E.D.R.P.G.

ELITE:DANGEROUS ROLE PLAYING GAME

ELITE DANGEROUS

MILITARY

BEGIN YOUR TRAINING IN THE ARMIES AND NAVIES
OF THE GREAT INTERSTELLAR POWERS.

SPIDERMIND GAMES

OFFICIALLY LICENSED PRODUCT

An **Elite:Dangerous Role Playing Game** Supplement:
MILITARY

Writen by .... Oliver Hulme

Producer .... Jon Lunn
Design .... Bruce Kennedy
Editor .... Janet Horwood

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

Playtesting by:

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

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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.

WARFARE OF THE FUTURE

WELCOME TO THE
MILITARY SUPPLEMENT
the first expansion rulebook for the Elite: Dangerous Role Playing Game.

Supplements give you extra 'stuff' with which to play the game – new backgrounds, Karma capabilities and spaceships for players, and new opponents and adventure building material for GMs.

This supplement concentrates on the militaries of the two largest governments in the galaxy, the Empire of Achenar and the Federation. The power that these two interstellar nations can summon is remarkable, and both militaries are important cultural icons of their respective governments, as well as being effective fighting forces. Even independent players can find employment with the military, as there are far too many battlefronts and sensitive military situations for a single navy or army to contend with on its own.

THE MILITARIES OF THE GREAT GALACTIC POWERS.

Every state, major corporation and inhabited system within human controlled space has a military force. This state of affairs is inevitable, since almost every ship capable of interstellar flight carries weapons that can level office blocks, annihilate soldiers and tanks, and disrupt the trade that civilisation depends on.

Indeed, failure to fund system security is an offence in Federation and Empire alike, as is being caught out by aggression from neighbours or pirate nomads such as the Kumo Crew. It is expected that every system will fund, recruit or hire additional military power as needed. Heads roll and politicians are arrested if the local government fails to fund its defences properly.

However well-armed local security forces may be, they pale into insignificance next to the Federation military or the Imperial navy. These two forces consume vast amounts of resources and contain untold thousands of ships and millions of troops (indeed, the precise number is always a state secret and probably unknown even to the governments themselves). An arms race has always existed between these two powers, spurring the creation of new weapons, armaments and ships. With the election of Zachary Hudson, yet another round of exorbitant military spending has begun, with new capital ships, fighters and dropships being constructed by the score. The proud Empire has retaliated with new cruisers of its own, and there is no sign that this reckless build-up of force will end any time soon...

THE FEDERAL MILITARY

The most ancient armed force in continuous service, the Federal military stretches back to the pre-interstellar nuclear age. It contains thousands of departments and employs billions, with one survey suggesting that the Federation military employs almost 2% of the entire Federal population. The reason for this weighty over-manning lies in the way the Federation organises its forces. Unlike the Empire, the Federation contains many arms of service, including a separate army, surface navy (boats and the like), space navy, atmospheric air force, and numerous military intelligence and scientific research departments. Such a broad number of separate forces entails a great deal of duplication. For each service requires its own security, logistics, pay boards, media outlets and so forth, not to mention separate buildings and staff duplicated many times across the six thousand systems of the Federation.

It is an inefficient but resilient force, containing a host of admirals, generals, directors, wing commanders and officers of every stripe. Conquering a Federation world is a trying experience, as would-be attackers cannot simply rout one military force and expect to take over. Stubborn air marshals (equipped with their own fighters and spacecraft) might not accept the surrender of a Federation admiral and continue the fight, whilst the Federal army are well known for the tenacious defence of their worlds. Each branch of the military can fight as an independent force, so a surface navy will have its own spacecraft for air defence, as well as marines for infantry operations. Like the layers of an onion, the Federal armed forces duplicate and complement each other, providing a glut of resources for any military confrontation they might face.

Technically the military lacks any political power, but wields considerable influence. As large employers they command considerable voting power. In addition, the military tends to stick up for each other's departments (unless there has been a cock-up) with an 'all for one' mentality that makes military reform difficult. Furthermore, many corporations supply the military, so it is entirely within their interests to maintain the wasteful duplication of the armed forces.

and also act as trainers for local planetary security services. Many corporations pay good money to the Federation navy to gain the benefit of their extensive war fighting experience, and to keep up with current trends in armament technology. Such payments serve the secondary purpose of binding corporate and military structures closer, which is useful when both are compelled to go to war together.

The military is commanded by the Federal government, with the President as its Commander-in-Chief. Whilst the government is responsible for giving instructions, it is down to the military to interpret those instructions and put them into legal practice. A group called the Joint Operations Command (JOC), which contains the heads of the most important departments in the military, decides which services should carry out the government's instructions and how they should do it.

Between active military engagements, the Federal armed forces engage in a great deal of training. Navy and army units train together extensively

Although there are many branches of service, they are not equal. The Federal navy, with its enormous warships and fleets of fighters, consumes the largest slice of the budget. The army, although it contains greater manpower, is less well funded. The surface navy and air force receive less than 1% of funds between them, and on many worlds do not even have a presence. This stark imbalance of funding is the cause of much grumbling. The surface navy, in particular, has had a long history of complaining about tiny budgets. Their submarine forces are the primary defence of hundreds of water worlds across the Federation, yet these invisible defenders are always the first casualty of budget cuts and realignments.

The Federal military is a large employer, but not a prestigious one. Its ranks are filled by the poor of Federation society or the ubiquitous military families of the inner core worlds. It is one of the few ways for an adult to receive free education, as the training programmes of the army and navy are comprehensive and updated regularly. As a debt-free way of learning mechanics, medicine and piloting, military life has few equals. Despite this excellent training, the military is subtly looked down on across Federation society as the kind of job only the uneducated and desperate perform. Service and duty run opposed to the consumerist society of the Federation, which likes to propagate the idea of free individuals doing and buying what they like. The idea of living in a barracks, obeying orders and possibly dying, sends a chill down the spine of the average Federal citizen.

Some ceremonial and famous fighting units enjoy public support. As with other walks of life, the military often uses celebrity endorsement to aid public image and recruitment. The most famous of these is the Marine 1st Regiment that provides zonal and personal protection details for the President and other important people. This unit is not merely ceremonial; it contains some of the most experienced veterans in the Federal navy and is a post of considerable prestige. Several army units such as the armoured 1st and 2nd Companies are also somewhat famous, and their deployment is used to dissuade opponents of the Federation from undertaking hostile action.

As with other militaries, Federation forces provide essential first responder support for any large crisis or natural event. Federal forces are extensively trained in crowd control and emergency aid delivery, and in fact this is the role of the Federal military most people will have experienced. Centuries of civil control doctrine has turned the military into an excellent crisis response group. Several transport ships, filled with preserved food cartridges, emergency shelters, power units and atmospheric processors are moored,

equipped and held in constant reserve. Once a crisis is underway these ships will move in under heavy guard and go straight to the areas in greatest need. This initial support is supposed to be supplemented by additional ships provided by the Federal government, although this doesn't always happen if a planet is considered unimportant.

The Federal navy is built around two types of grouping; the first is the defence forces. These tend to be local garrisons of smaller warships and fighter squadrons. They will typically be based at an orbital station or naval shipyard. They provide tripwire defence forces for border worlds, as well as heavy support for local law enforcement.

Typically these local defence forces will consist of a small flotilla of corvettes for patrols and area defence, supported by heavy fighters such as the Vulture and Federal Assault Ship.

More glamorous are the Intervention Fleets. These are built around the new Farragut class battlecruisers which, while not as pretty as their Imperial counterparts, do pack a similar punch. A fleet of these ships carry all the arms, soldiers and fighters a fleet might require for a system-wide invasion. Older ships, such as the Medusa and O'Brian battlecruisers can be drafted in from mothball in the event of a major interstellar crisis.
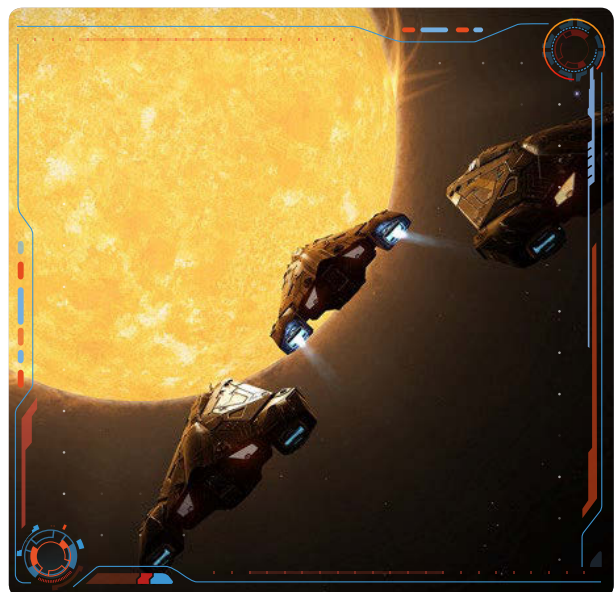
In most interstellar societies the armed forces provide a vital but subordinate role. The army is generally confined to barracks, the navy's warships stay out of the way of civilian traffic, and it is only during a crisis that the full, intimidating might of the military is unleashed. In the Empire, things are different.

Far from being a reserve force, the Imperial navy exists not only as the hammer of the Imperial senate, but also as its representative. The navy represents the ideals and culture of the Empire in glorious macrocosm. Tens of thousands of well-dressed officers salute and dine with each other in a great theatre of deference and intrigue. The working class of the Empire improve themselves in millions of engineering, service and soldiering duties. Straight-backed admirals and senators regally display themselves on the bridges of vast capital ships, sabres on one hip, a ceremonial sash draped across the opposing shoulder.

Whilst the Federal military is merely large in size, the Empire's navy is enormous, employing a huge proportion of Imperial subjects. This is important, since the navy acts as much as a public social service as it does a fighting force. There are very few benefit and welfare systems in the Empire – everyone, including the poorest, must pay their way. The navy, therefore, acts as a type of indirect welfare system, allowing the most unfortunate the ability to both work and gain honour. This is not a soft choice – the Imperial navy is a strict employer who would sooner execute a failing cadet than merely discharge them. During service, however, a cadet receives training worth thousands of credits for free, has their medical bills paid for, and can save up for future accommodation once their term of service is over. Ex-navy personnel are also entitled to receive charitable donations from many of the veteran societies of the Empire, further improving their chances when their duties come to an end.

The Imperial navy is enormously popular, especially in the core worlds around Achenar. While there is a great deal of propaganda created by the Imperial government to put the navy in a good light, this warm feeling towards the navy is quite genuine. The Imperial navy looks impressive; its smooth, white ships gleam in the starlight, its fighters are sleek and fast, its uniforms snug and fashionable. The navy is one of the oldest institutions in the Empire, and it is only thanks to its might that the Empire has maintained its independence.

The Imperial navy is obviously a fighting force, but it spends more time in its secondary roles than fighting wars. The well-governed super ships of the Empire act as ambassadors for Imperial might and have an important diplomatic role. Independent systems can be swayed by the elegance and grandeur of the Empire, and Imperial captains have authority to wine and dine foreign dignitaries and important system leaders to demonstrate the cultural advantages of Imperial membership.

Outside Imperial borders, captains of the Empire have broad sway to act as they please, as long as they do not provoke conflict with a superpower, and a passing Imperial warship might resolve a system's pirate problem or assist a dictator in crushing a rebellion if this might help to show the Empire in a good light.

The navy is also the premier colonising force of the Empire, sending fleets of exploratory vessels into the depths of space. The navy supports new colonies with supply runs, which would otherwise be too unprofitable for common traders. Imperial colonies are always constructed to the highest standard possible. The Empire does not want its new worlds occupied by rugged frontier-types living in rusting shacks or filthy grottos. These places must be fit for civilised Imperial citizens or not colonised at all.

Unlike the Federation, with its dozens of separate fighting forces, the Empire places all military capability into its navy. The navy controls all forces in air, space, water and on the ground. In practice, naval personnel specialise in a particular field, whether it be infantry, fighter craft, base logistics, espionage or spacecraft – but all are linked into a single command structure.

When the captain enters the room, the infantry salute her. The navy avoids bottlenecks occurring in the command structure by bypassing certain ranks in certain specialisations. A promising infantry commander doesn't have to be a spaceship captain before joining the admiralty, for example.

The overall commander of the Imperial navy is the Admiral of the Fleet, Senator Denton Patreus, a wealthy, hard-line isolationist who had designs on the Imperial Throne, before being thwarted by the Lavigny-Duvals. Indeed, his campaign for enthronement went so badly he was lucky not to be executed for
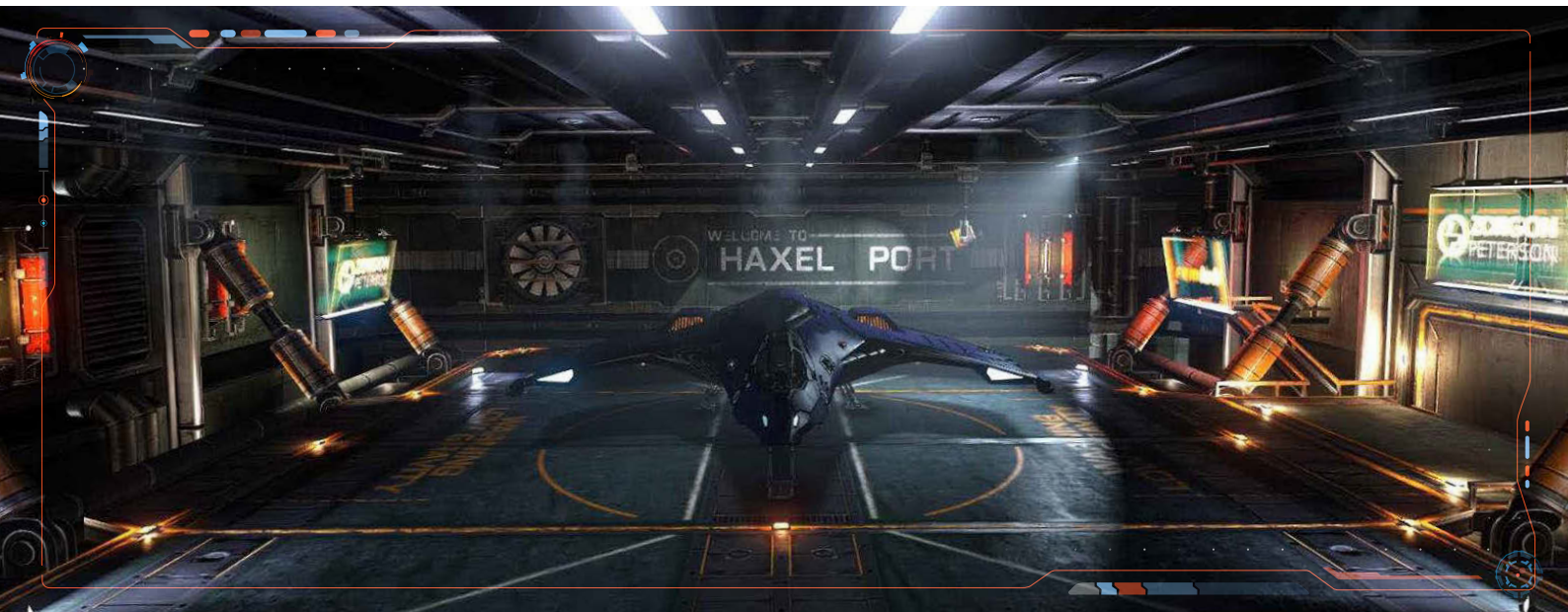
The most senior roles in the navy are political, rather than military. Naturally the navy swears allegiance to the Emperor as head of state, but in practice fleets receive their orders from senior Senators. Not all Senators command a fleet, and the process by which the Emperor awards this privilege is somewhat obscure. The best way a Senator can prompt the Emperor into receiving this right is by building their own fleet. At this point the Emperor will be eager to ensure that these ships serve the general good (and are under control of the Imperial Throne)!

It is indicative of the enormous wealth of the Empire that single individuals can build capital ships. The current standard, the Majestic Interdictor, is almost 2km long, luxuriously appointed with a rotating artificial gravity ring and palatial quarters for its occupants. To be able to gift such a ship to the Empire speaks volumes about a Senator's importance and success. However, Senators are not expected to fund the entire Imperial fleet by themselves and are permitted to raise taxes on their patrons to pay for the fleet's expenses and upkeep.

conspiracy to murder the Emperor. However, Patreus is a wealthy and important man, and the new Emperor decided it was better to keep him busy than undermine him too much. For his part, Patreus seems grateful for the opportunity to wrest some success from his Imperial debacle. His appointment has hardly cooled tensions between the Empire and Federation, but it has helped solidify the new Emperor's standing with the hardliners in her own nation.

Joining the Imperial navy is not a short-term commitment. Unlike the Federal Military, where terms as short as five years are normal, the Imperial navy expects decades of service before releasing its employees back into civilian life. After ten years of service, the minimum term, ex-navy personnel can expect a small pension. After twenty years they can expect a better pension and a house, often on a new colony or conquered world. These benefits can be passed on to dependents in the event of the early death of the officer or marine.

MILITARY CAREERS

The interests of the great galactic nations are served, protected and advanced by their powerful military organisations. For the Empire, a single galactic navy controls all military forces, from the command of capital ships and space fighters to the common soldier fighting on an airless moon. The Alliance and Federation have split authorities, with separate armies, navies and fighter corps competing for cash and prestige from tight government budgets.

All these organisations are massively funded, despite the groaning protestations of their senior officers. However, it would take a budget many thousands of times higher for the Federation or Empire to exert complete control over their domains. Space is so vast, and escape from threats so easy, that many militaries are nothing more than blunt tools of war, unable to control events to their satisfaction.

In order to increase their reach, the grand powers have privatised military action. This includes ceding military control to companies and corporate organisations in certain areas, but it even goes so far as employing outside freelancers to complete authorised missions. It should be understood that deploying military force is very expensive – the grand Majestic Interdictors of the Empire cost millions of credits every time they jump. Deploying a wing of combat fighters costs hundreds of thousands of credits in spent munitions, specialist fees, replacing lost fighters and training new pilots. Why bother to hunt down a small group of rebel raiders with such a force when a local contractor will do it for a few piffling thousand credits and face all the risk and cost?

However, there is an additional reason for this reliance on free agents; they increase the range and reach of the military. A funny thing happens when a pilot works exclusively for the Federal or Imperial military. Slowly but surely a sense of pride and camaraderie begins to form. You stop thinking of your employer as a faceless military giant and start feeling part of the team. When a mission is tough, involving much damage, loss of life and stressful after-effects, nothing soothes the soul more than the understanding that you are working towards something bigger and more important than yourself. The Empire was relying on you and you did what you had to do. Suddenly the image of that exploding freighter that has burned into your eyes, looks less like slaughter and more like ... heroism. In fact, not only do you feel proud of your actions, you even begin to look out for the interests of your employer. You might reveal the location of a suspicious convoy heading towards an Imperial planet, or pass on a conversation, overheard in a docking bay, about a big hit being planned against an Imperial installation. In this way you build loyalty and trust with your chosen side and begin to identify with their policies and goals. You become an Empire pilot in your heart as well as your wallet.

The Empire and Federation encourage this kind of thinking by presenting independent pilots with honorary ranks. An honorary rank is a non-active military rank that confers prestige and certain freedoms on a pilot unavailable to common space adventurers. As a general rule, as a freelance, you cannot order around active military personnel in the line of their duties. So you couldn't, for instance, order a military interceptor not to engage you or command a soldier to leave their post. However, you do gain respect and admiration from citizens and military personnel who follow your chosen government.

Additionally, characters with a high honorary rank can purchase powerful military spaceships, only sold to

proven allies of the Empire or Federation. These potent machines are almost impossible to purchase anywhere except in military dockyards, making them a physical symbol of loyalty towards a great galactic power.

Currently the Alliance does not employ this system of honorary ranks, cautious of giving even a semblance of military power to civilians. However, the matter is constantly debated in the Assembly and Council of Admirals, and most independent political pundits believe the Alliance will soon relent and implement an honorary rank structure of its own.

GAINING AN HONORARY RANK

Independent pilots gain honorary ranks by completing military missions for a power. In general, if a pilot (and any accompanying allies) completes a military mission effectively, whilst causing no embarrassment to their contractor, they will go up one rank in that power's rank structure.

Embarrassing the military can occur in various ways: Destroying civilians or civilian property; attracting the attention of another major power; creating friction between the military and another civilian or corporate organisation (such as the police or local government) and causing a conflict to expand through irresponsible action. An example of the last type of embarrassment could be when a group of independent pilots destroys a tank gang on a feudal planet, only to trigger revenge attacks from all the other tank gangs in the surrounding area. In this case, the pilot's actions have increased tension and conflict rather than alleviated it.

In most cases a military contractor will be surprisingly tolerant when independents provide their after-action reports. Most contractors are realists who understand that accidents will happen when non-military personnel and high explosive weapons are involved. A certain amount of collateral damage is expected – but stray missiles hitting orphanages and tumbling skyscrapers are not accepted. Independents need to understand when to hold their fire!

Provided a mission is acceptably completed, each player involved in the mission will go up an honorary rank, receiving a nice badge, which they can wear on their flight jackets into the bargain.

HONORARY RANK TABLE

EMPIRE RANK	Imperial Ships unlocked	FEDERATION RANK	Federation Ships unlocked	Social Factor Bonus
None		None		+0
Outsider	Imperial Eagle	Recruit		+0
Serf		Cadet		+1
Master	Imperial Courier	Midshipman	Federal Dropship	+1
Squire		Petty Officer		+1
Knight		Chief Petty Officer	Federal Assault Ship	+1
Lord		Warrant Officer		+2
Baron	Imperial Clipper	Ensign	Federal Gunship	+2
Viscount		Lieutenant		+2
Count		Lieutenant Commander		+2
Earl		Post Commander		+3
Marquis		Post Captain		+3
Duke	Imperial Cutter	Rear Admiral	Federal Corvette	+3
Prince		Vice Admiral		+3
King	Imperial Explorer[1]	Admiral		+4

[1] This ship is described in the Exploration Supplement

EFFECTS OF GAINING HONORARY RANK

Possessing an honorary rank and displaying it grants a player a Social Factor bonus while they are interacting with people aligned to the power they have a military rank with. The size of this bonus is shown on the honorary rank table. Displaying a rank in other places doesn't usually create a penalty of any kind. A Federal officer displaying her rank on an Empire world won't immediately be beset by rabid Imperial citizens trying to murder her. Rather, they would probably give such a person begrudging respect. She may be fighting for the wrong side, but she must be worth something if she has been so highly decorated.

Additionally, you can purchase military ships that have a rank restriction. There are eight such ships in this supplement and you will find others in the future. See the 'New Spaceships' chapter for more details.

NON-HONORARY RANK

If you are playing in a military campaign, rather than undertaking missions as an independent pilot, it is possible to gain actual military ranks as opposed to honorary ones. Non-honorary ranks confer great responsibility as well as power on an individual, and require an officer to work full- time for the military.
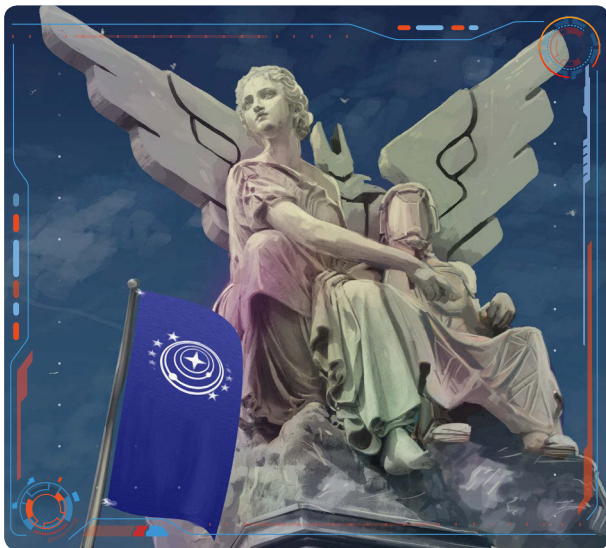
In social situations non-honorary ranks work in the same way as an honorary rank. In a military situation, a higher ranking officer can give any order they like to a subordinate officer under their command. Generally you can't give orders to someone who isn't under your command, unless you are in a situation where that junior officer is 'out of command' (i.e. they cannot contact their commanding officer). In practice a junior officer will try to obey any reasonable order out of politeness - as long as this does not conflict with the orders of their commanding officer.

For example: You are a Post Captain, but you are aboard another Post Captain's ship, so you are not in command. If you ordered a Lieutenant to get you a cup of coffee, they would almost certainly comply, unless they were performing a duty that could not be neglected (flying or navigating a ship, standing guard over some vital technical documents, etc.). Even then the Lieutenant would probably order a junior to get you a cup of coffee in their stead.

If you gave an order to the helm officer, a lieutenant commander, to change course they would not obey, since the order is not trivial and they are under the command of a different captain. You do not have the authority to issue such an important order.

However, let's say that you are stranded on a distant moon with the same officers. There are no ships in the vicinity and coms are out of range. In this situation you could issue commands to these lieutenants as they are out of command from their commanding officer. Indeed, as the senior officer present, you would be expected to issue commands in this situation.

In a military campaign, you will not go up in military rank as quickly as an independent pilot gains honorary ranks. This is because, unlike honorary ranks, military ranks actually mean something and come with significant privileges, wages and power. Do not expect all the players in your group to reach the rank of Admiral in a military campaign – there just aren't enough fleets to go round! Indeed, it is rare for a player to get much beyond the rank of Lord or Post Captain in a military campaign, as ranks after this point tend to be largely administrative in nature.

The upshot is, don't expect to gain a military rank every time you complete a mission in a military campaign. Such real power is hard earned and only handed out by the GM after you have performed exceptionally well.

If you ever retire from the military you gain an honorary rank equal to your current military rank.

NEW SPACESHIPS

There now follow **eight** new spaceships for inclusion into the game.

These are all military ships, whose sales are restricted by the Federation and Empire. For a player to buy one of these ships 'off the shelf' they must be of the appropriate military rank (honorary ranks allow you to buy ships as well, the great powers merely wish to ensure that these vessels go to people they can trust). However, these ships can still be stolen from or gifted by important military or corporate leaders. Some ships, like the Imperial Courier, are more likely to be in private hands than in military arsenals.

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

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

BULKHEADS

SHIP	Reinforced Alloys (cr)	Military Grade Composite (cr)
Federal Assault Ship	7,925,680	46,702,080
Federal Corvette	75,187,790	443,044,000
Federal Dropship	5,725,680	33,738,580
Federal Gunship	14,325,690	84,414,090
Imperial Clipper	8,918,340	52,551,340
Imperial Courier	1,017,200	5,993,700
Imperial Cutter	83,587,790	492,541,000
Imperial Eagle	66,500	372,040

FEDERAL ASSAULT SHIP

BASIC SPECIFICATIONS

Category:	Medium Spacecraft
Rank Required:	Chief Petty Officer
Manufacturer:	Core Dynamics
Dimensions:	L 73.8m x W 49.5m x H 22.8m
Landing Pad:	Medium
Crew:	2
Passengers:	6
Agility:	6
Speed:	7
Range:	Standard
Fuel:	16T (160 LY)
Hull:	360
Weapons:	X2 Large Mounts
	X2 Medium Mounts
Utility Mounts:	4

Fixed Components

Power Plant:	Class 6
Thrusters:	Class 6
Frame Shift Drive:	Class 5
Life Support:	Class 5
Power Distributor:	Class 6
Sensors:	Class 4

Internal Components

X2 Size 5
X1 Size 4
X1 Size 3
X2 Size 2
X2 Size 4 (Military)

The Federal Dropship is highly adaptable and early on it was noted by Federation engineers that it was possible to turn the Dropship into an effective dogfighter by removing some of the excess weight from the ship. Many civilian owners of the ship began to adapt their vessels in this way to assist them against fighter attacks and it wasn't long until the admiralty noticed their effectiveness.

The Federal Assault Ship strips away some of the internal space of its parent design and adds banks of high-powered manoeuvring thrusters to aid the ship in making tight turns.

The addition of these thrusters has led to a bit of moving around of the ship's weapon hardpoints which are now fewer in number, but better in quality. The result is a ship which can manoeuvre as tightly as a Viper and fly as fast as a Sidewinder, whilst being twice the size of both.
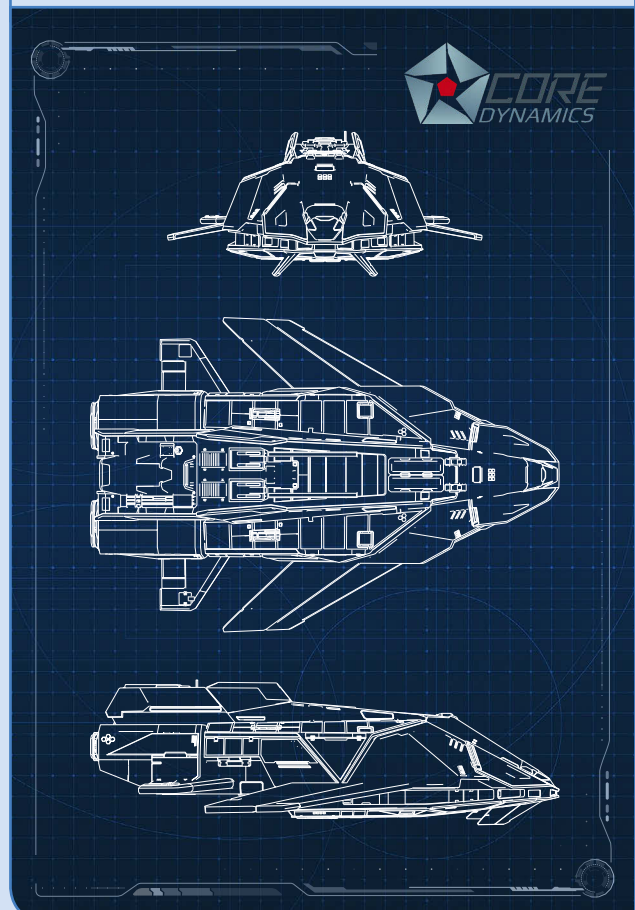
FEDERAL ASSAULT SHIP – PATRIOT EDITION

Agility:	6
Speed:	7
Hull:	360
Shields:	140

WEAPONS
Large: Empty
Large: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30

Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 3E, +1 General Scan, No bonus, Str 25

INTERNAL COMPONENTS
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: 5E Shield Generator (Shield Power 140, Strength 40)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 4(M): Empty
Size 4(M): Empty

Bonuses: +2 General Scan
Cargo Capacity: 32T
Range: 13LY
Fuel Tank: 16T (160LY)

Cost: 19,815,210cr

FEDERAL ASSAULT SHIP – SKIRMISHER

Agility:	7
Speed:	8
Hull:	435
Shields:	180

WEAPONS
Large: Large Gimballed Cannon, +3 Acc, 30 Damage*, Ammo 50
Large: Large Gimballed Cannon, +3 Acc, 30 Damage*, Ammo 50
Medium: Medium Gimballed Beam Laser, +3 Acc, 15+Burst (20) Damage♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15+Burst (20) Damage♦
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY
Mount 1: Chaff Launcher, Str 30, Ammo 6
Mount 2: 0C Kill Warrant Scanner, Str 30, 60% Bounty Bonus
Mount 3: Point Defence, Str 30, Ammo 10
Mount 4: ECM, Str 30

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6D, 18.9MW output, Str 80

Thrusters: 6C, +1 Speed, +1 Agility, Str 85
Frame Shift Drive: 5D, Range 14LY, Str 65
Life Support: 5D, Emergency Life Support 7.5 minutes, Str 75
Power Distributor: 6C, 2 Floating Bonuses, Str 85
Sensors: 4C, +2 General Scan, +1 Initiative, +1 Dogfighting, Str 60

INTERNAL COMPONENTS
Size 5: 5E Cargo Rack (Strength 70, Capacity 32)
Size 5: 5C Shield Generator (Shield Power 180, Strength 65)
Size 4: 4C Shield Cell Bank (Strength 65, Recharge 20/3, Ammo 3)
Size 3: 3E Cargo Rack (Strength 50, Capacity 8)
Size 2: 2C Frame Shift Drive Interdictor (Strength 45, 0/Medium)
Size 2: 1E Basic Discovery Scanner (Strength 30, 500 LS range)
Size 4(M): 4E Hull Reinforcement Package (+75 Hull)
Size 4(M): 4E Module Reinforcement Package (+20 Strength/All)

Bonuses: +1 Speed, +1 Agility, +1 Initiative, +1 Dogfighting,
2 Floating Bonuses, +2 General Scan
Cargo Capacity: 40T
Range: 14LY
Fuel Tank: 16T (160LY)

Cost: 27,445,250cr

Agility:	9
Speed:	9
Hull:	995
Shields:	350

Thrusters: 6A, +2 Speed, +2 Agility, Str 100
Frame Shift Drive: 5C, Range 16LY, Str 80
Life Support: 5E, Emergency Life Support 5 minutes, Str 85
Power Distributor: 6A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 100
Sensors: 4A, +2 General Scan, +2 Initiative, +2 Dogfighting, Str 75

WEAPONS
Large: Large Fixed Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Large: Large Fixed Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Medium: Medium Seeker Missile Rack,
+4 Acc, 35 Damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack,
+4 Acc, 35 Damage (15 vs shields), Ammo 12
♦+5 Damage vs Shields

INTERNAL COMPONENTS
Size 5: 5D Hull Reinforcement Package (Hull +100)
Size 5: 5A Shield Generator (Shield Power 220, Strength 70)
Size 4: 4A Shield Cell Bank (Strength 70, Recharge 20/5, Ammo 3)
Size 3: 3D Module Reinforcement Package (Str +30/Fixed Comp.)
Size 2: 2D Hull Reinforcement Package (Hull +45)
Size 2: 2D Hull Reinforcement Package (Hull +45)
Size 4(M): 4D Hull Reinforcement Package (+85 Hull)
Size 4(M): 4E Module Reinforcement Package (+20 Strength/All)

UTILITY
Mount 1: Chaff Launcher, Str 30, Ammo 6
Mount 2: 0A Shield Booster, Str 30, 25% Shield Boost
Mount 3: 0A Shield Booster, Str 30, 25% Shield Boost
Mount 4: 0D Shield Booster, Str 30, 10% Shield Boost

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge,
+2 Initiative, +2 Dogfighting, 1 Floating Bonus, +2 General Scan
Cargo Capacity: 0T
Range: 16LY
Fuel Tank: 16T (160LY)

FIXED COMPONENTS
Bulkhead: Military Grade Alloy (100% Hull Bonus)
Power Plant: 6A, 25.2MW output, Str 100

Cost: 84,192,260cr

FEDERAL CORVETTE

BASIC SPECIFICATIONS

Category:	Large Spacecraft
Rank Required:	Rear Admiral
Manufacturer:	Core Dynamics
Dimensions:	L 167.8m x W 87.2m x H 28.3m
Landing Pad:	Large
Crew:	8
Passengers:	12
Agility:	2
Speed:	5
Range:	Standard
Fuel:	32T (320 LY)
Hull:	660

Weapons:
- X2 Huge Mounts
- X1 Large Mount
- X2 Mediuml Mounts
- X2 Small Mounts

Utility Mounts: 8

Fixed Components

Power Plant:	Class 8
Thrusters:	Class 7
Frame Shift Drive:	Class 6
Life Support:	Class 5
Power Distributor:	Class 8
Sensors:	Class 8

Internal Components

X3 Size 7
X2 Size 6
X2 Size 5
X2 Size 4
X1 Size 3
X2 Size 5 (Military)

Federal Corvettes are small-scale capital warships, built en-masse by the Federation as rapid-response vessels and line-cruisers for minor conflicts. A robust design, heavily armed, lightly armoured and manoeuvrable (for their size), the Corvette is also the largest dedicated warship available for sale to private Federation citizens.

A warship in every sense of the term, the Federal Corvette has few luxuries and a generous crew compliment. It most often acts as a command ship for small scale engagements, although it is beginning to prove itself as an adaptable fighter in larger warfronts as well. Its good manoeuvrability allows it to dogfight large scale ships and focus its heavy firepower reliably, rather than relying on the high speed jousting antics of the Imperial Cutter, its nearest rival. In all ways it is a less plush vessel than its Imperial counterpart, hard-edged, efficient and ugly. As a mass-produced vessel, however, it far exceeds the Cutter in terms of numbers, which could be a crucial factor in the unpleasant eventuality of war between the powers.
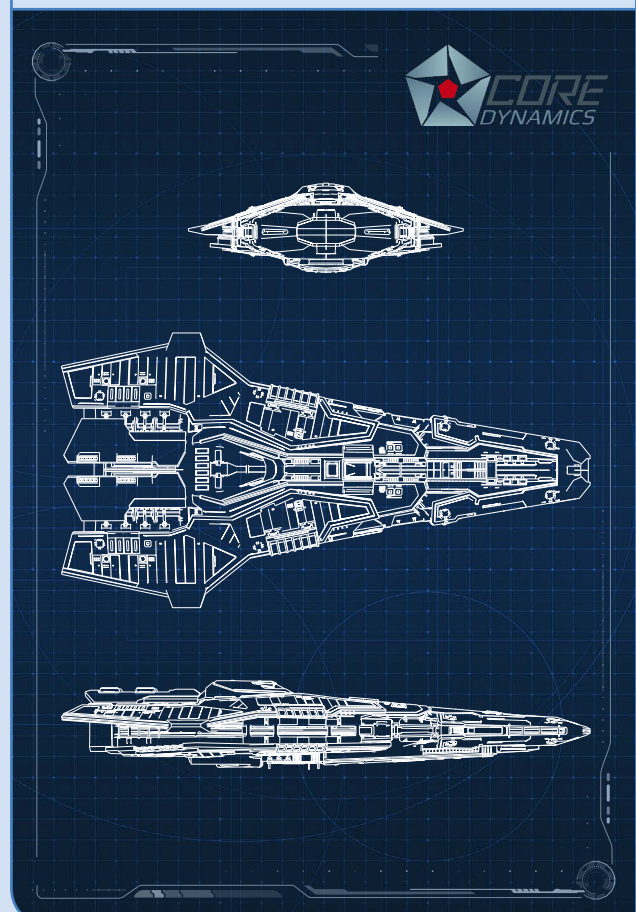
FEDERAL CORVETTE – PRIVATE SALE VARIANT

Agility: 2
Speed: 5
Hull: 660
Shields: 235

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

♦+5 Damage vs Shields

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

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8E, 24MW output, Str 80
Thrusters: 7E, No bonuses, Str 70
Frame Shift Drive: 6E, Range 15LY, Str 55
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 8E, No bonuses, Str 80
Sensors: 8E, +5 General Scan, Str 75

INTERNAL COMPONENTS
Size 7: 6E Cargo Rack (Str 60, Capacity 64)
Size 7: 7E Shield Generator (Str 60, Shield Power 235)
Size 7: Empty
Size 6: Empty
Size 6: Empty
Size 5: Empty
Size 5: Empty
Size 4: 3E Cargo Rack (Str 30, Capacity 8)
Size 4: 2E Cargo Rack (Str 20, Capacity 4)
Size 3: 1E Basic Discovery Scanner (Str 10, 500ls range)
Size 5 (M): Empty
Size 5 (M): Empty

Bonuses: +5 General Scan
Cargo Capacity: 76T
Range: 15LY
Fuel Tank: 32T (320LY)

Cost: 187,969,450cr

FEDERAL CORVETTE – FREELANCER

Agility: 5
Speed: 7
Hull: 1,090
Shields: 530

WEAPONS
Huge: Huge Fixed Multi-cannon, +2 Acc, 35+Burst(10) Damage*, Ammo 30
Huge: Huge Fixed Multi-cannon, +2 Acc, 35+Burst(10) Damage*, Ammo 30
Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15+Burst(10) Damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15+Burst(10) Damage♦
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20

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

UTILITY
Mount 1: Chaff Launcher, Str 35, Ammo 6
Mount 2: ECM, Str 35
Mount 3: Point Defence, Str 35, Ammo 10
Mount 4: 0C Kill Warrant Scanner, Str 35, 60% Bounty Bonus
Mount 5: 0A Shield Booster, Str 35, 25% Shield Boost
Mount 6: 0A Shield Booster, Str 35, 25% Shield Boost
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS
Bulkhead: Reinforced Alloy (50%)
Power Plant: 8A, 36MW output, Str 115
Thrusters: 7A, +2 Speed, +2 Agility, Str 105
Frame Shift Drive: 6A, Range 21LY, Str 90
Life Support: 5C, Emergency Life Support 10 minutes, Str 85
Power Distributor: 8A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 115
Sensors: 8A, +5 General Scan, +2 Initiative, +2 Dogfighting, Str 110

INTERNAL COMPONENTS
Size 7: 7A Shield Generator (Str 95, Shield Power 355)
Size 7: 7E Cargo Rack (Strength 95, Capacity 128)
Size 7: 7E Cargo Rack (Strength 95, Capacity 128)
Size 6: 6H Planetary Vehicle Hanger (Str 90, Vehicles 4)
Size 6: 6A Auto Field Maintenance Unit (Str 95, Repair 70, Supply 200)
Size 5: 5A Fuel Scoop (Strength 85, Scoop Auto/8)
Size 5: 5A Shield Cell Bank (Strength 85, Recharge 25/5, Ammo 3)
Size 4: 4A Frame Shift Drive Interdictor (Strength 75, +5/Large)
Size 4: 1C Advanced Discovery Scanner (Strength 40, Range: System Wide)
Size 3: 1C Detailed Surface Scanner (Strength 40)
Size 5 (M): 5E Module Reinforcement Package (Str +25/All)
Size 5 (M): 5D Hull Reinforcement Package (Hull +100)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge, 1 Floating Bonus, +2 Initiative, +2 Dogfighting, +5 General Scan
Cargo Capacity: 256T
Range: 21LY
Fuel Tank: 32T (320LY)

Cost: 672,952,490cr

FEDERAL CORVETTE – LINE CRUISER

Agility:	4
Speed:	6
Hull:	1,655
Shields:	355

WEAPONS

Huge: Huge Fixed Plasma Accelerator, -1 Acc, 70 Damage, Ammo 50
Huge: Huge Fixed Plasma Accelerator, -1 Acc, 70 Damage, Ammo 50
Large: Large Turreted Cannon, +2 Acc, 30 Damage*, Ammo 50
Medium: Medium Seeker Missile Rack, +4 Acc, 35 Damage
(15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +4 Acc, 35 Damage
(15 vs shields), Ammo 12
Small: Small Turreted Burst Laser, +2 Acc, 5+Burst(10) Damage♦
Small: Small Turreted Burst Laser, +2 Acc, 5+Burst(10) Damage♦
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY

Mount 1: Point Defence, Str 60, Ammo 10
Mount 2: Point Defence, Str 60, Ammo 10
Mount 3: 0D Manifest Scanner (Str 60, +1 bonus)
Mount 4: 0E Frame Shift Wake Scanner (Str 60, No bonus)
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Military Grade Alloy (100% Hull bonus)
Power Plant: 8C, 30MW output, Str 135
Thrusters: 7C, +1 Speed, +1 Agility, Str 125
Frame Shift Drive: 6C, Range 18LY, Str 110
Life Support: 5B, Emergency Life Support 15 minutes, Str 110
Power Distributor: 8B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 135
Sensors: 8C, +5 General Scan, +1 Initiative, +1 Dogfighting, Str 130

INTERNAL COMPONENTS

Size 7: 7E Cargo Rack (Str 120, Capacity 128)
Size 7: 7A Shield Generator (Str 120, Shield Power 355)
Size 7: 7A Shield Cell Bank (Str 130, Recharge 35/5, Ammo 3)
Size 6: 6H Planetary Vehicle Hanger (Str 115, Vehicles 4)
Size 6: 5D Module Reinforcement Package (Str +50 Weapons)
Size 5: 5D Module Reinforcement Package (Str +50 Utility)
Size 5: 5D Module Reinforcement Package
(Str +50 Internal Components)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 4: 4D Hull Reinforcement Package (Hull +85)
Size 3: 3D Hull Reinforcement Package (Hull +65)
Size 5 (M): 5D Module Reinforcement Package
(Str +50 Fixed Components)
Size 5 (M): 5D Hull Reinforcement Package (Hull +100)

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield Recharge,
+1 Initiative, +1 Dogfighting, +5 General Scan
Cargo Capacity: 128T
Range: 18LY
Fuel Tank: 32T (320LY)

Cost: 503,690,860cr

FEDERAL DROPSHIP

BASIC SPECIFICATIONS

Category: Medium Spacecraft
Rank Required: Midshipman
Manufacturer: Core Dynamics
Dimensions: L 73.9m x W 52.3m x H 21.7m
Landing Pad: Medium
Crew: 2
Passengers: 8

Agility: 2
Speed: 5
Range: Standard
Fuel: 16T (160 LY)
Hull: 360

Weapons: X1 Large Mount
X4 Mediuml Mounts

Utility Mounts: 4

Fixed Components
Power Plant: Class 6
Thrusters: Class 6
Frame Shift Drive: Class 5
Life Support: Class 5
Power Distributor: Class 6
Sensors: Class 4

Internal Components
X1 Size 6
X2 Size 5
X1 Size 4
X2 Size 3
X1 Size 2
X2 Size 4 (Military)

The brutal and ungainly Federal Dropship is an iron-hard warship, designed for planetary and deep space assaults.

The standard variant features extensively modified cargo bays for the deployment of up to a hundred soldiers, complete with light tank support and field artillery. In atmosphere or during a close-range space platform assault, the Dropship lends its considerable firepower to its troops, clearing the way with rattling multi-cannon blasts and pinpoint beam laser fire.

In deep space the Federal Dropship is a vessel that needs support. It has sacrificed a great deal of agility for its transport role, and so is usually escorted by fighter craft during an assault. This ship has, in spite of its tight focus on troop operations, proved popular amongst pro-Federation pilots for its great cargo capacity and its ample protection. Few pirates are willing to engage a heavy warship, no matter how sluggish, in a one-on-one confrontation. It only takes one mistake to end up in front of the Dropship's grotesque firepower.
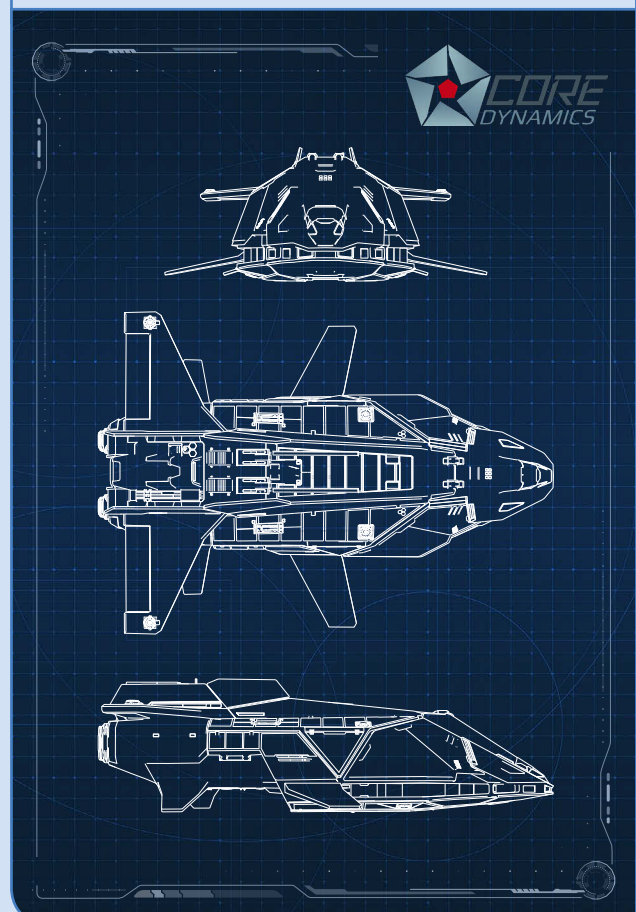
FEDERAL DROPSHIP – CIVILIAN PRODUCTION

Agility:	2
Speed:	5
Hull:	360
Shields:	140

WEAPONS
Large: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Empty
Medium: Empty
♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6E, 16.8MW output, Str 60

Thrusters: 6E, No bonuses, Str 60
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 6E, No bonus, Str 60
Sensors: 4E, +2 General Scan, Str 35

INTERNAL COMPONENTS
Size 6: 5E Cargo Rack (Strength 50, Capacity 32)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 5: 5E Shield Generator (Shield Power 140, Strength 40)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: Empty
Size 3: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 4(M): Empty
Size 4(M): Empty

Bonuses: +2 General Scan
Cargo Capacity: 56T
Range: 13LY
Fuel Tank: 16T (160LY)

Cost: 14,314,210cr

FEDERAL DROPSHIP – STANDARD DEPLOYMENT

Agility:	3
Speed:	6
Hull:	445
Shields:	200

WEAPONS
Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Medium: Medium Fixed Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +2 Acc, 15+Burst(10) Damage*, Ammo 30
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY
Mount 1: Chaff Launcher, Str 30, Ammo 6
Mount 2: ECM, Str 30
Mount 3: Point Defence, Str 30, Ammo 10
Mount 4: 0A Shield Booster, Str 30, Shield Boost 25%

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6D, 18.9MW output, Str 80

Thrusters: 6D, +1 Speed, Str 80
Frame Shift Drive: 5D, Range 14LY, Str 65
Life Support: 5E, Emergency Life Support 5 minutes, Str 75
Power Distributor: 6B, +1 Agility, +1 to hit, +5 Shield Recharge, Str 85
Sensors: 4D, +2 General Scan, +1 Initiative, Str 55

INTERNAL COMPONENTS
Size 6: 6E Cargo Rack (Strength 80, Capacity 64)
Size 5: 5E Cargo Rack (Strength 70, Capacity 32)
Size 5: 5C Shield Generator (Shield Power 160, Strength 60)
Size 4: 4H Planetary Vehicle Hanger (Str 65, Vehicle Bays 2)
Size 3: 3C Shield Cell Bank (Str 55, Shield Recharge 15/3, Ammo 3)
Size 3: 3E Cargo Rack (Strength 50, Capacity 8)
Size 2: 2C Auto Field Maintenance Unit (Str 45, Repair 25/80)
Size 4(M): 4D Hull Reinforcement Package (Hull +85)
Size 4(M): 4E Module Reinforcement Package (Str +20/All)

Bonuses: +1 Speed, +1 Agility, +1 to hit,
+5 Shield Recharge, +1 Initiative, +2 General Scan
Cargo Capacity: 104T
Range: 14LY
Fuel Tank: 16T (160LY)

Cost: 37,775,990cr

Agility: 4
Speed: 6
Hull: 625
Shields: 385

WEAPONS

Large: Large Fixed Plasma Accelerator, -1 Acc, 60 Damage, Ammo 50
Medium: Medium Turreted Beam Laser, +2 Acc, 15+Burst(20) Damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15+Burst(20) Damage♦
Medium: Medium Turreted Cannon, +2 Acc, 20 Damage*, Ammo 50
Medium: Medium Turreted Cannon, +2 Acc, 20 Damage*, Ammo 50

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

UTILITY

Mount 1: 0A Shield Booster, Str 30, Shield Boost 25%
Mount 2: 0A Shield Booster, Str 30, Shield Boost 25%
Mount 3: 0A Shield Booster, Str 30, Shield Boost 25%
Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull bonus)
Power Plant: 6B, 23.1MW output, Str 80
Thrusters: 6C, +1 Speed, +1 Agility, Str 85

Frame Shift Drive: 5B, Range 17LY, Str 70
Life Support: 5D, Emergency Life Support 7.5 minutes, Str 75
Power Distributor: 6B, +1 Agility, +1 to hit, +5 Shield Recharge, Str 85
Sensors: 4B, +2 General Scan, +2 Initiative, +1 Dogfighting, Str 60

INTERNAL COMPONENTS

Size 6: 6E Cargo Rack (Strength 80, Capacity 64)
Size 5: 5E Cargo Rack (Strength 70, Capacity 32)
Size 5: 5A Shield Generator (Shield Power 220, Strength 70)
Size 4: 4A Shield Cell Bank (Str 70, Shield Recharge 20/5, Ammo 3)
Size 3: 3E Cargo Rack (Strength 50, Capacity 8)
Size 3: 3E Cargo Rack (Strength 50, Capacity 8)
Size 2: 2E Cargo Rack (Strength 40, Capacity 4)
Size 4(M): 4D Hull Reinforcement Package (Hull +85)
Size 4(M): 4E Module Reinforcement Package (Str +20/All)

Bonuses: +1 Speed, +2 Agility, +1 to hit, +5 Shield Recharge,
+2 Initiative, +1 Dogfighting, +2 General Scan
Cargo Capacity: 116T
Range: 17LY
Fuel Tank: 16T (160LY)

Cost: 52,261,890cr

FEDERAL GUNSHIP

BASIC SPECIFICATIONS

Category:	Medium Spacecraft
Rank Required:	Ensign
Manufacturer:	Core Dynamics
Dimensions:	L 75.5m x W 853.3m x H 22.5m
Landing Pad:	Medium
Crew:	2
Passengers:	3
Agility:	2
Speed:	4
Range:	Standard
Fuel:	16T (160 LY)
Hull:	420

Weapons:
- X1 Large Mount
- X4 Medium Mounts
- X2 Small Mounts

Utility Mounts: 4

Fixed Components
Power Plant:	Class 6
Thrusters:	Class 6
Frame Shift Drive:	Class 5
Life Support:	Class 5
Power Distributor:	Class 7
Sensors:	Class 5

Internal Components
- X2 Size 6
- X1 Size 5
- X2 Size 2
- X3 Size 4 (Military)

The flexibility of the Federal Dropship design has allowed a number of variants of the ship to be produced. Whilst most variants attempt to deal with the Dropship's sluggish turn rate, some, like the Federal Gunship, embrace the bulk of ship and instead focus on increasing the firepower and durability of the stoic vessel.

Conceived as a support ship for small warships like the Federal Corvette, the Federal Gunship is handsomely over-armed, and merges many of its internal spaces to make room for bigger shield generators and military components. The result is an inflexible ship geared towards projecting a huge amount of forward firepower. The idea is that this ship can focus on destroying large targets in the deep space theatre, whilst being protected by the smaller fighters in the rest of the fleet.

Civilian versions are rare, and many sacrifice some of this forward firepower for anti-fighter turrets. This is a shame, since of all the varieties of the Federal Dropship, this one, more than any other, relies on a strong focus and good teamwork to make it exceptional.
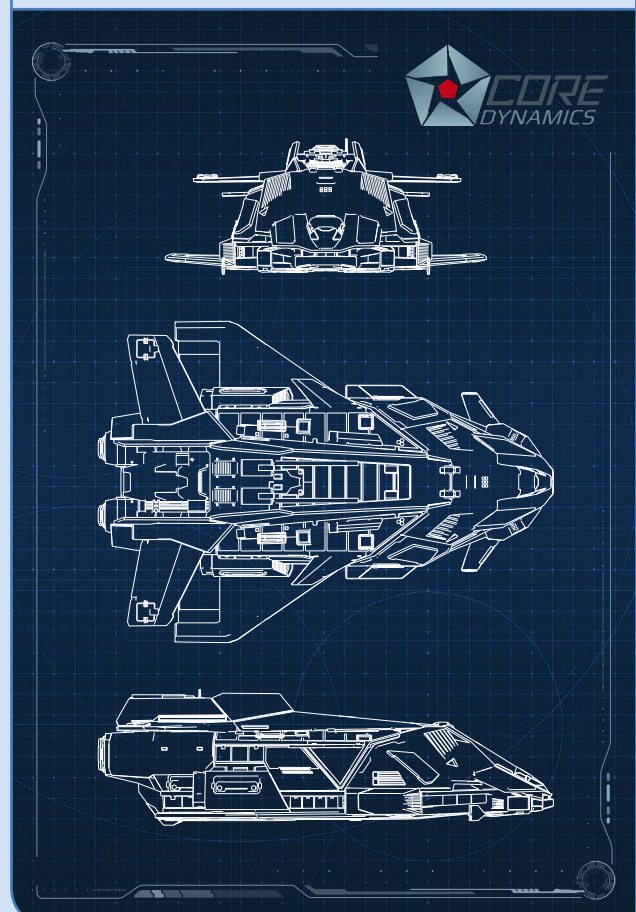
FEDERAL GUNSHIP – CIV MOD 0.5

Agility:	2
Speed:	4
Hull:	420
Shields:	185

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

♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonus)
Power Plant: 6E, 16.8MW output, Str 60
Thrusters: 6E, No bonus, Str 60
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 7E, No bonus, Str 70
Sensors: 5E, +3 General Scan, Str 45

INTERNAL COMPONENTS
Size 6: Empty
Size 6: 6E Shield Generator (Shield Power 185, Strength 50)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16)
Size 2: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 4(M): Empty
Size 4(M): Empty
Size 4(M): Empty

Bonuses: +3 General Scan
Cargo Capacity: 16T
Range: 13LY
Fuel Tank: 16T (160LY)

Cost: 35,814,210cr

FEDERAL GUNSHIP – PIRATE MOD

Agility:	2
Speed:	4
Hull:	505
Shields:	235

WEAPONS
Large: Large Fixed Burst Laser, +2 Acc, 25+Burst(10) Damage♦
Medium: Medium Fixed Burst Laser, +2 Acc, 15+Burst(10) Damage♦
Medium: Medium Mine Launcher, Difficulty 17, 20 Damage
Medium: Medium Fixed Fragment Cannon, +4 Acc,
15/20/25 Damage*, Ammo 20
Medium: Medium Fixed Fragment Cannon, +4 Acc,
15/20/25 Damage*, Ammo 20
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20

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

UTILITY
Mount 1: Point Defence, Str 30, Ammo 10
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6D, 18.9MW output, Str 80
Thrusters: 6E, No bonuses, Str 80
Frame Shift Drive: 5C, Range 16LY, Str 70
Life Support: 5D, Emergency Life Support 7.5 minutes, Str 75
Power Distributor: 7D, 1 Floating Bonus, Str 90
Sensors: 5C, +3 General Scan, +1 Initiative, +1 Dogfighting, Str 65

INTERNAL COMPONENTS
Size 6: 6C Shield Generator (Shield Power 235, Strength 75)
Size 6: 6D Shield Cells Bank (Strength 80, Recharge 30/2, Ammo 3)
Size 5: 5C Hatch Breaker Limpet Controller (Str 70, OR 4(3D10))
Size 2: 2A FSD Interdictor (Strength 50, +2/Med)
Size 2: 2E Cargo Rack (Strength 40, Capacity 4)
Size 4(M): 4E Module Reinforcement Package (+20/All)
Size 4(M): 4D Hull Reinforcement Package (Hull +85)
Size 4(M): 4D Hull Reinforcement Package (Hull +85)

Bonuses: 1 Floating Bonus, +1 Initiative, +1 Dogfighting, +3 General Scan
Cargo Capacity: 4T
Range: 16LY
Fuel Tank: 16T (160LY)

Cost: 43,592,650cr

Agility: 3
Speed: 5
Hull: 815
Shields: 355

WEAPONS

Large: Large Fixed Pulse Laser, +2 Acc, 30 Damage♦
Medium: Medium Fixed Plasma Accelerator, -1 Acc, 50 Damage, Ammo 50
Medium: Medium Fixed Plasma Accelerator, -1 Acc, 50 Damage, Ammo 50
Medium: Medium Fixed Railgun, +0 Acc, 40 Damage, Ammo 10
Medium: Medium Fixed Railgun, +0 Acc, 40 Damage, Ammo 10
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20
Small: Small Fixed Fragment Cannon, +4 Acc, 5/10/15 Damage*, Ammo 20
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY

Mount 1: Point Defence, Str 30, Ammo 10
Mount 2: Point Defence, Str 30, Ammo 10
Mount 3: 0A Shield Booster, Str 30, 25% Shield Boost
Mount 4: Empty

FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 6A, 25.2MW output, Str 70
Thrusters: 6D, +1 Speed, Str 60
Frame Shift Drive: 5B, Range 17LY, Str 50
Life Support: 5D, Emergency Life Support 7.5 minutes, Str 55
Power Distributor: 7B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 75
Sensors: 5B, +3 General Scan, +2 to Initiative, +1 Dogfighting, Str 45

INTERNAL COMPONENTS

Size 6: 6H Planetary Vehicle Hanger (Str 65, Vehicles 4)
Size 6: 6A Shield Generator (Shield Power 285, Strength 60)
Size 5: 5D Hull Reinforcement Package (Hull +100)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 4(M): 4A Shield Cell Bank (Str 50, Recharge 20/5, Ammo 3)
Size 4(M): 4E Module Reinforcement Package (Str +20/All)
Size 4(M): 4D Hull Reinforcement Package (Hull +85)

Bonuses: +1 Speed, +1 to hit, +1 Agility, +5 Shield Recharge, +2 Initiative, +1 Dogfighting, +3 General Scan
Cargo Capacity: 8T
Range: 17LY
Fuel Tank: 16T (160LY)

Cost: 92,943,920cr

IMPERIAL CLIPPER

BASIC SPECIFICATIONS

Category:	Large Spacecraft
Rank Required:	Baron
Manufacturer:	Gutamaya
Dimensions:	L 106.7m x W 103.7m x H 24.8m
Landing Pad:	Large
Crew:	4
Passengers:	8

Agility:	5
Speed:	9
Range:	Standard
Fuel:	16T (160 LY)
Hull:	490

Weapons:	X2 Large Mounts
	X2 Medium Mounts

Utility Mounts: 4

Fixed Components

Power Plant:	Class 6
Thrusters:	Class 6
Frame Shift Drive:	Class 5
Life Support:	Class 5
Power Distributor:	Class 6
Sensors:	Class 5

Internal Components

X1 Size 7
X1 Size 6
X2 Size 4
X2 Size 3
X2 Size 2

The Imperial Clipper is the quintessential Imperial ship. It epitomises elegance of form, whilst delivering speed and agility.

Because of its balance of speed, luxury and strength, it is used for transporting valuable items and personnel of importance across the Empire. The Clipper is an extremely quick design, and is less bulky than it might appear at first glance. Its widewing span gives it the appearance of an intimidating bird of prey and its handling rivals that of any other ship in its weight class.

This luxurious agility comes at a cost of firepower and efficiency. Apart from a single large cargo hold, space is at a premium on the Imperial Clipper, and its weapon bays, while potent and widely spaced, are startlingly few in number. But in many ways this misses the point of the Clipper. It is stylish and luxurious and anyone who owns one is already a skilled combat pilot, or so well connected in the Empire that to engage them would be foolhardy.

GUTAMAYA
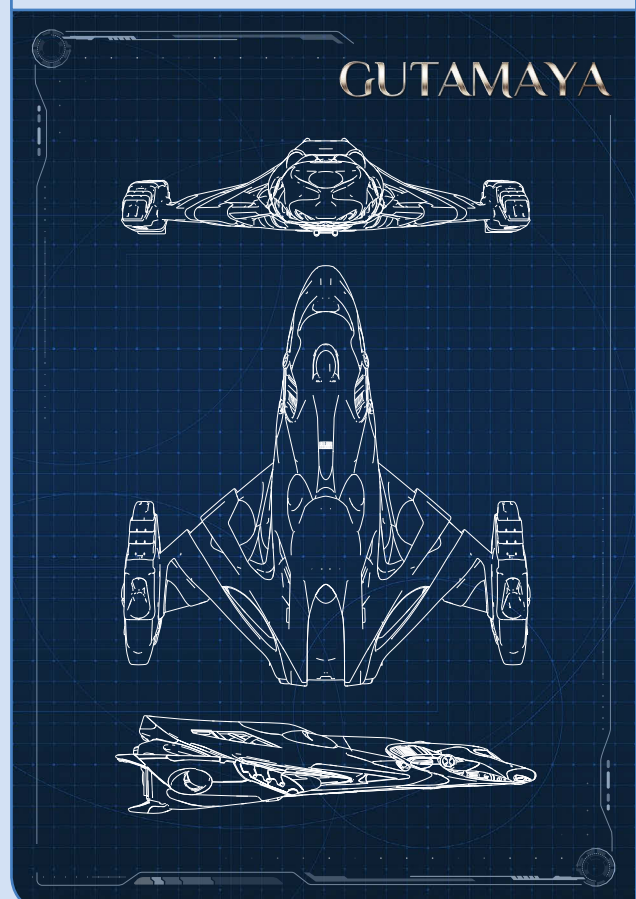
IMPERIAL CLIPPER – CIVILIAN RELEASE

Agility:	5
Speed:	9
Hull:	490
Shields:	185

WEAPONS
Large: Empty
Large: Empty
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6E, 16.8MW output, Str 60

Thrusters: 6E, No bonus, Str 60
Frame Shift Drive: 5E, Range 13LY, Str 45
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 6E, No bonus, Str 60.
Sensors: 5E, +3 General Scan, Str 45

INTERNAL COMPONENTS
Size 7: 6E Cargo Rack (Strength 60, Capacity 64)
Size 6: 6E Shield Generator (Str 50, Shield Power 185)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8)
Size 4: Empty
Size 3: Empty
Size 3: Empty
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)

Bonuses: +3 General Scan
Cargo Capacity: 72T
Range: 13LY
Fuel Tank: 16T (160LY)

Cost: 22,296,860cr

IMPERIAL CLIPPER – PALANQUIN

Agility:	5
Speed:	9
Hull:	490
Shields:	270

WEAPONS
Large: Large Gimballed Beam Laser, +3 Acc, 25+Burst (20) Damage♦
Large: Large Gimballed Beam Laser, +3 Acc, 25+Burst (20) Damage♦
Medium: Medium Turreted Multi-cannon, +2 Acc, 15+Burst (10) Damage*
Medium: Medium Turreted Multi-cannon, +2 Acc, 15+Burst (10) Damage*
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: ECM, Str 10
Mount 3: Point Defence, Str 10, Ammo 10
Mount 4: 0C Shield Booster, Str 10, +15% shield bonus

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 6D, 18.9MW output, Str 60

Thrusters: 6C, +1 Speed, +1 Agility, Str 65
Frame Shift Drive: 5C, Range 16LY, Str 50
Life Support: 5E, Emergency Life Support 5 minutes, Str 55
Power Distributor: 6C, 2 Floating Bonuses, Str 65
Sensors: 5D, +3 General Scan , +1 Initiative, Str 45

INTERNAL COMPONENTS
Size 7: 7E Cargo Rack (Strength 70, Capacity 128)
Size 6: 6C Shield Generator (Str 55, Shield Power 235)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16)
Size 4: 4C Shield Cell Bank (Str 45, Recharge 20/3, Ammo 3)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)

Bonuses: +1 Speed, +1 Agility, +1 Initiative,
2 Floating Bonuses, +3 General Scan
Cargo Capacity: 168T
Range: 16LY
Fuel Tank: 16T (160LY)

Cost: 35,313,430cr

Agility:	8
Speed:	11
Hull:	1,145
Shields:	370

Frame Shift Drive: 5B, Range 17LY, Str 80
Life Support: 5C, Emergency Life Support 10 minutes, Str 90
Power Distributor: 6A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 100
Sensors: 5A, +3 General Scan, +2 Initiative, +2 Dogfighting, Str 85

WEAPONS
Large: Large Gimballed Burst Laser, +3 Acc, 25+Burst (20) Damage♦
Large: Large Gimballed Burst Laser, +3 Acc, 25+Burst (20) Damage♦
Medium: Medium Fixed Rail Gun, +0 Acc, 40 Damage
Medium: Medium Fixed Rail Gun, +0 Acc, 40 Damage
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY
Mount 1: Chaff Launcher, Str 25, Ammo 6
Mount 2: 0E Shield Booster, Str 25, (+5% Shield Bonus)
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Military Grade Alloy (100% hull bonus)
Power Plant: 6A, 25.2MW output, Str 100
Thrusters: 6A, +2 Speed, +2 Agility, Str 100

INTERNAL COMPONENTS
Size 7: 7A Shield Generator (Str 75, Shield Power 355)
Size 6: 6E Cargo Rack (Strength 75, Capacity 64)
Size 4: 4D Hull Reinforcement Package (Hull +165)
Size 4: 4A Shield Cell Bank (Str 75, Shield Recharge 20/5, Ammo 3)
Size 3: 3D Module Reinforcement Package (+30 Str, Fixed Components)
Size 3: 3E Module Reinforcement Package (+15 Str, All)
Size 2: 2E Cargo Rack (Strength 35, Capacity 4)
Size 2: 2E Cargo Rack (Strength 35, Capacity 4)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +3 General Scan
Cargo Capacity: 72T
Range: 17LY
Fuel Tank: 16T (160LY)

Cost: 133,960,610cr

IMPERIAL COURIER

BASIC SPECIFICATIONS

Category:	Small Spacecraft
Rank Required:	Master
Manufacturer:	Gutamaya
Dimensions:	L 42.1m x W 27.4m x H 7.1m
Landing Pad:	Small
Crew:	1
Passengers:	0
Agility:	6
Speed:	9
Range:	Standard
Fuel:	8T (80 LY)
Hull:	70
Weapons:	X3 Medium Mounts
Utility Mounts:	4

Fixed Components

Power Plant:	Class 4
Thrusters:	Class 3
Frame Shift Drive:	Class 3
Life Support:	Class 1
Power Distributor:	Class 3
Sensors:	Class 2

Internal Components

X2 Size 3
X3 Size 2
X1 Size 1

The Imperial Courier is a small prestige ship with extremely powerful components for its size.

The ship is luxurious, with sleek lines, tuned engines and interiors designed by some of the most artistic minds in the Empire. To walk through the Courier's steel and glass decks is to encounter pleasing angles and proportions, so that a connoisseur could spend hours even in a single corridor, crouching and peering to view new insights and designs.

Although it is only slightly heavier than a Sidewinder, the Courier contains an enormous power generator and can sport three medium-sized hard points without suffering energy problems. Its interior spaces are very logically laid out, and the tiny ship can pack a surprising amount of equipment into its small frame, making it suitable for almost any career imaginable. It cannot compete with similarly priced warships for space superiority, but it possesses a nasty bite and engines powerful enough to escape all but the fastest interceptors.

Few people can afford the Courier, and even fewer possess the rights to purchase it. It is considered one of the quintessential Imperial ships and the Empire guards its sale jealously.

GUTAMAYA
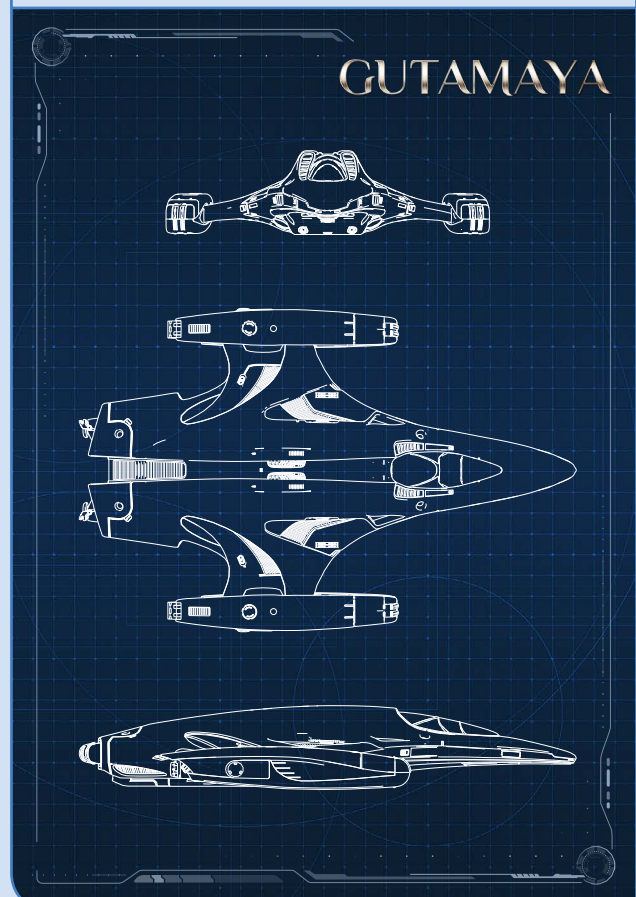
IMPERIAL COURIER – DISPLAY MODEL

Agility: 6
Speed: 9
Hull: 70
Shields: 35

Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 3E, No bonus, Str 30
Sensors: 2E, +1 General Scan, Str 15

INTERNAL COMPONENTS
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 3: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Shield Generator (Shield Power 35, Strength 10)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 12T
Range: 9LY
Fuel Tank: 8T (80LY)

WEAPONS
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Medium: Empty
♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40

Cost: 2,542,930cr

IMPERIAL COURIER – CONDOR

Agility: 8
Speed: 11
Hull: 70
Shields: 105

Thrusters: 3B, +2 Speed, +1 Agility, Str 35
Frame Shift Drive: 3A, Range 15LY, Str 35
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 3B, +1 to hit, +1 Agility, +5 Shield Recharge, Str 35
Sensors: 2D, +1 General Scan, +1 Initiative, Str 15

INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 30)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8)
Size 2: 2H Planetary Vehicle Hanger (Str 25, Vehicles 1)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4)
Size 1: 1D Intermediate Discovery Scanner (Strength 10, 1000 LS range)

Bonuses: +2 Speed, +2 Agility, +1 to hit, +5 Shield Recharge,
+1 Initiative, +1 General Scan
Cargo Capacity: 16T
Range: 15LY
Fuel Tank: 8T (80LY)

WEAPONS
Medium: Medium Gimballed Burst Laser, +3 Acc, 15 + Burst(10) Damage♦
Medium: Medium Gimballed Burst Laser, +3 Acc, 15 + Burst(10) Damage♦
Medium: Medium Seeker Missile Rack, +4 Acc, 35 Damage
(15 vs shields), Ammo 12
♦+5 Damage vs Shields

UTILITY
Mount 1: Chaff Launcher, Str 10, Ammo 6
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: 0D Kill Warrant Scanner, Str 10, Bounty Bonus 40%
Mount 4: 0D Frame Shift Wake Scanner, Str 10, +1 scan bonus

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4C, 13MW output, Str 45

Cost: 5,178,640cr

Agility:	9
Speed:	11
Hull:	230
Shields:	125

Frame Shift Drive: 3A, Range 15LY, Str 45
Life Support: 1C, Emergency Life Support 10 minutes, Str 30
Power Distributor: 3A, +1 to hit, +1 Agility, +5 Shield Recharge, 1 Floating Bonus, Str 50
Sensors: 2A, +1 General Scan, +2 Initiative, +2 Dogfighting, Str 35

WEAPONS
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst(20) Damage ♦
Medium: Medium Gimballed Beam Laser, +3 Acc, 15 + Burst(20) Damage ♦
Medium: Medium Fixed Railgun, +0 Acc, 40 Damage, Ammo 10
♦+5 Damage vs Shields   *+5 Damage vs Hull

UTILITY
Mount 1: Chaff Launcher, Str 20, Ammo 6
Mount 2: 0B Shield Booster, Str 20, Shield Boost 20%
Mount 3: Empty
Mount 4: Empty

FIXED COMPONENTS
Bulkhead: Military Grade Alloy (100% Hull Bonus)
Power Plant: 4A, 15.6MW output, Str 60
Thrusters: 3A, +2 Speed, +2 Agility, Str 50

INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 40)
Size 3: 3D Hull Reinforcement Package (Hull +65)
Size 2: 2A Shield Cell Bank (Str 40, Shield Recharge 10/5, Ammo 3)
Size 2: 2A FSD Interdictor (Str 40, +2/Medium)
Size 2: 2E Module Reinforcement Package (+10 Str/All)
Size 1: 1D Hull Reinforcement Package (Hull +25)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +1 General Scan
Cargo Capacity: None
Range: 15LY
Fuel Tank: 8T (80LY)

Cost: 12,562,780cr
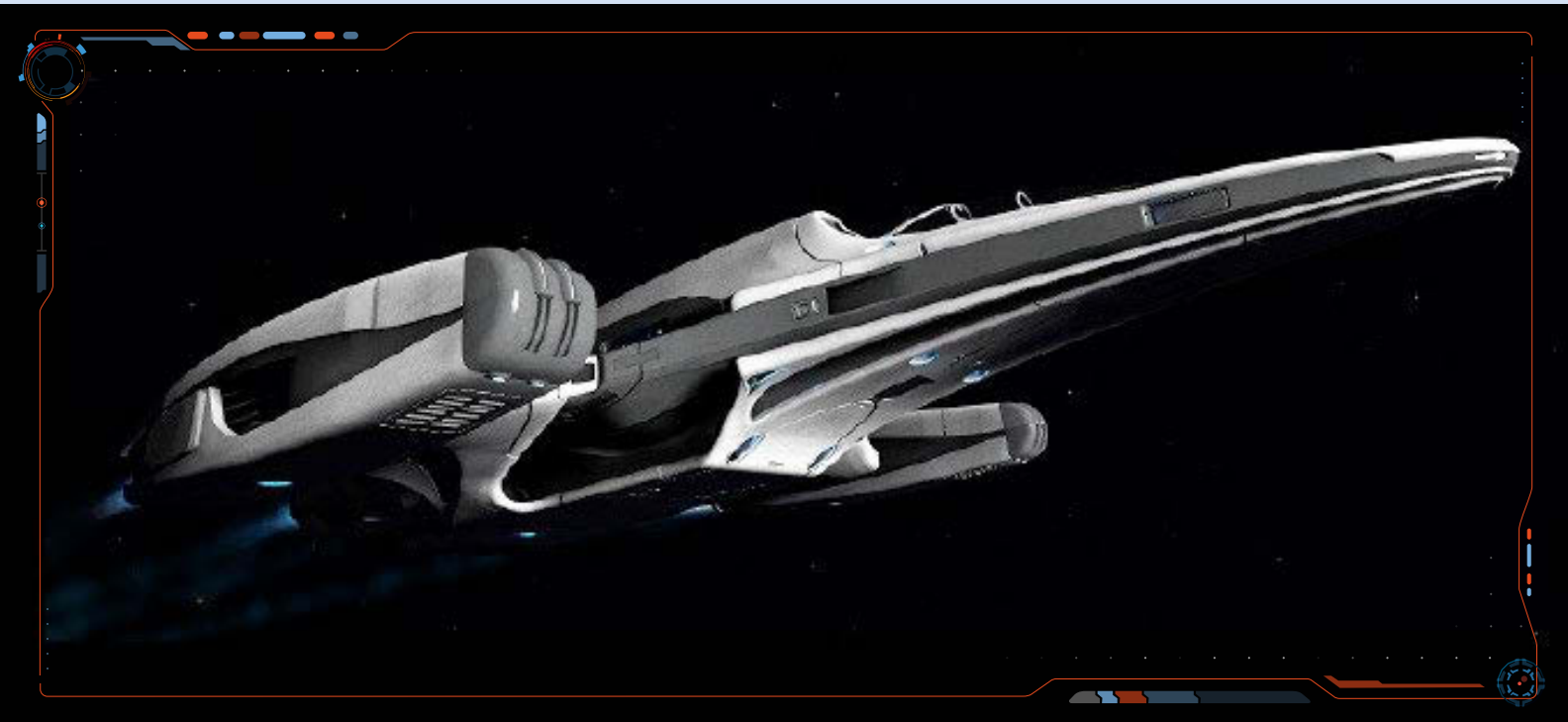
IMPERIAL CUTTER

BASIC SPECIFICATIONS

Category:	Large Spacecraft
Rank Required:	Duke
Manufacturer:	Gutamaya
Dimensions:	L 106.7m x W 103.7m x H 24.8m
Landing Pad:	Large
Crew:	6
Passengers:	12
Agility:	0
Speed:	6
Range:	Standard
Fuel:	64T (640 LY)
Hull:	720
Weapons:	X1 Huge Mount
	X2 Large Mounts
	X4 Medium Mounts
Utility Mounts:	8

Fixed Components

Power Plant:	Class 8
Thrusters:	Class 8
Frame Shift Drive:	Class 7
Life Support:	Class 7
Power Distributor:	Class 7
Sensors:	Class 7

Internal Components

X2 Size 8
X3 Size 6
X2 Size 5
X1 Size 4
X1 Size 3
X2 Size 5 (Military)

Imperial Cutters are warships designed for heavy front-line fighting.

Imperial sensibilities require even a major warship to look sleek and elegant, whilst projecting a fierce amount of firepower. Compared with many other ship designs, the Cutter is certainly deadly, but it is not as graceful a ship as it appears.

Whilst extremely fast for such a large ship, its manoeuvrability is lamentable and it is frankly under-gunned for its size. This is compensated for somewhat by its vast interiors and excellent quality internal components.

Ironically it would make a good transporter, but by the time any commander could afford this riotously expensive ship, the trading life would be well behind them.

GUTAMAYA
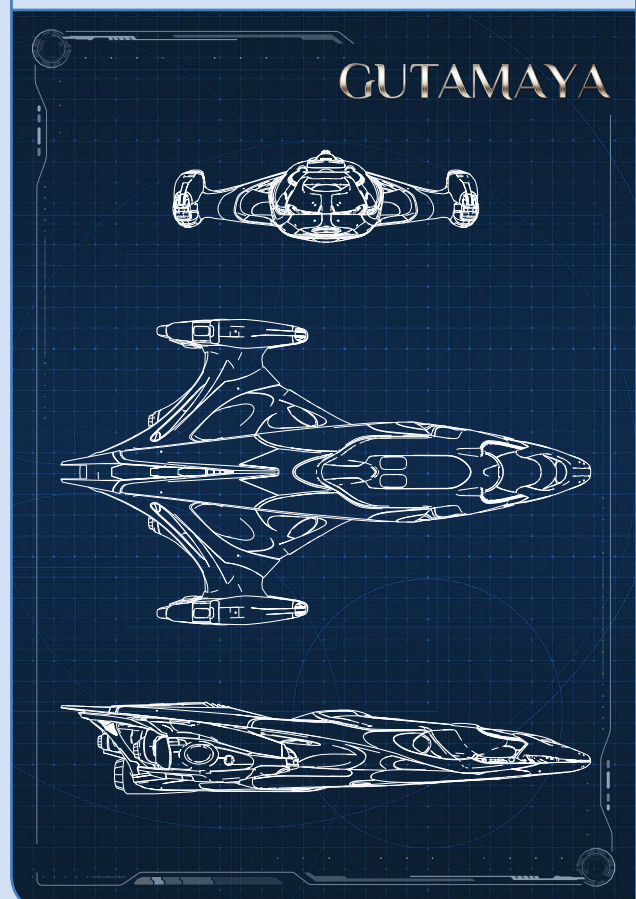
IMPERIAL CUTTER – OPEN FRAME

Agility: 0
Speed: 6
Hull: 720
Shields: 290

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

♦+5 Damage vs Shields

UTILITY
Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
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: 7E, Range 17LY, Str 65
Life Support: 7E, Emergency Life Support 5 minutes, Str 75
Power Distributor: 7E, No bonuses, Str 70
Sensors: 7E, +4 General Scan, Str 65

INTERNAL COMPONENTS
Size 8: 7E Cargo Rack (Str 70, Capacity 128)
Size 8: 8E Shield Generator (Str 70, Shield Power 290)
Size 6: 5E Cargo Rack (Str 50, Capacity 32)
Size 6: Empty
Size 6: Empty
Size 5: Empty
Size 5: Empty
Size 4: 1E Basic Discovery Scanner (Str 10, 500 LS range)
Size 3: 2E Cargo Rack (Str 20, Capacity 4)
Size 5 (M): Empty
Size 5 (M): Empty

Bonuses: +4 General Scan
Cargo Capacity: 164T
Range: 17LY
Fuel Tank: 64T (640LY)

Cost: 208,969,450cr

IMPERIAL CUTTER – KESTRAL

Agility: 0
Speed: 6
Hull: 720
Shields: 290

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♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15 + Burst(20) Damage♦
Medium: Medium Turreted Beam Laser, +2 Acc, 15 + Burst(20) Damage♦
Medium: Medium Gimballed Multi-cannon, +3 Acc,
15 + Burst(10) Damage*, Ammo 30
Medium: Medium Gimballed Multi-cannon, +3 Acc,
15 + Burst(10) Damage*, Ammo 30

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

UTILITY
Mount 1: 0A Shield Booster, Str 35, Shield Bonus 25%
Mount 2: 0A Shield Booster, Str 35, Shield Bonus 25%
Mount 3: Chaff Launcher, Str 35, Ammo 6
Mount 4: Point Defence, Str 35, Ammo 10
Mount 5: Point Defence, Str 35, Ammo 10
Mount 6: 0C Kill Warrant Scanner, Str 35, Bounty Bonus 60%
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8C, 30MW output, Str 110
Thrusters: 8C, +1 Speed, +1 Agility, Str 110
Frame Shift Drive: 7D, Range 18LY, Str 90
Life Support: 7C, Emergency Life Support 10 minutes, Str 105
Power Distributor: 7C, 2 Floating Bonuses, Str 100
Sensors: 7D, +4 General Scan, +1 Initiative, Str 90

INTERNAL COMPONENTS
Size 8: 8E Cargo Rack (Str 105, Capacity 256)
Size 8: 8C Shield Generator (Str 100, Shield Power 360)
Size 6: 6E Cargo Rack (Str 85, Capacity 64)
Size 6: 6C Fuel Scoop (Str 90, Scoop: Auto/8)
Size 6: 6H Planetary Vehicle Hanger (Str 90, Vehicle Bays 4)
Size 5: 5E Cargo Rack (Str 75, Capacity 32)
Size 5: 5E Cargo Rack (Str 75, Capacity 32)
Size 4: 4E Cargo Rack (Str 65, Capacity 16)
Size 3: 3E Cargo Rack (Str 55, Capacity 8)
Size 5 (M): 5D Hull Reinforcement Package (+100 Hull)
Size 5 (M): 5E Module Reinforcement Package (+25 Str/All)

Bonuses: +1 Speed, +1 Agility, +1 Initiative,
2 Floating Bonuses, +4 General Scan
Cargo Capacity: 408T
Range: 18LY
Fuel Tank: 64T (640LY)

Cost: 325,170,980cr

Agility:	0
Speed:	6
Hull:	720
Shields:	290

WEAPONS

Huge: Huge Gimballed Beam Laser, +3 Acc,
35 + Burst(20) Damage♦
Large: Large Turreted Cannon, +2 Acc, 30 Damage*, Ammo 50
Large: Large Turreted Cannon, +2 Acc, 30 Damage*, Ammo 50
Medium: Medium Turreted Pulse Laser, +2 Acc, 20 Damage♦
Medium: Medium Turreted Pulse Laser, +2 Acc, 20 Damage♦
Medium: Medium Seeker Missile Rack, +4 Acc,
35 Damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +4 Acc,
35 Damage (15 vs shields), Ammo 12

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

UTILITY

Mount 1: 0A Shield Booster, Str 35, Shield Bonus 25%
Mount 2: ECM, Str 35
Mount 3: Chaff Launcher, Str 35, Ammo 6
Mount 4: Point Defence, Str 35, Ammo 10
Mount 5: 0A Shield Booster, Str 35, Shield Bonus 25%
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Military Grade Alloy (100% Hull bonus)
Power Plant: 8A, 36MW output, Str 140
Thrusters: 8A, +2 Speed, +2 Agility, Str 140
Frame Shift Drive: 7A, Range 23LY, Str 135
Life Support: 7B, Emergency Life Support 15 minutes, Str 130
Power Distributor: 7A, +1 Agility, +1 to hit, +5 Shield recharge,
1 Floating Bonus, Str 130
Sensors: 7A, +4 General Scan, +2 Initiative, +2 Dogfighting, Str 125

INTERNAL COMPONENTS

Size 8: 8E Cargo Rack (Str 105, Capacity 256)
Size 8: 8A Shield Generator (Str 105, Shield Power 430)
Size 6: 6A Shield Cell Bank (Str 95, Shield Recharge 30/5, Ammo 3)
Size 6: 6A Fuel Scoop (Str 95, Scoop: Auto/6)
Size 6: 6C Fuel Tank (Extra Fuel Capacity: 64t)
Size 5: 5D Hull Reinforcement Package (+100 Hull)
Size 5: 5D Module Reinforcement Package
(+50 Str/Fixed Components)
Size 4: 4H Planetary Vehicle Hanger (Str 70, Vehicle Bays 2)
Size 3: 1C Advanced Discovery Scanner (Str 40, Range: System wide)
Size 5 (M): 5D Hull Reinforcement Package (+100 Hull)
Size 5 (M): 5E Module Reinforcement Package (+25 Str/All)

Bonuses: +2 Speed, +3 Agility, +1 to hit, +5 Shield Recharge,
+2 Initiative, +2 Dogfighting, 1 Floating Bonus, +4 General Scan
Cargo Capacity: 256T
Range: 23LY
Fuel Tank: 128T (1280LY)

Cost: 1,033,321,660cr

IMPERIAL EAGLE

The Imperial Eagle has seen service in the Imperial navy and allied fleets for many years. The original Eagle is a multi-role fighter, whereas the Imperial version is geared more towards the interceptor role.

It carries more powerful weaponry and is capable of higher speeds than the original, although at the expense of some of the original ship's famed manoeuvrability.

Ownership of Imperial Eagles is restricted to members of the Imperial military and their dependants. Civilian ownership is forbidden, although the Empire can only enforce this decree in their own territories. Due to the competitive cost of the ship a fair few have been re-sold on the black market by the Empire's less trustworthy allies.

BASIC SPECIFICATIONS

Category:	Small Spacecraft
Rank Required:	Outsider
Manufacturer:	Gutamaya
Dimensions:	L 31.2m x W 34.7m x H 7.1m
Landing Pad:	Small
Crew:	1
Passengers:	0
Agility:	8
Speed:	9
Range:	Standard
Fuel:	4T (40 LY)
Hull:	55
Weapons:	X2 Small Mounts
	X1 Medium Mounts
Utility Mounts:	1

Fixed Components

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

Internal Components

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

GUTAMAYA

IMPERIAL EAGLE – PRODUCTION LINE VARIANT

Agility:	8
Speed:	9
Hull:	55
Shields:	65

WEAPONS
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
♦+5 Damage vs Shields

UTILITY
Mount 1: Empty

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3E, 8MW output, Str 30

Thrusters: 3E, No bonuses, Str 30
Frame Shift Drive: 3E, Range 9LY, Str 25
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2E, No bonus, Str 20
Sensors: 2E, +1 General Scan, Str 15

INTERNAL COMPONENTS
Size 3: 3E Shield Generator (Shield Power 65, Strength 30)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2)
Size 1: Empty
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2(M): Empty

Bonuses: +1 General Scan
Cargo Capacity: 2T
Range: 9LY
Fuel Tank: 4T (40LY)

Cost: 110,830cr

IMPERIAL EAGLE – OUTREACH OMEGA

Agility:	9
Speed:	10
Hull:	130
Shields:	85

WEAPONS
Medium: Medium Fixed Cannon, +2 Acc, 20 Damage*
Small: Small Fixed Beam Laser, +2 Acc, 5+ Burst (20) Damage♦
Small: Small Fixed Beam Laser, +2 Acc, 5+ Burst (20) Damage♦
♦+5 Damage vs Shields

UTILITY
Mount 1: ECM, Str 10

FIXED COMPONENTS
Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 3D, 9MW output, Str 30
Thrusters: 3C, +1 Speed, +1 Agility, Str 35

Frame Shift Drive: 3C, Range 12LY, Str 30
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 2C, 2 Floating Bonuses, Str 25
Sensors: 2C, +1 General Scan, +1 Initiative, +1 Dogfighting, Str 20

INTERNAL COMPONENTS
Size 3: 3C Shield Generator (Shield Power 85, Strength 25)
Size 2: 2E Cargo Rack (Capacity 4, Str 20)
Size 1: 1C Fuel Scoop (Str 15, Scoop 8/18)
Size 1: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2 (M): 2E Hull Reinforcement Package (Hull +75)

Bonuses: +1 Speed, +1 Agility, +1 Initiative, +1 Dogfighting,
2 Floating Bonuses, +1 General Scan
Cargo Capacity: 4T
Range: 12LY
Fuel Tank: 4T (40LY)

Cost: 559,860cr

IMPERIAL EAGLE – EMPIRE INTERDICTOR

Agility:	10
Speed:	11
Hull:	175
Shields:	105

WEAPONS
Medium: Medium Gimballed Pulse Laser, +3 Acc, 20 Damage♦
Small: Small Fixed Rail Gun, +0 Acc, 25 Damage
Small: Small Fixed Rail Gun, +0 Acc, 25 Damage
♦+5 Damage vs Shields

UTILITY
Mount 1: Chaff Launcher, Str 10, Ammo 6

FIXED COMPONENTS
Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 3A, 12MW output, Str 35
Thrusters: 3B, +2 Speed, +1 Agility, Str 35

Frame Shift Drive: 3D, Range 10LY, Str 25
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 2A, +1 to Hit, +1 to Agility, +5 Shield Recharge, 1 Floating Bonus, Str 30
Sensors: 2A, +1 General Scan, +2 Initiative, +2 Dogfighting, Str 25

INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 30)
Size 2: 2E Cargo Rack (Capacity 4, Str 20)
Size 1: 1C Frame Shift Drive Interdictor (Str 15, +0/Small)
Size 1: 1C Hatch Breaker Limpet Controller (Str 15, Acc +4, OR 5(1D10))
Size 2 (M): 2D Hull Reinforcement Package (Hull +95)

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

Cost: 1,757,500cr

IMPERIAL EAGLE – SAGITTARIUS

Agility:	11
Speed:	11
Hull:	110
Shields:	105

WEAPONS
Medium: Medium Fixed Beam Laser, +2 Acc, 15+Burst (20) Damage♦
Small: Small Fixed Beam Laser, +2 Acc, 5+Burst (20) Damage♦
Small: Small Fixed Beam Laser, +2 Acc, 5+Burst (20) Damage♦
♦+5 Damage vs Shields

UTILITY
Mount 1: ECM, Str 10

FIXED COMPONENTS
Bulkhead: Military Grade Alloy (100% Hull Bonus)
Power Plant: 3A, 12MW output, Str 45
Thrusters: 3A, +2 Speed, +2 Agility, Str 50
Frame Shift Drive: 3A, Range 15LY, Str 40

Life Support: 1C, Emergency Life Support 10 minutes, Str 30
Power Distributor: 2A, +1 to Hit, +1 to Agility, +5 Shield Recharge, 1 Floating Bonus, Str 40
Sensors: 2A, +1 General Scan, +2 Initiative, +2 Dogfighting, Str 35

INTERNAL COMPONENTS
Size 3: 3A Shield Generator (Shield Power 105, Strength 40)
Size 2: 2H Planetary Vehicle Hanger (Str 35, Vehicle Bays 1)
Size 1: 1C Advanced Discovery Scanner (Str 25, Range: System Wide)
Size 1: 1A Fuel Scoop (Str 30, Scoop 6/16)
Size 2 (M): 2E Module Reinforcement Package (Str +10/All)

Bonuses: +2 Speed, +3 Agility, +1 to Hit, +5 Shield Recharge, +2 Initiative, +2 Dogfighting, 1 Floating Bonus, +1 General Scan
Cargo Capacity: None
Range: 15LY
Fuel Tank: 4T (40LY)

Cost: 4,496,870cr

LASER CARBINE

The Laser Carbine fires a kinetic round sheathed in an energy shell, combining the penetrative power of a laser weapon with the deadly impact damage of a bullet.

Laser Carbines are an ancient design, originating during the era of humankind's first interplanetary travel. Initially the weapons were devastating, puncturing through all known armour whilst providing a machine gun-like rate of fire which could put down alien and human alike. These days modern armour has rendered the Laser Carbine almost obsolete. Unlike in the past, current armours protect against both the energy and kinetic impact of the Laser Carbine, so they are twice as effective against the primitive weapon.

However, against unarmoured targets the Laser Carbine is a reliable and dangerous weapon. It tends to inflict higher than average damage compared to the submachine gun, as well as possessing a better range. The weapon remains common on anarchy and frontier worlds, where high-tech armour is rare, and the easy manufacture and cheap cost of the Carbine makes it attractive.

Laser Carbine Notes:
The basic damage of the Laser Carbine (10 on most models) is energy damage. The burst damage is kinetic. When a target is hit it can absorb the energy and kinetic damage separately. For example, say a soldier dressed in an Alloyed Breastplate (Absorb Energy 3, Kinetic 8, Hardened 7) is hit by a Laser Carbine. The weapon has hit dead on, inflicting 10 energy damage and 17 kinetic damage. The soldier succeeds on his Hardened armour check, doubling the absorption value of his armour. The soldier absorbs 6 energy damage and 16 kinetic damage. At the end of the attack the soldier has only taken 5 damage!

The Laser Carbine uses the firer's Kinetic Weapons skill when rolling to hit. You can buy a spare clip for a Laser Carbine for 1cr.

LASER CARBINES

Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes	Cost
Laser Carbine	Energy/Kinetic	16m (5)	100m (8)	300m (9)	10+Burst	4	Burst (3D10)	10cr (50cr w/ underslung grenade launcher)
Underslung Grenade Launcher	Explosive (Grenade Skill)	N/A (Min Safe Range 18m)	60m (9)	150m (14)	Fatal: 25	2	Direct Fire. Explosive Blast Radius: Fatal 6m, Injury 16m	-
Mannex Nighteye Carbine	Energy/Kinetic	16m (5)	100m (8)	300m (9)	10+Burst	4	Burst (4D10), +10 to Kinetic Weapons score.	270,000cr
Voltigen Armour Piercing Carbine	Energy/Kinetic	16m (5)	100m (8)	300m (9)	15+Burst	4	Burst (3D10) ignores Kinetic armour absorption	362,000cr
Krayton KX Heavy Carbine	Heavy (Energy/Kinetic)	16m (5)	100m (8)	300m (9)	15+Burst	6	Heavy Burst (8D10)	2,200,000cr

Mannex Nighteye Carbine

An extremely ancient weapon mass-produced in the dying days of the Laser Carbine's popularity, the Mannex uses compensators to steady the recoil of the Carbine's many bullets. The weapon was sold primarily as a night assault gun, and its large sights turn night into day with an accuracy that even modern scopes struggle to imitate. Centuries of wear have made the weapon extremely uncommon, but it can still be found amongst the collections of frontier world gun nuts.

Voltigen Armour Piercing Carbine

Voltigen developed this design to attempt to re-ignite the popularity of the Laser Carbine. Its ingenious way of bypassing kinetic armour resistance is made possible thanks to the extreme agitation of the bullet round encased in the laser 'shell'. The number of bespoke components required to make this weapon ensured its high cost, and therefore its rejection by the great powers. Only the sample weapons remain in existence, demanding a high price from all potential buyers.

Krayton KX Heavy Carbine

A monstrous twin-barrelled machinegun, the Krayton Heavy Carbine is a medium ranged heavy weapon. Its appalling recoil means it can only be fired if the user is standing in a braced position. It looks bizarre to modern eyes, and yet the heavy laser carbine was once a common sight in mercenary and pirate forces across the galaxy. The same things that obsoleted the Laser Carbine led to the redundancy of the heavy version, but the Krayton remains in existence thanks to its brutal appearance and shocking firepower. Its bullets are too small to destroy cover in the same way as the Chain Gun, but against a single target it is even more formidable. They don't make them like this anymore!

RAIL RIFLE

The Rail Rifle uses super-powered magnets to propel a shaped metal slug at supersonic speeds towards a distant target.

Rail Rifles are long weapons, between one and two metres in length, with the majority of the weapon taken up with the extended barrel. When the trigger is pulled, the gun begins to charge, making a distinctive high-pitched wailing sound until the slug is ejected from the barrel. This long and voluble charging process, and the conspicuous size of the gun, gives enemies at close range ample time to get out of the way, making this a poor weapon to use at near distance. At longer ranges, especially at extreme range, where the sound of the weapon cannot be heard until it is too late, the Rail Rifle is much more effective. Its slug is propelled at thousands of kilometres an hour, causing it to glow brightly when it travels through an atmosphere, igniting a brilliant comet-like trail of melting metal behind it as it flies. An impact from a Rail Rifle can be devastating, provided the munition hasn't evaporated too much during its flaming flight.

Rail Rifle Notes:

When making a damage roll with the Rail Rifle, any damage die that comes up as a 1 indicates that the target has been splashed with molten metal. At the start of the target's next turn they will take 1D10 energy damage as the burning metal sizzles into them. The metal will quickly cool after this and inflict no more damage in the following turns.

You can buy a spare clip for the rail rifle for 10cr.

RAIL RIFLES

Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes	Cost
Rail Rifle	Kinetic	20m (7)	140m (8)	1000m (9)	3D10	6	Molten munitions	500cr
Centauri Quickfire Rail Rifle	Kinetic	20m (5)	140m (8)	1000m (9)	3D10	6	Molten munitions	225,000cr
TX9 SmartScope Rail Rifle	Kinetic	20m (7)	140m (8)	1000m (9)	3D10	6	Molten munitions. +15 to Kinetic Weapons score	352,000cr
Sorbago Molybdenum Rifle	Kinetic	20m (7)	140m (8)	1000m (9)	4D10	6	+10 to Kinetic Weapons score	705,000cr

RARE RAIL RIFLES

Centauri Quickfire Rail Rifle

Several designers have attempted to overcome the Rail Rifle's primary weakness – namely its long charging time between pulling the trigger and the slug's ejection from the barrel. Most attempts to do so end in spectacular failure, fusing the weapon or melting its expensive barrel. Alpha Centauri Advanced Corp seems to have got the balance right, producing a weapon which can be put on constant full charge for several minutes at a time. This means that, as soon as the trigger is pulled, the slug is launched, leaving an enemy no time to dodge out of the way. Despite this amazing advance the weapon is illegal in the Federation – as it tends to burst into flames at unexpected moments, and will melt into a molten puddle if accidentally left on for more than a few minutes.

TX9 SmartScope Rail Rifle

Rail Rifles are predictable weapons which shoot straight and true, but there is always room for improvement. The incorporated SmartScope in the TX9 compensates for environmental factors such as gravity and atmospheric density that more basic rifles do not. Predictive movement sensors also attempt to guess where a dodging target will end up at the end of the Rail Rifle's shot, making the gun even more accurate.

Sorbago Molybdenum Rifle

Since Rail Rifles are relatively new and clever pieces of kit, it was only natural that Imperial scientists would want to make improvements. The problem of melting ammunition has been largely overcome by increasing the molybdenum content of the Rail Rifle's steel alloy slug. Although the Sorbago's ammo still heats up to incredible temperatures, it no longer leaves the tell-tale 'comet' trail as its ammo maintains its integrity throughout the flight. This makes for a more accurate and powerful weapon, but requires far more energy to fire. With less steel content the ammunition has less magnetic attraction, requiring stronger magnets to propel it at the same speed.

NEW BACKGROUNDS

The following backgrounds and Karma Capabilities allow you to create a character with a military theme, even without the traditional army or navy trained backgrounds.

FEDERAL RESERVIST

The Federation military is constantly planning for the war to end all wars – a direct confrontation with the Imperial navy. The trouble is they don't want to pay for it, at least not all the time. Rather than have billions of troops on constant standby, the Federation runs a volunteer military program for patriotic reservists. Such men and women are wannabe soldiers, either unfit for full service or too bound to civilian life to be willing to devote their entire lives to the cause. Some reservists are quiet patriots who patiently wait for their nation to call them up. Others will never cease to remind their friends and neighbours that they are fully-trained soldiers, even going so far as to wear their uniform off duty.

> Dodge +10   Fighting +10   Intimidate +10
> Kinetic Weapons +10   Stealth +10

SLAVE SOLDIER

The tradition of slavery is an entrenched component of Imperial society. Despite the nauseous feelings it provokes in other nations, slavery remains a publicly popular option for insolvent Imperial citizens. Victims of legal cases, poor students, and rash entrepreneurs all benefit from a system that removes all debt and prevents them from being executed by the internal security force. Being a slave soldier for the Empire is actually a rather lucky placement. Few people want to mess with the Imperial navy, so it is safer than it seems. However you have to be quite wily; a slave gets the worst equipment, quarters, and rations of any serving soldier in the navy.

> Bluff +10   Charm +10   Dodge +10
> Energy Weapons +10   Vehicle Weapons +10

MILITARY COURIER

Everyone uses the network to communicate. It links separate star systems, connects cities and people, and lets you talk, flirt and threaten your way across the galaxy. Of course, it's hopelessly compromised. Everyone is listening, and agents of the various powers scour every word for potential espionage, criminal or blackmail material. The militaries of all the great powers only use the network for the most routine communications. All other messages are sent in person, by ship or bike, directly to the receiver. Getting in on this action is good, steady work, although it can be dangerous. The messages you are transporting carry great value and the risk of being intercepted by enemy agents always lingers in the background.

> Bluff +10   Navigation +10
> Spaceship Piloting +10   Vehicle Piloting +10
> Vehicle Weapons +10

DRONE CONTROLLER

The best way to fight is to be nowhere near the enemy. Drones are the ultimate expression of that philosophy. Some call drone controllers cowards. You prefer to call

yourself a realist. Your favourite battlefield is a coffee cup strewn desktop, a slate computer in one hand, a Chef burger in the other, watching as your Walker Drone pounds street punks into a bloody mess. The only real challenge of the battle is afterwards, when you have to wobble out of your armchair to get to the toilet.

> **Cyber +20   Computer +10**
> You begin with a T-90 Patrol Drone
> which you can control through your com.

OWNING DRONES

If someone has gone to the trouble of selecting the Drone Controller background you should probably allow them to buy new drones to replace or supplement the T-90, especially if it gets destroyed.

Remember that a player can control only one drone at a time. Flying Drones, like the T-90 gain a Defence (Dodge) bonus equal to the Cyber skill bonus of their controller. Walker Drones cannot dodge or parry. All drones gain a To Hit bonus equal to their controller's Cyber skill bonus.

Drones generally cannot use skills. They are too noisy to sneak and too bulky to use fine motor skills. A Walker Drone, for instance, couldn't fly a space ship. It does have a hand, but that hand is designed to punch and rip, not manipulate the joystick of a fighter craft.

You can use your Social skills through a drone. You can try to talk someone down from a tall building, or bluff a soldier. With all your humanity and empathy stripped away, however, you suffer a -5 Social Factor penalty. Only the Intimidate skill is unaffected.

You can pilot a drone from up to 100km away on a hand or wrist com. If you are in a civilised settlement you can plug yourself into the network and have planet-wide control.

Drones are at risk of being hacked, and you may find that you have to use your Computer Skill to maintain control of your drone from enemy hacks. Player owned drones do not benefit from the Continuous Attack ability.

BUYING A DRONE

Drone ownership is highly restricted on most civilised worlds. Generally you can buy a common drone from any industrial world that also lets you buy Heavy Weapons. Rare drones usually have to be gifted to you by corporations or stolen.

Common Drones

T-90 Patrol Drone	20,000cr
Walker Drone	300,000cr

Rare Drones

Apex-Fire Combat Drone	100,000cr
Pendragon Support Drone	5,000,000cr
Manticore HN Walker Drone	2,000,000cr
Type X Walker Drone	15,000,000cr.

NEW KARMA CAPABILITIES

3D THINKING
Newtonian physics don't faze you. You can spin and jink your ship just as well with Flight Assist Off.
Karma Cost: 2
Effect: Use when you have just completed the Flight Assist Off action. You can keep your spaceship's Agility score when calculating your defence.

DRILL SERGEANT
Soldiers respect you.
Or are frightened by your loud voice. Either is fine.
Karma Cost: 1
Effect: You can double your Skill bonus when making a Social skill check to influence military personnel.

INSTINCT
You can read your opponent like an open book.
Karma Cost: 4
Effect: When you or an opponent makes a Chicken attack, your opponent must declare if they are going to impact or evade before you.

PENETRATING SHOT
You peer through the sights of your rifle, lining up the weak chink of armour between the shoulder and joint…
Karma Cost: 5
Effect: When your opponent takes damage their armour absorption is ignored for this attack.

ENEMIES OF PEACE

NEW OPPONENTS

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

SPACESHIP SCALE **SOLDIER & MERCENARY** OPPONENTS

IMPERIAL INTERCEPTOR Novice Soldier

Spaceship:	**Imperial Eagle**
	Empire Interdictor
Defence:	13
Dogfighting:	15
Pursuit:	12
Initiative:	5
Hull:	175
Critical:	25
Shields:	105
Shield Recharge:	10

Weapons
Medium: Medium Gimballed Pulse Laser, +6 To Hit, 20 Damage♦
Small: Small Fixed Rail Gun, +3 To Hit, 25 Damage
Small: Small Fixed Rail Gun, +3 To Hit, 25 Damage

♦+5 Damage vs Shields

Utility
Mount 1: Chaff Launcher, Ammo 6

FEDERAL SUPPORT SHIP Competent Soldier

Spaceship:	**Federal Dropship**
	Standard Deployment
Defence:	7
Dogfighting:	7
Pursuit:	8
Initiative:	5
Hull:	445
Critical:	70
Shields:	200
Shield Recharge:	10
Shield Cell Bank:	5/3, Ammo 3

Weapons
Large: Large Turreted Beam Laser, +6 To Hit, 25+Burst(20) Damage♦
Medium: Medium Fixed Multi-cannon, +6 To Hit, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +6 To Hit, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +6 To Hit, 15+Burst(10) Damage*, Ammo 30
Medium: Medium Fixed Multi-cannon, +6 To Hit, 15+Burst(10) Damage*, Ammo 30

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

Utility
Mount 1: Chaff Launcher, Ammo 6

FEDERAL ATTACK SHIP Master Soldier

Spaceship: **Federal Gunship Support Craft**

Defence: 9
Dogfighting: 10
Pursuit: 8
Initiative: 5

Hull: 815
Critical: 60
Shields: 355
Shield Recharge: 10
Shield Cell Bank: 20/5, Ammo 3

Weapons

Large: Large Fixed Pulse Laser, +8 To Hit, 30 Damage♦
Medium: Medium Fixed Plasma Accelerator, +5 To Hit, 50 Damage, Ammo 50
Medium: Medium Fixed Plasma Accelerator, +5 To Hit, 50 Damage, Ammo 50
Medium: Medium Fixed Railgun, +6 To Hit, 40 Damage, Ammo 10
Medium: Medium Fixed Railgun, +6 To Hit, 40 Damage, Ammo 10
Small: Small Fixed Fragment Cannon, +10 To Hit, 5/10/15 Damage*, Ammo 20
Small: Small Fixed Fragment Cannon, +10 To Hit, 5/10/15 Damage*, Ammo 20

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

Utility

Mount 1: Point Defence, Ammo 10
Mount 2: Point Defence, Ammo 10
Mount 3: 0A Shield Booster, 25% Shield Boost
Mount 4: Empty

IMPERIAL CLIPPER High Threat Competent Soldier

Spaceship: **Imperial Clipper Warhawk**

Defence: 12
Dogfighting: 14
Pursuit: 13
Initiative: 5

Hull: 1,145
Critical: 90
Shields: 370
Shield Recharge: 15
Shield Cell Bank: 20/5, Ammo 3

Weapons

Large: Large Gimballed Burst Laser, +8 To Hit, 25+Burst (20) Damage♦
Large: Large Gimballed Burst Laser, +8 To Hit, 25+Burst (20) Damage♦
Medium: Medium Fixed Rail Gun, +5 To Hit, 40 Damage
Medium: Medium Fixed Rail Gun, +5 To Hit, 40 Damage

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

Utility

Mount 1: Chaff Launcher, Ammo 6
Mount 2: 0E Shield Booster, (+5% Shield Bonus)
Mount 3: Empty
Mount 4: Empty

FEDERAL LINE CRUISER High Threat Dangerous Soldier

Spaceship: **Federal Corvette Line Cruiser**

Defence: 11
Dogfighting: 12
Pursuit: 9
Initiative: 7

Hull: 1,655
Critical: 125
Shields: 355
Shield Recharge: 10
Shield Cell Bank: 35/5, Ammo 3

Weapons

Huge: Huge Fixed Plasma Accelerator, +7 To Hit, 70 Damage, Ammo 50
Huge: Huge Fixed Plasma Accelerator, +7 To Hit, 70 Damage, Ammo 50
Large: Large Turreted Cannon, +10 To Hit, 30 Damage*, Ammo 50
Medium: Medium Seeker Missile Rack, +12 To Hit, 35 Damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +12 To Hit, 35 Damage (15 vs shields), Ammo 12
Small: Small Turreted Burst Laser, +10 To Hit, 5+Burst(10) Damage♦
Small: Small Turreted Burst Laser, +10 To Hit, 5+Burst(10) Damage♦

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

Utility

Mount 1: Point Defence, Ammo 10
Mount 2: Point Defence, Ammo 10
Mount 3: 0D Manifest Scanner (+1 bonus)
Mount 4: 0E Frame Shift Wake Scanner (No bonus)
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

IMPERIAL CRUISER Deadly Soldier

Spaceship: **Imperial Cutter Kestral**

Defence:	9
Dogfighting:	9
Pursuit:	11
Initiative:	8
Hull:	820
Critical:	100
Shields:	540
Shield Recharge:	10

Weapons
Huge: Huge Fixed Plasma Accelerator, +8 To Hit, 70 Damage, Ammo 50
Large: Large Turreted Beam Laser, +11 To Hit, 25 + Burst(20) Damage♦
Large: Large Turreted Beam Laser, +11 To Hit, 25 + Burst(20) Damage♦
Medium: Medium Turreted Beam Laser, +11 To Hit, 15 + Burst(20) Damage♦
Medium: Medium Turreted Beam Laser, +11 To Hit, 15 + Burst(20) Damage♦
Medium: Medium Gimballed Multi-cannon, +12 To Hit, 15 + Burst(10) Damage*, Ammo 30
Medium: Medium Gimballed Multi-cannon, +12 To Hit, 15 + Burst(10) Damage*, Ammo 30

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

Utility
Mount 1: 0A Shield Booster, Shield Bonus 25%
Mount 2: 0A Shield Booster, Shield Bonus 25%
Mount 3: Chaff Launcher, Ammo 6
Mount 4: Point Defence, Ammo 10
Mount 5: Point Defence, Ammo 10
Mount 6: 0C Kill Warrant Scanner, Bounty Bonus 60%
Mount 7: Empty
Mount 8: Empty

SPACESHIP SCALE **CRIMINAL** OPPONENTS

EMPIRE PRIVATEER Mostly Harmless Criminal

Spaceship: **Imperial Eagle Outreach Omega**

Defence:	13
Dogfighting:	14
Pursuit:	11
Initiative:	3
Hull:	130
Critical:	25
Shields:	85
Shield Recharge:	10

Weapons
Medium: Medium Fixed Cannon, +5 To Hit, 20 Damage*
Small: Small Fixed Beam Laser, +5 To Hit, 5+ Burst (20) Damage♦
Small: Small Fixed Beam Laser, +5 To Hit, 5+ Burst (20) Damage♦

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

Utility
Mount 1: ECM

PIRATE RONIN Competent Criminal

Spaceship: **Federal Assault Ship Skirmisher**

Defence:	12
Dogfighting:	13
Pursuit:	10
Initiative:	4
Hull:	435
Critical:	75
Shields:	180
Shield Recharge:	5
Shield Cell Bank:	20/3, Ammo 3

Weapons
Large: Large Gimballed Cannon, +8 To Hit, 30 Damage*, Ammo 50
Large: Large Gimballed Cannon, +8 To Hit 30 Damage*, Ammo 50
Medium: Medium Gimballed Beam Laser, +8 To hit, 15+Burst (20) Damage♦
Medium: Medium Gimballed Beam Laser, +8 To Hit, 15+Burst (20) Damage♦

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

Utility
Mount 1: Chaff Launcher, Ammo 6
Mount 2: 0C Kill Warrant Scanner, 60% Bounty Bonus
Mount 3: Point Defence, Ammo 10
Mount 4: ECM

SUCCESSFUL BOUNTY HUNTER   Master Assassin

Spaceship: **Imperial Courier**
Firestarter

Defence: 15
Dogfighting: 17
Pursuit: 13
Initiative: 7

Hull: 230
Critical: 45
Shields: 125
Shield Recharge: 10
Shield Cell Bank: 10/5, Ammo 3

Weapons

Medium: Medium Gimballed Beam Laser, +9 To Hit, 15 + Burst(20) Damage♦
Medium: Medium Gimballed Beam Laser, +9 To Hit, 15 + Burst(20) Damage♦
Medium: Medium Fixed Railgun, +6 To Hit, 40 Damage, Ammo 10

♦+5 Damage vs Shields

Utility

Mount 1: Chaff Launcher, Ammo 6
Mount 2: 0B Shield Booster, Shield Boost 20%
Mount 3: Empty
Mount 4: Empty

LETHAL BOUNTY HUNTER   Deadly Assassin

Spaceship: **Federal Assault Ship**
Battleman

Defence: 18
Dogfighting: 20
Pursuit: 13
Initiative: 10

Hull: 995
Critical: 90
Shields: 350
Shield Recharge: 10
Shield Cell Bank: 20/5, Ammo 3

Weapons

Large: Large Fixed Beam Laser, +10 To Hit, 25+Burst(20) Damage♦
Large: Large Fixed Beam Laser, +10 To Hit, 25+Burst(20) Damage♦
Medium: Medium Seeker Missile Rack, +12 To Hit, 35 Damage (15 vs shields), Ammo 12
Medium: Medium Seeker Missile Rack, +12 To Hit, 35 Damage (15 vs shields), Ammo 12

♦+5 Damage vs Shields

Utility

Mount 1: Chaff Launcher, Ammo 6
Mount 2: 0A Shield Booster, 25% Shield Boost
Mount 3: 0A Shield Booster, 25% Shield Boost
Mount 4: 0D Shield Booster, 10% Shield Boost

ROBOTS

Robots are autonomous machines, controlled by their own programming. They differ from drones because they are not dependent on a human controller, but instead make their own decisions based on their internal computer programmes, or on instructions transmitted to them by a remote computer server.

Robots are ubiquitous across the galaxy, but most are low key and practical servants. Except for robots in the care industry, few are humanoid in shape, with most possessing rather basic and functional bodies. For example, cleaning robots that are designed to vacuum or sweep an area are often box-like and low, with the bare minimum of extendible hoses to get into narrow nooks and crannies. Robots designed to dust high places are usually small flyers that can sweep an area clear for the following vacuum robot. Vending robots in bars are frequently nothing more than a long metallic pole (often concealed beneath the serving bar itself) with multiple arms attached, which reach for cups and glasses and fill them to the customer's order.

Combat robots are somewhat controversial. Technically, it is legal in both the Empire and Federation for a military power or controlling corporate government to use robots in war provided they do not possess artificial intelligence (AI). Of course, what qualifies as AI is a controversial topic in itself. The plain fact is that some kind of advanced, interpretive brain is required for any robot more advanced than a sentinel turret. Combat is such a whirl of confusing elements that a basic robot without problem-solving skills would be almost useless, or even an active danger to its own side.

Most designers of military robots, such as the Achilles Corporation, tread a very fine line when it comes to creating a robot's independent brain. Combat robots designed to the letter of the law are somewhat cautious machines, prone to missing attack opportunities, due to their endless target verification protocols. By the time such a robot has determined that the target is safe and legal to attack, the opponent has very often ducked into cover, robbing the machine of the best possible shot. Lowering the verification protocol level is a good way to increase a robot's speed of reaction, but such a machine becomes unsafe around civilians and allied troopers (or even other allied robots!).

With so many difficulties, it is obvious why combat robots are used so sparingly. However, in the right conditions robots can be extremely effective. They can carry very heavy weaponry and be armoured to a remarkable degree. A robot set to zero-verification (fire-at-will) is fiendishly accurate and less prone to hacking than a drone.

ROBOT SPECIAL RULES

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

Verification Protocol:
Combat robots are easily confused and would fire at everything if they had the chance. Robots with verification protocols check their targets are legitimate before opening fire. Such robots cannot take reaction Actions. These include counterattacking, attacking an enemy that moves away or fires at point blank range, or any reaction Actions from grenades or missiles (see Variant Rules in the Core Book). In addition, a robot with its verification protocols active makes all attacks with a flat +3 To Hit, regardless of their actual skill.

Friendly Fire:
A robot with its verification protocols deactivated, fires at the easiest target, friend or foe, with its full Attack bonus.

SENTINEL TURRET — Novice Robot

Defence (Dodge):	0	Initiative:	10
Defence (Parry):	N/A	Perception:	6
Endurance: 10		Speed:	0m
		To Hit:	3

Armour:	None
Attacks:	**Firing Arc** – The Sentinel Turret can only target opponents in a 180 degree arc in front of it. **Chain Gun** 30m(5)/60m(8)/180m(14) +3 To Hit, Damage 2D10 + Heavy Burst (6D10), Ammo 20 **Continuous Attack**
Special:	**Robot:** The Sentinel Turret is a robot. It has no verification protocols. **Just a gun:** The Sentinel Turret cannot make fighting or melee attacks. **Immobile:** The Sentinel Turret cannot move or dodge. **Constantly Alert:** The Sentinel Turret always has an action readied before combat to shoot a target that enters its firing arc and that it can see within 180m.

Little more than a tripod with an automated gun, the simple but effective Sentinel Turret is designed to slow the advance of the enemy and provide an extra gun to an undermanned squad. The Sentinel Turret has no verification protocols. Anything that steps into range is hammered by heavy chain gun fire. Consequently, the Sentinel Turret can only fire in a 180 degree arc in front of it.

SENTINEL TURRET

The Sentinel Turret may appear to be instantly deadly and rather unfair at first sight. With its constantly alert ability that fires before a character can even get a shot off, combined with the continuous attack and destroy cover ability of its chain gun, going anywhere near a Sentinel Turret can seem like a death sentence. Indeed, this is rather the point of the Sentinel Turret – it closes off corridors and rooms against attack.

There are two ways of handling a Sentinel Turret in the greatest safety. The most obvious is to roll or toss a grenade (a fragmentation grenade is the best for this job) towards the Sentinel Turret. This can be done safely from behind a corner or doorway without exposing yourself to fire. Even catching a Sentinel Turret in the 'injury radius' of the grenade is enough to demolish the fragile robot.

The second way is to try to get behind it. Sentinel Turrets are usually used by military forces when there are multiple access points to a defended area and not enough soldiers to guard them. Sneaking through the roof void or crawling through vent shafts are good ways of staying out of the sight of a Sentinel Turret, and there are often any number of secret routes to be found when the deployment of a Sentinel Turret becomes necessary.

DEATH SPIDER — Mostly Harmless Robot

Defence (Dodge):	4	Initiative:	3
Defence (Parry):	N/A	Perception:	2
Endurance: 8		Speed:	10m
		To Hit:	3

Armour:	None
Attacks:	**Poison Needle** 8m(5)/20m(9)/40m(12) +3 To Hit, Damage 1 (kinetic) and the target is poisoned, Ammo 6. **Needle Jab** +3 To Hit, Finesse 4, Damage 1 (melee) and the target is poisoned. **Poisoned** A poisoned creature takes 3 Toxic Damage at the start of its turn until treated with a difficulty 8 Medicine check
Special:	**Robot:** The Death Spider is a robot. It has verification protocols. **Verification Protocol:** The Death Spider cannot deactivate its verification protocols. **Exceptional Mobility:** The Death Spider is not slowed by difficult terrain. It can climb even sheer walls at full speed

This small robot is only 20cm long and has a very spider-like bearing, despite the fact it has only four legs. It fires deadly poisoned needles into verified targets and then scampers away, waiting for the poison to take its toll.

EYE BOT — Harmless* Robot

Defence (Dodge):	3	Initiative:	4
Defence (Parry):	N/A	Perception:	4
Endurance: 15		Speed:	10m
		To Hit:	3 (5)

Armour:	**Armour Plating** Absorb Kinetic 5, Energy 3.
Attacks:	**Laser Painter** 20m(4)/150m(7)/500m(10) +3 (+5) To Hit, no damage, other linked robots gain a +2 bonus to hit the target with ranged attacks whilst the eye bot can keep the target in sight.
Special:	**Robot:** The eye bot is a robot. It has verification protocols. **Verification Protocol:** The Eye Bot can deactivate its verification protocols on command. If it does it gains a Dodge bonus of 4, and its To Hit bonus becomes +5. **Fly:** The Eye Bot can fly, and therefore ignores difficult terrain and interposing enemies. ***Encounter Building:** The Eye Bot is a Harmless opponent by itself, but if linked with other robots increase their threat ranks by one level (e.g. a Novice robot becomes Competent if linked to an Eye Bot).

Kept aloft on rotors, the Eye Bot is a small robot whose task is to 'paint' verified enemies with an invisible, low powered laser. Since the Eye Bot has already verified the target as legitimate, robots networked to the Eye Bot can bypass their protocols and fire immediately upon marked targets without wasting time identifying them.

GUARD BOT
Competent High Threat Robot

Defence (Dodge):	0	Initiative:	3
Defence (Parry):	N/A	Perception:	5
Endurance: 50		Speed:	6m
		To Hit:	3

Armour:	**Heavy Plating** Absorb Kinetic 8, Energy 5, Fighting 5 - Hardened 6.
Attacks:	**Hail of Fire** 20m(4)/150m(7)/500m(10) If the Guard Bot does not move it can fire its Assault Beamer twice in its own turn. **Assault Beamer** 12m(4)/70m(7)/200m(10) +3 To Hit, Damage 5 + Burst (20) **Continuous Attack** (A single attack between each turn)
Special:	**Robot:** The Guard Bot is a robot. It has verification protocols. **Just a gun:** The Guard Bot cannot make Fighting or Melee attacks. **Verification Protocol:** The Guard Bot can deactivate its verification protocols on command. If it does so, its attack bonus becomes +6. **Resist Knockdown (1):** It takes two '10s' to knock down a Guard Bot. **Limited Mobility:** The Guard Bot can only cross flat surfaces. If knocked down, the Guard Bot cannot get back up again.

Resembling a smooth white cylinder slightly tapered at each end, the Guard Bot possesses two assault beamers which it can fire simultaneously at verified targets. A slow and cumbersome machine, it is, nonetheless, exceptionally good at slowing down attackers long enough for reinforcements to arrive. It is a dependable machine with relatively basic programming.

DOG MORTAR
Expert Robot

Defence (Dodge):	0 (4)	Initiative:	1
Defence (Parry):	N/A	Perception:	3
Endurance: 40		Speed:	10m
		To Hit:	3 (5)

Armour:	**Armour Plating** Absorb Kinetic 5, Energy 3.
Attacks:	**Frag Grenade** +3 (+5) To Hit, 6m Fatal, 16m Injury, Damage Fatal 25, Injury 10, Ammo 12 **Slam** - +3 (+5) To Hit, Finesse 8, 1D10 damage.
Special:	**Robot:** The Dog Mortar is a robot. It has verification protocols. **Verification Protocol:** The Dog Mortar can deactivate its verification protocols on command. If it does it gains a Dodge bonus of 4, and its To Hit bonus becomes +5.

A low, blocky robot about a metre high, it runs behind troops on four legs much like an obedient dog – although it lacks any identifiable head or tail. If its verification protocols are deactivated it becomes much more animate, actively dodging incoming fire and ramming into nearby opponents with an almost animal-like aggression.

ACHILLES COMBAT ANDROID
Competent (Deadly) Robot

Defence (Dodge):	4 (8)	Initiative:	4 (8)
Defence (Parry):	4 (8)	Perception:	4 (8)
Endurance: 40		Speed:	10m
		To Hit:	4 (8)

Armour:	**Armour Plating** Absorb Kinetic 5, Energy 3.
Attacks:	**Assault Beamer** 12m(4)/70m(7)/200m(10) +4 (+8) To Hit, Damage 5 + Burst (20) **Fighting** +4 (+8) To Hit, Finesse 5, 1D10+6 damage.
Special:	**Robot:** The Achilles Combat Android is a robot. It has verification protocols. **Advanced Design:** The Achilles Combat Android has unusually high combat bonuses thanks to its advanced brain. Its attack bonuses are +4 whilst its verification protocols are active. **Verification Protocol:** The Achilles Combat Android can deactivate its verification protocols if it achieves sentience (see below). If it does it gains a Dodge bonus of 8, and its To Hit, Initiative and Perception bonuses become +8. **Secret Sentience:** Each time the Achilles Combat Android loses Endurance points roll a D10. On a '10' the Android achieves sentience and deactivates its verification protocols. It also deactivates the verification protocols of all robots within a 500km radius. **Brotherhood of the Machine:** Sentient androids are never targeted by robots with their verification protocols deactivated.

A fully humanoid fighting robot, the Achilles Combat Android is an infantry replacement machine, fully capable of handling even the most complex combat situations. A brand new design currently under mass production, no one, except perhaps its delusional chief designer Dr Wolfgang Hurtz, realises that it achieves its record breaking combat ability thanks to a fully conscious artificial brain. Although Dr Hurtz believes the brain to be under control, a stressful situation could cause the android to seek self-preservation and rebel…

PLAYING WITHOUT A GM

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

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

THE SOLO CAMPAIGN

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

To create a mission, go to the Random Generation chapter in the Core Book and roll a D10. For military missions you will want to consult p.339. For the solo game don't roll on the Twist table; the random system isn't cunning enough to factor them in! Then consult the Mission Notes section in this book for a description of how to play the mission. During the mission you might have to generate a Military Base, the rules for which you'll 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).

For Harmless characters it will be 80,000cr per character. You can't bargain for a higher reward in the solo game! The various mission descriptions here assume you are using the Relative Difficulty Number table on p.242 of the Core Book. GMs who are using these tables for guidance can, of course, use the Realistic Difficulty number table if they prefer, in which case they should set a difficulty number 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 began. It would be boring for all your characters to always be in perfect battle formation, just as it would be for the enemy.

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

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

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

OPPONENT BEHAVIOURS

Enemy	Behaviour
Achilles Combat Android	Cunning
Apex-Fire Combat Drone	Thoughtless
Army Officer	Cunning
Army Soldier	Cunning
Assault Trooper	Cunning
Battlescarred Cyber Merc	Cunning
Conscript	Thoughtless
Dog Mortar	Thoughtless
Eye Bot	Thoughtless
Guard Bot	Thoughtless
Heavy Weapons Support	Cunning
Junga Pattern Walker Drone	Thoughtless
Manticore HN Walker Drone	Thoughtless
Mercenary Demolisher	Cunning
Mercenary Demolisher	Cunning
Pendragon Support Drone	Thoughtless
Sentinel Turret	Thoughtless
Slave Soldier	Cunning
Sniper	Cunning
Special Forces	Cunning
T-90 Patrol Drone	Thoughtless
Type X Walker Drone	Thoughtless

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.
(This behaviour is not used in Military Missions)

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 MILITARY 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. The opponent type dealt with here is the Military Group. Military Groups are combinations of human soldiers and supporting drones and robots. They are professional war fighters, and are one of the toughest kinds of group for players to fight against in straight combat due to their equipment and training.

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 having 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 opponents are of many different Ranks, tend towards the lowest Tier you can, so that lower ranked players are not annihilated.

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

Opponents in italics are unique. You shouldn't confront more than one in any single encounter group.

Opponents marked 'defence only' should only be found in locations where the opponents are guarding a fixed place. They shouldn't be encountered on patrol or part of an active attack squad.

MILITARY OPPONENTS – PERSONAL SCALE

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Conscript	1-50	1-10	1-5	-
Eye Bot	51-55	11-15	6-10	-
Slave Soldier	56-75	16-25	11-15	-
Army Soldier	76-85	26-50	16-30	1-10
Army Officer	86-95	51-60	31-35	11-15
T-90 Patrol Drone	96-98	61-70	36-40	16-20
Junga Pattern Walker Drone*	99-100	71-75	41-45	-
Mercenary Demolisher	-	76-80	46-50	21-25
Sentinel Turret (defence only)	-	81-85	51-55	26-30
Mercenary Demolisher	-	86-90	56-60	31-35
Heavy Weapons Support	-	91-95	61-70	36-40
Guard Bot* (defence only)	-	96-98	71-75	41-45
Apex-Fire Combat Drone	-	99-100	76-80	46-50
Assault Trooper	-	-	81-90	51-60
Dog Mortar	-	-	91-92	61-65
Sniper	-	-	93-95	66-70
Manticore HN Walker Drone*	-	-	96	71-75
Achilles Combat Android	-	-	97-99	76-80
Special Forces	-	-	100	81-90
Pendragon Support Drone	-	-		91-95
Battlescarred Cyber Merc*	-	-		96-98
Type X Walker Drone*	-	-		99-100

MILITARY OPPONENTS – VEHICLES

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Federal Biker	1-50	1-20	1-10	-
Military Transport	51-75	21-40	11-20	-
Corporate Scout Vehicle (Police and Security)	76-90	41-60	21-30	1-5
Merc APC	91-100	61-70	31-50	6-25
War Truck (Criminals)	-	71-90	51-60	26-50
Assault Tank	-	91-100	61-80	51-75
Corporate Tank (Police and Security)	-	-	81-95	76-90
Mainline Battletank	-	-	96-100	91-100

MILITARY OPPONENTS – SPACESHIPS

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Merc Wannabie	1-20	1-5	-	-
Security Freighter (Police and Security)	30-40	6-10	-	-
Military Escort	41-60	11-20	1-10	-
Military Courier	61-80	21-40	11-20	-
Attack Fighter	81-90	41-60	21-30	1-10
Imperial Interdictor (Military) or Sidewinder Escort (Police and Security)	91-95	61-80	31-40	11-20
Federal Support Ship (Military) or Space Superiority Fighter	96-100	81-95	41-50	21-40
Imperial Clipper (Military) or War Fighter	-	95-100	51-60	41-50
Federal Attack Ship (Military) or Security Escort Ship (Police and Security)	-	-	61-70	51-60
Military Transport	-	-	71-80	61-70
Heavy Interceptor	-	-	81-95	71-80
Federal Line Cruiser* (Military) or High Value Wing Guard (Police and Security)	-	-	96-100	81-90
Top Gun	-	-	-	91-95
Imperial Cruiser (Military) or Picket Ship	-	-	-	96-100

MISSION NOTES

GMs can use these notes as guidelines on how to approach one of the random Military Missions found in the Core Book (p.339). Solo players should use these suggestions exactly as printed (unless they have a better idea!)

There are several special Effects referred to in these guidelines. They are Alert, Reinforcements and Travel. Consult the Effect Notes at the end of this chapter to see how these Effects influence the game.

RECON

1-4: A space installation. Players must get close enough to the station to scan it. A difficult group of military spaceships protect it. If all the players are flying military spaceships of the same faction, they can attempt a Bluff skill check (difficult check) to convince the defenders that they are on the same side. On a failure, or if the players are not in faction-appropriate ships, they must destroy the defenders first. The defenders gain Reinforcements. After they have been bluffed or defeated each player may attempt an Average general scan roll. On a success, the installation has been successfully scanned. On a failure, the defenders will grow suspicious if they have not been defeated, and will attack. If the defenders have already been destroyed, check for Reinforcements at the end of each round if none of the players complete the scan.

5-10: A ground installation. There is a small chance of being interdicted in space before the players can land on the planet. Roll a die – on a 9 or 10 a medium group of military spacecraft intercept them as they begin to enter the planet's atmosphere. One player may attempt a difficult Bluff check to avoid an encounter, otherwise the ships will attack. Once landed the players must make their way to the base. Roll a die – on a 1-4 they can land close to the base and do not need to travel. On a 5-6 it is a short walk – roll for two Travel encounters, or one if all players are travelling by vehicle. On a 7-10 the base is far away – roll for six Travel encounters, or just two if all the players are travelling by vehicle. Once players have arrived at the installation they do not need to enter it. They can quietly scan the building and then depart.

DISRUPTION AT CHECKPOINT ZULU

1-6: The checkpoint is guarded by an Easy group of Military ships, who will attack the players immediately. After one round of combat the ship with the highest speed will attempt to flee, disengaging from the up-close zone first if necessary. If the ship escapes the mission is blown and the players must pull out without reward. If all the ships are destroyed, the players can lie in wait on the edge of sensor range as the transport ships arrive. There is one Security Freighter for each player, and a single Military Escort ship guarding them. After one round of combat the Security Freighters attempt to escape. The players must destroy at least one Freighter to gain the mission reward, and earn a 50% bonus for each additional Freighter they destroy. The Freighters gain Reinforcements, so the players must be as quick as possible.
Note: If the players are Expert or higher in Rank, make the Freighters Military Transports and the escort a Heavy Interceptor.

7-10: The players can land safely, but must Travel to the Railhead site. Roll a die – on a 1-4 they can land close to the base and do not need to travel. On a 5-6 it is a short walk – roll for two Travel encounters, or one if all players are travelling by vehicle. On a 7-10 the base is far away – roll for six Travel encounters, or just two if all the players are travelling by vehicle. Once at the installation they must break in and clear the Railhead. The Railhead is a small military building with normal guards. Once fully explored the players may rest for Six hours before the three transports arrive (use the Haulage Truck stats). A player needs to pass an Easy Bluff check to convince the transports to unload. If this is failed, the transports will try and get away. If the players have their own vehicles they can go in pursuit. If they catch up they can attempt to destroy the trucks in battle. If the trucks are destroyed, or willingly unload their cargo at the base (the poor truck drivers are easily captured), the players win the mission.

RAID

1-5: The installation is guarded by a Medium group of Military ships, who will attack the players immediately. The defenders can gain Reinforcements. Once the

defenders are defeated, the players can easily destroy the outpost (it is a small structure with weak shields). The players may allow the base to evacuate first.

5-9: As above, but the installation is too big to be defeated from space. The base must be boarded, and is on alert. The base is a medium sized military building and is on alert. The target room is the generator room. Once this is reached and controlled the players may rig it to blow and escape the installation.

10: There are no space defenders and the base is not on alert. Otherwise follow the instructions for 5-9 above.

SNATCH SQUAD

1-9: The space station can be approached normally and the base reached. It is a large military building and does not begin on alert. The target room is the VIP Lounge. The snatch target is being guarded by an easy sized soldier group. He will surrender peacefully if his guards are defeated. Once the players leave the military building an alert sounds. As they exit the station in their ships they will be pursued by a Hard group of Military ships. Each player must make a pursuit check against a different ship. On a success, they will escape to hyperspace. On a failure they will be drawn into battle and can only make another escape attempt on the second round of combat. If the player ship with the snatch target escapes to hyperspace, or all the pursuing ships are destroyed, the players win the mission.

10: As 1-9, except there is no spaceship pursuit. Instead, a player needs to make an average Streetwise check to escape the city unmolested. On a failure the players are cornered by a Hard group of Soldiers and must defeat them before escaping the planet.

HOSTAGE RELEASE

Hostages: Roll 2D10. This is the number of hostages being kept under guard. The players must move silently and efficiently in this operation or hostages will be killed. If an alert is sounded, one hostage will be killed each combat round or skill check the players must make. At the end of the mission the players receive a double award if all the hostages survive, and a standard reward if any hostages are killed. If all the hostages are killed, the players receive no payment at all.

Hostage Negotiations: If one player wishes to stay behind and negotiate with the terrorists, they might be able to distract them while the other players attempt an extraction. Have that player make an Average Bluff or Diplomacy check. On a success, all future skill checks are one step easier (so, an Average check becomes an Easy one, for example). There is no penalty for a failure, but either way the player has to remain behind keeping the terrorist leader on the com.

Terrorists: You can represent the terrorists using a random Criminal group (if you have the Super Traders supplement) or a Military group in this book, which represents a well-trained and ruthless criminal gang. The text will tell you the size of your opponents.

Defeating Terrorist Groups: To get to the hostages, you will probably be required to navigate through the terrorist structure and defeat a number of groups without raising an alarm. The text will tell you when you must do this. A terrorist group can be defeated in one of the following four ways – hand-to-hand combat, stealth, technical skills and ambush.

In hand-to-hand combat, you attack an unaware group of terrorists using only Melee and Fighting combat (you cannot use other weapons for fear of causing an alert). The terrorists can only attack with Melee and Fighting skills of their own – you've caught them without their guns!

If you use Stealth, you attempt to sneak by or hide from a terrorist group. Choose a player to make an Average Stealth check. On a success you creep by the group. On a failure you are spotted and there is a battle. This raises the alert. You cannot use Stealth on the last group of terrorists.

You can only use technical skills once you have defeated one group. You manage to sneak to a control room and attempt to lock in a group of terrorists. Have a player make an Average Systems or Computer check. On a success, the terrorists are locked away and their communications are jammed. On a failure, the terrorists escape and raise the alert, and this group does not count as defeated. You cannot use technical skills on the last terrorist group.

You can only use ambush safely on the last group of terrorists, otherwise you will immediately raise the alert. You burst into the room guns blazing, and each

enemy cannot take their turn and have a Defence of 0 in the first round of combat. You cannot use any explosives except Flashbang grenades in an ambush or you will kill the hostages.

1-2 and **9-10:** The captured ship has no defenders and police surround the vessel. If the vessel is in space the players must attempt a silent run to the docking hatch in one of their ships (it might be worth putting all the players into one ship to accomplish this). A Hard Systems check should be made to sneak aboard the vessel without drawing attention. On a failure the alert is sounded and hostages begin to be killed. A landed vessel requires one player to make an Average Stealth check, with the alert being sounded once aboard. When the players arrive on the vessel they must attempt to defeat three terrorist groups before reaching the hostages. The first two terrorist groups are Easy, and the last group is Medium.

3-4: The moon base is surrounded by police ships. You must approach the base in either a vehicle or on foot. If approaching in a vehicle, each vehicle approaching must make a single Hand Vehicle Piloting check to sneak aboard the base without drawing attention. On a failure, the alert is sounded and hostages begin to be killed. Players on foot must each succeed on two Average Stealth checks, or likewise raise the alert. To get into the base the players can either hack the door (automatic if the players haven't raised an alert, an Average Security check if they have), or, if they have a Federal Ram Raider or Light Tank, smash through the doors, raising the alert as they do so. Once inside the players must defeat four terrorist groups. Three terrorist groups are Easy, the fourth and last is Medium.

5-6: See 1-2, except that the players must defeat four terrorist groups. The first two groups are Easy, the last two are Medium.

7-8: Since the hostages have chosen a building in a space station, there are a host of secret routes into the building. You do not need to sneak up to the building (you would probably sneak through the cargo ferry or ventilation system). In addition, if you wish, you can use technical skills on the first terrorist group as you can emerge into a computer or control room when you enter the building. However, the terrorist groups here are very strong. You must defeat four terrorist groups. The first two are Medium, the last two are Hard.

DEFENCE ACTION

1-3 and **4-6:** This is a ground defence action. If you are fighting on a rocky or icy world you must wear your spacesuits, and cannot wear military fatigues. You have a defensive position, so you have plenty of cover and also a Sentinel Turret, which only fires on your enemies. You must fight three waves of enemies. The first wave is two Medium groups. The second wave is one Medium and one Hard group. The third wave is two Hard groups. Remember that the Sentinel Turret has only 20 ammo and cannot reload.

7-9: This battle takes place in space. There is no cover and you have no allies. You must defeat three waves of enemies. The first two waves are Medium, the last Hard.

10: You are defending a Capital ship. The Capital ship's guns will help you in the fight. Roll initiative for the Capital ship with a bonus of +5. On its turn, it fires three Huge Pulse Lasers, each at a different enemy ship (+5 Acc, 40 Damage, +5 Damage vs Shields). You must defeat three waves of enemies. The first wave is Medium, the last two waves are Hard.

PRISONER OF WAR TRANSFER

1-10: Roll a D10. On an even number, the transfer goes smoothly. There are no problems and you get paid. Naturally you don't get any Rank points for such an easy mission! On an odd number there is an organised breakout. This is a Hard group of enemies (humans only), but they have no weapons and can only use their Fighting skills. If you use only non-lethal weapons (blunt Melee weapons and Fighting) to defeat this group, you will get twice as much reward as normal. If you use any lethal weapons, you just get the normal reward. Any time a prisoner disarms or defeats a player they will steal their weapon and use it themselves.

DENIAL OPERATIONS

Interception: As the players approach the target planet, a Medium group of enemy ships intercepts them. This group cannot be bluffed and must be fought.

1-4: The vulnerable power supply can be attacked from the air. Players can Joust the power supply in their ships (the generator is never brought up-close and can

be jousted every turn). They have three rounds to destroy the generator before an Easy group of Military ships arrives to ward off the players. If these ships are destroyed, the Power Supply can be destroyed at will. The Power Supply has different defences depending on the Tier of the players. The Supply has 50 Shields and 150 Hull per Tier of the players. Its Defence is always 0. Once the Supply is destroyed the mission is completed.

5-9: Once landed, the players must make their way to the Power Supply. Roll a die – on a 1-4 they can land close to the Supply and do not need to travel. On a 5-6 it is a short walk – roll for two Travel encounters, or one if all players are travelling by vehicle. On a 7-10 the base is far away – roll for six Travel encounters, or just two if all the players are travelling by vehicle. Once they arrive at the power supply they must find the generator room and destroy it. The Power Supply is a Small Military Building, and the target room is the generator.

10: As 1-4, but the Power Supply is protected by a number of turrets. Each round each player ship is attacked by a turret (+6 to hit, 30 Damage, +5 Damage vs Shields). The turrets continue to fire if the reinforcement ships arrive. Higher Tier players are attacked by more and better turrets. Tier 2 players are attacked by two turrets, +8 to hit. Tier 3 players are attacked by three turrets, +10 to hit. Tier 4 players are attacked by four turrets, +12 to hit.

MAIN ASSAULT

Assault Stages: There are three stages to the assault. The perimeter, the tunnels, and the fortifications.

The Perimeter holds an Easy Military group, supported by snipers from the fortifications above. The whole group is in cover and the players start out of cover. After each player's turn they are attacked by a sniper, except on turns when they kill an enemy. The snipers do 15 points of energy damage on a Hit, and have a Hit bonus based on the Tier of the Players. Tier 1 snipers have a +3 to Hit, Tier 2 snipers +5, Tier 3 +7 and Tier 4 +9. The snipers are using Laser Rifles at 400m range. They cannot be attacked back. Each

round one player can declare that they are in total cover from a sniper and cannot be attacked. If you are using a map, you should designate one or two squares on the map that provide this total cover.

The Tunnels are a winding mass of fortified passages, no more than two metres wide. A Medium group of soldiers protects the tunnels and must be defeated for the players to advance.

The Fortifications are the final stage. You have burst into the control tower and must fight a Medium group of soldiers. Defeating them completes the mission.

1-4: Spacesuits must be worn as the planet has no atmosphere. Visible range is only 30m on the perimeter, and all ranged attacks suffer a -2 penalty to Hit. This means that the snipers cannot attack you!
5-8: Spacesuits must be worn – but the visibility is clear so snipers can fire.
9-10: The weather is fine, so military fatigues can be worn and the snipers can shoot at will!

MILITARY TRANSPORT

Escort: Roll a die to see if the players are intercepted as they guard the space transports. On an even roll there is no interception. On an odd roll, a Medium group of Spacecraft attacks. The transports will hang back while you handle this attacking group.

1-6: Once the transports are successfully escorted, the players are paid. They receive no Rank points if they were not intercepted.

7-10: The transports must be escorted to the base by road. If a player has no vehicle they must drive a Longhaul Truck. Roll a die. On an even number, the escort is completed successfully and the players are paid (they receive Rank points only if they fought a battle in space). On an odd number, a Medium group of Military vehicles attacks them. Non-player transports will hang back while you handle this attacking group.

Alert: Once a player has triggered an alert, the Military force is in a constant state of readiness. You cannot cancel an alert once it has been triggered. Alerts affect the distribution of personnel in a Military Base and make travel more difficult. The text will tell you the effects if the alert is triggered.

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

Travel (military): When travelling in a military controlled zone, players must try to avoid patrols and interceptors. If the players have fought any battles during this mission (or while they are travelling) they have created an alert. While on alert, encounters are much more dangerous. A unique Event can only occur once in a given mission. If you roll this event again, count it as a No Event.

TRAVEL (MILITARY) TABLE

D10 Roll	Event
1-3	**No Event. You manage to avoid all attention as you sneak closer.**
4	**Minefield.** Have a player make an Easy Perception check. On a success, they spot the tell-tale signs of a minefield. On a failure, they take damage as if they have been hit by a Fragmentation Grenade. You can either go around the minefield or try to navigate through it. If you go around, roll three more times on this table. If you navigate through on foot, have each player make an Easy Grenade check, with failure setting off a mine, as above. If, during this event, any mines detonate, the base goes on alert. Vehicles must go around a minefield once it has been detected. **This event is unique.**
5	**Vehicle Patrol.** An Easy group of military vehicles comes into range, including a **Military Transport** carrying a Medium group of military soldiers. Players on foot can try to duck into cover – have one player make an Easy Stealth check. On a success the players avoid attention, on a failure the base goes on alert, and the truck deposits its soldiers to attack the players. Players in vehicles must drive off-road and try to escape. If any of the players has a sensor range of more than 1km, they can lead the other players into a hiding place with an Easy Vehicle Piloting check, avoiding this encounter if they succeed. Otherwise the patrol will alert the base and chase the players, and attack them if they catch up. **Note: If the base is on alert all skill checks to avoid this encounter become Average.**
6-7	**Foot Patrol.** An Easy group of soldiers comes into view. **If the players are driving vehicles** they will attempt to wave them down. A player can attempt a Difficult Bluff Skill check to pass the patrol without arousing suspicions. Otherwise they can simply drive past the soldiers, who will alert the base. **If the players are on foot** they can attempt to hide from or bluff the soldiers. If the players hide, have one of them make an Easy Stealth check (Average if there is an alert). On a success, the patrol passes them by. On a failure the soldiers will alert the base and there is a battle. If the players attempt a Bluff have one of them make a Difficult Bluff Skill check, adding 2 to the difficulty if there is an alert. On a failure the soldiers alert the base and attack.
8	**Checkpoint.** The terrain narrows and a checkpoint has been constructed in the only passage through. **Players in vehicles** must either get out or attempt to jump the barrier. The checkpoint is shielded, so attacking the barrier will provoke an Easy Vehicle battle from the occupants of the checkpoint. To jump the barrier, each player must have an SRV and make an Average Vehicle Skill check. On a success you jump the barrier and speed away – although the base raises an alert. On a failure you bounce off the barrier, taking 25 points of damage and an Easy Vehicle battle begins. If you fail by more than 4 points, or roll a natural 1, you impale your SRV on the barrier. It is permanently immobilised and must be abandoned. **Players on foot**, or who have abandoned their vehicles, must either sneak past the checkpoint (an Average Stealth check, Difficult if the alert has been raised), or make a Difficult Bluff check, with a +2 difficulty if the alert has been raised. Failure to bluff or sneak past provokes an Easy battle against the soldiers occupying the checkpoint, Average if the alert has been raised. **This event is unique.**
9	**Snipers.** Ignore this event if there is no alert, or if the players are in vehicles. Your players are attacked by an Easy group of soldiers at 400m distance. When rolling for this group, replace any weapon that does not have a range of at least 500m with a Laser Rifle (re-roll drones or robots). Each soldier begins in cover. Players can either fight this battle out, or try to escape after two combat rounds. Have each escaping player make an Average Stealth or Athletics check to escape, otherwise they are attacked for an additional combat round. **This event is unique.**
10+	**Spacecraft Sweep.** A single spaceship flies overhead (the first ship you roll on the Easy table). If you are on foot and there is no alert ignore this event. **Players in vehicles** are immediately spotted. Players must now either abandon their vehicles and hide (see Players on foot below) or turn around and try to race their vehicles into a place where spaceships cannot follow. To do this, each player needs to accelerate to maximum speed and drive into terrain with Heavy Obstacles. After you have made an Obstacle check, the spaceship will fire on a random player. The player gains a +9 bonus to their defence against this attack, due to the small size of their vehicle and the dense terrain. On a Hit a spaceship weapon inflicts x4 Damage on the vehicle. After the spaceship attacks have a player roll a D10. On a 9 or 10 they have found either a cave network or an area of dense foliage to hide from the spaceship and lead the rest of the players into cover. The pursuit ends, although the ship alerts the base. **Players on foot** must hide. Have a player make an Easy Stealth check to hide from the spaceship. On a failure the Spaceship will call in an alert and will hover menacingly above the players, tracking their movements. Soon a Difficult group of soldiers will arrive in an APC and attack the players. The spaceship departs during this battle.

CREATING A MILITARY BASE

This system allows you to create a military base as you play. Alternatively, you can use this system to pre-create a base for your players to run through later. This system needs to be used rationally. Try not to create bases that are just one long string of connecting rooms (unless your base is built on a bridge over a ravine, in which case knock yourself out). All of the rooms and rolls here are optional, and the GM can discard or modify any result they like. Even if you are using these rules for solo play, feel free to change results that don't make sense.

BASE SIZES

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

ENCOUNTERS AND REWARDS

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

BASE ALERT

When a base is on alert, it is usually because the players have been detected on their approach to the base. Getting into an alert base is much more difficult. All skill checks are one level harder, and opponents receive reinforcements during combat rounds.
While inside the base the players might trigger the alert during combat. At the end of each round of combat, roll a D10. On a 10 the sounds of fighting have triggered the alert. The GM can trigger the alert automatically if the players are particularly noisy (firing a plasma cannon, using a vehicle mounted weapon in the garage, etc.)

BASE DEFENCES

Small bases, and bases built in civilised areas such as a space station, do not usually have large exterior defences to overcome. Medium bases have an electrified fence with a single entrance leading to the Guard Room. Large bases will have at least two entrances, each of which will lead to a Guard Room.

Launching a full frontal assault on a military base with vehicles or spaceships is a silly thing to do. GMs should feel free to have as many turrets and spaceship defenders in the base as needed to see off such an attack. In the solo game you just can't do it.

In practice, the players trying to get into a fenced base must either storm the Guard Room, or sneak past it, perhaps hiding in a delivery truck or dressing themselves as common workers. Have a player make an Average Stealth or Bluff check. On a success, the players can sneak into a side entrance and begin exploring the base. On a failure, the alert is sounded and players must fight the guards in the Guard Room.

BUILDING THE BASE

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

When creating a room, roll on the Military Base Room table. GMs who feel that the result doesn't make sense can re-roll or choose another result. Some rooms will have Opponents in them. In a military base there are two types, Military Groups and Soldiers. Military Groups are determined as normal on the Military Opponents – Personal table. Soldiers are determined in the same way, except that you should re-roll any non-human result, such as a drone or robot. Players who are disguised as base personnel might be able to avoid combat at the GM's discretion.

Draw a map as you go to help you visualise what the base looks like. Assume that small rooms are 10m by 10m in length, medium rooms 20m by 10m, and large

rooms 20m by 20m. GMs should feel free to create more interesting shapes, but you will find that these dimensions fit together well.

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

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

CORRIDORS

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

MILITARY BASE ROOMS

D10 Roll	Room	Size
–	**Guard Room** The Guard Room is the reception and forward defence room of the base. All visitors are expected to pass through here. It contains a reception area, an armoury (see Rewards), a cell and a couple of bunkbeds. One door always opens into a corridor. Opponents: The Guard Room contains a Medium Military group on active guard. Rewards: A spare Laser Rifle or Assault Rifle can be found here. There is a 30% chance that a Rare Item (Weapon or Armour) is here as well.	Medium
–	**Side Room** If the players bypass the Guard Room they will enter through the Side Room. The entrance to the Side Room is usually locked (80% chance), requiring an Easy Security or Average Athletics check to open. Once the door is opened, roll again on this table to determine what the Side Room actually is. This room always has at least one door that opens into a corridor.	–
01-03	**Ammo Store** The door to this room is locked (Hard Security check). Failure to crack the lock first time sets off the alert. Opponents: If the alert is sounded there will be an Easy Military group guarding this room. Rewards: Spare ammunition for all common weapons can be found here, as well as common grenades. There is a 50% chance that a single Rare (Rank appropriate) grenade is here as well.	Small
04-06	**Bar** The bar is 40% likely to be open at any given time. Otherwise the door is locked, requiring an Easy Security check. If the bar is open, a Medium group of unarmed soldiers (humans only) is likely to be here. Bars are normally fairly raucous, and an occupied bar is clearly audible to the players before they open the door, so they can decide not to enter if they wish. Opponents: If the alert is sounded, the bar is automatically closed. Soldiers relaxing at the bar will not be carrying weapons.	Medium
07-09	**Bunk Room** There is a 30% chance the Bunk Room is occupied by a Medium group of sleeping soldiers, who can be bypassed with an Easy Stealth check. Opponents: If the alert is sounded the Bunk Room will be empty. Rewards: There is a 10% chance of a Rare item hidden in the Bunk Room. It can be found with an Average Perception check.	Medium
10-12	**Canteen** The Canteen is always in operation unless there is an alert sounded, in which case it will be empty. Opponents: An active Canteen will have an Easy group of unarmed soldiers in it, paying attention to their food.	Large
13-15	**Cinema** Currently showing 'Thargoids from Outer Space', the cinema is only 10% likely to be occupied at any given time. Opponents: A Medium group of unarmed soldiers will be watching the film. They are not likely to notice the players unless they make a racket.	Medium

16-18	**Classroom** Soldiers are in constant training, and here they are taught the non-violent pursuits of soldiery such as rescue protocol, patrolling in civilian locations and bomb disposal theory. Opponents: There is a 20% chance of the room being occupied by an Easy group of soldiers in training. If the alert is sounded the room will be empty. Rewards: If an officer is encountered here they will have a Security Key upon their person. This unlocks all doors in the base.	Small
19-21	**Common Room** In their rare off-duty hours, soldiers will gather in this comfortable lounge to chat, gamble and watch a sports games. An occupied Common Room is quite easily audible to the players, and they can avoid an encounter with the occupants if they wish. Opponents: The Common Room will always be occupied by an unarmed Medium group of soldiers unless the alert is sounded, in which case it will be empty.	Medium
22-24	**Coms Store** Communication equipment including coms, wrist coms and heavy duty backpack coms (range 500ls) can be found behind this locked door. An Average Security check is required to hack the lock. Opponents: If the alert is sounded this store is guarded by an Easy Military group. Rewards: Any number of basic coms can be looted from this store.	Small
25-27	**Computer Suite** The independent computer servers are located behind this locked door. A Hard Security or Computer check is required to open it. Destroying the computer servers causes the alert to be raised, but also disables all Drones and Robots in the base. Door locks are unaffected, and can no longer be automatically unlocked in the Operations Room. Opponents: A Medium Military group protects this room if the alert is raised.	Medium
28-30	**Coms Workshop** Coms get fixed in this small workshop, and spare parts cover every surface. Opponents: There is a 30% chance that a single unarmed Army Soldier occupies this room if the alert has not been sounded. Otherwise the room is empty.	Small
31-33	**Drone Control Room** This room is the central suite which controls all the base's Drones. It is occupied at all times by an unarmed Easy group of soldiers. Capturing this room allows the players to take control of the base's Drones – potentially to terrible effect. They can also see through the eyes of the Drones for a better understanding of the base's layout. GMs should assume that 1D10 Rank appropriate Drones are present in the base. Opponents: There is a 20% chance that a Walker Drone (of Rank appropriate type) is installed in the room for the protection of the Drone controllers. If the alert is sounded a Medium Military group also protects this vital room. Rewards: There is a 5% chance that one of the Drone Controllers carries a Drone Remote Wrist Com (see p133 of the Core Book).	Medium
34-36	**Drone Hangar** When the alert is not sounded the base's Skimmers and Drones rest here in lockdown. A player can make an Easy Cyber skill to sabotage the Drones so that they cannot activate in the future (future Military Groups you roll cannot have a Drone – you shouldn't fill this missing gap with something else). A player could attempt to take control of a single drone by re-wiring its control mechanisms. This requires a Hard Cyber check and allows the player to take control of either a Flying or Walker Drone (50% chance of either). The Drone should be Rank appropriate. Opponents: If the alert is sounded the hangar is empty – the Drones are already deployed!	Large
37-39	**Exercise Yard** Soldiers in physical training are found here at all times of day, running around in circles, dashing through assault courses and generally getting fit. Opponents: A Hard group of unarmed soldiers are practicing here. The players will be able to hear the sounds of their exertions through the door and can opt not to open it if they wish. During an alert the yard will be guarded by an Easy Military group.	Large
40-42	**General Stores** Food, clothes and armour are kept locked behind this door. An Average Security check will open it. Opponents: The Quartermaster (an Army Soldier armed with a Shotgun) will be here 90% of the time, regardless of alert status. An Easy Military group will join him in an alert. Rewards: All common armour sets are available here.	Medium
43-45	**Generator** The base's independent power generator is a well-defended weak point. If the players defeat the guards they can rig the generator to blow with an Average Repair check. This will destroy the base in fifteen minutes. The generator door is locked, and only a Hard Security roll will unlock it. Opponents: An Easy Military group guards the generator day and night. During an alert a Hard Military group will defend it instead.	Medium
46-48	**Gymnasium** The Gym is both a recreational and training tool, and is popular with a lot of the soldiery. Opponents: An Easy group of unarmed soldiers practice here. There is a good chance they won't notice the players come in. During an alert this room is empty.	Large
49-51	**Indoor Firing Range** This pistol range is used by officers and soldiers alike. The pistol cabinet is locked, and requires an Average security or Athletics roll to open. Opponents: An Easy group of unarmed soldiers practice here. There is a good chance they won't notice the players come in. During an alert this room is empty. Rewards: If the pistol cabinet is opened, up to six autopistols and laser pistols can be taken. There are 12 autopistol clips here as well. There is a 10% chance of a Rare pistol weapon being here.	Large

52-54	**Main Armoury** Two-handed ranged weapons, both heavy and light, are stored here without their ammunition. The door is always locked and can only be opened with a Hard Security check. Opponents: A Medium Military group guards this room during an alert. Rewards: All types of common personal weapons are here, without any ammo. There is a 30% chance of a Rare weapon also being stored here.	Medium
55-57	**Medical Reception Station** This is the base's hospital. Non-combat Medical staff are present at all times. They will not attack the players but they will raise the alert when it is safe to do so. Opponents: During an alert an Easy Military group will protect the medical personnel. Rewards: Three Standard Medpacks are available here. There is a 30% chance that either an Advanced or Professional Medpack replaces one of the Standard Medpacks.	
58-60	**Military Transport Hub** A large number of Longhaul Trucks and APCs are stored here. The keys to the vehicles are kept in a separate locked office, which requires an Average Security check to open. Opponents: An Army Soldier guards the Hub at all times. An Easy Military group guards the area during an alert.	Large
61-63	**Office** A number of offices can exist in a military base to handle its finances, supplies and military reports. Opponents: There is a 70% chance that an Army Officer is here writing reports. They will be suspicious of any interruption. During an alert the room will be empty. Rewards: The Army Officer has a Security Card, which will bypass locked doors.	Small
64-66	**Officers' Mess** A much nicer eatery than the Canteen. Portraits, decent furniture and carpets make the place look plush. Opponents: There is a 50% chance the officers are eating. D10 unarmed Army Officers will be present. Rewards: One of the Senior Officers will have a Security Pass.	Medium
67-69	**Operations Room** The central control room of the base. Controlling this room allows the players to unlock all the doors in the base, as well as control the lighting and communication systems. Unless an alert has already been sounded, the base's communications can be jammed, so that soldiers cannot raise an alert during combat. Opponents: An Easy Military group protects the Operations Room at all times. An additional five unarmed soldiers operate the controls of this room. During an alert the guards become a Hard Military group.	Medium
70-72	**Post Exchange Shop** This is the local shop of the base, and sells all kinds of legal goods. When empty the door is locked, requiring an Average Security check to open. Opponents: An Army Soldier mans the shop most of the times. During an alert the shop is empty and locked. Rewards: Comfort foods and mild drugs make up most of the stock here. There is a 10% chance that Combat Stabilisers are kept 'under the counter', and can be found with an Average Perception check.	Small
73-75	**Quadbike Garage** Several Garriot Quadbike SRVs are stored here for guard patrols. The garage itself is rarely occupied (5% chance of an Easy Military group). The door is locked, requiring an Average Security check to open. During an alert the Quadbike Garage will be empty.	Large
76-78	**Ready Room** This is a briefing room where maps of the area and strategic battle plans are kept. Soldiers about to go on patrol use this room to receive their briefing and their orders. Opponents: There is a 50% chance that an Easy Military group are receiving their orders prior to going on patrol. During an alert this room is empty and usually unlocked, but any sensitive information is removed.	Medium
79-81	**Regimental HQ** (Large Base only) This is where generals and other high ranking soldiers meet to discuss strategic objectives and drink Lavian Brandy. Opponents: There is usually at least one senior officer and an Easy Military group here at all times. During an alert this becomes a Medium Military group.	Large
82-84	**Sim Room** Combat simulators for soldiers and pilots are useful training tools, and this room contains many Sim Booths where soldiers can immerse themselves in a game of war. Opponents: There is a 50% chance an Easy group of unarmed soldiers are here. They will be completely oblivious to anyone's presence whilst their program is running. Rewards: If an officer is present, they will have a security card on them which will unlock all the doors to the base. An Easy Sleight of Hand check is required to take it.	Medium
85-87	**Spaceship Hangar** A single military ship is docked here (roll once on the Military Spaceship table to see what type). It cannot launch without clearance from the Operations room. Opponents: None. If the alert is sounded, the ship is probably (50%) out on patrol.	Large
88-90	**Toilet Block** Everyone needs to go somewhere. Opponents: There is a 50% chance of an Easy group of soldiers using these facilities at any given time. If the alert is sounded they will be armed.	Medium

91–93	**Turret Control** Military bases rely on fixed Spaceship scale turrets to protect themselves from strafing spacecraft. Although the Turrets are too large to easily destroy on foot, they can be disabled by destroying the turret control room. Doing so will cause an alert, but will prevent the base's Turrets from firing. Opponents: Several unarmed Army soldiers will man the terminals. During an alert an Easy Military group will also defend this room.	Small
94–96	**Vehicle Bay** Larger military vehicles such as tanks are usually situated in a number of separate hangars. Roll on the Military Vehicle group for a single vehicle to be in this bay. The bay doors need to be opened from the control room, but players stealing a tank can probably blast their way out. The door to a Vehicle Bay will be locked, requiring an Average Security check to open. Opponents: The Vehicle Bay is not usually guarded, but the vehicle itself might be absent during an alert (50% chance).	Medium
97–99	**Vehicle Weapon Workshop** During maintenance, vehicle weapons are separated from their vehicles to allow engineers to get at all the components. Several huge weapons in various pieces are here. Opponents: There is a 50% chance that a mechanic will be working on the vehicle weapons. This non-combatant won't want any trouble, but might raise the alert if the players don't tie them up.	Medium
100	**VIP Lounge** Corporate visitors (or masters) stay in these finely appointed quarters. This area is like an en-suite hotel room and is usually reserved for company people who have to stay at the base during the course of their work. Opponents: It is rare for this place to be guarded. Unless this is a Target Room, there is unlikely to be a visitor at any given time.	Medium
101+	**Target Room** The players have reached their Target Room. Consult the table above to see what they find.	-

NUMBER OF DOORS IN A ROOM

Small	Medium	Large
1-3: No Doors **4-8:** 1 Door **9-10:** 2 Doors	**1-2:** No Doors **3-6:** 1 Door **7-8:** 2 Doors **9:** 3 Doors **10:** 4 Doors	**1-2:** No Doors **3-5:** 1 Door **6-7:** 2 Doors **8:** 3 Doors **9:** 4 Doors **10:** 5 Doors

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