

EDRPG

ELITE: DANGEROUS ROLE PLAYING GAME



ESPIONAGE

WORK FOR SHADY GOVERNMENT ORGANISATIONS,
CORPORATE SABOTAGE TEAMS OR
BLOODTHIRSTY FREEDOM FIGHTERS.



An Elite: Dangerous Role Playing Game Supplement:

ESPIONAGE

Written by Oliver Hulme

Producer Jon Lunn
Design Bruce Kennedy
Editor Janet Horwood

Art & Illustration Kevin Massey
..... Robin Smith

Playtesting by:
Jack Armstrong, Christian Atwood, Mel Byford, Molly Byford, Helen Martin,
Paul Palmer, Dougie Phillips, Jason Sharp, Nick Wray & Timo Lemburg.

Co-published by Spidermind Games Ltd
and Modiphius Entertainment Ltd



ISBN: 978-1-9998346-4-7

©2018 Spidermind Games
Elite: Dangerous © 1984-2018 Frontier Developments PLC. All Rights Reserved.

FIRST EDITION

All rights reserved. No part of this publication may be reproduced, stored in or introduced into a retrieval system or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording or otherwise) without the prior written permission of the publisher or unless such copying is done under a current Copyright Licensing Agency license.

Any person who does any unauthorised act in relation to this publication may be liable to criminal prosecution and civil claims for damages.

Thanks to Cmdr Arithon for the use of his incredible ship blueprints.

'Elite; the Elite logo, the Elite: Dangerous logo, 'Frontier' and the Frontier logo are registered trademarks of Frontier Developments plc. All rights reserved.

Printed by PNB Print SIA
"jāņsili", Silakrogs
Ropažu novads, Latvia LV-2133

CONTENTS

ENGINEERS

06

Spies, and tech-savvy pilots, need every edge they can get. Important governments and companies have their own engineering warehouses, where every aspect of a spaceship's performance can be tweaked and improved. Skilled mechanics might even want to improve their own ships – but beware, as it's far easier to ruin your ship than improve it.

NEW SPACESHIPS

13

Get out of trouble with the new Mamba Mk II or trusty Merlin space fighters. Outlast those pesky Cobras with the hard-as-nails Viper Mk IV. You'll need some speed, as the deadly Mongoose heavy fighter has come online, boasting a huge and diverse range of firepower.

PERKS OF THE JOB

26

As commander Thane once said, "If you're in a fair fight, you're doing it wrong." Bypass security with Hacks. Render yourself invisible to cameras with Disruptive Perfume. Avoid incoming fire with the ultra-expensive Personal Shield Generator, or blow your opposition away with the Heavy Pistol.

THE PERFECT AGENT

32

Whoever said spies were born not made never had the Espionage Supplement! Get new backgrounds such as Wage Slave and Insurgent. Burn up your Karma points with the deadly Follow Up or ruthless Kiss Kiss Bang Bang Karma Capabilities. Bond with your spaceships with the Overclocking Enhancement. Cyborgs can become a creature of the night with the Venomous Bite implant, or seize control of the network with the Brute Hacker Cybernetic Enhancement.

THE BAD GUYS

36

GM's can get new Opponents using the ships, equipment and engineering modifications in this book!

CORPORATE BASE GENERATOR

41

Time to bust into that skyscraper, and steal some info. Generate corporate HQs, complete with fiendish defences, using the random Corporate Base Generator in this supplement. Also including criminal and security opponents for you to battle!



THE SOLO CAMPAIGN

If you put all four EDRPG supplements and the Core Book together you will have enough material to create a solo campaign. Create a party of adventurers of your own design and try to beat the galaxy.



Military: Storm or sneak through military bases, accomplish your objectives and get out!



Exploration: Explore strange planets, fight off terrible aliens, avoid arbitrary abduction and find abandoned treasures.



Espionage: Thwart enemy spies, steal secrets and raid corporate bases for your shadowy masters.



Super Traders: Encounters in deep space, from malevolent pirates, corrupt police officers to natural space hazards and perilous mechanical breakdowns.





ON
NT

ATTENTION:
Your presence with the Elite: Dangerous is a privilege, and we want to ensure you have the best possible experience. Please read the following information carefully, as it contains important details about the game and the community. We will be updating this page as we learn more about the game and the community.



WHAT LIES BENEATH...

WELCOME TO THE
ESPIONAGE SUPPLEMENT
the second expansion rulebook for the
Elite: Dangerous Role Playing Game.

In this book we explore the murky underworld of the Elite: Dangerous galaxy. With so many competing factions, corporations and governments, the world of spying is more important than ever. A single thoughtless law can cripple a company, or expose centuries of malpractice with devastating consequences for entire star systems.

The truth is out there, maddeningly concealed by layers of lies and misinformation. People of the 34th century are media-savvy, and trust few secrets to networked computers, requiring agents to break into company offices or military bases just to extract a single dataslate or hand com. To survive in this business requires courage and paranoia in equal amounts, as well as lightning reactions, a quick wit, and capability in a fight. So welcome to the corporate world!

Trust no one...



ENGINEERS

Every ship is composed of dozens of patent-protected components, each designed to exacting specifications. Pilots are discouraged from tinkering with their engines, weapons, etc., because this invalidates their warranty and sometimes causes their ship to explode. These stark legal warnings are not enough to put off some pilots, who like to overclock the performance of their spaceships until the hull starts creaking and the power plant begins to vibrate and change colour.

The truth is you **can** get improvements out of your ship's components ... but not without cost, and not without risk!



PROFESSIONAL ENGINEERS VS AMATEURS

The safest way to improve your ship is to have an expert look at it. There are professional engineers out there, like Felicity Farseer and Lei Chung, who experiment on spacecraft components for a living, and have teams of able mechanics to help them. They rarely just work for anyone, however. A pilot must become either socially known to an engineer or else work for the company or government they represent.

Players who are created for an Espionage campaign can be assumed to have contact with a good engineer already. Secret agents often have souped-up spacecraft to help them overcome difficult odds in the field, and experienced agents can probably visit the hangars of the company engineer before they head out into space.

Independent pilots will need to either bump into engineers (in a friendly way) or be recommended

to them by an interested third party. GMs should decide when and if this happens in their game. It is recommended only to introduce Engineers to experienced and higher ranked players. New players will have enough on their plate just dealing with the spaceship modification system as it is! Engineers tend to have a speciality, such as weapons, Frame Shift Drives or shields. Only a rare few are skilled in all spaceship components.

Players can also attempt to perform engineering modifications themselves, using their Repair skill. This is expensive and time-consuming, as well as risky. However, the results are often amusing, so it's worth letting them try.

When you take your ship to an engineer, or attempt to improve it yourself, it takes up your Between Adventures action. You can have up to three components modified, which can be any combination of weapons, utility mounts, fixed components or internal components.

Engineering a component is expensive – it costs 50% of the base cost of the component in advance. Once a component is engineered you must accept the result, even if it has, in your opinion, made the component worse. At the GM's discretion you cannot re-buy or replace the component until your next Between Adventures action. After all, your character probably thinks the modification is amazing and does not yet realise there is any problem. After you have flown your ship in a high-stress environment, such as combat, you will quickly realise the problem and can attempt to re-engineer the component in your next Between Adventures if you wish.



ENGINEERING A COMPONENT

Most professional engineers have a Repair skill bonus of 5. Great engineers will have a bonus of 7, and the very best a bonus of 9 or 10. Players engineering a component must use their own Repair skill and be docked in a well-equipped starport. When you try to improve a component, pay the cost and roll on the relevant table. The result of the Repair check you just made will tell you how the component is modified, including any faults it has picked up. If you have employed a professional Engineer, you can roll on the table twice and choose the result you prefer.

Once a component has been engineered it cannot have further modifications. You can restore an engineered component to its original settings for 25% of the base price. When selling the component, you get back 70% of its base value as normal unless it only has positive effects. An engineered component with only positive effects can be sold for 100% of its base value.

Not all components can be engineered. If you cannot find an Engineering Table for a given component, this means that it cannot be improved.



POSITIVE EFFECTS

Trying to give a component a positive effect is what engineering is all about. When a component gains a positive effect, make a note of it in the Description or Special section on your Spaceship Roster. All positive effects are listed below:

Accurate: All weapon attacks from this ship gain a +1 Accuracy bonus.

Awareness: This ship gains a +1 Initiative bonus.

Bolstered: This component gains a 25% Strength or Hull bonus.

Boosted: Add 1 to the spaceship's Speed.

Charged: The power plant provides a 20% Power bonus.

Conserve Power: This component uses only half the power of a component of its usual type.

Cycling: Gain an extra 5 minutes of Emergency Life Support

Damage Boost: The weapon inflicts more Damage, based on its size. A small weapon inflicts 5 more points of Damage, a medium weapon 10, a large weapon 15 and a huge weapon 20. In the case of missiles, this Damage bonus is also added to the damage done to shields.

Energised: The power plant provides a 40% Power bonus.

Enhanced Supply: This component's Supply value is 20 higher.

Extra Bonus: The ship gains an additional Floating bonus.

Extra Cells: The Shield Cell Bank's duration is increased by 2.

Fleet: Add 1 to the Spaceship's Agility.

Focused: This ship gains an extra +1 to its General Scans.

Hardened: Double the base strength or Hull bonus of this component.

Improved Repair: This component's Max Repair value is 10 higher.

Improved Resonators: The Mining Value bonus of this item is boosted by 50%.

Improved Scooping: The Safe Scoop and Emergency Scoop difficulty numbers are 1 point lower on this Fuel Scoop.

Jump Boost: Increase the ship's Range by 25%

Jump Extension: Increase the ship's Range by 50%

Magnified: This component acts as a component of one grade higher. A class 'D' component acts as a class 'C' component, for example. This does not affect the power cost of the utility mount. 'A' Grade mounts or mounts without a grade become 'A*' Grade mounts (see Utility Mounts below for a description of this).

Overdrive: Add 2 to the ship's Speed.

Powerful: The Shields generated by this component are 25% stronger.

Quick Charge: This ship's Shields recharge an extra 5 points per turn.

Recharger: The Shield Cell Bank recharges an extra 10 shield points.

Steady Mount: This weapon has less jitter than a normal weapon of its type, giving it a +1 Accuracy bonus.

Tight Grapple: This component grants an extra +1 bonus to Spaceship Piloting checks when interdicting a ship.

Tracking: This ship gains a +1 bonus to any Dogfighting checks it makes.

Wide Grapple: The size limit for this Frame Shift Drive Interdictor is increased by one level. If the level is already large, it instead grants an extra +2 bonus to Spaceship Piloting checks when interdicting a ship.



FAULTS

Engineering is a difficult science and often improving a component one way, causes big problems elsewhere. All faults are listed below:

Bulky: This unit uses up an additional Internal Component slot (of any size, not Military) in order to fit in your ship.

Burnout: This component suffers 10 Damage each time it is used, or at the start of each turn when it is still active.

Clumsy: Reduce your ship's Agility by 1 point while this component is installed.

Drag: Reduce your ship's Speed by 1 point while this component is installed.

Faulty: When activated, this component has a 50% chance of sparking violently and reducing itself to 0 Strength.

Flashpoint: This component fails as soon as the ship's shields have collapsed. If the ship has no shields, it fails when the ship takes hull damage.

Fragile: Halve the strength of this component.

Malfunction: The engineering failed – fortunately the component could be reset to normal and has not been lost.

Power Hungry: The component now consumes double the amount of power as a normal unit of this type.

Ruined: The modification was a complete failure. The component is in pieces and must be junked.

Unreliable: When activated, this component has a 10% chance of sparking violently and reducing itself to 0 Strength.

WEAPON ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Damage Boost	Faulty
11	Steady Mount	Fragile
12	Damage Boost	Power Hungry
13	Steady Mount	Flashpoint
14	Damage Boost	-
15	Steady Mount	-
16	Damage Boost	-
17	Steady Mount	-
18	Damage Boost, Conserve Power	-
19	Steady Mount, Conserve Power	-
20	Damage Boost, Steady Mount	-

UTILITY MOUNT ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Conserve Power	Flashpoint
11	Hardened	Drag
12	Magnified	Burnout
13	Conserve Power	Fragile
14	Hardened	-
15	Magnified	-
16	Conserve Power	-
17	Hardened	-
18	Magnified	-
19	Conserve Power, Magnified	-
20	Hardened, Magnified	-

A* GRADE UTILITY MOUNTS			
Utility Mount	Power	Description	Ammo
A* Chaff Launcher	0.2	You can activate your Chaff Launcher as an Equipment Action . You gain a +6 Defence bonus against gimballed and automated turret weapon attacks until your next turn starts.	6
A* ECM	0.2	You gain a continual +6 defence bonus against Seeker Missile attacks.	N/A
A* Heat Sink Launcher	0.2	When activated you gain a +4 System bonus when Silent Running.	4
A* Point Defence	0.2	Automatically activates when a missile, torpedo or mine would hit you. Roll a D10. On a roll of 3-10 the missile or mine is destroyed.	10
Manifest Scanner A* grade	3.2	Allows you to scan nearby ships with a +5 bonus to your Systems Skill Check to determine their cargo.	N/A
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 +5 bonus to your Systems check when you do so.	N/A
Kill Warrant Scanner A* grade	3.2	This scanner and communications computer gives you a 120% bounty reward bonus	N/A
Shield Booster A* grade	1.2	Gain a 30% boost to your Shield score.	N/A

BULKHEAD ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Boosted	Clumsy
11	Boosted	Clumsy
12	Hardened	Drag
13	Boosted	Clumsy
14	Boosted	-
15	Boosted	-
16	Boosted	-
17	Boosted	-
18	Hardened	-
19	Hardened	-
20	Boosted, Hardened	-

You cannot buy an A* Grade Utility Mount.
You can only get an A* component through engineering.

POWER PLANT ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Charged	Clumsy, Drag
11	Charged	Drag
12	Energised	Flashpoint
13	Charged	Fragile
14	Charged	-
15	Charged	-
16	Charged	-
17	Charged, Hardened	-
18	Energised	-
19	Energised	-
20	Charged, Energised	-

FRAME SHIFT DRIVE ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Conserve Power	Flashpoint
11	Jump Boost	Unreliable
12	Jump Extension	Faulty
13	Jump Boost	Fragile
14	Conserve Power	-
15	Jump Boost	-
16	Jump Boost, Hardened	-
17	Jump Extension	-
18	Jump Boost, Conserve Power	-
19	Jump Extension, Conserve Power	-
20	Jump Boost, Jump Extension	-

THRUSTERS ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Boosted	Power Hungry
11	Fleet	Power Hungry
12	Overdrive	Flashpoint
13	Boosted	Fragile
14	Conserve Power	-
15	Fleet	-
16	Boosted	-
17	Overdrive	-
18	Boosted, Fleet	-
19	Overdrive, Fleet	-
20	Boosted, Overdrive	-

LIFE SUPPORT ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Faulty
11	Cycling	Fragile
12	Conserve Power	Flashpoint
13	Hardened	Power Hungry
14	Hardened	-
15	Cycling	-
16	Conserve Power	-
17	Hardened, Conserve Power	-
18	Conserve Power, Cycling	-
19	Cycling, Hardened	-
20	Cycling, Hardened, Conserve Power	-

POWER DISTRIBUTOR ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Conserve Power	Clumsy
11	Quick Charge	Drag
12	Accurate	Power Hungry
13	Fleet	Fragile
14	Conserve Power	-
15	Quick Charge	-
16	Accurate	-
17	Fleet	-
18	Extra Bonus	-
19	Extra Bonus, Hardened	-
20	Extra Bonus, Conserve Power	-

AUTO FIELD MAINTENANCE UNIT ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	Fragile
12	Enhanced Supply	Bulky
13	Improved Repair	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Enhanced Supply	-
17	Improved Repair	-
18	Hardened, Conserve Power	-
19	Enhanced Supply, Conserve Power	-
20	Enhanced Supply, Improved Repair	-

SENSORS ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Conserve Power	Flashpoint
11	Focused	Clumsy
12	Awareness	Fragile
13	Tracking	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Focused	-
17	Awareness	-
18	Tracking	-
19	Focused, Awareness	-
20	Awareness, Tracking	-

FRAME SHIFT DRIVE INTERDICTOR ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	Faulty
12	Tight Grapple	Unreliable
13	Wide Grapple	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Tight Grapple	-
17	Wide Grapple	-
18	Hardened, Conserve Power	-
19	Tight Grapple, Conserve Power	-
20	Tight Grapple, Wide Grapple	-

FUEL SCOOP ENGINEERING		
Repair Roll	Positive Effect	Faults
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	Faulty
12	Improved Scooping	Unreliable
13	Improved Scooping	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Improved Scooping	-
17	Improved Scooping	-
18	Hardened, Conserve Power	-
19	Improved Scooping, Hardened	-
20	Improved Scooping, Conserve Power	-

SHIELD CELL BANK ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	Faulty
12	Recharger	Unreliable
13	Extra Cells	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Recharger	-
17	Extra Cells	-
18	Hardened, Conserve Power	-
19	Recharger, Conserve Power	-
20	Recharger, Extra Cells	-

REFINERY ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	Faulty
12	Improved Resonators	Unreliable
13	Improved Resonators	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Improved Resonators	-
17	Improved Resonators	-
18	Hardened, Conserve Power	-
19	Improved Resonators, Hardened	-
20	Improved Resonators, Conserve Power	-

SHIELD GENERATOR ENGINEERING		
Repair Roll	Positive Effect	Faults
Natural 1	-	Ruined
Below 10	-	Malfunction
10	Hardened	Bulky
11	Conserve Power	
12	Quick Charge	Flash Point
13	Powerful	Power Hungry
14	Hardened	-
15	Conserve Power	-
16	Quick Charge	-
17	Powerful	-
18	Hardened, Conserve Power	-
19	Quick Charge, Conserve Power	-
20	Quick Charge, Powerful	-

NEW SPACESHIPS

Agents and spies prefer vessels with speed and agility, but which don't stand out too much.

Falcon DeLacy's Mamba Mk II is an ideal ship for these purposes, and as popular with pirates as it is with system security. The Merlin fighter is an older design, but it possesses a kind of old-galaxy elegance as well as impressive speed to woo a spy with a sense of style.

Security forces, on the other hand, have begun to lean on heavier combat vessels to keep their installations intact. The Viper Mk IV is one of the toughest small ships in the galaxy and can take a real pounding, while the terrifying Mongoose heavy fighter is an out-and-out gunship, designed to out-manoeuver and overwhelm heavy medium ships such as the Python or Federal Gunship.

The new spaceship scale Opponents in this book use some of the spaceships listed here. You'll also find them cropping up in the new Random Generation System tables in the back of this book.

These ships use all the same components listed in the EDRPG Core Book. If you want to buy Bulkhead improvements, the costs are summarized below:

BULKHEADS		
SHIP	Reinforced Alloys (cr)	Military Grade Composite (cr)
Mamba Mk II	42,880	85,400
Merlin	20,080	46,540
Mongoose	4,975,000	11,005,140
Viper Mk IV	175,180	394,140

ADDITIONAL STARTING SHIPS

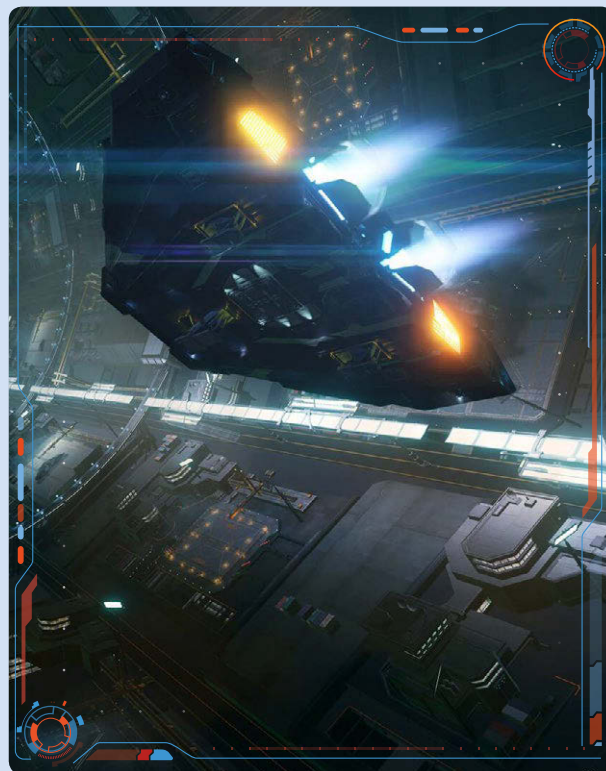
When you select a ship for your starting character you can now choose from the following additional options:

Krait Lightspeeder – Privateer:

A broken-down old interceptor which, nonetheless, possesses heavy firepower for such a small vessel. (You can find this ship in the EDRPG Core Book)

Merlin - Tri-Fire:

A swift fighter with a good range and healthy firepower, but more expensive to upgrade than the Eagle. (You can find this ship in the Espionage Supplement)





MAMBA MK II



BASIC SPECIFICATIONS

Category: Small Spacecraft
Manufacturer: Faulcon DeLacy
Dimensions: L 28.9m x W 26.0m x H 7.2m
Landing Pad: Small
Crew: 1
Passengers: 0

Agility: 8
Speed: 11
Range: Standard
Fuel: 4T (40 LY)
Hull: 60

Weapons: X4 Small Mounts

Utility Mounts: 1

Fixed Components

Power Plant: Class 3
Thrusters: Class 3
Frame Shift Drive: Class 2
Life Support: Class 1
Power Distributor: Class 3
Sensors: Class 2

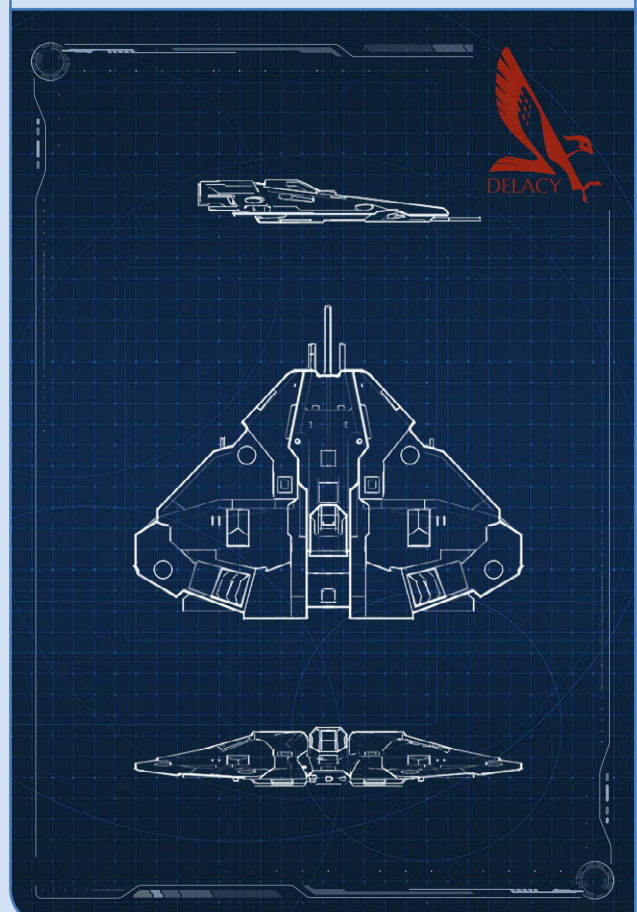
Internal Components

X1 Size 3
X2 Size 2
X1 Size 1

The Mamba has a long history as a space racer, most famous for competing in 'High G' obstacle courses, which required manoeuvrability as well as speed.

When it began to be superseded by faster racers many hundreds of models were sold off cheaply to private concerns, often to criminal organisations that fancied the high performance of the ship for heists against cargo transports.

In time Radlett and Raybern shipyards, manufacturers of the Mamba, were absorbed into Faulcon DeLacy. The Mamba Mk II was produced in a spirited attempt to produce a cheap civilian racer, which might be popular with young pilots who value both speed and a bargain. It is somewhat lightly armed for its size, but it can compete with the likes of the Sidewinder and Eagle well enough. Its raw speed makes it popular with pilots who like to effect a swift getaway.





MAMBA MK II - THUNDERBOLT

Agility: 8
Speed: 11
Hull: 60
Shields: 65

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

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3E, no bonuses, Str 30
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 3E, no bonus, Str 30
Sensors: 2E, no bonuses, Str 15

INTERNAL COMPONENTS

Size 3: 3E Shield Generator (Shield Power 65, Strength 20)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)
Size 2: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: None
Cargo Capacity: 2T
Range: 7LY
Fuel Tank: 4T (40LY)

Cost: 116,890cr



MAMBA MK II - CARGO THIEF

Agility: 8
Speed: 12
Hull: 60
Shields: 75

WEAPONS

Small: Small Gimballed Pulse Laser, +2 Acc, 10 Damage ♦
Small: Small Gimballed Pulse Laser, +2 Acc, 10 Damage ♦
Small: Small Gimballed Cannon, +2 Acc, 10 Damage*
Small: Small Gimballed Cannon, +2 Acc, 10 Damage*

♦+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: 3E, 8MW output, Str 30
Thrusters: 3D, +1 Speed, Str 30
Frame Shift Drive: 2E, Range 7LY, Str 15
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 3D, 1 Floating Bonus, Str 30
Sensors: 2E, no bonuses, Str 15

INTERNAL COMPONENTS

Size 3: 3D Shield Generator (Shield Power 75, Strength 20)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 1: 1D FSD Interdictor (Strength 10, -1/Small)

Bonuses: +1 Speed, 1 Floating Bonus
Cargo Capacity: 8T
Range: 7LY
Fuel Tank: 4T (40LY)

Cost: 239,250cr



Agility: 8
Speed: 12
Hull: 60
Shields: 75

WEAPONS

Small: Small Gimbaled Beam Laser, +3 Acc, 5+Burst(20) Damage♦
Small: Small Gimbaled Beam Laser, +3 Acc, 5+Burst(20) Damage♦
Small: Small Seeker Missile Rack, +4 Acc, 25 Damage (10 vs Shields), Ammo 12
Small: Small Seeker Missile Rack, +4 Acc, 25 Damage (10 vs Shields), Ammo 12

♦+5 Damage vs Shields

UTILITY

Mount 1: Point Defence, Str 10, Ammo 10

FIXED COMPONENTS

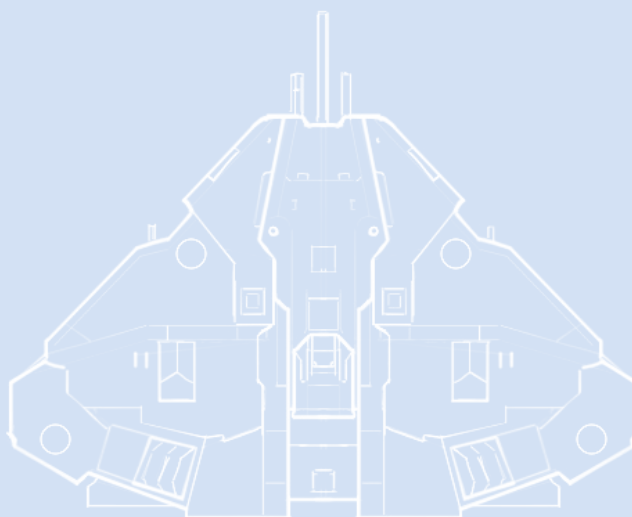
Bulkhead: Military Alloy (100% Hull Bonus)
Power Plant: 3A, 12MW output, Str 50
Thrusters: 3A, +2 Speed, +2 Agility, Str 50
Frame Shift Drive: 2C, Range 10LY, Str 30
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 25
Power Distributor: 3A, +1 Agility, +1 To Hit, +5 Shield Recharge, 1 Floating Bonus, Str 50
Sensors: 2A, +2 Initiative, +2 Dogfighting, Str 35

INTERNAL COMPONENTS

Size 3: 3A Shield Generator (Shield Power 105, Strength 30)
Size 2: 2D Hull Reinforcement Package (Hull +45)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 1: 1D Module Reinforcement Package (+10 Str/Fixed)

Bonuses: +2 Speed, +3 Agility, +1 To Hit, +5 Shield Recharge, 1 Floating Bonus, +2 Initiative, +2 Dogfighting
Cargo Capacity: 4T
Range: 10LY
Fuel Tank: 4T (40LY)

Cost: 2,274,626cr





MERLIN



BASIC SPECIFICATIONS

Category: Small Spacecraft
Manufacturer: Perez Corporation
Dimensions: L 33.8m x W 26.3m x H 20.5m
Landing Pad: Small
Crew: 1 or 2
Passengers: 1

Agility: 7
Speed: 9
Range: Standard
Fuel: 8T (80 LY)
Hull: 50

Weapons: X1 Medium Mounts
 X2 Small Mounts

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 2

Internal Components

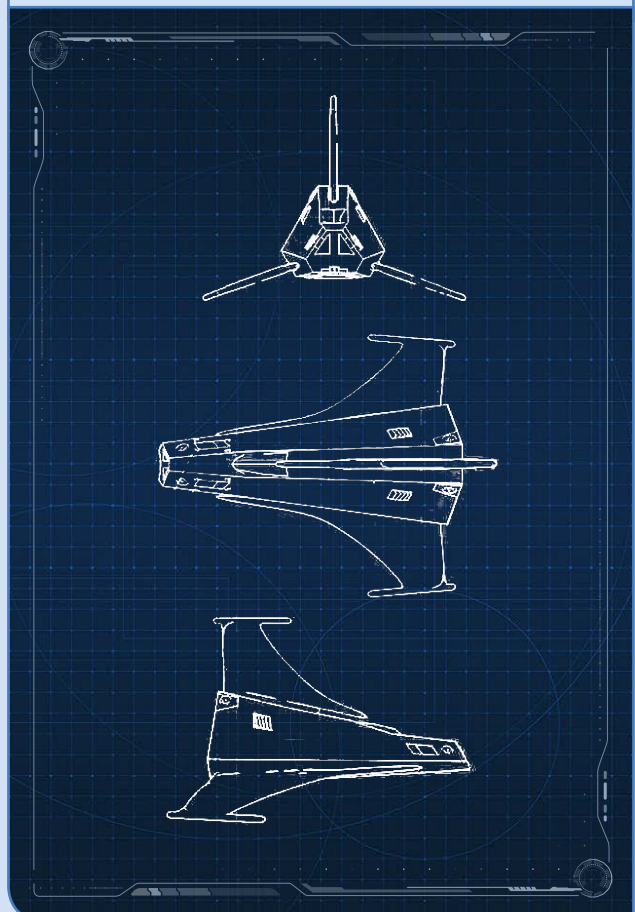
X1 Size 3
 X3 Size 2

Another ship showing its age, the Merlin was once a fairly popular fighter in Alliance and Federation space, which competed with the likes of the Eagle and earlier Vipers for the pockets of local security forces.

It is a smaller fighter than its dimensions would suggest, its proudly strutting tri-wing design giving it a startling profile.

These wings have to fold when it goes into a snug, small-sized station dock.

The Merlin looks stylish, but its niche in spaceship design is being rapidly filled by new upstarts. The current model of Adder is as well armed and more manoeuvrable, the Eagle has only slightly less firepower and much more agility, and the Viper Mk III outperforms it for only a slightly higher price bracket. The ship is no longer in production, but still manages to catch a few eyes as it swoops gallantly into dock.





MERLIN – TRI-FIRE

Agility: 7
Speed: 9
Hull: 50
Shields: 65

WEAPONS

Medium: Medium Fixed Pulse Laser, +2 Acc, 20 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: 2E, no bonuses, Str 15

INTERNAL COMPONENTS

Size 3: 3E Shield Generator (Shield Power 65, Strength 20)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)
Size 2: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: None
Cargo Capacity: 2T
Range: 9LY
Fuel Tank: 8T (80LY)

Cost: 99,480cr



MERLIN – STARPOINT

Agility: 8
Speed: 12
Hull: 60
Shields: 75

WEAPONS

Medium: Medium Gimbaled Pulse Laser, +3 Acc, 20 Damage ♦
Small: Small Gimbaled Pulse Laser, +3 Acc, 10 Damage ♦
Small: Small Gimbaled Pulse Laser, +3 Acc, 10 Damage ♦

♦+5 Damage vs Shields *+5 Damage vs Hull

UTILITY

Mount 1: OE Kill Warrant Scanner, Str 10, 20% Bounty bonus
Mount 2: ECM, Str 10

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30
Thrusters: 3D, +1 Speed, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2C, 2 Floating Bonuses, Str 25
Sensors: 2C, +1 Initiative, +1 Dogfighting, Str 20

INTERNAL COMPONENTS

Size 3: 3D Shield Generator (Shield Power 75, Strength 20)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2H Planetary Vehicle Hangar (Strength 25, Vehicles 1)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 Speed, 2 Floating Bonuses, +1 Initiative, +1 Dogfighting
Cargo Capacity: 4T
Range: 9LY
Fuel Tank: 8T (80LY)

Cost: 210,864cr



Agility: 9
Speed: 11
Hull: 75
Shields: 95

WEAPONS

Medium: Medium Fixed Beam Laser, +2 Acc, 15+Burst(20) Damage♦
Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10
Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10

♦+5 Damage vs Shields

UTILITY

Mount 1: OE Kill Warrant Scanner, Str 10, 20% Bounty bonus
Mount 2: Point Defence, Str 10, Ammo 10

FIXED COMPONENTS

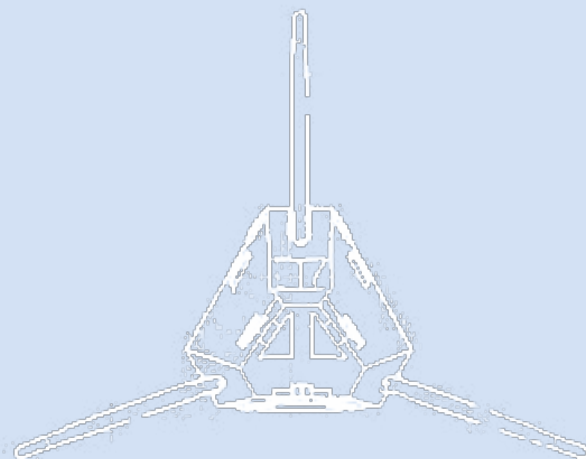
Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 3A, 12MW output, Str 40
Thrusters: 3B, +2 Speed, +1 Agility, Str 35
Frame Shift Drive: 3C, Range 12LV, Str 30
Life Support: 1C, Emergency Life Support 10 minutes, Str 20
Power Distributor: 2A, +1 Agility, +1 To Hit, +5 Shield Recharge,
1 Floating Bonus, Str 30
Sensors: 2B, +2 Initiative, +1 Dogfighting, Str 20

INTERNAL COMPONENTS

Size 3: 3B Shield Generator (Shield Power 95, Strength 25)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2B FSD Interdictor (Str 25, +1/Medium)

Bonuses: +2 Speed, +2 Agility, +1 To Hit, +5 Shield Recharge,
1 Floating Bonus, +2 Initiative, +1 Dogfighting
Cargo Capacity: 8T
Range: 12LV
Fuel Tank: 8T (80LY)

Cost: 2,400,920cr





MONGOOSE



BASIC SPECIFICATIONS

Category: Medium Spacecraft
Manufacturer: Zorgon Peterson
Dimensions: L 51.2m x W 75.0m x H 26.3m
Landing Pad: Medium
Crew: 4
Passengers: 0

Agility: 7
Speed: 5
Range: Standard
Fuel: 16T (160 LY)
Hull: 270

Weapons: X6 Medium Mounts

Utility Mounts: 4

Fixed Components

Power Plant: Class 5
Thrusters: Class 4
Frame Shift Drive: Class 4
Life Support: Class 3
Power Distributor: Class 5
Sensors: Class 4

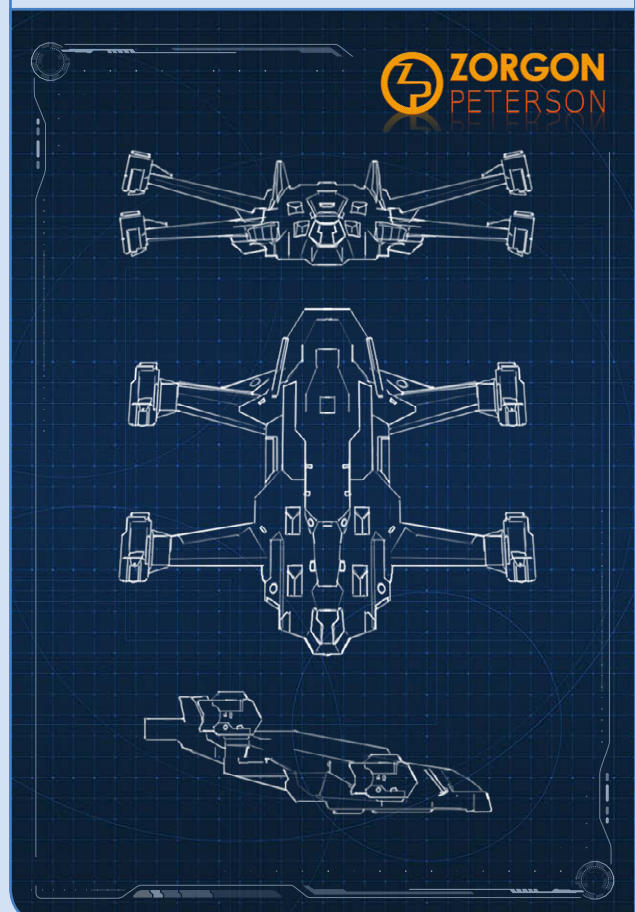
Internal Components

X2 Size 4
X2 Size 2
X2 Size 4 (Military)

The Mongoose is a heavy fighter designed to supplement the forces of the Alliance's Rapid Response Fleet.

Although the Alliance Navy attempted to keep this design exclusively for their use, Zorgon Peterson managed to convince the Assembly to allow it to make the vessel open for general sale in exchange for a lower price tag.

The Mongoose has an extremely diverse array of armaments. Though none of its weapons are powerful, the sheer volume of firepower available to the Mongoose allows it to overcome heavily armoured opponents. The Mongoose possesses exceptional manoeuvrability, allowing it to turn as sharply as a much smaller vessel. However, its speed is very poor, and the over-gunned vessel struggles to even catch up with cargo freighters. This is in keeping with the Alliance's military protocols and helps to dissuade criminals from owning the vessel. The Alliance fleet would prefer an enemy to run away in fright rather than score a kill.





MONGOOSE – P31 CIVILIAN

Agility: 7
Speed: 5
Hull: 270
Shields: 100

WEAPONS

Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Empty
Medium: Empty
Medium: Empty
Medium: 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: 5E, 13.6MW output, Str 50
Thrusters: 4E, no bonuses, Str 40
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 45
Power Distributor: 5E, no bonus, Str 50
Sensors: 4E, +2 General Scan, Str 35

INTERNAL COMPONENTS

Size 4: 4E Shield Generator (Shield Power 100, Strength 30)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)
Size 2: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 4(M): Empty
Size 4(M): Empty

Bonuses: +2 General Scan
Cargo Capacity: 8T
Range: 11LY
Fuel Tank: 16T (160LY)

Cost: 10,210,520cr



MONGOOSE – ATTACK FIGHTER

Agility: 8
Speed: 6
Hull: 355
Shields: 145

WEAPONS

Medium: Medium Fixed Burst Laser, +2 Acc, 15+Burst(10) Damage♦
Medium: Medium Fixed Burst Laser, +2 Acc, 15+Burst(10) Damage♦
Medium: Medium Fixed Multi-Cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-Cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
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

UTILITY

Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 5C, 17MW output, Str 95
Thrusters: 4C, +1 Speed, +1 Agility, Str 85
Frame Shift Drive: 4D, Range 12LY, Str 75
Life Support: 3E, Emergency Life Support 5 minutes, Str 75
Power Distributor: 5C, 2 Floating Bonuses, Str 95
Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 75

INTERNAL COMPONENTS

Size 4: 4B Shield Generator (Shield Power 145, Strength 35)
Size 4: 4D Shield Cell Bank (Strength 40, Recharge 20/2)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 4(M): 4D Hull Reinforcement Package (+85 Hull)
Size 4(M): 4D Module Reinforcement Package (+40 Str/Fixed)

Bonuses: +1 Speed, +1 Agility, 2 Floating Bonuses, +1 Initiative, +1 Dogfighting, +2 General Scan
Cargo Capacity: 8T
Range: 12LY
Fuel Tank: 16T (160LY)

Cost: 13,208,946cr



MONGOOSE – ASSAULT FIGHTER

Agility: 10
Speed: 7
Hull: 490
Shields: 215

WEAPONS

Medium: Medium Gimbaled Cannon, +3 Acc, 20 Damage*, Ammo 50
Medium: Medium Gimbaled Cannon, +3 Acc, 20 Damage*, Ammo 50
Medium: Medium Gimbaled Cannon, +3 Acc, 20 Damage*, Ammo 50
Medium: Medium Gimbaled Cannon, +3 Acc, 20 Damage*, Ammo 50
Medium: Medium Fixed Plasma Accelerator, -1Acc, 50 Damage, Ammo 50
Medium: Medium Fixed Plasma Accelerator, -1Acc, 50 Damage, Ammo 50

*+5 Damage vs Hull

UTILITY

Mount 1: ECM, Str 30
Mount 2: Point Defence, Str 30, Ammo 10
Mount 3: OA Shield Booster, Str 30, 25% Shield Boost
Mount 4: OD Shield Booster, Str 30, 10% Shield Boost

FIXED COMPONENTS

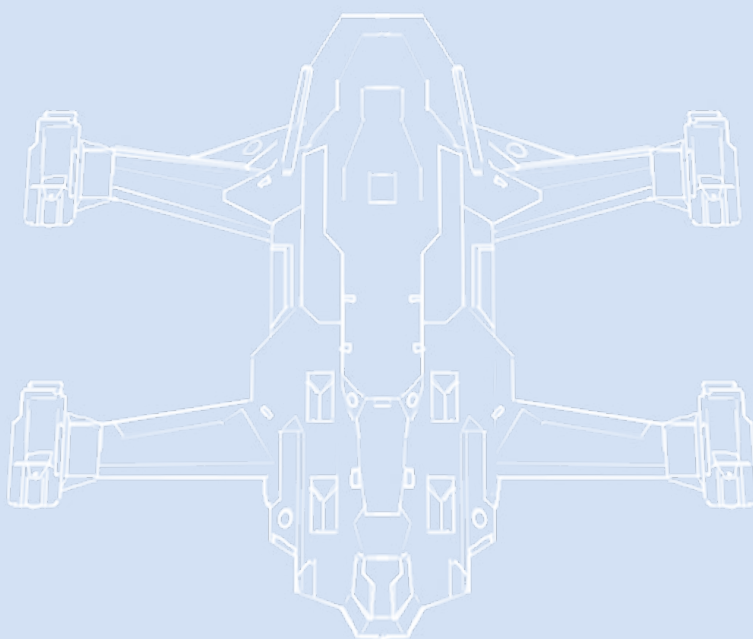
Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 5A, 20.4MW output, Str 80
Thrusters: 4A, +2 Speed, +2 Agility, Str 70
Frame Shift Drive: 4C, Range 14LY, Str 60
Life Support: 3D, Emergency Life Support 7.5 minutes, Str 55
Power Distributor: 5A, +1 To Hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 80
Sensors: 4A, +2 General Scan, +2 Initiative, +2 Dogfighting, Str 65

INTERNAL COMPONENTS

Size 4: 4A Shield Generator (Shield Power 160, Strength 60)
Size 4: 4A Shield Cell Bank (Str 70, Recharge 20/5)
Size 2: 2H Planetary Vehicle Hangar (Str 45, Vehicles 1)
Size 2: 1C Advanced Discovery Scanner (Strength 35, System Wide range)
Size 4(M): 4D Hull Reinforcement Package (+85 Hull)
Size 4(M): 4E Module Reinforcement Package (+20 Str/All)

Bonuses: +2 Speed, +3 Agility, +1 To Hit, +5 Shield Recharge, 1 Floating Bonus, +2 Initiative, +2 Dogfighting, +2 General Scan
Cargo Capacity: None
Range: 14LY
Fuel Tank: 16T (160LY)

Cost: 30,840,896cr





VIPER MK IV



BASIC SPECIFICATIONS

Category: Small Spacecraft
Manufacturer: Faulcon DeLacy
Dimensions: L 29.9m x W 24.7m x H 8.7m
Landing Pad: Small
Crew: 1
Passengers: 1

Agility: 5
Speed: 6
Range: Standard
Fuel: 16T (160 LY)
Hull: 135

Weapons: X2 Medium Mounts
 X2 Small Mounts

Utility Mounts: 2

Fixed Components

Power Plant: Class 4
Thrusters: Class 4
Frame Shift Drive: Class 4
Life Support: Class 2
Power Distributor: Class 3
Sensors: Class 3

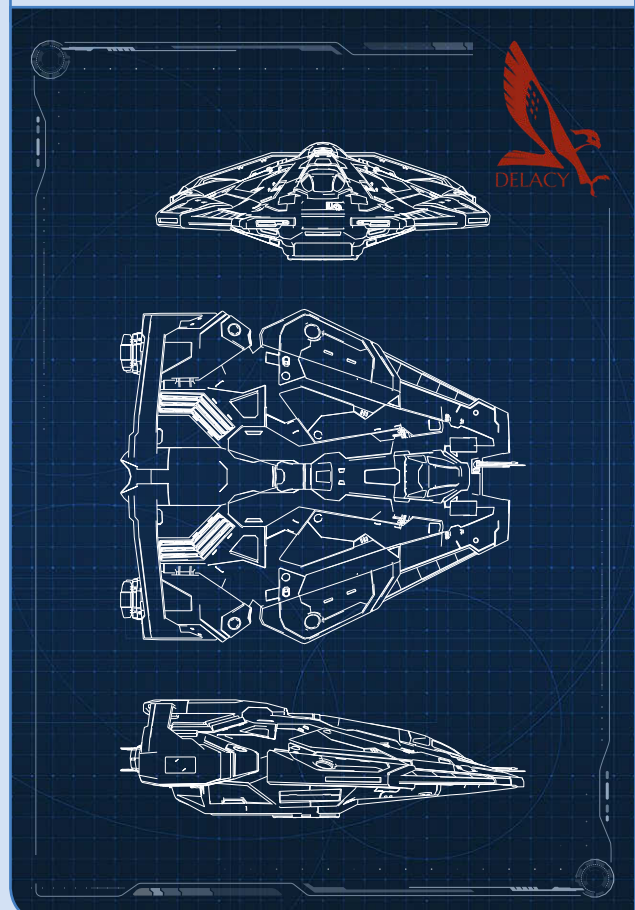
Internal Components

X2 Size 4
 X1 Size 3
 X2 Size 2
 X1 Size 1
 X1 Size 3 (Military)

Police and security forces face a never-ending arms race against ever more potent criminal vessels. Whilst the Viper Mk III provides adequate protection in most cases, especially in large numbers, it can crumble in the face of heavy firepower from vessels such as the Python and Anaconda. A tougher, heavy fighter, that wouldn't break the bank was needed to resolve these issues.

The Viper Mk IV solves this fragility problem, whilst creating another.

The Mk IV is poorly suited to the Viper's classic role of space superiority fighter. Its great weight makes it handle poorly, and even its improved engines struggle to boost the ship to acceptable levels of velocity. As a privately owned ship this vessel has more to recommend it. Its high quality fixed components and improved internal space gives this spaceship room to breathe as a multi-role vessel. It is tougher than other ships of its size too and no longer has the restricted range of its earlier variant.





VIPER MK IV – BASIC FRAME

Agility: 5
Speed: 6
Hull: 135
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: 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: 3E, +1 General Scan, Str 25

INTERNAL COMPONENTS

Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)

Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)

Size 3: 3E Shield Generator (Shield Power 65, Strength 20)

Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)

Size 2: Empty

Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Size 3 (M): Empty

Bonuses: +1 General Scan

Cargo Capacity: 16T

Range: 11LY

Fuel Tank: 16T (160LY)

Cost: 437,930cr



VIPER MK IV – HEAVY POLICE FIGHTER

Agility: 5
Speed: 6
Hull: 190
Shields: 130

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 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: Chaff Launcher, Str 10, Ammo 6

Mount 2: OE Manifest Scanner, Str 10, No bonus

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)

Power Plant: 4C, 13MW output, Str 45

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: 3D, 1 Floating Bonus, Str 30

Sensors: 3D, +1 General Scan, +1 Initiative, Str 25

INTERNAL COMPONENTS

Size 4: 4C Shield Generator (Shield Power 130, Strength 35)

Size 4: 4E Shield Cell Bank (Strength 40, Recharge 20/1, Ammo 3)

Size 3: 3E Cargo Rack (Strength 30, Capacity 8T)

Size 2: 2D FSD Interdictor (Str 20, -1/Medium)

Size 2: 2H Planetary Vehicle Hangar (Str 25, Vehicles 1)

Size 1: 1E Cargo Rack (Strength 10, Capacity 2T)

Size 3 (M): 3E Hull Reinforcement Package (Hull +55)

Bonuses: 1 Floating Bonus, +1 Initiative, +1 General Scan

Cargo Capacity: 10T

Range: 11LY

Fuel Tank: 16T (160LY)

Cost: 13,164,837cr



Agility: 8
Speed: 8
Hull: 200
Shields: 105

WEAPONS

Medium: Medium Fixed Beam Laser, +2 Acc, 15+Burst(20) Damage♦

Medium: Medium Fixed Beam Laser, +2 Acc, 15+Burst(20) Damage♦

Small: Small Fixed Cannon, +2 Acc, 10 Damage*, Ammo 50

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

Mount 2: Empty

FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull Bonus)

Power Plant: 4B, 14.3MW output, Str 45

Thrusters: 4A, +2 Speed, +2 Agility, Str 50

Frame Shift Drive: 4B, Range 15LY, Str 40

Life Support: 2E, Emergency Life Support 5 minutes, Str 25

Power Distributor: 3B, +1 Agility, +1 To Hit, +5 Shield Recharge, Str 35

Sensors: 3C, +1 General Scan, +1 Initiative, +1 Dogfighting, Str 30

INTERNAL COMPONENTS

Size 4: 4E Cargo Rack (Strength 40, Capacity 16T)

Size 4: 4E Cargo Rack (Strength 40, Capacity 16T)

Size 3: 3A Shield Generator (Shield Power 105, Strength 30)

Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)

Size 2: 2H Planetary Vehicle Hangar (Strength 25, Vehicles 1)

Size 1: 1D Intermediate Discovery Scanner (Strength 10, 1000 LS range)

Size 3 (M): 3A Shield Cell Bank (Strength 40, Recharge 15/5, Ammo 3)

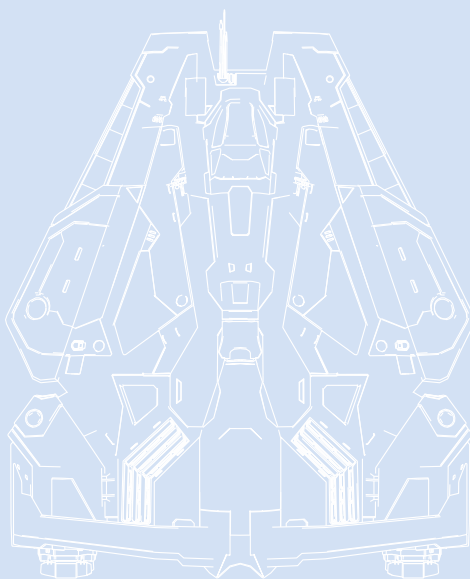
Bonuses: +2 Speed, +3 Agility, +1 To Hit, +5 Shield Recharge, +1 initiative, +1 Dogfighting, +1 General Scan

Cargo Capacity: 36T

Range: 15LY

Fuel Tank: 16T (160LY)

Cost: 5,204,641cr



PERKS OF THE JOB

NEW EQUIPMENT

ENHANCED DISCREET ARMOUR

Improved versions of the Bullet Proof Vest, Reflex Vest and Stab Vest exist, but are somewhat rare due to their high cost and the fact that they compete against more effective armours at a much lower price. The only people who would be willing to pay such a premium are scoundrels who do not wish to wear their armour openly. Espionage organisations are often willing to make such armours available to their agents if they feel that conflict is inevitable, but don't want their agents to look conspicuous.

HACKS

Hacks are small, invasive computers that attempt to override security codes. There are specialised hacks to open locks (on doors, cupboards, footlockers and the like) and some to allow an unauthorised person to log in to a computer network. A constant arms race between hackers and security experts has raged since the ancient Information Age.

Hacks come in two varieties, Autonomous Hacks and Assistant Hacks. Autonomous Hacks do all the work for you – you just place them against the lock panel or computer slate and they immediately set to work. Autonomous Hacks literally rewrite themselves to imitate the central network, changing their pathways and programming structure accordingly. These changes to its programming are irreparable, and an Autonomous Hack must be discarded after just one use. An Autonomous Hack has a hacking value. This is its Skill check, either Computer or Security. If this is equal or higher than the difficulty number of the door or computer, it immediately unlocks it, giving

the user permission to use the hacked device.

Assistant Hacks are not as dynamic as Autonomous Hacks and do not reprogram themselves. Instead they provide advice and assistance to the person trying to hack, figuring out the types of password, fudging retinal scanners, and suggesting different types of hacking programs the user might want to employ. These hacks give a bonus to Computer or Security checks made to gain access to a device. Assistant Hacks can be used again and again.

HOLO-CLOAKS

Holo-cloaks project a dazzling haze of colour, bright light and distracting patterns when the device woven into the cloak is activated. Enemies behind or to the side of you, suffer a -2 penalty to hit unless they depend entirely on digital vision (such as drones, robots or cyborgs with replacement eyes). Enemies in front of you do not suffer a penalty, since less of the cloak is visible. Players cannot wear the cloak back to front; this sounds clever, but only succeeds in blinding the player with their own cloak as the lightshow dazzles their eyes.

A Holo-Cloak can operate for a total of 1 minute (or 10 rounds of combat) before requiring a recharge. You cannot attempt Stealth checks whilst the Holo-Cloak is active.

ILLEGAL COSMETICS

At their best cosmetics can improve a person's confidence and sense of self-image. At worst they can be responsible for assisting with criminal outrages. In their desperate attempt for new gimmicks and sales the cosmetics industry has followed some dark paths. For an aspiring spy, however, these

goods can really turn the tide in your favour. These cosmetics are all rare, and only reliably available to players working for an espionage organisation.

Disruptive Perfume

This sweet smelling substance emits waves of invisible fumes. People interacting with you will sense nothing amiss, but anything that relies on digital vision, such as cameras, robots or drones, can see only a scrambled image of blocky colours. The net result is that artificial vision cannot make out your features, making it possible for you to stroll into a highly secure area leaving no accurate visual record of yourself. Opponents that rely entirely on digital vision suffer a -2 penalty to all their attack rolls against you.

Death Musk

This small spray always comes with an antidote pill. You must spray the entire contents over your body and clothes for this cosmetic to have full effect. Any living creature within four metres of you takes 5 points of Toxic Damage at the start of their turn as the poisonous cloud infiltrates their lungs and pores. Activating a Remlok or wearing other breathing apparatus prevents this damage. The damage also stops as soon as they leave the poisonous zone. The effect lasts for an hour, as does the antidote pill. Spraying this on yourself without the antidote pill will quickly kill you.

Venomous Lipstick

Like Death Musk, this lipstick comes with a small jar of antidote pills. The lipstick is highly toxic, and will begin to inflict damage as soon as it makes contact with skin. You can use Venomous Lipstick in combat,



by making a successful fighting attack. Instead of inflicting Damage you can kiss or slash the lipstick on the target's exposed flesh. The target takes 10 Toxic Damage at the start of each of its turns until someone can make a Difficulty 9 Medicine Skill check on them, using a Medpack. Provided the target is still conscious they can make a Medicine Skill check on themselves - if they have the time.

Face Mask

Although these have existed in fiction for thousands of years, real face masks (that duplicate a person's face convincingly) have only been around for a few hundred years. Less intrusive, and quicker, than full body plastic surgery, the face mask is an animatronic device that replicates a person's face exactly, with replica flesh and musculature. Looking just like someone else greatly aids your Bluff skill checks, and you gain a +5 bonus when pretending to be the person you have imitated.

Face Masks work best when imitating people of the same stature, build and sex as you. It also helps if the imitated person is a little older than you, the extra wrinkles and larger nose and ears allow physical room for the mask. The mask cannot copy the voice, poise or dentistry of the imitated person so is generally better used when you are not talking.

MAG GRAPPLES

This useful device is tube-shaped and about 50cm long. One end of the tube is the grapple itself, which can be aimed at a flat surface no more than 50m away. When a button is pressed this end of the tube shoots off and locks itself onto the flat surface, microfilament claws digging into the surface securely. The grapple is powerfully magnetic. Aiming the rest of the tube at the grapple and pushing another button causes the tube to race quickly up towards the grapple, with a force strong enough to carry 150kg with it. By keeping a firm hold onto the tube the user will race up towards the grapple head. The rate of acceleration will slow just as the

two ends of the tube reconnect, preventing the user from being catapulted away. You can also use the tube to slowly descend from the grapple point, by modulating the strength of the magnetic attraction. You can retrieve the grapple by pointing the tube at it and pressing the retrieval button, causing the grapple to release from the surface. Now it is no longer secured, the magnets will enable the grapple to snap back onto the end of the tube.

PERSONAL SHIELD GENERATOR

These rare and expensive devices project a shield that fits around a person like a shell. It uses a lot of power and is immediately visible to others, thanks to the disruptive warping effect it makes in an atmosphere.



When activated it is able to absorb Damage just like the shields on a ship or vehicle. If it takes Damage it will recharge at a rate of 5 shield points at the start of the wearer's turn. If it is knocked down it will begin to charge just like a normal shield until it has been restored to half strength (see p65 of the Core Book).

The personal shield generator consumes a lot of power. Its batteries last for only a single minute or ten combat rounds. Since the batteries are rather heavy (10kg) it is rare for the owner to carry a spare. Replacing the battery is fiddly, and takes a full minute.

There are several disadvantages to wearing a personal shield generator:

- The generator is backpack sized, so you cannot wear a pack at the same time as wearing the generator.
- You must deactivate the shield generator if you wish to interact with any objects not on your person, or if you wish to squeeze into a gap narrower than 120cm wide (the narrowest width of the field).
- Activating or deactivating a shield generator does not take up your action, however you cannot both activate and deactivate the generator in the same round.
- You cannot Parry whilst the shield generator is operating, though others can parry your attacks.
- You cannot make Fighting attacks whilst the shield generator is operating, though others can make Fighting attacks against you. You can still make Melee and Ranged attacks as normal.



ESPIONAGE EQUIPMENT TABLE

Item	Effect	Cost
Assistant Computer Hack, Basic	Provides a +2 bonus to Computer Skill checks made to gain access to a computer.	5,000cr
Assistant Computer Hack, Advanced	Provides a +4 bonus to Computer Skill checks made to gain access to a computer.	500,000cr
Assistant Computer Hack, Professional	Provides a +6 bonus to Computer Skill checks made to gain access to a computer.	17,000,000cr
Assistant Security Hack, Basic	Provides a +2 bonus to Security Skill checks made to open a lock.	5,000cr
Assistant Security Hack, Advanced	Provides a +4 bonus to Security Skill checks made to open a lock.	500,000cr
Assistant Security Hack, Professional	Provides a +6 bonus to Security Skill checks made to open a lock.	17,000,000cr
Autonomous Computer Hack, Basic	Makes an automatic Computer Skill check of 8 when used to gain access to a computer. One use.	500cr
Autonomous Computer Hack, Advanced	Makes an automatic Computer Skill check of 11 when used to gain access to a computer. One use.	10,000cr
Autonomous Computer Hack, Professional	Makes an automatic Computer Skill check of 14 when used to gain access to a computer. One use.	100,000cr
Autonomous Security Hack, Basic	Makes an automatic Security Skill check of 8 when used to open a lock. One use.	500cr
Autonomous Security Hack, Advanced	Makes an automatic Security Skill check of 11 when used to open a lock. One use.	10,000cr
Autonomous Security Hack, Professional	Makes an automatic Security Skill check of 14 when used to open a lock. One use.	100,000cr
Death Musk	Illegal Cosmetic. Creates a poisonous aura. Includes antidote pill. One use. See description.	2,000,000cr
Disruptive Perfume	Illegal Cosmetic. Disrupts digital vision. Three uses. See description.	40,000cr
Enhanced Bullet Proof Vest	Absorb Kinetic 8. Discreet.	100,000cr
Enhanced Reflec Vest	Absorb Energy 5. Discreet.	150,000cr
Enhanced Stab Vest	Absorb Melee 6. Discreet.	70,000cr
Face Mask	Illegal Cosmetic. Make yourself look like someone else. See description.	70,000cr
Holo-Cloak	Disrupts your image to those behind or to the side of you. See description.	65,000cr
Mag Grapple	A magnetic grapppler that lets you ascend to high places. 50m range. See description.	1,000cr
Personal Shield Generator, A Grade	Provides you with a Shield value of 60. See description.	19,000,000cr
Personal Shield Generator, B Grade	Provides you with a Shield value of 50. See description.	5,500,000cr
Personal Shield Generator, C Grade	Provides you with a Shield value of 40. See description.	1,800,000cr
Personal Shield Generator, D Grade	Provides you with a Shield value of 30. See description.	190,000cr
Personal Shield Generator, E Grade	Provides you with a Shield value of 20. See description.	20,000cr
Venomous Lipstick	Illegal Cosmetic. Your kisses become deadly. Includes a jar of ten antidote pills. See description.	1,000,000cr

HEAVY PISTOL



Although rapid-fire kinetic weapons are more popular, some traders and mercenaries prefer to carry a heavy pistol for backup. Unlike the autopistol, which releases a burst of ammunition with each pull of the trigger, the heavy pistol fires a single large calibre bullet. The round is heavy and inflicts a good amount of damage, although not as much as a sustained burst from an autopistol. Like the autopistol it is not particularly accurate, however it conserves its ammo much better, and still provides a damage advantage over the laser pistol. **Being shot by a heavy pistol is a profoundly unpleasant experience, and as low-tech as the weapon is, it can still kill with one shot.**

RARE HEAVY PISTOLS

Ross Y49 Suregrip Pistol

The Y49 is a prestige weapon designed primarily for Imperial markets. It is a more sophisticated version of the Y40, and does away with that model's clunkiness with a smoother grip and less angular dimensions. It is an accurate pistol with an improved ammo clip, but mostly serves as a fashion statement and is seldom seen outside its extravagantly designed hip holster.

Callaghan Arctic Hawk Pistol

Callaghan armaments do not believe in subtlety. They have long competed with the likes of Thordarson and Lance & Ferman to produce the most powerful handgun in the galaxy. The Arctic Hawk has a kick like a mule and the punch of a shotgun. The weapon is distinctively large and threatening, and many cop shows in the Federation feature a renegade police officer with an Arctic Hawk. Such cops tend to have little time for regulations and are prone to making apt quips just before an execution such as, 'You're fired.' or, 'Looks like he shot up the organisation.' Private owners are expected to do a similar sort of thing.

Thordarson Firepoint Scoped Pistol

Sniper pistols don't come more accurate than the Firepoint. Its scope is as long as the entire barrel of the weapon, making the gun less than subtle. A notorious assassin's weapon it is illegal in a few systems, but remains beloved of bounty hunters who prefer to kill from a distance rather than point blank, but who prefer not to bring a two metre sniper rifle into a city.

Leonis Hacker Pistol

Not built by any single company, this composite weapon is usually manufactured by espionage organisations from an assortment of different weapons and advanced hacks. One side of the pistol grip slides away to reveal an assortment of computer links, whilst the other projects a holographic display the size of a computer slate. The agent can literally place the weapon against the side of a computer panel and hack locks and security programs, whilst never having to leave their weapon in the holster. The gun can be combined freely with other assistant hacks, making it the premier espionage pistol of the galaxy.



HEAVY PISTOLS

Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes	Cost
Heavy Pistol	Kinetic	8m (5)	60m (8)	110m (14)	2D10	8	One Handed	3cr
Ross Y49 Suregrip Pistol	Kinetic	8m (5)	60m (8)	110m (14)	2D10	10	One Handed, +10 to Kinetic Weapons score, Social Factor +1	83,000cr
Callaghan Arctic Hawk Heavy Pistol	Kinetic	8m (5)	60m (8)	110m (14)	3D10	8	One Handed	114,000cr
Thordarson Firepoint Scoped Pistol	Kinetic	10m (5)	70m (8)	120m (14)	2D10	8	One Handed, +20 to Kinetic Weapons Score	305,000cr
Leonis Hacker Pistol	Kinetic	8m (5)	60m (8)	110m (14)	2D10	8	One Handed, +10 to Kinetic Weapons, Computer and Security score	695,000cr





NEW CYBERNETICS



BRUTE HACKER

Brute Hacking terminals are installed into an existing cybernetic enhancement, often in an arm, or sometimes in a spinal column. Brute Hackers are a combination of interface jacks and codebreaking programs, and work in a similar way to an Assistant Hack. The similarities end there, because whereas most Hacks are subtle devices, designed to cheat and get around security systems, the Brute Hacker simply overrides and destroys the system it interfaces with. Using a Brute Hacker on a computer or door is akin to placing a stick of dynamite on it – little usable will remain after it has had its way with it.

Brute Hackers provide a bonus to Computer and Security skill checks. If a check is passed successfully the lock or computer is destroyed. Doors will open and stay open; computers, and much of their connected networks, are overwritten and inoperable with most of their data permanently lost.

Drones and robots can also be brute-hacked. If the Cyborg makes a successful Fighting attack against such an opponent, they can make a Cyber Skill check against either the drone controller's Cyber Skill or a Robot's To Hit bonus. Both the Cyborg and the drone/robot should roll a D10 and add their Cyber Skill bonus

(or the To Hit bonus for a robot). If the Cyborg's score exceeds that of the machine, the robot or drone is immediately deactivated, collapsing into a useless pile of machinery.

The use of Brute Hackers is illegal. They are the bane of police forces, tax inspectors and regulators, who have more than once had to sift through the data wreckage of a brute-hacked computer after a company they had been investigating happened to get attacked. Brute Hackers are unique to cyborgs, since the hacking system requires the use of the cyborg's living brain to supplement its inbuilt computer.



VENOMOUS BITE

Some cyborgs like to play up to the image of horror that surrounds them. Beyond merely cosmetic adjustments to their armour or enhanced limbs some will go so far as to have snake-like fangs implanted in their jaws and filled with injectable poison. The Cyborg can decide if these fangs are permanently visible or not (most choose to have them retractable).

During a successful Fighting attack, in addition to inflicting normal damage, the cyborg can bite the target as well, inflicting extra toxic damage. This extra damage does not require an additional attack roll to inflict. Venomous Bites can be combined with Toxin Injectors freely, the cyborg stabbing with one and biting with the other immediately afterwards.



CYBERNETICS

Item	Karma Cost	Notes	Price
Class 1 Brute Hacker	3	Gain a +1 bonus to Security and Computer skill checks to destroy locks and wipe computer mainframes.	30,000cr
Class 2 Brute Hacker	3	Gain a +2 bonus to Security and Computer skill checks to destroy locks and wipe computer mainframes.	150,000cr
Class 3 Brute Hacker	3	Gain a +3 bonus to Security and Computer skill checks to destroy locks and wipe computer mainframes.	1,000,000cr
Class 1 Venomous Bite	2	When Fighting inflict an extra 1D10 toxin damage. Can be used 2 times per day.	20,000cr
Class 2 Venomous Bite	2	When Fighting inflict an extra 2D10 toxin damage. Can be used 2 times per day.	350,000cr



THE PERFECT AGENT



NEW BACKGROUNDS

WAGE SLAVE

You have worked for one of the galaxy's worst corporations in a badly paid administrative role. The company paid you just enough money to keep you alive, clean and housed, but without the ability to gather any savings or improve your lot. You were bullied, oppressed and threatened as a matter of course. Toilet breaks were timed, your appearance and speech strictly regulated, and you were subjected to constant appraisal meetings at which your



managers would browbeat you into sacrificing holiday and working overtime for no pay. Leaving that behind wasn't easy, but you have gained an exact knowledge of how corporations work and protect themselves. Could be handy if you ever wanted to pay them a little visit in the future...

Bargain +10 Computer +10 Culture & Law +10
Diplomacy +10 Security +10

INSURGENT

You were an anti-capitalist spy, who specialised in infiltrating organisations to either bring them down or cause them irreparable harm. Insurgents are often



former wage slaves who bear a heavy grudge against the company that once employed them. The difference between being an insurgent and a freedom fighter is that you mostly work alone – the company will be scanning all your communications, so you must follow

your own code and instincts as you strike against them. Insurgents can be pranksters or violent terrorists, and are particularly common (and despised) in the Federation, where companies have near carte blanche to act as they please.

Bluff +20 Fighting +10 Security +10 Stealth +10

CORPORATE SECURITY

The private military forces of the corporations vary hugely, between the advanced, highly regimented navies of Sirius to the overbearing thugs of the Achilles Corporation. Regardless, it is the job of Corporate Security to lay down their lives for the company, to be the blood and muscle shield between them and the seething masses of the public. Security guards vary, somewhat, in their levels of loyalty, but all are trained in security measures, restraining intruders, and bullying staff who take too long in the toilet.

Dodge +10 Energy Weapons +10
Fighting +10 Security +20



ENHANCEMENTS

OVERCLOCKING

You are never satisfied with a new ship. You just have to fiddle with it to get that extra level of performance.

Whenever you buy a new ship, you can apply engineering enhancements to its components. A Repair Skill score of 40 grants you one improvement, 50 grants you two, and 70 grants you three. You can select any positive benefit available to the component – the component will not suffer any faults. This benefit only applies to your starting ship or ships you buy new, not to ships you have already modified. You cannot apply additional Engineering benefits to a component you have modified in this way.



NEW KARMA CAPABILITIES

FOLLOW UP

(Personal Combat)

The gangster's body jolts as the rounds from your autopistol slam into him. You don't let up, keeping the trigger pulled until he sprawls to the floor...

Karma Cost: 6

Prerequisite: You have just scored a hit with a ranged weapon against an opponent.

Effect: Make another attack with the same weapon against the opponent immediately.

KISS, KISS, BANG, BANG

(Personal Combat)

"So," you say, flashing a smile at the corrupt security guard. "What time do you get off?" The guard grins, gazing shamelessly at your body. "For you, honey, I can..." but he never finishes. There is a loud bang, and he jolts, a growing red stain spreading across his stomach. You tuck away your laser pistol as he slumps to the ground.

Karma Cost: 4

Prerequisite: You must be alone with your target,

and have just completed a successful Charm Skill check.

Effect: You automatically hit your target with a weapon you are carrying with the One-Handed trait. If the weapon inflicts Burst damage, you roll the maximum number of dice. If not, your weapon inflicts double damage.

QUICK LOADER

(Personal Combat)

As the last bullet spits from your assault rifle, you rip the clip out and replace it with fluidity and speed.

Karma Cost: 2

Prerequisite: You have just used the last ammo point on a weapon you were firing and you have a spare clip.

Effect: You immediately reload the weapon. This does not use up your next turn's action.

WEAK POINT

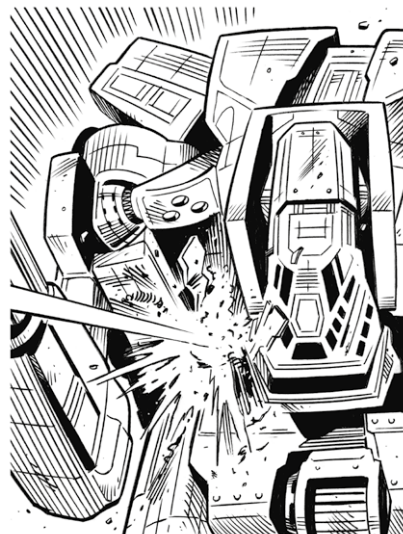
(Personal Combat)

Your eye flicks to the gap between the walker drone's plated armour. With pinpoint precision, your shots blast straight into the hole.

Karma Cost: 3

Prerequisite: You have just hit your opponent with a ranged attack but have not yet rolled the Damage.

Effect: Have your opponent make a Hardened armour check (opponents wearing armour without the Hardened quality fail automatically). If they fail, their armour does not protect them against the damage from this attack.





DEIGHTON

A short story by Matthew Atkinson

AGENT ALICE DEIGHTON
STOOD STARING AT THE
DEAD MAN'S CORPSE,
AS COLD AND LIFELESS
AS THE LANDSCAPE
AROUND HER.

She spoke into her dataslate. "Access personal log. Keyword Lucifer. Question. Is the execution site prepared before arrival, or in front of the victim, or after the victim was asphyxiated? Question. How long does the entire operation take, presuming there are three men?"

Her helmet restricted her peripheral vision, but the landscape looked the same in every direction: an endless dustbowl; cold, still, and featureless, save for a scattering of rocks and meteorites.

"They landed just over there, used a Scarab," a junior agent pointed out the obvious. "Three sets of footprints, and I would think it would've taken at least an hour."

Deighton remained stock still, chilled by the environment, despite the climate control of her Remlok bodysuit. A blanket of stars unfurled above her, but their distant heat offered no solace.

"Agent Deighton?"

Deighton continued to stare intently at the scene before her.

"I've never seen anything like it," the junior agent said. "I guess that's why you're here."

"I guess so," Deighton replied, curtly. "Now shut it all down. There is nothing to see here. Understood?" her words were hard and sharp as flint.

"Yes, Ma'am."

Agent Alice Deighton, Sirius Intelligence Services operative, displayed no warmth of character, no social skills. The agency sent her because she could keep or expose secrets, open or close doors, solve seemingly unsolvable problems. This frozen corpse was one of those problems.

Deighton turned again to the dataslate in her hand. She read the basic details of the case. As the junior agent had mentioned earlier, the gang had landed their ship and used a Scarab SRV to transport a cryopod containing the live victim, the few hundred metres to the execution site. They had then exposed the man to the planet's atmosphere, or lack thereof. He would have died of agonising asphyxiation.

The victim, Dante Gaiman, a high ranking official in the broad Sirius conglomerate had been abducted during a routine visit to a Sirius Atmospheric plant in Sothis, some five hundred light years away from this grim scene on Lucifer. Deighton's department had already started investigating the abduction.

Gaiman had been missing for thirty days before reappearing here, planet-side. Two other senior employees of Sirius subsidiaries were also missing; Milton Kieth of Sirius Industrial and Joost Dringenbergh of Sirius Navy. Now the trio of abductions smelled unmistakably of targeted terror, so Deighton stood here in the dust of Lucifer, looking at a corpse with a crucifix and a sign.

The murder was a statement, but far from where anyone would get the message. A murder designed and executed with a level of precision both impressive and disturbing. The message was intended for only a handful of people, but should the message go public, the damage would be acute.

Deighton's task was therefore threefold. Prevent further abductions or employee deaths, suppress any news of the abductions, and eliminate the

perpetrators. The superpowers of the galaxy - the Empire, the Federation, and the Alliance - would all use the incident as leverage if they found out. Naturally, capturing the malefactors in short order would be the easiest way to achieve these aims.

Several junior agents loaded the frozen corpse onto a Scarab. Two others struggled to dismantle the crucifix. Coupled with the sign hung around Gaiman's neck, the crucifix was the critical detail. The crucifix turned an ugly incident into a gruesome one, laying bare the proselytising nature of the act.

Although a remote spot on a remote world which had only a few settlements, Deighton had to eradicate any trace of what had happened here. As one of the settlements was the Qwent Research Base, the planet was a magnet for pilots seeking specialist tuning for their ships. Many of those same pilots might also take the opportunity to scavenge for raw materials amongst the rocky outcrops and meteorite debris scattered on the planet's surface. She could not take a chance on one of them stumbling on the execution site.

Deighton was meticulous about such things. Everyone who had been part of the original investigation team, before she had been alerted to this incident, would be questioned and closely monitored after the clean-up, to ensure lips remained sealed.

"We're about done here, Ma'am. Will there be anything else?" The junior agent interrupted Deighton's thoughts.



"No, not right now. But load the sign on my Diamondback. I need to take it with me."

Mass religious movements had gradually waned as space travel waxed. Instead, all sorts of mystic sects and cults had sprung into being over the millennia since man first settled Mars, thriving in communities outside the mainstream of galactic commerce, remaining very much restricted to individual planets, or colonies. However, remnants of the ancient religions lived on.

Deighton would take the sign to

Aymiai, location of the Revised Catholic Mission, to discreetly consult with the scholars and theologians there on the significance of the words.

She took one last look at the execution site, satisfying herself that it was as uninteresting as every other square metre of soil between her and the horizon.

Naturally, she'd have to trust the last agents to leave to cover over any final footprints or tracks. They'd use the Security ships' downward thrusters to create enough air turbulence to throw dust and debris all over the general area, covering all traces. But she would come back to check later.

Deighton turned back towards her ship just in time to see a junior agent ascending with the sign in hand. She could just see the words, in blood-red lettering:

**Forgive them Father.
For they know not what they do.**



NEW OPPONENTS

You can use these pre-made opponents in your current campaigns. They are also utilised by the Random Generation System at the back of the book.

SPACESHIP SCALE **SOLDIER & MERCENARY** OPPONENTS



MERCENARY INTERCEPTOR Novice Mercenary

Spaceship: Viper Mk IV
Prometheus

Defence: 11
Dogfighting: 12
Pursuit: 9
Initiative: 4

Hull: 200
Critical: 35
Shields: 105
Shield Recharge: 10
Shield Cell Bank: 15/5

Weapons

Medium: Medium Fixed Beam Laser, +6 To Hit, 15+Burst(20) Damage♦
Medium: Medium Fixed Beam Laser, +6 To Hit, 15+Burst(20) Damage♦
Small: Small Fixed Cannon, +6 To Hit, 10 Damage*, Ammo 50
Small: Small Fixed Cannon, +6 To Hit, 10 Damage*, Ammo 50
♦+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Point Defence, Str 10, Ammo 10



ALLIANCE HEAVY FIGHTER Expert Soldier

Spaceship: Mongoose
Attack Fighter

Defence: 13
Dogfighting: 14
Pursuit: 8
Initiative: 6

Hull: 355
Critical: 80
Shields: 145
Shield Recharge: 10
Shield Cell Bank: 20/2

Weapons

Medium: Medium Fixed Burst Laser, +8 To Hit, 15+Burst(10) Damage♦
Medium: Medium Fixed Burst Laser, +8 To Hit, 15+Burst(10) Damage♦
Medium: Medium Fixed Multi-Cannon, +8 To Hit, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-Cannon, +8 To Hit, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Seeker Missile Rack, +10 To Hit, 35 Damage (15 vs Shields), Ammo 12
Medium: Medium Seeker Missile Rack, +10 To Hit, 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

SPACESHIP SCALE **CRIMINAL** OPPONENTS



PIRATE MAMBA Mostly Harmless Criminal

Spaceship: Mamba Mk II
Cargo Thief

Defence: 12
Dogfighting: 12
Pursuit: 13
Initiative: 2

Hull: 60
Critical: 20
Shields: 75
Shield Recharge: 5

Weapons

Small: Small Gimballed Pulse Laser, +5 To Hit, 10 Damage♦
Small: Small Gimballed Pulse Laser, +5 To Hit, 10 Damage♦
Small: Small Gimballed Cannon, +5 To Hit, 10 Damage*
Small: Small Gimballed Cannon, +5 To Hit, 10 Damage*
♦+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Chaff Launcher, Str 10, Ammo 6

SPACESHIP SCALE **POLICE AND SECURITY** OPPONENTS



HEAVY POLICE FIGHTER Novice Police

Spaceship: Viper Mk IV
Heavy Police Fighter

Defence: 8
Dogfighting: 8
Pursuit: 7
Initiative: 4

Hull: 190
Critical: 30
Shields: 130
Shield Recharge: 5
Shield Cell Bank: 20/1

Weapons

Medium: Medium Gimballed Burst Laser, +7 To Hit, 15+Burst(10) Damage♦
Medium: Medium Gimballed Burst Laser, +7 To Hit 15+Burst(10) Damage♦
Small: Small Seeker Missile Rack, +8 To Hit, 20 Damage (10 vs Shields), Ammo 12
Small: Small Seeker Missile Rack, +8 To Hit, 20 Damage (10 vs Shields), Ammo 12
♦+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: OE Manifest Scanner, Str 10, no bonus



SECURITY INTERCEPTOR Mostly Harmless Security

Spaceship: Merlin
Starpoint

Defence: 11
Dogfighting: 12
Pursuit: 11
Initiative: 3

Hull: 50
Critical: 25
Shields: 75
Shield Recharge: 5

Weapons

Medium: Medium Gimballed Pulse Laser, +7 To Hit, 20 Damage♦
Small: Small Gimballed Pulse Laser, +7 To Hit, 10 Damage♦
Small: Small Gimballed Pulse Laser, +7 To Hit, 10 Damage♦
♦+5 Damage vs Shields

Utility

Mount 1: OE Kill Warrant Scanner, Str 10, No bonuses
Mount 2: ECM, Str 10



JOBGING TRUCKER Novice Security

Spaceship: Type-7 Transport Capacity Max

Defence: 5
Dogfighting: 5
Pursuit: 7
Initiative: 3

Hull: 200
Critical: 40
Shields: 115
Shield Recharge: 5

Weapons

Small: Small Turreted Beam Laser, +4 To Hit, 5+Burst(20) Damage♦
 Small: Small Turreted Beam Laser, +4 To Hit, 5+Burst(20) Damage♦
 Small: Small Gimbaled Cannon, +5 To Hit, 10 Damage*, Ammo 50
 Small: Small Gimbaled Cannon, +5 To Hit, 10 Damage*, Ammo 50

♦+5 Damage vs Shields *+5 Damage vs Hull

INDIVIDUAL SCALE POLICE AND SECURITY OPPONENTS

OFFICE WORKER		Harmless Security	
Defence (Dodge):	1	Initiative:	1
Defence (Parry):	1	Perception:	2
Endurance: 15		Speed:	10m
		To Hit:	1
Armour:	None		
Attacks:	Fighting +1 to hit, Finesse 5, 1D10 halved damage		
Equipment	Hand Com		

WAR FRONT SECURITY GUARD		Novice Security	
Defence (Dodge):	3	Initiative:	4
Defence (Parry):	3	Perception:	3
Endurance: 25		Speed:	10m
		To Hit:	3
Armour:	Reflec Vest Absorb Energy 3		
Attacks:	Laser Rifle 20m(5)/150m(6)/500m(9) +3 To Hit, Damage 15		
Equipment	Wrist Com		

HEAVY SUPPORT OFFICER		Expert Security	
Defence (Dodge):	5	Initiative:	4
Defence (Parry):	3	Perception:	3
Endurance: 40		Speed:	10m
		To Hit:	5
Armour:	Reflec Breastplate Absorb Kinetic 5, Energy 5, Melee 3 – Hardened 7		
Attacks:	Chain Gun 30m(5)/60m(8)/180m(14) +5 To Hit, Damage 2D10 + Heavy Burst (6D10), Ammo 10 Frag Grenade +5 To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10		
Equipment	Medpack, Wrist Com		

COUNTER ASSAULT SECURITY		Master Security	
Defence (Dodge):	6	Initiative:	6
Defence (Parry):	4	Perception:	5
Endurance: 45		Speed:	10m
		To Hit:	6
Armour:	Alloyed Breastplate Absorb Kinetic 8, Energy 3, Melee 3 – Hardened 7		
Attacks:	Assault Beamer 12m(4)/70m(7)/200m(10) +6 To Hit, Damage 5 + Burst (20) Frag Grenade +6 To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10		
Equipment	Wrist Com, Medpack		

SPACESHIP SCALE **ASSASSIN** OPPONENTS



STYLISH ASSASSIN Novice Assassin

Spaceship: **Merlin Hunter**

Defence: 12
Dogfighting: 13
Pursuit: 12
Initiative: 5

Hull: 75
Critical: 30
Shields: 95
Shield Recharge: 10

Weapons

Medium: Medium Fixed Beam Laser, +7 To Hit, 15+Burst(20) Damage♦
 Small: Small Fixed Railgun, +5 To Hit, 25 Damage, Ammo 10
 Small: Small Fixed Railgun, +0 To Hit, 25 Damage, Ammo 10
 ♦+5 Damage vs Shields

Utility

Mount 1: OE Kill Warrant Scanner, Str 10, 20% Bounty bonus
 Mount 2: Point Defence, Str 10, Ammo 10



SWIFT BOUNTY HUNTER Competent Assassin

Spaceship: **Mamba Mk II Stunt Fighter**

Defence: 15
Dogfighting: 17
Pursuit: 15
Initiative: 5

Hull: 215
Critical: 40
Shields: 105
Shield Recharge: 10

Weapons

Small: Small Gimbaled Beam Laser, +8 To Hit, 5+Burst(20) Damage♦
 Small: Small Gimbaled Beam Laser, +8 To Hit, 5+Burst(20) Damage♦
 Small: Small Seeker Missile Rack, +9 To Hit, 25 Damage (10 vs Shields), Ammo 12
 Small: Small Seeker Missile Rack, +9 To Hit, 25 Damage (10 vs Shields), Ammo 12
 ♦+5 Damage vs Shields

Utility

Mount 1: Point Defence, Str 10, Ammo 10



BRUTAL ASSASSIN Master Assassin

Spaceship: **Mongoose Assault Fighter**

Defence: 16
Dogfighting: 18
Pursuit: 10
Initiative: 7

Hull: 570
Critical: 70
Shields: 215
Shield Recharge: 10
Shield Cell Bank: 20/5


Weapons

Medium: Medium Gimbaled Cannon, +10 To Hit, 20 Damage*, Ammo 50
 Medium: Medium Gimbaled Cannon, +10 To Hit, 20 Damage*, Ammo 50
 Medium: Medium Gimbaled Cannon, +10 To Hit, 20 Damage*, Ammo 50
 Medium: Medium Gimbaled Cannon, +10 To Hit, 20 Damage*, Ammo 50
 Medium: Medium Fixed Plasma Accelerator, +6 To Hit, 50 Damage, Ammo 50
 Medium: Medium Fixed Plasma Accelerator, +6 To Hit, 50 Damage, Ammo 50
 *+5 Damage vs Hull

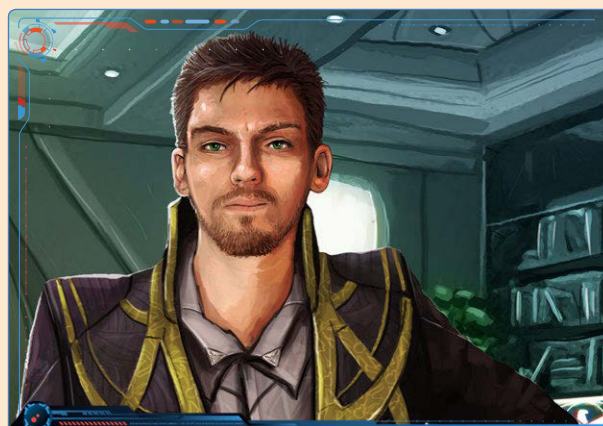
Utility

Mount 1: ECM, Str 30
 Mount 2: Point Defence, Str 30, Ammo 10
 Mount 3: OA Shield Booster, Str 30, 25% Shield Boost
 Mount 4: OD Shield Booster, Str 30, 10% Shield Boost

INDIVIDUAL SCALE **ASSASSIN** OPPONENTS



SPY		Novice Assassin	
Defence (Dodge):	3	Initiative:	5
Defence (Parry):	3	Perception:	3
Endurance: 25		Speed:	10m
		To Hit:	3
Armour:	Bullet Proof Vest Absorb Kinetic 5		
Attacks:	Laser Pistol 10m(4)/80m(7)/120m(11) +3 To Hit, Damage 8 Fighting +4 to hit, Finesse 5, 1D10 halved Damage		
Karma Capabilities	Dive Aside The spy gains a +5 bonus to its Defence (Dodge) against this attack.		
Equipment	Hand Com, Branded Casual Clothes		



SPECIAL AGENT		Dangerous Assassin	
Defence (Dodge):	7	Initiative:	9
Defence (Parry):	7	Perception:	8
Endurance: 50		Speed:	12m
		To Hit:	7
Armour:	Bullet Proof Vest Absorb Kinetic 5		
Attacks:	Corvus Inc Devastation Pistol 8m(5)/56m(8)/110m(14) +9 To Hit, Damage 1D10+Burst(4D10), Ammo 3 Fighting +7 to hit, Finesse 5, 1D10 halved Damage +2		
Karma Capabilities	Dive Aside The spy gains a +5 bonus to its Defence (Dodge) against this attack. Eat Lead Sucker! If the spy hits an enemy with a Burst weapon, roll maximum Burst dice.		
Equipment	Hand Com, Tailored Business Suit		





RANDOM GENERATION SYSTEM



PLAYING WITHOUT A GM

If you haven't been able to find a GM, or they are thoughtlessly absent on a game night, it is possible to play without one. This is nowhere near as good as playing with a GM, but it does allow you to test your characters and earn a little money between your proper GM games.

When playing without a GM you need to take on a GM's responsibilities of fairness, impartiality and creativity. The following sections will tell you how to generate missions and what you will encounter, but it will be up to you to imagine the setting and run the opponents fairly.



THE SOLO CAMPAIGN

To play without a GM, first create a team of characters. You should probably have no more than three or four or you might find yourself overwhelmed. After creating new characters, decide what kind of mission you want to do. If you only have this supplement and the Core Book, you will have to stick to Espionage missions. The more supplements you get, the greater the variety of missions you can play.

To create a mission, go to the Random Generation chapter in the Core Book and roll a D10. For Espionage missions you will want to consult p.342. For the solo game, don't roll on the Twist table; the random system isn't cunning enough to factor them in! Then consult the Mission Notes section in this book for a description of how to play the mission. During the mission, you might have to generate a Corporate Base., You'll find the rules later in this chapter.

If you complete the mission, you will get a reward. Your mission reward will depend on your Rank (see p.322).

For Harmless characters, it will be 80,000cr per character. You can't bargain for a higher reward in the solo game!

The various mission descriptions here assume you are using the Relative Difficulty Number table on p.242 of the Core Book. GMs who are using these tables for guidance can, of course, use the Realistic Difficulty number table if they prefer, in which case they should set a difficulty number that makes sense in their own head, rather than be restricted by what is set on the page.

After you have attempted a mission, you can take a Between Adventures action for each of your characters. If you didn't find any Rare items in your adventure, you can roll for two Between Adventures actions. Each time you are Between Adventures each character finds a Rare item for sale. See the Rare Item Availability table in the Core Book (p. 324) to find out what kind of item is for sale. If you do not, or cannot, buy the item, it will not be available for purchase next time – these things sell out quickly!



RUNNING BATTLES

When running a battle it will be up to you to lay out the battlefield and decide where everyone starts. Do this imaginatively – try to keep in mind what your characters were doing before the battle began. It would be boring for all your characters to always be in perfect battle formation, just as it would be for the enemy.

In space and vehicle combat you should select logical actions for enemies to follow. Enemies shouldn't Snipe, for example, unless there is no chance they could be attacked. Agile ships should Joust and Dogfight, less agile ones should Strafe and Flight Assist Off (or Broadside, if they have lots of turrets). You can probably consider Ramming and Chicken actions to be player-only kinds of tactics!

Once about half of your enemies are killed, you can probably assume the enemy will flee. In Military and Espionage missions surviving enemies will probably try to raise an alert, so you might not want to let them get away!

For Personal scale combats you can use the following Behaviours to judge what an opponent will do in combat:

OPPONENT BEHAVIOURS	
Enemy	Behaviour
Apex-Fire Combat Drone	Thoughtless
Bounty Hunter	Cunning
Bruiser	Brute
Counter Assault Security	Cunning
GorillaLion	Brute
Heavy Support Officer	Cunning
Hired Gun	Cunning
Junga Pattern Walker Drone	Thoughtless
Manticore HN Walker Drone	Thoughtless
Panther Hound	Brute
Police Detective	Cunning
Police Officer	Cunning
Police Raider	Cunning
Private Military Contractor	Cunning
Security Guard	Cunning
SnakeWolf	Brute
T-90 Patrol Drone	Thoughtless
Vigilante	Cunning
War Front Security Guard	Cunning

BRUTE

A brute just wants to kill players. It will move straight towards the nearest player and attack them in Melee or Fighting combat. It will not seek cover, and will double move and not attack if necessary.

CUNNING

A cunning enemy will seek cover where it can see at least one player, and then attack them at range. It tries to stay at least 12m away from a player if it can, as long as it can end its movement in cover. A cunning enemy who is attacked in Melee or Fighting combat will move away on its turn in order to fire, unless it has a Melee weapon it can use.

THOUGHTLESS

A thoughtless enemy moves into range of one or more players and then attacks. It does not attempt to gain cover, and will not move away from an adjacent enemy. It will attack adjacent enemies with a Melee attack if it has one, or a Ranged attack if it doesn't.

CREATING SECURITY OPPONENTS

GMs and Solo players can use this table to help create a fairly balanced combat encounter. There are two components to an encounter – its difficulty and opponent type. The opponent type dealt with here is the Security Group. Security Groups are combinations of human security guards, police officers and supporting drones and Biomods. Though not common to all security services, at least a few companies like to add some of the more tractable and obedient Biomods to beef up their patrols. Security forces do not tend to be as well trained or equipped as military ones, since normally they only have to fend off petty thieves and trespassers. When corporate operations are particularly sensitive they will employ better trained guards, such as the ones found in this supplement.

DIFFICULTY

There are three scales of difficulty, Easy, Medium and Hard. Easy groups are small in number, and Hard groups outnumber the players. To determine the number of opponents faced, consult the table below:

NUMBER OF OPPONENTS			
D10 ROLL	EASY	MEDIUM	HARD
1-4	Number of Players -2	Number of Players	Number of Players +3
5-7	Number of Players -1	Number of Players +1	Number of Players +4
8-10	Number of Players	Number of Players +2	Number of Players +5

OPPONENT TYPE

In order that your players are not overwhelmed (or have life too easy), opponent groups are split into four Tiers. Tier 1 is for Harmless and Mostly Harmless groups, Tier 2 for Novice and Competent groups, Tier 3 for Expert and Master groups and Tier 4 for Dangerous, Deadly and Elite groups.

As a rule, security opponents do not go beyond Tier 3. Companies cannot afford to employ non-military personnel with Tier 4 experience, and it is not realistic to expect even a well-defended corporate base to have defenders of this skill. Tier 4 players are more likely to face experienced assassins or dedicated war fleets when they thwart the plans of the corporations.

When generating each opponent, roll percentile dice and consult the table below, using the correct Tier column. If your opponents are of many different Ranks tend towards the lowest Tier you can, so that lower ranked players are not annihilated.

Opponents marked with an asterisk (*) are High Threat Opponents and therefore count as three opponents by themselves.

Opponents in italics are unique.

You shouldn't encounter more than one in any single encounter group.

SECURITY OPPONENTS – PERSONAL SCALE			
OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master
Security Guard	1-50	1-25	1-8
<i>Panther Hound</i>	51-55	26-30	9-10
Bruiser	56-65	31-35	11-15
Police Officer	66-85	36-50	16-30
Vigilante	86-95	51-60	31-35
<i>SnakeWolf</i>	96-98	61-70	36-40
Junga Pattern Walker Drone*	99-100	71-75	41-45
War Front Security Guard	-	76-90	46-50
<i>GorillaLion</i>	-	91-92	51-55
T-90 Patrol Drone	-	93-95	56-60
Private Military Contractor	-	96-97	61-70
Police Detective	-	98-100	71-75
Police Raider	-	-	76-80
Heavy Support Officer	-	-	81-90
Hired Gun	-	-	91-92
Apex-Fire Combat Drone	-	-	93-95
<i>Manticore HN Walker Drone*</i>	-	-	96
Counter Assault Security	-	-	97-99
Bounty Hunter	-	-	100



SECURITY OPPONENTS – VEHICLES

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master
Corporate Scout Vehicle	1-50	1-30	1-20
Police Biker	51-75	31-60	21-40
Haulage Truck	76-100	61-90	41-60
Police Ram Raider	-	91-100	61-80
Corporate Tank	-	-	81-100



SECURITY OPPONENTS – SPACESHIPS

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master
Security Freighter	1-25	1-5	1-5
Patrol Viper	26-50	6-15	6-15
Police First Response Ship	51-75	16-20	16-23
Security Interceptor	76-00	21-40	24-32
Heavy Police Viper		41-60	33-40
Mercenary Interceptor		61-80	41-48
Sidewinder Escort		81-95	49-56
Stylish Assassin	-	96-98	57-64
Swift Bounty Hunter	-	99-100	65-73
Inconspicuous Bounty Hunter	-	-	74-81
Security Escort Ship	-	-	82-90
Police Cruiser	-	-	91-95
Ruthless Bounty Hunter	-	-	96-98
High Value Wing Guard	-	-	99-100

All ships found in Security and Assassins section of the Core Book.
Ships in **blue** found in the spaceships section of this supplement.



MISSION NOTES

GMs can use these notes as guidelines as to how to approach one of the random Espionage Missions found in the Core Book (p. 342). Solo players should use these suggestions exactly as printed (unless they have a better idea!)

There are several special Effects referred to in these guidelines. They are Alert, Infiltration, Rank Appropriate Assassin and Reinforcements. Consult the Effect Notes below to see how these effects influence the game.



EFFECT NOTES

Alert: Once a player has triggered an Alert the Security force is in a constant state of readiness. You cannot cancel an Alert once it has been triggered. Alerts affect the distribution of personnel in a Corporate Base, making the more vital areas of the base well-defended and emptying less important areas. Alerts also make Infiltration challenges more difficult as enemy agents are on alert, and staff have been briefed about not speaking to strangers. When making a Skill check during an Infiltration challenge, increase the difficulty by one step (Easy challenges become Average, and Average challenges Hard. Hard challenges increase in difficulty by 2 points.) The text will tell you the effects if the Alert is triggered.

Infiltration: Sometimes one or more of your players must gather information from the enemy in order to complete their mission. The mission will specify a number of Infiltration challenges that the players must complete. These challenges will either be randomly generated, or specified in the mission. Each Infiltration challenge requires one or more successful Skill checks to complete. If you fail a challenge, you can select another from the available list. A failed Infiltration challenge cannot be repeated – you cannot attempt to Flatter an enemy agent more than once, for example, as they'll know you're up to something!

During Infiltration challenges, players must split up and try to solve the missions on their own. Hanging around in large groups is conspicuous, and could tip off the enemy to your presence. Good spies work as individuals and only regroup when they have spent some time gathering information. A GM can waive this requirement if they like – but if you are playing a solo campaign you should keep to this rule.

Infiltration challenges take place in civilian areas. Ordinary people go about their business and the police keep a close watch for any mischief. Whilst attempting Infiltration missions you can only carry one-handed weapons which you can easily conceal, such as pistols and knives. Swords would probably be too big to carry openly, and two-handed weapons are far too conspicuous.

Many Infiltration challenges use social skills to resolve, so remember any Social Factor bonus your players might gain from clothing or cosmetics when they make these checks.

Usually your team must complete a certain number of challenges in order to progress. If you fail to complete this number of challenges only players who have passed a challenge continue with their mission – the remaining players are either detained by the police, captured, or driven off-world. You can meet up with the rest of the players after the mission is completed.

Some Infiltration challenges give special rewards for completing them successfully. You only gain this reward if you pass all skill checks for this challenge. Equally, some Infiltration challenges have failure penalties that punish you for not completing the challenge correctly.



INFILTRATION CHALLENGES (ESPIONAGE)

D10 Roll	Challenge	Event
1-4	Bedroom Acquisition	<p><i>That company agent carries that keycard on them at all times... except in bed. Shame they have an eye for beauty...</i></p> <ul style="list-style-type: none"> • Make an easy Charm check to convince the agent to take you home. • Make an easy Sleight of Hand check to steal the keycard whilst the agent sleeps. <p>Special Reward: You can use this keycard once to automatically succeed one Security check during this mission.</p> <p>Failure Penalty: The agent wakes as you rifle through their clothing. Fight a Rank Appropriate Assassin. Neither you nor the assassin have any equipment, weapons or armour during this battle.</p>
5-8	Befriend Security Guard	<p><i>Security work is pretty lonely, so the guard soon starts spilling secrets once the alcohol is flowing.</i></p> <ul style="list-style-type: none"> • Make an easy Charm check to put the security guard at ease. • Make an easy Bluff check to convince them to offer security details. <p>Special Reward: You learn the patrol patterns of the security team. You can ignore one security group you encounter during this mission.</p>
9-12	Blackmail	<p><i>A key worker of the enemy has many vices – so it should be possible to dig up some dirt and blackmail them.</i></p> <ul style="list-style-type: none"> • Make an easy Streetwise or Gambling check to discover what the target's indiscretions are. • Make an easy Intimidate check to bully the information out of the target. <p>Special Reward: You can extort money from the blackmail victim instead of completing the Infiltration challenge. You gain money equal to the Treasure Income for your rank on p. 322 of the Core Book.</p> <p>Failure Reward: If you fail your Intimidate check, you can discreetly inform on your victim. During your next Security group combat, you can remove one living opponent from the group – the poor security guard you had fired!</p>
13-16	Break into Agent's Apartment	<p><i>You have discovered the address of one of the enemy's agents. Time to break into his house, and see if you can find anything interesting!</i></p> <ul style="list-style-type: none"> • Make an Average Security check to break into the house. • Make an easy Perception or Computer check to find the hidden information. <p>Special Reward: If you complete the Infiltration challenge, you may make an additional Hard Perception check. If successful, you find a Rare item, which you can generate randomly on p. 324 of the Core Book.</p> <p>Failure Penalty: If you fail the Security check, two Police Officers catch you in the act of breaking into the house! You can accept arrest, in which case you spend the rest of the mission in jail (you'll be released at the end of the mission), otherwise you must run away. If you run away, the police will each get two shots at you as you run, one at 8m and another at 18m. If you survive, you manage to outrun the cops and escape.</p>
16-20	Break into Deposit Box	<p><i>You have learned the number of an enemy agent's deposit box. Hacking it won't be easy, but it's the only way to get the information you need.</i></p> <ul style="list-style-type: none"> • Make a hard Security check to break into the deposit box. <p>Special Reward: Roll a die. On an even number, the deposit box also contains a cash voucher. You gain money equal to the Treasure Income for your rank on p. 322 of the Core Book.</p>
21-24	Bribe	<p><i>One of the enemy executives has a lot of debts. Perhaps they would like a donation towards their son's private school education?</i></p> <ul style="list-style-type: none"> • You must pay a bribe. The amount they want is equal to the Treasure Income value of the mission on p.322 of the Core Book. • After you offer the bribe, make an Easy Bargain check. <p>Special Reward: Completing this Infiltration challenge counts as two successes.</p>
25-28	Car Chase	<p><i>You have been following one of the company's agents and were moments away from apprehending them before being spotted. They speed away in their car. Throwing a taxi driver out of his vehicle, you zoom after them, roaring through the mid-afternoon traffic.</i></p> <ul style="list-style-type: none"> • Make an Easy Vehicle Piloting check as you attempt to catch up. • Make an Average Vehicle Piloting check as you swerve through the downtown traffic. • Make an Easy Vehicle Piloting check as you attempt to ram the agent off the road. <p>Failure Penalty: If you fail the Average check you crash into a police car... you'll spend the rest of the mission in jail. If you fail the final check, you take 10 damage as your car rolls and crashes.</p>
29-32	Crawl through the Vent Shaft	<p><i>Security is too tight around the entrance to the hotel where the enemy held their last meeting. However, the high temperatures on the planet require ample air conditioning, and the vent shafts are poorly guarded.</i></p> <ul style="list-style-type: none"> • Make an Easy Athletics roll to crawl through the shafts. • Make an Easy Perception or Computer check to check out the meeting room. <p>Failure Penalty: If you fail the Athletics check, you get stuck in the vent shafts. You'll escape eventually, but not before the end of the mission.</p>
33-36	Criminal Connections	<p><i>Your target is as filthy as they come. Surely the gangland boss will know something about their operations?</i></p> <ul style="list-style-type: none"> • Make an Average Streetwise check to get in contact with the gang boss. • Make an Easy Bargain check to swap information with the gang. <p>Special Reward: If you complete this challenge, the gang boss will also use his connections to keep the police off your tail. Ignore the next encounter you have with the police. If this is a combat encounter, any police units you roll will not appear.</p>

(INFILTRATION CHALLENGES TABLE CONTINUED)

D10 Roll	Challenge	Event
37-40	Disguise	<p><i>Using a false set of identity papers, you waltz straight into the corporate base, pretending to be one of their legions of workers.</i></p> <ul style="list-style-type: none"> • Make an Average Bluff check. <p>Special Reward: You can attempt a solo raid on the base, if you wish, provided you win this challenge. You will not be stopped by security guards unless the Alert is raised. This follows all the rules for an Infiltration attempt (see Corporate Base Generator).</p> <p>Failure Penalty: If you fail the Skill check, an Easy security group attempts to arrest you. If you allow them to arrest you, they will put you in a holding cell. If your fellow players raid the Corporate Base later, they will find you in the first holding cell they search. Until then you cannot continue the mission. If you fight the security group, the Alert will be raised.</p>
41-44	Distract	<p><i>You can see a copy of a vital document in the office behind the agent. If you could distract her, one of your companions could slip into the office and retrieve the document.</i></p> <ul style="list-style-type: none"> • Make an Average Bluff or Charm check to distract the agent. <p>Failure Penalty: If the mission contains a corporate base it goes on Alert. They know that enemy agents are in the field!</p>
45-48	Evaluate Crime Scene	<p><i>One of your contacts has been found murdered. You quickly scour the crime scene for clues before the police arrive.</i></p> <ul style="list-style-type: none"> • Make an Average Perception check to discover the hidden note left by your contact before they came to a sticky end!
49-52	Flatter	<p><i>"A lot of people couldn't pull off purple hair – but you ... you're dazzling! Sorry, what were you saying about work again...?"</i></p> <ul style="list-style-type: none"> • Make an Average Charm check to get the information out of an easily flattered company worker.
53-56	Follow Suspect	<p><i>And just where is this junior executive of the enemy's shell-company going at this time of night? She's bound to lead you somewhere interesting.</i></p> <ul style="list-style-type: none"> • Make an Average Stealth check to follow the executive to a secret corporate warehouse. <p>Failure Penalty: If you fail the check, the enemy executive turns on you and attacks. She is a Rank Appropriate Assassin. You can flee, in which case an Alert is sounded, or you can fight. If you defeat the assassin you do not win the challenge, but no Alert will occur.</p>
57-60	Hack Unsecured Network	<p><i>It looks like some of the enemy agents use their own computer networks rather than their company's ... and the security looks lax. Perhaps you can hack in?</i></p> <ul style="list-style-type: none"> • Make an Average Computer check to hack the agent's private network and steal their secrets.
61-64	Intimidate Gangster	<p><i>The local gangs are in way over their heads. If you can find them and warn them off from aiding your enemy, you might get some information into the bargain.</i></p> <ul style="list-style-type: none"> • Make an Easy Streetwise check to locate the local crime syndicate. • Make an Easy Intimidate check to warn them off supporting your enemy. <p>Special Reward: The gang will look after your interests. The next Rank Appropriate Assassin you face before the end of the mission, will be immediately interdicted and disposed of by the gang.</p>
65-68	Invite to Party	<p><i>The enemy are holding a swanky party, with finely dressed guests and plenty of alcohol. If you could get invited to this party, you might be able to learn all sorts of secret information!</i></p> <ul style="list-style-type: none"> • You gain double your Social Factor bonus (or penalty) for all Skill checks during this challenge. • Make an Average Streetwise check to secure an invitation to the party. • Make an Average Diplomacy or Insight check to gain vital information from the party goers. <p>Failure Penalty: If you fail your second Skill check a Rank Appropriate Assassin will attempt to kill you as you go to fetch your coat. You cannot escape and must fight to the death!</p>
69-72	Observe Weakness	<p><i>You confront an enemy agent in a neutral area such as stadium or restaurant. You each attempt to intimidate and bully each other, engaging in a war of words while trying to uncover each other's secrets.</i></p> <ul style="list-style-type: none"> • Make an Easy Intimidate check to try to unnerve the enemy agent. • Make an Easy Insight roll to pick up on the various clues he accidentally lets slip.
73-76	Pass yourself off	<p><i>Fake security pass in hand, you attempt to bluff your way into a small office owned by the enemy.</i></p> <ul style="list-style-type: none"> • Make an Average Bluff check to convince security you are just an ordinary office worker. <p>Special Reward: If you pass this challenge, your fake ID obviously works. You and your team can Infiltrate a corporate base without making any checks.</p> <p>Failure Penalty: If you fail the Skill check, an Easy security group attempts to arrest you. If you allow them to arrest you they will put you in a holding cell. If your fellow players raid the Corporate Base later, they will find you in the first holding cell they search. Until then you cannot continue the mission. If you fight the security group the alert will be raised.</p>

(INFILTRATION CHALLENGES TABLE CONTINUED)

D10 Roll	Challenge	Event
77-80	Pickpocket	<p><i>You've observed how, every day, the agent takes the same route to work. Bumping into him 'accidentally' you attempt to steal his com as you breathlessly apologise.</i></p> <ul style="list-style-type: none"> • Make an Average Sleight of Hand check to steal the com. <p>Failure Penalty: The agent realises you attempted to rob him and attacks you. The agent is a Rank Appropriate Assassin. After three rounds of combat, the police arrive, and the two of you run off to evade capture. If you can defeat the agent before that time, you will be able to grab the com off his body and win the challenge.</p>
81-84	Reason with Partner	<p><i>You corner the partner of an enemy agent whilst she is waiting to collect her children from school. You let her know about the ghastly things their partner is up to and beg her to help you.</i></p> <ul style="list-style-type: none"> • Make an Average Bluff, Charm or Diplomacy check to convince them to betray their partner. <p>Special Reward: The partner gives you all sorts of useful leads. You can generate an additional two random challenges to complete if you wish.</p> <p>Failure Penalty: The agent is furious that you interfered with their private affairs. A Rank Appropriate Assassin ambushes you in a darkened alleyway, getting a free attack without your Defence bonus on you at the start of the battle.</p>
85-88	Shake off Enemy Spies	<p><i>You'll never get anything done whilst so many enemy agents are on your tail. You'll have to shake them off. You start to make your way towards the backstreets, and then notice that some thoughtless shopper has left the engine running on their car...</i></p> <ul style="list-style-type: none"> • Make an Average Stealth or Vehicle Piloting check to throw off your pursuers. <p>Failure Penalty: Until the end of this mission, whenever you complete an Infiltration Challenge, you will be attacked by a Rank Appropriate Assassin.</p>
89-92	Tail	<p><i>You watch behind the wheel of your hire car as the enemy agent sets off towards their meeting. You follow silently, keeping your distance, eager to see where they go.</i></p> <ul style="list-style-type: none"> • Make an Easy Vehicle Piloting check to quietly follow the agent. • Make an Easy Stealth check to follow them on foot when they park up.
93-96	Threaten	<p><i>Sometimes the old-fashioned ways are the best. Finding an employee of an enemy company in a local bar you threaten all kinds of violence unless they co-operate with you.</i></p> <ul style="list-style-type: none"> • Make an Average Intimidate check to browbeat the employee into spilling the beans. <p>Failure Penalty: If you fail the employee will inform his superior about your assault. The enemy are now on alert.</p>
97-100	You can tell me...	<p><i>You spend several days befriending an important employee of the enemy. You never ask directly for any information but are keen to pick up any titbits they happen to let slip.</i></p> <ul style="list-style-type: none"> • Make an Easy Charm check to befriend the employee. • Make an Easy Insight check to glean important information.

Rank Appropriate Assassins: When scheming against companies and powerful governments you run the grave risk of upsetting them. Enemies that run out of patience will send paid hitmen after you. The more powerful you are, the more terrible the assassin. When you encounter a Rank Appropriate Assassin, consult the table (right). Usually your player must battle the assassin alone, unless the text says otherwise. You can call in aid from your fellow players whilst you fight. This is resolved just like the Reinforcements rule, except that you gain a single player of your choice as a reinforcement.

Reinforcements: At the end of each combat round, roll a D10. On a 10, a group of reinforcing units arrives. This is an Easy group of the same faction. Reinforcements become more and more likely as the battle progresses. Add a +1 bonus to the roll for each combat round that passes. Once a reinforcing group arrives, reset the bonus to 0. Once all enemies are defeated the reinforcements stop.

RANK APPROPRIATE ASSASSIN	
Player Rank	Assassin
Harmless	Bruiser
Mostly Harmless	Vigilante
Novice	Spy
Competent	Spy
Expert	Hired Gun
Master	Bounty Hunter
Dangerous	Special Agent
Deadly	Special Agent
Elite	Unstoppable Assassin*

*You asked for it!



MISSION NOTES



ASSASSINATION

Scoping the Target

1-9: The players must scope the area, discovering the security regime, the timetable of the target, and the best spot to shoot. Generate eight Infiltration challenges. Your team must complete four to make the assassination attempt, but completing more will aid you later.

10: Your government/company has sorted out access passes for you to board the capital ship, but the quicker you can sort out the assassination the better. Your team must complete three Infiltration challenges from this list: Befriend Security Guard, Crawl through the Vent Shaft, Disguise, Invite to Party and Pass Yourself Off.

Taking the Shot

If you pass your Infiltration challenges, you are able to find a high point overlooking Commander Necromortem as he makes his speech. The players may now equip themselves with their full arsenal. One player must take the shot, at 300m, at the target. Necromortem cannot Dodge, so only the range must be considered. If you hit, and inflict at least 15 points of damage, you kill the target. If you miss, or do not hit the target, Necromortem is bundled off stage and you must now escape with your lives!

The Escape

Now it's time to get out! Roll a D10 and compare it to the number of Infiltration challenges you completed. If the number is higher, a Hard Security group intercepts your players in a crowded gunfight. If you roll equal to or less than the number of completed challenges, you have planned your escape well and you manage to slip back into your ships.

Once you are in your ships roll another D10, and again compare it to the number of Infiltration challenges you completed. If the number is higher, a Hard Security group of spaceships intercepts your players (you can attempt to flee after the first round of combat). If you roll equal to or less than the number of completed

challenges, your escape has been so well planned that the security forces are left eating your vapour trail. You get the mission award payment if you have killed the target (and are still alive to claim it!).



CAPTURE

There are two ways to play out a Capture mission: either a space Interdiction or a spaceship Heist.

Space Interdiction

1-9: In order to attempt this one player must have a ship with a large enough Frame Shift Drive Interdictor, a size 2 for a Medium target, and a size 3 for a Large target. Players who cannot procure one cannot attempt a space interdiction and must try for a spaceship heist.

The medium-sized target is a Security Freighter (see Police and Security Opponents in the Core Book). The large-sized target is a Jobbing Trucker (see Police and Security Opponents in this supplement). In both cases their Spaceship Piloting skill bonus is 2.

One player has one opportunity to pull the target out of supercruise. If successful, the target is dragged into realspace and can be attacked.

The target is protected by a medium-sized Security group of spaceships, which pull out with the target when it is interdicted. The security group can gain Reinforcements. The target will surrender to the players once all its allies are destroyed or crippled, and its own shields are down. At this point, the players can take possession of the ship. If a player has a partner or a crewmember, they can assign them to fly the ship out; otherwise a player must abandon their own ship to fly the captured transport out. The players are paid once they get the transport back to their employer.

10: You cannot attempt a Space Interdiction on a capital ship. Only a ship heist (see below) is possible.

Ship Heist

Rather than capture the target ship in space, the players can opt to seize it when it docks at a neutral space station. Doing so is not easy. They must discover when the ship will arrive, what docking bay it will land at, the

computer codes to gain access to the ship and what security measures are in place.

1-9: Generate six random Infiltration challenges. The players must pass at least three, but the more they pass the better their chances. After the players have completed their challenges they attempt to storm the ship. With three successful challenges, they must face a Hard Security group. With four they face a Medium group, with five an Easy group. If they complete all six they can seize the vessel with no opposition at all!

Once the ship is seized, the players must try to escape. Unless they completed all their infiltration challenges, a group of Security ships will attack them. One player (or one player's crewmember or partner) must fly the transport, which is either a Type-6 Haulage Pro for a medium ship or a Type-7 Capacity Max for a large ship. The remaining players can escort the transport in their own ships. With three successful challenges, they must face a Hard Security group. With four they face a Medium group, with five an Easy group. Once this group is defeated (or if the players successfully flee) the mission has been completed.

10: The target is a massive container ship, almost two miles long, undergoing a scheduled decontamination. During the decontamination sweep, the ship will be almost empty and the players, and a small army of fellow agents, will take control of the ship and try to escape. Generate ten random Infiltration missions. The players must pass at least five, but the more they pass, the better their chances. After the players have completed their challenges, they attempt to storm the ship with their army of agents. With five successful challenges, they must face two Hard Security groups, one after the other. With six or seven, they face two Medium groups, with eight or nine, two Easy groups. If they complete all ten they can seize the vessel with no opposition at all!

Once the container ship is seized, the players will have to rely on their planning and intelligence to get the ship back to their headquarters. Roll a D10. If this number is less than the number of Infiltration challenges the players completed they manage to sneak the ship back to their employers. If the number is equal or greater a massive enemy cruiser interdicts them. The players are forced to abandon ship and flee – failing the mission.

BLUEPRINT ACQUISITION

1-2 and 5-6: The base is located in an isolated place patrolled by security guards. To get into the base each player must pass an Easy Athletics, Perception or Stealth check (player's choice which). If more than one player fails their check, they are intercepted by a Medium Security group and the Alert is sounded. After avoiding, or fighting, security the players may enter the base.

3-4: The players' employer has arranged to have them smuggled aboard the base on a routine transport to the orbiting space station. Even the pilot of the transport has no idea she has stowaways aboard. When the ship docks, the players can either hide inside cargo canisters or slip out of the ship through the docking bay.

If the players remain hidden in the cargo canisters they will not be detected, however their route through the high-speed cargo ferry aboard the station is rough, and each player takes 1D10 damage. Players sneaking out of the docking bay must elect one of their team to pass an Easy Stealth check to avoid being spotted. If the players are spotted, an Easy Security group attacks and the base goes on Alert.

Either way, once the players are aboard they can explore the base.

7-10: The players need to locate where the secret lab is in the populated area, and find a secret way in that won't attract the attention of the police. Generate four random Infiltration challenges. The players must complete two of them in order to find and gain access to the secret base.

Once the players get inside, generate a small corporate base, with the Laboratory as the target room. The plans are in the Laboratory, and an Easy Computer or Perception check will allow the players to find a copy. If all the players fail to find the plans, an Easy Security group intercepts them with Reinforcements. After this, the players may make another attempt until the plans are found.

MISINFORMATION

The players must complete a number of Infiltration challenges in order to spread the necessary misinformation. Rather than stealing information, the players will be planting false leads wherever they go.

Players should try to complete as many challenges as they can. The more they complete, the safer they will be.

● First have the players complete at least two of the following challenges: Befriend Security Guard, Break into Deposit Box, Hack Unsecured Network, Pass Yourself Off.

● If the team only completed two or three challenges, a Medium Security group in the streets, warning them off from their intrigue, will accost them. Unless guns are drawn this battle can be fought entirely through Fighting attacks and stops as soon as someone, friend or foe, is reduced to 0 Endurance. If the team completed four or more challenges, they have been discreet and are not attacked.

● Now players must complete a second set of intrigue challenges. They must complete at least two of the following: Bedroom Acquisition, Crawl Through Vent Shaft, Distract, Invite to Party, Shake off Enemy Spies.

● If the team only completed two or three challenges, a Medium Security group will attack them in their hotel – this time with guns. If the team completed four or more challenges, they have been discreet and are not attacked.

● Finally, the players must complete one last set of challenges as they put the final touches to their misinformation scheme. They must complete as many as they can from this list: Break into Agent's Apartment, Flatter, Intimidate Gangster, Reason with Partner, You Can Tell Me.

● It's the day of the stock sale! Did you manage to convince the enemy to invest? Add together all the challenges you have completed and roll a D10. If you roll less than the number of intrigue challenges you have completed throughout the mission, the enemy are fooled, and buy up a fortune of worthless stock – a job well done! If you roll higher then the enemy are not convinced and buy no stock; you have failed the mission.

KIDNAP

A note on criminal opponents: This mission deals extensively with criminal opponents. If you own the Super Traders supplement, you can use the Criminal group tables in that book to generate enemies for this mission. Otherwise, you can declare that these criminals are a group of ex-corporate criminals and use the Security group tables in this book. GMs can, of course, simply create their own rank-appropriate encounters using the criminals in the Core Book.

1-2 and 7-8: The players must discover the location of the secret pirate base by performing an investigation on the near-lawless world of Bunda. Generate four random Infiltration challenges. The players must complete at least two to discover the location of the base. Once the base has been discovered, the players can fly to the remote location. If the players completed three or more challenges they arrive unharassed, otherwise a Medium sized group of enemy ships intercepts the players as they approach the moon. The base will automatically be put on Alert. Regardless, the players may now raid the base (see below).

3-4: The pirate ship is a Pirate Battleship (p. 299 of the Core Book) called The Terror. The players may, if they have the equipment, ambush the ship at one of its known stop-offs and attack it. Only the most powerful players should attempt this brazen assault, as the Pirate Battleship is a very strong opponent. The Terror will eject Charlie 'The Kid' Mitchell in an escape pod once its Hull is reduced to half or its thrusters or life support systems are destroyed. Players can then collect the pod and withdraw.

There is only one other way to get aboard the ship. The Terror is known to make regular stops at the Sanna system in Skyline High space station, where the gang regularly share their booty with the governor general and his corrupt cronies. Your team will need to infiltrate the space station and discover exactly when and where The Terror will land, and what kind of security protects it. Generate six random Infiltration challenges. The players must complete at least three challenges to successfully locate The Terror and attempt to board it. With three successful challenges, they must overcome a Hard group of defending enemies. With four, they face a Medium group, with five an Easy group.

If they complete all six, they can sneak aboard the vessel without anyone noticing at all! Once the defenders have been overcome or bypassed, the players can release Charlie Mitchell and escape – completing the mission.

5-6: The players must discover the kidnapper's secret base on the space station. They must complete at least two of the following Infiltration challenges: Blackmail, Car Chase, Criminal Connections, Pickpocket. If the players complete three or more challenges they manage to sneak into the base without raising an Alert. Regardless, the players may now raid the base (see below).

9-10: Finding the base, concealed amongst the trees of the forest, is difficult, especially with so much alien wildlife present. Players should take turns attempting to pass an Average Survival check. On a failure, that player should roll a die. On an even number, they take that much Endurance damage from the natural hazards of the wild planet (slippery footing, entangling wildlife, unpleasant chemicals from brushing against alien plants, etc). On an odd number, the players are attacked. This can either be by an Easy Alien Animal group (if you have the Exploration supplement) or an Easy group of the kidnappers (either Criminal or Corporate, depending what supplements you have). The players can face these opponents together as you will all be hiking as a group. After all the checks have been made, the players may raid the base (see below).

Raiding the Base

The base is a small Corporate Base. The target room is the Holding Cell. Charlie 'The Kid' Mitchell is being held in one of the cells, and the players win the mission once they break him out.

CONTRACT SWAP

The Bank of Zaonce want the contract altered so they can buy out the tech company at a moment's notice. This involves swapping several pages of the contract with replacements.

1-10: The resting place of the contract must be discovered first. Generate five Infiltration challenges. The players must complete at least three to discover where the paper copy of the contract is being held. Once the contract has been located, it must be swapped

for a fake contract. A player must complete one of the following Infiltration challenges: Bedroom Acquisition, Break into Agent's Apartment, Break into Deposit Box. If a player fails this challenge, they have one more chance. A different player must select a different Infiltration challenge from the list and complete it. If either of these challenges succeed, then the players have successfully swapped out the contract and they complete the mission. If both fail, the correct contract is signed and the mission ends in failure.

COMPUTER VIRUS

Accessing FenCorp's Base

1-10: The players' employers know the location of the FenCorp base, but gaining access to it is only possible if the players can gain an access code. The players travel to the Altair system where FenCorp has many affiliate companies and offices. They must generate four random Infiltration challenges. Completing one will allow them access to the base, but the more they complete the more discreetly they can make their attempt.

One challenge completed: The players gain access to the code, but the base is on Alert, and a Medium Security group of spaceships intercepts them as they approach the base.

Two challenges completed: The players gain access to the code, but the base is on Alert, and an Easy Security group of spaceships intercepts them as they approach the base.

Three challenges completed: The players gain access to the code, and the base is not on Alert.

Four challenges completed: The players gain access to the code. The base is not on Alert. Furthermore, the players have access to the security codes on the base, meaning they pass any Security Skill check automatically for the rest of this mission.

Raiding the Base

The base is a Medium-sized Corporate Base.

The target room is the computer suite.

Once the players have reached the computer suite, and have defeated any defenders, the players can insert the virus into the mainframe and depart.

Revenge Strike

If the Alert has been raised, the players are immediately intercepted by a Medium Security group of spaceships as they depart the base in their ships. The players must fight their way out. Surviving players win the mission.

EXTRACTING A SPY

Finding the Dammero Secret Base

The players descend into the depths of Hasie Horizons space station, in the Wolf 1039 system. They must complete three of the following Infiltration challenges: Blackmail, Bribe, Car Chase, Criminal Connections, Evaluate Crime Scene, Follow Suspect, Intimidate Gangster, Observe Weakness, Reason with Partner, Tail.

As soon as they have completed three challenges, they set off for the secret base.

Dammero Base Guardians

1-3: The base can only be approached using vehicles – its spaceship defences are too strong. If the players work for an espionage company, each player will be provided with a Scarab SRV (their choice of model). Freelance players may refit their vessels to carry vehicles before continuing if they wish. The players will be intercepted by a Medium Security group of vehicles as they approach if they failed any Infiltration challenges. After this they may raid the base (see below).

4-6: The isolated base is surrounded by obscuring terrain, making sneaking up on the Dammero gang rather easy. The players may immediately raid the base (see below).

7-9: The 'abandoned' space platform is protected by enemy ships. The players will be intercepted by a Medium Security group of spaceships as they approach if they failed any Infiltration challenges. After this they may raid the base (see below).

10: The players will have to pass themselves off as members of the gang. This might not be impossible, as they have already infiltrated the gang on Wolf 1039. Choose a player and have them make a Hard Bluff check if the players failed any of their

Infiltration challenges, or an Average Bluff check if they didn't. If the players fail this check, they fail the mission and must withdraw. If they pass, they can dock with the ship. Once aboard they must breakout the spy by defeating a Medium Security group. They will be aided by the Spy (use the Spy Opponent in this book) during the battle. If they win, the group not only retrieve the spy but they capture the ship – it is a Type 7 Transport, Capacity Max. Freelance players may keep or sell the ship at their discretion.

Raiding the base

The base is a Large Corporate Base. There is no target room, but each time the players meet a Security group (hostile or not) roll a D10. On a 10, the spy is part of the group. On a 1-9 she isn't. Each time you meet a different security group you can add one to the D10 roll to see if you have found the spy, with any number higher than 10 counting as a 10.

Once you have found the spy you will have to extract them. You must immediately begin a battle against the Security group. The players will be aided by the Spy (use the Spy Opponent in this book) during the battle. Once the spy is extracted, the players may flee the base, taking the spy with them. This completes the mission.

DETERMINING THE MOLE

1-10: The players have the complete freedom of the Alex Brentnall Institute and its surroundings, and are allowed to interview staff as well as sneak around. Generate six random Infiltration missions to represent the kind of investigations the players can perform. In addition to these missions, the players have access to a special mission called Interrogate. Each player can perform an Interrogate once, in addition to any other Infiltration missions assigned to them.

Interrogate (Special Infiltration challenge)

You lean across the desk towards the sweating lab worker. You are certain they know something about the recent leaks – but should you go hard or soft on them?

Make an Easy Charm, Diplomacy or Intimidate check. On a success, they confess to witnessing some suspicious activity in the company.

Failure Penalty: The intimidated office worker gives you a false lead, which wastes your time and undermines your investigation. One of your successful Infiltration challenges now counts as a failure.

The players should try to complete as many challenges as they can. Once they have finished attempting as many missions as possible, one player should roll a D10. If the number rolled is equal to or less than the number of Infiltration challenges completed, the players discover enough evidence to discover the mole. If the roll is higher, then the identity of the mole cannot be found and the mission has failed.

Revealing the Mole

If the mole is discovered, the players will summon the executives of the Alex Brentnall Institute into the drawing room and slowly reveal who the mole is. As soon as the mole is revealed, he leaps to his feet, grabbing the company CEO and holding a pistol to her head. He starts demanding a private spaceship to Achenar and sweating profusely.

The players can either let the mole go – in which case the security services will eventually capture him, or they can attempt to rescue the CEO.

If the mole is released the players will still be paid their standard rate and gain the thanks of the company.

Rescuing the CEO

A player can either attempt to shoot the mole, despite the risk to the CEO, or try to wrestle the gun away.

Shooting the mole

To shoot the mole the player must make a Hard skill check, with either the Kinetic or Energy weapon skill (not Heavy Weapons! I mean, come on!). On a success, the player shoots the mole right between the eyes, killing them in one shot. On a failure, the player either misses or shoots the CEO – either way the CEO is killed by the mole before being shot by security.

Wrestling the mole

To wrestle the gun out of the mole's hands, the player must make an Average Fighting check. On a failure the player is too slow and the CEO is shot dead (the mole is shot moments later by security). On a success, the

player wrestles the gun out of the hands of the mole, but is caught in a deadly grapple. The CEO is released just as the player and the mole crash through a window in the drawing room and land on a high ledge overlooking the traffic of the city below.

The player and the mole (a Rank Appropriate Assassin) must now engage in combat using only Fighting. The other players cannot intervene. A person who is knocked over or reduced to 0 Endurance tumbles off the ledge to their death. If the mole survives he manages to escape, but the rest of the team are still well rewarded for saving the CEO.

Reward

The players receive only half the mission reward if the CEO is killed, the normal reward if they do not intervene, and double the mission reward if they personally rescue the CEO.

EXPOSE MILITARY PLANS

A note on Military Opponents: If you have the Military Supplement, you should use the Military Group Opponents and Military Base to represent the base in this mission. If you don't have this, then you can still use the Security Opponents here – in this case it represents your players finding the information from the offices of a military faction rather than in a military base itself.

1-10: Regardless of the base's location, your employers have given you passes to allow you to bypass the Guard Room or Reception of the base. The base itself is a Large Military or Corporate base. The target room is the Computer Suite. Once inside an Average Computer check is required to extract the military plans. In a military base, a printed copy of the plans can be found in Regimental HQ (no skill checks required).

Revenge Strike

If the Alert has been raised, the players are immediately intercepted by a Medium Military or Security group of spaceships as they depart the base in their ships. The players must fight their way out. Surviving players win the mission.



CREATING A CORPORATE BASE

This system allows you to create a Corporate Base as you play. Alternatively, you can use this system to pre-create a base for your players to run through later.

Corporate Bases come in many different types. Most are a combination of office block, secret laboratory and company hotel rolled into one. This system needs to be used rationally. Try not to create bases that are just one long string of connecting rooms (unless your base is built along an exceptionally narrow street, in which case knock yourself out). All of the rooms and rolls here are optional, and the GM can discard or modify any result they like. Even if you are using these rules for solo play, feel free to change results that don't make sense.



BASE SIZES

Bases come in three sizes, small, medium and large. Small bases have a maximum of 10 rooms, medium bases 30 rooms, and large bases 60 rooms. Some missions also have a target room. If you do not roll the target room before hand, the target room will always be the last room the players encounter. Once you have reached the maximum number of rooms, all remaining doors lead outside the base.



ENCOUNTERS AND REWARDS

Use the Security Opponent Generator to create opponents when a room is guarded. Some rooms also contain a rare item. Use p. 324 of the Core Book to determine the rarity and type of item encountered. GMs should feel free to modify this. Solo players should probably take what they are given!



BASE ALERT

When a base is on Alert, it is usually because the players have been detected on their approach to the base. Getting into an Alert base is much more difficult. All Skill checks are one level harder, and opponents receive reinforcements during combat rounds.

While inside the base, the players might trigger the Alert during combat. At the end of each round of combat, roll a D10. On a 10, the sounds of fighting have triggered the Alert. The GM can trigger the Alert automatically if the

players are particularly noisy (firing a plasma cannon, using a vehicle-mounted weapon in the garage, etc.)



BASE DEFENCES

Unlike Military Bases, Corporate Bases are not usually fortified in a conventional manner. There is usually a single large entrance, which leads to the Reception room. Unless the players have passes to enter the base legally, they should probably refrain from walking into reception unless they are feeling particularly gung-ho. Instead, there is always at least one Side Room that they can attempt to sneak through.

When the players first arrive they can, therefore, enter the Corporate Base through Reception, or a Side Room



BUILDING THE BASE

Each room will have a number of doors. Place the doors in any walls that look pleasing or logical. When players pass through a door, roll a die. On an even number, the door opens into a room, on an odd number it opens into a corridor. Doors in corridors always open into rooms.

When creating a room, roll on the Corporate Base Room table. GMs who feel that the result doesn't make sense can re-roll or choose another result. Some rooms will have Opponents in them. In a Corporate Base there are two types, Security Groups and Office Workers. Security Groups are determined as normal on the Security Opponents – Personal Table. Office workers all use the Office Worker opponent template in the Police and Security chapter in this book. Players disguised as base personnel might be able to avoid combat at the GM's discretion.



DEALING WITH OFFICE WORKERS

Office Workers present very little threat. Usually they will want to avoid combat and will flee or hide (50% chance of either) as soon as a fight starts. The biggest threat they pose is their ability to raise an Alert if they escape from combat.

When players meet Office Workers, there is a 50% chance that the players will be simply ignored – the workers will assume that the players are meant to be there and have already come through their security checks. If the

players aren't ignored, they will be challenged to provide identification. Players with security passes can get by with no difficulty, otherwise an Easy Bluff or Intimidate check will send the Office Worker scurrying back to their desk. Failing either of these checks causes the Office Workers to try to contact security. An Alert will be raised unless the Office Workers are somehow silenced.

Killing Office Workers is a jolly bad show, and all but the most ruthless espionage organisations frown on it.

DEALING WITH SECURITY GROUPS

Security Groups will always be on the lookout for intruders and will always challenge players to present valid security passes. Usually it is possible, however, to sneak by a Security Group without detection. This requires a player to make an Easy Stealth check (or an Average one if the Alert has been raised). On a success, the players have avoided attention by ducking out of the room before being spotted by Security. It requires another Stealth check at the same difficulty to sneak through a room with a Security Group and out of another door in the room they are guarding. You cannot use any of the room's features whilst sneaking through so, for example, you can't destroy the generator in the Generator Room or manipulate the computers in the Computer Suite.

If the players are spotted by a Security Group without valid passes, they will attempt an arrest. Players who allow themselves to be arrested are locked away in a Holding Cell for the rest of the mission. If the players have split up they might be rescued by the rest of their team (see the Holding Cell description for what happens here).

Players resisting arrest will get into a fight. After two rounds of combat, this immediately raises the Alert. Human Security Opponents are unlikely to fight to the death. A security group will surrender in one of the following circumstances.

- One of their living number is killed (drones don't count) and the Security Group doesn't outnumber the players.
- All human Security Opponents have been injured.

Biomods, drones and robots (see the Military Supplement) never surrender, and will keep fighting even if their human counterparts have surrendered. Surrendering Security Opponents can be easily secured with their own restraints, which should keep them out of trouble. Most

espionage organisations dislike needless bloodshed amongst hapless security guards and prefer their agents to spare the lives of such innocents. Each player gains an extra Rank point if they manage to defeat a Security Group without killing any human opponents.

DRAWING THE BASE

Draw a map as you go to help you visualise what the base looks like. Assume that small rooms are 10m by 10m in length, medium rooms 20m by 10m, and large rooms 20m by 20m. GMs should feel free to create more interesting shapes, but you will find that these dimensions fit together well.

Bases with target rooms are generated slightly differently. After each room has been explored, add 5 to your future rolls on the Corporate Base Room table. This will slowly nudge the results higher and higher towards the top end of the table and will allow the players to find the target room in short order.

When creating corridors, roll on the Corridor Table. This will tell you how long the corridor is and how many doors lead off it. When placing doors in a corridor, try not to put more than two doors per 10m length of corridor. The world won't end if you do, but it might result in restricting the number of places your players can explore. Corridors are usually 4m wide to allow plenty of room for drones and other machines, but you can have 2m wide corridors in some areas if you wish.

CORRIDORS			
D10 Roll	Corridor Length	No of Doors	End of Corridor
1-3	10m	1: No Doors 2-6: 1 Door 7-10: 2 Doors	1-2 Another corridor
4-7	20m	1: No Doors 2-3: 1 Door 4-5: 2 Doors 6-8: 3 Doors 9-10: 4 Doors	3-4 Left Turn 5-6 Right Turn
8-10	30m	1: No Doors 2: 1 Door 3: 2 Doors 4-5: 3 Doors 6-7: 4 Doors 8-9: 5 Doors 10: 6 Doors	7-8 T-Junction 9 Crossroads 10 Door



CORPORATE BASE ROOMS

D10 Roll	Room	Size
-	<p>Reception</p> <p>The Reception is the official front entrance to the base. It contains the reception desk, seating for visitors, a small back office room and plenty of security cameras. There is always at least one additional exit from the room.</p> <p>Opponents: The Reception contains a Medium Security group on active guard. They will not attack the players unless they attempt to enter the base without authorisation.</p> <p>Rewards: Visitor passes can be found here.</p>	Medium
-	<p>Side Room</p> <p>If the players bypass the Reception, they will enter through the Side Room. The entrance to the Side Room is usually locked (80% chance), requiring an Easy Security or Average Athletics check to open. Once the door is opened, roll again on this table to determine what the Side Room actually is. This room always has at least one door that opens into a corridor.</p>	-
01-03	<p>Buzzer Landing Pad</p> <p>This open-air chamber contains a large landing pad for the company buzzer – a quiet helicopter used in more civilised systems for executive transportation. There is a 80% chance that the buzzer itself is on the pad, waiting to be used.</p> <p>Opponents: The pad is generally unguarded.</p> <p>Rewards: The buzzer is locked up, and requires a pass card from security or a senior executive to open. An Average Security check will also open up the buzzer. The buzzer can be used as a good escape route as up to five people, including the pilot, can squeeze inside. The buzzer is worth about 1,000cr.</p>	Medium
04-06	<p>Canteen</p> <p>The Canteen is always in operation unless there is an Alert sounded, in which case it will be empty.</p> <p>Opponents: An active Canteen will have a Medium group of Office Workers in it, paying attention to their food.</p>	Large
07-09	<p>Car Park</p> <p>Private car usage varies considerably across human space, with some planets banning their use, most finding them obsolete, but a few considering them essential for free living. Less developed worlds are more likely to rely on private car use, but their company car parks are generally small and reserved for the most high flying employees. The car park is protected by locked security doors, which require an Average Security check or a Hard Athletics check to open.</p> <p>Opponents: Usually none, but there is a 10% chance that an Office Worker is pulling into a parking space as the players arrive. Such a worker will own a Security Pass, necessary to open the car park door.</p> <p>Rewards: The car park could present a good route out of the base in an emergency.</p>	Large
10-12	<p>Classroom</p> <p>Office workers are, by their nature, insular, and few have the necessary social skills to interact with society outside of the office. Subjects such as basic hygiene, how to greet people without frowning, simple economics and how to respect people's personal space, are drilled into employees yearly. After a week, such trainees receive a certificate and the lingering sense that they have been patronised.</p> <p>Opponents: There is a 20% chance of the room being occupied by an Easy group of Office Workers in training. If the Alert is sounded the room will be empty.</p>	Small
13-15	<p>Company Shop</p> <p>Most sizable corporate bases, especially those located in remote regions, will have a shop where food, clothing, cosmetics and other essentials can be bought without having to make a separate trip into town. On worlds where low pay is standard many staff are given vouchers to buy goods exclusively from the company store, although this is common only amongst the most unethical corporations.</p> <p>Opponents: An Easy Group of Office Workers will be present at any given time. During an Alert the shop will be closed and the door locked (an Easy Security check or Average Athletics check will open it, as will a Security Pass).</p> <p>Rewards: Nothing special – although any chocolate bars, items of casual clothing or cosmetics the players want to steal can be found here. All transactions are electronic so there is no actual money to steal.</p>	Medium
16-18	<p>Computer Suite</p> <p>The independent computer servers are located behind this locked door. A Hard Security or Computer check is required to open it. Destroying the computer servers causes the Alert to be raised, but also disables all Drones and Robots in the base. Door locks are unaffected, and can no longer be automatically unlocked in the Operations Room.</p> <p>Opponents: A Medium Security group protects this room if the Alert is raised.</p>	Medium
19-21	<p>Coms Room</p> <p>All company communication systems are routed through the Coms Room, which controls dozens of encrypted voice and information channels. Great computer banks, connected to coms dishes on the outside of the base, constantly hum with energy as information passes back and forth.</p> <p>Opponents: During an Alert the Coms Room will be guarded by an Easy Security Group.</p> <p>Special: The players can hack the Coms servers to ensure that the Alert cannot sound by making an Average Computer check. If the Alert has already sounded a player can make an Average Bluff check to announce over the intercom that the Alert was a false alarm, and that everyone should get back to work. This might not work if the players have been particularly destructive, at the GM's option.</p>	Medium

(CORPORATE BASE ROOMS TABLE CONTINUED)

22-24	<p>Director's Suite</p> <p>The Director's Suite is composed of several rooms, including a reception area for their PA, the director's office, and a meeting room for personal use. During an Alert the suite will be locked, requiring a security pass or an Average Security check to unlock.</p> <p>Opponents: The PA will be present at all times. There is a 50% chance that the PA is a highly trained bodyguard, with the stat block of a Rank Appropriate Assassin. There is only a 20% chance of the director being present at any given time. The Director is usually an Office Worker, but is sometimes combat trained (a 10% chance of being a Rank Appropriate Assassin). During an Alert there will be a Medium Security Group here as well.</p> <p>Rewards: The Director's pass opens all doors in the facility and acts as a Security Pass. If the Director surrenders to the players, they will also surrender the secret code to the company Vault. If either the PA or Director was a Rank Appropriate Assassin, they will also possess one Rare item.</p>	Large
25-27	<p>Drone Control Room</p> <p>This room is the central suite, which controls all the base's Drones. It is occupied at all times by an Easy Security Group. Capturing this room allows the players to take control of the base's Drones – potentially to terrible effect. They can also see through the eyes of the Drones for a better understanding of the base's layout. GMs should assume that 1D10 Rank appropriate Drones are present in the base.</p> <p>Opponents: There is a 20% chance that a Walker Drone (of Rank appropriate type) is installed in the room for the protection of the Drone controllers. If the Alert is sounded, a Medium Security group also protects this vital room.</p> <p>Rewards: There is a 5% chance that one of the drone controllers carries a Drone Remote Wrist Com (see p133 of the Core Book).</p>	Medium
28-30	<p>Drone Hangar</p> <p>When the Alert is not sounded, the base's Skimmers and Drones rest here in lockdown. A player can make an Easy Cyber skill to sabotage the Drones so that they cannot activate in the future (future Security Groups you roll cannot have a Drone – you shouldn't fill this missing gap with something else). A player could attempt to take control of a single drone by re-wiring its control mechanisms. This requires a Hard Cyber check and allows the player to take control of either a Flying or Walker Drone (50% chance of either). The Drone should be Rank appropriate.</p> <p>Opponents: If the Alert is sounded, the hangar is empty – the Drones are already deployed!</p>	Large
31-33	<p>Generator</p> <p>The base's independent power generator is a well-defended weak point. If the players defeat the guards, they can rig the generator to blow with an Average Repair check. This will destroy the base in fifteen minutes. The generator door is locked, and only a Hard Security roll will unlock it.</p> <p>Opponents: An Easy Security group guards the generator day and night. During an Alert a Hard Security group will defend it instead.</p>	Medium
34-36	<p>Gymnasium</p> <p>Gravity is expensive – the most comfortable gravity spots on a space station are the most costly to build in, and bases built on small planets must often contend with pitiful levels of gravity. Although almost everyone takes medication to prevent muscle and bone wastage, doctors recommend plenty of exercise and most corporate bases provide their own gymnasias for this purpose.</p> <p>Opponents: An Easy group of Office Workers train here. There is a good chance they won't notice the players come in. During an Alert this room is empty.</p>	Large
37-39	<p>Holding Cell</p> <p>This room contains five small holding cells along one long wall; each cell 2m wide and 4m long. The doors are all locked tight, but can be opened with the control panel set in the opposite wall. There is a cupboard containing any prisoners' gear in the corner of the room.</p> <p>Opponents: There is an Easy Security group guarding this room.</p> <p>Occupants: The holding cells will be empty unless the mission states that they are occupied. Any players who have been arrested by Security Groups or during Infiltration challenges can be found here. The players' equipment will be stored in the cupboard.</p>	Medium
40-42	<p>Hotel Block</p> <p>Corporate bases established in remote locations, or on worlds where accommodation is riotously expensive, provide housing for their staff and any visiting staff members from off-world. The facilities are usually fairly decent, including en-suite washing and toileting areas and even a small food preparation area. A single block holds about twenty staff. Stingy or poor companies use a hotbed system where employees do not own their own room but are assigned a random room each time they are permitted to sleep. Such a system is not good for the mental wellbeing of staff, although this seldom troubles the mean corporations that employ the hotbed policy.</p> <p>Opponents: At any given time, D10 Office Workers are sleeping in their rooms. They are unlikely to emerge even if they hear a lot of noise.</p>	Large
43-45	<p>Interrogation Room</p> <p>Captured intruders, and especially suspect employees, are brought here for questioning. Most Interrogation Rooms contain only a see-through window, recording devices, a few chairs and a table. More insidious ones contain truth drugs, manacles and pain emitters, though only the most brazen or isolated company bases would stock such things.</p> <p>Opponents: Generally, this room will be empty at most times. The door is locked and requires a Security pass or an Average Security check to enter.</p> <p>Rewards: There is a 20% chance that combat stims are kept somewhere in the chamber. They help to control the pain of suspects under interrogation who want to make a confession.</p>	Small
46-48	<p>Lab</p> <p>Many corporations conduct private research. Some labs are nothing more than data analysis areas where the scientists perform investigations on experiments conducted elsewhere ... but those labs are boring, so this lab is a classic chemical laboratory filled with multi-coloured bubbling liquids and other exciting stuff.</p> <p>Opponents: A Medium group of Office Workers, the scientists, can usually be found here, even during an Alert. They will definitely challenge any intruders to present their identification.</p> <p>Rewards: There is a 50% chance of a Rare item here, perhaps a weapon undergoing testing, or an exciting new makeup brand being tested on defenceless WeaselRats.</p>	Medium

(CORPORATE BASE ROOMS TABLE CONTINUED)

49-51	<p>Meeting Room</p> <p>This room is dominated by a nice oval table, its roundness suggesting equality, but definitely having a head end for the all-important manager to sit at. Much fruitful work is done here with teams of Office Workers discussing how to improve productivity, and who should be fired in order to make these improvements.</p> <p>Opponents: There is a 20% chance a Medium Group of Office Workers is here. During an Alert it will be empty.</p> <p>Rewards: There is a 10% chance that someone has forgotten their Security pass and left it on the table. An Average Computer check allows a player to swap their face for the face on the card, allowing the player to get past Security Groups as long as there is no Alert.</p>	Small
52-54	<p>MTV Transit Hub</p> <p>Only corporate bases built in civilised areas such as cities or space stations will have this room. MTV's (Mass Transit Vehicles) do the bulk of transportation work in a city or town, and big corporate headquarters often have a terminal built right into their base to minimise the inconvenience to their staff. A permanent security presence is kept here, since it is an entry point into the base.</p> <p>Opponents: A Hard Security Group keep watch over this area as people zip in and out of the base. Players entering this room base-side can probably sneak through without detection as all the sensor systems and guard posts are positioned to intercept visitors to the base, not those already present.</p> <p>Special: The MTV Transit Hub is a good secondary exit from the base.</p>	Large
55-57	<p>Office Stores</p> <p>The door to this store is locked, and can be opened with an Easy Security check. Great quantities of cleaning equipment, robot service parts, spare dataslates and identity badges can be found in the Office Store. A few offices will even store paper for important contract signing, but this is now expensive and rare. Also included in the stores will be many foibles such as party equipment, motivational company shirts, branded air fresheners and even emergency makeup for staff reduced to tears after a difficult customer call or dressing down by their manager.</p> <p>Opponents: Usually none.</p> <p>Rewards: Blank identity badges can be reprogrammed with an Average computer check. You can use these badges to bypass any challenges from Office Workers, but not Security Groups (who possess identity scanners that will detect any forgeries).</p>	Small
58-63	<p>Open Plan Office</p> <p>This vast open space is a single huge office area, where dozens of Office Workers beaver away at computers, answer customer queries or have nervous breakdowns. Dozens of computers, office pods and vending machines are scattered across the floor in the latest ergonomically fashionable positions. The place is incredibly full and busy even during Alerts – after all, the company can't afford to lose money just because some maniacs with guns are prowling the corridors.</p> <p>Opponents: There are dozens of Office Workers here, most of whom are busy. There is only a 20% chance that the players will be challenged. During an Alert a Medium Security Group are here, guarding the workers. As soon as a fight breaks out, the Office Workers will stampede out of the room towards the company Safe Room. Players can attempt an Easy Athletics or Stealth check to hide or force their way through the crowds and out of the room without the Security Group being able to attack them.</p>	Large
64-66	<p>Operations Room</p> <p>The central control room of the base. Taking control of this room allows the players to unlock all the doors in the base, as well as control the lighting and communication systems. Unless an Alert has already been sounded, the base's communications can be jammed so that security cannot raise an Alert during combat.</p> <p>Opponents: An Easy Security group protects the Operations Room at all times. An additional five Office Workers operate the controls of this room. During an Alert the guards become a Hard Security group.</p>	Small
67-69	<p>Private Office</p> <p>Important members of staff, or those working on sensitive projects, have their own private offices. Such offices are often personalised with pictures and images that reflect the lowly ambitions of a corporate wage slave, and their pessimistic hopes for the future.</p> <p>Opponents: A single Office Worker can be found here, filling out reports that only a robot will ever read.</p> <p>Rewards: There is a 5% chance of a Rare item concealed in the desk. This will not be a weapon or a piece of armour.</p>	Large
70-72	<p>Product Display Hall</p> <p>Companies are always trying to impress their clients and will often have a room set aside to display the amazing goods they produce (even if those goods are things such as insurance or stockbroking). Branded display boards play dozens of adverts and lighting rigs flood the area with jazzy lights passing smoothly over whatever product the company is flogging this week.</p> <p>Opponents: Because no one is interested in the company's products, especially the staff, this room is usually empty.</p> <p>Rewards: If the corporation you are raiding produces items useful to players such as weapons, armour, clothing, cosmetics or cybernetics, there might be something on the stand worth stealing. GMs should decide if this is the case. Solo players have a 5% chance of finding a Rare item on display.</p>	Large
73-75	<p>Safe Room</p> <p>The entrance to this room leads to an underground vault whose walls and entrances are armoured. The Safe Room is where non-security staff go when the base falls under attack. Non-essential personnel flock here as soon as an Alert is sounded. Business-critical personnel (usually the customer support staff) only come if the base is under physical attack, perhaps from strafing spacecraft or tank fire. The Safe Room is bombproof, and sealed behind a large vault door. When an Alert is sounded personnel have five minutes to flee here before the vault door seals shut. The Safe Room contains emergency supplies for up to three months, as well as toileting facilities and emergency hammocks.</p> <p>Opponents: The exterior of the Safe Room is guarded by a Medium Security Group during an Alert. There are no guards when the Alert does not sound. A hundred or so frightened Office Workers cram behind the Safe Room door during an Alert.</p> <p>Rewards: If the vault door is opened (a Hard Security check) the terrified Office Workers are unlikely to put up a struggle. An executive keycard can be snatched from one of the senior managers without difficulty.</p>	Small

(CORPORATE BASE ROOMS TABLE CONTINUED)

76-78	<p>Security Check Point</p> <p>Certain areas of the company are more sensitive than others. In corporate bases where employees have different levels of security, clearance check points are set up to manually inspect employee's datacards. If the Alert has not been sounded, the security guards are more relaxed, and will not challenge strangers who do not attempt to pass through the Security Check Point. During an Alert, everyone will be inspected without exception.</p> <p>Opponents: An Easy Security group guards this checkpoint.</p> <p>Rewards: Checkpoints contain remote security controls for the doors in the surrounding area. With an Easy Computer check, the players can cause the next three locked doors they encounter to unlock automatically.</p>	Medium
79-81	<p>Security Office</p> <p>The door to the Security Office is locked and can only be opened with a Hard Security check. The Security Office is the strongpoint of the corporate base, with weapons, armour and access cards all available. It is always occupied and well defended.</p> <p>Opponents: A Hard Security Group occupies this room, and they will attack anyone who unlocks or breaks through the door. During an Alert there is only a Medium Security Group here, as many guards will have been redeployed to protect vulnerable areas of the base.</p> <p>Rewards: A number of security passes can be found here (D10 in total). Security passes unlock any door in the base. Laser Rifles and Laser Pistols can be found in a locked cupboard (Average Security Check to open – but the security pass will open it anyway), as well as Reflex Vests and Bullet Proof Vests. There is a 50% chance that a single Rare item (weapon or armour) is also here, probably in the hands of a security officer.</p>	Large
82-84	<p>Spaceship Hangar</p> <p>A single Security ship is docked here (roll once on the Security Spaceship table to see what type). It cannot launch without clearance from the Operations room.</p> <p>Opponents: None. If the Alert is sounded, the ship is probably (50%) out on patrol.</p>	Large
85-87	<p>Staff Room</p> <p>Off-duty staff can relax here, surrounded by flickering screens displaying the company brand and reassuring clocks that let staff know when they have to shuffle back to the office. Vending machines stand ready to provide caffeine fixes and sugar rushes to depleted workers who question the relevance of their very existence in the heartless cogwheels of the company.</p> <p>Opponents: A Medium Group of Office Workers will be relaxing here. During an Alert the room will be empty.</p>	Medium
88-90	<p>Toilet Block</p> <p>The Toilet Block is non-gender specific, and has a large visible clock that times users as they enter, feeding back the information to their managers.</p> <p>Opponents: There is a 50% chance of an Easy group of Office Workers using these facilities at any given time.</p>	Medium
91-93	<p>Vault</p> <p>The Vault is secured with a heavy steel door. Security passes cannot open the vault door – only those who know the secret code (usually a director or perhaps the head of security) can open it. Cracking the Vault without the secret code requires a Hard Security check with an extra +2 to the difficulty number.</p> <p>Opponents: During an Alert an Easy Security Group guard the exterior of the Vault.</p> <p>Rewards: A number of credit packs are stored in the vault. The value of these credit packs is equal to four times the Treasure Income of the mission (see p.322 of the Core Book). In addition, a single Rare item can be found in the vault.</p>	Medium
94-96	<p>VIP Lounge</p> <p>Corporate visitors or celebrities stay in these finely appointed quarters. This area is like an en-suite hotel room and is usually reserved for company people who have to stay at the base during the course of their work.</p> <p>Opponents: It is rare for this place to be guarded. Unless this is a Target Room, there is unlikely to be a visitor at any given time.</p>	Medium
97-100	<p>Welfare Room</p> <p>This is the base's hospital. An Easy Group of non-combat Medical staff are present at all times (use stats of Office Workers). They will not attack the players but they will raise the Alert when it is safe to do so.</p> <p>Opponents: During an Alert an Easy Security group will protect the medical personnel.</p> <p>Rewards: Three Standard Medpacks are available here. There is a 30% chance that either an Advanced or Professional Medpack replaces one of the Standard Medpacks.</p>	Medium
101+	<p>Target Room</p> <p>The players have reached their Target Room. Consult the relevant room to see what they find.</p>	-

IT'S A DIRTY GALAXY AND NO ONE LIKES TO PLAY BY THE RULES.

As a spy you will find yourself working for shadowy government organisations, corporate sabotage teams or bloodthirsty freedom fighters. Be prepared to engage in hacking, stealth, thievery, investigation, assassination, uncovering plots, preventing atrocities and spreading scandalous rumours. All for the public good, of course...

4 new ships for your players to own, The Merlin, The Mamba MK II, The Viper MK IV and the Mongoose.

Mod your ship by sending it to the engineers. No spy should be without a boosted thruster or an overpowered beam laser.

Get the job done with poisonous lipstick, disruptive perfume that blocks security cameras, or pack some heat with the new heavy pistol and personal shield generator.

Become a secret agent, and get involved in exciting car chases, following enemy spies and elaborate seduction plots.

Corporate Headquarters Generator.

More character backgrounds and Karma Capabilities.

Requires the EDRPG Core Book to play.

ISBN 978-1-9998346-4-7



9 781999 834647 >

MUH051365

Elite: Dangerous Role Playing Game is Co-published by Spidermind Games Ltd and Modiphius Entertainment Ltd under license from Frontier Developments PLC. Elite: Dangerous © 1984-2017 Frontier Developments PLC. All Rights Reserved. Printed in Latvia

