-99 | 7 |
| 100+ | 8 |

| GROUND SETTLEMENTS | |
|---|---|
| D100 Roll | Number of Settlements |
| 1-15 | 0 |
| 16-40 | 1 |
| 41-50 | 2 |
| 51-65 | 3 |
| 66-80 | 4 |
| 81-90 | 5 |
| 91-93 | 6 |
| 94-95 | 7 |
| 96-97 | 8 |
| 98-99 | 9 |
| 100+ | 10 |

### System Economy

A planetary system with at least one Water World or Earth-like world will be an agricultural economy. A system with at least two Metal Rich planets and/or two gas giants with metallic rings will be an extraction economy. A system can be both agricultural and extraction at the same time.

If the system does not qualify for either of these, or is large and has many planets and stars, roll again on the Economy table to see what else it produces.

### System Government

Roll on the Government table to determine what kind of society rules the system. Only the Empire can have Imperial governments. However the Empire cannot have Democracy governments and the Federation cannot have Patronage governments. Feel free to ignore these results if you wish the system to be allied to the Empire or Federation.

### Allegiance

Choose or roll a result on the Allegiance table to see which major power, if any, the system supports.

## GOVERNMENT

| D100 Roll | Society | Security Rating |
|---|---|---|
| 1-15 | Anarchy | Low |
| 16-20 | Communism | Average |
| 21-30 | Confederacy | Average |
| 31-50 | Corporate | High |
| 51-55 | Cooperative | High |
| 56-70 | Democracy | High |
| 71-80 | Dictatorship | Average |
| 81-85 | Feudal | Low |
| 86-90 | Imperial | Average |
| 91-95 | Patronage | Average |
| 96 | Prison Colony | High |
| 97-100 | Theocracy | Average |

## ECONOMY

| D100 Roll | Society |
|---|---|
| 1-8 | Colony |
| 9-24 | High Tech |
| 25-40 | Industrial |
| 41-48 | Military |
| 49-71 | Refinery |
| 77-84 | Service |
| 85-92 | Terraforming |
| 93-100 | Tourism |

## ALLEGIANCE

| D10 Roll | Allegiance |
|---|---|
| 1 | Alliance |
| 2-3 | Empire |
| 4-6 | Federation |
| 7-10 | Independent |

## RANDOM SETTLEMENT NAME (OPTIONAL)

| D100 Roll | First Name | D100 Roll | Second Name | D100 Roll | First Name | D100 Roll | Second Name |
|---|---|---|---|---|---|---|---|
| 01-02 | (System Name) | 01-02 | Arsenal | 51-52 | O'Connor | 51-52 | Lab |
| 03-04 | Amis | 03-04 | Base | 53-54 | Patsayev | 53-54 | Landing |
| 05-06 | Banks | 05-06 | Bastion | 55-56 | Patterson | 55-56 | Legacy |
| 07-08 | Bridger | 07-08 | Beacon | 57-58 | Pavlov | 57-58 | Market |
| 09-10 | Cady | 09-10 | Camp | 59-60 | Perry | 59-60 | Mine |
| 11-12 | Clement | 11-12 | City | 61-62 | Piccard | 61-62 | Oasis |
| 13-14 | Conrad | 13-14 | Claim | 63-64 | Pythagoras | 63-64 | Orbital |
| 15-16 | Cook | 15-16 | Colony | 65-66 | Rashid | 65-66 | Palace |
| 17-18 | Davis | 17-18 | Co-operative | 67-68 | Roosa | 67-68 | Park |
| 19-20 | Dekker's | 19-20 | Depot | 69-70 | Sagan | 69-70 | Plant |
| 21-22 | Dobson | 21-22 | Dock | 71-72 | Saker's | 71-72 | Platform |
| 23-24 | Faraday | 23-24 | Enterprise | 73-74 | Shaver | 73-74 | Point |
| 25-26 | Faris | 25-26 | Escape | 75-76 | Shiner | 75-76 | Port |
| 27-28 | Ford | 27-28 | Exchange | 77-78 | Sinclair | 77-78 | Progress |
| 29-30 | Franklin | 29-30 | Folly | 79-80 | Singer | 79-80 | Prospect |
| 31-32 | Garan | 31-32 | Freeport | 81-82 | Song | 81-82 | Reach |
| 33-34 | Haber | 33-34 | Gateway | 83-84 | Steiner | 83-84 | Reformatory |
| 35-36 | Hooke | 35-36 | Hangar | 85-86 | Taylor | 85-86 | Relay |
| 37-38 | Hutton | 37-38 | High | 87-88 | Titan | 87-88 | Ring |
| 39-40 | Jones | 39-40 | Holdings | 89-90 | Tshang | 89-90 | Station |
| 41-42 | Kotzebue | 41-42 | Horizons | 91-92 | Wagner | 91-92 | Survey |
| 43-44 | Locke | 43-44 | Hub | 93-94 | Waldeck | 93-94 | Terminal |
| 45-46 | Magnus | 45-46 | Inheritance | 95-96 | Watts | 95-96 | Vision |
| 47-48 | McDaniel | 47-48 | Installation | 97-98 | Wolcott's | 97-98 | Vista |
| 49-50 | Napier | 49-50 | Keep | 99-100 | Yang | 99-100 | Works |

## UTTERLY IGNORING THE TABLES

There is a point here that needs reiterating. Feel free to utterly ignore these tables and every rule stated about System Construction. The Star System Generator will give you a plausible planetary system, but it cannot capture the near infinite variety of worlds in the galaxy.

Many planetary systems in the Elite: Dangerous galaxy, break these rules entirely. Some will have multiple earth-like worlds in orbit, sometimes far too distant from its star. Gas giants can appear in close orbit of their suns, and some systems will have many more than the nineteen planets allowable in these tables.

Moreover, you must not let the random tables stifle your creativity or prevent you from having a variety of interesting stars and worlds to explore. The galaxy is filled with numerous red dwarf stars and it is highly likely that you will roll up nothing but M-Type main sequence stars when you randomly generate a system.

This is very realistic and very boring. Chuck in some G-type stars, instead. Fancy having a white dwarf? Go for it! Does your science station need to orbit a black hole? Don't roll the 1000 average times it takes to get one randomly – just plonk it in.

The galaxy is yours. The tables exist purely to give credible results for when your imagination fails you, or if the result of your rolls is not super-important. Use them as tools, but don't let them run your game!

## MISSION GENERATOR

You can create missions using the following systems. Missions can be generated in Military, Exploration, and Espionage themes. You can roll randomly on the tables or pick the mission you like.

Some missions are relatively straightforward; your players will be given accurate information by their employers and everything expected occurs in the right order. However, it's usually more fun if the mission has a twist, and therefore the Twist Generator should be used often so that your players never become complacent.

### Mission Rewards

The table opposite is the suggested reward, per player, for completing a mission. Mission Income is based on the rank of the players and you should vary the number up and down according to how challenging the employer thinks the mission is. Rewards are generally in credits, but an employer can also offer ships, vehicles or rare equipment instead.

Treasure Income is the total value of ships, vehicles, rare equipment, stock bonds, and valuable cargo the players can acquire during the mission. These items should be held by the players' opponents, but be possible to claim during the course of the adventure. For example, a Mostly Harmless ranked player defeats a gang boss in combat and discovers the keys to his Sidewinder FD-4. The value of the ship is 98,940cr, which is roughly in line with the 80,000cr a player should earn.

As a side note – it is quite hard to steal money. Credits are held in well-protected bank accounts, locked-in with a combination of passwords, genetic markers, and intelligent purchase security systems.
There are no credit coins, except for commemorative coins struck by the Bank of Zaonce, which can't be used as currency anyway.

In other words, you do not have to fear that a mugger will steal your money, nor is it particularly easy for a player to rob the bank account of an Imperial senator. Thieves and pirates, therefore, tend to steal things rather than credits.

### MISSION REWARDS

| Rank | Mission Income (cr) | Treasure Income (cr) |
|---|---|---|
| Harmless | 80,000 | 80,000 |
| Mostly Harmless | 150,000 | 80,000 |
| Novice | 200,000 | 120,000 |
| Competent | 500,000 | 400,000 |
| Expert | 1,000,000 | 1,000,000 |
| Master | 3,000,000 | 3,000,000 |
| Dangerous | 6,000,000 | 6,000,000 |
| Deadly | 9,000,000 | 9,000,000 |
| Elite | 12,000,000 | 12,000,000 |

## MILITARY MISSIONS

Military missions come from the Federal, Imperial and Alliance navies, as well as the private navies of powerful companies and rich independent planets. Military missions differ from Espionage missions in that they are officially sanctioned by a powerful government body, which takes responsibility for the actions of its soldiers and mercenaries. In other words, if you blow up an Imperial installation for the Federal navy, the Empire is unlikely to send assassins after you once you complete the mission – they will probably want to blow up a Federation installation in response.

This kind of official cover is useful for more violent and aggressive pilots, who can vent their unreasoning bloodlust upon their fellow man and not have to take responsibility for their actions. This revenge indemnity only goes so far, however. If you make a name for youself as 'the scourge of the Alliance navy', don't expect the Alliance to take it sitting down.

Roll on the table below for a mission. If you like you can make several rolls and combine the results into a single 'super mission'. Because you hate your players, consider rolling on the 'twist' table as well to add extra spice to your adventure.

### MILITARY MISSIONS

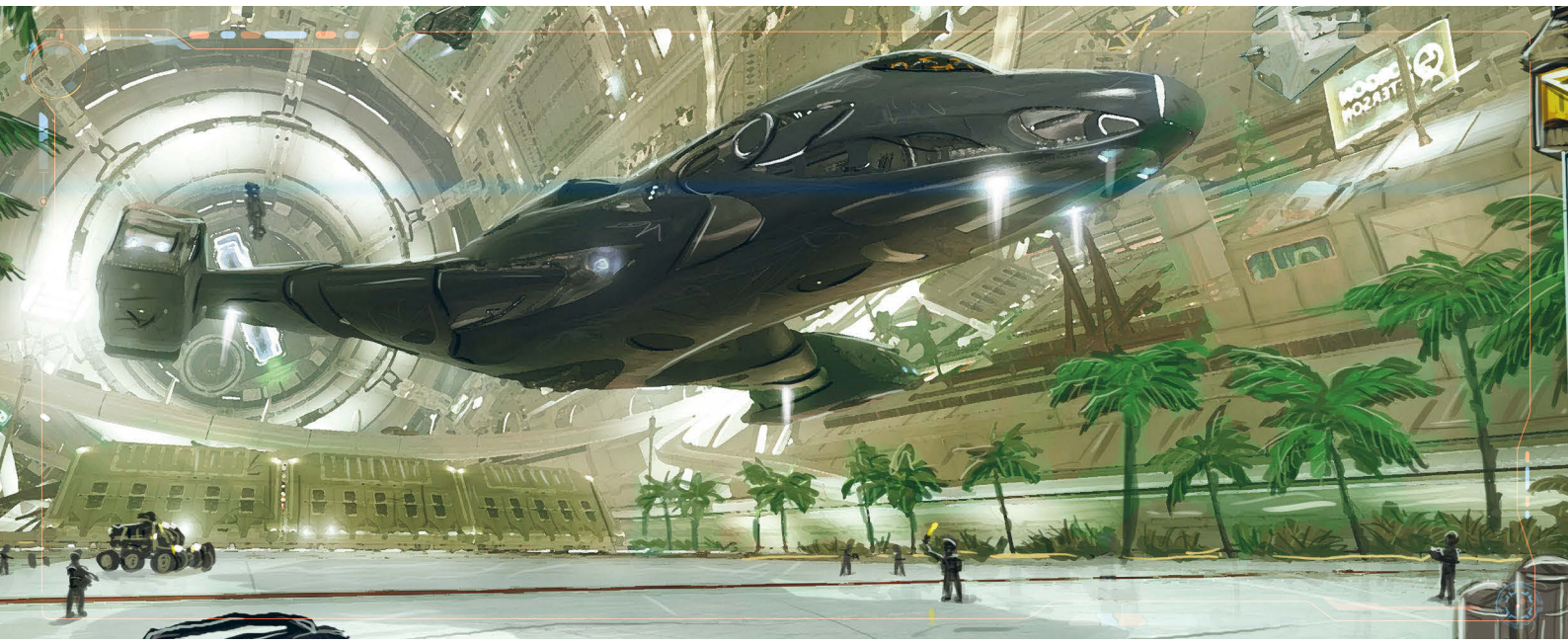
| D10 Roll | Mission | Twist |
|---|---|---|
| 1 | **Recon**<br>Scan an installation in enemy territory and return with the information. The installation is well-protected, there are at least as many guard ships as players, possibly more. The enemy might have to be drawn off first, in order to scan the installation successfully.<br>1-4: It is a space installation – a small or large space outpost.<br>5-9: This is a ground-based installation – the players might be able to sneak up on the base on foot or using vehicles.<br>10: The installation is deep underground. The players must land their ships at least 50km from the base to avoid detection and then drive or walk towards the base. | 1-3: You can't just scan the installation, you need to enter it and see what activity takes place there.<br>4-5: It's a trap! The installation is an empty shell. Dozens of reinforcement ships swarm the area. The enemy wish to capture and interrogate the players for information about their employers.<br>6-7: It becomes clear that this is only one of three identical installations hidden across the system. Now all three must be scanned to complete the mission.<br>8: It's not there … the information on the installation's position is faulty. The players could abandon the mission (without payment, of course), or they could try to follow a suspicious looking ship on the edge of their sensor range…<br>9-10: The installation does not appear to be an enemy one … it's owned by the same faction as the player's employer. Clearly their employer is trying to get their hands on classified military secrets which they are not party too. The players could continue the mission, but they no longer have the protection of their government. |
| 2 | **Disruption at Checkpoint Zulu**<br>Disrupt the logistical supply to an occupying army. First the players must destroy and then replace the security detail at Checkpoint Zulu. Second, they must attack and destroy or disable any logistic vessels that fly through Checkpoint Zulu on their way to the front.<br>1-6: The checkpoint is a space-based navigational beacon, accessible by players in their ships.<br>7-10: The checkpoint is a surface-based railhead installation, where the big freighters drop off the supplies to be transferred to smaller combat supply vehicles for transfer to the front. | 1-3: The intelligence is wrong, it isn't just a supply checkpoint or railhead, it's also a staging post for forward troops and is full of gathering troop ships readying for deployment.<br>4-5: A number of non-combatant civilians are in the area or on the base. The civilians should be protected to avoid accusations of war crimes.<br>6-8: The checkpoint or railhead is under attack simultaneously from another force as well as by you. Difficulties in identifying friend from foe are a definite possibility.<br>9-10: The installation is under lockdown, having just survived an attack by your allies. It's almost impossible to get in. Or is it? |
| 3 | **Raid**<br>Taking a small elite team, you are tasked with approaching and then destroying a small communications installation.<br>1-4: The installation is a small space platform in orbit around a moon.<br>5-9: The installation is on the surface of the moon<br>10: The installation is in the centre of a populated area, such as a town or city. | 1-2: Whilst the communications array is still operational, the entire base has been overrun by Biomods or alien creatures.<br>3-5: The base is also used as a relief shelter by passing troops for re-supply and off duty R&R. As you approach the installation, the players spot an enemy military unit that has called in to make use of the re-supply facilities.<br>6-7: The base is unmanned, but the defence program begins a lock-down and self-destruct procedure almost as soon as the players are inside. The countdown begins!<br>8: The installation has a faulty air supply, which is feeding lower than normal oxygen levels. This leads to a gradual and slight hypoxia in the players, reducing their Skill levels until the problem is diagnosed and fixed.<br>9-10: The base is there, but the communications array that it was supposed to house has been moved and is now in a different area. |

(**MILITARY MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 4 | **Snatch Squad**<br><br>Capture a high profile political figure from within a contested area of a space station. As part of a larger force deployed to a system in civil war, your unit is tasked with capturing a leading political agitator from amongst forces loyal to them, by executing a tactical smash and grab.<br><br>1-4: The protagonist is in a base on the inside of a Coriolis-type operational space station with normal or near normal gravity.<br><br>5-9: The base is in an Orbis space station with gravity at normal levels<br><br>10: The protagonist is holed up in an area of an outpost / space platform with no gravity | 1-2: This political agitator has some enemies from within.<br><br>Whilst the players are executing their grab, enemy combatants attempt to kill the agitator. If the players allow the death, then they will not be paid.<br><br>3-4: Your players are not the only people interested in this target. They have a competitor , a criminal mastermind called The Architect, who has sent a similar team after the same person.<br><br>5-6: The agitator has been replaced in public with a lookalike.<br><br>7-8: Elements of the local security force in the station sympathise with the agitator and make life difficult for your players despite (supposedly) being on the same side.<br><br>9-10: The target tries various suicide attempts as soon as they realise they are going to be captured. |
| 5 | **Hostage Release**<br><br>Operation Lame Duck – Hostages have been taken and it is the team's mission to recover the hostages and neutralise the terrorists.<br><br>1-2: The hostages have been taken on a ship. This ship is a freighter / passenger ship in space.<br><br>3-4: The hostages have been taken in a ground-based outpost on an airless moon.<br><br>5-6: The hostages have been taken on a small orbital platform / outpost.<br><br>7-8: The hostages have been taken in a building on an operational space station Coriolis / Orbis / Ocellus.<br><br>9-10: The hostages have been taken on a ship that has just landed at a space or surface base. | 1-2: The whole thing is set to blow. Not only are the terrorists armed, but they are all wearing explosive vests and have rigged the place to blow at the first sign of any state-sponsored interference.<br><br>3-4: The terrorists start to squabble and unintentionally threaten the hostages in the cross-fire.<br><br>5-6: There are a number of terrorists in disguise hidden amongst the hostages.<br><br>7-8: One of the hostages is a military figure from your own ranks and is very happy to exchange details of standard operational procedures in exchange for their life.<br><br>9: One of the hostages is pregnant and goes into labour.<br><br>10: One of the terrorists is psychotic and begins to torture and kill the hostages, without any demands having been made. |
| 6 | **Defensive Action**<br><br>Defend a strategic position from attack by the enemy.<br><br>1-3: The strategic position is a ridge or pass on a rocky or ice world.<br><br>4-6: The strategic position is on an earth-like or terraformed planet.<br><br>7-9: The strategic position is a checkpoint in space<br><br>10: The strategic position is a Capital Class ship, or a location on a besieged Capital Class ship. | 1-3: The enemy are indigenous creatures determined to overrun the strategic position. (Ignore this if the action takes place in space)<br><br>4-5: The attack is mounted by an elite enemy force, larger and stronger than expected.<br><br>6-7: The base structure has been badly made and throws up complications such as system failures in the air circulation, power supply etc.<br><br>8-9: The base is simultaneously subjected to a cyber-attack that takes control of base systems such as the defence grid.<br><br>10: The team are contacted by the opposing side and offered more money to abandon the base. |
| 7 | **Prisoner of War**<br><br>A group of key military personnel from the opposing force have been captured and need to be transferred to an allied prison facility for interrogation.<br><br>1-5: Prisoner transport is a Lakon Type 7<br><br>6-9: Prisoner transport is a Lakon Type 6<br><br>10: Prisoner transport is a Lakon Type 9 | 1-3: The prisoners try some sort of break-out during the flight by overpowering a guard.<br><br>4-6: There is an outbreak of some sort of virus amongst the prisoners that starts to kill them off.<br><br>7-9: The transport ship has been badly maintained and systems begin to malfunction during the flight.<br><br>10: The prison facility has been taken over by forces allied to the prisoners, who attack the ship as soon as it lands. |

(**MILITARY MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 8 | **Denial Operations**<br><br>In order to allow a friendly force to begin direct military operations in an area of interest, the power supply to the enemy's defensive installations needs to be destroyed.<br><br>1-4: The power supply is vulnerable, brought to the defensive installations overground, using pylons and transformers.<br><br>5-9: The power supply is brought to the defensive installations underground.<br><br>10: The power supply is provided by a generator near the defensive positions. | 1-3: Each installation has a backup generator, which needs to be disabled in order for the grid to come off-line.<br><br>4-6: The installation where the main transformer is housed is full of refugees from the conflict.<br><br>7-9: The power generator is an ancient nuclear installation and needs to be shut down carefully and in a particular order from the control room. An aerial attack will cause a catastrophic nuclear explosion.<br><br>10: The principal generator is guarded by a unit of enemy soldiers, dug in around the structure in defensive positions. |
| 9 | **Main Assault**<br><br>A key piece of terrain needs to be taken and an all-out assault has been planned. The hill that is the target is heavily fortified with dug-in positions and honeycombed with passages. Each section needs to be cleared to allow the advance.<br><br>1-4 The defensive hill is on an ice world. The terrain is difficult and the outside temperature and climate very inhospitable.<br><br>5-8 The defensive position is on a rocky world.<br><br>9-10 The defensive position is on a terraformed world with a climate chosen by the GM. | 1-3: The enemy includes suicide squads. Volunteers who run towards your position with explosive vests strapped to their bodies.<br><br>4-6: The catacombs are not all man-made and the lower the party explores, the more likely it is that they'll encounter indigenous alien creatures living in the tunnels.<br><br>7-9: The rock / ice structure is highly metallic and prevents any communication device from working. Messengers are the only source of communication.<br><br>10: All the above issues are experienced by the players. |
| 10 | **Military Transport**<br><br>A convoy of ships needs to be escorted to a jump point and then on to a surface base, to resupply the front line.<br><br>1-6 The mission ends once the ships land at their surface destination.<br><br>7-10 The mission requires onward escort of a surface convoy, transporting the supplies to the front line. | 1-2: There is a mole amongst the crew of the transport ships, who attempts to sabotage the convoy.<br><br>3-4: The captains of the transport ships are sympathetic to or have been bought by the enemy and lead the convoy into a trap.<br><br>5-6: The drop-off off point has been compromised and new coordinates are given for the delivery.<br><br>7-8: The convoy suffers from a mechanical breakdown in one of the ships. Should the players abandon it or defend it whilst repairs are made?<br><br>9-10: One of the convoy vessels is transporting slave soldiers. They take the crew captive and demand better weapons and equipment before they fight . |



## ESPIONAGE MISSIONS

The galaxy is a hotbed of intrigue. With billions of customers to sell to and untold trillions of credits to be made from even a mildly successful product, companies fight one another to open markets, maintain patents and kill off the opposition.

Politicians are no better behaved, with kidnap, assassination, blackmail, theft and extortion common tools of even the most liberal official. With news updates constantly blaring out across the galaxy, every hour of a celebrity's life is like a week, with their stock rising and falling so quickly that they can be a villain in the morning and a hero by the afternoon. To protect their reputations, they often use agents to undermine their opponents in the media or dig up the dirt on rivals.

Yet even celebrities cannot compare to the ruthless deviousness of the major powers. The spy organisations of the Imperial and Federal security services are tasked with simultaneously undermining their enemy without provoking war. There is an infinite thirst for information on the enemy's troop deployment, secret weapons, corrupt politicians, investment portfolios and espionage organisations.

It's a great time to be a spy.

### ESPIONAGE MISSIONS

| D10 Roll | Mission | Twist |
|---|---|---|
| 1 | **Assassination**<br>A large conference is being planned and the key speaker, one Commander Necromortem, is the target. The entire site needs to be recced and an assassination plan put together.<br>1-4: The conference centre is in a surface city in the centre of enemy-held territory.<br>5-9: The conference centre is housed within a space station.<br>10: The conference is held on a Capital Class ship | 1-3: The identity of one or more of the players has been leaked to the enemy's secret police, who are looking for the team when they arrive.<br>4-6: The team is not the only one operating at the venue. Opposing teams from other corporate / state powers are conducting the same operation, whilst attempting to sabotage the players' attempts.<br>7-9: Whilst on the recce, a security threat is received by Commander Necromortem's security detail and the venue is changed.<br>10: Just before the assassination Commander Necromortem is kidnapped by an unknown group. |
| 2 | **Capture**<br>A vessel carrying unknown cargo has to be intercepted, seized and taken to a new destination. Destruction of the cargo or the ship is not an option.<br>1-4: The vessel is a medium-sized ship<br>5-9: The vessel is a large-sized ship<br>10: The vessel is a Capital Class Ship | 1-3: The vessel is also transporting a unit of enemy soldiers as battlefield replacements.<br>4-6: The vessel contains a selection of alien creatures, biologically engineered as weapons - and one or more escapes.<br>7-9: The vessel is carrying unstable biological or chemical weapons. Any damage to the ship risks an escape of weaponised gas.<br>10: The cargo is non-registered human slaves being shipped to a new research facility. The team discover that they are destined for biological experimentation. |
| 3 | **Blueprint Acquisition**<br>A new civilian medium-sized multipurpose ship is being designed for the mass market and the competition want to obtain the blueprints. The blueprints, electronic and physical, need to be acquired from the design lab.<br>1-2: The design lab is a remote ground-based station on a rocky / ice moon.<br>3-4: The design lab is situated on a platform, in orbit around a deserted moon. Nice and remote.<br>5-6: The design lab is part of a bio-dome complex on a newly terraformed planet.<br>7-8: The design lab is in a space station.<br>9-10: The design lab is in a populated area of an earth-like planet. | 1-3: The ship is in fact a new Imperial / Federation / Alliance military ship. Steal it and the respective military might come looking for it.<br>4-7: The ship has progressed from blueprint to actual construction and is on a landing pad at the design lab. Its propulsion systems are just about to be fitted…<br>8-10: The company developing the prototype is in financial trouble and during the operation, corporate lawyers swoop in unannounced on behalf of the Bank of Zaonce and begin liquidation proceedings. Everything is frozen – by court order. |

(**ESPIONAGE MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 4 | **Misinformation**<br><br>Abelnoy Composite is a new material discovered completely by accident by a group of scientists. Early tests claim to have identified remarkable properties, including heat resistance, strength, low cost, ultra-low weight and unlimited availability. The existence of this completely bogus material needs to be made known to a business competitor, just before the scientists begin to offer shares in Abelnoy Mining. Success is judged when the competitor buys large numbers of these worthless shares.<br><br>1-4: The target company has small provincial offices on a local space station<br><br>5-9: The target company has regional headquarters on a nearby planet.<br><br>10: The target company is a planet-wide operation whose headquarters is a cloud-touching pyramid that dominates the capital city. | 1-2: Somehow social media picks up on the story and local well-meaning science students begin to try to replicate the material - and start to have doubts.<br><br>3-4: A company employee of this competitor sells what they know to a third party and the news spreads like wildfire. Soon there are many queuing up to buy Abelnoy Stock, including companies that are known to take violent revenge on those who cross them.<br><br>5-6: A company employee manages to steal the 'data' and makes off with it. Set on the idea of selling it to the highest bidder. A chase begins!<br><br>7-8: At an inopportune moment, the company building comes under attack from a pair of disgruntled employees, who start killing everyone they see.<br><br>9-10: The Counter Intelligence Team from the business competitor suspect something. They try to kidnap one of the players to torture the truth out of them. |
| 5 | **Kidnap**<br><br>Charlie 'The Kid' Mitchell is a hacker of some repute. He recently rose to fame by conducting some high level commodity network break-ins, causing trillions of credits worth of losses. Hunted by almost everyone, he has recently been kidnapped by a notorious criminal gang and is being held at their base.<br><br>1-2: This base is on an airless moon and is completely remote.<br><br>3-4: This base is on an Anaconda or similarly large vessel.<br><br>5-6: This base is in the bowels of an orbiting space station.<br><br>7-8: The base is on a disused space station, long abandoned but still in orbit around its parent planet.<br><br>9-10: The base is in the forests of an earth-like planet with lots of indigenous creatures to deal with. | 1-3: Charlie 'The Kid' Mitchell doesn't exist as just one person, it is an androgynous name used by a collective of hackers (The Kid Collective) to hide their identities. The team discover that the criminal gang has only captured one of the Collective, and the gang are eager to extract the information from their prisoner.<br><br>4-6: The poor child locked in a dark and dreary dungeon is only a ruse. The kid has developed Stockholm Syndrome, so is armed and helping the gang defend themselves against your kidnap attempts.<br><br>7-9: The kid was wounded during the first kidnap attempt and is currently undergoing some heavy duty medical treatment. If the kid is moved, he will not survive for long in transit and will need to be taken to a proper medical facility very quickly - or die.<br><br>10: The group discover a number of other high profile individuals who have been kidnapped by the gang. If the party try to rescue them all they can be fabulously rewarded, but many of the celebrities are prima donnas who will slow the players down. |
| 6 | **Contract Swap**<br><br>The acquisition of a tech company by a huge investment fund has attracted the attention of another large lending bank. The players must replace several pages in the contract just before the signing ceremony.<br><br>1-4: The contract signing is in an office complex, planet side.<br><br>5-8: The contract signing is in an office complex in a space station.<br><br>9-10: The contract signing is being hosted by an official residence of a local dignitary. | 1-2: The contract is being reviewed by lawyers for both parties and there are several copies currently in circulation.<br><br>3-4: The owner of the tech company gets cold feet about the deal and no longer wants to sell.<br><br>5-6: A lawyer from one of the teams has a different agenda and is planning to assassinate the tech company owner.<br><br>7-9: There is one contract, but it is in a sealed vault in a high security location<br><br>10: The contract is printed on paper, but when the players move to swap the relevant pages they see that the contract is printed on different coloured paper from their own fake contract. They will need to get a new fake copy before they swap the pages. |
| 7 | **Computer virus**<br><br>The Fennick Corporation (FenCorp) owned by Billionaire entrepreneur Menthor Korrigan, is one of a number of data storage companies used by individuals and businesses for archiving services. For some time, it has been suspected that FenCorp data archives house the complete records for a large number of criminal and terrorist organisations. A well-placed virus will data mine these archives for valuable intelligence on these criminals and their clandestine activities.<br><br>1-3: FenCorp regional headquarters takes up a whole block of one of the local stations.<br><br>4-6: FenCorp relay station, and where the virus needs to be installed, is on a small, well-guarded planetary base. (breathable atmosphere)<br><br>7-9: FenCorp data silo is hidden, deep underground, below a well-defended outpost.<br><br>10: FenCorp relay is an orbiting outpost, heavily armed and guarded by its own wing of fighters | 1-2: The virus is not designed to mine the data but to alter bank transfer details and syphon off millions of credits from standard everyday transactions. The team have been duped into carrying out a robbery.<br><br>3-4: The team discover that the customers of FenCorp, who are the target of the virus, are actually normal citizens who have suffered loss or injury through interacting with the players' employers. The virus will either delete evidence against the company, corrupt data entry points of these individuals or, in some cases, flood their data storage with indecent and illegal images.<br><br>5-6: The virus contains a kill order to a bounty hunter for all the players to be killed on the successful installation of the virus. Their employers are keen to keep this a secret and tie up loose ends. The players can discover this before or after the virus is activated.<br><br>7-8: One of the lead developers of the virus has managed to corrupt the code and has turned the virus into a huge suicide note. As soon as the virus is installed, it will override the environmental controls of the station / planet base of the players' current employers and kill thousands of employees, including the lead designer, who changed the code. On every screen in that HQ building this lead designer's note will appear for whoever discovers the bodies.<br><br>9-10: The virus doesn't work and needs further programming from the installation point. Feel free to add time limits to this. |

(**ESPIONAGE MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 8 | **Extracting a spy**<br><br>Commander Helton is something of a legend within the intelligence community - until their mysterious disappearance six months ago. Working for your employer, this top spy was attempting to infiltrate the Marco Dammero gang. This notorious criminal fraternity operate from hidden bases all over the system and run a multibillion credit empire. The Dammero stronghold is the best place to start your search, but no one knows where or what this stronghold is.<br><br>1-3: The stronghold is a hidden planetary base on an airless moon.<br><br>4-6: The stronghold is a fort structure in a desolate part of a terraformed planet.<br><br>7-9: The stronghold is on an abandoned station / platform.<br><br>10: The stronghold is mobile and is a disguised large-sized ship. | 1-3: A gang member has been set up in disguise to lure any potential rescuers into a trap.<br><br>4-6: The agent has succeeded in infiltrating the base, but lost the ability to communicate and is currently working as a dancer/singer/bodyguard/masseur/spiritual leader for Don Dammero.<br><br>7-9: The spy has in fact gone to the gang voluntarily and is now working for them as a freelancer.<br><br>10: The entire Dammero stronghold has already been raided by the Federation / Empire (whoever is opposed to the players' employer) and the spy, assumed to be a member of the notorious Dammero Gang, is now on their way to Sol / Achenar to face justice. |
| 9 | **Determining who the mole is**<br><br>The Alex Brentnall Institute (ABI) is an independent, non-profit making organisation that specialises in medical research, especially in the area of genetic regeneration. This charitable foundation was set up as part of the legacy of the great explorer and philanthropist, Alex Brentnall. Recently the Institute's governing committee has started to notice a number of commercial products available in the medical market that bear a striking resemblance to top secret research projects the Institute is working on. They need to discover the source of the leak.<br><br>1-4: The ABI Campus is on an earth-like planet with a climate to be decided by the GM.<br><br>5-7: The ABI Campus is situated under a selection of bio-domes on a recently terraformed planet.<br><br>8-10: The ABI is a small Ocellus Class Space Station | 1-3: On discovering the mole the players are offered a handsome sum to frame someone else as the mole.<br><br>4-6: The mole is actually two people and on discovering one, the other becomes a silent assassin, attempting to kill the party as they continue their search. The first mole can't tell the team who the second mole is as they have always operated independently, using dead drops to communicate.<br><br>7-9: The mole has stockpiled a number of very dangerous biomods in a hidden lab and releases them as the players get close to discovering him.<br><br>10: The vast majority of the Alex Brentnall Institute is a secret research front for a major pharmaceutical corporation. Only the well-meaning director does not realise that this is the case. |
| 10 | **Expose military expansion plans.**<br><br>By stealth or brute force, the players are to infiltrate the headquarters of a military faction and discover their expansion plans.<br><br>1-3: The base is planet-side and in a breathable atmosphere.<br><br>4-6: The base is a command capital ship such as a Farragut or Majestic cruiser.<br><br>7-9: The base is an orbiting platform.<br><br>10: The base is part of the palace grounds of the local faction leader | 1-2: The general responsible for the faction expansion, Dr. NAKAGAWA Kozi, has been replaced by a stand-in, just in case any assassination or kidnap attempts are made.<br><br>3-4: The expansion plans are already in transit and soon to be distributed to the faction's troops.<br><br>5-6: The faction is thrown into chaos when the players find themselves in the middle of a coup, elements within the faction attempt to overthrow the current faction leader.<br><br>7-8: The generals are in 'conclave' whilst they draw up their plans. The suite of rooms where the planners are holed up is in total lockdown with nothing allowed in or out.<br><br>9-10: One of the generals can be persuaded to hand over the plans, but wants to defect and needs the players to collect his rather extensive family and bring them to safety. |

## EXPLORATION MISSIONS

In the vast darkness of space, a million treasures await discovery. Humanity's teaming billions fit comfortably within a tiny fraction of the galaxy, but they will never be content until every star is theirs and every possible world is colonised.

The scale of the galaxy is utterly daunting. Most political organisations concern themselves only with the tiny scraps of inhabited space that they possess, but more far-thinking groups such as the Sirius Corporation or Universal Cartographics, gaze out towards the stars. They understand that the trials and tribulations of the Federation and Empire are like the scrabbling of insects. It is in the infinite void that true power can be found, where empty worlds await new colonies and where planets bursting with rare minerals await exploitation. Eventually, terraforming and colonisation technology will become cheaper, and then the old governments of the core worlds will be forgotten as humans sweep across the stars in an unstoppable wave. Or so goes the dream, anyway.

In the meantime, explorer companies have an insatiable appetite for more data, more knowledge, more worlds. For those willing to face the unbounded darkness, there are countless opportunities.

### EXPLORATION MISSIONS

| D10 Roll | Mission | Twist |
|---|---|---|
| 1-2 | **Stellar Cartography**<br><br>The players must map a number of star systems,located in a tight cluster some distance from the frontier. Earth-like planets should be surveyed at ground level, and all their points of interest examined.<br><br>1-4: The players must chart a single star system with a G-type Main Sequence star. There should be at least one earth-like planet to investigate.<br><br>5-8: The players must map D10 systems, which can be randomly generated or crafted by the GM.<br><br>9-10: The players must chart a Special Spectral-type star system. The system should have an unusual aspect about it, such as possessing a colossal planet, an oddly coloured earth-like world, or an orbiting star larger than its parent. | 1-3: The hyperdrive stops working, apparently for no good reason. If a player passes a difficult science Skill check, they can determine that the primary star gives off interfering radiation that prevents a 'witchspace' tunnel from forming. The players either need to fly very far from the star, or perhaps they need an insulating material, available on one of the metal-rich planets in the system.<br><br>4-6: A rival exploration group is in the area – and they fight dirty. At first they will pretend to be friendly, but will quickly try to sabotage the players' vessels or ambush them when they separate from the group.<br><br>7-8: The earth-like world in this system contains a mass of seething horrors. Vines will constrict and trap landed ships, and alien animals will work together to kill the players.<br><br>9: A secret pirate base occupies one planet in this system. They have no intention of letting word of their base reach the ears of the law!<br><br>10: As one of the players begins an inspection of a metal rich world, a powerful magnetic field tries to grab the ship and pull it towards the ground, simultaneously crushing the Hull. The pilot must pass a difficult Spaceship Piloting check or take 2D10 Hull damage (Shields don't help). After five failed attempts, the ship smashes into the ground at high speed, killing the pilot. The reason for this phenomenon is unclear (secret Imperial weapon, alien defences, sentient world?), but it happens every time a ship approaches the planet. |

(**EXPLORATION MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 3 | **Exploration Feat**<br><br>The Sirius Corporation is in a record-breaking mood. It wants volunteers to accomplish a great exploration feat never before attempted. Naturally, the company will want to take the credit for this accomplishment, but the players will be well rewarded for their efforts.<br><br>1-2: The players must scan a dying red giant as it begins its collapse into a spectacular supernova. Probes have done such things before, of course, but the final transmissions have always been scrambled by the electromagnetic surge of the exploding star. The players must wait until the last possible moment to engage their Frame Shift Drives and get as close as they can to the star before it explodes.<br><br>3-4: The Federation wish to establish if a land route between a mountainous mineral-rich area and the flatlands where the likely starport will be built will be viable. The route between the two is filled with sinkholes and hidden pits. The players must find a safe route in their SRVs to complete the mission.<br><br>5-6: Certain Death Valley has never been explored on foot due to the man-eating plants, acidic fungi and alien beasts that vomit dissolving enzymes. The players must trek from one end of the valley to the other, investigating a strange metallic anomaly on the way.<br><br>7-8: An earth-like planet, perpetually wracked by raging storm clouds and hurricane-force winds, needs to be explored. Landing is tricky. Taking off even harder.<br><br>9-10: The companion star of LHS 5029 is 0.45 light years away from its primary and cannot be reached independently with a hyperspace jump. Travelling that far in supercruise is almost impossible due to the fuel requirements, and thus the star and its planets have never been explored. However, their employer is willing to lend them a colossal Lakon Type-9 Heavy, equipped with extra fuel tanks to reach the mysterious and distant star. | 1-3: The local star is emitting unusual radiation that causes metal to vibrate at a sub-sonic level. This persistent white noise is likely to drive the characters (and anyone they meet) insane. Have each player make a moderate Skill check against their highest Intelligence Skill. Failure means they begin to suffer from violent delusions.<br><br>4-5: The exploration feat has been sabotaged by a rival exploration company. Too late the players realise that their supplies have been spoiled and their Frame Shift Drives damaged so they fail after they reach the system. The players must survive, perhaps for weeks, on what they have.<br><br>6-8: Rank amateurs are attempting to complete the exploration feat first. Their leader is the son of an Imperial senator, and his team quickly get into trouble. The amateurs either need help (rescuing a senator's son will get you into the Empire's good books) or they impede the players' own mission (killing a senator's son is an excellent way to get into the Empire's very bad books!)<br><br>9-10: The players are tempted by something that might lead them to fail to complete their mission. Possibly, a freighter full of gold is drifting in the orbit of a nearby planet, but requires extensive repairs to get it operational again, or a curious alien artefact, far away from their mission objective, promises riches or power. The players will have to choose between completing their mission and ignoring the find, or seizing the treasure and angering their employers. |
| 4-5 | **Investigate Anomaly**<br><br>Something unexpected, perhaps dangerous, has been scanned from a distance in a faraway star system. The players are hired to analyse this anomaly thoroughly and report back with their findings.<br><br>1-3: The anomaly is a metallic obelisk. Technology that relies on electricity fails within three kilometres of the structure. Studying the brightly lit runic symbols on the exterior might allow entrance to the secret catacombs below…<br><br>4-5: A spacecraft is floating in orbit. It looks like a human craft, but the players' ships cannot identify the type. There is life aboard, but no response to hails.<br><br>6-8: A structure, possibly Imperial, lies empty and abandoned. Strangely, all the equipment is still present, and it looks like the people vanished in the middle of their normal activities. However, there's something living in the vent shafts…<br><br>9-10: A strange alien probe, weirdly organic, sends bizarre signals off into deep space. When the probe is scanned, it releases an energy pulse which renders the players unconscious. When they come to, they are in a completely different part of the galaxy… | 1-3: A Federation capital ship hyperspaces into the system halfway through the players' investigations. It claims ownership of the anomaly and wishes to ensure that there are no other witnesses to its existence.<br><br>4-5: The players find a human survivor near the anomaly, who claims to have been stranded here for decades and blames the anomaly for their shipwreck. The survivor is only semi-sane, so not all of their information can be trusted.<br><br>6-8: Not long after the players interact with the anomaly, an alien animal appears aboard their ship or ships. How it got aboard is unknown, but it is ravenously hungry and seeks human flesh.<br><br>9-10: Pirates, smugglers or rebels are using the anomaly for their own purposes. The anomaly provides some kind of useful service, whether it is security, communication, materials or reconnaissance that the criminal gang now relies on. Unbeknownst to them, the anomaly has a number of unpleasant side effects for those who use it for a long period of time. |

(**EXPLORATION MISSIONS** TABLE CONTINUED)

| D10 Roll | Mission | Twist |
|---|---|---|
| 6-7 | **Zoological Expedition**<br>Alien flora and fauna are the biological frontier in modern science. Thousands of cures, treatments, cosmetics and artificial materials have been produced from the study of alien life. Soon after an earth-like world has been discovered, the survey crews are dispatched to see what genetic treats can be found in this new world.<br>1-3: The players are tasked with collecting a series of interesting plants and returning them to the frontier science outpost. The plants may or may not want to be picked…<br>4-6: A relatively small and harmless animal, perhaps only the size of a rabbit, must be collected in large quantities. Unfortunately, this animal has developed a symbiotic herd relationship with a large, aggressive beast such as a Gollunk or Tengotroth.<br>7-9: A hyper-aggressive predator such as a Mortis Claw or Mordrake Spider must be captured alive. Good luck!<br>10: Human colonists, mutated by vile alien bacteria, have become savage animals. A few of these ex-colonists are required for study, either for benign or malignant purposes. | 1-3: The world is dying. Its atmosphere is decaying, or perhaps a colossal meteorite is about to crash into the planet at any moment. The players need to hurry...<br>4-6: A group of well-meaning and well-armed eco-terrorists are determined to stop the players from robbing this pristine world of its natural resources. They have flowers in their hair, chainguns in their hands and eco-tanks to protect the wild.<br>7-8: When the players get back to their ships they find them covered in spores that are brutally hard to scrub off. When the spores are heated they explode violently. The players must find a natural remedy or predator to remove the spores or their ships will never make it through the atmosphere.<br>9-10: The hunters become the hunted. A group of alien animals, such as Stumps or Rock Runners, display an unusual amount of cunning as they toy with and hunt down the players. The players' equipment is sabotaged and likely places to find food and drink cut off as the alien monsters torment the players to death. |
| 8-9 | **Search and Rescue**<br>Explorers don't like to leave anyone behind. Recovering lost travellers is a common mission for exploration companies, or even rich individuals who have lost someone important to them. The players must go deep into virtually uncharted space to make the rescue.<br>1-2: There is one survivor, an explorer called Dall Varner, drifting in an escape pod. The escape pod is the in orbit of a planet or star and is not easily detected unless the star system is thoroughly explored.<br>3: The survivor's escape pod has crashed on a dangerous planet – perhaps one without an atmosphere. The escape pod is in some danger, maybe sinking into a swamp or perched dangerously on the edge of a crevasse.<br>4-6: A survey crew is lost, although their ship is intact. According to the ship's log, the crew were about to investigate some mysterious ruins…<br>7-8: The survivors have been stranded for some time on an earth-like world and have built shelters and farms. They may not be willing to leave.<br>9-10: The survey crew had a base of operations which has been destroyed through accident or malign intent. They cannot live long without their base, but its destruction might leave characters with the impression that everyone is dead. | 1-3: The survivors are being held hostage by pirates or religious fanatics, who are using the world as their base. The players will be attacked continuously if they attract attention to themselves.<br>4-5: There was a reason the survivors were attacked – a famed bounty hunter, who claims to be willing to go from one side of the galaxy to the other to capture his prey, has been contracted to kill them. So far he has just managed to strand them. He won't let the players get in the way of his kill.<br>6-8: The survivors have landed on a planet where they are being hunted as food. They are trapped inside a cave with a dozen howling Rock Runners outside. The players must get them out without being eaten themselves.<br>9-10: The survivors have gone crazy. Perhaps it is the atmosphere of the planet, an alien virus, or maybe just the strain of being isolated so far from home. Regardless, the survivors have become insanely paranoid and will attack and sabotage the players' efforts to rescue them. |
| 10 | **Found a colony**<br>Creating a new civilisation beyond the borders of the known galaxy is an exciting prospect. New societies are vigorous entities where everyone has a role to play in the establishment and survival of the colony. Most new colonies are funded and overseen by companies interested in acquiring the resources of a new world or system. Others are funded by planetary governments eager to expand their income and earnings, or perhaps keen to siphon off the unproductive excess of their home world. This colonial mission is for a colony on an earth-like world, since deep space colonies tend to be more of an engineering feat than a survival one.<br>1-3: The colony is a large and well-funded affair, paid for by a major corporation. The players will very shortly have a fully functioning starport for their ships and a good quantity of supplies to access in the colony's storehouses.<br>4-6: The colony is a company venture, but is small in scale. A scientific outpost and experimental farm is being constructed to assess the long-term prospects of colonisation. Many features of the planet are unexplored.<br>7-9: An enthusiastic but inexperienced and poorly funded colonisation effort has begun. The colony runs out of supplies quickly and will very soon be dependent on what the players can source for them. Getting repairs and equipment is extremely difficult.<br>10: A single rich individual is funding this colonisation effort. It is limited in scope – just a single town with its surrounding farmsteads, but it is adequately funded. The individual is also creating a lavish palace for themselves. | 1-2: The leader of the colonial expedition is a tyrant. Initially she is approachable and quite reasonable in her discourse, but power soon corrupts her into a megalomaniac. The players soon become rogue elements she wishes to remove.<br>3-5: Another company is creating a rival colony. Whilst some individuals in the rival colony are decent, many of its leaders are determined to see their rivals driven off planet!<br>6-8: The wildlife on this world is particularly ferocious. Many of the colonists are attacked and several structures damaged or utterly ruined. The hostile alien animals must be driven away or the colony cannot succeed. This is easier said than done, especially since the animals appear to be working together in a manner that seems eerily intelligent.<br>9-10: Disaster! The colony is all but destroyed by a freak event (earthquake, volcano, leathal electrical storm, etc). The players must lead the survivors on a dangerous trek through the hostile wilderness before the colony's fusion reactor goes critical and floods the area with deadly radiation. |

# E.D.R.P.G

ELITE: DANGEROUS ROLE PLAYING GAME

## CHARACTER DATA SHEET

NAME

RANK

RANK POINTS

GENDER | AGE | HEIGHT | WEIGHT

INITIATIVE

TACTICS

DEFENCE DODGE

DEFENCE PARRY

KARMA

ENDURANCE

## BACKGROUNDS

## PERSONAL COMBAT

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Dodge | | | |
| Energy Weapons | | | |
| Fighting | | | |
| Grenade | | | |
| Heavy Weapons | | | |
| Kinetic Weapons | | | |
| Melee Weapons | | | |
| Parry | | | |

## INTELLIGENCE

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Computer | | | |
| Culture & Law | | | |
| Cyber | | | |
| Medicine | | | |
| Planetary Knowledge | | | |
| Science | | | |
| Tactics | | | |
| Trading | | | |

## SOCIAL SKILLS

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Bargain | | | |
| Bluff | | | |
| Charm | | | |
| Diplomacy | | | |
| Gambling | | | |
| Insight | | | |
| Intimidate | | | |
| Streetwise | | | |

## VEHICLE SKILLS

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Navigation | | | |
| Repair | | | |
| Spaceship Piloting | | | |
| Spaceship Weapons | | | |
| Systems | | | |
| Vehicle Piloting | | | |
| Vehicle Weapons | | | |

## ESPIONAGE

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Athletics | | | |
| Perception | | | |
| Security | | | |
| Sleight of Hand | | | |
| Stealth | | | |
| Survival | | | |

## ENHANCEMENTS

| DESCRIPTION/EFFECT |
|---|
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## RANGED WEAPONS

| WEAPON | TO HIT | RANGE | | | DAMAGE | AMMO | NOTES |
|---|---|---|---|---|---|---|---|
| | | SHORT | MEDIUM | LONG | | | |
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## CLOSE COMBAT

| WEAPON | TO HIT | FINESSE | DAMAGE | NOTES |
|---|---|---|---|---|
| Fighting | | 5 | D10 Halved | |
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PILOTS FEDERATION APPROVED

## KARMA CAPABILITIES

| CAPABILITY | COST | TYPE | DESCRIPTION |
|---|---|---|---|
| Escape Death | All | All | You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. Karma points reduced to zero. |
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## CARRIED WEAPONS

| | | |
|---|---|---|
| Primary Weapon | | |
| Secondary Weapon | | ONE HANDED ONLY |
| Clip/Grenade | | |
| Clip/Grenade | | |
| Clip/Grenade | | MILITARY FATIGUES ONLY |
| Clip/Grenade | | MILITARY FATIGUES ONLY |
| Grenade | | MILITARY FATIGUES ONLY |

## CLOTHING

| ITEM | NOTES | WORN |
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## EQUIPMENT STORED IN PACK

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## EQUIPMENT STORED IN SHIP

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## CASH

CREDITS (Cr)

MICRO CREDITS (Mcr)

UNITS (U)

PILOTS FEDERATION APPROVED

# E.D.R.P.G.

ELITE: DANGEROUS ROLE PLAYING GAME

## CHARACTER DATA SHEET

NAME

RANK

RANK POINTS

GENDER | AGE | HEIGHT | WEIGHT

INITIATIVE

TACTICS

DEFENCE DODGE

DEFENCE PARRY

KARMA

ENDURANCE

## BACKGROUNDS

## PERSONAL COMBAT

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Dodge | | | |
| Energy Weapons | | | |
| Fighting | | | |
| Grenade | | | |
| Heavy Weapons | | | |
| Kinetic Weapons | | | |
| Melee Weapons | | | |
| Parry | | | |

## INTELLIGENCE

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Computer | | | |
| Culture & Law | | | |
| Cyber | | | |
| Medicine | | | |
| Planetary Knowledge | | | |
| Science | | | |
| Tactics | | | |
| Trading | | | |

## SOCIAL SKILLS

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Bargain | | | |
| Bluff | | | |
| Charm | | | |
| Diplomacy | | | |
| Gambling | | | |
| Insight | | | |
| Intimidate | | | |
| Streetwise | | | |

## VEHICLE SKILLS

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Navigation | | | |
| Repair | | | |
| Spaceship Piloting | | | |
| Spaceship Weapons | | | |
| Systems | | | |
| Vehicle Piloting | | | |
| Vehicle Weapons | | | |

## ESPIONAGE

| SKILL | SCORE | BONUS | ✓ |
|---|---|---|---|
| Athletics | | | |
| Perception | | | |
| Security | | | |
| Sleight of Hand | | | |
| Stealth | | | |
| Survival | | | |

## ENHANCEMENTS

DESCRIPTION/EFFECT

## RANGED WEAPONS

| WEAPON | TO HIT | RANGE | | | DAMAGE | AMMO | NOTES |
|---|---|---|---|---|---|---|---|
| | | SHORT | MEDIUM | LONG | | | |
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## CLOSE COMBAT

| WEAPON | TO HIT | FINESSE | DAMAGE | NOTES |
|---|---|---|---|---|
| Fighting | | 5 | D10 Halved | |
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PILOTS FEDERATION APPROVED

## KARMA CAPABILITIES

| CAPABILITY | COST | TYPE | DESCRIPTION |
|---|---|---|---|
| Escape Death | All | All | You escape or avoid an attack that just killed you or reduced your Endurance to less than 1 by the skin of your teeth. Karma points reduced to zero. |
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## CARRIED WEAPONS

| | | |
|---|---|---|
| Primary Weapon | | |
| Secondary Weapon | | ONE HANDED ONLY |
| Clip/Grenade | | |
| Clip/Grenade | | |
| Clip/Grenade | | MILITARY FATIGUES ONLY |
| Clip/Grenade | | |
| Grenade | | |

## CLOTHING

| ITEM | NOTES | WORN |
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## EQUIPMENT STORED IN PACK

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## EQUIPMENT STORED IN SHIP

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## CASH

CREDITS (Cr)

MICRO CREDITS (Mcr)

UNITS (U)



# E.D.R.P.G
ELITE:DANGEROUS ROLE PLAYING GAME

## SMALL SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) | REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

## WEAPONS

Accuracy + Weapon Strength

| NAME | SIZE | STRENGTH | POWER | TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
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## UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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## FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | | | | | |

## INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
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TOTAL POWER

NOTES

SHIPS :::LOG

PILOTS FEDERATION APPROVED

# E.D.R.P.G.

ELITE: DANGEROUS ROLE PLAYING GAME

## SMALL SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

## WEAPONS

| NAME | SIZE | STRENGTH | POWER | TO HIT (Accuracy + Weapon Strength) | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
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## UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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## FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | | | | | |

## INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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TOTAL POWER

NOTES

SHIPS ::: LOG

PILOTS FEDERATION APPROVED

E.D.R.P.G
ELITE: DANGEROUS ROLE PLAYING GAME

# MEDIUM SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

## WEAPONS

| NAME | SIZE | STRENGTH | POWER | Accuracy + Weapon Strength TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
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## UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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## FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | | | | | |

## INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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TOTAL POWER

## CREWMEMBER STATS

#1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

#2 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

#3 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

## SHIPS :::LOG

NOTES



# E.D.R.P.G.

ELITE: DANGEROUS ROLE PLAYING GAME

## MEDIUM SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

### WEAPONS

| NAME | SIZE | STRENGTH | POWER | Accuracy + Weapon Strength TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
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### UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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### FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | | | | | |

### INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
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TOTAL POWER

## CREWMEMBER STATS

#1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

#1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

#1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

## SHIPS :::LOG

### NOTES



E.D.R.P.G
ELITE: DANGEROUS ROLE PLAYING GAME

# LARGE SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

## WEAPONS

| NAME | SIZE | STRENGTH | POWER | Accuracy + Weapon Strength TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
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## UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
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## FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | 1 | 10 | 0.6 | H | Allows the ship to scoop cargo canisters |

## INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
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TOTAL POWER

## CREWMEMBER STATS

### #1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #2 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #3 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #4 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #5 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #6 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #7 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #8 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

NOTES



PILOTS FEDERATION APPROVED

# E.D.R.P.G.

ELITE: DANGEROUS ROLE PLAYING GAME

## LARGE SHIP DATA SHEET

PILOT NAME

SHIP MODEL

AGILITY | SPEED | RANGE | FUEL (FULL TANK) REMAINING

Tactics + Sensor Bonus
**INITIATIVE**

Agility + Spaceship Piloting
**DEFENCE**

Speed + ½ Spaceship Piloting
**PURSUIT**

**DOGFIGHT**
Defence + Dogfighting Sensor Bonus

**HULL**

**SHIELDS**

SHIELD RECHARGE

### WEAPONS

| NAME | SIZE | STRENGTH | POWER | Accuracy + Weapon Strength TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |
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### UTILITY MOUNTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| | | | | | |
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| | | | | | |
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### FIXED COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| Bulkhead | | | | | |
| Power Plant | | | | | |
| Thrusters | | | | | |
| Frame Shift Drive | | | | | |
| Life Support | | | | | |
| Power Distributor | | | | | |
| Sensors | | | | | |
| Cargo Hatch | | | | | |

### INTERNAL COMPONENTS

| NAME | SIZE | STRENGTH | POWER | MODEL | DESCRIPTION |
|---|---|---|---|---|---|
| | | | | | |
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| | | | | | |

TOTAL POWER

## CREWMEMBER STATS

### #1 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #2 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #3 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #4 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #5 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #6 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #7 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

### #8 NAME — ENDURANCE

| | | | |
|---|---|---|---|
| Spaceship Weapons | Spaceship Piloting | Systems | Repair |
| Combat Skill | Morality | Allegiance | Salary |

NOTES



PILOTS FEDERATION APPROVED

E.D.R.P.G
ELITE:DANGEROUS ROLE PLAYING GAME

## VEHICLE DATA SHEET

PILOT NAME

MODEL

AGILITY | MAX SPEED | ACCELERATE | DECELERATE

INITIATIVE
Agility + Vehicle Piloting
DEFENCE
Speed + ½ Vehicle Piloting
PURSUIT

HULL

SHIELDS
SHIELD RECHARGE

### WEAPONS

| NAME | TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

### SPEED TABLE

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| DEFENCE BONUS | | | | | | | | | | |
| ATTACK PENALTY | | | | | | | | | | |

E.D.R.P.G
ELITE:DANGEROUS ROLE PLAYING GAME

VEHICLE DATA SHEET

PILOT NAME

MODEL

AGILITY | MAX SPEED | ACCELERATE | DECELERATE

INITIATIVE
Agility + Vehicle Piloting
DEFENCE
Speed + ½ Vehicle Piloting
PURSUIT

HULL

SHIELDS
SHIELD RECHARGE

WEAPONS

| NAME | TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

SPEED TABLE

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| DEFENCE BONUS | | | | | | | | | | |
| ATTACK PENALTY | | | | | | | | | | |

# E.D.R.P.G

ELITE: DANGEROUS ROLE PLAYING GAME

## VEHICLE DATA SHEET

PILOT NAME

MODEL

AGILITY | MAX SPEED | ACCELERATE | DECELERATE

INITIATIVE
Agility + Vehicle Piloting
DEFENCE
Speed + ½ Vehicle Piloting
PURSUIT

HULL

SHIELDS

SHIELD RECHARGE

### WEAPONS

| NAME | TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

### SPEED TABLE

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| DEFENCE BONUS | | | | | | | | | | |
| ATTACK PENALTY | | | | | | | | | | |


# E.D.R.P.G

ELITE: DANGEROUS ROLE PLAYING GAME

## VEHICLE DATA SHEET

PILOT NAME

MODEL

AGILITY | MAX SPEED | ACCELERATE | DECELERATE

INITIATIVE
Agility + Vehicle Piloting
DEFENCE
Speed + ½ Vehicle Piloting
PURSUIT

HULL

SHIELDS

SHIELD RECHARGE

### WEAPONS

| NAME | TO HIT | DAMAGE | AMMO | SPECIAL |
|---|---|---|---|---|
| | | | | |
| | | | | |
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| | | | | |
| | | | | |

### SPEED TABLE

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| DEFENCE BONUS | | | | | | | | | | |
| ATTACK PENALTY | | | | | | | | | | |

E.D.R.P.G
ELITE:DANGEROUS ROLE PLAYING GAME

# PLANETARY SYSTEM
## DATA SHEET

SYSTEM NAME

PILOTS FEDERATION APPROVED

MAIN STAR

100 ls | 200 ls | 300 ls | 400 ls | 500 ls | 600 ls | 700 ls | 800 ls | 900 ls | 1000 ls | 2000 ls | 3000 ls | 4000 ls | 5000 ls | 6000 ls | 7000 ls | 8000 ls | 9000 ls | 10000 ls

NAME

INNER PLANETS OUTER PLANETS

SECOND STAR

100 ls | 200 ls | 300 ls | 400 ls | 500 ls | 600 ls | 700 ls | 800 ls | 900 ls | 1000 ls | 2000 ls | 3000 ls | 4000 ls | 5000 ls | 6000 ls | 7000 ls | 8000 ls | 9000 ls | 10000 ls

NAME

INNER PLANETS OUTER PLANETS

THIRD STAR

100 ls | 200 ls | 300 ls | 400 ls | 500 ls | 600 ls | 700 ls | 800 ls | 900 ls | 1000 ls | 2000 ls | 3000 ls | 4000 ls | 5000 ls | 6000 ls | 7000 ls | 8000 ls | 9000 ls | 10000 ls

NAME

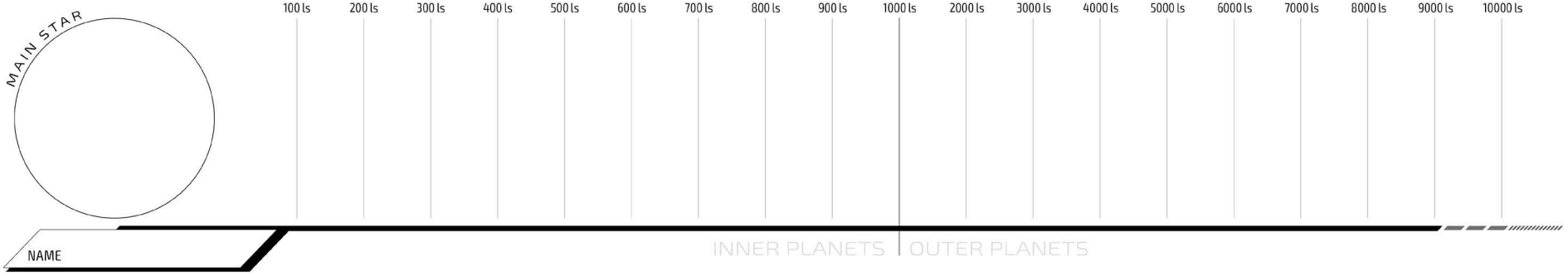
E.D.R.P.G
ELITE:DANGEROUS ROLE PLAYING GAME

# PLANETARY SYSTEM
DATA SHEET

SYSTEM NAME

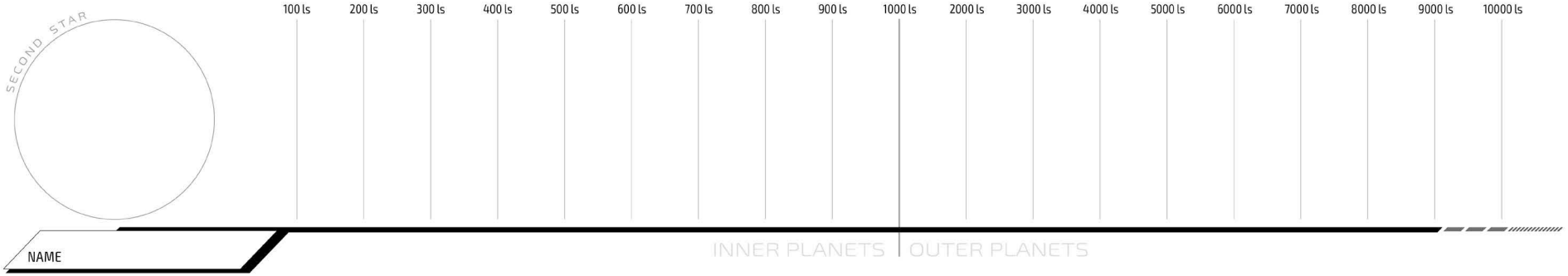
PILOTS FEDERATION APPROVED

MAIN STAR



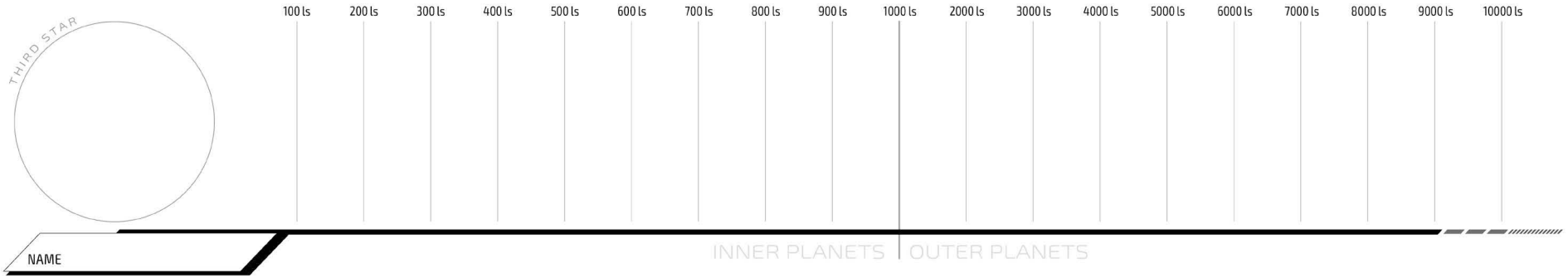

NAME

SECOND STAR




NAME

THIRD STAR




NAME

# THANK YOU, EVERYONE

We are extremely grateful to the following Commanders and Backers for their support and for making this project possible.

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Adrian Howell
Adrian Kwan
Adriano Bianchini
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Anthony Wilson
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Baragoon
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Ben Douglas
Ben Draper
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Benjamin Chee
Benjamin Law
Bernd Linke
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Bethan Nye
Bijan Masrouri
Bill Anderson
Bill Mack
Birk Hauke Wildhirt
Bjoern Arndt
Black Mass
Blackavar
Blain Crighton
Blayn Parkinson (Cmdr Diddicoy)
Bo "Cmdr Fenduril" Stine
Boblogik
Boris Neidich
Boyer Yan
Bradmick
Brennan Gorman
Brennon Blacker
Brett Griggs (Cmdr Taelandis)
Brian "Chaos Celebration" Poe
Brian Aldred (Cmdr Nova-Storm)
Brian Estes
Brinstead
Bruce Kennedy
Bryan Lyon
Bryan Milham
Buqu Bodshal
C Metzger
C. Kettering
Calvin Lindeman - Cmdr Aguri
Calvin Shafer
Capn G Mcg
Captain Frisky Iguana
Carey James Beeston
Carl Roehead
Carl Roger Nilsen
Carsten Damm
Casey "Cmdr" _Reuter
Cdr Wereotter
Chantiel Amadis Karionte
Charles Crowe
Charles Hagin
Charles L. White Jr.
Charles Morrisey
Charles Pearson
Chase Gough
Che "Ubiquitousrat" Webster
Chester Gregg
"Chip" Lucas
Chris "Killrgruve" Olsen
Chris "Neosilverthorn" O'brien
Chris Atwood
Chris Brooks
Chris Campos
Chris Carpenter
Chris Halliday
Chris Hankey
Chris Hartford
Chris Hefferin
Chris Hill
Chris Kenna
Chris Lackey
Chris Lord
Chris Madden
Chris Marcellus
Chris Michael Jahn
Chris Payne
Chris Snook
Chris Snyder
Chris Spivey
Christer Malmberg
Christian Schrewelius Viklund
Christoph Kischporski
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Christopher Bruce
Christopher Cowie
Christopher Fenos
Christopher 'Gangrel' Milner
Christopher Jarvis
Christopher Kelly
Christopher Lycett
Christopher Mainwaring
Christopher Wolfe
Christopher Youden
Chuck Dee
Ciesson
Cilo Lewis
Claude James Fox-Revett
Claus Paludan
Cmd Balthazar
Cmd Gandiril
Cmdr Aardvarksrus
Cmdr Akemi Whitacre
Cmdr Alesend
Cmdr Ardent Fox
Cmdr Autumnal Wanderer
Cmdr Axontaria & Cmdr Axonteer
Cmdr Bertram Freecrest
Cmdr Bifford
Cmdr Blahdee
Cmdr Bob Star
Cmdr Bobby Shaftoe
Cmdr Boggratt
Cmdr Brascus
Cmdr Bubble
Cmdr Camerongraphix
Cmdr Carhack
Cmdr Carrumba
Cmdr Caylo Tavira
Cmdr Charles1227
Cmdr Charlycharly
Cmdr Concentus
Cmdr Conway Costigan
Cmdr Corvaldt
Cmdr Coypu In Space
Cmdr Cula-Ta
Cmdr D Sinclair
Cmdr D. Conn
Cmdr Daemonlord13
Cmdr Damien Mccandless
Cmdr Danyle
Cmdr Darkenedshore
Cmdr Deadb33f
Cmdr Deadlok
Cmdr Dergell
Cmdr Dexxx Tempest
Cmdr Dhror - The Winged Hussars
Cmdr Dinbar
Cmdr Djinnjah "Wharfrat
Cmdr Domster
Cmdr Edgar Starwalker
Cmdr Edith T Hutt
Cmdr Esufer
Cmdr Ethan Slarck
Cmdr Evertsen
Cmdr Finnster
Cmdr Freiheit
Cmdr Frog's Friend
Cmdr Gall0ws P0le
Cmdr Gornock
Cmdr Hanekura Shizuka
Cmdr Haughan
Cmdr Helius Blackwell
Cmdr Henkka77
Cmdr Hintfishy
Cmdr Holiday Hero
Cmdr Hunting_phoenix
Cmdr Jackeen
Cmdr Jalan Bax
Cmdr James Edwards
Cmdr Javier De Ass
Cmdr Jclink
Cmdr Jediomed
Cmdr Jeff Ryan
Cmdr John Smith
Cmdr Jon Cameron
Cmdr Jorin Saari
Cmdr Justyn Time
Cmdr Kahiir
Cmdr Khelder
Cmdr Killerspud
Cmdr Kinan
Cmdr Kipperxp
Cmdr Kodiak-74
Cmdr Krangar
Cmdr Kreiss (Daniel Rowlands)
Cmdr Lafarell
Cmdr Lennon
Cmdr Lennster
Cmdr Levantor
Cmdr Louwelyn
Cmdr Mackenheimer
Cmdr Mal Iss
Cmdr Matt L. Icious
Cmdr Mfc
Cmdr Mhorrighan
Cmdr Michael "Hellcat" Hengstmann
Cmdr Mossfoot
Cmdr Myka Lanserra
Cmdr Nix Randall
Cmdr Orange Spark
Cmdr Perrins
Cmdr Pom
Cmdr Private Baldrick
Cmdr R1x5.13
Cmdr Rado
Cmdr Railgun5
Cmdr Revelo
Cmdr Roastincoffee
Cmdr Rogue949
Cmdr S. Fox
Cmdr Scarabmonkey
Cmdr Shiara
Cmdr Shimozu Shinta
Cmdr Simon "Smescrater" Carter
Cmdr Sm
Cmdr Stephen Hunter
Cmdr Steven Harding
Cmdr Stimbot5000
Cmdr Sunlis
Cmdr Sylvar
Cmdr Tarod Ararthin
Cmdr Thewhiteraven
Cmdr Thye Doome
Cmdr Thynosaur
Cmdr Torqued
Cmdr Trantor Zarkhov
Cmdr Treman
Cmdr Turner
Cmdr Unifex
Cmdr V4mp123
Cmdr Valorin
Cmdr Vela Delarue
Cmdr Venrix
Cmdr W4z - Sanctis Founder
Cmdr Werdna
Cmdr Wiley Holton
Cmdr William Bones
Cmdr Yojimbosan (Radio Sidewinder)
Cmdr Yuri Nakamura
Cmdr Zaralis
Cmdr Zen Archer
Cmdr Zimms
Cmdr Zxalexis
Cmdr. Unassailable999
Cmndr Ghandimcnabb
Colin Bidault
Colin Cowper
Colin Ford
Colin Wilkinson
Cmdr Battlewitch
Cmdr Chewbury Gubbins
Cmdr Kraken Rising
Cmdr Kveldulfr
Cmdr Lyrander
Cmdr Mattvictorjameson (Measures)
Cmdr Tanglewood
Connor Hegion
Corven Dallas
Count Thalim
Cptblowupdoll
Craig Namvar
Craig S
Craith Rhandir
Ctirad Horkel
Cyril Roussel
D. Scott Vowels
Dan "Cmdr Rithwald" Tobin
Dan Hope
Dan Shinnan
Dane Johansson
Daniel
Daniel "Maddog" Schwalm
Daniel "The Spice" Herink
Daniel Bell
Daniel Brostron
Daniel De George

Daniel Hall
Daniel Hawkins
Daniel Leete
Daniel Peterson
Danny Aka Dangerdan00
Darkfyre99
Darren "Sneevus" Snee
Darren Brooke
Darren Buckley
Darryl Adams
Dave "Chummerx" Repp
Dave "Cmdr Braidwood" Allan
Dave "Wintergreen" Harrison
Dave Atherton
Dave Barker
David "Croxis" Radford
David "Draythos" Gee
David "Trixmallone" Smith
David "Zetagilgamesh" Eisenbrey
David Arnold
David Barkman
David Bennett
David Brittain
David Csobay
David Doig
David Doucey
David Gillum
David 'Kamicosmos' Oswald
David Kersley Williamson
David Klingenberg
David Megins-Nicholas
David Socias
David Stokes
David Vivas Aka Cmdr Hechtor Dravere
David Wildash
David Yellope
Dawid "Dievas" Wojcieszynski
Dayton Eclipse
Dean E Myers
Decai
Declan Feeney
Deecee
Dennis Lemckert
Derrick Schwartz
Deusx_ophc
Devin Ireson
Dicky Miller
Dimitri Valenov
Dl Gurnett
Dmitry Seregin
Dom Ellis
Dominic R G Corner
Donald A. Turner
Donald Matheson
Donald Plummer
Donald Weller
Donovan Ranney
Doug "Simon Haldane" Grimes
Doug Schnur
Douglas Bradley
Douglas Jessup
Douglas Mawhinney
Dr Mcpreachy
Dr. Nakagawa Kozi
Dr. Ryan Blackstock
Drac346
Drew Wagar
Drezden
Drused
Dug
Duncan Ambrose
Durel Hoover
Dustin Rector
Dwayne "Dewey" Taresh
Dylan "Cmd Dartax" Muccia
Dylan Rupert
Eadin Brown
Ed
Edgar Díaz De León
Edward Laverick
Edward Macnaghten
Eir Foxtrot
Eli Munday
Elvis
Emil Andersen
Empedocles
Enrico "Irish" Magnani
Ephrael Alvatre
Eric "Garfink" Lai
Eric Brooke
Eric Reeves
Erik Banner
Erik-Jens Burlefinger
Erkki Pulliainen
FEZ
Fabian Scherschel
Fabiano Ferramosca
Fabrizio Merengo
Federico Voges
Felix Egner
Feralgamesinc
Filip Zelinka
Fingers Finn
Floss Clayton
Fozza
Francis Helie
Francis Whitehead
Frank Rafaelsen
Franklin 'Einhager' Barrientos
Frazer "We're In The Pipe Five By Five" Barnard
Frédéri "Volk Kommissar Friedrich" Pochard
Fredrik Wizemann
Freyatail
Fufi
G E Murray
G. Michael Bridge
Gamefan
Gamefood
Gareth Lazelle
Garrett Haynie
Garry Rl
Gary Williams (Cmdr Flaxton)
Gavin Bartell (Cmdr Dreadspectre)
Gavin 'Cmdr Applejack' Page
Gavin Fitzgerald
Geert-Jan Willems
Geoff "Notwelshman" Scaplehorn
Geoffrey A. Rosen
Geoffrey Martin
Geoffrey Powers
Geoffrey Scott Tillman
Geoffrey Strong
Georg Hofmann
Gestaltar Skiten
Ghalgor
Gibbo
Giovanni Brunetti
Gisle Martin Von Hafenbrädl
Glagroon
Glen Crosby
Glenn Berry
Glenn Edwards
Gordon "Pitstarter" Hamilton
Gordon Stephen
Greg College
Greg Gedrasik
Greg Phillips
Greg Stevens
Greg Surrett
Gregory Freeman
Greig Marshall
Gtuk
Guillaume Chantraine Cmdr Larmakosa
Guillermo De Andrés Iglesias
Gustavo Pereira Meleti
H347h
Hans Peter Bak
Harald Hellerud
Harryhighdef
Hayden Smith
Haydon 'Eisenhorn' Lawrence
Hays-Narbonne Aymeric
Heath Harger
Helen Skullcracker Martin
Holger Hansch
Holger Sparr0w L.
Hooch
Horváth Viktor
Howard Pew
Hugh Cowan
Humberto Gonzalez
Hunter Hoyt
Hutli
Iain Chapman
Iain Shadwell
Iain Tazare
Ian Alldis
Ian Dunbar
Ian Hamilton
Ian Hamilton
Ian Henderson
Ian Little
Ian M Kirby
Ian Mcnamara
Ian Porter
Ian R Malcomson
Ian Sharma-Cook
Iddo Sternberg
Illumillama
Imunar
Infinity3
Itsthetaxman
J Aaron Farr
J David Porter
J Law
J Tyler Brown
Jack Green (Cmdr Deftin)
Jack Hodges
Jacob
Jacob Gjerstrup Et Al.
James
James Adnitt
James Allen
James Ameriks
James Bush
James Draper
James Gardner Cmdr Esquisite
James Howat
James Lloyd
James N Hartley
James Rollins
James Saker
James T Waterfield
James Vigor
James Weibel
Jamie Furtner
Jan Van Der Wielen
Jason "Sieb" Siebert
Jason A. Sherrill
Jason Carthes
Jason Colombetti
Jason Cowley
Jason J Hird
Jason Nelson
Javier "Cmdr Neon Weaver" Aumente
Javier Diaz Suso
Javier Heredia
Jc "Jollygm" Locke
Jean-Hugues Courvoisier
Jebe Noyon
Jeff Berndt
Jeff Mcdowall
Jeff Rhatigan
Jeff Vincent
Jeffery Myers
Jeht
Jerad Bailey
Jess Nash
Jesse Backstrom
Jesse Goodman
Jesse Rosen
Jester D
Jestertales
Jim Anderson
Jo
Jo, Freddie & Ruby Donelan
Joachim Pileborg
Joe Deljanovan
Joe Stronach
Johannes Carlsson
John "Cmdr Bakamoichigei" Pfeiffer
John A W Phillips
John Bennett
John Bush
John Dodd
John Fair
John Horsfall
John Lacy
John Lambert
John Parkinson
John Pellen
John Robertson
John Sabino
John Van Dyke
Johnny Confidence
Jon Geraghty
Jonas Karlsson
Jonas Schiött
Jonathan Breese
Jonathan M.
Jonathan Ormond
Jonathan Souza
Joni Lammassaari
Jordan Tiedemann
Jörg "Percy" Hoss
Jorgamond
Jorgen Carn
Jörn Kiwitt
Jose "Gigio" Esteras
Joseph "Zombiechan" Thompson
Josh Gibson
Josh Gilbank
Joshua D Curry
Joshua Hoffman
Jsolid110
Juan F.
Jude Walker
Juha Joki
Juho Ratava
Julian Field
Julien "Ezechiel Lydian" Derache
Jürgen Kraus
Jussi Kenkkilä
Justin Iungerman
Justin Jessop
Justin Jones
Justin Tack
Jym-Bob
Kaleb Sosa
Kalya (Cmdr Pacmarus)
Kandy Dolan
Karl Forrest
Karl Ramwell - Cmdr Macallan
Karl Smith
Karl Thomas Hjelmervik
Karsten Lehmann
Kas Robson
Keith "Kilo" Watt
Keith Higdon
Keith Sanderson
Keith Williams
Kelley Reaves
Ken Sutherland
Kenneth Batterham
Kenny Wildman
Kerrash
Kessel
Kevin Elliott
Kevin 'Fenton' Guerrero
Kevin Hunt
Kevin J Heath
Kevin Milhollun
Kevin Reilly
Kevin Shinners
Kfir Mazuz
Kimberly Burgess
King Radical
Kirk Brooks
Kirstin Donaldson
Koji Morooka
Kor
Krazylego56
Krishna Lonkani
Krister Sundelin
Kristofer J. Cook
Kristofor Newman
Kryyll
Kt421
Kurt Mcmahon
Kyanor
Kyle Shimmin
L. Alan Hosking
Lachlan "Raith" Conley
Lamhirh Nruri
Lance
Lance Chisholm
Larry Williams Jr
Lauri 'Fleuri' Suomalainen
Lawrence Li
Lawrence Mcalpin
Lee Hutchinson
Lee Kolb
Lee Odlum
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