

Justifiers RPG:

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The Corporate SourceBook

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Edited by Donna Buzuvis

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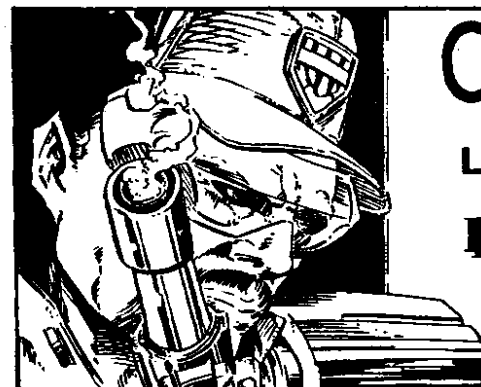
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INTRODUCTION

Welcome to the Corporate SourceBook. This is the first sourcebook for use with Justifiers RPG, and it will provide your Justifiers characters with a new realm of possibilities. In addition to detailed background information on the operations and organization of the Corps, the Corporate SourceBook presents new career classes, new equipment and extensive background and intrigue that a GM can use to spice up his campaign.

Though only 2 months have passed since the release of Justifiers RPG, two years have passed in the Justifiers timeline. It is now the year 2314, and there have been some changes. More and more of the colonies are trying to obtain independence from their parent Corps. New aboriginal races have been discovered, and the Corps need new Corp-Sec, for everything from squashing Hostile Takeovers from without, to stopping unrest from within. Justifiers aren't just for exploring new worlds anymore. With this book new options open up in the military, intelligence and law enforcement arms of the Corps. In addition, there is an outline for current corp colony worlds, and information on the "Big 9," the minor Corps.

All you need in order to experience this expanded background is a copy of Justifiers RPG and a few close friends, or even a few strangers. The simplicity of the game system and the richness of the background provide unlimited possibilities. With some careful reading and a little imagination anything becomes possible. Remember, have fun!



CORP-SEC

LAW ENFORCEMENT

WANTS YOU

APPLY WITHIN

CORPORATE STRUCTURE

In many ways, the Corps of the Justifiers world are similar to the corporations of today. There are many different divisions within any one Corp, and many different administrative positions, of varying importance. However, there are some distinct differences. The Corps are much larger, and are often run more like governments than companies. Of course, in this dark future, the Corps are the governments.

EXECUTIVE OFFICERS

The Board of Governors is responsible for long range planning. They have the final approval over any major expenditures of time and energy that the CEO, or other Corporate Officers may wish to make. For reasons explained later, real Board meetings are rare; on most occasions the Governor is represented by a proxy. In case of a tie the CEO has the deciding vote, but cannot vote at any other time.

The Governors themselves are responsible for individual systems owned by a Corp. In their own system they have absolute power, but also must answer to the assembled Board of Governors. Tending to the problems of a star system takes most of a Governor's time however, so the Governors do not themselves run the Corp.

Rather, the Board of Governors will appoint a CEO (Chief Executive Officer), and he controls the day to day operations of the Corp. He can do virtually anything he wishes so long as it is profitable. He answers only to the Board of Governors and only a "No Confidence" vote by the Board can over-ride any of his mandates. He can only be removed by a 2/3 vote of the Board. The power of the CEO is virtually unlimited, but, on the other hand, so are his duties. If anything goes wrong in the Corp, the CEO is ultimately responsible.

Under the CEO are the AAs (Administrative Assistants) and Sveys (Senior Vice-Presidents). AAs answer directly to the CEO, and are the answer to the CEO's need to be in more than one place at one time. Sometimes they are the heirs apparent. One AA in a Corp is common, two is rare, but more than two simply isn't done.

Sveys are the heads of the various divisions. These high level CorpExs (24th century slang for Corporate Executive) are the most powerful beings within their areas. Usually, each one has worked his way up within that division.

Under the Sveys are the Veeps (Vice Presidents), and they oversee specific areas within each of the divisions. They are to the Svey what an AA is to a CEO. These are CorpExs that have shown unusual skill or expertise in a given

area. Their purpose is not only to supervise the activity that occurs within the division, but also to advise the Svey.

Below the Vey is the mid-management Corp-Ex. These are the backbone of the Corp. They handle the dirty day to day jobs that keep a Corp running. It is their job to supervise and keep the workers working.

All of the above positions are either appointed or elected positions. The CEO will appoint the AAs and Sveys, while the Sveys will appoint the Veeps, and so on. The Governors, however, along with the minor CorpExs, are elected to their positions. They are not elected by a popular vote, however. Instead, they are elected by stock shares. Each share of a Corp's stock is worth one vote. Therefore, if a person owns enough stock, he can "elect" himself to the post. Extremely popular people can also occasionally convince enough minor stockholders to vote for them to be elected. Furthermore, since stock can be inherited, it is not unusual for the heir apparent of a CorpEx's estate to "inherit" his benefactor's position upon his demise.

Therefore, last in the hierarchy of the Corp is the worker. Anyone within the Corp structure can be a stock-holder, and, due to incentives such as profit sharing and stock options, most workers do own some stock. Any stock-holder can vote at the annual meetings. At these meetings sometimes major policy decisions are made. A CorpEx lacking sufficient votes, or sufficient stock, can find himself out of a job.

Betas, aboriginal inhabitants of colonial worlds, and Augmented Humans may not own stock. Therefore they have no direct voice in Corp policies. Stock may only be purchased from the Corp, or from an authorized broker. Most Corps will not sell their stock outside their own homeworld or colonies.





CORPORATE DIVISIONS

Corporations divide themselves up according to the jobs that need to be done and who performs them. That's why Corps have divisions. Each division is responsible for a different facet of the Corp's operations. Within divisions there can be sub-divisions or departments. For example, the R&D (Research & Development) division has within it the Explorations Department, the department to which most Justifiers belong. The Explorations Department has within it a training division, a supply division, and many other divisions.

What follows is a listing and brief description of each of the standard Corp divisions, with the exception of the security division. The security division is explained in detail in a separate section of this book.

Research & Development:

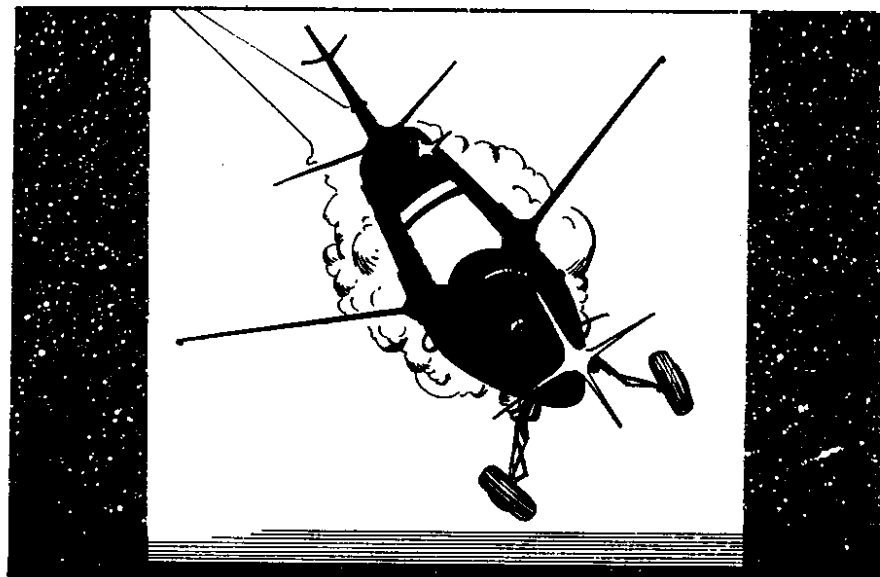
This division is responsible for inventing new products and techniques. Every major Corp has an extensive R&D division, because getting ahead often depends on having better equipment than the competition. R&D is also responsible for finding new resources for the Corps to exploit, and finding cheaper ways of doing so. R&D includes several departments, including Explorations, Testing, and Ongoing Evaluation.

Accounting:

The accounting division keeps track of all debts. Their job includes seeing that value is gotten for every "c" spent. The Accounting division includes Accounts Receivable (those who owe money), Accounts Payable (those to whom money is owed), Auditing (evaluation of spending), and Projections (estimations of future expenditures). A favorite tactic of rival Corps is to plant a spy in the Accounting division, keeping track of where the money is spent. It is rumored that TTMS has spies in every Accounting division of every Corp, watching for any sudden increases in R&D expenditures.

Traffic & Transport:

T&T is responsible for obtaining what the other divisions need. They do this by reaching within the company and moving the necessary item between divisions or, with Accounting's approval, by purchasing it from other Corps. One of T&T's major responsibilities is the purchase and upkeep of TransMatt devices. Divisions include Procurement, Transportation, and Maintenance.



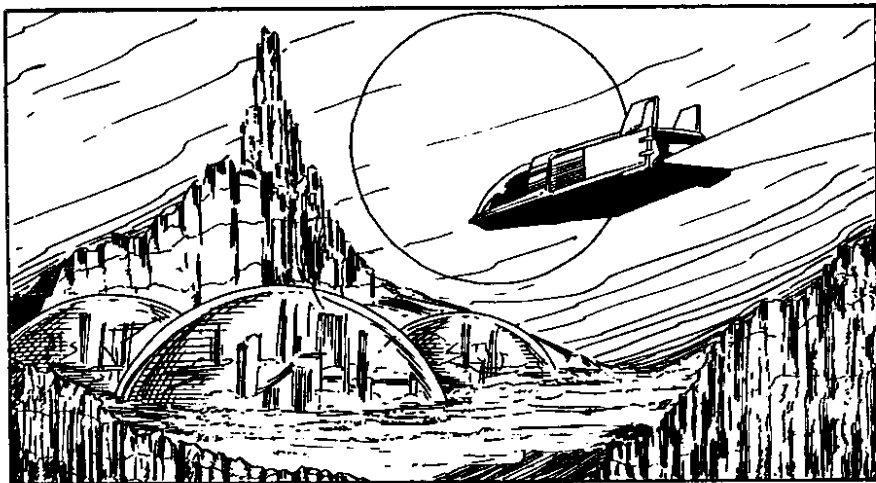
Marketing:

Marketing is in charge of inspiring the public to purchase the goods and services of the Corp. In short, they sell the Corp and its products. Public Relations, Product Evaluation, and Market Research are a few of its divisions.

INTERSTELLAR BANKING

As explained in Justifiers RPG, all inter-Corporate transactions are done in "c's". This is the standard TTMS currency, and TTMS will accept no other currency in exchange for TransMatt devices. As a result, a new division of TTMS, the First Terra BanCorp, or FTB, was created just to handle such transactions. The FTB does everything any other bank does, but only for companies and Corporations. In addition to the interest that FTB charges on loans, they also charge a transaction fee of 5% to handle any currency exchanges from one Corp to another.

FTB handles at least some part of every Corp's funds. Though most Corps maintain other accounts at their own banks, they must deal with FTB, because only FTB has the ability to convert Corp currency into "c".



THE COLONIES

As the TTA began to grow beyond the bounds of Terra (Earth) it created a system by which all Terran colony worlds would operate. This system became traditional, and has been adopted by virtually all of the modern Corps that maintain colony worlds.

At the head of each of the colonial systems stands the Governor. Like a feudal lord the Governor rules those worlds within his system with near absolute authority. The Governor's power is related to his place on the parent Corp's Board of Governors, the ruling body of the Corp. While he rules the system directly, Board meetings are attended by a proxy. This proxy (usually the heir apparent) answers for the governor in all but the most serious of circumstances, because of the objective time required to gather the actual governors together from their respective systems. Board meetings with the actual governors present are rare.

Just under the Governor in the hierarchy of colonial rule are his advisors. The principal advisory body to the Governor is the Colonial Council. This is a group of people from within the system that act with the governor in much the same way that a presidential cabinet worked on 20th century Terra. Though they have no real legislative power, this group of 10-20 individuals exists to advise the governor in their specific areas of expertise. It is uncommon, however, for anyone to dissent with the Governor's judgements, since the Council members are appointed by the Governor.

Next in the hierarchy are the Judicial Magistrates. These are two groups of judges that handle the execution of the Governor's edicts and laws. One group handles civil cases, the other criminal. Each group is headed by a Chief. Each system usually has a small standing army as well, most often under the direct

control of the Governor. These are battle trained Corp-Sec forces. In addition, there may be a militia, which is a larger group of citizen soldiers or reservists who practice at soldiering on a regular basis. The Governor also has a group of marshals and trackers at his command, though they are usually assigned to the judiciary. Only the Governor can activate the militia, or, in his absence, the Colonial Council may do so by unanimous vote.



The World Log

Each of the colonial worlds are listed in the following section, in the form of a World Log. Along with the World Log is information on the number of colonies, and any special indigenous life forms.

The year is now 2314, and two years have passed since the timeline published in Justifiers RPG. In this time several more colonial worlds have become independent, though they still lack the power and prestige of the major Corps.

The information presented in the section of Principal Exports represents only the planet's primary exports. For a planet to be self-sufficient it must manufacture nearly everything it needs to sustain its colonies. Listed are only the areas in which a surplus is being produced. When no products are listed, the planet is not producing a substantial enough surplus to make any offworld shipments. This information is listed as a percentage of the planet's Gross National Product.

To determine the size of a planetary land mass, multiply its gravity by Terra's land mass. Be aware of the Agility/Dexterity modifiers listed in Justifiers RPG for unfamiliar gravities and non-terrestrial atmospheres.



The information given on general climate indicates the average climate of the planet. For example, though Terra is listed as cool temperate, it has everything from tropical to arctic areas.

The information on aboriginal peoples is presented as a guide for your imagination. For more information on the sentient races co-habiting with Corp Colonies, feel free to fill in the blanks yourself.

The GM should be aware of the possibilities of using Justifier characters to chart unexplored areas of colonial worlds, or Corp-Sec security forces to put down aboriginal uprisings, etc. Not only does this broaden the possibilities for conflict and play, but it also creates a scenario for interaction with colonists, some of whom may never have seen a Beta before. Most such colonists will be terse, if not openly hostile.

TTMS COLONIAL WORLDS

World Log: Terra

System: Sol

World: Terra

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 30% (approximately 59,082,000 square miles)

(Approximate total land mass: 196,940,000 square miles)

Planetary Conditions:

Length of Day: 24.01 Hours

Atmospheric Density: Terrestrial

General climate: Cool Temperate

Colonial Data:

Number of Colony Sites: Fully Colonized

Population: 10 Billion

Self Sustaining: No

Archeological Sites: None

Principal Exports:

Manufacturing - 37%

Services - 48%

Miscellaneous - 15%

Indigenous Life: Humans

Technological Status: Advanced/Current

Population: See Colonial Data

Special Notes: The natural resources on Terra have long since been exhausted. Despite this, the standard of living on Terra is quite good. Being the birthplace of human expansion, many common colonial resources are still distributed through here. Therefore, Terra has maintained a stable and powerful economic base. Little is done in the way of actual manufacturing, other than the sealed TransMatt systems, and so most of the excess lands have long since been given over to recreation and parks.

Security on Terra is another matter. Immigration is strictly limited, and despite its relaxed appearance, local security is tight. Travel is done between cities only on an approved-as-needed basis. Only *Sveeps* and above have complete freedom to travel, and even they are monitored closely by *IIB*.

World Log: Mars

System: Sol
World: Mars
System Position: 4
Number of Satellites: 2
Gravity: 0.6G
Land Area: 77%

Planetary Conditions:

Length of Day: 24.02 Hours
Atmospheric Density: Thin
General climate: Arctic

Colonial Data:

Number of Colony Sites: 11
Population: 1.8 Billion
Self-Sustaining: Yes
Archeological Sites: None
Principal Exports:

Metals - 24%
Radioactives - 37%
Gemstones - 22%

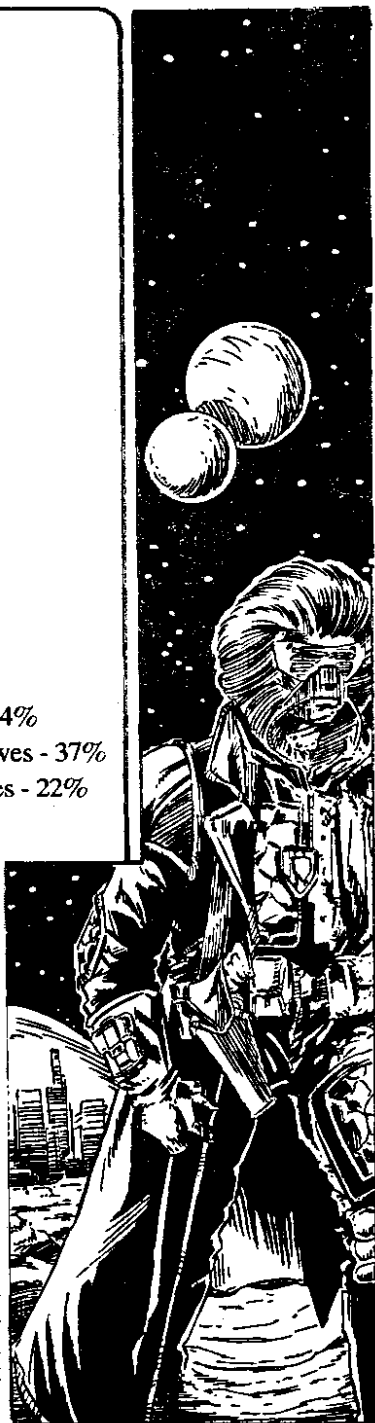
Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Mars has an atmosphere rich in Carbon Dioxide. In this atmosphere, certain high altitude plants have been encouraged (through genetic farming practices) to grow. Colonists still live in domed shelter cities, but a measurable increase in the atmospheric content of oxygen has been shown. It is believed that, within a few decades, Mars' atmosphere may be breathable to genetically prepared colonists.

In addition to its colony domes, the Martians have constructed a number of pleasure domes. These recreational habitats offer a number of outlets for the *CorpEx* that are not available on Terra.



World Log: Ceres

System: Sol
World: Ceres Station
System Position: 5 (The Asteroid Belt)
Number of Satellites: 0
Gravity: 0.074G
Land Area: 100%

Planetary Conditions:

Length of Day: 24 Hours (artificially maintained)
Atmospheric Density: Terrestrial (artificially maintained)
General Climate: Cool Temperate (artificially maintained)

Colonial Data:

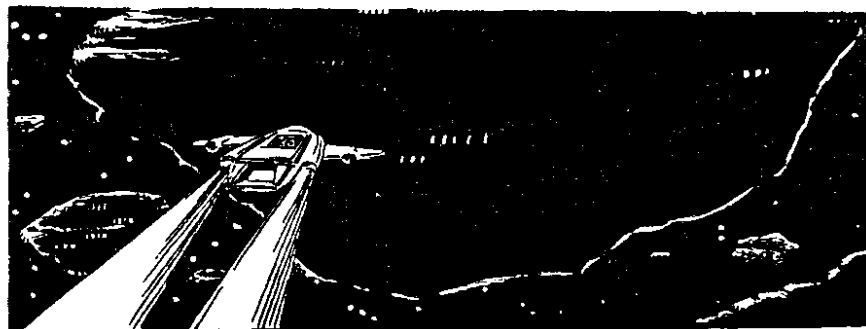
Number: 2
(additional sites on minor asteroids around Ceres)
Population: 11 million
Self Sustaining: No
Archeological Sites: None
Principal Exports:
Metals - 88%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: *Ceres Station* was built into the solid rock of the asteroid Ceres more than a century ago. It has become both a mining installation and a military training camp since that time. The **Marine Recruit Command Depot** is located on *Ceres Station*, and it is at MRCD that TTMS elite *ARIES* Marines receive their training.



World Log: Centauri Prime

System: Alpha Centauri

World: Centauri Prime

System Position: 5

Number of Satellites: 0

Gravity: 1.2G

Land Area: 52%

Planetary Conditions:

Length of Day: 29 Hours

Atmospheric Density: Terrestrial

General Climate: Tropical

Colonial Data:

Number of Colony Sites: 2

Population: 200 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Timber - 60%

Metals - 17%

Gemstones - 01%

Special Minerals - 04%

Farm Produce & Meats - 12%

Manufacturing - 03%

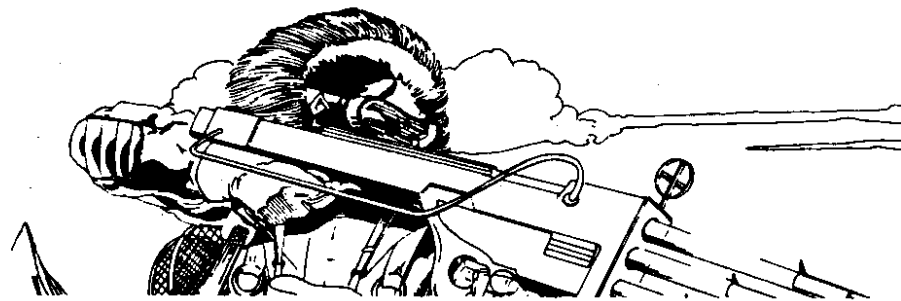
Miscellaneous - 03%

Indigenous Life: Grolche

Technological Status: Very Primitive

Population: 1 Billion

Special Notes: The closest thing to a sentient species to be found on Centauri Prime is the Grolche. This anthropoid carnivore lives in the rocky outcroppings that pass for mountains on this world. Incredibly territorial, they are hostile (even to their own kind), and live in small familial groups. Though their hides are prized by locals (as symbols of status), they have no off-world value.



World Log: Andor

System: Alpha Centauri

World: Andor

System Position: 8 (Moon)

Number of Satellites: 0

Gravity: 0.8G

Land Area: 70%

Planetary Conditions:

Length of Day: 18 Hours

Atmospheric Density: Thin

General Climate: Sub-Arctic

Colonial Data:

Number of Colony Sites: 1

Population: 750,000

Self-Sustaining: No

Archeological Sites: 1

Principal Industries/Exports:

Radioactives - 58%

Meats & Hides - 24%

Metals - 12%

Gemstones - 06%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Some time ago a group of hunters came across an obviously artificial structure buried under the ice. This was one of the first recorded encounters with the ruins of the Ancients. There is now a survey team in place near the site during the summer months (when the temperatures rise to a balmy -30° F).



World log: Proxima

System: Proxima Centauri

World: Proxima

System Position: 2

Number of Satellites: 6

Gravity: 0.9G

Land Area: 41%

Planetary Conditions:

Length of Day: 23 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 4

Population: 170 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Industrial Crystals - 17%

Metals - 22%

Radioactives - 13%

Meats & hides - 28%

Manufacturing - 20%

Indigenous Life: Humanoid (Ka'Anda)

Technological Status: Tribal

Population: 140-250 Thousand

Special Notes: Though humanoid, the Ka'Anda are of a distinctly different race. Lightly furred and striped, they are difficult to find; using their natural camouflage and instincts to evade the human colonists. Various tribes have been both friendly and hostile. For the most part, trouble with the tribes has been avoided by moving the larger tribes to a reservation, which is some distance to the south of the principal colonial area.

World Log: Indus

System: Lucas

World: Indus

System Position: 5

Number of Satellites: 4

Gravity: 0.95G

Land Area: 66%

Planetary Conditions:

Length of Day: 19.7 Hours

Atmospheric Density: Thick

General Climate: Warm Temperate

Colonial Data:

Number of Colony sites: 1

Population: 170 Thousand

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Timber - 14%

Metals - 05%

Radioactives - 17%

Meats & Hides - 21%

Farm Produce - 38%

Manufacturing - 05%

Indigenous Life: None

Technological Status: Not Applicable

Population: None



World Log: Trialite

System: Lucas

World: Trialite

System Position: 6

Number of Satellites: 1

Gravity: 0.76G

Land Area: 07%

Planetary Conditions:

Length of Day: 21 Hours

Atmospheric Density: Thin

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 2

Population: 2.8 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Metals - 38%

Timber - 08%

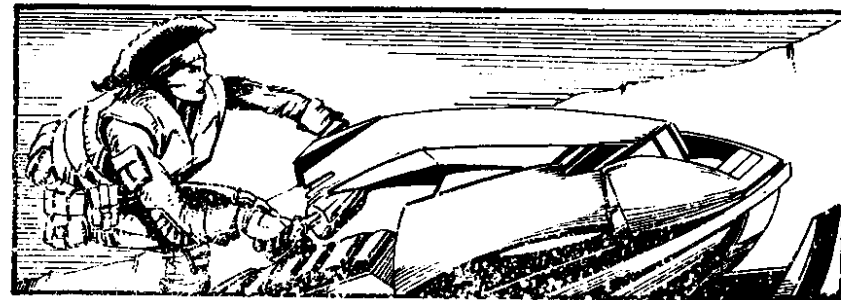
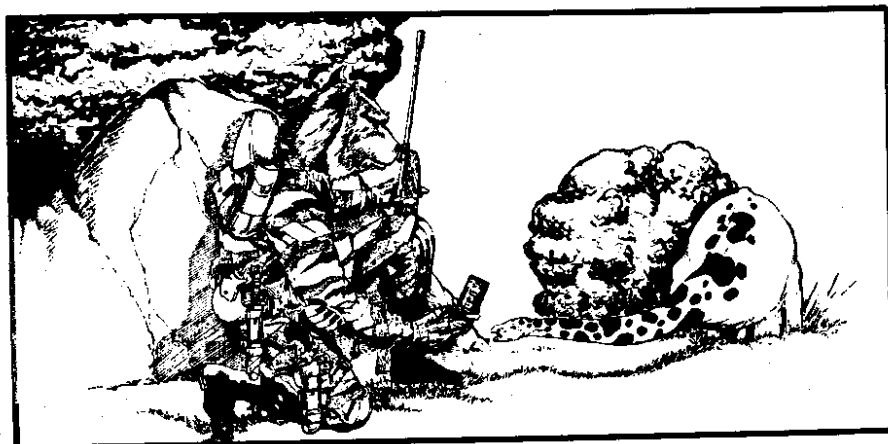
Meats & Hides - 18%

Farm Produce - 36%

Indigenous Life: None

Technological Status: Not Applicable

Population: None



World Log: Magik

System: Lucas

World: Magik

System Position: 8

Number of Satellites: 5

Gravity: 1.5G

Land Area: 86%

Planetary Conditions:

Length of Day: 32 Hours

Atmospheric Density: Thick

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 1

Population: 375,000

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports:

Timber - 05%

Metals - 30%

Gemstones - 33%

Special Minerals - 14%

Meats & Hides - 18%

Indigenous Life: None

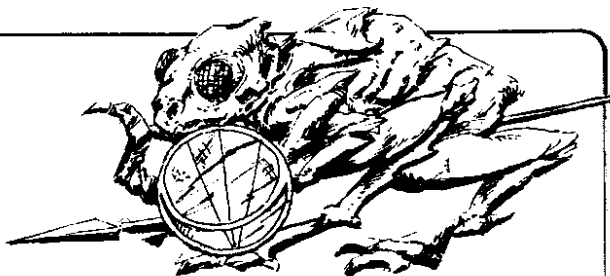
Technological Status: Not Applicable

Population: None

Special Notes: The fact that the Lucas system supports not one, but three habitable worlds is nothing short of astounding. Though several systems have been discovered with multiple terrestrial-type worlds, few have had the splendor and diversity of the Lucas worlds Indus, Trialite, and Magik.

World Log: Lupus

System: Wolf 424
World: Lupus
System Position: 4
Number of Satellites: 3
Gravity: 1.1G
Land Area: 84%



Planetary Conditions:

Length of Day: 30.4 Hours
Atmospheric Density: Thin
General climate: Arid

Colonial Data:

Number of Colony Sites: 1
Population: 750,000
Self-Sustaining: No
Archeological Sites: None
Principal Industries/Exports:
Metals - 25%
Radioactives - 37%
Industrial Crystals - 04%
Meats & Hides - 30%
Manufacturing - 04%

Indigenous Life: Arachnoid

Technological Status: Feudal

Population: Unknown

Special Notes: Although no actual archeological sites have been discovered on Lupus, certain artifacts consistent with those found on Ancients' worlds have come to light.

The Arachnoid inhabitants of Lupus have posed a real problem for the colonists, since the beginning. Much like tunneling spiders, they live underground, but in vast communities. Since the primary exploitation of this world is through mining, the spiders' networks of tunnels seemed to be a boon. However, communication with them has proven impossible, even though they obviously possess higher intelligence. Currently, Lupus' colonists are fighting an ongoing war with these beings. Though the spiders have a level of technology only just surpassing Terra's during the middle ages, they have a greater knowledge of the terrain, and have greater strength and mobility. The outcome remains to be seen.

World Log: Sword

System: Wolf 424
World: Sword
System Position: 7
Number of Satellites: 9
Gravity: 1.3G
Land Area: 54%

Planetary Conditions:

Length of Day: 30 Hours
Atmospheric Density: Thick
General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 4
Population: 1.7 Million
Self-Sustaining: Yes
Archeological Sites: 5
Principal Industries/Exports:
Timber - 50%
Metals - 28%
Meats & Hides - 21%
Gemstones - 01%

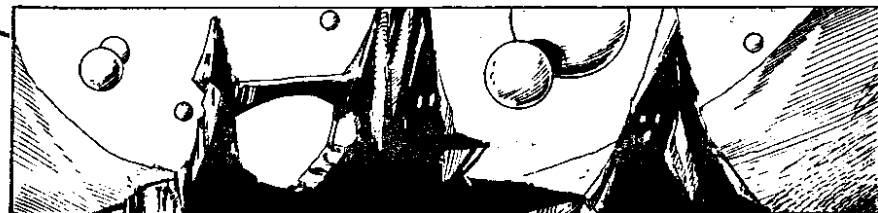
Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Sword has no less than 5 archeological sites consistent with what is known about the Ancients. The smallest is less than 200 yards across, and the largest is a partially intact structure more than a mile in diameter. There are currently full time survey teams at each site.

With so many moons, and with several of them nearly as large as Terra herself, geologic conditions on Sword are extremely unstable. Its orbit is erratic, and its tectonic movements are sudden and violent.



World Log: Dagger

System: Wolf 424

World: Dagger

System Position: Sword's 5th Moon

Number of Satellites: None

Gravity: 0.9G

Land Area: 37%

Planetary Conditions:

Length of Day: Not Applicable

Atmospheric Density: Terrestrial

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 6

Population: 3.3 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Timber - 48%

Metals - 34%

Meats & Hides - 10%

Manufacturing - 08%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Despite Dagger's close proximity to its sister moons, and to Sword, its orbit is affected in only one respect. Like Terra's own moon, it is held in stasis, one side facing the Lupus sun and the other side facing Sword. Dagger's sunlit side is a paradise garden of flora and fauna. Its dark side is a treasure trove of rare minerals. Four of Dagger's colonies are on its light side; two are on its dark side.



World Log: Crater One

System: Beta Crateris

World: Crater One

System Position: 2

Number of Satellites: 1

Gravity: 1.1G

Land Area: 94%

Planetary Conditions:

Length of Day: 31 Hours

Atmospheric Density: Thin

General Climate: Arid

Colonial Data:

Number of Colony Sites: 1

Population: 175,000

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports:

Radioactives - 77%

Crystals - 15%

Special Minerals - 05%

Radioactives - 03%

Indigenous Life: Rel (Reptilian)

Technological Status: Tribal

Population: Unknown

Special Notes: The aboriginal inhabitants of Crater One are violently hostile. They are warm blooded, though obviously reptilian, and have a high level of herbal and holistic medical technology. Fortunately, their offensive technology extends to crude metal weapons and stone armor, reminiscent of the early Terran Egyptians.



World Log: Lindstrom's World

System: Branard's Star
World: Lindstrom's World
System Position: 5
Number of Satellites: 1
Gravity: 1.1G
Land Area: 34%

Planetary Conditions:

Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 18
Population: 2 Billion
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Timber - 17%
 Meats & Hides - 34%
 Gemstones - 22%
 Manufacturing - 21%
 Miscellaneous - 06%

Indigenous Life: None
Technological Status: Not Applicable
Population: None

Special Notes: Lindstroms' World is one of the richest finds in history. It is abundant with natural resources of all kinds, and almost completely lacking in predatory animal or plant life.

World Log: Brightmoon

System: Barnard's Star
World: Brightmoon
System Position: Moon of Lindstroms' World
Number of Satellites: None
Gravity: 0.85G
Land Area: 17%

Planetary Conditions:

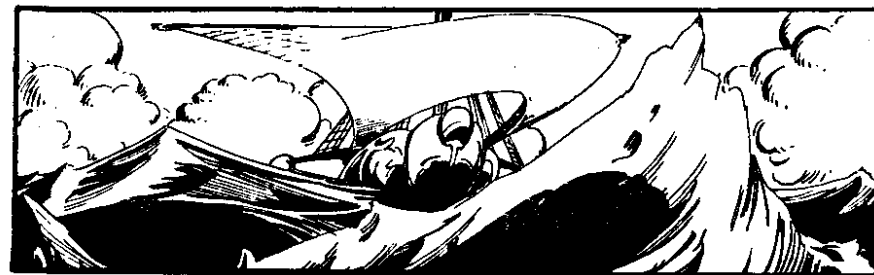
Length of Day: 19 hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 38
Population: 1.7 Million
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Meats & Hides - 77%
 Metals - 07%
 Special Minerals - 05%
 Crystals - 09%
 Miscellaneous - 02%

Indigenous Life: None
Technological Status: Not Applicable
Population: None

Special Notes: Brightmoon is a world of water. Due to its proximity to Lindstrom's World, it has incredibly high tides, and very active seas. Every colony site is a part of a single archipelago, which is as close as Brightmoon comes to having a continent.



TAU CETI PRIME COLONIAL WORLDS

World Log: Tau Ceti Prime

System: Tau Ceti
World: Tau Ceti Prime
System Position: 1
Number of Satellites: 5
Gravity: 1.1G
Land Area: 66%

Planetary Conditions:

Length of Day: 29
Atmospheric Density: Terrestrial
General Climate: Tropical

Colonial Data:

Number of Colony Sites: 8
Population: 2 Billion
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Meats & Hides - 32%
 Manufacturing - 21%
 Pharmaceutical - 18%
 Produce - 11%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Home to the largest and oldest independent colony in the galaxy, Tau Ceti Prime is everything that Terra once could have been. It is still abundant with resources, and has large tracts of unexplored and untapped wilderness areas. Through careful management and planning, the colonists have expanded their population slowly and cautiously. Development has never taken precedent over conservation.

World Log: Terra Cotta

System: Ratchet's Star
World: Terra Cotta
System Position: 7
Number of Satellites: 3
Gravity: 1G
Land Area: 36%

Planetary Conditions:

Length of Day: 30 Hours
Atmospheric Density: Terrestrial
General Climate: Arctic

Colonial Data:

Number of colony Sites: 3
Population: 95 Thousand
Self-Sustaining: No
Archeological Sites: 2
Principal Industries/Exports:
 Meats & Hides - 71%

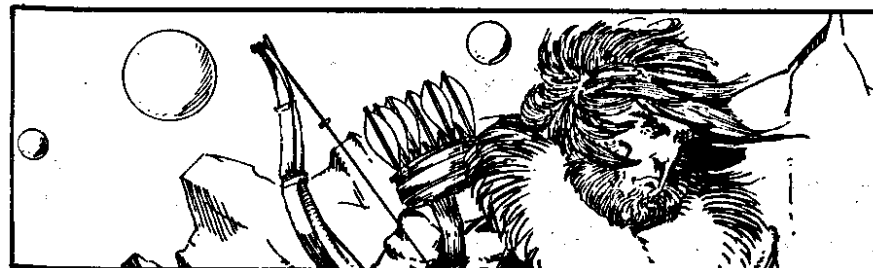
Indigenous Life: Lanari (humanoid)

Technological Status: Bronze Age/Hunters

Population: Unknown

Special Notes: The Lanari are a race of primitive humanoid hunters. They dwell at the edge of the Ice Sea, the frozen area between the land and the open sea. Their culture is much like that of the terrestrial eskimo. They are not openly hostile, and have chosen for the most part to ignore the presence of the colonists altogether.

The principal archeological sites on Terra Cotta are deep inland, and are part of a complex ritual practiced by the natives, involving a trek or quest to the Ancients' monuments at an individual's coming of age.



World Log: Kira

System: Gardener's Star

World: Kira

System Position: 5

Number of Satellites: 6

Gravity: 0.93G

Land Area: 44%

Planetary Conditions:

Length of Day: 24 Hours

Atmospheric Density: Terrestrial

General Climate: Warm Temperate

Colonial Data:

Number of Colony Sites: 4

Population: 45 Million

Self-Sustaining: Yes

Archeological Sites: 14

Principal Industries/Exports: None

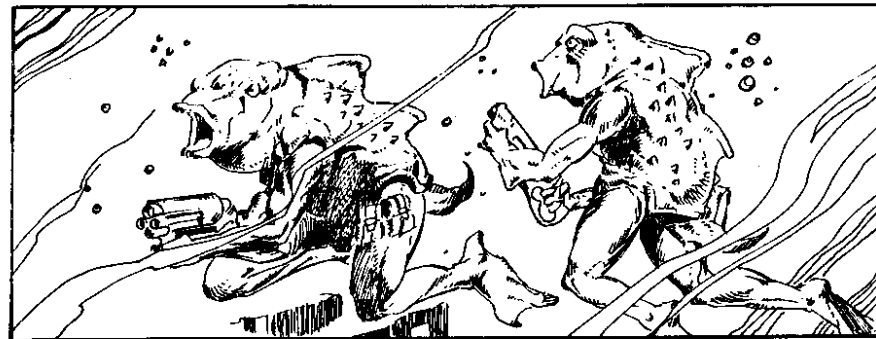
Indigenous Life: Ankyos (humanoid)

Technological Status: Feudal/Late Iron Age

Population: 11-15 Million

Special Notes: Kira is a treasure trove of Ancient sites, possessing more than any other single world. Unfortunately, the Ankylos hold all of these sites sacred. Advanced archeological studies are being conducted only on those sites outside the direct sphere of Ankylos influence.

The Ankylos themselves are humanoid, though more slender and supple. This impression is enhanced by their more cartilaginous internal structure. This makes them flexible and resistant to damage. They have a caste based structure, with all the inherent complexities standard to such a society. The leadership is a council made up of the heads of each caste. The head of that council is the Oyun, or head of the Warrior caste.



World Log: Gwion Bach

System: Kaznowski's Star

World: Gwion Bach

System Position: 8

Number of Satellites: 9

Gravity: 1G

Land Area: 25%

Planetary Conditions:

Length of Day: 27 hours

Atmospheric Density: Thick

General Climate: Warm Temperate

Colonial Data:

Number of Colony Sites: 6

Population: 3 Million

Self Sustaining: Yes

Archeological Sites: 1

Principal Industries/Exports:

Meats and Hides - 87%

Miscellaneous - 13%

Indigenous Life: Gwylia (amphibians)

Technological Status: Indeterminate

Population: Unknown

Special Notes: The Gwylia are an amphibious race, and although some contact has been had with them, virtually their entire culture remains a mystery. They seem to dwell underwater, at some distance from the small continent that constitutes Gwion Bach's entire land mass. They have been known to attack colonists, seemingly without provocation. They possess hand-held projectile weapons, similar to handguns and rifles.

The STPD Engineering Colonial Worlds

World Log: Ymir

System: Epsilon Eridani

World: Ymir

System Position: 12

Number of Satellites: 1

Gravity: 1.1 G

Land Area: 36%

Planetary Conditions:

Length of Day: 34 hours

Atmospheric Density: Terrestrial

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 17

Population: 3.4 Billion

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Metals - 18%

Radioactives - 17%

Produce - 34%

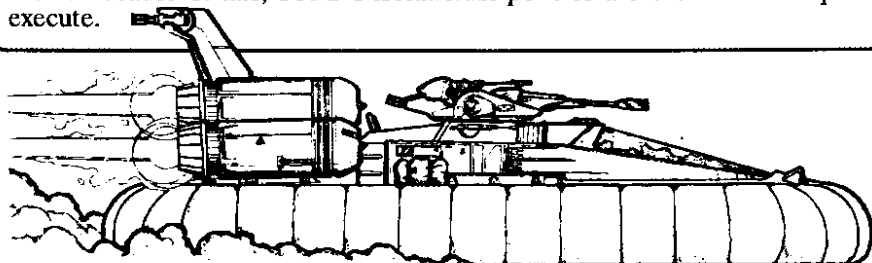
Meats & Hides - 19%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Ymir is the homeworld of STPD Engineering. It is cold and inhospitable, and remains a veritable fortress since the Second Inter-Corporate Wars. Because of this, STPD's isolationist policies are even more simple to execute.



World Log: Kai

System: Epsilon Eridani

World: Kai

System Position: Moon of Ymir

Number of Satellites: None

Gravity: 0.6G

Land Area: 21%

Planetary Conditions:

Length of Day: Not Applicable

Atmospheric Density: Terrestrial

General Climate: Sub-arctic

Colonial Data:

Number of Colony Sites: 1

Population: 1.2 Million

Self-Sustaining: No

Archeological sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: The name Kai means "the wolf", and it is from Kai that STPD launched their incursion during the last Inter-Corporate Wars. Having always been a desolate place, it is now devastated as well. Corp forces, seeking to stop STPD's further interventions, blasted Kai's surface with enough firepower to level all but one of Kai's colony sites.

Kai is a stationary moon, lacking any rotation, and its single remaining colony is on the light side. An approximation of night occurs every 3-4 weeks, when Ymir blocks out the sun for up to 6 hours.



World Log: Roget's Folly

System: Caballo
World: Roget's Folly
System Position: 3
Number of Satellites: 1
Gravity: 1G
Land Area: 86%

Planetary Conditions:

Length of Day: 32 Hours
Atmospheric Density: Terrestrial
General Climate: Tropical

Colonial Data:

Number of Colony Sites: 4
Population: 890,000
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Meats & hides - 74%
 Metals - 11%
 Radioactives - 10%
 Gemstones - 05%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: A team commanded by a Captain Lyle Roget justified this world. Capt. Roget became its first victim, less than 3 minutes after landing. Though lacking any sentient life, Roget's Folly has the unique distinction of having an ecosystem which is almost entirely hostile. Virtually everything on this world eats virtually everything else. Colonization was no easy task, and neither is continued survival on Roget's Folly. The average life-span of a colonist here is less than 40 terrestrial years.

United Industries Worlds

World Log: Rogue

System: Ross 614A
World: Rogue
System Position: 2
Number of Satellites: 9
Gravity: 1G
Land Area: 67%

Planetary Conditions:

Length of Day: 23 Hours
Atmospheric Density: Thin
General Climate: Arid

Colonial Data:

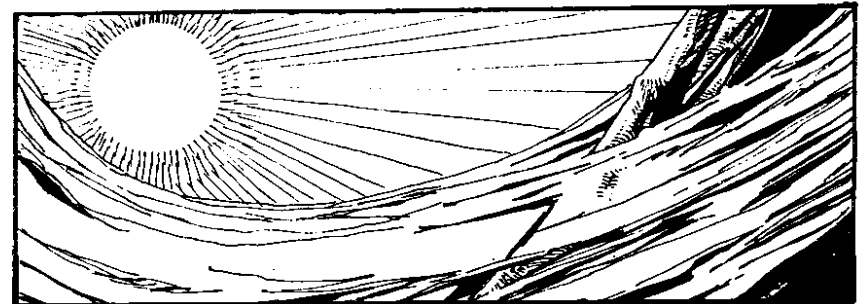
Number of Colony Sites: 3
Population: 84 Million
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Manufacturing - 67%
 Metals - 22%

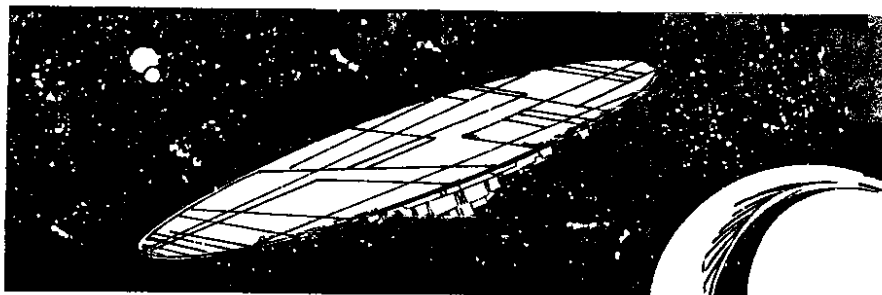
Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Rogue is one of the most inhospitable places in the galaxy. The surface is almost uninhabitable, being ravaged by unpredictable and sudden sand storms. All of the original colonial sites were therefore constructed below ground. All of United Industries' sensitive manufacturing facilities are located deep underground, and are therefore nearly impregnable.





World Log: Marshall

System: Ross 614A

World: Marshall

System Position: Artificial Moon of Rogue

Number of Satellites: None

Gravity: 0.6G

Land Area: 100%

Planetary Conditions:

(all conditions on Marshall are artificially maintained)

Length of Day: 24 hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colonies: 1

Population: 2.3 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Research and Development - 100%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Marshall is the largest artificial satellite ever constructed. It acts as a proving grounds for all of United Industries' advanced weapons systems, and includes some of the most delicate zero-gee manufacturing systems ever created. Due to its rotation, the gravity in the center, or core, is zero, while the gravity near the outer body of the torus is one G. In addition to its manufacturing and testing functions, Marshall acts as a training and staging area for United Industries' troops.

World Log: Canus

System: Sirius

World: Canus

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 37%

Planetary Conditions:

Length of Day: 25.4 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 5

Population: 187 million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Lumber - 47%

Meats and Hides - 23%

Services - 15%

Precious Metals - 8%

Miscellaneous - 7%

Indigenous Life: None

Technological Status: Not Applicable

Population: None





World Log: Vulpus

System: Sirius

World: Vulpus

System Position: 9

Number of Satellites: 2

Gravity: 1G

Land Area: 34%

Planetary Conditions:

Length of Day: 29.25 Hours

Atmospheric Density: Thick

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 9

Population: 90 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: Basalia (Humanoid)

Technological Status: Undetermined

Population: Unknown

Special Notes: The Basalia are a race of humanoid aquatic mammals. They resemble, at least superficially, Beta-seals. They lack the ability to vocalize, but have highly developed telepathic abilities. They are shy, so observations have been difficult, especially in Vulpus' sub-arctic temperatures. They seem to have a tribal structure, but reports on this topic vary.

No archeological sites have yet been uncovered, but writings and artifacts of the basalia hint at the possible existence of submerged structures.

World Log: Frigga

System: Tyrell

World: Frigga

System Position: Moon of Freya

Number of Satellites: None

Gravity: 0.8G

Land Area: 46%

Planetary Conditions:

Length of Day: 9.2 Hours

Atmospheric Density: Thin

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 1

Population: 14 Thousand

Self Sustaining: No

Archeological Sites: 1

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Population: none

Special Notes: Frigga's single archeological site is a mystery. Although it fits with what is known of Ancient structures in terms of material, its design and architecture are radically different from anything encountered previously. This seems to indicate that it once had a much different function than other ruined structures that have been encountered, or that it was constructed by a different race with similar technological achievements.



B'Hazard Mining Colonial Worlds

World Log: Xanudo

System: Xi Bootis

World: Xanudo

System Position: 3

Number of Satellites: 1

Gravity: 1.8G

Land Area: 34%

Planetary Conditions:

Length of Day: 22.7 hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 9

Population: 985 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Manufacturing - 45%

Metals - 21%

Radioactives - 28%

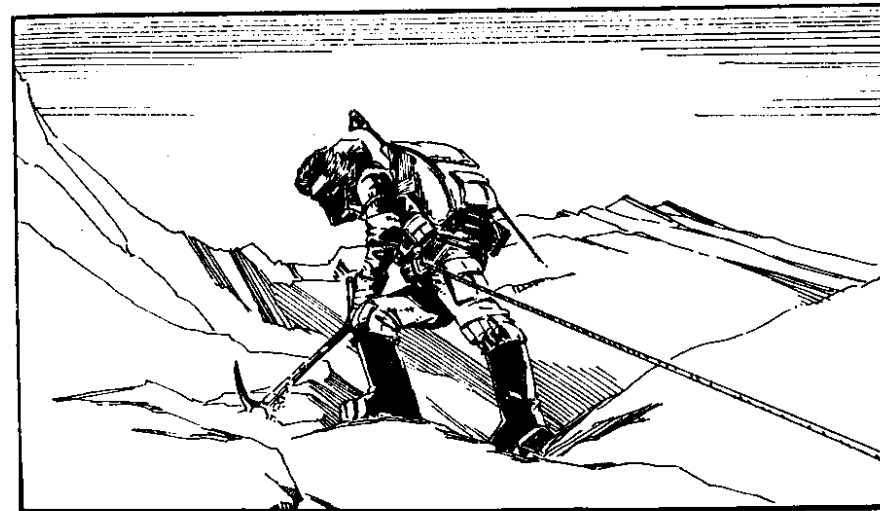
Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: This is the first heavy gravity planet ever settled. At the time, B'Hazard was a division of STPD Engineering, and Xanudo was a principal mining colony with a bright future. After splitting from STPD, the hierarchy of B'Hazard began applying their mining techniques to other high-g worlds.

In addition to its high gravity, Xanudo seems to have a large number of massive predatory animals. Though not as deadly as Roget's Folly, it is nonetheless a dangerous world.



World Log: Cotler

System: Copala

World: Cotler

System Position: 15

Number of Satellites: 2

Gravity: 2.5G

Land Area: 67%

Planetary Conditions:

Length of Day: 46.5 Hours

Atmospheric Density: Thick

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 3

Population: 309 Thousand

Self Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Radioactives - 47%

Precious Metals - 35%

Metals - 18%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

World Log: Lita

System: InfraspHERE

World: Lita

System Position: 5

Number of Satellites: 3

Gravity: 1.8G

Land Area: 89%

Planetary Conditions:

Length of Day: 44 hours

Atmospheric Density: Thin

General Climate: Arid

Colonial Data:

Number of Colony Sites: 1

Population: 208 Thousand

Self-Sustaining: Yes

Archeological Sites: 2

Principal Industries/Exports:

Metals - 12%

Radioactives - 48%

Meats & Hides - 14%

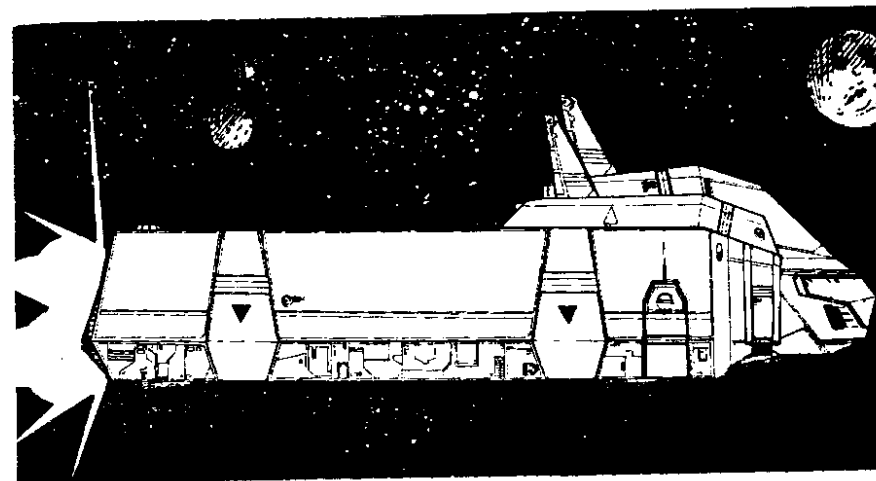
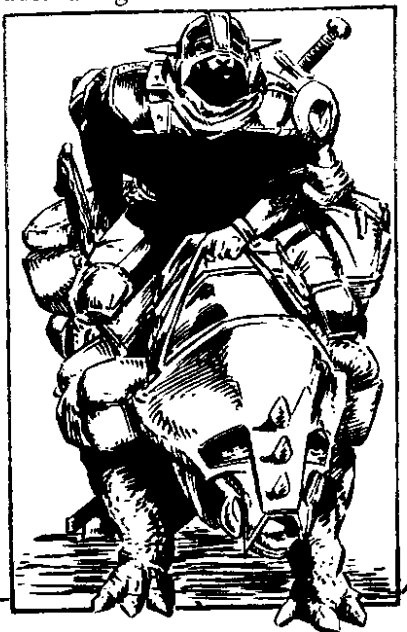
Indigenous Life: Maori (*Humanoid*)

Technological Status: Tribal nomads/Pre-industrial Age

Population: Unknown

Special Notes: Both of this world's Ancient archeological sites are half-buried in the desert areas, which are patrolled by the Maori nomads. These fiercely territorial beings have made exploration and examination of these ruins extremely hazardous.

Almost no contact has been made with the Maori, although some outstation colonists are reputed to trade with them. The Maori have always been considered hostile, and make frequent raids on local settlements and towns. Their technology is such that they are equipped with primitive gunpowder weapons, and they have been known to use advanced weapons stolen from the colonists on raids.



World Log: Maya

System: InfraspHERE

World: Maya

System Position: 11

Number of Satellites: 16

Gravity: 2.6G

Land Area: 37%

Planetary Conditions:

Length of Day: 39 Hours

Atmospheric Density: Thick

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 9

Population: 1.1 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Metals - 43%

Radioactives - 57%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

World Log: Dagda

System: Bizmen

World: Dagda

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 37%

Planetary Conditions:

Length of Day: 25.5 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 9

Population: 4.5 Million

Self-Sustaining: Yes

Archeological Sites: 8

Principal Industries/Exports:

Metals - 22%

Radioactives - 15%

Timber - 30%

Manufacturing - 05%

Indigenous Life: Catriona (*Humanoid*)

Technological Status: Imperial/Late Pre-Industrial Age

Population: 1 Billion

Special Notes: There are 8 known archeological sites on Dagda, though much of the planet's surface remains unexplored, even by the aborigines. Unlike so many worlds, where the local population holds these sites to be sacred in some fashion, the Dagdans seem completely uninterested in them. Only the presence of the occasional bit of precious metal or gems has ever enticed a Dagdan to enter one.

Dagda represents the only known case where a Corp has negotiated with an indigenous population for the right to colonize. This is partly because of the size of the indigenous population, and partly due to the strength of will of the locals. Dagda has a strong imperial government, and an overall emperor who is considered a deity. Without her blessing, colonization would have proven to be a long and bloody process.

With her blessing, B'Hazard has managed to create a profitable colony in less than 4 years - a feat never before accomplished. Trade on Dagda is loose and free, and the locals have accepted the co-habitation of the colonists without hesitation.

World Log: Nauda

System: Bizmen

World: Nauda

System Position: 5

Number of Satellites: 3

Gravity: 1.6G

Land Area: 30%

Planetary Conditions:

Length of Day: 34.25 Hours

Atmospheric Density: Thick

General Climate: Arctic

Colonial Data:

Number of colony Sites: 1

Population: 104 Thousand

Self Sustaining: No

Archeological Sites: None

Principal Industries/Exports: None

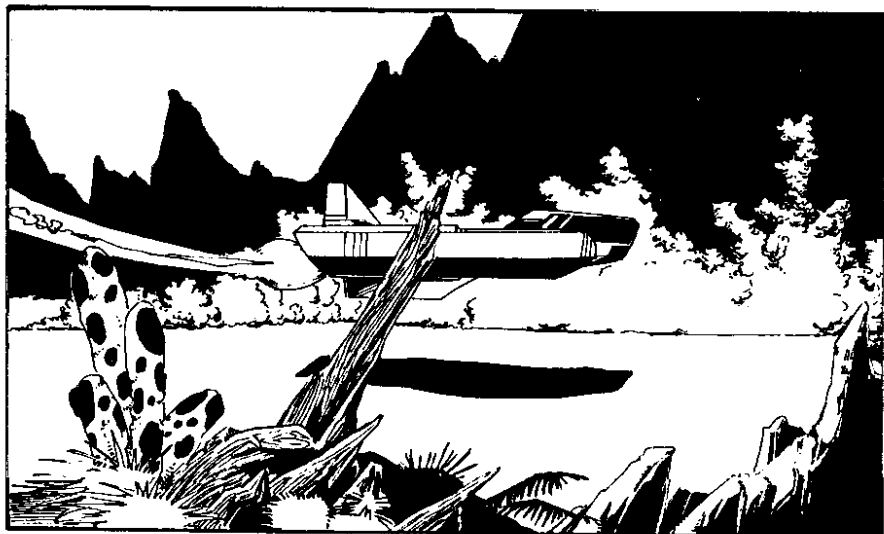
Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Without the knowledge of the Dagdans, B'Hazard has begun mining operations on Nauda, even though this "star" is sacred to the Dagdans. Should word reach the Matriarch of this, the consequences could be dire. B'Hazard has decided that the risk is acceptable, due to the estimated wealth of Nauda.





World Log: Daoine

System: Danu
World: Daoine
System Position: 3
Number of Satellites: 1
Gravity: 1G
Land Area: 30%

Planetary Conditions:

Length of Day: 25.2 Hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 3
Population: 2.1 Million
Self-Sustaining: Yes
Archeological Sites: None
Principal Industries/Exports:
 Metals - 88%
 Meats & Hides - 12%

Indigenous Life: None
Technological Status: Not Applicable
Population: None

Enclave Ltd. Colonial Worlds

World Log: Ariandi's Thread

System: Ariadni
World: Ariadni's Thread
System Position: 2
Number of Satellites: 13
Gravity: 1.1G
Land Area: 47%

Planetary Conditions:

Length of Day: 28.9 Hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 11
Population: 8 Billion
Self-Sustaining: Yes
Archeological Sites: 2
Principal Industries/Exports:
 Manufacturing - 78%
 Metals - 12%
 Radioactives - 09%

Indigenous Life: Fenris (*Humanoid*)

Technological Status: Feudal

Population: 1.8 Million

Special Notes: The Fenris are a warrior race, with a code of honor not dissimilar to the ancient Japanese concept of Bushido. They have maintained a culture completely separate from the local colonists, despite their constant contact with humans. This is a testament to their racial integrity. A short war with the colonists during early colonization made it clear to the Fenris that they were battling the inevitable. Thereafter, the Fenris withdrew to the wilderness area of their homeworld, and there they remain.

However, Enclave has made some progress in establishing mutually beneficial relations with the Fenris. The first step in this was the banning of any weapon on Ariandi's Thread that had a killing range greater than the length of a man's arm. As the Fenris code of honor disdains projectile weapons of any sort, they immediately became more receptive to peaceful relations.

World Log: Mica

System: Trillian

World: Mica

System Position: 4

Number of Satellites: 1

Gravity: 1G

Land Area: 32%

Planetary Conditions:

Length of Day: 22.4 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 8

Population: 16 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Metals - 88%

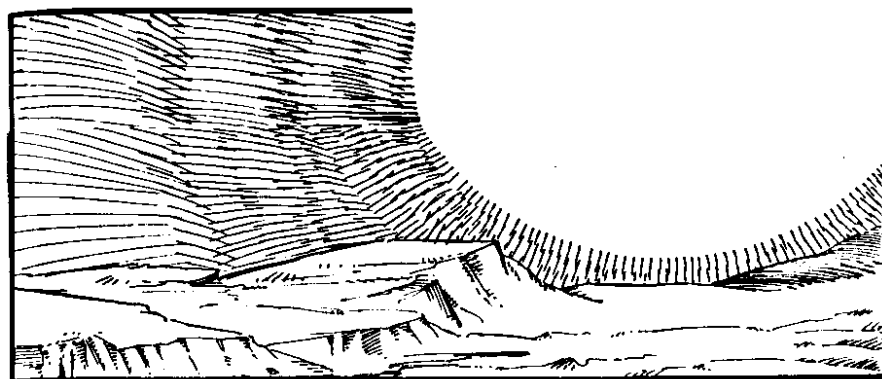
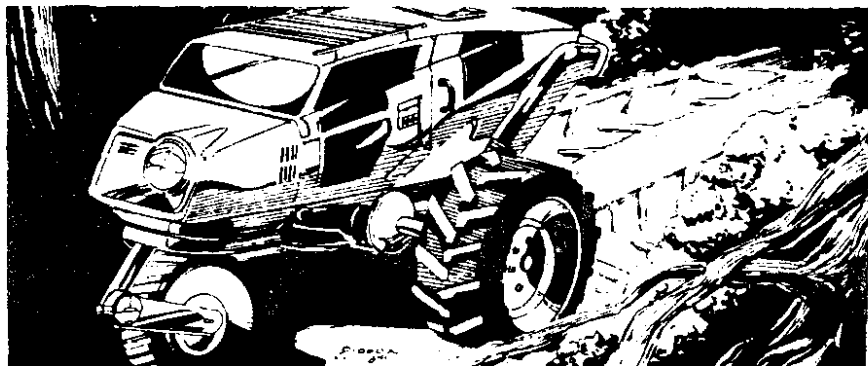
Manufacturing - 09%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Mica is an abundant world, teeming with life, although none of it is sentient. The colonies have been in place for several generations, but only a single continent has been thoroughly explored. Three other continents remain barely touched.



World Log: Gokk

System: Grotakus

World: Gokk

System Position: 2

Number of Satellites: None

Gravity: 1G

Land Area: 85%

Planetary Conditions:

Length of Day: 34.4 Hours

Atmospheric Density: Thick

General Climate: Arid

Colonial Data:

Number of Colonial Sites: 3

Population: 1.1 Million

Self Sustaining: No

Archeological Sites: 1

Principal Industries/Exports:

Radioactives - 92%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Not a particularly hospitable world, Gokk's sun beats down through 17 hour daylight cycles. The moisture that does exist is trapped in the thick clouds. Those same clouds only serve to reinforce the greenhouse effect, and make Gokk almost unbearably hot.



World Log: Oresta

System: Orkreedes

World: Oresta

System Position: 5

Number of Satellites: 3

Gravity: 1.1G

Land Area: 47%

Planetary Conditions:

Length of Day: 22.7 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate.

Colonial Data:

Number of Colony Sites: 8

Population: 16 million

Self Sustaining: yes

Archeological Sites: None

Principal Industries/Exports:

Ore Refinery - 35%

Manufacturing - 35%

Metals - 20%

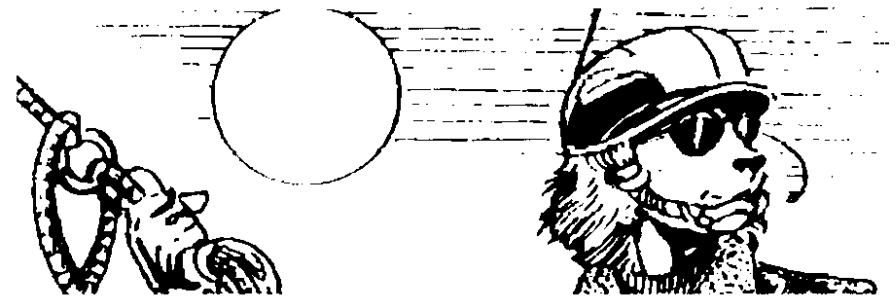
Plastics - 10%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Legend has it that there was once a primitive sentient race on this world, but that bacteria brought in by the first Corp contacts have wiped them out. Generations of colonists have heard rumors of a single survivor living far back in Oresta's high country, waiting for the time to avenge his race. Too many unexplored areas remain to be certain that this is merely a legend.



World Log: Tamar

System: Nakhir

World: Tamar

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 34%

Planetary Conditions:

Length of Day: 24.1 hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 4

Population: 1.8 Billion

Self Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Metals - 37%

Manufacturing - 25%

Meats and Hides - 12%

Lumber - 12%

Precious Metals - 08%

Gemstones - 06%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

World Log: Kalon

System: Harksym

World: Kalon

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 22%

Planetary Conditions:

Length of Day: 28.6 Hours

Atmospheric Density: Terrestrial

General Climate: Tropical

Colonial Data:

Number of Colony Sites: 3

Population: 11 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Produce - 44%

Meats & Hides - 29%

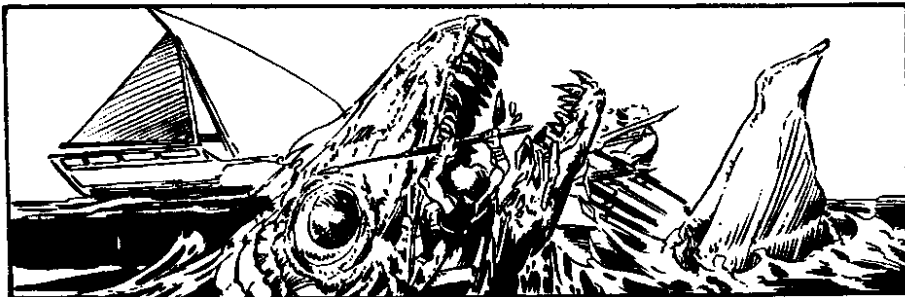
Pharmaceutical - 11%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: One colony is located on each of this world's small continents. Mostly salt marshes and seas, Kalon is the home of the largest fishing industry in the galaxy. Special hunter boats also patrol this world's oceans in search of the Kraken. This monstrous beast lives in the great deeps and rifts of the seas. Its kind hunt the fishermen-indeed its hunts anything and everything-all the while being stalked by the hunter boats itself.



World Log: Wolverine

System: Bark's Star

World: Wolverine

System Position: 7

Number of Satellites: 2

Gravity: 0.8G

Land Area: 39%

Planetary Conditions:

Length of Day: 22.4 Hours

Atmospheric Density: Terrestrial

General Climate: Arctic

Colonial Data:

Number: 2

Population: 197 million

Self Sustaining: yes

Archeological Sites: None

Principal Industries/Exports:

Produce - 80%

Meats and Hides - 15%

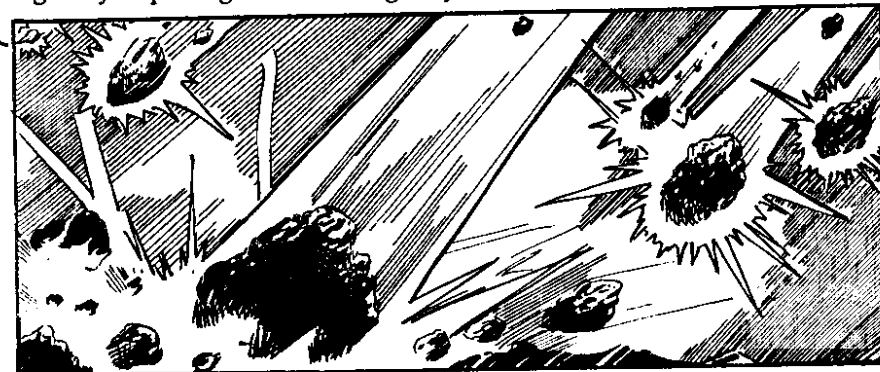
Miscellaneous - 05%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Wolverine is a thoroughly inhospitable world; like its namesake, it is deadly and unpredictable. Its surface is pocked and scarred by the nearly constant meteorite showers, making it unlivable. However the survival of its colonies has been assured by the huge underground reservoirs that feed the largest hydroponic gardens in the galaxy.





World Log: San Mateo

System: Starlin

World: San Mateo

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 34%

Planetary Conditions:

Length of Day: 24.3 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number of Colony Sites: 8

Population: 735 Million

Self-Sustaining: Yes

Archeological Sites: None

Principal Industries/Exports:

Timber - 38%

Meats & Hides - 32%

Manufacturing - 22%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: San Mateo is the jewel of the Enclave worlds. It has the highest per capita production of any world in the galaxy, which means that the colonists have the highest per capita income. It is yet another of the Terrestrial Twins, duplicating Terra in almost every way.

The Beta Colonies

Of late, a relatively new type of colony world has been developed by a few of the Corps. These are special Beta-only colonies, a concession to the growing numbers of free Betas in society. Free Betas are given special inducements to colonize on these worlds: special loans, tax exemptions, equipment, etc.

The Corps have developed this scheme to stave off the growing tension among the free and Corp-owned Betas. By removing large numbers of free Betas from the society at large, they have lessened the growing disillusionment that Betas have felt with the Buy-Back System. On the other hand, they have placed these potential inciters into a marginal environment where they must concentrate on individual survival, rather than such abstract concepts as freedom.

The Beta-colony worlds tend to be incredibly hostile-too dangerous for human colonization. Given the unique abilities of the betas, however, these worlds could actually end up turning a profit. What might happen if this should become the case remains to be seen, but chances are not good that the Corps would let the Beta-colonists retain autonomous control over a potentially profitable world.

So far only TTMS and Tau Ceti Prime have established Beta colony worlds; TTMS has established two, and Tau Ceti Prime has established one.



World Log: Sentinel

Corp: TTMS

System: Ventura

World: Sentinel

System Position: 8

Number of Satellites: 1

Gravity: 1.1G

Land Area: 44%

Planetary Conditions:

Length of Day: 22.4 Hours

Atmospheric Density: Terrestrial

General Climate: Arctic

Colonial Data:

Number of Colony Sites: 1

Population: 12 Thousand

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Typical of those worlds that the Corps have chosen for Beta colonies, Sentinel is a frozen nightmare. Its mean temperature is well below freezing-even in summer-and large predatory beasts roam its ice packs in search of any sustenance. Its weather is punctuated by unpredictable storms of incredible ferocity.

Somehow the small colony here has managed to carve out an underground environment, and tap into geothermal energy trapped deep below the ice cap. Working together, they have built a haven from Sentinel's ice bound hell. The colonists here are all Justifier and Corp-Sec veterans. This is perhaps the main reason for the colony's continued survival.

Their survival here is an indication that the Corps may have underestimated the dedication and abilities of the Beta colonists.

World Log: Tatterdemalion

Corp: TTMS

System: Ashton's Star

World: Tatterdemalion

System Position: 2

Number of Satellites: 0

Gravity: 1G

Land Area: 22%

Planetary Conditions:

Length of Day: 32.4 Hours

Atmospheric Density: Thick

General Climate: Tropical

Colonial Data:

Number of Colony Sites: 1

Population: 2,500

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Tatterdemalion is a tropical marsh, inhabited by megalithic creatures bent on destroying each other, and anything that gets in their way. Reminiscent of Terra during the jurassic period, this hot, humid world is teeming with life; unfortunately, most of it is hostile.

Perhaps the single-most dangerous species is a small, furred reptile. Though no more than a few inches long, this voracious creature travels in packs of up to 100. It is similar in type and temperment to other species found on several worlds. This hostile little lifeform has been dubbed the "Land Pirranah" by the colonists.



World Log: Dragonrok

Corp: Tau Ceti Prime

System: Loki

World: Dragonrok

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 48%

Planetary Conditions:

Length of Day: 24.4 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number: 1

Population: 15 Thousand

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: Though by far the most terrestrial of the Beta colonies, Dragonrok is perhaps the most inhospitable.

Its northern forests are stalked by an anthropomorphic carnivore of little intelligence, and even less hospitality.

Its grasslands are tall weeds with razor sharp edges, and explosive seed pods that detonate at random.

Its mountains are patrolled by a particularly nasty winged reptile, which produces hydrogen as a by-product of its digestive system, and by a unique anatomical adaptation, is able to breathe fire.

THE MINOR CORPS

Though the five Mega-Corps dominate the universe of the Justifiers, they are not the only corporations in existence. There are numerous other smaller corps that are struggling to make a profit. These corps are constantly in danger of extinction, because they must not only prosper financially, they must be able to avoid hostile takeover attempts from the Mega-Corps.

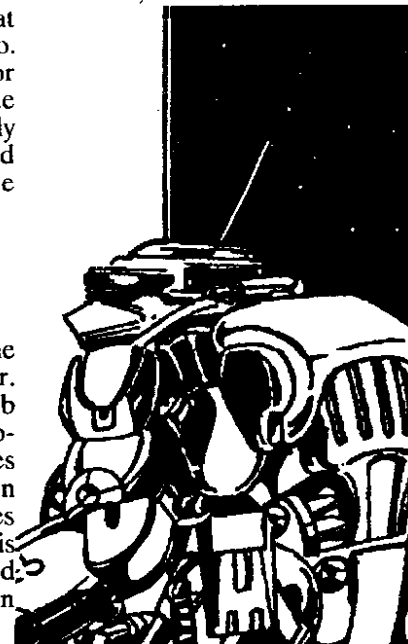
Any minor corps that do manage to find their own place in the business world are often quite successful, though it takes quite a bit of skill to run such a company. In fact, many CorpExs from the five Mega-Corps originally worked for these minor corps. The nine largest of the minor corps, referred to as the "Big 9," are listed below, along with a description of their homeworlds.

ARTCO INCORPORATED

Artco, Inc. is a Corp that serves the people in all the corps by providing culture and entertainment. Artco coordinators assemble huge collections of ancient or alien aboriginal art, and then take these displays on tour to other planets. The displays have attracted huge crowds everywhere that they have toured, thereby making Artco a great success, with many fans and friends. The GWA has adopted a strong position of friendship towards Artco, and has threatened to call a general strike on any company that makes threatening moves towards Artco. Artco has no permanent headquarters or homeworld. Their entire operation is mobile and travels with the exhibits. Frequently several exhibits are traveling at once, and therefore each exhibit operates as a separate semi-autonomous division of Artco.

ARIES ONE

Aries One is a corp that specializes in the manufacture of ARIES combat armor. Every Mega-Corp has attempted to absorb them, but no one has ever successfully located them to complete the process. Aries One is housed in a huge artificial structure in deep space. Since only Aries One employees know the coordinates of this station, it is virtually invisible. No worldlog is presented here because absolutely nothing is known about Aries One's "Homeworld".



BERNAL AND ASSOCIATES

Bernal and Assoc. is one of the wealthiest of all the minor corps. They have made their fortune largely on their reputation as impartial mediators. For the same fee from both sides of a corporate-level dispute, Bernal and Assoc. will step in and help the negotiations between both parties run smoothly. It was partially due to their skills as mediators that an end to the last Corporate War was finally negotiated. This is actually a very small Corp with fewer than 100 people on its staff. Due to their small size they choose to work from a mobile office center, which is really a fully equipped TransMatt shuttle.

TWILIGHT INDUSTRIES

Twilight Industries is a galactic salvage company. It is partially owned by several Free Betas. Twilight offers its services to any other corp that needs them, and for a percentage of the profits they will undertake any salvage operation, no matter how dangerous it may be.

World Log: Twilight Homeworld

System: Lutrin

World: Ruyver

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 37%

Planetary Conditions:

Length of Day: 22.5 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number: 11

Population: 6.7 million

Self Sustaining: Yes

Principal Exports:

Metals - 27%

Manufacturing - 38%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

BRINGAMEN

The Bringamen Corp is one founded in suspicion, and they are rumored to have links both to organized crime and also to several of the Mega-Corps themselves. Officially, they offer temporary manpower to any corporation experiencing employee shortages, such as a Union strike.

World Log: Bringamen Homeworld

System: Bringamen

World: Elias

System Position: 4

Number of Satellites: 2

Gravity: .8G

Land Area: 48%

Planetary Conditions:

Length of Day: 24.1 hours

Atmospheric Density: Terrestrial

General Climate: Warm Temperate

Colonial Data:

Number: 8

Population: 11.6 million

Self-Sustaining: yes

Archeological Sites: None

Principal Exports:

Manufacturing - 37%

Services - 48%

Indigenous Life: None

Technological Status: Not Applicable

Population: None



GARDNER PHARMACEUTICAL

Gardner Pharmaceutical designs, produces and distributes the Trauma Treatment Kits which are found in many environmental suits and on all Justifier shuttles. Gardner has suffered a couple of hostile takeover attempts, and therefore they have since moved their primary research and manufacturing facilities deep into a particularly inhospitable region of their homeworld.

World Log Gardner: Pharmaceutical Homeworld

System: Konopnicki

World: Eve

System Position: 2

Number of Satellites: 0

Gravity: 1G

Land Area: 33%

Planetary Conditions:

Length of Day: 22.4 Hours

Atmospheric Density: Thick

General Climate: Tropical

Colonial Data:

Number: 19

Population: 16.7 million

Self-Sustaining: Yes

Archeological Sites: None

Principal Exports:

Manufacturing - 88%

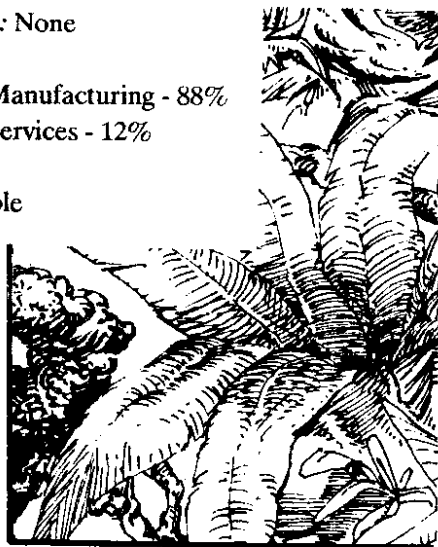
Services - 12%

Indigenous Life: None

Technological Status: Not Applicable

Population: None

Special Notes: This world is basically a single massive jungle inhabited by an incredible variety of hostile animal life, including more than 1500 varieties of snakes, mostly of the constricting variety. Gardner's principal manufacturing sites are located deep within this jungle and are only accessible by TransMatt.



CAPELLA MINING

The Capella Mining Corp subcontracts to the five mega-corps exclusively; they do no independent mining. The corp is run and owned almost entirely by Heavy-G humans and Free Betas. They specialize in mining precious minerals from dangerous or borderline worlds.

World Log: Cappela Mining Homeworld

System: Jensen's Star

World: Mouse

System Position: 8

Number of Satellites: 11

Gravity: 1.6G

Land Area: 48%

Planetary Conditions:

Length of Day: 37.5 hours

Atmospheric Density: Thick

General Climate: Cool Temperate

Colonial Data:

Number: 3

Population: 1.1 million

Self-Sustaining: Yes

Archeological Sites: None

Principal Exports:

Metals - 22%

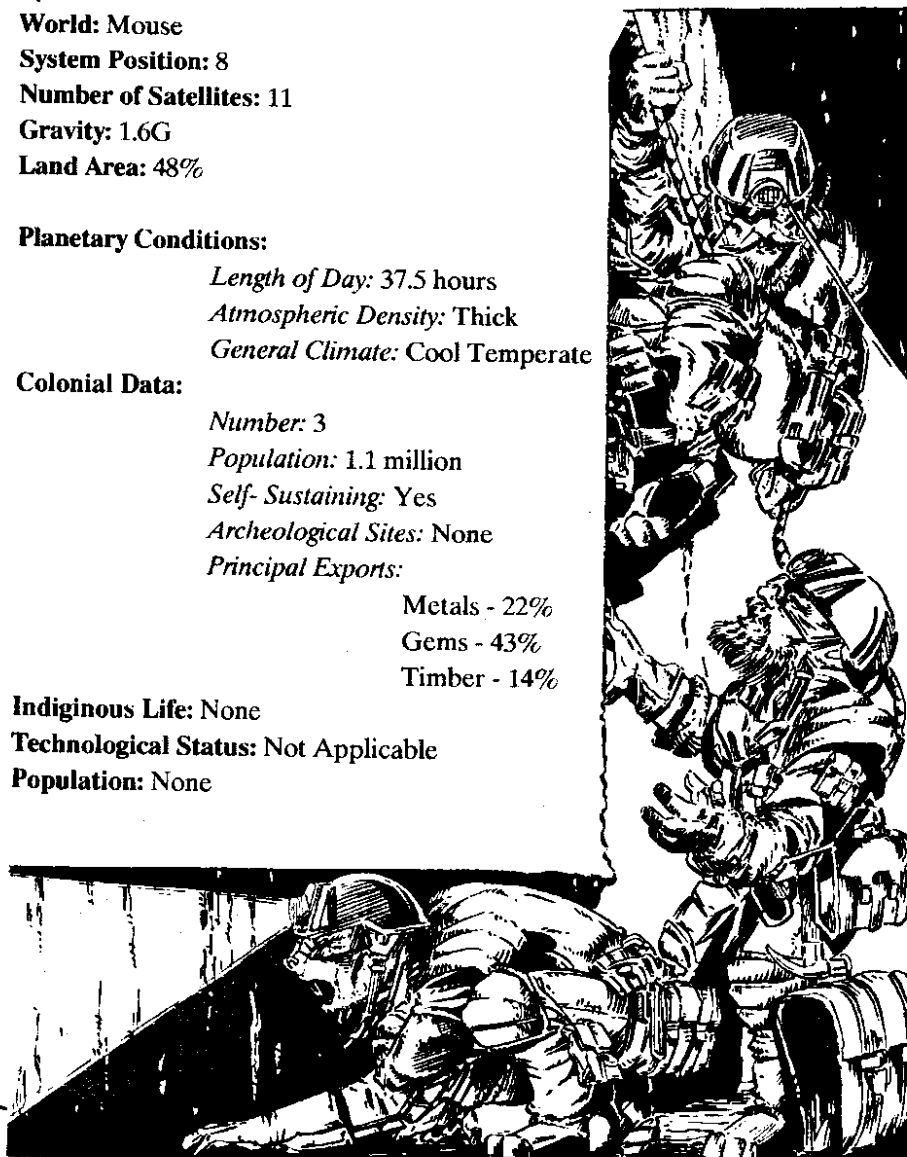
Gems - 43%

Timber - 14%

Indigenous Life: None

Technological Status: Not Applicable

Population: None



FREEPRESS

The Freepress is the largest independent news network in all of populated space. The Freepress Corp controls all news mediums and their distribution. They are the only independent source of news and information in the galaxy. All other news services are owned by one or another of the Corps. While they have given all of the major corps some bad publicity from time to time, no Corp will go out of its way to attack the Freepress, for fear of public reprisals.

World Log: Freepress Corporation Homeworld

System: Tristan

World: Calliope

System Position: 3

Number of Satellites: 1

Gravity: 1G

Land Area: 39%

Planetary Conditions:

Length of Day: 28.4 Hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number: 13

Population: 2.6 million

Self-Sustaining: Yes

Archeological Sites: None

Principal Exports:

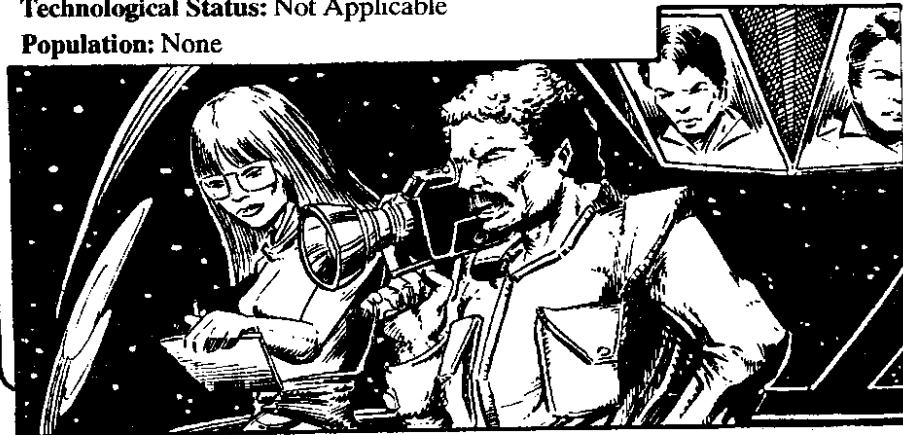
Manufacturing - 18%

Services - 44%

Indigenous Life: None

Technological Status: Not Applicable

Population: None



GARFIELD ENTERPRISES

Garfield Enterprises is a brain trust. For a fee, they'll solve any problem any other corp may incur, and are very good at problem solving. It is this ingenuity by which they are protected from any hostile takeover attempts; every Corp which has gone against them to date has been utterly outsmarted, and has also been out several million credits for the attempt.

World Log: Garfield Enterprises Homeworld

System: Cullen's Star

World: Ana Brie

System Position : 3

Number of Satellites: 0

Gravity: 1.1G

Land Area: 12%

Planetary Conditions:

Length of Day: 19.7 hours

Atmospheric Density: Terrestrial

General Climate: Cool Temperate

Colonial Data:

Number: 4

Population: 495 thousand

Self-Sustaining: Yes

Archeological Sites:

There are several Ancient sites on Ana Brie, though they are all submerged. A number have been thoroughly explored. In fact, the CEO and Sveys of Garfield were all at one time archeological explorers working at the same site in the southern hemisphere. This site has since been accidentally destroyed during Garfield Corp-Sec military maneuvers.

Principal Exports:

Services - 73%

Meats & Skins - 09%

Technologies - 3%

Manufacturing - 12%

Special Notes: This world is very young and almost completely devoid of higher lifeforms. What land area there is consists of a series of unconnected islands and archipelagoes in the northern hemisphere.



THE UNIONS

Almost since the beginnings of corporate history, there have been unions: organizations of workers united for their common good. In the hostile corporate world of the 24th century, things are no different.

The late 20th and early 21st centuries saw the establishment of one centralized corporation as the form of government on Terra. This Corp, the Terran Trade Alliance, used their monopoly to force unfair conditions on their workers. When this happened, the unions threatened to strike.

Such strikes cost the TTA billions of dollars a day, so it wasn't long before they found themselves at the bargaining table. However, bargaining with the unions also proved to be too expensive for TTA's tastes. Therefore, over the years it has become common for the TTA to try alternate methods of stopping the strikes. For instance bringing in non-union workers, or finding another union willing to do the work.

To counter these tactics, the various unions started to unify, making larger structures. Then when one union was forced to strike, dozens of other unions would back them up. Needless to say, these trade unions had a tremendous amount of power.

In the year 2155, Earth's three largest unions merged and became the Galactic Worker's Alliance, or GWA. By this time, the TTA had split, to become TTMS and a dozen or so smaller corporations. Over these groups the Union held a level of dominance never before attained. Worker conditions began to improve, and things seemed to be getting better.

When the Inter-Corporate Wars broke out, though, the Union was as devastated as the Corps. Any local chapter that refused to work was simply left out to fend for themselves, and would get no protection from their Corp. This often meant

death the moment another Corp launched a hostile takeover. For this reason, Union workers were forced to suffer unbearable conditions and pitiful wages for the course of the wars.

When the wars finally ended, the GWA came back with a vengeance. They demanded higher wages, better conditions, and special compensation packages for the indignities they had suffered during the wars. They went on strike twice (each time for a period of 3 days), and the Corps lost billions before they gave in.

It was around this time that the Corps began a return to union-busting tactics. They started using non-union Betas for Justifier work and other hazardous duties, and put Union Justifiers on the streets. A new Big 9 Corp sprang up, the Bringamen Corporation, whose sole purpose was to supply cheap labor to any other Corp experiencing Union difficulties. Evidence exists to indicate that Bringamen may have been funded from a slush fund created through the joint efforts of several of the major Corps.

These new offensives did not seriously damage the GWA, and the Union has now started making new trouble for the Corps. It is due to pressure from the GWA that Betas and aboriginals have been granted semi-human status; Union wages are now higher than ever. At present, the Union is an aggressive force in the corporate world, but the Corps may have new plans to change this.





War in the 24th Century

To understand the ways in which the Corps structure their security divisions it is necessary to understand how Corp-Sec has evolved over the years. Corp-Sec has always played an important role in the history of the Corps. The TTA's initial control over Terra's governments was due in part to their supplying municipal services to the crumbling and bankrupt governments. (The most critical step was taken, however, when the TTA began supplying law enforcement services for local governments.) From there they moved into the management of mundane military operations (such things as acquisitions), and finally into the management of the governments themselves.

Through the years the CEOs of the major Corps have turned again and again to loyal Corp-Sec forces when more subtle means of control have proven fruitless. However, the realities of Corporate warfare in the 24th century have brought a dramatic shift in the focus of Corp-Sec activities. Like warfare in the 18th century on Terra, Corporate warfare has become almost stylized, the pattern of attack and defense so firmly ingrained as to have become a kind of unwritten "rules of warfare".

Some might think that warfare in the 24th century would be a simple affair: march your forces into the TransMatt, march them out at your objective. This is not the case. There are usually only one or two receivers handling all off planet traffic on a given world and these receivers are heavily guarded and tightly controlled. At the first sign of trouble the receivers are simply shut-down leaving those in transit to have their atoms spread through the intervening space. Therefore, the only way to begin an attack is by blind beaming your troops into orbit around the target planet. Even this has not been made easy.

To avert attacks by forces blind beamed into their sector each planet is ringed with manned defensive platforms, or Armored Space Fortresses (ASFs), and unmanned, automatic defense satellites (ADS). The personnel on the ASFs perform two functions; direct monitoring from their own positions, and maintenance of the ADS. This includes changing the orbital patterns of these killer satellites, making it impossible for any force blind beaming into the sector to avoid them entirely.

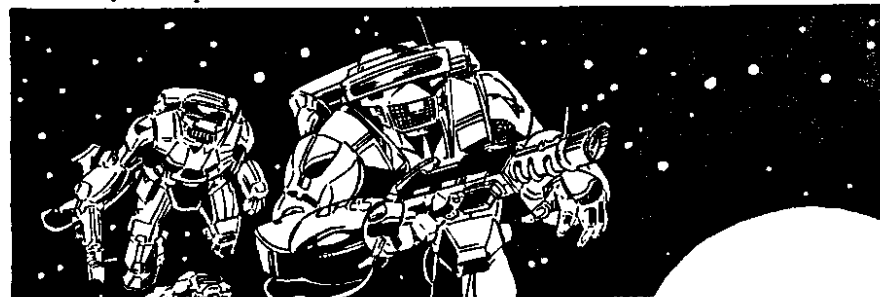
The ASFs themselves are heavily armed, and equipped with a squadron of aerospace fighters, or Armored Re-entry Vehicles (ARVs), for their defense. A company or more of ARIES marines also typically compliment an ASF. Up to 300 people, including pilots, marines, command, and technical crew, may inhabit an ASF at any given time. Any world of strategic value will have between six and 24 ASFs, each one serving as technical support for up to two dozen ADS.

Assuming an attacking force can bypass the ADS, and capture or disable an ASF or two, they must still contend with re-entry. This means fighting their way through anti-aircraft guns and interceptors to make a landing. They must then face the ground troops, infantry, and light cavalry. Also, they must contend with their own lack of communications to a headquarters that they may have left months (realtime) ago.

The recommended procedure for capturing a developed world is to begin placing spies and operatives in key places within the planetary eco-structure some time before the proposed attack. These operatives activate on the same day as the attack by some pre-arranged signal. Their purpose is to act as disruptive elements, carrying out minor acts of destruction, disrupting communications and transportation and fostering dissent.

The next stage is to blind beam anywhere from several dozen to several hundred ARIES marines into the sector. Using special maneuvering packs (that can later be jettisoned), the marines move to destroy or disable the ADS and ASFs. The incredible armor and firepower of the ARIES trooper lends itself especially well to this duty. Often, the marines will be able to capture one or two enemy ASFs.

At an interval, supposedly long enough to allow for this, ARVs arrive in the sector. They engage the defending ARVs and offer the marines close support while they attempt to board the ASFs.



Soon afterwards troop carriers arrive. While the majority of the ARVs continue to engage the enemy, and while the marines fight for control of the ASFs, some of the ARVs break off and act as escort for the troop transports. The transports will attempt to land in an unoccupied zone of the planet, where the troops within will start setting up a perimeter.

Lastly, a Communications and Command Satellite arrives in the sector. Beaming in outside the range of the ASFs and ADS, the COM-SAT slowly maneuvers itself into place in a secured sector, while initiating contact with its forces and gathering intelligence.

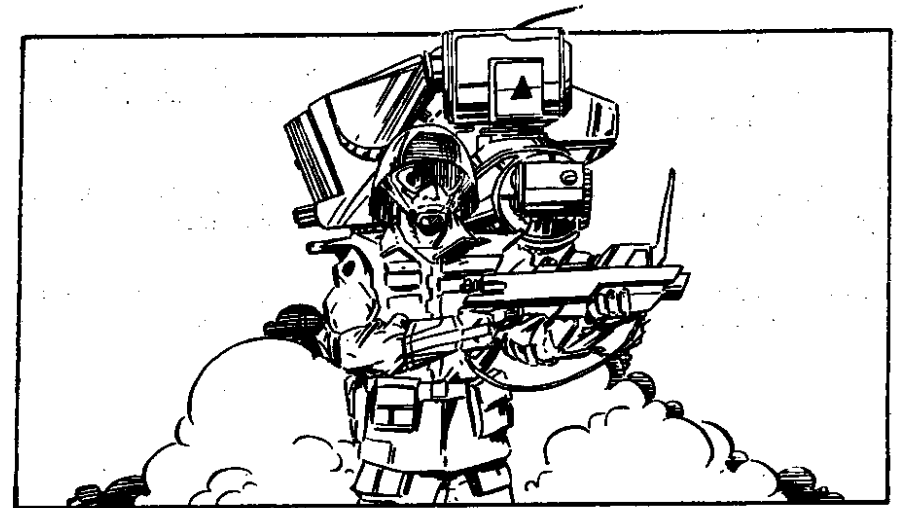
Meanwhile any troop transports that have survived the re-entry are busily deploying ground forces. These forces will include ARIES troopers, infantry troopers, commandos, and light cavalry. They will also include an Armored Mobile Command Unit (AMCU) and Mobile Army Surgical Hospital (MASH) for each division. In addition at least one company of combat engineers will be on hand to begin construction of their own Transmatt receiving station in the recently secured area.

All of this will take place within a few hours. Within several days the combat engineers will have constructed the TransMatt receiving station and the invading army will be well entrenched. What then follows is a period of desperate waiting. Waiting for the realtime appearance of reinforcements and supplies. Waiting for the defenders to destroy the receiving stations, or capture the Com-Sat, or...

During this time, the invaders will try to live off the land, seizing supplies and equipment anywhere they can. For this reason any attacking force has to be small, mobile and elite. The only way to combat this kind of force is for the defending army to have the same characteristics.

There are two additional realities to be aware of: First, Corps launch hostile takeovers to gain access to a planet's valuable resources and facilities. It follows then that they want these items intact once they take over. Therefore, heavy nuclear and chemical attacks are out of the question. For the same reason scorched earth tactics are never used. Modern warfare is a dirty business, one which places little value on the soldier's life, but places great value on the lives and facilities of the civilian population.

The second reality is that mankind is spread thinly among the stars. Expansion over the past two centuries has created underpopulation on most of the peripheral planets, and certainly on those with marginal or hostile environments. Defenders are often spread as thinly as attackers, sometimes more-so. Some worlds have little in the way of standing armies, relying almost entirely on their ASFs and aerospace forces for defense.



Corp-Sec Structure

Corp-Sec is divided into branches, or Commands. These are:

Military Operations

Intelligence Operations

Law Enforcement

Each Command is headed by a Veep who, in most Corps, answers to an AA. This allows the CEO to distance himself from any potentially damaging results that could arise from Corp-Sec activities. In some Corps there is a Senior Veep to whom the heads of the Commands answer. This puts even further distance between Corp-Sec and the Corp leadership.

Corp-Sec Veeps are not the paper shuffling bureaucrats that you might find in some other departments. They have, for the most part, risen up the ranks of their command. This ensures that they are knowledgeable about their own commands, which is imperative when dealing with such a sensitive area.

Each Command is further divided into branches. Military Operations is divided into the following branches:

Aerospace

Light Cavalry

Infantry

Command

The Aerospace Branch is made up of the command and support personnel who occupy the ASFs: ARV pilots, ARES marines, technical crew, and command personnel.

Light Cavalry is made up of the pilots and technical personnel who operate the specialized vehicles used by the light cavalry units; scout walkers, attack walkers, close support hovercraft, and ATVs. The AMCU and MASH unit pilots are also considered part of the Light Cavalry branch.

The Infantry Branch is made up of the basic ground troops and their technical support crews: ARES marines, infantry troopers, and commandos.

The Command Branch is made up of the command and senior support personnel: strategists, medical officers, and communications personnel.

The Intelligence Operations command is made up of the following branches:

Internal Investigations Branch

Special Operations Branch

The Internal Investigations Branch (IIB) is the most feared Corp-Sec branch, being responsible for all internal investigations and security. This gives them a free reign in invading the privacy of any "Security Risk" within the Corp. They are known to practice everything from intimidation to blackmail in the interests of their duties, and no one is safe from their prying eyes.

The Special Operations Branch is responsible for all external espionage, and also for courier operations. They not only carry messages to and from every planet that the Corp controls, but they also gather intelligence on planets controlled by other Corps. They use many of the same tools (blackmail and coercion) that the IIB uses. Due to the nature of their mission Spec-Ops sometimes finds it necessary to work closely with either IIB or Law Enforcement. This can be a very unstable relationship.



The Law Enforcement command is divided into two branches:

Officers of the Court

Officers at Large

Officers of the Court, or Marshals, are local law enforcers. Generally they are limited in jurisdiction to a single world or system.

Officers at Large, or Trackers, operate in a grey area, very nearly outside the law. They are empowered to track down and return (or eliminate) criminals that have fled local jurisdiction. This mission can also extend to tracking down Betas that have fled to freedom, or errant scientists trying to defect from one Corp to another. Because of the scope of their mission, they can end up at odds with local authorities, or with operatives of the Intelligence Operations command.

Career Classes

Corp-Sec offers the player a new range of career classes. These classes may be begun with any new character. Optionally, an existing character may be given an additional class, keeping the skills that he has already accumulated and adding those of his new class. The character effectively becomes dual classed, retaining the level of his current career class and starting his new career class at level one.

Character generation for the new Corp-Sec career classes is exactly the same as character generation in Justifiers RPG, with one exception. With a beginning character the player must take Corp-Sec basic training for any military career class. The player may, however, opt to take Justifier basic training for any of the other Corp-Sec career classes. This is reflective of the different backgrounds available to those player characters in the Intelligence and Law Enforcement branches.

Dual classed characters will get only those skills from their new class that they do not already possess. All bonuses and rank will begin at level one, but all skills previously possessed by the character stay at present levels. An additional amount may be added to the character's Buy-Back, to cover the cost of the new training. The amount is left to the GM's discretion.



The new career classes are organized according to the Corp-Sec commands. Each Corp-Sec character begins with either Corp-Sec basic training, or Justifiers basic training.

Corp-Sec Basic Training includes the following skills:

Basic Math	50%
Communicator Ops	15%
E-Suit Operations	20%
Emergency E-Suit Repair	20%
First Aid	15%
Hand to Hand Combat	15%
Martial Arts	10%
Navigation	10%
Projectile Weapons (Hand)	15%
Projectile Weapons (R&S)	10%
Beam Weapons	10%
Zero-G Training	10%
Read & Write Native	75%
Speak Native	75%
Scanner Systems Operations	10%
Pilot Ground Vehicle	20%
Exo-Skeleton Operations	10%

Military Operations

There are three new military career classes:

ARIES Marines: These are the elite of the Corporate infantry and aerospace forces. These troops are named for Aries, the ancient greek god of war. Also, ARIES is an acronym for ARMored Infantry Environment Suit, and ARIES is that, but much more. ARIES is a combination of a self contained environment and a powerful exo-skeleton. ARIES marines are trained in the advanced uses of this powered armor, as well as its weapons and command systems. They are juggernauts, with the strength and firepower of an entire platoon of standard infantry. ARIES marines are used in heavy defense and support configurations in the Aerospace Operations Command, where their raw power can be most effective. Seldom are they assigned to infantry duty, except in an extremely hostile planetary environment.

Infantry Trooper: The 'Dirtsiders', as they are known among the aerospace units, are the backbone of the Corp's military forces. They are the common footsoldiers of the Corporate forces.

Commando: Highly trained specialists in insurgency and demolitions, these are the behind the lines soldier. Lightly armed and armored they are deadly in small groups, where their guerrilla style tactics can be best put to use.

Intelligence Operations

Intelligence Operations offers one new character class.

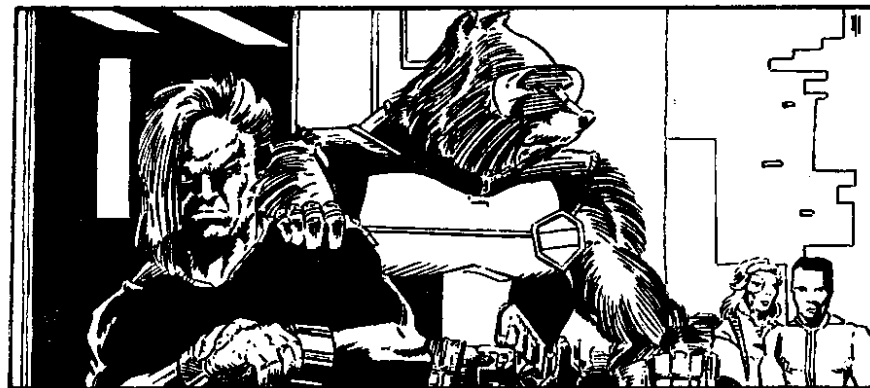
Operative: Operatives are used for everything from carrying messages to covert intelligence gathering. They are a little bit of detective, combined with a little bit of master spy. Operatives are trained in disguise, infiltration, and special hand to hand fighting techniques.

Law Enforcement

There are two new character classes available in the Law Enforcement Command:

Marshal: These are the local (system) peace keeping force. They enforce the laws and edicts of the system governor. Their jurisdiction does not extend beyond their system, and certainly not beyond their Corp. They are fully trained in police procedures, having some of the skills of the Operative, and some of the Infantry Trooper.

Tracker: These are the Officers at Large. Their jurisdiction extends to any planet, anywhere within their Corp, and often their authority is recognized even outside their own Corp. They are empowered to track down criminals anywhere they may flee. Trackers have most of the same skills as the Marshall, but have a broader range of powers and missions.



Career Class Training:

ARIES Marine (*Minimum Attribute Scores: Str-65*):

Advanced Exo-Skeleton Ops	20%
Advanced Martial Arts	
Beam Weapons	20%
Heavy Weapons (Beam)	20%
Projectile Weapons (Heavy)	20%
Weapons Tech (All)	10%
Nuclear Weapons Technology	15%
Advanced Zero-G Training	10%

Infantry Trooper (*Minimum Attribute Score: Str-50*):

Beam Weapons	20%
Projectile Weapons (All)	20%
Weapons Tech (All)	10%
Vehicle Mounted Weapons	15%
Beam Weapons (Heavy)	10%
Projectile Weapons (Heavy)	10%
Hand Weapons (Ancient)	15%

Commando (*Minimum Attribute Score: Str-65 Dex-50*):

Beam Weapons	20%
Projectile Weapons (All)	20%
Advanced Martial Arts	
Demolitions	15%
Subduing	15%
Interrogation	10%
Security Systems	10%
Hand Weapons (Ancient)	10%
Hand Weapons (Thrown)	10%
Surveillance	10%

Operative (*Minimum Attribute Scores: Dex-65 IQ-50*):

Advanced Martial Arts	
Smuggling	20%
Beam Weapons	15%
Improvised/Primitive Weapons	15%
Subduing	15%
Hand Weapons (Ancient)	10%

Operative (cont.):

Hand Weapons (Thrown)	10%
Disguise	10%
Electronic Counter Measures	10%
Surveillance	10%
Security Systems	10%

Marshal (*Minimum Attribute Score: IQ-50*):

Tracking	20%
Surveillance	20%
Weapons Tech (All)	15%
Beam Weapons	15%
Hand Weapons	10%
Advanced First Aid	10%
Combat Driving	10%
Security Systems	10%
Electronic Counter Measures	10%
Subduing	10%
Interrogation	10%

Tracker (*Minimum Attribute Scores: IQ-50 Str-50*):

Advanced Martial Arts	
Tracking	20%
Surveillance	20%
Advanced Zero-G Training	20%
Weapons Tech (All)	10%
Security Systems	10%
Electronic Counter Measures	10%
Subduing	10%

In addition, all Corp-Sec career classes receive the same *Cross-Training* and *Elective* skill choices as Justifier characters. The following may cross train:

Any Corp-Sec Career Class to Pilot
 Any Corp-Sec Military Class to Field Doctor
 Any Corp-Sec Career Class to Security
 Any Corp-Sec Law Enforcement to Scout
 Operative to any Justifier Career Class
 Any Corp-Sec Military to any other
 Any Law Enforcement to any Military, and vice versa.

You must meet the minimum Attribute Scores for whatever Career Class you cross train to. If you cannot cross train, you may take your cross training skills in extra electives. Additional skills available as *Electives* are:

Entertainer (Magician)
Entertainer (Escape Artist)
Disguise
Forgery
Cryptology
Hostile Environments
Forensics

See Justifiers RPG for additional Electives.

Skill Descriptions:

Advanced Martial Arts:

Like Dual Weapons, Advanced Martial Arts is a poolian skill. That is to say, you will not have a percentage chance to use it-it simply gives you the ability to do something that you would otherwise not be able to do. With Advanced Martial Arts you gain the ability to make additional attacks per round, and do additional damage, as you progress in levels. The increase is as follows:

Level 1	1 additional Hand Strike
Level 3	1 additional Kick
Level 5	+ 3 damage on all attacks
Level 8	1 additional Hand Strike
Level 11	+ 5 damage on all attacks
Level 15	1 additional Kick

Every 5 levels beyond Level 15 you receive 1 additional attack of your choice and + 2 damage on all attacks. All additions are cumulative!

Disguise:

This group of skills allows the user to change his basic appearance, including such things as eye color and fingerprints. Even though some things are still traceable with 24th century technology, (such as genetic patterns or retinal scans), this type of disguise-coupled with outrageous bluff-can slip a person past all but the most discriminating observers. Betas cannot use this skill to appear human, or to appear to be of a radically different species. However, a brown bear can appear to be a polar bear, albeit a smallish one, etc.

Entertainer (Escape Artist):

This is a group of skills relating as much to body control and contortionism as to the actual picking of locks and such. An escape artist without any tools is still capable of releasing himself from most normal bonds within a few seconds. Chains, handcuffs, locked and barred doors may take longer, or require tools. Part of an escape artist's skill, however, is the ability to hide tools about himself. A successful smuggling roll is necessary to find each individual tool on the escape artist's body. The escape artist may add his *Smuggling* skill to this skill when concealing these tools.



Entertainer (Magician):

This includes slight of hand, and other various magically seeming abilities, limited only by the GM and the player's imagination.

Forensics:

The science of crime. This skill includes the ability to scour a crime scene, using the latest technological tools to find whatever clues might be present. It may be averaged with Wisdom when making investigative observations, or added to Surveillance when observing a suspect.

Forgery:

This is ability to use devices and skills to produce false documents that will pass undetected by even the trained observer. The Forgery percentage may be added directly to any Artist skill when compiling documents. An observer must make a successful roll against this same skill to detect a forged document. Document forging equipment adds + 20% to this skill. Detection equipment adds + 25% to discovery.

Skills which are listed as Advanced, such as Advanced First Aid, may be added directly to the basic skill, unless otherwise stated.

See Justifiers RPG for complete skill descriptions.

Interaction

Due to the closeness of the various branches in *Corp-Sec* it is likely that characters of different career classes will have the opportunity to interact. *Marshals* and *Trackers* will often encounter each other, as will *Trackers* and *Operatives*. Not all of these encounters will prove friendly, even when they are working for the same Corp (as is sometimes the case). There is a certain rivalry between *Corp-Sec* branches. This is particularly true of the two Intelligence Operations Command branches.

Keep these rivalries in mind when planning a campaign. It is often the subtleties that make a game most interesting.



WEAPONS AND EQUIPMENT

The equipment of the average *Corp-Sec* force will include many pieces not available to the Justifier. This is due primarily to two things; the Corp's reluctance to put expensive equipment in the hands of expendable exploration units (Justifiers), and the need for increased firepower on the field of battle. Listed below is equipment used by the various *Corp-Sec* branches.

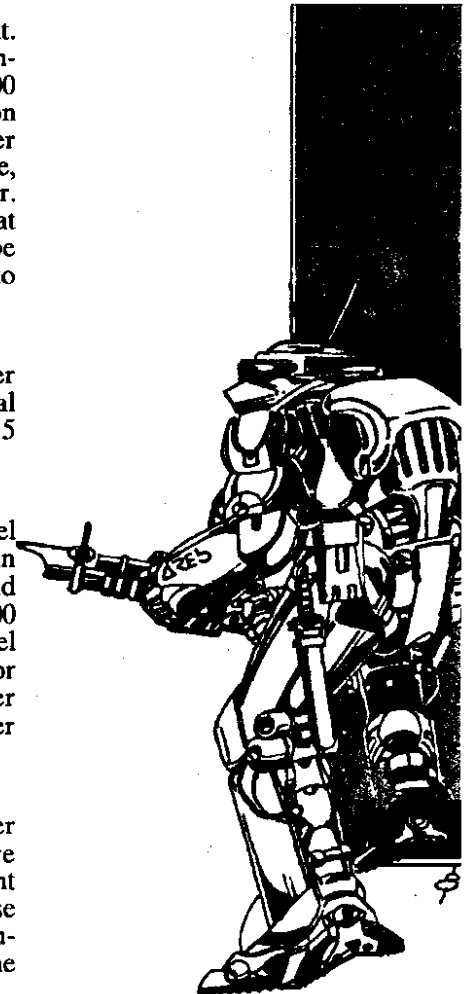
ARIES:

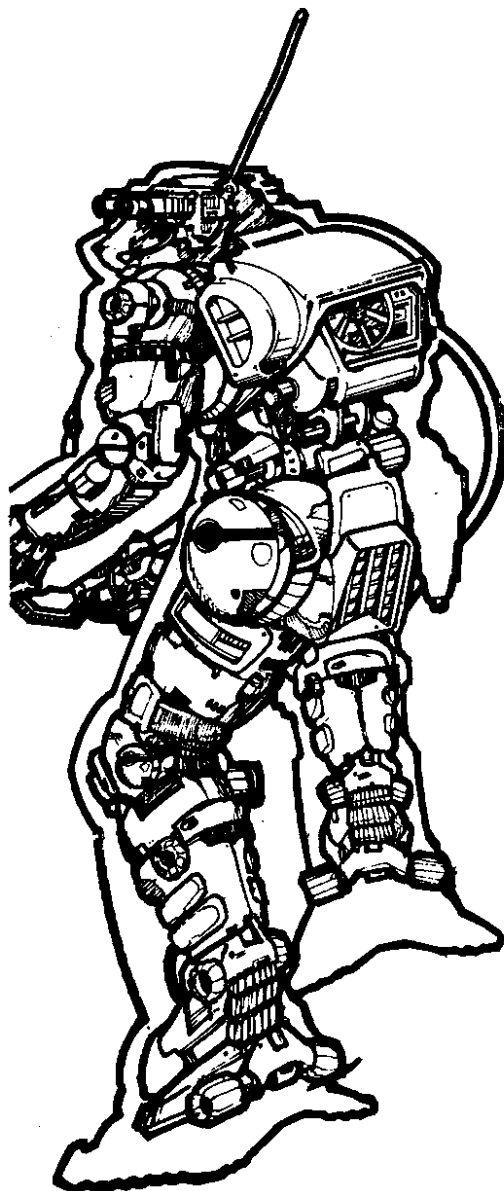
Armored Infantry Environment Suit. This is a full powered armored environment suit. Fully charged the suit has 100 units of power stored in a mini-fusion pack carried on the back. Each power unit is worth one hour of charge, divided by the power level of the armor. Without the strength augmentation that the suit provides this pack would be impossible for a normal humanoid to carry.

Built into the suit is a power amplifier that can increase the wearer's physical attributes and statistics from 1 to 5 times.

However there is a cost - or each level of increase the suit uses power at an increased level. Where a humanoid could use the suit at level 1 for 100 hours, he could only use the suit at level 5 for 20 hours. It takes one round for each level increased to raise the power level, and during that time the wearer may neither attack or dodge.

The suit is also equipped with sealer valves in case of puncture. These are razor sharp iris type valves at each joint of the arms and legs. These valves close instantly if the suit is punctured, amputating and cauterizing the limb at the joint nearest to the puncture.





Each suit is also equipped with trauma treatment. This system ties in directly to the suit's CPU, and injects painkillers and antibiotics if the wearer's vital signs indicate a significant drop. This treatment will render the wearer unconscious for a period of D10 hours, but will prevent infection and shock related to trauma.

The suit also incorporates a stealth function which renders it invisible to conventional radar. It is completely sealed against heat loss, and so is also invisible to infra-red. It is, however, vulnerable to motion sensors and certain types of advanced radar systems.

The helmet of the suit incorporates the United Industries Multi-Optics Display System, or MODS. This is a series of inter-related functions incorporating targeting (+25 to strike), telescopic (x50) and light enhancing (nightvision 30%) optical systems.

The mini-fusion pack also powers the United Industries Over-Under Plaser rifle. This rifle has the same range and capabilities as a Plaser, but with the added feature of a slug-thrower built into it with a separate barrel underneath. This eliminates the need for the soldier to carry a second weapon for those times when a plaser is unsuitable. An optional grenade launcher is also available at a cost of 350 c.

ARIES is fully articulated and armored. Its armor type is Carbide.

ARIES cost is 250,000 c.

GRENADES:

The following are types of grenades that can be used in addition to those listed in Justifiers RPG:

Illumination:

These grenades are fired into the air above a target and supply illumination to an area of 300 square feet for a period of 2D10 seconds.

Cost: 100 c.

Incendiary:

These grenades do the same damage as the Flamethrower.

Cost: 250 c.

Flechette:

A single grenade shell encasing 100 tiny razor sharp darts. Flechettes are released when the grenade launcher is fired or they are released on impact in a 50 foot spread. Treat the first as target fire, the second as area of effect fire. Damage is 1/2D10 per flechette.

Cost: 300 c.

Missiles:

For game purposes, all missile delivery systems are considered to be vehicle mounted. Treat missiles as target fire. Guided missiles come in two basic types: heat seeking, and radar guided. Both types must be fired within a 30 degree arc of the principle target or they may seek another target.

Radar guided missiles can be fooled by stealth, or by ECM (Electronic Counter-Measures) packages, which make the target invisible to them. All radar guided missiles are +20% to strike.

Cost: 750 c per missile.

Heat seeking missiles will always travel toward its hottest source and can be fooled by launching a flare away from the target.

For heat seeking missiles use the following table to determine the strike modifier:

Temp:	Hot	Warm	Cool	Cold
Strike Bonus	+20	+10	+5	+0



A **hot** target would be one with a flame or the exhaust of an operating vehicle.

A **warm** target would be a living creature or a vehicle that had been recently operated (within the last 10-20 minutes).

A **cool** target would be a submerged target or a vehicle that was last operated some time ago (30-60 minutes, depending on the size and type of vehicle).

A **cold** target is any target not emitting heat.

Heat seeking missiles cost 500 c per missile.

True fire and forget systems have been developed, but have proven unwieldy and unpredictable in the field. Larger delivery systems, such as ICBM, are not used because of the collateral damage they cause. Laser guided missiles are also used, but these have the same restrictions as laser weapons. Laser guided missiles are +25% to strike when operable.

Laser Guided missiles cost 750 c per missile, but are available only 10% of the time.

Hawk 6-Pack Short Range Delivery System:

Fires from 1 to 6 missiles per round according to the user's command. The Hawk comes equipped with an auto reload feature that allows it to reload itself in one round, a single time. The Hawk is useful for short range delivery only, with a maximum range of 1000 yards.

Damage: 8D10 per missile.

Cost: 15,000 c.

Falcon 6-Pack Long Range Delivery System:

As per the Hawk, but range is x2.

Cost: 25,000 c.

Condor 12 Pack Long Range Delivery System:

As per the Hawk and Falcon, but holds 12 missiles.

Cost: 40,000 c.

Each system can carry any of the different types of missiles. The Condor can also be equipped with a special microton nuclear warhead (Cost:5000 c). Additional damage is as per a nuclear grenade. All three missile systems can be loaded with armor piercing missiles (Cost:1000 c). These will allow the missile to ignore 1/2 the Armor Value of the target.

Mines:

Mine warfare in the 24th century can be a very sticky business. There are four types of mines:

Seismic

Pressure Sensitive

Tripwire

Magnetic

Seismic mines are useful only against large targets, such as vehicles or large groups of men. These targets set up ground level vibrations as they pass by. The mine depends on these tremors to activate.

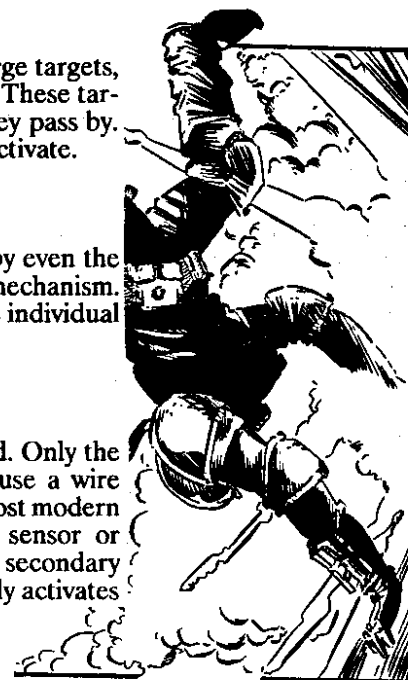
Cost: 350 c.

Pressure sensitive mines are activated by even the slightest pressure directly on their firing mechanism. These can be useful against even a single individual or vehicle.

Cost: 450 c.

Tripwire mines are somewhat misnamed. Only the most primitive tripwire mines actually use a wire strung across a path to detonate them. Most modern tripwires are actually either a motion sensor or electric eye device. Once the field of the secondary device has been breached it automatically activates the mine.

Cost: 650 c.



Magnetic mines are meant to be attached to the sides or underbelly of passing ships or vehicles. This can be done by hand or by using the mine's own magnetic attraction. These can be particularly nasty for ships, or in space, where they sit weightless, waiting for an enemy craft to pass near enough to attach themselves. Magnetic mines are activated either by a timer, or by impact.

Cost: 450 c.

Mines can be made of either plastic or metal. If a mine is made of metal a normal metal detector has a 99% chance of detecting it (and 0% chance if it is plastic or carbide). If a special mine detector (Cost 1500 c) is used there is a 99% chance of detecting metal, and a 45% chance of detecting plastic.

Metal or plastic mines may be searched for either by using a mine detector or by prodding with any handy object of a foot or two in length. If prodding, then the searchers must crawl. It has a 1% cumulative chance of finding a mine for every mine laid in a 100 foot area. Prodding has a 10% chance of exploding the mine on contact. All mines have a 5% chance of being a dud.

Mines can be armed with a variety of things, much like grenades. To determine the damage done by a particular mine use the grenade chart.

Absorption Field:

This is a special static field generated by a web of circuitry hidden within the wearer's clothing, drawing its power from a small backpack. The backpack has enough charge for 8 hours of continuous use.

The purpose of the Absorption Field is to act like body armor, when wearing actual body armor is inappropriate (like in a high level Corporate meeting). It does this by radiating a field which has the properties of a solid object 4 inches from the wearer in all directions (except down).

This field will stop any attack with substantial velocity. For example it will stop a bullet traveling at the speed of sound, but would allow the wearer to bring a bite of food up to his mouth. The field will take up to 50 points of damage per round from high velocity attacks. Since it is not solid there is no Agility modifier and it will continue to take damage as long as its power supply holds out.



The wearer is not vulnerable to a slashing attack with an edged weapon, but is vulnerable to a lunge. Grabbing and choking holds can still be used. The field is also short-circuited by energy weapons, and is rendered useless after their first attack.

Cost: 725,000 c.

Nega-Psi Shield:

This is a special implant which many high level Corp-Exs and all Operatives have. It makes it impossible for people with psionic talents to use them to gain access to a shielded person's thoughts. Much like the absorption shield it is a web of circuitry, connected to the brain, lying just under the scalp. It requires only a short operation to implant it and is operated by the brain's own bio-electricity.

Cost (Including operation): 375,000 c.



Electronucks:

These powered gloves are one of the most feared personal weapons available in the 24th century. To the uninformed they can appear to be little more than oversized gauntlets, but they are in fact specially constructed to carry a potent electrical charge that is delivered to the target on impact. In addition to any applicable damage bonuses the gauntlets will do 2D10 + 8 in electrical damage each, every time they strike. A switch in the arm-piece of the gauntlets is pressed to turn them into normal gloves once more.

Each Electronucks uses the same battery clip as a standard Justifiers beam weapon. Because of the enormous drain on the battery clip the charge is enough for only 3 uses before the battery is completely exhausted.

There is a cumulative 1% chance per use that they will short circuit and deliver the total damage from that round to the user, as well as the victim..

Cost: 4500 c



Vehicles

While vehicles differ from Corp to Corp, the vehicles listed in this section are typical of the military vehicles used for 24th century combat.

SPRITE ARV:

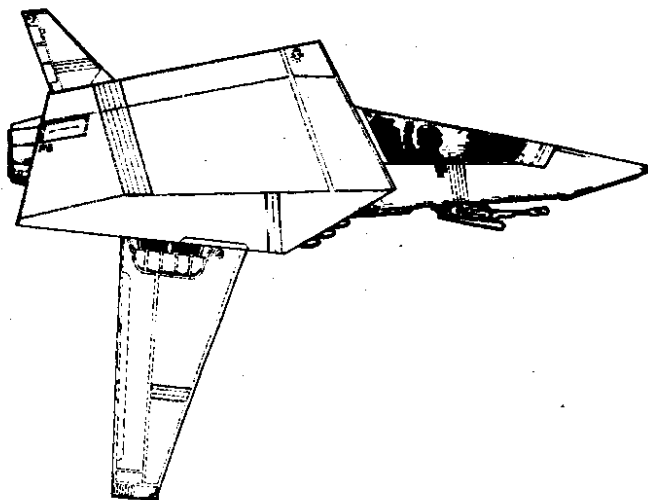
This is a light two-man aerospace fighter. One man acts as pilot and the second as gunner. Both are equipped with the MODS helmet (see ARIES). In addition the Sprite is equipped with a standard aerospace ejection seat capable of operating like a self contained hover-sled once launched. The seat is lightly armored and relies on speed for its primary defense.

Due to weight considerations there are only four configurations of the Sprite currently in use.

The *Sprite StarDancer* incorporates stealth technology (see ARIES) as well as substantial armament. With its twin nose mounted autocannon and Hawk Missile System, the StarDancer is a formidable foe. It can also be equipped with wing-mounted fuel cells (cost: 125 c) capable of extending its range (x2).

Cost: 1.1 Million c.

Body: 175
Speed: 1575 MPH
Range: 1500 miles
Agility: 1000
Armor Type: Carbide (x2)
Startup Time: 2 combat rounds



Though the *Sprite MoonShadow* is not the *StarDancer's* equal in speed (1100 MPH), it has the faster fighter's twin nose mounted auto-cannon with twice (x2) its armor. It can be equipped with either a Hawk Missile Delivery System, or stealth capabilities.

Cost: 1.4 Million c.

Body: 175
Speed: 1100 MPH
Range: 1500 miles
Agility: 800
Armor Type: Carbide (x4)
Startup Time: 2 combat rounds

The *Sprite Sunburst* sacrifices both armor and speed for armament. It has twin nose mounted autocannon, 1 turret (360 range) laser cannon and the Falcon Missile Delivery system, but it has neither the additional armor nor the stealth features.

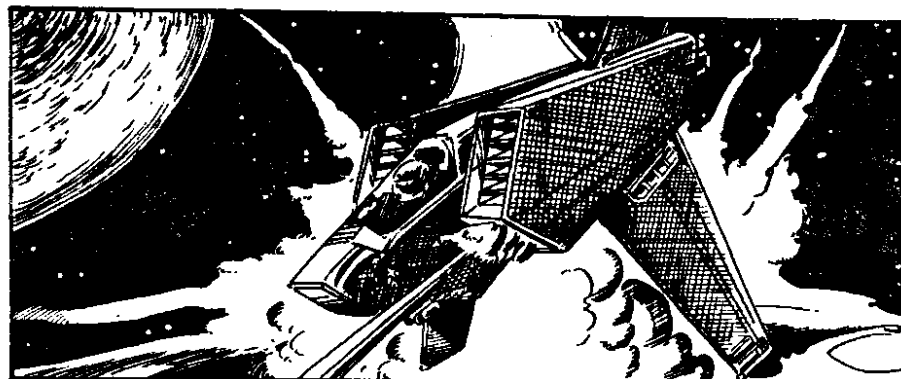
Cost: 1 Million c.

Body: 175
Speed: 1100 MPH
Range: 1500 miles
Agility: 800
Armor Type: Carbide (x2)
Startup Time: 2 combat rounds

Finally there is the popular *Sprite Nova*, which is equipped with the Condor Missile Delivery system, and two turret mounted autocannon (or laser cannon). It has no stealth feature and lacks a bit in speed, but its heavy armor helps make up for its lack of subtlety.

Cost: 1.8 Million c.

Body: 175
Speed: 1300 MPH
Range: 1500 miles
Agility: 900
Armor Type: Carbide (x3)
Startup Time: 2 combat rounds



Each of the Sprite configurations also has a missile defense system which launches a missile chaff at the pilot's command. This chaff emits a radio signal, a magnesium flare and aluminum streamers. The missile chaff will deflect incoming missiles of any type 90% of the time. Each Sprite is equipped with a total of 1D10 chaffs.

Chaffs cost: 50 c.

As with the vehicles listed in **Justifiers RPG** reloading may take place only on the ground (with the exception of the auto-reloading missile systems). Unlike the Justifiers' shuttle, the *Sprite* is not equipped with a fusion generator. Instead it relies on solid fuel cells that must be recharged every 1D10 hours of flying time.

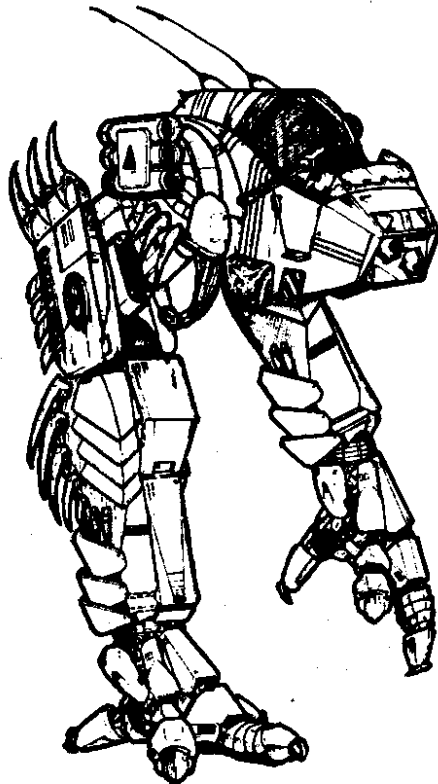
Fuel Cells cost: 925 c.

The Sprite is also equipped with an on board piloting system that augments the pilot's skills and agility. This system gives +50 to the pilot's rolls as long as it is operation. If the Sprite takes more than 75% of its Body during combat, the piloting system will cease to operate.

PONY ARMORED SCOUT VEHICLE:

The Pony, and its big brother the Bronco, make use of a relatively new technology. By using a combinations of metals and plastics, the manufacturer has managed to create a lightweight, upright vehicle that walks (or runs) on two legs. The Pony has incredible agility and true all terrain capabilities because of this.

The Pony is not designed for heavy combat, usually armed only with twin forward mounted autocannon and a special missile delivery system known as the Kicker (manufactured only for the Pony). However, for close support and reconnaissance operations, it is without equal. Though some pilots were less than enthusiastic about its open cockpit design, it has proven itself more than capable of carrying out its primary mission.



The Kicker Missile System is a dual turret mounted three pack of short range missiles. It has the same auto-reload features that its bigger cousins have, but is more compact and better suited to the Pony's configuration.

Cost: 275,000 c.

Body: 90

Range: 350 miles

Armor Type: Carbide

Agility: 100

Top Speed: 250 MPH

Startup time: 3 Combat rounds

BRONCO ARMORED ASSAULT VEHICLE:

The Bronco is the bigger, meaner brother of the Pony. It come equipped with a top turret mounted autocannon, a bottom turret mounted laser cannon, and a Falcon missile delivery system, especially configured for the Bronco.

Cost: 545,000 c.

Body: 175

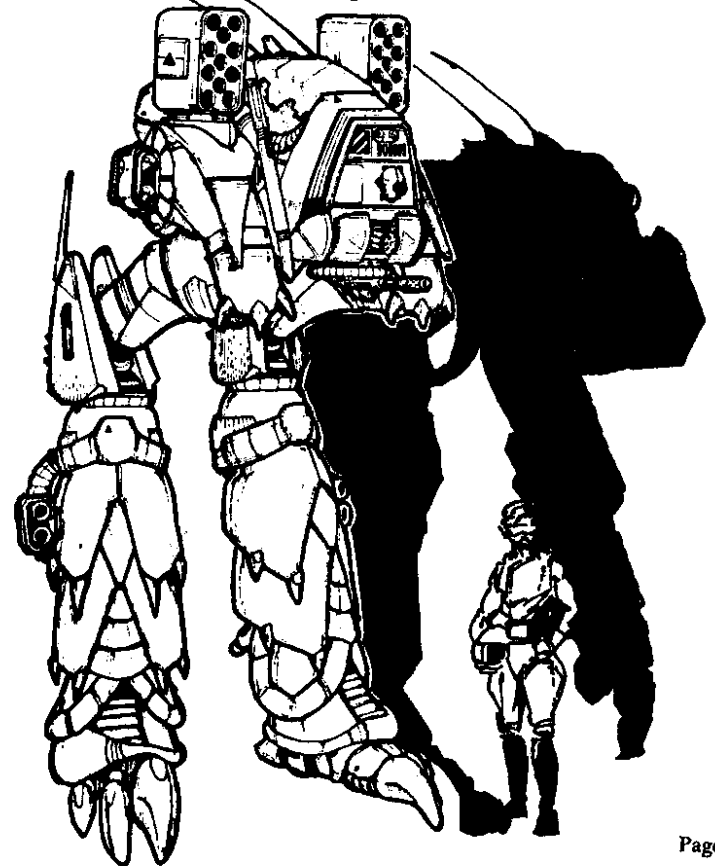
Range: 350 Miles

Armor Type: Carbide (x3)

Agility: 90

Top Speed: 100 MPH

Startup Time: 3 Combat Rounds



LONG HOUSE COM-SAT:

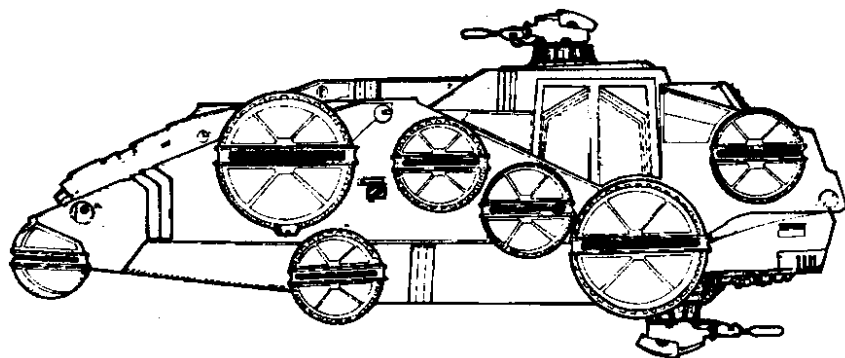
The Long House (or *Brass House* as it is known in the field) is a Command and Communications Satellite. It is capable of monitoring all ground and aerospace forces activity, as well as defend itself should its position become known to the enemy. However, its best defense lies in not being known to the enemy, and for this reason it has been equipped with a special combination of *stealth* and *ECM* features that makes it almost impossible to find. The Long House is fully mobile and changes its location at irregular intervals to further hamper detection.

The Long House is typically armed with 9 Falcon and 5 Condor Missile Systems as well as 1-3 auto-cannon or laser cannon. In general, 1-3 Sprite ARVs are also on escort assignment.

Besides the 16 command and communications technicians within its confines there will be two 3 man strategy teams and a squad of ARIES Marines. The strategy teams will alternate so that one is always on duty and the other at rest.

The Long House has provisions for all these people for a 30 day period. By the end of that time, supply lines should be established with the support forces on the ground.

Cost: 9 million c.



Tarrasque APC:

This is the standard APC listed in Justifiers RPG.

Cheetah Scout Hovercar:

This is the standard hovercraft listed in Justifiers RPG.

Brain Box AMCU:

The one that sets the standard in Armored Mobile Command Units. This is a ground based version of the Long House. It acts as a mobile field center for the command and support personnel directly involved in the fighting. It is armed with two Falcon and two Hawk Missile Delivery Systems, and typically loaded with a variety of guided and armor piercing missiles. It also has dual autocannon in a 270 degree forward facing top mounted turret, controlled by a gunner using the MODS helmet.

Cost: 1.1 million c.

Body: 225

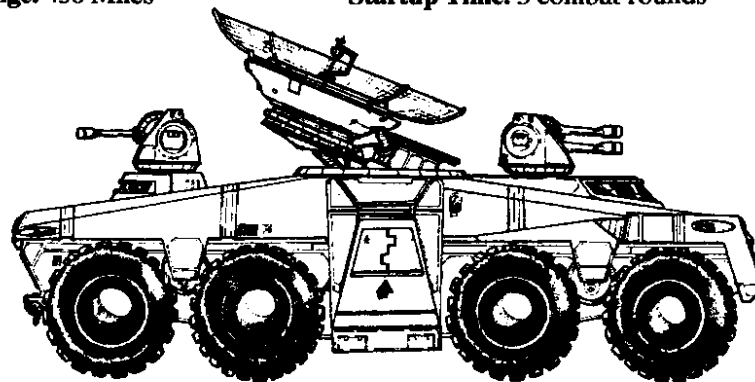
Agility: 5

Armor Type: Carbide (x3)

Top Speed: 65 MPH

Range: 450 Miles

Startup Time: 3 combat rounds



Hov-MASH:

This is a 24th century adaptation of the MASH concept, a truly mobile surgical hospital, able to drive onto the battlefield and recover wounded soldiers. It is armed with only two Hawk missile delivery systems, and a pair of independent turret mounted machine-guns. Its primary protection is its medical status, the weaponry is merely an added measure to protect against over-zealous troops. The MASH's contingent includes two doctors and five surgical assistants (nurses and medics). Its contents are identical to the Justifiers RPG shuttle sick-bay.

Cost: 1.9 Million c.

Body: 225

Agility: 45

Armor Type: Carbide (x2)

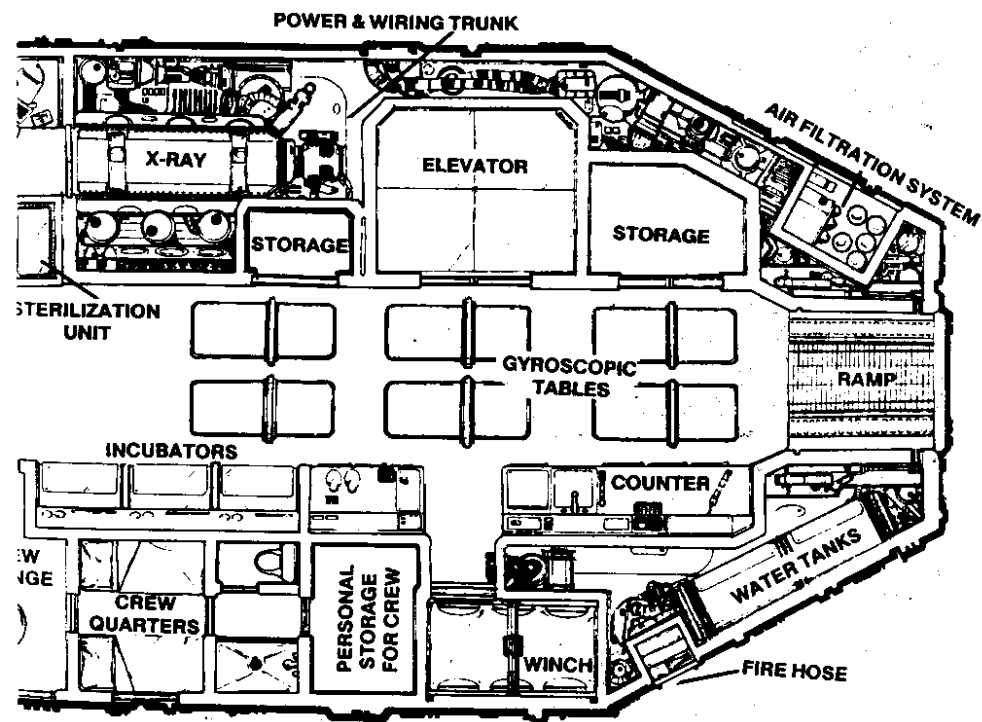
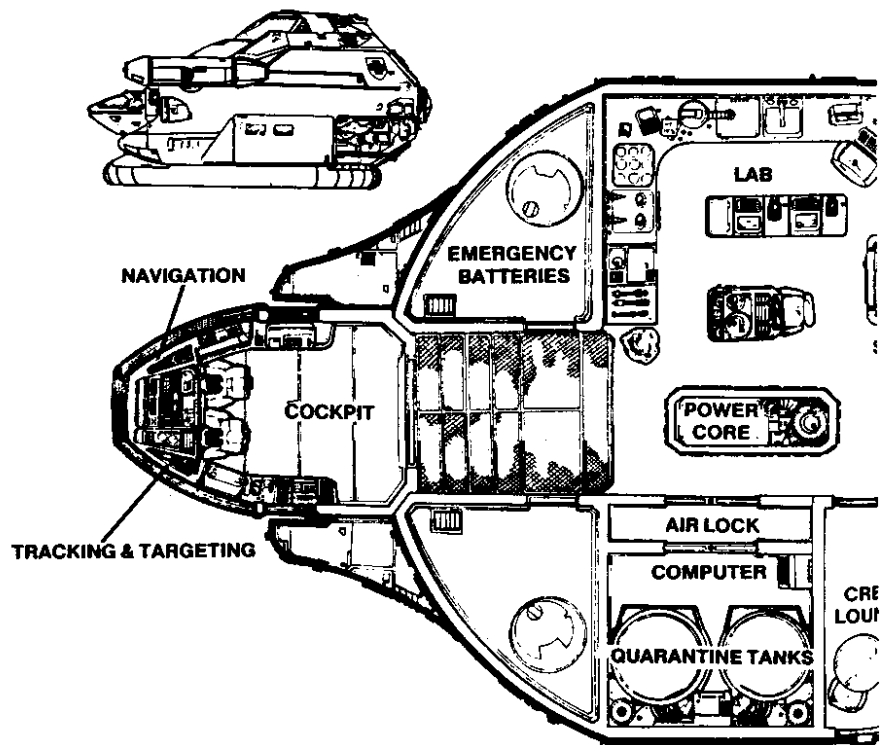
Top Speed: 60 MPH

Range: 1000 miles

Startup Time: 4 combat rounds

HOV-M.A.S.H.2314

HOVER-CAPABLE MOBILE ARMY SURGICAL HOSPITAL



IN THE 24th CENTURY CORPORATIONS RULE

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