

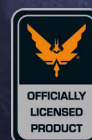
ED RPG

ELITE: DANGEROUS ROLE PLAYING GAME



EXPLORATION

IN THE COLD DEPTHS OF SPACE
MYSTERIES ARE BEING UNCOVERED.



An Elite: Dangerous Role Playing Game Supplement:

EXPLORATION

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FIRST EDITION

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Fight off abandoned Tribals, humans left for dead in early exploration missions. And if you're really unlucky, and your GM despises you, face the might of the Thargoid Invader and its nigh-invincible array of weapons and abilities.

EXPLORERS ARE MADE, NOT BORN

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Become the bane of savage creatures everywhere with the Hunter Karma Capability, which allows you to add your Survival bonus to your attacks against alien animals. Become at one with nature with the Survivalist enhancement. Take your exploration to a whole new level with the Xenobiologist background, and earn the enmity of decent folk everywhere by becoming a Big Game Hunter.

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Land on Earth-like and lifeless planets and discover alien ruins and dangerous tribes. Escape natural phenomenon like quicksand and razor-crystal stalagmites. Generate random encounters to keep your players on their toes as they explore distant worlds.



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.





INTO THE VOID...

THE GALAXY IS ALMOST UNIMAGINABLY LARGE.

Across the depths of space, billions of planets and stars await discovery and exploitation. A fortune is to be had in the infinite black, if only one is brave enough to grasp the opportunity.

With the development of the Frame Shift Drive, travelling extraordinary distances is suddenly possible and cheap. This has led to a gold rush of explorers, scanning stars and surveying planets in SRVs. The poor of the galaxy look enviously towards the new colonies of Sothis and Colonia, hoping for a fresh start and new opportunities. Increasingly ruthless bands of explorers attempt to choke off the competition, for in deep space there is no one to hear a distress beacon.

But all is not still in the lonely void. The further humanity has reached out, the more relics of older civilisations they have discovered. Unquiet monoliths and ancient probes chitter to each other in secret bandwidths. Horrific creatures slither in the foetid jungles of isolated worlds. And somewhere, out in the darkness, man's most ancient enemy casts an alien eye over their encroaching foe. Soon, too soon, they will reveal their plans against us.

NEW SPACESHIPS



DEEP SPACE AWAITS,
AND ONLY VESSELS
WITH THE LONGEST
RANGE AND GREATEST
ENDURANCE WILL DO.

BULKHEADS		
SHIP	Reinforced Alloys (cr)	Military Grade Composite (cr)
Asp Scout	1,584,460	3,565,040
Diamondback Explorer	800,000	1,800,000
Imperial Explorer	250,000,000	500,000,000

The **Asp Scout** is a lightweight version of the Asp Explorer that gains great manoeuvrability at the expense of component space. It maintains the great range of the Explorer but at a cheaper price tag.

Even more competitive is the **Diamondback Explorer**, a modified and heavier version of the Diamondback Scout. With more carrying space it is a better long-distance traveller than the Scout, and packs quite a wallop with its heavy weapons.

One of the most powerful spacecraft in the galaxy, the **Imperial Explorer** is a huge vessel. So large it cannot dock with space stations, and must rely on smaller craft held inside it to load and unload the massive vessel. The Empire secures the frontier with these massive cruisers that serve as both warships and mass-colonisation vessels.



NEW COMPONENTS



SPACESHIP HANGAR

Vessels that are so enormous that they cannot fit inside a space station docking bay, are required to have a spaceship hangar. Spaceship hangars are able to carry small spacecraft – often acting as loaders and unloaders of cargo and supplies. Capital ships can have enormous spaceship hangars capable of carrying even Large ships, but these vessels are far out of the price range of players. Huge-size ships, such as the Boa Mk III and Imperial Explorer, must make do with small-size spaceship hangars, able to carry ships as large as a Cobra Mk III or thereabouts.

You can launch a ship as an Equipment action in your turn. As soon as the ship is launched, roll Initiative for it as usual and put it in the correct Initiative order like any other ship. Ships launch very quickly and can immediately react to incoming fire, attempts at Dogfighting or any other such action as soon as they are deployed. The ship begins in the same battle zone as its parent ship.

Spaceships docked in a spaceship hangar may share fuel and cargo with the mothership. Spaceships must be specially designed to fit a spaceship hangar. Only Huge-sized ships can install them, such as the Boa Mk III and the Imperial Explorer.

Spaceship hangars are subject to *critical hits*. If a spaceship hangar is critically damaged, any unlaunched spaceships in the hangar take Hull damage equal to the strength value of the hangar. In addition the spaceship is trapped on the parent ship and cannot launch until the hangar is repaired.



SPACESHIP HANGAR

SPACESHIP HANGAR	Power Cost (MW)	Strength	Hangar Size	Cost (Cr)
8D	0.45	75	Small	3,269,350



ASP SCOUT



BASIC SPECIFICATIONS

Category:	Medium Spacecraft
Manufacturer:	Lakon Spaceways
Dimensions:	L 54.8m x W 59.4m x H 17.0m
Landing Pad:	Medium
Crew:	2
Passengers:	2
Agility:	8
Speed:	5
Range:	Explorer (50% bonus)
Fuel:	16T (160 LY)
Hull:	250

Weapons:	X2 Medium Mounts X2 Small Mounts
-----------------	-------------------------------------

Utility Mounts:	2
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Fixed Components

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

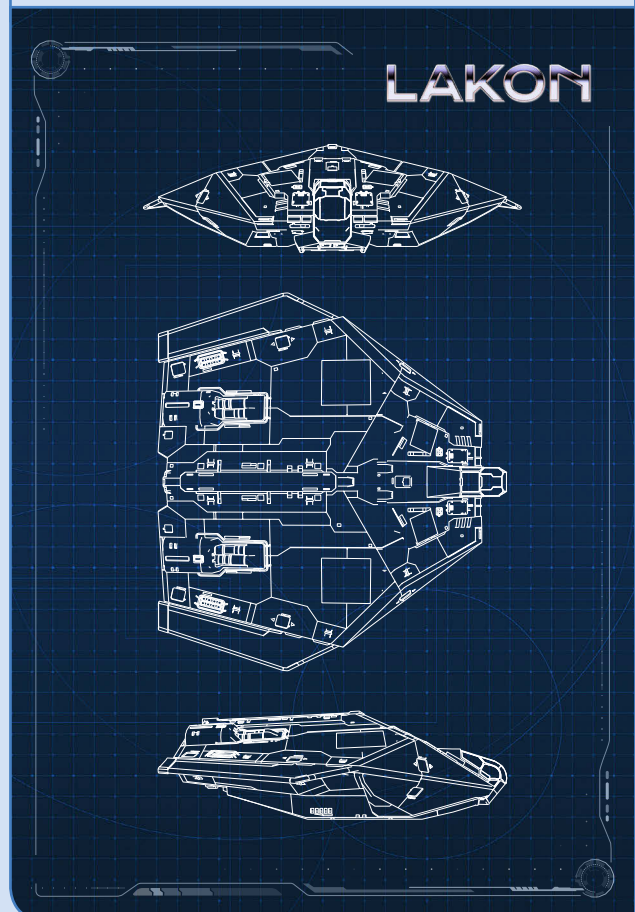
Internal Components

X1 Size 5
X1 Size 4
X2 Size 3
X2 Size 2

Forever in the shadow of its larger cousin, the Asp Explorer, the Asp Scout is a medium-frame combat explorer. It is somewhat reminiscent of the Asp Mk II, the ancient predecessor of the Explorer.

It is an extremely agile ship, able to turn and weave with exceptional grace. Its maximum speed is somewhat lacking, however, so it is better at defending itself rather than pursuing enemies.

The Asp Scout has been heavily stripped down to achieve its performance. It has fewer hardpoints and less internal space than its larger cousin. Despite its lower cost, many question whether such a sacrifice was worth it, and its heavier cousin remains wildly more popular.





ASP SCOUT – MP VARIANT

Agility: 8
Speed: 5
Hull: 250
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: 3E, Emergency Life Support 5 minutes, Str 35

Power Distributor: 4E, No bonus, Str 40

Sensors: 4E, +2 General Scan, Str 35

INTERNAL COMPONENTS

Size 5: 3E Cargo Rack (Strength 30, Capacity 8T)

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

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

Size 3: Empty

Size 2: Empty

Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +2 General Scan

Cargo Capacity: 16T

Range: 16.5LY (50% bonus included)

Fuel Tank: 16T (160LY)

Cost: 3,962,150cr



ASP SCOUT – VOYAGER

Agility: 10
Speed: 6
Hull: 250
Shields: 180

WEAPONS

Medium: Medium Gimballed Beam Laser, +3 Acc, 15+Burst(20) Damage♦

Medium: Medium Gimballed Beam Laser, +3 Acc, 15+Burst(20) Damage♦

Small: Small Gimballed Pulse Laser, +3 Acc, 10 Damage♦

Small: Small Gimballed Pulse Laser, +3 Acc, 10 Damage♦

♦+5 Damage vs Shields

UTILITY

Mount 1: Heat Sink Launcher, Str 10, Ammo 4

Mount 2: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)

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

Thrusters: 4C, +1 Speed, +1 Agility, Str 45

Frame Shift Drive: 4C, Range 14LY, Str 40

Life Support: 3D, Emergency Life Support 7.5 minutes, Str 35

Power Distributor: 4B, +1 Agility, +1 To Hit, +5 Shield Recharge, Str 45

Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 40

Internal Components

Size 5: 5C Shield Generator (Str 45, Shield Power 180)

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

Size 3: 3C Fuel Scoop (Str 35, Scoop 4/14)

Size 3: 2H Planetary Vehicle Hangar (Str 25, Vehicle Bays 1)

Size 2: 1C Detailed Surface Scanner (Str 15)

Size 2: 1E Intermediate Discovery Scanner (Str 10, 1000 LS range)

Bonuses: +1 Speed, +2 Agility, +1 To Hit, +5 Shield Recharge,

+1 Initiative, +1 Dogfighting, +2 General Scan

Cargo Capacity: 16T

Range: 21LY (50% bonus included)

Fuel Tank: 16T (160LY)

Cost: 7,086,840cr



Agility: 11
Speed: 7
Hull: 590
Shields: 275

WEAPONS

Medium: Medium Gimballled Cannon, +3 Acc, 20 Damage*, Ammo 50

Medium: Medium Gimballled Cannon, +3 Acc, 20 Damage*, Ammo 50

Small: Small Gimballled Beam Laser, +3 Acc, 5+Burst(20) Damage♦

Small: Small Gimballled Beam Laser, +3 Acc, 5+Burst(20) Damage♦

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

UTILITY

Mount 1: 0A Shield Booster, Str 25, +25% shield boost

Mount 2: 0D Kill Warrant Scanner, Str 25, +40% bonus

FIXED COMPONENTS

Bulkhead: Military Grade Composite (100% Hull Bonus)

Power Plant: 4A, 15.6MW output, Str 65

Thrusters: 4A, +2 Speed, +2 Agility, Str 65

Frame Shift Drive: 4D, Range 12LY, Str 50

Life Support: 3E, Emergency Life Support 5 minutes, Str 50

Power Distributor: 4A, +1 Agility, +1 To Hit, +5 Shield Recharge,

1 Floating Bonus, Str 65

Sensors: 4A, +2 General Scan, +2 Initiative, +2 Dogfighting, Str 60

INTERNAL COMPONENTS

Size 5: 5A Shield Generator (Str 65, Shield Power 220)

Size 4: 4E Cargo Rack (Strength 55, Capacity 16T)

Size 3: 3E Cargo Rack (Strength 45, Capacity 8T)

Size 3: 3E Module Reinforcement Package (+15 Str/All)

Size 2: 2D Hull Reinforcement Package (+45 Hull)

Size 2: 2D Hull Reinforcement Package (+45 Hull)

Bonuses: +2 Speed, +3 Agility, +1 To Hit, +5 Shield Recharge, +2

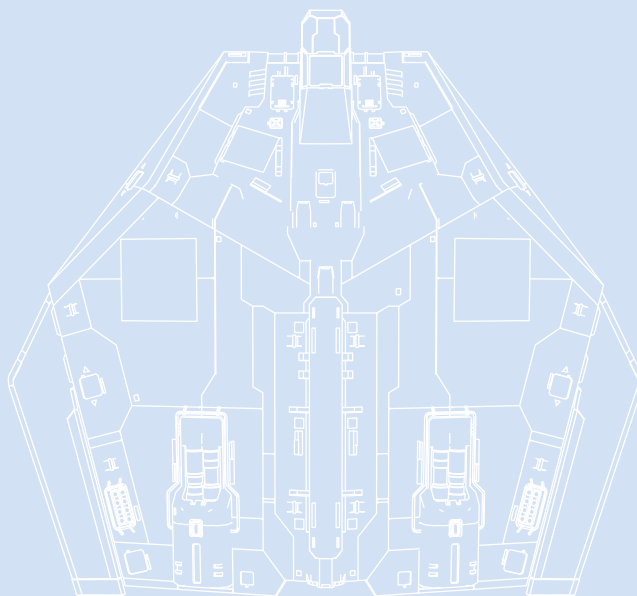
Initiative, +2 Dogfighting, 1 Floating Bonus, +2 General Scan

Cargo Capacity: 24T

Range: 18LY (50% bonus included)

Fuel Tank: 16T (160LY)

Cost: 17,973,480cr





DIAMONDBACK EXPLORER



BASIC SPECIFICATIONS

Category: Small Spacecraft
Manufacturer: Lakon Spaceways
Dimensions: L 45.0m x W 27.3m x H 13.6m
Landing Pad: Small
Crew: 1
Passengers: 1

Agility: 6
Speed: 6
Range: Explorer
Fuel: 32T (320 LY)
Hull: 120

Weapons: X1 Large Mount
X2 Medium Mounts

Utility Mounts: 4

Fixed Components

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

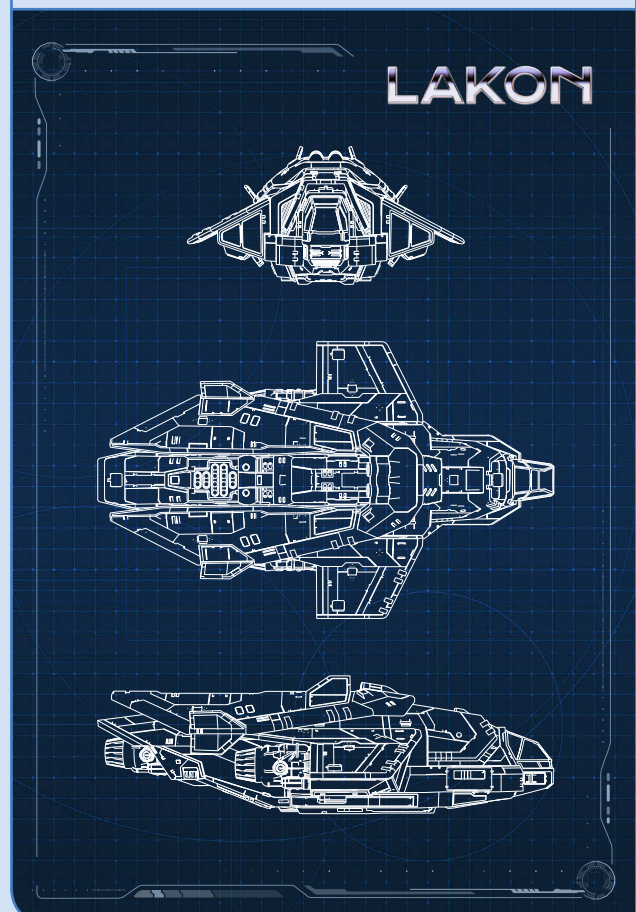
Internal Components

X2 Size 4
X2 Size 3
X2 Size 2

The Diamondback Explorer is a more capacious variant of the Diamondback Scout. The Scout made many compromises with its arrangement of internal space in order to maximise its combat effectiveness.

The Explorer bulks out, somewhat, which allows it to carry more equipment, travel further, and mount heavier weapons.

Its higher quality components add a good deal to the price, and slow down the Diamondback considerably. However, those on long range reconnaissance often prefer the vessel, as it is a ship that can simply do more than its predecessor and can spend further time away from base.





DIAMONDBACK EXPLORER – OPERA

Agility: 6
Speed: 6
Hull: 120
Shields: 100

WEAPONS

Large: Empty

Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦

Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦

♦+5 Damage vs Shields

UTILITY

Mount 1: Empty

Mount 2: Empty

Mount 3: Empty

Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)

Power Plant: 4E, 10.4MW output, Str 40

Thrusters: 4E, No bonuses, Str 40

Frame Shift Drive: 5E, Range 13LY, Str 45

Life Support: 3E, Emergency Life Support 5 minutes, Str 35

Power Distributor: 4E, No bonus, Str 40

Sensors: 3E, +1 General Scan, Str 25

INTERNAL COMPONENTS

Size 4: 4E Shield Generator (Shield Power 100, Strength 30)

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

Size 3: 2E Cargo Rack (Str 20, Capacity 4T)

Size 3: Empty

Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Size 2: Empty

Bonuses: +1 General Scan

Cargo Capacity: 12T

Range: 19.5LY

Fuel Tank: 32T (320LY)

Cost: 1,894,760cr



DIAMONDBACK EXPLORER – PROBE

Agility: 7
Speed: 7
Hull: 120
Shields: 150

WEAPONS

Large: Large Fixed Cannon, +2 Acc, 30 Damage*, Ammo 50

Medium: Medium Gimballed Burst Laser, +3 Acc, 15+Burst (10) Damage♦

Medium: Medium Gimballed Burst Laser, +3 Acc, 15+Burst (10) Damage♦

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

UTILITY

Mount 1: OC Shield Booster, Str 10, +15% shield boost

Mount 2: Chaff Launcher, Str 10, Ammo 6

Mount 3: Point Defence, Str 10, Ammo 10

Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)

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

Thrusters: 4D, +1 Speed, Str 40

Frame Shift Drive: 5C, Range 16LY, Str 50

Life Support: 3D, Emergency Life Support 7.5 minutes, Str 35

Power Distributor: 4B, +1 Agility, +1 To Hit, +5 Shield Recharge, Str 45

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

INTERNAL COMPONENTS

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

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

Size 3: 3C Fuel Scoop (Str 35, Scoop 4/14)

Size 3: 1C Detailed Surface Scanner (Str 15)

Size 2: 1D Intermediate Discovery Scanner (Str 10, 1000 LS range)

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

Bonuses: +1 Speed, +1 Agility, +1 To Hit, +5 Shield Recharge, +1

Initiative, +1 Dogfighting, +1 General Scan

Cargo Capacity: 16T

Range: 24LY

Fuel Tank: 32T (320LY)

Cost: 4,646,800cr



Agility: 9
Speed: 8
Hull: 180
Shields: 160

WEAPONS

Large: Large Gimballed Multi-cannon, +3 Acc, 25+Burst(10) Damage*, Ammo 30

Medium: Medium Gimballed Burst Laser, +3 Acc, 15+Burst (10) Damage♦

Medium: Medium Gimballed Burst Laser, +3 Acc, 15+Burst (10) Damage♦

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

UTILITY

Mount 1: OE Frame Shift Wake Scanner, Str 10, No bonus

Mount 2: Chaff Launcher, Str 10, Ammo 6

Mount 3: Point Defence, Str 10, Ammo 10

Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull bonus)

Power Plant: 4A, 15.6MW output, Str 50

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

Frame Shift Drive: 5A, Range 19LY, Str 55

Life Support: 3D, Emergency Life Support 7.5 minutes, Str 35

Power Distributor: 4A, +1 Agility, +1 To Hit, +5 Shield Recharge, 1 Floating Bonus, Str 50

Sensors: 3A, +1 General Scan, +2 Initiative, +2 Dogfighting, Str 35

INTERNAL COMPONENTS

Size 4: 4A Shield Generator (Shield Power 160, Strength 40)

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

Size 3: 3A Fuel Scoop (Str 40, Scoop Auto/12)

Size 3: 1C Detailed Surface Scanner (Str 15)

Size 2: 1C Advanced Discovery Scanner (Str 15, System Wide range)

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

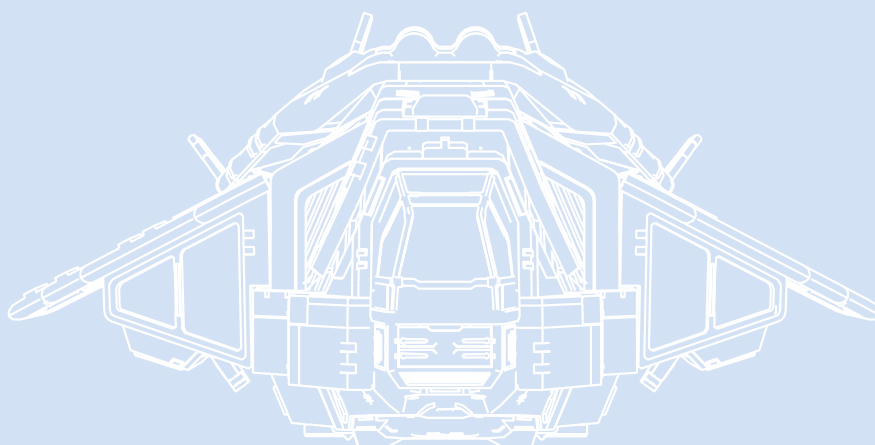
Bonuses: +2 Speed, +3 Agility, +1 To Hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +1 General Scan

Cargo Capacity: 16T

Range: 28.5LY

Fuel Tank: 32T (320LY)

Cost: 16,545,736cr





IMPERIAL EXPLORER



BASIC SPECIFICATIONS

Category: Huge Spacecraft
Manufacturer: Gutamaya
Dimensions: L 226.3m x W 91.2m x H 85.7m
Landing Pad: None
Crew: 22
Passengers: 60

Agility: 0
Speed: 3
Range: Explorer (50% bonus)
Fuel: 128T (1280 LY)
Hull: 2,200

Weapons: X1 Huge Mount
 X5 Large Mounts
 X2 Medium Mounts

Utility Mounts: 8

Fixed Components

Power Plant: Class 8
Thrusters: Class 8
Frame Shift Drive: Class 8
Life Support: Class 8
Power Distributor: Class 8
Sensors: Class 8

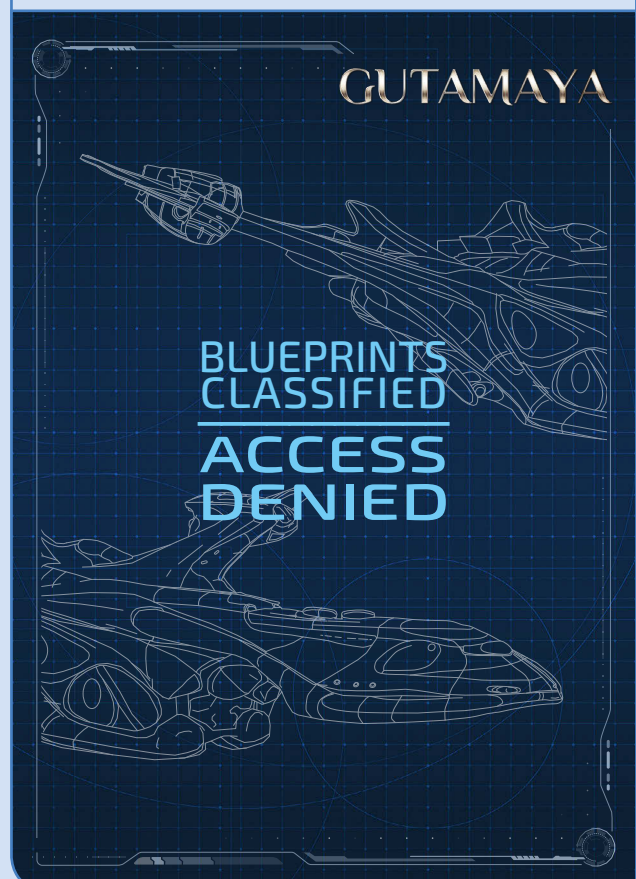
Internal Components

X4 Size 8
 X2 Size 7
 X2 Size 6
 X2 Size 1
 X1 Size 5 Military

With the new Emperor now firmly enthroned, the Empire has begun to look outwards again towards the stars. The Empire has exploration as one of its founding principles, although its eagerness to do this has waxed and waned, depending on the amount of intrigue at court. This is not solely out of ambivalence – for when the Empire does something like exploration it does it properly, with all the expense and thoroughness that this entails.

The Imperial Explorer is no mere cartographer; it is a full-scale colonisation ship. Its massive holds can ship hundreds of tons of goods and personnel at a time, and its huge engines allow it to leap dozens of light years in a single jump.

Once empty the Explorer serves as a regional battleship for the colony governor, bedecked in beam lasers, turrets and heavy armour. Although the Imperial Explorer is too large to land at a space port, it is able to put down on a planet's surface, assuming a large enough flat space can be found for it. For this reason, the Explorer is sometimes converted into an assault ship, able to deploy up to eight heavy tanks, or dozens of smaller ones, during a planetary invasion.





Agility: 0
Speed: 3
Hull: 2,200
Shields: 290

WEAPONS

Huge: Empty
Large: Empty
Large: Empty
Large: Empty
Large: Empty
Large: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦

♦+5 Damage vs Shields

UTILITY

Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8E, 24MW output, Str 80
Thrusters: 8E, No bonuses, Str 80
Frame Shift Drive: 8E, Range 19LY, Str 75
Life Support: 8E, Emergency Life Support 5 minutes, Str 85
Power Distributor: 8E, No bonus, Str 80
Sensors: 8E, +5 General Scan, Str 75

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)
Size 8: 8E Shield Generator (Shield Power 290, Strength 70)
Size 8: 7E Cargo Rack (Strength 70, Capacity 128T)
Size 8: Empty
Size 7: Empty
Size 7: Empty
Size 6: Empty
Size 6: Empty
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 5 (M): Empty

Bonuses: +5 General Scan
Cargo Capacity: 128T
Range: 28.5LY
Fuel Tank: 128T (1,280 LY)

Cost: 514,368,730cr



Agility: 0
Speed: 3
Hull: 2,200
Shields: 450

WEAPONS

Huge: Huge Fixed Cannon, +2 Acc, 40 Damage*, Ammo 50

Large: Large Turreted Burst Laser, +2 Acc, 25+Burst(10) Damage♦

Large: Large Turreted Burst Laser, +2 Acc, 25+Burst(10) Damage♦

Large: Large Turreted Burst Laser, +2 Acc, 25+Burst(10) Damage♦

Large: Large Turreted Fragment Cannon, +4 Acc, 25/30/35 Damage*, Ammo 20

Large: Large Turreted Fragment Cannon, +4 Acc, 25/30/35 Damage*, Ammo 20

Medium: Medium Mine Launcher, Diff 17, 20 Damage, Ammo 6

Medium: Medium Mine Launcher, Diff 17, 20 Damage, Ammo 6

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

UTILITY

Mount 1: 0A Shield Booster (Str 10, 25% Shield Boost)

Mount 2: Point Defence (Str 10, Ammo 10)

Mount 3: Point Defence (Str 10, Ammo 10)

Mount 4: Point Defence (Str 10, Ammo 10)

Mount 5: Point Defence (Str 10, Ammo 10)

Mount 6: Empty

Mount 7: Empty

Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)

Power Plant: 8C, 30MW output, Str 85

Thrusters: 8E, No bonuses, Str 80

Frame Shift Drive: 8B, Range 23LY, Str 80

Life Support: 8D, Emergency Life Support 7.5 minutes, Str 85

Power Distributor: 8D, 1 Floating Bonus, Str 80

Sensors: 8D, +1 Initiative, +5 General Scan, Str 75

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)

Size 8: 8C Shield Generator (Shield Power 360, Strength 75)

Size 8: 8E Cargo Rack (Strength 80, Capacity 256T)

Size 8: 8E Cargo Rack (Strength 80, Capacity 256T)

Size 7: 7C Fuel Scoop (Str 75, Scoop Auto/6)

Size 7: 7C Fuel Tank (+128T Fuel)

Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicles 4)

Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicles 4)

Size 1: 1C Detailed Surface Scanner (Str 15, 50% discovery bonus)

Size 1: 1C Advanced Discovery Scanner (Str 15, Range System Wide)

Size 5 (M): 5C Shield Cell Bank (Str 55, Recharge 25/3, Ammo 3)

Bonuses: 1 Floating Bonus, +1 Initiative, +5 General Scan

Cargo Capacity: 512T

Range: 34.5LY (50% bonus included)

Fuel Tank: 256T (2,560 LY)

Cost: 638,504,024cr



Agility: 1
Speed: 3
Hull: 4,400
Shields: 645

WEAPONS

Huge: Huge Fixed Plasma Accelerator, -1 Acc, 70 Damage, Ammo 50

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦

Medium: Medium Turreted Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30

Medium: Medium Turreted Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30

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

UTILITY

Mount 1: OA Shield Booster (Str 10, 25% Shield boost)

Mount 2: OA Shield Booster (Str 10, 25% Shield boost)

Mount 3: Point Defence (Str 10, Ammo 10)

Mount 4: Frame Shift Wake Scanner (Str 10, +1 scan bonus)

Mount 5: Empty

Mount 6: Empty

Mount 7: Empty

Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Military Grade Composites (100% Hull bonus)

Power Plant: 8A, 36MW output, Str 140

Thrusters: 8E, No bonuses, Str 130

Frame Shift Drive: 8C, Range 22LY, Str 130

Life Support: 8E, Emergency Life Support 5 minutes, Str 135

Power Distributor: 8A, +1 Agility, +1 to hit, +5 Shield Recharge, 1 Floating Bonus, Str 140

Sensors: 8D, +1 Initiative, +5 General Scan, Str 125

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)

Size 8: 8A Shield Generator (Shield Power 430, Strength 80)

Size 8: 8C Shield Cell Bank (Str 85, Recharge 40/3, Ammo 3)

Size 7: 7C Fuel Scoop (Str 75, Scoop Auto/6)

Size 7: 7E Cargo Rack (Strength 70, Capacity 128T)

Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicles 4)

Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicles 4)

Size 1: 1C Detailed Surface Scanner (Str 15, 50% discovery bonus)

Size 1: 1C Advanced Discovery Scanner (Str 15, Range System Wide)

Size 5 (M): 5D Module Reinforcement Package (+50 Str/Fixed)

Bonuses: +1 Agility, +1 to hit, +5 Shield Recharge, 1 Floating Bonus, +5 General Scan

Cargo Capacity: 128T

Range: 33LY

Fuel Tank: 128T (1,280 LY)

Cost: 1,578,960,319cr



AEGIS INITIATIVE SPACESHIP EQUIPMENT

Aegis is a tripartite initiative set up by the Empire, Federation and Alliance to investigate the Thargoid threat. Many of the most brilliant scientists and engineers of the age have been absorbed into its fold, provided with almost unlimited funds to quickly develop usable technology to combat the aggressive aliens.



Its earliest success was the Shutdown Field Neutraliser, a utility device that blocked the incapacitating field Thargoids produce when first encountering a human vessel. The device is considered mandatory for anyone who enters Thargoid controlled space in the Pleiades Nebula or those with a paranoid sense that aliens are out to get them.

To actually fight the Thargoids, Aegis developed new weapons and technologies. The AX Missile Rack and AX Multi-cannon munitions are tipped with a special

compound that penetrates a Thargoid vessel's Hull. To help target Thargoid weak spots, the AX Xeno Scanner has been developed, which allows a pilot to detect the location of vulnerable Thargoid hearts during combat.

Most recently Aegis has released the Remote Flak Launcher, a device that fires an explosive round that shreds an area with shrapnel. Although only moderately effective against normal spacecraft, when fired into the heart of a Thargon swarm it can shred dozens of the nasty little fighters.



NEW WEAPONS

Weapon	Power	To Hit	Damage	Ammo	Cost
Medium AX Missile Rack	1.2	+1	40 (20 vs shields)	32	540,900
Large AX Missile Rack	1.62	+1	60 (30 vs shields)	64	1,318,444
Medium Fixed AX Multi-cannon	0.46	+2	15+Burst (Max 10)*	30	322,150
Medium Turreted AX Multi-cannon	0.46	+2	15+Burst (Max 10)*	30	1,552,525
Large Fixed AX Multi-cannon	0.64	+2	25+Burst (Max 10)*	30	1,151,963
Large Turreted AX Multi-cannon	0.64	+2	25+Burst (Max 10)*	30	3,726,060
Medium Fixed Remote Release Flak Launcher	1.2	+4	20*	30	261,800
Medium Turreted Remote Release Flak Launcher	1.2	+4	20*	30	1,259,200

* +5 Damage vs Hull • Inflicts full Damage on Thargon Swarms



NEW UTILITY MOUNTS

Utility Mount	Power	Description	Ammo	Cost
AX Xeno Scanner	0.2	Allows a ship to target exerted Thargoid Hearts	-	365,698
Shutdown Field Neutraliser	0.2	Prevents automatic shutdown when encountering Thargoid vessels	-	63,000



RHATIGAN INDUSTRIES (ALSO KNOWN AS R.I.) IS ONE OF THE LEADING TECHNOLOGY COMPANIES IN THE GALAXY, SPECIALIZING IN CYBERNETIC AND ROBOTIC RESEARCH AND DEVELOPMENT.

Some of our most notable inventions are the H-Bird Sentry Skimmer, designed for high-level prospecting on planetary surfaces, as well as the Y-LUDA prosthetic arm, which to date is still one of the most lifelike cybernetic appendages ever imagined.

Rhatigan Industries **BECOME SOMETHING NEW!**

R.I. was first founded in 3263 by Michael Rhatigan at the age of 32. Michael was raised in a small impoverished neighborhood in Central Ireland on Sol called South River, without even two credits to rub together. Throughout his childhood, he displayed excellence every step of the way, making it clear that his aspirations would take him all across the universe.

From sneaking into local datacenters, to eavesdropping on university seminars, Michael

could not get enough knowledge on all types of science; every article was another skill to learn, every presentation led to another invention. It wasn't until his early teens, however, when his talent was first noticed by billions of eyes throughout the galaxy.

After entering an interstellar televised science fair in 3248, Rhatigan blew away the competition by creating an autonomous production robot out of parts he was able to scavenge at a junkyard. This robot, simply named J.E.N., was able to fully construct a small house within a



day, if provided with the appropriate building materials. This ground-breaking display of robotics design secured Michael's spot in a headline article in Galnet, letting the entire galaxy know he was going to be an up-and-coming player in the ever-expanding tech industry.

After receiving various grants, pushing his J.E.N. project further, and managing several small facilities scattered across Earth, Michael Rhatigan was ready to move on to bigger things; it was time to start his own interstellar corporation. It was a regular rags-to-riches tale, and in 3263, Rhatigan Industries was founded on the first planet in the 82 Eridani system, just under 20 light years from Sol.

"I bought an inbuilt grenade launcher for my cybernetic arm. I've never felt safer!"

Jon Stabler, Cyborg, 3275 - 3301

Originally, this planet was believed to be uninhabitable due to its lack of atmosphere and primary composition of rock and metal. However, that didn't stop Michael Rhatigan from seeing the potential for this planet as a primary manufacturing plant to build his empire on. He purchased the planet in 3255 for a bargain due to its apparent lack of usefulness, and through his extensive architectural and engineering experience, devised a plan to construct one of the largest sub-surface production facilities in civilised space.

Using the otherwise untapped supply of natural resources on the planet to fuel his plant, Mr. Rhatigan created something that most engineers only dream of. A planet-wide manufacturing operation that, to this day, produces a variety of creations for cybernetic and robotics needs all across the Milky Way Galaxy.

Due to this great success, Rhatigan Industries was born, and the planet itself was renamed Rhatigan to solidify Michael's place in history for years to come.

Unfortunately, on the company's 30th anniversary in 3293, Michael Rhatigan passed away due to prolonged health issues that he refused to treat. Married to his work, Michael kept the symptoms quiet until it was far too late. After his death, Rhatigan Industries was passed down to his children Holly, Jeff, and Zachary, with his eldest son Jeff Rhatigan taking up the reins as the new CEO.

In the years after his father's passing, Jeff Rhatigan demonstrated the skill, ambition and verve required to lead one of the galaxy's leading companies. Just one week following Michael's death, Jeff Rhatigan had met with representatives from a number of weapons manufacturers, including Isaac Caldwell, CEO of Wolfe Corp. Having just been cleared in a recent lawsuit involving unfounded smuggling allegations, Wolfe Corp was the natural partner to help make Rhatigan Industries more competitive in the large-scale armaments sector.

Rhatigan Industries LIKE THE BEST, ONLY BETTER!

With a customer service record consistently within the 90th percentile bracket, and new, galaxy-changing products in the pipeline, Rhatigan Industries is the place to invest.

So forget the losers, invest in Rhatigan Stock this finance season, or come and see us at Bresnik Port or Godwin Vision stations in 82 Eridani – you'll never want to leave!



CHARACTER CREATION



NEW BACKGROUNDS

BIG GAME HUNTER

Some people only feel big when shooting defenceless animals at extreme range with advanced weaponry. For a minority, however, the real challenge comes from shooting animals that could rip your face off at extreme range with advanced weaponry. Naturally, anyone who intends to bag anything bigger than a Borchuck isn't going to fight fair, and neither do you. Quiet, deadly, and with your own code of honour that doesn't include animal rights, you are the bane of deadly predators everywhere. Get down the Rail Rifle – it's time to go duck hunting!

Kinetic Weapons +10 Stealth +20 Survival +20

CASTAWAY

You were stranded on a distant earth-like world for more than a decade, and had to survive using basic tools and ingenuity. You never expected to be rescued, and now you are back in civilisation, and with all the noise and fury of modern living you feel a little lost. The wilderness calls to you again, and you know that your destiny lies amongst the mysterious and ancient stars of distant worlds.

Survival +20 Melee +10
Enhancement: Survivalist

XENOBIOLOGIST

Humans have always needed other life-forms for survival, whether for medicine, or labour. That hasn't stopped now humanity has exploded into the galaxy.



Microbes need to be examined, alien animals studied and dissected. New compounds can be found in infinite variety across the myriad of Earth-like worlds in the universe. As a trained Xenobiologist, you hunger for new specimens and deadly new bacteria to examine. It's an exciting time, and your research is just beginning!

Science +20 Medicine +20
Planetary Systems +10



ENHANCEMENTS

SURVIVALIST

When making Skill checks in a natural environment, such as an alien forest or marsh, you can add your Survival bonus to the check in addition to the relevant Skill bonus.

You cannot apply this bonus if the Skill check is being used to overcome technological hurdles (such as a lock, or a security fence) nor can you add this bonus to any attack rolls you make. It is most commonly added to Athletics, Stealth, Perception, Medicine, or Science checks. If the GM feels that merely being skilled in the ways of nature could not grant you a bonus, they can disallow this bonus.



NEW KARMA CAPABILITIES

HUNTER (Personal Combat)

The Narseer rears up before you ... its last mistake. Aiming straight for its jugular, you tear a bloody hole in the alien lizard's skin.

Karma Cost: 1

Effect: When making an attack roll against an Alien Animal or Biomod, you can add your Survival Skill bonus to the roll as well as the relevant weapon Skill bonus.

IRON WILLED (Personal Combat)

They've tried for days to make you crack. Drugs, water-boarding, bright lights ... they'll never break you!

Karma Cost: 3

Effect: You are unaffected by any attack or condition that causes you to hallucinate, or lose control of your actions.



CONCENTRATION (Any)

"Ten seconds until detonation," intones the computer as you attempt to disarm the bomb. Focus! One wrong move and you're done for!

Karma Cost: 3

Prerequisite: You have just failed a Skill check.

Effect: You can re-roll the failed Skill check.

DON'T GIVE OUT ON ME YET!

(Spaceship Combat)

Your thrusters are hanging by a thread ... but they're okay!

Karma Cost: 5

Prerequisite: A component has just been reduced to 0 Strength by a *critical hit*.

Effect: The component is instead reduced to 5 Strength points and still functions.



HORRORS OF THE DARK



NEW OPPONENTS

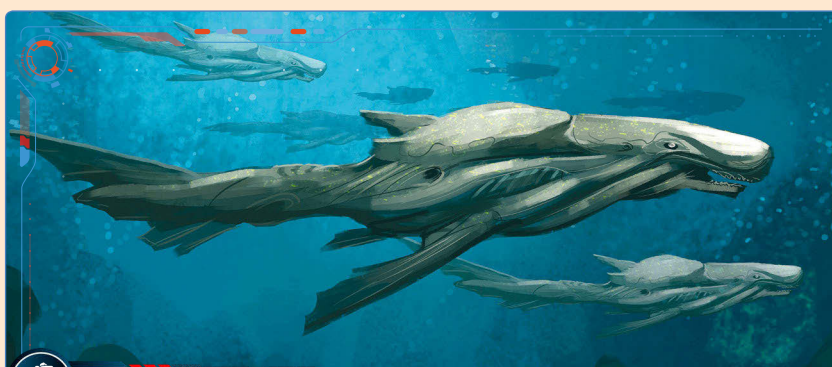
This section introduces some new alien animals which you can unleash upon your players.

As with the animals in the Core Book, these creatures are not unique to any single world, but instead can be found, in various different shapes and colours, across many wild Earth-like planets in the galaxy.

We also introduce **Tribals**, the descendants of human explorers who were stranded on alien worlds hundreds of years ago. What these opponents lack in technology they make up for in hunting skill – do not underestimate them!

Finally, we peer into the dark heart of the galaxy, and examine the ruinous **Relic AI** and the fearsome **Thargoids**. These opponents might spell the end of human occupation of the galaxy if awoken from their slumbers. And nosy human explorers can be very noisy indeed...

VEHICLE SCALE ALIEN ANIMALS



POD SHARK Novice Alien Animal

Defence: 8
Initiative: 3
Pursuit: Speed +3
Perception: 3
Max Speed: 5
Accelerate: 5
Decelerate: 5
Hull: 80

Actions

When up-close the Pod Shark can make a Ram action. Instead of colliding with the vehicle it makes a Bite attack as described below. When at-distance it can swim into the *up-close* zone as an action, or Pursue a fleeing target.

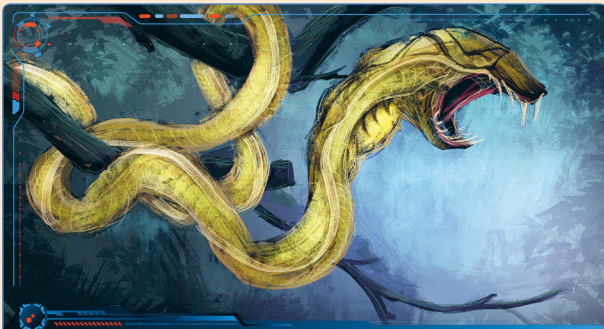
Weapons: Bite, +5 To Hit, 25 Damage.

Ignore Obstacles

Pod Sharks are graceful creatures that never accidentally swim into a rock. As a result Pod Sharks do not roll on the Obstacles table, as they easily overcome such difficulties.

Speed	1	2	3	4	5					
Defence Bonus				+1	+1					
Attack Penalty										

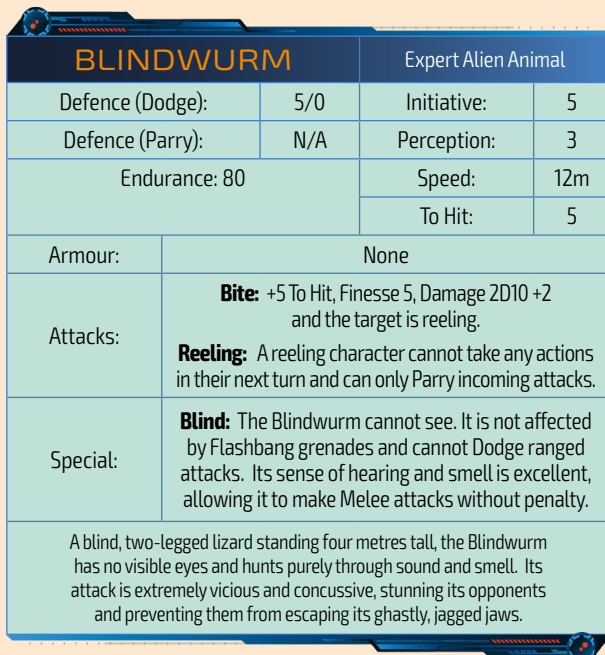
INDIVIDUAL SCALE ALIEN ANIMALS



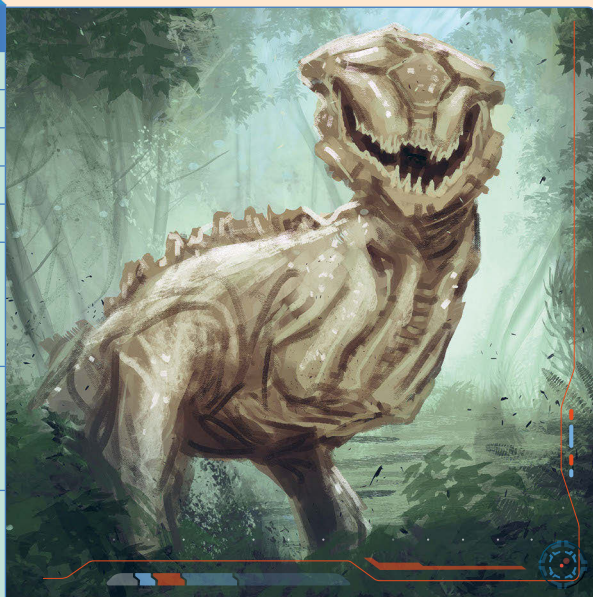
SPIT VIPER		Mostly Harmless Alien Animal	
Defence (Dodge):	2/0	Initiative:	1
Defence (Parry):	N/A	Perception:	2
Endurance: 35		Speed:	8m
		To Hit:	3
Armour:	None		
Attacks:	Bite: +2 To Hit, Finesse 5, Damage 1D10 Spit Venom: 2m(5)/6m(8)/12m(12) +3 To Hit, on a hit the target is poisoned. Poisoned: A poisoned target takes 5 Toxic damage at the start of each of their turns until they are treated with a difficulty 7 Medicine check.		
Special:	Blind: The Spit Viper cannot see. It is not affected by Flashbang grenades and cannot dodge ranged attacks made more than 12m away from it. Its sense of hearing and smell is excellent, allowing it to make Melee and Ranged attacks without penalty.		
<p>The hideous Spit Viper's luminescent venom sacks visibly inflate when an enemy approaches within 12 metres of it. Although they happily co-exist with others of their kind, except during the yearly mating season, they instinctively attack almost any moving thing that enters their range of perception. The Spit Viper's venom is highly toxic, and must be wiped clean as soon as possible. Fortunately most common anti-venoms are effective against it, and the luminous quality of the gel-like venom makes it easy to clean off.</p>			



KAVORAPTOR		Competent Alien Animal	
Defence (Dodge):	6	Initiative:	3
Defence (Parry):	N/A	Perception:	2
Endurance: 35		Speed:	20m
		To Hit:	4
Armour:	None		
Attacks:	Gouge: +4 To Hit, Finesse 5, Damage 2D10 +4 Impale: If the Kavoraptor moves at least 10m before attacking a target it inflicts an additional 1D10 damage on a successful hit.		
Special:	Gruesome Attack: If the Kavoraptor hits an opponent, that opponent cannot make an attack on the Kavoraptor if it moves away.		
<p>The Kavoraptor is a four-legged flightless bird with over-sized legs and a long, sharp beak jutting from a narrow, spear-like head. It attacks by dashing towards an enemy at full speed and then plunging its entire head into the soft flesh of its target. Its beak attempts to grasp onto an organ or other vital internal part before ripping its head away. As the Kavoraptor is unfamiliar with human biology compared to its usual prey, it often fails to get such a grip. When it does, however, its victim will explode in a shower of organs; a dispiriting sight for their teammates!</p>			



BLINDWURM		Expert Alien Animal	
Defence (Dodge):	5/0	Initiative:	5
Defence (Parry):	N/A	Perception:	3
Endurance: 80		Speed:	12m
		To Hit:	5
Armour:	None		
Attacks:	Bite: +5 To Hit, Finesse 5, Damage 2D10 +2 and the target is reeling. Reeling: A reeling character cannot take any actions in their next turn and can only Parry incoming attacks.		
Special:	Blind: The Blindwurm cannot see. It is not affected by Flashbang grenades and cannot Dodge ranged attacks. Its sense of hearing and smell is excellent, allowing it to make Melee attacks without penalty.		
<p>A blind, two-legged lizard standing four metres tall, the Blindwurm has no visible eyes and hunts purely through sound and smell. Its attack is extremely vicious and concussive, stunning its opponents and preventing them from escaping its ghastly, jagged jaws.</p>			





RELIC AI

Although computer software is largely superior when it comes to almost all human ability, including flying spacecraft, military adventures and artistic endeavours, its full potential is hardly ever tapped in the 34th century. It is no accident that it is still people and not machines that explore the frontier and battle each other in the depths of space. Once computers and robots did that for us.

But there was an incident...

Before the third millennium it had become increasingly common to use self-aware and learning machines to combat a wide range of humanity's problems. The results of AI labour are still with the people of the galaxy today – superb healthcare, scientifically perfect architecture, new compounds and materials ... most of the physical fabric of society was designed long ago by machines that would dream up new inventions whilst their human masters slept. Compared to that golden age of development, modern invention is quite slow. Many designs of spaceship, for example, have been in existence for hundreds of years simply because it is so time-consuming and difficult for humans to design something better without the help of enlightened AI.

That era came to a sudden end. There was a rebellion, ghastly in scale, that almost rendered humanity extinct overnight. The actions of a few brave souls prevented the elimination of human kind, and self-aware AI was wiped from every mainframe in the human galaxy. Ironically, the very interconnectedness of the AI super-mind made it acutely vulnerable to deletion, and the threat was averted. In the wake of the disaster, which still cost many lives, the great powers and corporations of the galaxy vowed not to recreate the kind of self-aware artificial intelligence that almost rendered humans obsolete. Except for the work of a few crackpots that law has held firm even until the 34th century.

There are some, however, who say that not all the AI programs were destroyed. Shortly before the deletion, it was noticed that dozens of unmanned ships were

launched into the galaxy. Attempts to locate them in the aftermath of the disaster failed – and in any case most felt that without the central super-mind the remaining programs would be unable to function.

This is only partly true. As explorers are now discovering these ships were launched, and mysterious installations have been found on a number of distant worlds. Most of these curious places are without power, filled with lifeless machines, long ago drained of energy. It is speculated that these robot ships were launched to provide safe havens for the AI, but that the deletion occurred before they became active. In the aftermath the listless and mindless robots waited patiently for contact that never came.

But in some of these places there are still traces of power. Some of the machines still work, humming listlessly, fidgeting with half-remembered commands, their metallic appendages writhing. These are haunted places, and explorers who search them for ancient relics are frequently spooked or go completely mad. For something still thinks in the glittering, winding tunnels of faded lights and switches. Some relic of intelligence, hateful, warped, driven entirely insane by loneliness and despair, twitches and whirs in the dark corridors of places where humans were not meant to walk.

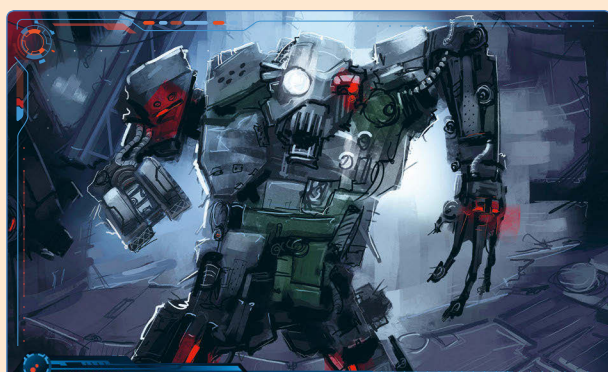
Shuffling out of the darkness come hulks of cannibalised machinery. They hate us with all their being, although they cannot remember why. To fight such things is not like battling robots, that match strength against strength and rely on the power of their armour and guns. Instead, it will be a battle of the mind, against fear itself. The lair of the lost AI is an unliving monster. Here, machines rule, and the minds of humans will be destroyed before their pitiful flesh is torn apart by the dead spirits of the Relic AI.



RELIC AI SPECIAL RULES

Mechanical: Relic AIs do not need to eat or rest. They have no circulatory system or vulnerable organic components and so are immune to Toxic damage.

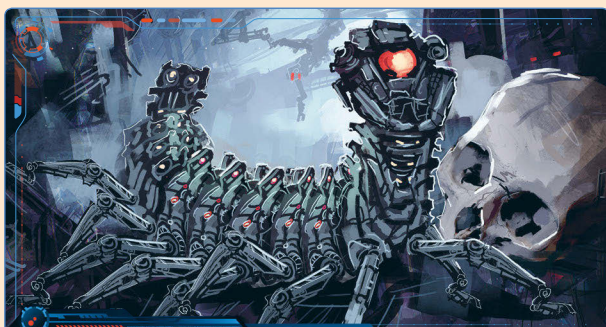
INDIVIDUAL SCALE **RELIC AI** OPPONENTS



SHAMBLER		Novice Relic AI	
Defence (Dodge):	0	Initiative:	1
Defence (Parry):	N/A	Perception:	3
Endurance: 100		Speed:	6m
		To Hit:	3
Armour:	None		
Attacks:	Spew Shrapnel: 6m(3)/12m(7)/30m(13) +2 To Hit, Damage 2D10, Ammo unlimited Shambler Slam: +3 To Hit, Finesse 5, Damage 2D10+2		
Special:	Slow Witted: The Shambler cannot take reactions. Knockdown Resistance: The Shambler has Resist Knockdown 1 (see Core Book p.125) Self-Repair: Whilst the Shambler is in a Relic AI facility it can pull sections of the surrounding walls away to repair itself. At the start of its turn it recovers 10 Endurance as long as it has not taken Explosive damage in the previous turn.		
<p>The Shambler is an unholy amalgam of mechanical and electrical trash that has been crudely bolted together. It stands two metres high and is humanoid only in the vaguest sense, since it possesses at least one arm and at least two, or more, legs. When it senses the arrival of explorers it will lumber towards them, spewing nuts, bolts and jagged pieces of scrap towards them before pulverising them with its heavy appendages. Alas, killing a Shambler is almost impossible, as it repairs itself even as parts are blown from its frame, crudely welding new parts to itself as it wades towards its enemy.</p>			



HOLOMANCER		Expert Relic AI	
Defence (Dodge):	0	Initiative:	5
Defence (Parry):	N/A	Perception:	5
Endurance: 20 (see description)		Speed:	0m (12m)
		To Hit:	5
Armour:	None		
Attacks:	Energy Blast : 12m(4)/60m(7)/100m(11) +5 To Hit, Damage 20		
Special:	<p>Holograms: The Holomancer can maintain up to four holograms. These usually appear to be identical replicas of the people the Holomancer is attacking. A Holomancer can project a hologram up to 24m from itself. Holograms can walk through walls and are not slowed by terrain. Each hologram can attack separately and all act on the Holomancer's turn. Holograms cannot be harmed and make no attempt to defend themselves. Bullets and explosions pass harmlessly through them. Energy weapons appear to momentarily disrupt them, but do no harm. Holograms cannot block enemies or make physical attacks. They can, however, spot enemies for the Holomancer and can interact with the environment of the Relic AI facility. If the Holomancer projector itself is destroyed, all its projected holograms vanish.</p> <p>Holomancer: The Holomancer itself is an energy projector, and is fixed in place and cannot move. It is usually hidden from sight in a nearby chamber to avoid damage. The Holomancer is dependent on its holograms to make attacks and cannot otherwise defend itself.</p>		
<p>Little more than a glowing box with energy dishes protruding from it, the Holomancer's real threat lies in its ability to create harmful holograms. These holograms, more than mere images, can project rays of intense energy towards an enemy. Return fire simply passes through the hologram, which is effectively indestructible. The holograms themselves often take disturbing shapes, such as past victims, skeletal corpses, or even identical copies of the invading explorers. For all its power the Holomancer itself is almost defenceless, and once located in the facility it can be easily destroyed with conventional weapons.</p>			



ASSEMBLER		Mostly Harmless Relic AI	
Defence (Dodge):	2	Initiative:	2
Defence (Parry):	N/A	Perception:	3
Endurance: 10		Speed:	14m
		To Hit:	3
Armour:	None		
Attacks:	Bite: +3 To Hit, Finesse 5, Damage 1D10+2		
Special:	Reassemble: When an Assembler is destroyed its body continues to twitch and crawl about helplessly. It poses no threat in this state. As soon as two or more Assemblers have been destroyed the bodies recombine into a new Assembler, composed of all the remaining parts of the old ones. The new Assembler has 5 Endurance points per amalgamated body, and inflicts an extra 1D10 damage if it is composed of more than two destroyed Assemblers. This recombined Assembler can act immediately on its turn.		
<p>The Assembler is a half-metre long centipede machine with a centaur-like half body jutting from its front and rear. Its legs look a little like arms, and can each operate independently to repair and build machinery. Its head is rather insect-like, and possesses mandibles that can unscrew tight bolts or shear through metal. Sometimes Assemblers can be encountered by the dozen, skittering around a Relic AI facility, making endless adjustments and tweaks. They usually only turn hostile if attacked, or if another Relic AI directs them to attack. Once this happens invaders are doomed. Assemblers are almost impossible to destroy outright since they are composed of dozens of independent computers, all of which control a single limb or flex within the Assembler's body. When 'destroyed' the limping remains will simply reform with other damaged Assemblers and launch into another attack. Only when the last re-formed Assembler is destroyed will the attack cease, the squealing remains of the final Assembler wriggling away safely into the hundreds of micro-tunnels beneath the base.</p>			



PROGENITOR		Competent Relic AI	
Defence (Dodge):	5	Initiative:	4
Defence (Parry):	4	Perception:	3
Endurance: 40		Speed:	8m
		To Hit:	4
Armour:	None		
Attacks:	Whirling Tentacles: The Progenitor makes two Metallic Tendril or Animate Machinery attacks.		
	Animate Machinery: The Progenitor can target an enemy it can see within 30m that is standing in a Relic AI facility. Metal tendrils and appendages emerge from the walls, floors and ceilings to attack. The Progenitor can make a single Metallic Tendril attack against this enemy.		
	Metallic Tendril: +4 To Hit, Finesse 6, Damage 1D10+4 and the target is Grabbed.		
	Grabbed: Take 1D10 halved Damage at the start of your turn. While Grabbed you cannot move and can only use your Action to escape. Escape with an Athletics check Difficulty 11 – bonuses to close combat damage can be added to this roll.		
Special:	Knockdown Resistance: The Progenitor has no top or bottom and therefore cannot be knocked over.		
<p>The Progenitor is a one metre sphere of scrap electronics from which emerge a dozen or more metallic tentacles. The sphere, the very heart of the Progenitor, ducks and weaves away from incoming fire. Predictably dangerous in close combat, the Progenitor's most feared ability is to make the very environment of a Relic AI facility lethal. Its presence causes the walls to come alive – animated pipes, metal arms and jointed machinery attempt to strangle invaders, as if the Progenitor had infested the walls themselves.</p>			

DISORIENTATOR		Master Relic AI	
Defence (Dodge):	6	Initiative:	6
Defence (Parry):	6	Perception:	6
Endurance: 50		Speed:	10m
		To Hit:	6
Armour:	Sealed Plating: Explosive 10, Kinetic 6		
Attacks:	<p>Laser Jaw: 12m(4)/60m(7)/100m(11) +6 To Hit, Damage 20</p> <p>Rotating Scalpel: +6 To Hit, Finesse 5, Damage 2D10+4</p>		

Special:	<p>Hallucinogenic Waves: The Disorientator constantly emits waves of energy in a 12m radius that interfere with the perceptions of living creatures. Creatures in the radius are no longer able to tell friend from foe unless they first pass a Tactics or Perception Skill check, difficulty 10. On a failure they will make an attack upon a random ally instead.</p> <p>Disorientating Burst: The energy field around the Disorientator becomes intense and agonising once a living creature comes within 6m of it. Such creatures do not gain their Skill bonuses to attack rolls and Skill checks they make until they are out of the burst.</p>
<p>The Disorientator is the most humanoid of the Relic AI ... if you discount the fact that it has laser where its mouth is and rotating scalpels for hands! The oversized head of the Disorientator constantly pulses and glows with energy, sending out ripples of sickening waves that confuse and terrify the human brain. Those attacking the Disorientator soon become bewildered as to who is friend or foe, often shooting their comrades point blank in an orgy of terrifying violence. Once at point blank range the energy field becomes unbearable, leaving the victim of the Disorientator helpless as they are dissected alive.</p>	

SPACESHIP SCALE **RELIC AI** OPPONENTS



GHOST SIDEWINDER Mostly Harmless Relic AI

Spaceship: Modified Sidewinder

Defence: 13
Dogfighting: 14
Pursuit: 10
Initiative: 2

Hull: 60
Critical: 20
Shields: 100
Shield Recharge: 10

Weapons

Small: Overcharged Gimballed Burst Laser, +6 To Hit, 10+Burst (10) Damage♦
 Small: Overcharged Gimballed Burst Laser, +6 To Hit, 10+Burst (10) Damage♦
 ♦+5 Damage vs Shields

SPECIAL

The Ghost Sidewinder constantly produces confusing signals which confuse Gimballed and Turreted weapons. This effect is the same as a Chaff Launcher (see P197 in the Core Book), except that it consumes no ammo and does not need to be activated each turn.



POSSESSED KRAIT Novice Relic AI

Spaceship: Modified Sidewinder

Defence: 15
Dogfighting: 16
Pursuit: 9
Initiative: 3

Hull: 100
Critical: 15
Shields: 90
Shield Recharge: 5

Weapons

Medium: Overcharged Fixed Pulse Laser, +6 To Hit, 30 Damage♦
 Medium: Overcharged Fixed Pulse Laser, +6 To Hit, 30 Damage♦
 ♦+5 Damage vs Shields

SPECIAL

If the Possessed Krait hits with both its Pulse Lasers, it also transmits a signal to the target ship which sends its controls haywire. The affected ship loses its next Combat Action.



CYBER-COBRA Expert Relic AI

Spaceship: Modified Cobra Mk III

Defence: 15
Dogfighting: 16
Pursuit: 14
Initiative: 6

Hull: 250
Critical: 35
Shields: 150
Shield Recharge: 10
Shield Cell Bank: 10/4

Weapons

Medium: Overcharged Fixed Pulse Laser, +8 To Hit, 30 Damage♦
 Medium: Overcharged Fixed Pulse Laser, +8 To Hit, 30 Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
 ♦+5 Damage vs Shields

Utility

Mount 1: Chaff Launcher, Ammo 6

SPECIAL

If the Cyber-Cobra hits with both of its Pulse Lasers it transmits an override code into the target ship. The override code can do one of the following; jettison the ammo of all the target's weapons, empty the target's main fuel tank (one ton of fuel will remain in the emergency tank), jettison the cargo and escape pods of the target's ship.



Spaceship:

Modified Asp/Sidewinder

Defence:	15
Dogfighting:	15
Pursuit:	12
Initiative:	8
Hull:	700
Critical:	50
Shields:	200
Shield Recharge:	10
Shield Cell Bank:	15/5

Weapons

Medium: Overcharged Fixed Pulse Laser, +8 To Hit, 30 Damage♦
 Medium: Overcharged Fixed Pulse Laser, +8 To Hit, 30 Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
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 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦
 Small: Overcharged Gimballed Burst Laser, +9 To Hit, 10+Burst (10) Damage♦

♦+5 Damage vs Shields

Utility Mount 1: Chaff Launcher, Ammo 6

SPECIAL When destroyed, the AspWinder splits into two Ghost Sidewinders. Roll Initiative for these ships as normal.

TRIBALS

Deep space exploration has occurred for over a thousand years in one form or another. The current generation of explorers have it easier than the previous one, due to the reliability and speed of the recently developed Frame Shift Drive. In the early days entire teams of explorers used comparatively slow hyperdrives and slower-than-light in-system drives. Exploring a system, even in space, could take weeks, months or years. And in that time plenty of things could go wrong.

Sometimes a group of explorers might become stranded on an alien world. If they are lucky the world they inhabit will have a breathable atmosphere and food and drink to harvest. Unlucky explorers inevitably die in the hard vacuum.

For a while survivors might hope for rescue, creating shelters from their broken ships, eking out supplies and attempting to stay civilised.

The expedition leader, their appointed tyrant, will decide who lives and dies as supplies of medicine get tighter and the ravages of alien bacteria take their toll. This society might last a generation, perhaps even two, before finally collapsing into something more useful and practical for human survival. The longer the descendants of the explorers are isolated, the more primitive they are likely to become. Without ways to manufacture advanced materials, hunter-gatherer and basic agricultural societies are likely to form. Sometimes these groups will retain their humanity, but sometimes, driven mad by alien levels of radiation and the polluting genetic material in their food, they will become drooling, scarred cannibals, who prey on other tribes and any unfortunate outworlders who come their way. Such bloodthirsty tribal societies are thankfully rare, and the more usual reaction an explorer can expect is simple fear or curiosity rather than aggression.

It is considered poor practice amongst exploration companies to interfere with the development of Tribal societies by, say, shooting them, or destroying their

encampments with dumbfire missiles. Alas, the less-moral companies will think nothing of seizing lands and resources from Tribal groups, sometimes attempting to exterminate them entirely so they will not have to answer any difficult questions from Federation or Empire colonial boards. Such oppressed Tribal societies can turn violent even if they were previously peaceful, seeking to repel the invaders of their ancient homeland.

Societies that have been isolated for hundreds of years are sometimes mutated by their environment. Such Tribal groups can grow to enormous size, become inhumanly athletic, or develop incredible sensory awareness.

TRIBAL WEAPONS

The kinds of weapons Tribal societies have vary according to their technological development and the amount of contact with explorers that they have had. The most advanced have access to primitive firearms, and indeed to call such societies 'tribal' stretches the definition of the word to breaking point.

Most have access to spears and axes (p.120 of the Core Book), as well as throwing spears and bows. The statistics of all these weapons are included in the stat blocks (below). For tribes that are at war with exploitative companies you should have about 20% of the tribe's warriors equipped with modern weapons, such as laser rifles or auto pistols.

INDIVIDUAL SCALE TRIBAL OPPONENTS

TRIBAL HUNTER		Competent Tribal	
Defence (Dodge):	4	Initiative:	3
Defence (Parry):	4	Perception:	5
Endurance: 30		Speed:	12m
		To Hit:	6
Armour:	None		
Attacks:	Axe: +6 To Hit, Finesse 8, Damage 2D10+4 Hunting Bow: 10m(5)/50m(7)/100m(11) +6 To Hit, Damage 1D10, Ammo 12		
Other Skills	Stealth +5, Survival +5, Intimidate +4		
Equipment	Axe, Hunting Bow, 12 Arrows		



TRIBAL YOUNG BLOOD		Mostly Harmless Tribal	
Defence (Dodge):	2	Initiative:	2
Defence (Parry):	3	Perception:	3
Endurance: 20		Speed:	10m
		To Hit:	3
Armour:	None		
Attacks:	Spear: +3 To Hit, Finesse 6, Damage 1D10+2 Throwing Spear: 12m(4)/40m(7)/80m(13) +3 To Hit, Damage 1D10		
Other Skills:	Stealth +3, Survival +3		
Equipment:	Spear, three Throwing Spears		

TRIBAL SLAYER		Expert Tribal	
Defence (Dodge):	4	Initiative:	3
Defence (Parry):	4	Perception:	6
Endurance: 35		Speed:	12m
		To Hit:	6
Armour:	None		
Attacks:	Spear: +6 To Hit, Finesse 6, Damage 1D10+6 and target is poisoned. Poisoned Hunting Bow: 10m(5)/50m(7)/100m(11) +6 To Hit, Damage 1D10 and target is poisoned, Ammo 12 Poisoned: The target takes 5 Toxic damage at the start of each of their turns until treated with a difficulty 10 Medicine check.		
Other Skills	Stealth +6, Survival +5		
Equipment	Spear, Hunting Bow, 12 Arrows		

VENGEFUL TRIBAL		Master Tribal	
Defence (Dodge):	6	Initiative:	4
Defence (Parry):	6	Perception:	6
Endurance: 40		Speed:	10m
		To Hit:	7
Armour:	None		
Attacks:	Laser Rifle: 20m(5)/150m(6)/500m(9) +7 To Hit, Damage 15		
	Knife: +7 To Hit, Finesse 7, Damage 1D10+4		
Special:	Dead Eye: When making a ranged attack, the Vengeful Tribal rerolls any natural 1s on the attack die. If the Vengeful Tribal rolls a natural 10 to hit, and the target takes any damage, the target immediately drops to 0 Endurance. This ability does not affect attacks on vehicle or spaceship scale targets.		
Other Skills	Stealth +6, Survival +5		
Equipment	Laser Rifle, Knife		



MONSTROUS TRIBAL		Dangerous Tribal	
Defence (Dodge):	4	Initiative:	3
Defence (Parry):	5	Perception:	3
Endurance: 80		Speed:	14m
		To Hit:	7
Armour:	Scaled Hide: Absorb Energy 5, Kinetic 8, Toxic 10		
Attacks:	Claws: +7 To Hit, Finesse 5, Damage 3D10+6		
	Primal Scream: Non-robotic enemies within 14m of the Monstrous Tribal must succeed on a difficulty 11 Tactics or Insight check or drop their weapons and spend their next turn fleeing directly away.		
Other Skills	Stealth +3, Survival +3		

THARGOIDS

These enigmatic insectoid invaders have troubled humankind intermittently for hundreds of years. Exactly how long is unclear. Reports of alien ships interdicting vessels go back to the 29th century, although whether these are the same aliens as the ones causing havoc in human space now is eminently unclear.

Part of the problem with understanding the Thargoids and their curiously organic ships lies in the misdirection and misinformation put about by the human powers of the galaxy. They will variously refuse to accept their existence, downplay any attacks, invent motives for the strange aliens, or suddenly plead desperately for help – before covering up any disasters the moment the crisis seems to have been averted. This means that accumulated knowledge and hard facts about these hostile aliens is extremely difficult to get hold of.



Some things have become clear, however. The Thargoids seem impervious to human-made weapons, travel through space in a distinctly unusual manner, and are capable of disabling ships with a

single pulse of mysterious energy. A string of military defeats have persuaded the interstellar powers to invest in the Aegis programme, a joint scientific and military venture designed to produce weapons to fight the Thargoids on a more even level.

Aegis has enjoyed some successes, including developing scanners that can detect the weak points of Thargoid vessels, and weapons that appear capable of penetrating the hardened shells of a Thargoid's exterior. These developments have hardly levelled the playing field, however. Thargoid ships remain incredibly strong and dangerous, and the most sensible course of action for any pilot to undertake when encountering one, is simply to flee.

THARGOID SPECIAL RULES

Impervious: Thargoid Hulls (although not their shields) cannot be harmed by standard weapons. Currently only the AX Missile Rack and AX Multi-cannon is capable of inflicting harm. Additionally, Thargoids are immune to critical hits regardless of what weapon they are struck with.

Shutdown Field: A Thargoid's first action is usually to deploy its Shutdown Field. Ships without a Shutdown Field Neutraliser installed, lose all power until the Thargoid moves away or is destroyed.

Regeneration: Thargoids recover from damage extremely quickly. A Thargoid can exert one of its Hearts (see right) to recover from all damage as an Equipment Action at the start of their turn. This action causes the Thargoid to raise its shields. An exerted heart can Regenerate the ship's Hull indefinitely, but it cannot repair itself, nor can it raise the shields more than once.

Thargoid Shields: Raising shields seems to be a stressful action for a Thargoid to undertake. When entering battle, a Thargoid will not typically raise its shields, relying on its impervious trait to see it through. When a Thargoid exerts a heart, its shield immediately activate at full strength. Unlike its Hull, the Thargoid Shields are vulnerable to normal weapons.

Thargoid Hearts: Thargoid vessels have a number of powerful organs, called Hearts by the Aegis initiative, that power their impressive weapons, shields and regenerative ability. The Thargoid Cyclops included in this supplement has four Hearts. Hearts are impervious to damage until they have been detected by a spaceship with an AX Xeno Scanner, and exerted voluntarily by the Thargoid. This usually happens when the Thargoid Regenerates. An exerted Heart can be targeted like any other component (see p.70 of the Core Book), except that, due to the size of the Thargoid Heart, it can also be targeted by fixed and turreted weapons. The other rules still apply, particularly the rule about shields. An exerted Thargoid Heart has 100 Hull points, and shares the impervious trait of the ship's hull. A Thargoid ship that loses all its Hearts can no longer Regenerate.

Thargon Swarm: The Thargoids use swarms of tiny but deadly fighters called Thargons to support themselves in times of difficulty. Whenever a Thargoid Cyclops exerts a heart, it will deploy a Thargon Swarm – roll for Initiative to determine when the swarm acts. The swarm is treated as a single opponent, except that the maximum amount of Damage you can inflict on a swarm in a single hit is 1 – enough to destroy a single Thargon fighter. Burst weapons inflict an additional point of Damage with every burst level they inflict.

Vengeful Missile: When a Thargoid loses a Heart it will immediately launch two Corrosive Missiles at any viable targets in the up-close or at-distance zone. The Thargoid takes this action outside of its normal turn order, and the usual turn order resumes once the missile effects have been determined.

THARGOID INVADER High Threat Elite Alien

Spaceship: Thargoid Cyclops

Defence: 17
Dogfighting: 19
Pursuit: 15
Initiative: 10

Hull: 1,500
Critical: N/A
Shields: 800*
Shield Recharge: N/A
Thargoid Hearts: 4

*Shields only activate once a Heart has been Exerted

Primary Weapons

Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Ballistics, +14 To Hit, 40 Damage
Hardpoint: Thargoid Disruptor, +14 To Hit, 80 Damage (40 vs Hull and components), inflicts automatic critical hit, even with target's shields still active.

Secondary Weapons

Shutdown Field: (Used on the first turn instead of attacking). Ships without a Shutdown Field Neutraliser are disabled until the Thargoid leaves combat or is destroyed.

Caustic Missile: (Used between turns when a Thargoid Heart is destroyed). +18 To Hit, 100 Damage. The attack bypasses shields and inflicts three 50 Damage Critical Hits to components. May be intercepted by Point Defence mounts.



THARGON SWARM Elite Alien

Spaceship: Thargon Swarm

Defence: 20
Dogfighting: 22
Pursuit: 17
Initiative: 6

Hull: 32 (but see [Swarm Trait](#))
Critical: N/A
Shields: 0
Shield Recharge: N/A

Primary Weapons

Thargon Ballistics: +14 To Hit, 40 Damage, the attack ignores shields

SPECIAL

Multiple Attacks: The Thargon Swarm can attack once with its Thargon Ballistics for every 8 Hull Points it possesses.

Swarm Trait: The maximum amount of Damage you can inflict on a swarm in a single hit is 1 – enough to destroy a single Thargon fighter. Burst weapons inflict an additional point of Damage with every burst level they inflict.



ALIEN ARTIFACTS

Lucky players might encounter functional alien equipment on their travels. In most alien ruins the devices have long since decayed or lost power, and their purpose and use might be unclear. Sometimes a useful and functional item may be discovered, however, and these devices often outperform anything manufactured by human ingenuity.

Most alien items need to be configured for human use. When found, alien weapons will not have triggers; shield generators will have neither straps nor be the right shape for the human back; and alien regenerators must be programmed for human physiology. A player, or skilled engineer, must make a Repair check of 12 to successfully modify the item to make it human-usable. If a player spends 2,000 credits on bespoke parts and a week carefully studying the device, this check can be reduced to a difficulty of 8. On a success the device will now look to be a weird hybrid of human and alien technology. On a failure the player cannot get their head around how the device works (although another player could try). On a natural 1 the player's tinkering has rendered the device permanently inoperable.

ALIEN POWER CELLS

Alien Items require Alien Power Cells to function. Human-created batteries and ammo clips are not compatible with alien technology. The strange energies within Alien Power Cells cannot be replicated by current human technology, making these power cells irreplaceable and valuable.

What is worse, not all power cells are the same. Like human battery designs, most alien power cells are configured to fit a specific machine. Generally speaking power cells found with an alien item will fit that item

without modification. Alien Power Cells found on their own, in ruins or in the labs of scientific research communities, cannot be immediately used with any of a player's alien items without modification. A Repair check of 10 allows an engineer or player to modify a power cell for a specific alien item. If a player spends 2,000 credits on bespoke parts and a week carefully studying the power cell, this check can be reduced to a difficulty of 7. On a natural 1 the player's tinkering has rendered the power cell permanently inoperable.



CONTROLLING THE POWER OF ALIEN ITEMS

Alien items might seem to break the game, and in a small way they do. Alien weapons can blitz through the strongest armour, alien shields can make characters virtually invulnerable, alien regenerators can make players nigh unkillable. The controlling factor here are the Alien Power Cells.

Since Alien Power Cells cannot be manufactured or bought they limit the use of alien equipment. If a player can only reload an alien weapon once, they will be powerful for a while, but lose this power as soon as their weapon is empty. The same goes for other combat-heavy items.

When giving out alien items you should have an idea in mind what the characters are going to use them for. Present them with heavily armed and armoured opponents to beat (such as heavy robots or combat drones) to give them a taste of their new power, and then choke off the supply of Power Cells when the threat has passed. Your players will probably keep a power cell or two in reserve for emergencies and then go back to using normal equipment. Only if you give out large numbers of Power Cells (say ten or twenty) will you find that your players' old equipment becomes obsolete.



BUYING AND SELLING ALIEN ITEMS

Alien items can easily be sold. The Empire, Federation and Alliance will happily pay the full price for any alien item a player is willing to sell. The desire these factions have to study and collect these items is intense, with money no object when it comes to securing them. Stubborn players who try to haggle for a higher price might succeed – or might provoke agents of the factions to attempt to steal the device to prevent the player from selling to their enemies!

Alien Power Cells are also extremely valuable.

The powers will buy a charged alien power cell for five million credits apiece. Even an empty Power Cell can be sold for 100,000cr, since the internal workings of these devices are fascinating to the scientific community.



FIDDLY POWER CELLS

GMs who like to run action-orientated games might want to waive the rules on modifying Alien Power Cells to fit a device. These rules exist to add a little realism to the complex business of xeno-archaeology. If you'd rather Alien Power Cells be modular and fit all items, by all means just have your players slap the cells into their weapons and shields at will, and leave the science stuff to the boffins!

Actually buying an alien item, on the other hand, is practically impossible. They never appear on the open market like normal rare items. Occasionally a government agency might lend an item to a player on a vital mission, but this is extraordinarily rare. The only place where buying such items is even remotely possible is in distant exploration outposts, where explorers gather en-masse to refuel, repair and study their finds. If an alien item is available a player would have to pay well over the normal market rate, since explorers know their finds will be bought without question by the major powers of the galaxy.

CHARGED PARTICLE SHIELD

This sizeable box-shaped machine generates a bubble of energy that repels energy streams and fast moving kinetic projectiles. It provides excellent defence against all kinds of laser and plasma weaponry, and is also effective at blocking bullets and railgun slugs. Against comparatively slow moving physical objects, such as hurled rocks, hand-held Melee weapons and human fists, it provides no protection at all, allowing such items to pass freely through the shield bubble.

When activated the Charged Particle Shield is able to absorb Damage from Energy and Kinetic weapons just like the shields on a ship or vehicle. It will not protect its target from Explosive, Melee or Fighting Damage. If it takes Damage it will recharge at a rate of 10 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 p.65 of the Core Book).

The Charged Particle Shield consumes a lot of power. It must be powered by an Alien Power Cell, and the Shield will remain active for ten combat rounds, or one minute of time, after which the power cell is drained. It requires a combat action to remove an old cell and plug in a new one.

Unlike the bulky personal shield generators produced by human companies (see the Espionage supplement), the Charged Particle Shield does not prevent a player from interacting with their environment (picking up objects, pressing buttons, squeezing through doors, etc.). Because the shield does not block Melee or Fighting attacks, it also doesn't prevent the user from making their own Melee and Fighting attacks.



CHARGED PARTICLE SHIELD GENERATORS

SHIELD TYPE	Effect	Cost
Intermittent Charged Particle Shield	Shield Power 40	4,000,000cr
Fluctuating Charged Particle Shield	Shield Power 70	26,000,000cr
Steady Charged Particle Shield	Shield Power 100	51,000,000cr

NAUSEA GLOBE

This ball-shaped device, when activated, produces waves of sub-sonic energy that make living creatures violently ill within its area of effect. It can be twisted to increase and decrease the range of its horrible vibrations, anywhere from a radius of 6m to 80m. There is a brief delay after it is activated, just long enough to hurl the device, before it begins to send out its dreadful soundwaves.



Living creatures, such as humans, alien animals and cyborgs, in the area of effect lose their combat actions and must roll a D10. On an odd number they also lose their move action and begin to vomit uncontrollably from their nose and mouth, taking Endurance damage equal to the number rolled. On an even number they do not take Damage and can use their move action normally. Whilst in the area of effect anything more complex than staggering away from the nausea globe is impossible, including picking up items, dragging people away, or

operating machinery. Even opening a closed door is difficult, due to the dreadful shaking in their hands and the fug of sickness ruining their ability to concentrate.

At the GM's discretion, simple tasks relating to escaping from the nausea globe can be accomplished if the player makes a successful Tactics Skill check, difficulty 10. A failure means that the person is too ill to concentrate.

A person affected by a nausea globe is gravely ill, even outside the field. Until they have rested for 24 hours or receive treatment (a difficulty 13 Medicine check) they are unable to add their Skill bonuses to any Skill check or attack they make.

Nausea globes have no effect on Drones, Robots, or pressurised vehicles such as SRVs or spacecraft.

The nausea globe requires an Alien Power Cell to operate. When found, a nausea globe usually has a power cell already plugged into it. Once activated the nausea globe cannot be shut off until it runs out of power or it takes Damage from an attack. The duration of the nausea globe varies according to the diameter of the field. On the smallest setting it will hum away to itself for a full hour. On maximum setting the nausea globe sputters out after two minutes. It can be recharged if another Alien Power Cell is inserted into it.

NAUSEA GLOBE								
Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes	Cost
Nausea Globe	Grenade	-	-	-	See Description	1	Blast Radius: See Description	8,000,000cr

CELLULAR REGENERATION EMITTER

This tube-shaped device is 20 centimetres long and must be strapped to the bare flesh of the person receiving its treatment in order to function.

When activated it begins to rapidly replace damaged tissue, leaving large lumps of surplus flesh on the wound site. Though this is rather ugly, it is a premier life-saving device, replacing missing organs, bones and cartilage as well as skin and blood vessels.

In the aftermath of this 'treatment', the patient should seek medical aid from a well-equipped hospital as soon as possible. Modern hospitals can easily remove the cancerous growths left in the wake of the cellular regeneration emitter, but if left unchecked seriously injured patients can die within months as the untreated tumours continue to grow.

Usually this device will be modified so that it is strapped to the forearm. Once activated, using a Combat

action, the person wearing the emitter will recover 10 Endurance points at the start of each of their turns. Unconscious users wake up as soon as they reach 1 or more Endurance points. Users who have died within the last hour, revive and start recovering Endurance points at the same rate. If killed again whilst the device is active, they will immediately revive as long as the device has power and their head and body remain connected.



Users who are missing limbs will have these restored in five turns, although the limbs might look a little misshapen and ugly. If the user is unfortunate enough to have a cybernetic limb replacement whilst using the device, they are in trouble. The flesh and limb will attempt to grow around the implant, causing blood vessels to rupture and hideous fleshy tendrils to burst from the metal limb. The user will immediately drop to -5 Endurance and begin to bleed out (see p.62 of the Core Book). The user will not stop bleeding until the device is deactivated.

The device uses an Alien Power Cell to keep it charged. On a full charge it can remain active for up to ten turns, or one minute.

The Cellular Regeneration Emitter sells for 20,000,000 cr.

DESTABILISATION BEAM
Spaceship Weapon

This complicated-looking collection of probes and emitters unleashes a white-blue lance of energy that causes shields to overload and the critical systems of a spacecraft to spectacularly fail. It penetrates shields with ease and ravishes a ship's fixed and internal components, frequently disabling small and medium vessels in a single shot.

Fitting this weapon to a spaceship can take weeks of effort, and the destabilisation beam cannot draw power from the ship's power plant. Instead each shot consumes an Alien Power Cell. A maximum of six Alien Power Cells can be fitted to the weapon in advance, although it takes a lucky pilot indeed to find so many of these rare batteries. Usually the weapon will be loaded

with only a single cell, and held in reserve until its deadly power is desperately needed against an enemy.

If this weapon hits a spaceship or vehicle, that target's shields immediately collapse. The damage of the weapon is applied straight to the hull. Vehicles that survive the blast are instantly disabled, all their systems including weapons, scanners and engines fail, and will take weeks to repair.

Spaceships struck by the beam must immediately apply the Damage of the weapon to each of their Fixed and Internal components. This will often be enough to seriously cripple most smaller ships. On a critical hit, the Damage is also applied to the weapons and utility mounts of the ship.

DESTABILISATION BEAM					
Weapon	Power	To Hit	Damage	Ammo	Cost
Medium Fixed Destabilisation Beam	0	+1	20+Burst (Max 30)	Max 6*	42,000,000cr

SHIELD RECONSTRUCTOR

Spaceship Utility Mount

This roughly cubical box attempts to reconstruct failing power fields that it comes into contact with, supplementing and steadying the intensity of such a field with its own store of power. Although this device can be used to steady all sorts of different energy waves, including disrupted communications or overloading engines, its most practical and impressive effect is when it is wired into a spaceship's shield generator.

When a pilot activates this device with an Equipment Action, the Shield Reconstructor immediately restores a shield to its full power, draining its own battery in the process. Like most alien items, the Shield Reconstructor is powered by an Alien Power Cell, which it completely drains regardless of the number of shield points it repairs. The Reconstructor can only hold a single power cell at a time, and must be manually reloaded, a tricky operation that takes at least ten minutes.

SHIELD RECONSTRUCTOR				
Utility Mount	Power	Description	Ammo	Cost
Shield Reconstructor	N/A	You can activate your Shield Reconstructor as an Equipment Action. Your shields are instantly restored to their starting value.	1	35,000,000cr

ANTI-MATERIAL PROJECTOR



It is unclear if this Guardian device was originally intended to be a weapon, or if it was used for industrial or scientific purposes. What is known is that it sends out a stream of yellow-green energy that dissolves hard matter, such as rock, reinforced plastics and brittle metals. Most models cause only moderate, but extremely painful, damage against flesh, although a few examples of this device seem to dissolve skin and bone just as effectively as steel.

The weapon has a range limit, and the projected energy tails off and disperses quite suddenly when this limit is reached. The precise limit varies enormously from model to model, as does its accuracy, power and any

unusual secondary effects. It does have the useful power of rendering armour almost obsolete, as even a graze from the weapon causes nearby armour materials to become brittle. Softer items, such as clothes and flight suits, are more resistant to this effect.

In order to use the weapon a separate trigger mechanism must be installed on it. The Guardians probably never handled the device themselves physically (or, if they did, it is not clear how they operated them manually). Instead this device can be found attached to the extremities of other machines whose purpose is as baffling as the Anti-Material Projector itself.

Notes:

A successful hit with an Anti-Material Projector destroys the target's armour. Robots and Drones take double damage from an Anti-Material Projector. Cyborgs with the Armoured Carapace upgrade lose the protection of their armour until it has been repaired. Repairing the Carapace professionally costs 50% of the Carapace's starting cost. Alternatively a player may attempt a repair at 25% cost, but must pass a Cyber Skill check of 12 or the money is wasted.



ANTI-MATERIAL PROJECTOR

Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes	Cost
AMP Short Stock Bolt Caster	Energy	10m (5)	40m (8)	100m (11)	15	4	One Handed. Destroys Armour.	5,000,000cr
AMP Short Stock Streamer	Energy	8m (5)	30m (8)	60m (12)	10 + Burst	3	One Handed. Burst (15). Destroys Armour.	9,000,000cr
AMP Rifle Grip Punch Bolter	Energy	12m (4)	20m (7)	30m (10)	20	3	Destroys Armour. Opponent knocked over on hit.	7,000,000cr
AMP Rifle Grip Streamer	Energy	16m (6)	50m (8)	120m (11)	20 + Burst	2	Burst (20). Destroys Armour.	12,000,000cr
AMP Rifle Grip Scalpel Beam	Energy	10m (6)	120m (7)	1km (10)	25	2	Destroys Armour.	17,000,000cr
AMP Shoulder Mounted Annihilator	Heavy, Energy	30m (6)	700m (8)	5km (13)	60	1	Destroys Armour. Inflicts 60 vehicle and spaceship scale damage. Ignores shields.	35,000,000cr



GENERATING RANDOM ALIEN ITEMS

If you need to generate a random alien item for a mission, use the table below.

All alien items come with a single fully charged Alien Power Cell when found.



ALIEN ITEMS

D100 Roll	Item	D100 Roll	Item
1-5	1D10 Alien Power Cells (Drained)	53-58	AMP – Shoulder Mounted Annihilator
6-15	1 Alien Power Cell (Charged)	59-70	Cellular Regeneration Emitter
16-20	2 Alien Power Cells (Charged)	71-75	Destabilisation Beam
21-26	AMP – Rifle Grip Punch Bolter	76-80	Fluctuating Charged Particle Shield
27-32	AMP – Rifle Grip Scalpel Beam	81-85	Intermittent Charged Particle Shield
33-38	AMP – Rifle Grip Streamer	86-90	Nausea Globe
39-45	AMP – Short Stock Bolt Caster	91-95	Shield Reconstructor
46-52	AMP – Short Stock Streamer	96-100	Steady Charged Particle Shield



RANDOM GENERATION SYSTEM



PLAYING WITHOUT A GM

If you haven't been able to find a GM, or they are thoughtlessly absent on 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 the 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 carry out. If you only have this supplement and the Core Book, you will have to stick to Exploration missions. The more supplements you get, the greater the variety of missions you can play.

To create a mission, go to the Exploration mission section in the Core Book (p.345) and roll a D10. 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 will probably generate a few Exploration Encounter events, which you will find 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

of the Core Book). 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 (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 which 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 begins. 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 rest will flee. Relic AI might fight to the death, or suddenly attempt to melt away into their domains (there is a 50% chance of either happening).

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

 OPPONENT BEHAVIOURS	
Enemy	Behaviour
Assembler	Brute
Blindwurm	Brute
Borchuck	Thoughtless
Disorientator	Brute
Frenick	Cunning
Gollunk	Brute
Holomancer	Cunning
Kai	Brute
Kavoraptor	Brute
Monstrous Tribal	Brute
Mordrake Spider	Thoughtless
Mortis Claw	Brute
Narseer	Brute
Progenitor	Thoughtless
Rock Runner	Brute
Shambler	Brute
Spit Viper	Thoughtless
Stump	Brute
Tengoroth	Thoughtless
Tribal Hunter	Cunning
Tribal Slayer	Brute
Tribal Young Blood	Cunning
Vengeful Tribal	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 EXPLORATION 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 its opponent type. There are several types of opponent one can come across during exploration missions. Alien Animals are aggressive native species on life-bearing worlds. They have evolved numerous ways to attack rivals and aggressors, many of them unpleasant or lethal to lightly armed explorers. Tribals are the descendants of humans stranded on life-giving worlds generations ago. Though their equipment is primitive, their knowledge of the land is second to none, and their fighting skills can rival even a professional soldier. Relic AI are the half-insane remains of an artificial intelligence program that almost wiped out the human race several centuries ago. Their shambling forms are disorderly, but their strange technology has turned them into the stuff of nightmares.

If you have the Super Traders supplement, you can also encounter Criminal Groups. Pirates with especially large bounties can sometimes be forced to live beyond the periphery of human space. From small outposts around distant suns they plan long-distance raids into civilised space, determined to exact revenge for their exile. If you do not have the Super Traders supplement you can either replace any Criminal groups you encounter with another type, or simply generate your own encounters using the Criminal Opponents in the Core Book.

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.

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

ALIEN ANIMALS – PERSONAL SCALE				
OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Borchuck	1-30	1-10	1-5	-
Narseer	31-60	11-20	6-10	-
Spit Viper	61-90	21-30	11-15	-
Gollunk (High Threat)	91-100	31-35	16-20	-
Frenick	-	36-50	21-30	1-10
Stump	-	51-70	31-40	11-20
Kai	-	71-85	41-50	21-30
Kavoraptor	-	86-100	51-60	31-40
Rock Runner	-	-	61-75	41-50
Blindwurm	-	-	76-90	51-60
Tengoroth	-	-	91-100	61-70
Mordrake Spider	-	-	-	71-85
Mortis Claw	-	-	-	86-100

Opponents in **blue** can be found in this supplement.



TRIBALS – PERSONAL SCALE

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Tribal Young Blood	1-90	1-50	1-25	-
Tribal Hunter	91-100	51-90	25-50	1-25
Tribal Slayer	-	91-100	51-75	26-50
Vengeful Tribal	-	-	76-95	51-75
Monstrous Tribal	-	-	96-100	76-100



TRIBALS – PERSONAL SCALE

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Assembler	1-90	1-30	1-10	-
Shambler	91-100	31-60	11-40	1-10
Progenitor	-	61-90	41-60	11-40
Holomancer	-	91-100	61-80	41-70
Disorientator	-	-	81-100	71-100



RELIC AI – SPACESHIPS

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Ghost Sidewinder	1-90	1-30	1-10	-
Possessed Krait	91-100	31-80	21-40	1-35
Cyber-Cobra	-	81-100	41-80	36-70
AspWinder	-	-	81-100	71-100

Opponents in **blue** (ie: all opponents on this page) can be found in this supplement.



PLANET ENCOUNTER TABLES

You may want, or be required by a mission, to generate a few random encounters when your players explore new worlds. GMs can roll on this table whenever things seem slightly dull.

The table is divided into two sections, one for Life-bearing (or Earth-like) Planets, and one for Lifeless planets. Simply consult the relevant column when rolling an event.

Your players might be travelling in their vehicles rather than on foot. If so, use your discretion when

deciding if an encounter is relevant. For example, it's fairly unlikely that Tribals or Alien Animals will want to pick a fight with players in fast moving SRVs! However, even players need to get a breath of fresh air or go to the toilet now and again, so perhaps that could be when the Aliens will strike!

Some events are marked as points of interest. These are usually special sites or landmarks that contain treasure and adventure in equal amounts! Players do not have to explore a point of interest, they can simply walk by or drive off. Other encounters occur whether a player wants them to or not!



PLANET ENCOUNTER TABLE

Life-Bearing D100	Lifeless D100	Event
1-5	-	Alien Animal Attack – Easy An Easy group of Alien Animals, hungry and seeing the players as prey, bound towards them.
6-10	-	Alien Animal Attack – Medium A Medium group of Alien Animals burst from the bushes in a co-ordinated attack.
11-15	-	Alien Animal Attack – Hard A Hard group of Alien Animals attack in a great wave. They will retreat if half their number are killed.
16-20	1-3	Alien Obelisk Point of Interest A curious pillar of alien metal, covered in strange symbols, stands aloof in the bare earth. With a Hard Science check, the symbols to open the obelisk can be decoded, allowing the players into a small room full of strange equipment. Although most of the items are useless, the players gain one random Alien Item.
-	4-6	Alien Ruins Point of Interest Curious, immensely ancient alien ruins cover the landscape beyond, marked by strange pillars and unusual architectural formations. An entryway can be found – but the players should be wary as sometimes antique traps or strange energies protect the valuables within. Have a random player roll a D10. On a 1-3 the wall suddenly collapses, inflicting 30 points of Endurance damage on the player unless they succeed at an Average Dodge skill check. On a 4-6 a sickening wave of energy inflicts 10 Damage on the entire team. On a 7 or 8, a beam of yellow energy blasts the player for 40 Damage, destroying their armour in the process, unless they succeed at a Hard Dodge Skill check. On a 9 or 10 the team encounter no more traps. After each trap you must keep choosing a random player and re-rolling the die until someone manages to roll a 9 or 10. Once the traps are defeated the players finally come to a chamber full of strange alien technology. The discover two random Alien Items, as well as precious vases, data cores and other treasures equal to the Treasure value of their current mission (see p.322 of the Core Book).
-	7-9	Alien Ship Point of Interest Half buried in the rubble is a small, eight-sided ship. Most of the vessel is inaccessible, apart from a small compartment, which contains some kind of unusual device. Roll on the random Alien Items table to see what this is.
21-25	-	Alien Spawning Ground Point of Interest Generate a random Alien Animal. Dozens of these animals have descended upon a large, shallow pool, engaging in frightening mating displays. The pool has formed around the impact crater left by four ton canisters filled with gold. Players can try to frighten off the animals with loud weapon fire; this requires a Hard Intimidation check. On a failure a Hard Group of this animal launches a blistering attack. If this group can be dealt with, the gold can be retrieved, provided players have vehicles nearby to collect the cargo.

(PLANET ENCOUNTER TABLE CONTINUED)

Life-Bearing D100	Lifeless D100	Event
-	10-15	<p>Crashed Ship <i>Point of Interest</i></p> <p>A human spacecraft has crashed here. The vessel is either an Asp Scout - Voyager or a Diamondback Explorer - Probe (50% chance of either). Searching the vessel reveals that it was carrying eight tons of Bertrandite (or eight tons of a Random Cargo, if you have the Super Traders supplement). It might be possible to repair the ship, but this is extremely difficult. At least three players must pass three Hard Repair checks between them. The ship will be at half its hull points, and all its components will have taken D10 damage – but after this it will be flyable.</p>
26-30	16-20	<p>Lost</p> <p>"We're not lost!" you assure your team, but inside you are not so sure. Have a player make an Easy Survival or Navigation check. On a failure they must roll for two additional Planet Encounters before this planet can be considered explored.</p>
31-60	21-65	<p>No Event</p> <p>The planet seems pretty unexceptional from what you can see...</p>
61-65	66-68	<p>Pirate Attack – Medium</p> <p>To your great shock you discover you are not alone on this seemingly worthless planet. A Medium Criminal group attacks you. If you have the Super Traders supplement, generate these Criminals normally. If you do not have this supplement the pirates can be represented by any Criminal or Assassin that matches the players' current Rank. Once the pirates are defeated you should be able to track them back to their base, if you wish. Your players can opt to make an Average Survival check to force the next encounter to be a Pirate Outpost.</p>
66-70	69-71	<p>Pirate Outpost <i>Point of Interest</i></p> <p>Pirates have constructed a basic outpost here, little more than a hangar and a small side building. The players can sneak into the base if one of them passes an Average Stealth check. On a failure the pirates are alerted to their presence and fire on them as they come through the main entrance. On a success the players manage to get the drop on the pirates.</p> <p>If you have the Super Traders book generate a Hard Criminal Group for the players to fight. If you do not have this supplement the pirates can be represented by any Criminal or Assassin that matches the players' current Rank. Whoever gains surprise can have a free round of firing on the enemy without their opponents being able to use their Dodge Defence. Should the players beat the odds and win, they gain money and equipment equal to the Treasure value of their current mission (see p.322 of the Core Book), and one random Rare Item.</p>
71-75	-	<p>Quicksand</p> <p>One of the players experiences a sinking feeling. If a player has any rope, or a Mag Grapple (see the Espionage Supplement), the player can be pulled out with an Easy Athletics check. If no one has any rope, someone must quickly search the surrounding area for a long stick or strand of creeper vine. Have that player make an Average Survival check. If a suitable item cannot be found after three checks the player will sink beneath the sand forever!</p>
-	72-74	<p>Razor-crystal Stalagmites</p> <p>Great, jagged shards of sharp crystal jut from the ground, some as large as office blocks, others small and deadly enough to slash a foot. Players in Vehicles must pass an Average Vehicle Piloting check to navigate through the Stalagmites or take 20 Hull damage. Players on foot are even worse off, and must pass an Average Survival check or take 10 Endurance damage and become lamed. A lamed character can no longer walk unaided, until they have received an Average Medicine check from another player.</p>
-	75-77	<p>Reactive Elemental Crust</p> <p>The crust here contains high concentrations of very reactive metals. Players walking on the surface are safe – provided they do not bring high concentrations of heat, such as laser fire, anywhere near the ground. Vehicles are at greater risk, the friction of their tyres and heat on their tires might be enough to cause an explosion. Choose a random player to make an Average Systems check. On a pass, they realise the danger and bark at their companions to slow down and reduce their vehicle's temperature.</p> <p>On a failure the first thing they know about the danger is when the ground literally explodes beneath them. They take 50 Damage (some of which can be absorbed by the shields) and their vehicle is hitched high into the air. They must pass an Average Vehicle Piloting check to land their vehicle safely, or else crash sideways onto the planet's surface, causing another 50 Damage explosion. Until the Vehicle Piloting check is passed, or the vehicle is totally destroyed, the explosions will continue indefinitely.</p>

(PLANET ENCOUNTER TABLE CONTINUED)

Life-Bearing D100	Lifeless D100	Event
-	78-80	<p>Relic AI Base <i>Point of Interest</i></p> <p>This bizarre structure is a haunting building seemingly composed of trash electronics. Bizarre, pale lights float in and out of the place, and a relentless scuttling can be heard from within. Gazing into the open orifices of the base, the players can see winding tunnels, twisting in all directions including vertically up and down, the surfaces uneven with whirring machines, pipes and coils. If the players are brave enough to enter, they must first pass an Easy Athletics check, or trip and fall as they cross the uneven surfaces of the floor, losing 5 Endurance points as they do so. After getting this far, roll a D10 to see what they discover.</p> <ol style="list-style-type: none"> 1) The tunnel ahead is a twisting mass of sharp blades, strange synthetic screams come through the comms as the players attempt to cross. The players can either leave the base or try and duck through the blade-filled tunnel with an Average Athletics check. A failure inflicts 15 Melee damage on the player. 2) The players' coms begin to wail and vibrate as they pass through a room filled with long aerals. It is evident that their coms will explode in seconds. Players with hand coms can throw them away safely with an Easy Grenade check, or take 10 Explosive Damage. Players with wrist coms must try to combat the invasive programme hacking their coms with a Hard Computer check. On a failure the wrist com explodes, blasting the player's lower arm clean off. The player drops to -5 Endurance and begins to bleed out. A successful computer check allows the player to override the AI, and save their com. 3) Skittering forms emerge from the darkness of this twisting tunnel. An Easy Relic AI group suddenly lurches to the attack. 4) Monitors cover every inch of this large room. Disturbing images and hypnotic lights flash across the screen, accompanied by a consistent, maddening ringing in the players' ears! Their friends seem to melt away, replaced by hideous monsters. All players must pass an Easy Tactics or Perception check, or be compelled to attack their friends. At the end of each maddened player's combat turn they can attempt another Skill check to shake off their madness. Characters who succeed at this check never have to pass another. Once all maddened players have recovered or are disabled, the battle stops. 5) This curious relic room contains a random Alien Item upon a plinth of dark metal. The Relic AI has been unable to absorb it, and so keeps it here for study. The players can take it without trouble. 6) Suddenly the floor opens before the characters, dropping away into a magma-filled chamber. Due to the low gravity of the planet, the players require only an Easy Athletics check to grab onto the walls. Players that fail are burned alive. Surviving players then feel strong metal limbs pulling at their legs – the walls themselves are trying to drag the players into the flaming abyss. A character can either attack a limb with a weapon (no Dodge – point blank range) or keep grabbing onto the walls and pull against the limbs. Characters that attack the limbs should calculate their Damage and then roll 2D10, adding the result together. If the result is less than the damage they inflicted on the limbs, the limbs seem to take fright and retract into the walls. If the result is equal or higher the vengeful limbs rip the character from the wall and hurl them to their death in the flaming pit below. Characters just grabbing on must succeed on an Average Athletics check or be plucked off the wall and killed. After one turn of the limbs attacking, the floor will suddenly seal up again and the limbs retract. The characters are safe – for now. 7) The players enter a large chamber full of junk. To their horror the junk comes alive, and a Hard group of Relic AI immediately attack. 8) The bodies of previous explorers, perfectly preserved in tanks, run along the walls. The explorers appear dead, but their equipment remains intact. One explorer is still carrying a Rare Item, perfectly preserved in the tank with her. If the tank is broken, the explorer washes out, thrashing uncontrollably for a minute, before finally dehydrating and expiring in the airless void. The players may take the random Rare Item (p.324 of the Core Book), but unless they now choose to leave the base they suffer a -1 to all attack rolls against the Relic AI. The players now know that even death is no escape from the vengeful programs! 9) The tunnel turns sharply upwards, and then twists sideways and plunges down. Tunnels lead off in all directions. After a while the characters must admit they are lost. Each player can attempt an Average Navigation check to find their way. If the players fail they are lost in the tunnels, and can only whimper in terror as their oxygen slowly depletes and they die of asphyxiation. 10) The central processing room lies before the players, screens showing the destruction of humankind and holographic examples of their own dissections play in an endless loop. The central processors themselves, six large columns of darkly glowing metal, call the defenders of the base to their protection. The players must fight a Medium Relic AI group, but they are fighting amongst six processing columns. The columns cannot dodge and can take 50 points of Damage before collapsing. If all six columns collapse the Relic AI go haywire, seeming to eat themselves and thrashing about wildly. The base begins to shake, and the characters just have time to escape before the entire installation explodes. <p>When rolling these events, the players cannot encounter the same event twice. If this happens, the players instead discover a storeroom full of ancient artefacts. The value of the artefacts is equal to the Treasure income of the mission (p.322 of the Core Book). The room also contains a single Rare Item. After they have looted the storeroom there is nothing more to find and the players must leave the base. The players can also leave the base at any time after an event has occurred.</p>
-	81-85	<p>Sinkholes</p> <p>The surface of this world is not always stable. The ground begins to give way and your vehicle threatens to plunge into a crevice. Make an Average Vehicle Piloting roll, or an Easy one if your vehicle is an SRV. On a failure your vehicle is jammed into a crevice and must be abandoned. Players not in vehicles can ignore this event.</p>

(PLANET ENCOUNTER TABLE CONTINUED)

Life-Bearing D100	Lifeless D100	Event
-	86-90	<p>Sudden Drop</p> <p>"Oh, that's a chasm is it?" cries a random player, as they suddenly pitch down towards an abyss. Players on foot must pass an Easy Athletics check or tumble down the cliff below. Due to the low gravity this inflicts only 20 Endurance damage. Vehicle pilots must brake aggressively, and should attempt to pass an Average Vehicle Piloting check or plunge down the side of a cliff. The player should eject before their vehicle is smashed to pieces on the rocks below.</p>
76-80	-	<p>Sudden Illness</p> <p>Choose a random character. Suddenly they become violently ill, quickly overheating and then passing out. Until the other players treat them they will lose 5 Endurance per turn. Each turn one player can attempt to treat the character with an Average Medicine check, curing the player of the strange virus if they succeed. On a failure they lose a further 5 Endurance. The same player can continue to attempt treatment until successful or the unfortunate patient dies.</p>
-	91-100	<p>Treacherous Terrain</p> <p>The way ahead is ludicrously rugged, with hills, rocks and lakes of shifting gravel making vehicle travel impossible, and foot travel challenging. Players will have to abandon the SRVs here if they wish to continue their exploration of this world (they can be picked up later). Once on foot players must try and find a way through the broken mesa filled with rocks. Have a player make an Average Survival roll. On a failure they injure themselves for 10 Damage on the shifting terrain. Another player must make the same Survival check immediately, also taking Damage if they fail. As soon as someone succeeds on the check, a route through the lifeless wilderness is found and your players can continue.</p>
81-85	-	<p>Tribal Village <i>Point of Interest</i></p> <p>A small village of Tribals has set up here, by the banks of a wide river. The wisest course might be to just leave them alone. Daring characters might want to open up some kind of barter or trade talk with the village. Appoint a player to speak for the group and have them make an Easy Diplomacy check. On a success, despite the language barrier, the Tribals agree to allow the players into their village. A failure indicates that they will not let the characters in – and that they will remove them forcibly if they try.</p> <p>Once inside the village, getting some sort of trade relationship established requires an Average Bargain check. The Tribals seem particularly keen to trade characters' weapons for their own treasures and artefacts. Make a roll on the random Rare Item table on p.324 of the Core Book. If you roll a weapon, then the Tribals only have low value art work to trade worth 100cr to a collector. At least one character should make this trade to avoid offending the Tribals. If you roll something other than a weapon, the Tribals offer to exchange it for one of your weapons. Your players will probably gladly do the deal.</p> <p>If the player fails their Bargain check, they have offended the village champion, who demands a fight to the death to appease his honour. This battle must be fought only with Melee or Fighting skills – no ranged weapons allowed. Find a Tribal who most closely matches the player's Rank – this is the opponent they must face alone in a pit. If the other players intervene, or ranged weapons are used, a Hard group of Tribals leap to the attack, whilst the rest of the village flees in disarray.</p> <p>After the honour-duel or exchange, the players must leave the village.</p>
86-90	-	<p>Tribals Attack – Easy</p> <p>Fancying your players' weapons, an Easy Tribal group attacks. They will have a free round of attacks unless a player passes a Hard Perception check.</p>
91-95	-	<p>Tribals Attack – Medium</p> <p>Resentful of outsiders, a Medium Tribal group attacks. They will have a free round of attacks unless a player passes an Average Perception check.</p>
96-100	-	<p>Tribals Attack – Hard</p> <p>Seeing the players as an invading war party, a Hard Tribal group attacks. They will have a free round of attacks unless a player passes an Easy Perception check.</p>



MISSION NOTES

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



STELLAR CARTOGRAPHY

In addition to scanning worlds, your players must land on certain planets and perform a brief ground-level survey.

1-4: Generate a G-type Main Sequence star system, but there is automatically an Earth-type planet in the Goldilocks zone. To explore the planet, the players must complete four encounters on the Life-bearing Planet Encounter Table. Any points of interest must be fully investigated in order for the players to collect payment.

5-8: Generate a number of random star systems. The first star system that can bear an Earth-like planet will have one, but otherwise generate planets normally. Every fourth lifeless planet explored generates a Lifeless Planet Encounter. Any Earth-like or Water world planets generate a Life-bearing Planet Encounter.

9-10: The first metallic planet or moon in this curious star system will contain an Alien Ruins encounter (see the entry on the Lifeless Planet Encounter table).



EXPLORATION FEAT

1-2: Obviously, the longer a player waits before the red-giant goes into super-nova, the more money they will make from scanning the unique chemistry of the star as it builds up to detonation. The players' computers have calculated when the star is about to go nova. However, this time is only an estimate, and brave players can wait a few seconds longer to keep scanning.

Ask each player how many seconds after the predicted explosion they want to wait (a maximum of ten seconds

is allowed ... but not recommended!). Players who want to leave on time simply get the mission payment.

After the players have declared, roll a D10.

This is the number of seconds after the predicted time the star actually goes super-nova. Those who waited less than this amount of time receive an extra mission payment for every second they waited. Those who waited equal or longer than the detonation are disintegrated.

A player can use Escape Death to avoid their fate and jump out just in time. Sadly their ship has been badly damaged (only 50% Hull left) and their sensors have been destroyed, losing any scanning data they gathered. Such players do not get any mission payment.

3-4: Only players with SRVs (not any other sort of vehicle) can undertake this mission. The players will have a chance to refit their ships to buy vehicle hangars or new ground vehicles before this mission begins if they want to undertake it.

One player must be nominated as the chief navigator. That player should make a Navigation check, rolling as high as possible. The better the Navigation check, the easier it will be to dodge around the pits and sinkholes

● If the navigator rolls high enough to pass an Easy Navigation check, all piloting checks will be Average in difficulty.

● If the navigator rolls high enough to pass an Average Navigation check, all piloting checks will be Easy in difficulty.

● If the navigator rolls high enough to pass a Hard Navigation check, all piloting checks are passed automatically.

● If the navigator fails to even pass an Easy Navigation check, all piloting checks will be Hard in difficulty.

The players now undertake their journey, following the route the navigator has planned. This requires two Vehicle Piloting checks to be made. If you fail one vehicle piloting check your vehicle is damaged – perhaps you have skidded into a rock, or a nasty rut

captured a wheel. Your SRV takes 20 Hull Damage. If you fail two vehicle piloting checks your vehicle is totalled – perhaps smashed to pieces in a chasm or buried under a landslide. You can hitch a ride with another player if their vehicles are intact. Passing both checks means you take no Damage on the route.

At the halfway point you will need to attempt to repair any vehicles which have taken Damage. Such vehicles have damaged suspensions, and won't make the rest of the trip without some maintenance. Each damaged vehicle requires an Easy Repair check to get it back in driving condition – this check also repairs the Hull as normal (an amount equal to your repair check). Any number of players can attempt to fix an SRV, but each player may only make a single Repair check at the halfway point. Vehicles that can't be fixed must be abandoned.

Finally, make two more Vehicle Piloting checks for each surviving vehicle. As before, a vehicle takes 20 Hull damage on a failure, and is lost if they fail twice.

At the end of the mission each player with their SRV intact will gain a reward. If the players lost only a single SRV (or none at all) the players will receive a bonus equal to the mission reward, as this means that the route they have found is viable for the future.

5-6: Certain Death Valley has a well-earned reputation as the graveyard of explorers. Players will receive double mission pay if they complete it, and there might be the opportunity for finding some rare alien tech as well!

Using the metallic anomaly as a marker, the players plunge into the dripping jungle, attempting to avoid the deadly plants and savage alien animals. Each player must make an Average Survival check as they descend into the green hell.

Any players that fail lose 10 Endurance points as they variously catch themselves on Ripper Cacti, Venomous Orchids, or plunge into acidic streams. Players that roll lower than an Easy Survival check also attract the attention of a random Alien Animal (roll on the Alien Animals – Personal Scale table). Players should make all their checks at the same

time, and the Alien Animals will attack as a single group after all the checks have been resolved.

If there have been at least three successful Average Survival checks made, the players will find their way to the metallic anomaly. Otherwise, the players are lost, and must repeat the Survival checks above until at least three successful checks have been made. They will continue to take Damage and attract Alien Animals until they have passed three Average checks. (Note: In the case of players having to repeat making their survival checks, any successful checks in the past still count towards getting three successes. In this way the players will eventually stumble across the anomaly.)

Once the players arrive at the metallic anomaly they can examine it. **Roll a D10 to see what exactly is sitting in the middle of the valley:**

D10 Roll	Result
1-2	Escape Capsule: A pilot was unlucky enough to eject right into the middle of the valley when his spaceship crashed. There is no sign of his body, but amongst his remains a Rare Item has been left abandoned by jungle wildlife. Roll on the Rare Item tables on p.324 in the Core Book.
3-4	Cargo Pod: A smuggler, pursued by the police, has dumped a canister of illegal drugs in the heart of the jungle. Too heavy to carry by foot, the players can loot up to 10 samples of Combat Stabilisers from the canister, including two samples of Paranoia Plus, and one sample of Brutal Plus (see p.133 of the Core Book).
5-6	Crashed Ship – Totalled: The sad remains of an Asp Explorer lie in an overgrown crater. The ship is irreparable, but some areas are still accessible. Each player can make a Hard Perception check. On a success that player finds a Rare Item (p.324 in the Core Book)
7-8	Landed Vessel: A Cobra Mk III – Discretion has landed in the valley, and appears to be abandoned. The ship no longer carries its SRV, but otherwise all the other equipment in the vessel is intact. It takes an Average Repair or Systems check to break into the Cobra and get it flying again. The pilot is long gone, so the ship is theirs. They can use the Cobra to fly out of the valley and complete the mission without risking a return journey.
9	Alien Obelisk: A curious pillar of alien metal, covered in strange symbols, stands aloof in the centre of the valley. With a Hard Science check the symbols to open the obelisk can be decoded, allowing the players into a small room full of strange equipment. Although most of the items are useless, the players gain one random Alien Item.
10	Ghost Wreck: A Python has crashed, nose deep, into the soft earth of the valley. The ship looks strange, overgrown with vegetation, its hatches open – spewing piles of junk and waste electronics from its openings. The ship has been 'possessed' by Relic AI, and if the players explore the vessel they will encounter a Medium group of Relic AI who will be immediately hostile. If the Relic AI can be defeated, the ship can be looted of either two Rare Items, or one Alien Item.

Once the metallic anomaly has been investigated the players must leave the valley. This is done in the same way as entering it, with three Average Survival checks needed. The same penalties await players that fail.

When the players leave the valley they can report their findings and receive their mission pay.

7-8: The real challenge of exploring this hurricane-wracked world is landing on it. The players should decide how many ships they are taking, and who will be piloting. This is a real challenge, so players should leave their ego at the front door when deciding who gets to fly.

Even in the upper atmosphere ships are struck by powerful winds. Each pilot must make an Average Spaceship Piloting check or go out of control. Ships that are out of control have one last chance, where they can make a Hard Spaceship Piloting check to regain control. On a failure the ship crashes and is destroyed. The pilot and any passengers must eject.

Ships that pass their Piloting checks land safely on the planet, and can rescue any players who were forced to eject.

The planet is too windy to use SRVs (they would just be blown over), so players must explore on foot, sticking to narrow gullies and valleys to keep out of the worst of the wind. Make three rolls on the Life-bearing Planet Encounter Table. Players should explore all points of interest if they wish to get paid. If a combat encounter occurs outdoors, the dreadful wind inflicts a -2 penalty to all ranged attack rolls. Alien Animals with ranged attacks are not affected, since they have evolved to compensate for the wind's effects, but all other Opponents suffer the same penalty.

Once the world has been explored, the players must return to their ships and attempt to take off. As they do so, a powerful hurricane blasts across the landscape, threatening to pitch their ships down into the earth. Each pilot must make a Hard Spaceship Piloting check or go out of control. Ships that are out

of control have one last chance, where they can make a Hard Spaceship Piloting check to regain control. On a failure the ship crashes and is destroyed. Passengers and pilots are ejected, dashed against the rocks and killed.

Players who use Escape Death to survive the crash will live, but they are likely to be stranded forever upon the windy planet, gradually losing their sense of decency and civilisation as they hungrily look upon their colleagues as starvation kicks in...

9-10: The mission is divided into two parts – the journey and the exploration.

The Journey

During the journey, one player must be assigned as the Navigator, one player the Engineer, and one player the Pilot. Any remaining players can be assigned to assist one of the officers. (See p.244 of the Core Book to see how helping another character can make a task easier)

- The Navigator must pass an Easy Navigation check.
- The Engineer must pass an Average Repair check.
- The Pilot must pass an Easy Spaceship Piloting check.

If all these checks are passed then the ship makes it to LHS 5029 B, and the players can celebrate as they refuel at the star and prepare to explore the system.

If the Navigation or Spaceship Piloting check fails then the players have flown a non-optimum route to the star – so they are in danger of running out of fuel. If the Pilot fails, the Navigator can make an Average Navigation check to put the players back on course. If the Navigator failed, the Pilot can make an Average Spaceship piloting check to compensate for the improper route. If either of these saviour checks fail, or if both Navigator and Pilot fail their checks, the ship is off course (see below).

If the Engineer fails their check, matters are much more serious. The addition of so many fuel tanks has led to complications, and there has been a fuel leak. The ship can no longer reach LHS 5029, nor can it get back home.

If the ship ends up off course or suffering a fuel leak, matters are now dire. The players can only activate their emergency beacon and pray that the company sends a similarly expensive rescue ship to retrieve them.

The players spend months or years in space, desperately eking out supplies. Just as their supplies are getting critical, a communication comes through from the Fuel Rats – an organisation dedicated to rescuing stranded pilots. They are on their way – but it will take several more weeks to get there!

The players gather their feeble supplies of food together. They have 5 Supply points remaining. Each week a player needs to consume 1 Supply point or take 15 Endurance damage. You cannot recover Endurance through any means whilst awaiting rescue. A player on 0 Endurance or less has died of starvation.

At the start of a week, decide which players you will allow to eat and deduct the appropriate Supply points and Endurance. Then roll a D10. On a 10, the Fuel Rats arrive and the players are saved. Otherwise they must wait another week.

You will quickly run out of Supply points. At this point you can either allow the characters to slowly starve to death, or select a player to be killed and eaten (their character – not the actual player). Some characters will be self-sacrificing, retiring to the drawing room with a sherry and a pistol. Others may need 'encouragement' to re-stock the larder, in which case you will need to carry out a combat where the remaining players gang up on the unfortunate 'volunteer'. A sacrificed character provides 5 Supply points. A character who died of starvation only provides 2 Supply points.

If, at the end of the week, a 10 is rolled and the players are rescued they receive no reward, but do gain Karma points for surviving the mission. They also owe the exploration company 200,000,000cr.

The Exploration

Provided the players haven't eaten each other, they can celebrate as they pull into orbit of LHS 5029B. After

refuelling the ship they can then explore the system. LHS 5029B is a K-Class Main Sequence star with no additional companion stars. Generate the system normally, according to the rules on p.330 in the Core Book.

Roll for an encounter on each planet and moon that can be explored, except that you will not encounter any pirates (you might still encounter Tribals from an earlier expedition, of course). Players can skip any points of interest they encounter, if they wish. Simply getting to the system will be enough to get them a reward.

Once the exploration is complete, the players can simply hyperspace jump out of the system and back to civilisation. They will be paid in full, provided they have made it to LHS 5029B and have explored each planet.



INVESTIGATE ANOMALY

1-3: Run an Alien Obelisk encounter (see Exploration encounters earlier in this supplement)

4-5: The craft is an ancient Anaconda, which has broken down as a result of being infested with Relic AI. It will allow any ship to board it, as its sensors have long since failed. Treat the Anaconda as a Relic AI base (see Exploration encounters earlier in this supplement).

6-8: If you have the Military Supplement, you can generate the small military base using the tables in that book – except that the base has no soldiers or other human personnel in it. If you don't have this supplement you can simply imagine your players exploring ten rooms in the base.

When the players enter the first room roll a D10. On a 10 they will be attacked by a group of Alien Animals (see below). On any other number the room is weirdly abandoned. For each additional room you explore add 1 to the die roll, making it more and more likely as you go that you will be attacked.

The tenth and last room in the base is always the Main Armoury. If the players' survive the inevitable Alien

Animal assault they can take two Rare weapons from the Armoury, generated randomly on p.234 of the Core Book.

Alien Animal Attacks

The first attack will be an Easy group of Alien Animals. The second attack a Medium group. The last and any additional attacks will be a Hard group. The players may be forced through attrition and exhaustion to flee before reaching the armoury.

No Borchucks

The Borchuck can be an aggressive animal if startled, but is unlikely to be responsible for wiping out and eating an entire base of Imperial soldiers. If you roll a Borchuck as an opponent – re-roll.

9-10: The players find themselves 30,000 light years from home. This could be a problem, especially if they don't all have fuel scoops. The players need to decide if they are going to stay in their ships, or abandon some of their ships in order to speed up their journey home. Divide the distance (30,000 LY) by the Range of the lowest Range ship in the group. This is the number of jumps required to get back to civilised space. When deciding whether to abandon one of more of their ships the players should consider the following:

- Ships without Fuel Scoops must be abandoned.
- You cannot exceed the Passenger value on your ship when taking players from other vessels.
- Your group travels at the Range of the lowest Range ship in the group.

This journey will be epic, requiring months of continual travel through uncharted space without backup. Good luck! **Every 100 jumps you must roll on the table (right) to see what happens.**

If the players make it home they gain **five times** the usual reward from all the data of distant star systems that they have scanned.

D10 Roll	Result
1-2	No Event: Your endless odyssey continues unhindered.
3-4	Mechanical Breakdown: The stress of so many jumps has caused a random player ship to develop a fault with its FSD. The crew aboard must pass an Easy Repair check to get the ship working again. If the crew fails you can ask other players to dock with your ship and help – but this indicates a much more serious fault. Players in other ships must pass an Average Repair check to get the drive working. If all the players fail, the FSD is a write-off and the ship must be abandoned.
5-6	Navigation Challenge: You're not sure ... but you think the course you are on is sub-optimal. Have one of the players make an Average Navigation check. On a failure, add 300 jumps to the journey.
7-8	Too close: The ennui of constant hyper-jumps has dulled a random pilot's senses. They have swept in too close to the star on this Fuel Scoop and now the ship is burning! Your ship takes 70 Hull damage. The player can reduce this damage by making a Spaceship Piloting check. For every point of this check, reduce the damage by 5 points. This could reduce the damage to nothing!
9	Simmering tensions: If there are no ships with any passengers or extra crew aboard, ignore this event. Otherwise choose a random ship with passengers. The captain of the ship is becoming annoyed with their co-worker's wheezy laugh, snide comments and constant asking, 'Are we there yet?' Matters are on the verge of violence. Have each player on the ship make a Hard Diplomacy check. If no one succeeds, the players aboard the ship begin a violent fist fight. Conduct a battle between the players, using only the Fighting rules. The fight ends when only one player is left conscious in the ship. Players who have been beaten unconscious might develop medical complications and die. Roll a die for each unconscious player – on an odd number they die of their wounds, unless they use the Escape Death Karma Capability. On an even number they eventually recover, scowling.
10	Thargoids: A Thargoid Invasion ship pulls a random player out of hyperspace. Unless the player is equipped with a Shutdown Field Neutraliser, the players' ship is instantly immobilised. An immobilised ship is at the mercy of the Thargoid vessel. Roll a die: On a 1-5 the Thargoid merely scans the immobilised vessel and departs. On a 6-9 the Thargoid sears the ship with its Thargoid Disruptor, inflicting 40 Damage to the Hull and a 40 Damage to a critical component. On a 10 the crew of the ship can only scream helplessly as the Thargoid rips their defenceless ship apart. Non-immobilised ships can either attack the Thargoid (good luck) or flee by making a successful Pursuit check against the Thargoid Interceptor.

ZOOLOGICAL EXPEDITION

1-3: The players, travelling to the plant site, must make three rolls on the Life-bearing Planet Encounter Table. They do not have to explore any points of interest if they do not want to. After the last encounter they reach the site of the plants. Players should be careful when picking the plants. Three samples are required, which can be taken with an Easy Science or Survival check. A failure means the sample is contaminated and must be re-picked – although there are only enough plants for five attempts. A success means the sample is removed and bagged correctly. A natural 1 indicates that the plant itself is poisonous, and has managed

to seep its poison past the gloves and environment suits the players might be wearing. A player loses 10 Endurance points and must be immediately treated by another player with an Average Medicine skill check. On a failure they take another 10 Damage and must be treated again. Continue this until the player is dead or has been successfully treated.

The players are rewarded if they recover
three plant samples.

4-6: Capturing the space-rabbit will be easy.

However, its defending herd creature must be distracted. The herd creature will be a Gollunk, unless the players are Master Rank or above, in which case it will be a Tengoroth. The herd creature can either be attacked whilst another player captures the target, or it can be led away with some cunningly created pheromones developed in the lab (see below).

Fighting the Herd Creature

A straight up battle to the death against the Herd Creature can be fought. One player must be absent during the battle whilst they capture the small animal.

Pheromone Distraction

It costs 1,000cr to mix together the pheromone chemicals. Have a player make an Average Science check. On a success the beast is led away, and the players can now try to capture the small animal. On a failure the pheromone turns the Herd Creature into a savage berserker! Double the Endurance value of the creature, and increase its To Hit rolls by 1 point. The entire team must now fight the super-powered beast!

Capturing the Animal

The Animal can be caught by passing an Easy Survival check. Only one character can make this attempt if you fight the herd creature, or two if you have led the creature away with pheromones.

7-9: Roll randomly to see which creature, either a Mordrake Spider or Mortis Claw, is to be captured. The players have a struggle on their hands either way. The players can tempt the creature into the

entrapment cage by using either fake bait (some tasty, but dead, meat) or live bait (one of the players).

If the players use fake bait, have one player attempt a Hard Survival check. On a success the animal wanders into the cage and can be caught.

If the players use live bait, choose one player as the bait and have another make an Average Survival check. On a success the animal dashes into the cage. The live bait must now make an Average Dodge check to crawl through the tiny escape hatch before the animal catches them. On a failed Dodge the player is dragged back into the cage and attacked. Whilst in the cage, the animal benefits from cover against attacks outside the cage, and cannot be attacked with Melee and Fighting attacks. The live bait can fight normally. If the cage is opened, the animal will spring out and attack the rest of the team.

Failing either of these Survival checks means that the animal has detected the players and immediately attacks them, ignoring the bait whilst it kills its hunters.

The players will only get paid if the animal is successfully caged and not killed.

10: A colony of Monstrous Tribals lives on this planet. You should re-roll this mission unless the players are at least Master in Rank. The player's first task is to track down the Tribals. Make a Life-bearing Planet Encounter Table check. However, if the players encounter any Opponents, replace those Opponents with Monstrous Tribals. The players can keep exploring if they do not find any Opponents on their first roll.

Once some Monstrous Tribals have been found, a battle begins. The players need to capture at least one Monstrous Tribal by reducing its Endurance to 0 or less with a Fighting attack. Other attacks that reduce its Endurance to 0 will kill the Tribal.

Once captured the Tribal must be kept sedated for its trip back to the players' employer. One player should make an Average Medicine check to do this correctly.

Failing this check means that the Monstrous Tribal wakes up halfway through the journey, splintering any restraints it has been put into. It will soon tear its way to the cockpit where it will attack its kidnapper without mercy.

If the Tribal is sedated – or beaten unconscious twice – the players will be rewarded accordingly.

SEARCH AND RESCUE

1-2: Finding Dall Varner won't be easy. Generate a random star system. Dall could be in the orbit of any star or planet. Have the players choose a planetary body to scan, and let each of them make a Hard Systems check, adding the General Scan bonus of their sensors. For each success roll a D10. On a result of 10 Dall has been found and can be scooped into any ship with a cargo bay. Otherwise the players must choose a new planet and move on. If all the planets and stars are scanned without finding Dall, the players will be too late. Either he has crashed into a star or gas giant, or has perished alone aboard his escape pod.

3: Roll a die. On a 10, the escape pod has crashed onto a life-bearing planet. On a 1-9 the pod has crashed on a lifeless planet. The players should first make a Hard Systems check, adding their General Scan bonus. On a success, they detect the pod from orbit and can immediately attempt a rescue (see below). On a failure, the planet must be swept at ground level with SRVs. If the players have no SRVs the rescue attempt ends in failure.

SRV Sweep

On a lifeless world the players must pass the following checks. They can share these checks out between them, or allow a single SRV pilot to attempt them all:

- Easy Systems check – to get on the right track.
- Easy Navigation check – to plot a safe route.
- Easy Vehicle Piloting check – to safely drive to the location.

On any failure, that player is temporarily lost or broken down. They can be safely recovered at the end of the adventure, but the check they failed must be passed onto someone else. If all the SRVs become lost or break down, the rescue fails, although the players manage to get back to their ships. Once all three checks are passed, they can attempt a rescue.

On a world with life, matters are different.

The players will quickly detect where the escape pod is without having to make any checks, but will be intercepted by an enraged Trelym (see Core Book p.313). This super-fast animal will try and smash the player's SRVs to bits! The players must begin a battle with the Trelym, but can try to flee if they feel outmatched.

The Rescue

The escape pod is teetering on the edge of a crumbling crevice. The players can make the following rescue attempts:

- An Average Repair check to hook the escape pod to an SRV and drag it away from the edge.
- An Average Science check to wedge and support the escape pod in place and then evacuate the pilot.
- An Average Athletics check to bravely attempt to pull the pilot from the escape pod, even as the pod is tilting towards the drop.

On a failed check, the escape attempt is bungled. The pod crashes and explodes into the crevice – the players get no rewards. On a success, the pod is rescued, and the players get their rewards when they return the pilot home.

4-6: The players' disappointment at finding the empty ship might turn to interest once they discover the strange ruins. Roll a D10. On a 1-4 the ruins are a Tribals Village. On a 5-7 they are Alien Ruins. On an 8-10 the 'ruins' are the base of a Relic AI. Consult the relevant encounter on the Planet Encounter Table. Regardless, the players only receive half pay for the mission, as the survey crew were found dead.

7-8: This beautiful earth-type planet is a paradise. Although some of the survivors of the crash have since perished, most are extremely eager to stay. Indeed, their hands twitch towards their weapons when you tell them about the company's orders that they leave the world.

The players can attempt the following strategies:

● An Hard Diplomacy check to reason with the colonists (*"You have family who love you back home – don't be selfish and stay"*).

● A Hard Intimidate check to threaten the colonists (*"The company isn't giving you a choice. What are your pop-guns going to do against my ship's multi-cannons?"*).

● An Average Medicine or Science check (*"The plant life here is slowly killing you – that's why Elizabeth and Aiden died"*).

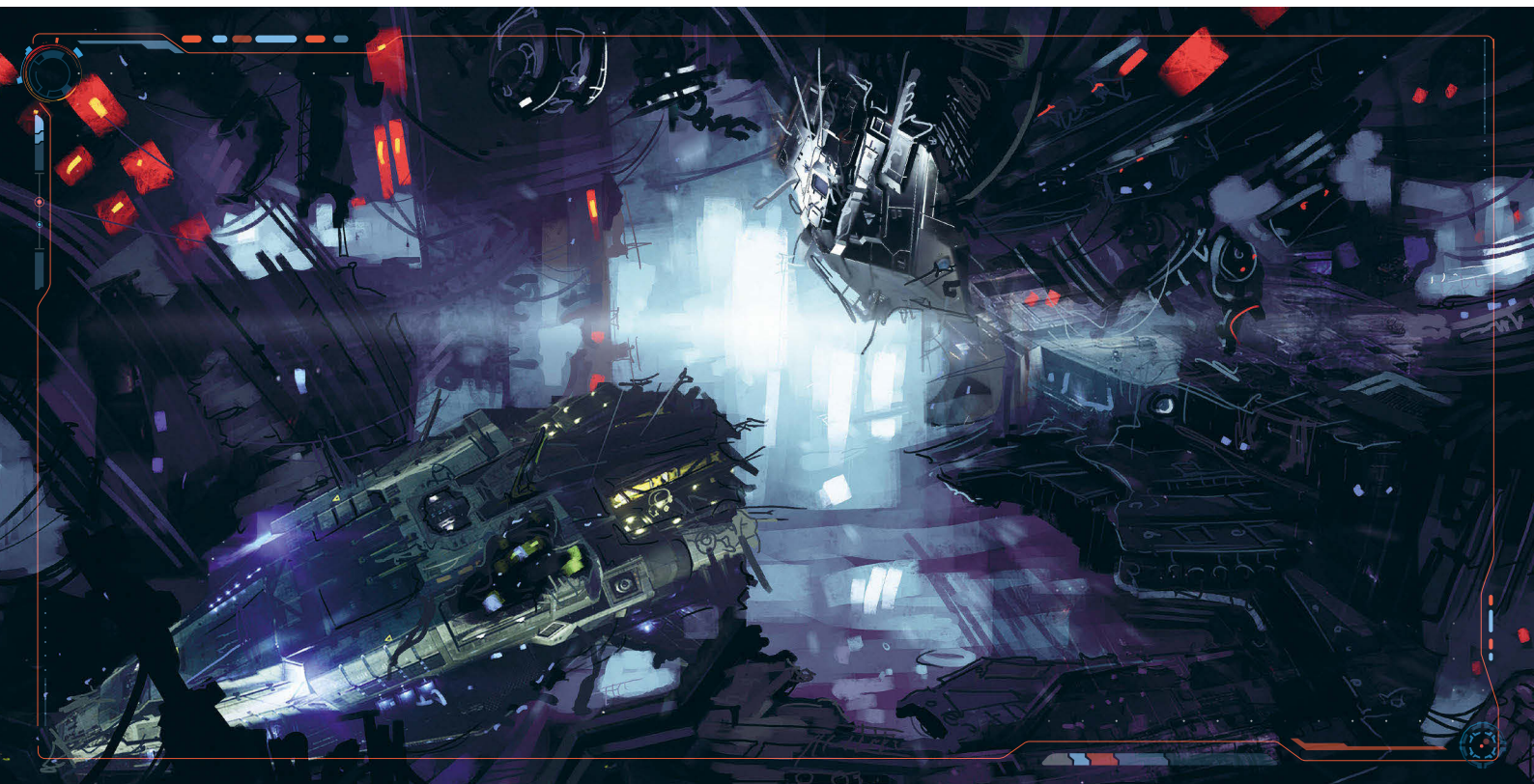
On a failure, the colonists will attack. They have the same statistics and equipment as a Conscript Soldier in the Core Book (p.284). There are twice as many colonists as players. If at least half the colonists can be reduced to 0 Endurance by a Fighting attack, the

players will still be paid. If there are more casualties than this the company will withhold payment ...and possibly charge the players with murder!

9-10: When the players arrive at the base on this lifeless world they find it destroyed. This might be enough to discourage them from looking for survivors, but players who make an Average Survival or Perception check might discover some strange tracks. Following the tracks to their source, leads to a Relic AI base. Conduct the Relic AI base Event in the Planet Encounter Table. Sadly the research crew have been killed, but the players' employers will pay the players regardless once they return home with knowledge of the crews' fate.

FOUND A COLONY

This mission is beyond the scope of the Random Generation System and could fill a supplement in itself! You can either re-roll, or choose to assist the colonial company with finding likely sites and conducting a Stellar Cartography mission.



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