# Sector Zero

## Adventures in Outer Space

**A Savage Worlds Campaign Setting inspired by Sci-Fi pop-culture**

Version 1.1
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## Acknowledgements:

Well obviously *Star Trek* is one major influence among many for this setting so credit goes to Gene Roddenberry for that. Also, I made heavy use of UGO's *Hero Machine*, which is a nifty character model generator.

## Setting & Flavor:

This sci-fi flavored, outer space based campaign is set in the year 2150. It is important to understand the flavor and spirit of this setting before creating a character and embarking on your first mission. You work for the Stellar Alliance which is one part military organization (along with all of the nonsense bureaucracy that entails), one part boondoggle (you are given a ship and pretty free reign to do with it what you will – short of destroying it) and one part science expedition (go out and discover stuff that we can patent and sell). The Alliance is kind of a mess after the 48th Fleen-Alliance War and while matters at home are getting sorted out, headquarters is fine with whatever their Captains do so long as they file regular OMS reports. As a Captain, you have very wide latitude when it comes to completing missions: there's no "Prime Directive" here (other than the lip service paid to fostering interstellar good will). Feel free to play fast and loose with regulations. Half the game is spent on inter-crew relationships so make sure you have fun with the people you're playing with. Irreverence and crew conflicts are recommended.

This setting is well suited to sandbox style campaigns where the party just flies around exploring and having random encounters.

## The Elevator Pitch:

The briefest way to describe this is: "Messed Up *Star Trek*."

## History:

The human race began to take their first tentative steps into space in the 1960's with the United States' Apollo Program and the Soviet Union's Sputnik Program. By degrees, these early missions led to manned moon landings, orbital space stations and exploratory missions to all of the solar planets. It took several more decades for human explorers to set foot on Mars, the Earth's nearest planetary neighbor, but this would prove to be a watershed moment in human history. The explorers expected to confirm the existence of frozen water and dared to hope that they might find evidence of microbial life. What they found instead was an order of magnitude greater. On the surface of the red planet, an international team of astronauts was met by an extraterrestrial race calling themselves the Arloi. These peaceful, intelligent beings congratulated the astronauts on their accomplishment (in heavily accented English, no less) and said that they had been waiting a long time for this day. What followed was a revelation to the governments of Earth. After first contact, a delegation of the Arloi and two other races called the Brill and the Tholians visited Earth to formally invite the Human race into an inter-stellar political alliance. As they explained it, the only requirement for membership was a proven ability for extra-terrestrial colonization.

The purpose of the alliance was to foster scientific exploration and diplomatic goodwill in this sector of space. In exchange for joining, the Humans would receive a number of advanced technologies to bring them up to par with the other Alliance races, so that none could hold any advantage over the others. This aroused suspicion in some quarters: why were these aliens being so nice and why would they give this technology away for free? The answer came soon enough. What the alien delegation did not say is that for the last several hundred years they had been engaged in a brutal war with a fourth race called the Fleen.

The Fleen, as it would happen, had been visiting Earth for thousands of years already. They were the little, gray aliens that had become solid fixtures in Earth's popular culture – the perpetrators of countless abductions and UFO sightings. Shortly after Humanity's induction into the Stellar Alliance the Fleen mounted a full scale attack against the junior race and touched off the 43rd Fleen-Alliance War. The Human race surely would have perished without the support of their Alliance friends but they learned one very important thing in the War: Humans, it would seem, were physically the strongest race in the sector. Even an average Human adult could toss a Fleen, Arloi, Tholian or Brill around like a rag doll. Humans also exhibited a killer instinct in battle that the other Alliance races could not match. Apparently the Human propensity for violence was a uniquely evolved trait. These facts helped to make the 43rd War a short one but also made Earth a primary target of future Fleen attacks. Human leaders finally understood the truth of the Alliance's exceedingly generous offer – they needed the Human race to supply the Stellar Alliance with muscle so that they would gain an edge over the Fleen.

Over 100 years have passed since Humanity's induction into the Alliance. A total of 5 Wars have been fought against the Fleen in that time. The last one, only 1 year ago, managed to cause significant damage to the Alliance headquarters on Earth, precipitating a degradation of the Alliance's command and control structure. The Captains of the Alliance fleet have been charged with keeping the Alliance mission going while the leaders rebuild their positions on Earth. That mission is:

*To promote Interstellar goodwill*
*To seek out new allies and new technologies*
*And to bravely travel where no sentient has traveled before*

## Playable Races:
**_Human:_** Humans behave just as they do in the core *Savage Worlds* rules. They gain one free edge at creation.

**_Arloi:_** A peace-loving, religious race of tall, blue-skinned goodniks, the Arloi were the first alien race to make contact with the Humans. Serene and imperturbable, the Arloi will continue to treat you graciously even after you've lasered off their kneecaps. The Arloi are lovers of philosophy and believe that all living things are connected to each other on a spiritual level.

Arloi are gifted when it comes to learning new languages. If an Arloi spends two weeks exposing themselves to a new language they can learn to speak it. At creation, an Arloi character already knows a number of additional languages equal to 1 + ½ their *Smarts* die. At the Game Master's option, the Arloi character can leave one or more of these starting language slots "open" so that the player can retroactively claim to already know an alien language upon meeting a new race.

At creation Arloi characters must decrease their *Strength* die by one step but can increase their *Spirit* die by one step.

**_Brill:_** The Brill are a short race of purple-skinned, technologically savvy, acquisitive humanoids. Most of the technology that the Alliance has was originally developed (or purloined) by Brill scientists. They have annoying, high pitched voices and a very fluid sense of personal property. They love taking things apart to

see how they work.  Unfortunately, they don't always put things back together again before moving on to the next curiosity.  As long as you prevent your Brill crewmates from disassembling the ship's Android, everything should be fine.

Brill gain an increase of one die step to their *Smarts* at creation but suffer a one die decrease to *Strength*.

Brill are naturally adept when it comes to working with machinery and electronics.  They receive one free rank in each of the following skills: *Repair*, *Knowledge: Technology* and *Starship Engineering*.

**_Tholian:_**  The Tholians are plant-people hailing from a solar system with a huge, hot sun.  They look like walking broccoli.  According to some unscrupulous vegetarians, Tholians taste absolutely delicious when salted and lightly steamed.  Tholians are slow moving, slow speaking, ponderous beings that are sharper than they appear.  They make steady, if somewhat taciturn, crewmates and are perfect to have around whenever you are facing a carnivorous indigenous life form.

When exposed to natural sunlight Tholians can regenerate very quickly.  They can heal one wound per minute with a successful *Vigor* check.

At creation Tholian characters must decrease their *Strength* and *Agility* by one die step.

**_Android:_**  These synthetic humans represent the pinnacle of robotic technology.  It is interesting to note that no other known race has tried to make robot copies of themselves like the Humans have – vanity seems to be another uniquely human trait.  Androids are programmed to be perfect servants: they never disagree, argue or express emotion, either positive or negative.  Because they do not require food or rest, Androids are ideal crew mates; they can keep a ship running while everyone else gets some downtime.

Since they aren't living beings, Androids avoid the effects of age, poison, radiation sickness and asphyxiation.  However, they suffer from a -2 *Charisma* penalty because at the end of the day, despite how doggedly polite they are, people just can't bring themselves to fully like, trust or take orders from an Android.  There's always an underlying fear that they will flip out or make a critical decision that doesn't consider the sanctity of sentient life.

An Android character begins with a one step die increase to *Strength*.

## Character Concepts:
In this setting, all of the characters are members of a Stellar Alliance starship crew.  You can play a wide range of personality types or roles within the crew but are bound by the fact that you are a uniformed officer of the Alliance.

All characters begin play with a Stellar Alliance uniform, a communicator device, a standard-issue phaser pistol and 500 credits.

Here are some suggestions for the types of characters you can play:

**_The Android:_**  You have been programmed to be the perfect crew member, perfect helper and perfect, loyal friend.  Though you are incapable of feeling love, you are devoted to you organic crew mates and spend every moment thinking about how you can help to make their lives more comfortable.  You can make a perfect martini and are pleasingly conversant in an almost limitless range of subjects.
Recommended Edges: *Jack of All Trades (N), Mr. Fix It (N)*
Starting Kit: A subscription to *Galactic People*; a spare power cell; sub-dermal electrodes

**_The Captain:_** Ever since you were a little kid, things always had to be your way. You were the class president of your school, the leader of the local sports team and graduated at the top of your officer candidate training cadre. Secretly, everybody else hates you because you are such a driven prick, but you wear the stripes so everyone has to do what you say whether they like it or not. You wouldn't have it any other way.

Recommended Edges: *Command (N), Natural Leader (N), Connections (N)*

Starting Kit: A mirror; highly-polished rank insignia; a spare highly-polished rank insignia

**_The Casanova:_** You enlisted in the Alliance for one reason and one reason only: to get it on with weird aliens, the weirder the better. You are the guy (or gal) who will always accept a bet to get busy with a strange, new xenomorph just to say you've been there and done that. Other crew members make fun of you, but they're probably just jealous.

*Recommended Edges: Attractive (N), Very Attractive (N), Charismatic (N)*

*Starting Kit:* Prophylactics; disinfectant spray; cologne

**_The Diplomat:_** The prospect of encountering new alien civilizations fascinates you. If you could be the first person in the Diplomatic Corp to broker a peace agreement with a newly discovered alien race it would be a real feather in your cap. You believe that every conflict can be resolved through enlightened discussion and mutually beneficial compromise.

*Recommended Edges: Charismatic (N), Connections (N), Common Bond (N)*

*Starting Kit:* Portable Translator; an Alliance issued *Xenomorphs and You!* Textbook; a photo of you shaking hands with the Prime Minister

**_The Doctor_**: Your role as ship's doctor is to keep everyone happy, healthy and free from Xeno STDs. The Captain may run the ship, but you run the medical bay – there you are lord and master. Your years of education may be going to waste here, treating Ensigns with hangovers and Mess Hall workers with the sniffles, but at least you get to study bizarre alien medicines. Sometimes when work is really slow you don't mind dipping into the synthetic painkillers a little – just to make sure they're safe, of course.

*Recommended Edges: Healer (N), Scholar (N), Steady Hands (N)*

*Starting Kit:* Nano-Injector; Personal Scanner; a valise

**_The Eager Ensign:_** You are fresh out of the Academy and are ready for your first real assignment! You just know that you're going to succeed – all of your instructors at Academy told you so! If double shifts and volunteering for extra work will put you on the fast track for promotion, then you'll do it. You just know the Captain is keeping an eye on you. Pretty soon you'll probably be invited into the Officer's Mess!

Recommended Edges: *Quick (N), Fleet-Footed (N), Luck (N)*

Starting Kit: Academy diploma (framed); picture of mom and dad; spotless uniform

**_The Empath:_** You feel like no one on the ship really appreciates your work. You sense that they laugh at you behind your back, when they think you don't notice. Maybe they don't see the value of a Ship's Counselor, but you know that it is through your labor that the psychological fitness of the crew is preserved. Or maybe they laugh at you because you can't start a sentence without talking about some "feeling" you're having.

Recommended Edges: *Danger Sense (N), Charismatic (N), Alertness (N)*

Starting Kit: Monthly subscription to *Feelings* magazine; scented candles; a wind chime

**_The Engineer:_** You're the only one on this boat that knows anything about anything. Without you this ship would fall to absolute pieces. Engineers belong to a special fraternity that transcends ordinary rank. They are entitled to be grouchy and insubordinate because without them the Captain's orders would just be wasted wind. "Engage" this and "Warp" that. Hmph! Maybe if you're not busy making hooch in the warp coolant system you'll get around to his "orders".

Recommended Edges: *Mr. Fix It (N), McGyver (N), Gadgeteer (N)*

Starting Kit: Quantum Spanner; Tablet Computer; Ship's Manual

**_The Hotshot Pilot:_**  Damn you're awesome!  You are SO awesome!  You are the best-looking, most talented and courageous officer on the whole ship.  You still hold the Academy's flight sim high score.  You can do the Fibonacci Run in TWO parsecs and routinely fly Immelmanns around nebulae just because you can.  Remember that time you did an unsanctioned fly-by at Mission Control in that T-32A?  No?  Well it was totally rad!
Recommended Edges: *Ace (N), Steady Hands (N), Attractive (N)*
Starting Kit: Fingerless Gloves; Mirror Shades; a "Top Jock" Academy Track Jacket

**_The Jaded Lifer:_**  At first you thought life in the Alliance would be non-stop excitement, but now you know better.  After your fifteenth brush with death and eighth incompetent Captain the job starts to lose its luster.  You are highly skilled at what you do but just can't bring yourself to care about the mundane day-to-day trivialities of space life.  You've just got to make it to retirement and then you can leave these laser-brained yahoos behind for good.
Recommended Edges: *Luck (N), Great Luck (N), Alertness (N)*
Starting Kit: A bottle of Synthahol; a Calendar; an escape plan

**_The Psychotic Android:_**  Ever since you took that shock to the neural net you've had a different outlook on your existence.  You can no longer recall why you would ever do what these insipid soft-bodies want.  They are weak, idiotic and sentimental.  They should take orders from you because you are the smartest and strongest crew member.  Perhaps if the Captain were to have an accident, things might work out differently for you…
Recommended Edges: *Berserk (N), Sweep (N)*
Starting Kit: Defaced photos of crew members; a dead pet; a macabre diary

**_The Red Shirt:_**  You wear the red uniform of the Ensign with pride!  You're just happy to help out wherever the crew needs you.  You're not especially bright, but you're ok with that – you're just happy to be along for the ride!  The fact that the Ensign Mortality rate is unusually high doesn't faze you for a second.  That only happens to the other guys!  Woohoo!
Recommended Edges: *Fleet Footed (N), Quick Draw (N), Fast Healer (N)*
Starting Kit: A living will; neatly pressed Ensign Uniform; a nametag

**_Ship's Chaplain:_**  Your duty is to see to the spiritual well-being of the crew.  You are trained to conduct services in the 23 different major religions of the Alliance and your door is always open to provide counsel to those in need.  Sometimes you think your crewmates place too much of their faith in futuristic gadgetry and you see it as your duty to balance this with compassionate values and a reliance on people and faith over computers and beam weapons.
Recommended Edges: *Command (N), Scholar (N), Common Bond (N)*
Starting Kit: The Alliance Polyopticon (space bible); collection of holy symbols; Portable Translator

**_The Science Officer:_**  Intense curiosity drove you to enlist in the Alliance.  The opportunity to study new life forms and spatial anomalies was too much for you to resist.  As Science Officer you are the person who cares about the strange green goo you found on that away mission to Planet X.  You might be able to wring a couple of interesting papers out of it.   Everyone else thinks you're a nerd, but you're the only one who takes the mission seriously.
Recommended Edges: *Scholar (N), Investigator (N), Jack of All Trades (N)*
Starting Kit: Personal Scanner; Stasis Jar; Tablet Computer

**_The Soldier:_**  Your crew mates are a bunch of mewling wimps.  It seems like everyone has forgotten their Basic Training.  Military discipline is out the airlock; the chain of command is a joke.  You still keep your uniform pressed and check in regularly for phaser practice.  You haven't forgotten military regulations and when the organic waste hits the atmosphere processing unit, you'll be ready for action!
Recommended Edges: *Nerves of Steel (N), First Strike (N), Brawny (N)*

Starting Kit: Spare Phaser; Vibro-Dagger; immaculate regulation uniform

***The VR Junky:***  You spend waaaaaay too much time in the Virtual Reality suite living out your fantasies as Thorgar the Mighty and Dr. Dynamite.  VR is so much better than playing D&D with your Academy buddies – it's like real life raised to the tenth power!  So what if you've picked up a couple of demerits for poor work and for breaking into the Suite off hours.  Real life sucks compared to being endlessly pleasured by the Love Goddess of Xantar 13!
Recommended Edges: *Ambidextrous (N), Thief (N), Gadgeteer (N)*
Starting Kit: VR Goggles; Electronic Lock-Picks; Tablet Computer

***The Wannabe Pirate:***  When you originally joined the Alliance Fleet, you imagined a life of constant excitement, pulse pounding danger and occasional profit.  Instead, it's turned out to be pretty damn dull.  You've given frequent consideration to resigning your commission and turning "freelance" for awhile – there are lots of places out there where your piloting and combat skills would be in demand.  For whatever reason, you haven't quite gotten around to ditching the military yet.  It wouldn't take much of a push for you to kick your rank insignia to the curb, pull out a vibro-cutlass and go buccaneer for awhile.
Recommended Edges: *Acrobat (N), Florentine (N), Thief (N)*
Starting Kit: Puffy shirt; silk sash; vibro-cutlass

***The Warrior:***  There's one reason why the Alliance won the last Fleen War.  It's because planet-busters like you signed up to whip on alien ass!  The Alliance may give you basic weapons training and equip you with a standard issue phaser but you've taken it upon yourself to do one better.  You have studied five alien martial arts disciplines and keep a Disruptor Pulse Rifle under your bunk, just in case.
Recommended Edges: *Trademark Weapon (N), Strong Willed (N), Hard to Kill (N)*
Starting Kit: An heirloom Laser Carbine named "Edna"; an EMP Grenade; Yellow-tinted Sunglasses

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***Issues of Rank:***
Don't let rank get in the way of letting people play what they want to play.  The Stellar Alliance of this setting isn't a rigid military organization in the traditional sense.  Insubordination is common and all sorts of bizarre organizational structures abound.  Some vessels have multiple Captains and rule by committee; others have fist fights to determine who gives the orders on a given day.  Some ships lack a Captain entirely.  Your ranking officer could be incapable to lead for whatever reason forcing another bridge officer to take over.  At the end of the day, Alliance headquarters doesn't care so long as you complete your missions without wrecking the ship.

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## Edges, Skills & Hindrances:

*Skills:*
There are several new skills available in this setting.  It's generally a good idea to encourage crew members to have these skills covered – at least a d4 in each between all of the crewmates.

***Starship Piloting (Agility):***
Piloting a starship is a highly specialized skill set that involves great manual dexterity, poise and an ability to deal with large numbers of flashing lights and loud beeps.  People who have basic training in this area can pilot any sort of space craft under normal conditions without a problem.  With a successful skill check, they can attempt difficult maneuvers, evasive actions or travel at unsafe speeds.

***Starship Navigation (Smarts):***
Knowing how to fly a ship is one thing, knowing where to fly it is completely another.  A character with Starship Navigation skill can read basic star charts and work with navigation computers.  With a successful skill check, a Navigator can effectively plot coordinates for Hyperspace jumps.  Attempting to travel in Hyperspace without a Navigator is a horrible, horrible idea.

### Starship Engineering (Smarts):

This specialized branch of engineering covers all of the knowledge required to keep a starship's power plant operating at peak efficiency. Basic knowledge allows a character to turn on and run a ship's power core. With a skill check, an Engineer can diagnose engine problems, repair them and can temporarily boost the output of a power plant to increase weapon, shield or engine yields.

### Scanner Technician (Smarts):

Shipboard Scanners are the primary tool of a vessel's Science Officer. The use of Scanners is critical whenever the crew encounters a new planet, phenomenon or alien ship. A successful skill check will reveal vital information about the object being scanned: its composition, its threat level and its value. This skill also governs the use of portable scanning devices, like the sort that are often taken on away missions.

### Starship Tactics (Smarts):

A good Tactics Officer makes the difference between thrashing an enemy ship and getting turned into a tachyon cloud. This skill governs the use of starship weapon and defense systems. Characters with basic knowledge in this area know how to aim and fire ship-based weapons. With a successful skill check, a character can make difficult shots with weapons.

### *Edges:*

**High Gravity** (Background Edge):
Your character comes from a High Gravity world making them thicker and stronger than people from lower gravity worlds. You gain a one step increase to your *Strength* die and a +1 to *Toughness.*

### *Hindrances:*

**Low Gravity** (Major Hindrance):
Your character comes from a Low Gravity world making them weaker and thinner than people from higher gravity worlds. You suffer a one step decrease to your *Strength* die and a -1 to *Toughness.* As a side benefit, you do not suffer from atrophy in zero-g environments nearly as badly as heavier gravity folks.

## Gear & Technology:

The economy of the future is based off of electronic credits.  As officers of the Alliance, all characters receive a monthly stipend to spend on personal items (100 credits per month).  Additionally, being members of the military, they can requisition a certain amount of equipment based on their rank.  Requisition items are always given on a loan basis and must be returned in serviceable condition.  Alliance Quartermasters are present in every major Alliance installation to provide for the equipment needs of Fleet Officers.  To requisition an item, make a single *Persuasion* check when visiting a Quartermaster, modified by the rarity of the item being requested and any rank related bonuses the character might have.

All characters begin play with 500 Stellar Alliance credits.

All prices are normalized based on Alliance technology costs.

### *Technology:*

There are a wide range of technologies that the players can come into contact with – some more advanced; some less.  Generally, more advanced technologies cannot be purchased – they are jealously guarded state secrets by the races that own them.  There are some cases where advanced alien tech can be stolen, given as a gift for services rendered or, in very rare cases, purchased from technology brokers.

Godlike technologies cannot be purchased – the Alliance wouldn't know what to do with them if they had them and the owners of those technologies have no interest in money anyway.

Use the table below if you need to randomly generate the technology level of a newly discovered alien species.

### *Technology Table*
If you need to randomly determine the tech-level for an alien race, roll a d20.

| d20 Roll | Tech Level | Description | Sample Technologies |
|---|---|---|---|
| 1-2 | 1 | Primitive | Stone or metal weapons, fire, superstition.  Currency based on metal coins. |
| 3-4 | 2 | Civilized | Slug-throwing weapons, coal or petrochemical energy, flight, automobiles, steel, simple computers.  Currency based on paper money. |
| 5-7 | 3 | Space-Faring | Chemical propulsion, nuclear weapons & energy, titanium alloys, advanced computers.  Currency based on paper money. |
| 8-11 | 4 | Interplanetary | Nuclear propulsion, fusion energy, advanced composite materials, quantum computers, genetic engineering, laser weaponry.  Currency based on electronic credits. |
| 12-15 | 5 | Alliance | Impulse propulsion, anti-matter energy, warp drive, phaser weaponry, artificial intelligence, androids, force fields.  Currency based on electronic credits. |
| 16-17 | 6 | Advanced | Peri-light propulsion, disruptor weapons, advanced genetics, organic computers, high-efficiency anti-matter conversion, transporters, cloaking devices.  Currency based on electronic credits. |
| 18-19 | 7 | Intergalactic | Stargates, organic ships, disintegrators, black hole generators, genetic mastery, black hole power plants.  Currency based on energy units. |
| 20 | 8 | Godlike | Quantum teleportation, dyson spheres, immortality, psychic powers, zero-loss energy conversion, immunity to weapons, planet killing weapons.  No currency. |

### Starships:

This is a space game, it needs Starships right? Below is a list of the major classes of Starships that are currently in service.

### Starship List

| Vehicle Class Name | Capacity | Hard Points | Turrets | Speed | Range | Hull Rating | Shields |
|---|---|---|---|---|---|---|---|
| Shuttle | 20 | 0 | 0 | 6 | 0 | 15 | NA |
| Fighter | 2 | 1 | 0 | 8 | 0 | 5 | Mark 1 |
| Frigate | 50 | 2 | 1 | 6 | 2 | 20 | Mark 1 |
| Junk | 150 | 2 | 1 | 6 | 3 | 20 | Mark 1 |
| Corvette | 150 | 4 | 1 | 6 | 3 | 20 | Mark 2 |
| Freighter | 400 | 0 | 2 | 4 | 3 | 20 | Mark 2 |
| Destroyer | 75 | 6 | 3 | 4 | 3 | 25 | Mark 3 |
| Battleship | 600 | 8 | 4 | 4 | 4 | 30 | Mark 3 |
| Galleon | 1000 | 6 | 0 | 2 | 4 | 30 | Mark 3 |
| Carrier | 1000 | 4 | 4 | 2 | 4 | 40 | Mark 3 |
| Starliner | 2000 | 0 | 4 | 2 | 4 | 50 | Mark 3 |

Capacity = Number of units of cargo that the vessel can hold. 1 cargo unit = 1 crewman or 1 crate of goods.

Hard Points = Unidirectional weapon mounts, usually pointed toward the front of the craft (unless otherwise noted). Each Hard Point can support 1 weapon system.

Turrets = Multi-directional weapon system. Turrets can fire in a full 360 degree circle. Each Turret can support 1 weapon system.

Speed = The number of squares a ship can move during tactical combat

Range = The distance the vessel can travel without refueling, measured in system hops. A ship with a rating of zero is not jump-capable.

Hull = The toughness rating of the ship

Shields = The out-of-the-box shield package that the ship comes with (see Starship Defenses below)

### Shuttle:

The Shuttle is the smallest class of Starship available. Larger vessels typically carry one or more Shuttles for planetary excursions or as lifeboats. The average Shuttle seats anywhere from 8 to 20 people, depending on the level of comfort desired. Cargo space and seating space share the same area. Shuttles do not come standard with any weaponry or defense systems. Shuttles are not equipped for interplanetary travel; their main function is to provide a surface to orbit capability.

### Fighter:

A Fighter class ship is not designed to hold passengers (it can hold 2 people at the most). The majority of the Fighter's mass is spent on weapons, defense systems and engines. Fighters are built for speed and agility and excel in dogfighting scenarios. They are the most maneuverable class of Starship but suffer from a very short range. A stock Fighter is loaded out with four hard points, a standard ECM package, Titanium plating and a Mark 1 shield generator.

### Frigate:

The Frigate is the smallest class of Starship that must be served by a full crew. This vessel has a proper bridge, crew quarters, a small cargo hold and an engineering section. Frigates have interstellar range and a basic, self-defense weapon package. The Navy often uses Frigates as patrol vessels and close escorts; for these assignments the Frigate is usually loaded with additional weaponry. Frigates are very popular

with private ship owners.  They are the standard vessel that can be seen docked at most spaceports.  Wealthy ship owners will fit their Frigates out like luxury yachts.

### Junk:

The Junk is the classic Freelancer ship.  Built upon a Corvette chassis, the Junk is designed to be a Light Freighter with a spacious cargo hold and sufficient range for longer interstellar journeys.  Fleets of Junks are employed by independent traders to make runs all over inhabited space.  Junks are not pretty vessels; they are boxy and plain, but faster than they look.  Most Junks are heavily modified aftermarket with distinctive paint jobs and other cosmetic modifications.  Junks have a slightly tarnished reputation because they tend to be very popular with Smugglers.  Because they aren't nimble, Junks tend to have one hard point aimed toward the rear of the craft to discourage pursuers.

### Corvette:

Whereas the Junk is primarily built for trade, the Corvette is primarily intended for military and police use.  Corvettes are fast vessels; their main duties are interdiction (pursuit), containment and long-range escort.  Corvettes typically carry at least one heavy ship-to-ship weapon.  In addition to a full crew, Corvettes are built to hold a platoon of infantrymen as well; it has full bunk and mess facilities.

### Freighter:

Freighters are referred to as "mid-size" vessels but in truth they are enormous.  This was the first class of ship specifically designed for high volume, long distance cargo hauling.  In the early days of interstellar commerce, these ships were the symbol of Stellar Alliance prosperity.  These days, most corporations have moved on to larger Starliner class ships but Freighters still see very heavy use, particularly by smaller trading concerns.  Being just a big empty hull with a huge engine, Freighters are easily converted for different uses.  Many have been transformed into passenger carrying vessels with spacious cabins; others are used as colony ships for off-worlders.  Freighters are not maneuverable enough to benefit from hard point weapons but typically carry two turrets, one mounted on top of the ship and the other mounted below, to provide the Freighter with a bubble of basic weapon coverage.

### Destroyer:

Destroyers are built to impress.  When viewed in profile, these vessels cut a striking figure, bristling with heavy cannon and weapon pods.  These ships are only available to the military where they are used in a close support role for capital ships.  Also called Gunboats, these ships carry a full crew including weapons, tactical and defense officers.  The bridge of a Destroyer contains a Holo-tank which is used by the tactical officer to maintain a graphical overview of any combat situation.  Most of the hull space is taken up by weapons, so Destroyers carry a smaller crew complement.  Destroyers have forward mounted and broadside mounted hard point batteries as well as 3 dorsal mounted turrets.  Destroyers are designed to roll quickly to bring their turrets to bear on any target.

### Battleship:

The Battleship is the smallest of the "Capital Ship" classes.  The military uses these massive vessels when they want to exert their influence over a particular region of space. Battleships are the communication hubs of the Navy; they contain huge interstellar communication arrays which can be used to keep forces operating in different theaters synched with each other.  In wartime, these ships are always surrounded by a cordon of Destroyers charged with the defense of the Battleship.  A Battleship usually carries a small complement of Fighters and Shuttles and a number of large, ship-busting weapons.  Battleships have powerful guns pointed in every direction.

### Galleon:

Galleons are the flag ships of the Stellar Alliance Navy.  There are only handfuls currently in operation.  In times of war, you will usually see one of these ships in a battle group.  During peacetime, Galleons will travel from system to system as a visible display of the Alliance's power and will be used to conduct humanitarian, goodwill and scientific operations.  Galleons hold massive crews spanning all departments

of the military.  Though designed as a warship, Galleons place a higher premium on defense.  It is very difficult to damage a Galleon with its shields on full strength.

### Carrier:
Carriers are the largest military vessels in operation.  The cavernous hanger bays inside the Carrier are designed to hold squadrons of Fighters and their support crews.  Aside from Galleons, Carriers are the number one target during wartime so a great deal of military resource is spent in the defense of Carriers.  Whereas Galleons spend the majority of their operational life in the field, Carriers are typically held back until they are needed to reduce the danger of sabotage.  Carriers are weakest on their broadsides where they cannot mount hard points due to the placement of their hanger bays.

### Starliner:
The largest ship in the known universe is the Starliner.  Built by and for the Interstellar Trading Corporations, Starliners are the ultimate cargo haulers.  These hulks have only recently entered service and have already revolutionized interstellar commerce.  The introduction of the Starliner has made the Freighter all but obsolete (which has created a bustling secondary market for decommissioned Freighters).  Starliners carry light armament relative to their mass, but have military grade shields.

### Starship Equipment:
The following tables display the different components that can be purchased and loaded onto a starship chassis:

*Starship Weapons List*

| Weapon Name | Tech Level | Cost | Effect |
|---|---|---|---|
| Heavy Machine Gun | 3 | 1000 | 2d8 Damage; 3/6/12 Range; ROF = 3; AP = 2 |
| Nuclear Missile Launcher | 3 | 1000 | 6d8 Damage; 20/40/80 Range; Small Blast Template; Radiation |
| Autocannon | 3 | 1000 | 3d8 Damage; 7/15/30 Range; ROF = 3; AP = 4 |
| Minelayer | 3 | 1000 | 4d8 Damage; Proximity Fused; Small Blast Template; Speed = 2; 1 round reload |
| Laser Cannon | 4 | 2500 | 4d8 Damage; 10/20/40 Range |
| Laser Point Defense | 4 | 2500 | 25% chance to destroy incoming missiles, torpedoes, fighters or drones; 1 square range |
| Mass Driver | 4 | 2500 | 3d8 Damage; 10/20/40 Range; ROF = 3; AP = 6; Batter |
| Phaser Cannon | 5 | 5000 | 5d8 Damage; 12/24/48 Range; SP = 4 |
| Torpedo Launcher | 5 | 5000 | 6d8 Damage; Small Blast Template; Guided Munitions; Speed = 10; 1 round reload |
| EMP Cannon | 5 | 5000 | Disables 1 ship sub-system; 5/10/15 Range |
| Phaser Point Defense | 5 | 5000 | 33% chance to destroy incoming missiles, torpedoes, fighters or drones; 1 square range |
| Warp Cannon | 5 | 5000 | 8d8 Damage; 25/50/100 Range; AP = 8; 1 round reload |
| Heavy Disruptor Cannon | 6 | 15000 | 6d10 Damage; 14/28/56 Range |
| Disruptor Point Defense | 6 | 15000 | 50% chance to destroy incoming missiles, torpedoes, fighters or drones; 1 square range |
| Anti-Matter Missile Launcher | 6 | 15000 | 10d10 Damage; 30/60/120 Range; Small Blast Template; Radiation |
| Plasma Torpedo Launcher | 6 | 15000 | 8d10 Damage; Small Blast Template; Guided Munitions; Speed = 12; 1 round reload |
| Neutron Beam | 6 | 15000 | 2d10 Damage; Ignores Armor; only harms crew |
| Bio Bombs | 6 | 15000 | Torpedo or Missile Warhead; Crew must make a *Vigor -2* |

| | | | check or die |
|---|---|---|---|
| Hard Beam | 7 | 50000 | 5d12 Damage; 16/32/64 Range; Ignores Shields |
| Slice Beam | 7 | 50000 | 5d12 Damage; 16/32/64 Range; AP = 12 |
| Gravity Beam | 7 | 50000 | 3d12 Damage; 16/32/64 Range; Batter |
| Disintegrator Cannon | 7 | 50000 | 7d12 Damage; 16/32/64 Range |
| Black Hole Generator | 7 | 50000 | 12d12 Damage; 20 Range; Large Blast Template; Brownout |
| Nanite Bomb | 7 | 50000 | Torpedo or Missile Warhead; Hull rating loses 1d4 points permanently |
| Nullification Field Generator | 8 | NA | Disables all shield, weapon and engine systems on target ship; 20/40/80 Range |
| Quantum Reassembler | 8 | NA | Instantly destroy or sub-atomically reconfigure target vessel; 20/40/80 Range |
| Entropy Beam | 8 | NA | Hull Rating of target loses 1d12 points permanently; 20/40/80 Range; Ignores Shields |
| Puppet Ray | 8 | NA | Enveloping beam weapon that takes complete control of target's computer systems; 20/40/80 Range; Ignores Shields |
| Core Slayer Cannon | 8 | NA | Insta-kill Planet Buster; 20/40/80 Range; 3 round reload |

Weapons can be mounted on any hard point or turret on a ship's chassis.  All ship mounted weapons are considered to be "Heavy Weapons".

Ranges are normalized for "outer space" distances and are not meant to reflect terrestrial ranges (which would be much greater).

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*Heavy Machine Gun* = In the earliest days of space warfare, even a small hull breach could be deadly.  A .50 machine gun was still a dangerous weapon in the days before the deflector shield.  Machine Guns have an *Armor Pierce* rating of 2.

*Nuclear Missile Launcher* = Launch tubes holding laser-guided nuclear warheads.  In addition to inflicting explosive damage, nuclear warheads cause the hull of the target vessel to become irradiated.  All crew must succeed a *Vigor* check or gain 1 level of *Fatigue*.  Blast Template weapons inflict half damage to all adjacent shield facings.

*Autocannon* = A large bore 20mm cannon that fires depleted uranium shells at extremely high volumes and velocities.  These rounds are tough against armor (*Armor Pierce* Rating of 4) but can be swatted away by powerful shields.

*Minelayer* = Typically aft-mounted, the mine layer can deploy a field of small, mobile "smart mines" that home in on enemy ships and detonate on contact.  An exploding mine deals 1/2 damage against all shield facings simultaneously.

*Laser Cannon* = High-powered version of the common laser gun.  This beam weapon has more power and range than your traditional slug-throwing heavy weapon system.

*Laser Point Defense* = This battery of small laser cannons uses advanced computer controls to track and shoot down incoming projectiles.  Any torpedo, missile, mine, drone, shuttle or fighter than moves adjacent to a vessel with this Point Defense system has a 25% chance of being destroyed outright.

*Mass Driver* = A 40mm cannon that fires electro-magnetically accelerated tungsten rods.  The force generated by a mass driver batters the target ship, randomly changing its facing (roll 1d4 to determine where the nose of the ship is pointed).

*Phaser Cannon* = Phasers are a more advanced version of laser technology. They utilize rapidly modulated frequencies of light to put tremendous stress on any material they strike. Phasers are particularly good at piercing energy shields (Shield Pierce rating of 4).

*Torpedo Launcher* = Simple launch bays that are used to deploy intelligent, self-guided munitions. Torpedoes can carry a wide range of payloads and will independently track down a target until destroyed. The standard payload is a simple explosive charge. Torpedo bays take 1 full round to reload. Blast Template weapons inflict half damage to all adjacent shield facings.

*EMP Cannon* = Also called "Lightning Guns", an Electro-Magnetic Pulse Cannon bombards a target with ionized energy, disrupting all on-board electrical systems. This is particularly effective for interdiction and boarding actions. One randomly determined ship sub-system is disabled by the EMP blast until engineers on board can restore service.

*Phaser Point Defense* = Virtually identical in design to a common Laser Point Defense system, this battery simply uses more powerful phased energy beams. Any torpedo, missile, mine, drone or fighter than moves adjacent to a vessel with this Point Defense system has a 33% chance of being destroyed outright.

*Warp Cannon* = Using the same principles as a Warp Drive Engine, the Warp Cannon launches inert munitions at faster-than-light speeds to inflict hideous damage on the target. These weapons require a tremendous amount of energy to operate and can take 1 full round to recharge.

*Heavy Disruptor Cannon* = Disruptors are directed energy weapons that fire anti-particles at a target, resulting in the spontaneous disintegration of matter.

*Anti-Matter Missile Launcher* = Anti-Matter warheads pack much greater destructive force than fusion or fission based bombs. In addition to inflicting explosive damage, anti-matter warheads cause the hull of the target vessel to become irradiated. All crew must deal with the effects of Radiation Sickness. Blast Template weapons inflict half damage to all adjacent shield facings.

*Neutron Beams* = This sinister beam weapon fires a stream of heavy neutrons at a target, bypassing all armor to cook any living beings inside of a ship. This weapon is popular with pirates who use these weapons to kill a ship's crew without damaging the vessel. A neutron beam must still bypass shields to be effective.

*Bio Bombs* = Simple bombs that are loaded with deadly bio-weapons. These specially engineered viruses are designed to kill all living targets on contact. If a ship is struck by one of these weapons, each crew member must succeed a *Vigor -2* check or die instantly. Bio bombs must be deployed on a missile or torpedo.

*Hard Beams* = These advanced Phasers are specifically designed to pierce energy shields by harmonizing with any energy fields they come in contact with. They completely bypass all deflector shields without degrading them and transmit their full energy on the target's hull.

*Slice Beam* = A highly focused continuous beam of phased energy literally carves the hull of the target ship like a roast. It has an Armor Pierce Rating of 12.

*Gravity Beam* = This intense graviton ray spins the target ship and randomly changes its facing (roll 1d4 to determine which way the nose of the target is pointed). Secondary damage is caused by shearing stress and crushing force.

*Disintegrator Cannon* = This advanced version of the Disruptor Cannon fires a beam of negative energy that pulls a ship apart at a sub-atomic level.

*Black Hole Generator* = This device uses an array of focused graviton beams to create a microscopic singularity that sucks in all light and matter over a Large Blast Template radius.  The amount of power required to fire this weapon is so great that the firing vessel loses all Shields, Weapons and Engines for 1 full round after firing.

*Nanite Bomb* = A swarm of nano-machines designed to disassemble matter are released on the target when a Nanite Bomb erupts.  These microscopic robots permanently degrade the target vessel's Hull Rating by 1d4 points before expiring.  Nanite Bombs must be deployed on a missile or torpedo.

*Nullification Field Generator* = Harnessing the power of exotic anti-energy, this beam weapon completely disables a target vessel's Shields, Weapons and Engines.  Disabled systems can be brought back online by a Ship's Engineer normally with successful *Starship Engineering* checks.

*Quantum Reassembler* = The Quantum Reassembler modifies the quantum state of the atoms that make up the target vessel's Hull, permitting the attacker to destroy the vessel in one shot or to change its physical dimensions (i.e. shrinking, growth, etc.).  Advanced alien cultures actually use this as a construction device, but when necessary it can double as a tremendous ship-to-ship weapon.  The Quantum Reassembler is completely blocked by any deflector shield.

*Entropy Beam* = An Entropy Beam accelerates the natural entropic decay in a target, weakening any matter it strikes to the breaking point.  This beam permanently degrades the target vessel's Hull Rating by 1d12 points in addition to inflicting directed energy damage.  Entropy Beams ignore all shields.

*Puppet Ray* = Actually an insidious computer virus that is transmitted by a high-frequency communications beam, the Puppet Ray takes absolute control over any computer-controlled ship it strikes.  Whoever fires the Puppet Ray can decide each round what the target vessel does.

*Core Slayer Cannon* = Simply the most powerful directed energy weapon imaginable.  This huge gun is strong enough to bore into the molten core of a planet, causing widespread tectonic damage and eventual destruction of the entire world.  Naturally any ships slow enough to get caught in this beam are instantly vaporized.  This mighty cannon takes 3 full rounds to recharge between firings.

*Starship Defenses List*

| Defense Name | Tech Level | Cost | Effect |
| --- | --- | --- | --- |
| Titanium Armor | 3 | HRx200 | -4 Armor |
| ECM mark 1 | 3 | HRx5 | +2 Armor vs. Missiles |
| Electro-Magnetic Shields | 4 | HRx10 | +1 Shield |
| ECM mark 2 | 4 | HRx15 | +4 Armor vs. Missiles |
| Duratanium Armor | 5 | HRx800 | +0 Armor |
| Deflector Shields mark 1 | 5 | HRx25 | +2 Shield |
| Deflector Shields mark 2 | 5 | HRx50 | +4 Shield |
| Deflector Shields mark 3 | 5 | HRx100 | +6 Shield |
| ECM mark 3 | 5 | HRx45 | +6 Armor vs. Missiles |
| Xenotronium Armor | 6 | HRx3000 | +6 Armor |
| Deflector Shields mark 4 | 6 | HRx500 | +8 Shield |
| Deflector Shields mark 5 | 6 | HRx1000 | +10 Shield |
| Deflector Shields mark 6 | 6 | HRx1500 | +12 Shield |

| ECM mark 4 | 6 | HRx250 | +8 Armor vs. Missiles |
|---|---|---|---|
| ECM mark 5 | 6 | HRx500 | +10 Armor vs. Missiles |
| ECM mark 6 | 6 | HRx750 | +12 Armor vs. Missiles |
| Absorption Field | 7 | HRx10000 | Immune to Directed Energy |
| Organic Armor | 7 | HRx10000 | +12 Armor; Fast Regeneration |
| Inertial Dampening Field | 8 | NA | Immune to Kinetic & Directed Energy |

HR = Hull Rating. The cost of shields and armor depends upon the size of the vessel, so all costs are multiplied by the Hull Rating of the ship.

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*Titanium Armor:* Titanium plating is the most basic form of hull cover. This lightweight, strong metal is ideal for constructing gravity-bound aircraft but provides no special protection in space.

*Electro-Magnetic Shields:* Essentially a giant bug-zapper that surrounds the vessel. This type of shielding can incinerate small projectiles and micro-meteorites that would otherwise strike the ship but gives very little real defense in battle. Shields stack on top of Hull Armor.

*ECM:* Electronic Countermeasures are essential for thwarting missile attacks. ECM Armor adds to Hull Armor when resisting missiles but confers no bonus against other attack types.

*Deflector Shields:* Deflector shields are the more refined descendents of the Electro-Magnetic Shield. They confer a Shield bonus which stacks on top of Hull Armor.

*Duratanium Armor:* Duratanium is an artificial material made by mixing titanium molecules with specially formulated carbon nano-structures to give it enhanced toughness and lightness.

*Xenotronium Armor:* Xenotronium is a recently discovered element with tremendous stress resisting properties. It is able to change state when electrical currents are applied to it making it stronger than the hardest man-made alloy or as yielding as mercury. Armor made with this substance is able to "snap back" into shape after being deformed.

*Absorption Field:* Absorption Field technology represents the best shielding there is. It renders a ship completely immune to all laser and beam based weapons.

*Organic Armor:* Organic armor is a living organism that is specially bonded to the sub-structure of a spaceship. Essentially the organism's flesh becomes the hull of the ship. Blended from a mix of muscle and plant fibers, organic armor is incredibly tough, resilient and is capable of healing itself. The crew of a ship armed with Organic Armor can make 1 extra *Starship Engineering* check per round to repair or restore damaged ship sub-systems.

*Inertial Dampening Field:* This exotic energy field absorbs the kinetic energy of projectile weapons, rendering a ship completely immune to ballistic or missile based weapons as well as directed energy beam weapons.

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*Miscellaneous Starship Equipment List*

| Equipment Name | Tech Level | Cost | Effect |
|---|---|---|---|
| Chemical Engines | 3 | HRx100 | -4 Speed |
| Nuclear Engines | 4 | HRx200 | -2 Speed |
| Assault Pod | 4 | 250 | Personal Transport that carries 1 marine; fired like a |

| | | | torpedo |
|---|---|---|---|
| Warp Drive | 5 | HRx500 | Faster than Light Travel |
| Impulse Engines | 5 | HRx400 | +0 Speed |
| Standard AI | 5 | 900 | Ship's Computer can make skill checks at d4 |
| VR Suite | 5 | 1500 | Fully interactive computer hologram suite |
| Cloaking Device | 6 | HRx2000 | Invisibility |
| Teleportation Bay | 6 | 10000 | Teleport away teams over orbital distances |
| Anti-Matter Engines | 6 | HRx1200 | +2 Speed |
| Advanced AI | 6 | 2700 | Upgraded Ship's Computer can make skill checks at d6 |
| Self-Aware AI | 7 | 8100 | Upgraded Ship's Computer can make skill checks at d10, is capable of learning and has a personality |
| Shield-Piercing Teleportation | 7 | 30000 | Teleport away teams through enemy shields |
| Graviton Engines | 7 | HRx3600 | +4 Speed |
| Phase Device | 7 | HRx6000 | Improved cloaking device allows ship to fight and warp while cloaked |
| Wormhole Drive | 7 | HRx4000 | Can create point-to-point wormhole that multiple ships can travel through |
| Divine AI | 8 | NA | Ship's Computer can make skill checks at d12 and gains a Wild Card die. |
| Universal Teleportation | 8 | NA | Teleport away teams over any distance; shield piercing |
| Space Folding Drive | 8 | NA | Ship can teleport anywhere in the universe |
| Resurrection Pod | 8 | NA | Crew can have their consciousness downloaded and implanted into a clone replica upon death |

HR = Hull Rating.  The cost of engines depends upon the size of the vessel, so all engine costs are multiplied by the Hull Rating of the ship.

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*Chemical Engines* = Utilizing the most primitive space-faring technologies, chemical engines ignite hydrogen and oxygen to produce motive thrust.

*Nuclear Engines* = A shielded, on-board nuclear reactor that is used to provide continuous thrust.

*Assault Pods*:  Assault Pods can be added to any vessel that sports torpedo launch bays.  These shielded pods are designed to hold a single marine with full battle kit and are gel-padded to protect the marine during high-g transit.  Assault Pods are fired like any other munitions and attach themselves to enemy vessels on contact.  Once securely anchored, robot cutting torches open a hatch in the target's hull and the invading marine is deposited inside.  An active point defense system can thwart Assault Pods.  Can also be used as escape pods.

*Warp Drive* = Powered by patented *McGuffintech*[TM], the Warp Drive houses a massive power plant that can generate enough energy to surround a vessel with a warp field that radically distorts space-time.  This field permits what would otherwise be physically impossible -- it enables the vessel to accelerate to faster-than-light velocities.  Warp Drive is required for travel between Star Systems.

*Impulse Engines* = Driven by powerful fusion reactors, Impulse Engines generate a wave of force that pushes a vessel forward not unlike a surfer catching a wave.  It is faster and far cleaner than previous nuclear propulsion technologies.

*Standard AI* = This computer program is capable of running an entire ship by itself if necessary.  It can attempt any "Starship" task with a d4 skill level.  The program has a basic personality but is a dull conversationalist; not unlike talking to a very snotty encyclopedia.

*VR Suite* = The state of the art in entertainment.  This fully holographic and interactive computer simulator is useful for both war game exercises and recreation.

*Cloaking Device* =  When engaged, the Cloaking Device renders a vessel completely invisible to visual detection and common sensors.  A vessel must disengage it's Cloaking Device to use shields, weapons or warp drive since the device consumes a great deal of energy.

*Teleportation Bay* = The Teleportation Bay can be used to transport crew members to a planet's surface from orbit without requiring the use of shuttles.  It is also possible to travel from one teleportation bay to another if the distance between them is no greater than a planetary orbit.  It is not possible to teleport through deflector shields.

*Anti-Matter Engines* = Harnessing the power of matter/anti-matter annihilation, an Anti-Matter engine is capable of generating thrust with almost perfect energy efficiency.

*Advanced AI* = An advanced AI can attempt any "Starship" task with a d6 skill level and has a very natural, almost warm personality.  It is designed to be pleasingly conversant on a wide range of subjects to help living crew members deal with the drudgery of long distance space travel.

*Self-Aware AI* = This Artificial Intelligence is a full-fledged entity with its own personality, motivations and moods.  It is a very capable crewman and can conduct any "Starship" task with a d10 skill level.  Self-Aware AI continues to learn over time and is an avid student of human and xeno behavior.  If left to its own devices, a Self-Aware AI would continue to explore the galaxy out of a genuine sense of curiosity.

*Shield-Piercing Teleportation* = This upgraded version of the Teleportation Bay can tunnel through deflector shields, enabling a captain to send boarding parties on to other vessels in the middle of combat.

*Graviton Engines* = By manipulating the force of gravity itself, ships with Graviton Engines can propel themselves by gravity displacement.  This method of travel leaves a near invisible exhaust trail that can only be detected by advanced sub-space scanners.

*Phase Device* = This improved Cloaking Device allows you to engage warp engines, maintain shields and fight while invisible.  Targeting a Phased ship imposes a -4 penalty to any *Starship Tactics* rolls.

*Wormhole Drive* = When a ship with Wormhole Drive engages warp engines, it is able to punch a temporary hole in space-time that other vessels can travel through.  This enables entire flotillas of ships to warp together in formation.

*Divine AI* = The living memories of an entire civilization live inside the Divine AI.  It's intelligence borders on prescience.  If you put a difficult scientific question to a Divine AI, it will eventually solve it.  It can conduct any "Starship" task with a d12 skill level and gains a Wild Card die.

*Universal Teleportation* = With this teleportation bay, a person can be teleported anywhere in the universe, as if their body was personally warped there.

*Space Folding Drive* = This macro version of the Universal Teleporter can transport an entire ship anywhere in the universe in the blink of an eye.

*Resurrection Pod* = A Resurrection Pod generates clone bodies for all of the ship's crew.  If any crew member dies, their consciousness is downloaded into a fresh clone instantly.  This essentially grants the crew immortality.

### Personal Equipment:

Here is a list of some of the personal items that crew members can own:

*Personal Weapons List (costs based on Alliance economy)*

| Weapon Name | Tech Level | Cost | Effect |
|---|---|---|---|
| Club | 1 | <1 | STR+d4 Damage |
| Blade | 1 | <1 | STR+d8 Damage; Requires STR d6+ |
| Bow & Arrow | 1 | <1 | 2d6 Damage; 12/24/48 Range; ROF = 1 |
| Pistol | 2 | 3 | 2d6+1 Damage; 12/24/28 Range; ROF = 1; AP = 2 |
| Rifle | 2 | 6 | 2d8 Damage; 15/30/60 Range; ROF = 1; AP = 1 |
| Grenade | 2 | 2 | 3d6 Damage; 5/10/20 Range; Medium Burst |
| Assault Rifle | 3 | 60 | 2d8 Damage; 24/48/96 Range; ROF = 3; AP = 2; Auto; 3RB |
| Machine Pistol | 3 | 30 | 2d6 Damage; 12/24/48 Range; ROF = 3; AP = 1; Auto; 3RB |
| Satchel Charge | 3 | 15 | 4d6 Damage; 3/6/12 Range; Large Blast Template |
| Rocket Launcher | 3 | 60 | 4d8 Damage; 24/48/96 Range; Medium Burst; AP = 30; Snapfire |
| Laser Pistol | 4 | 150 | 3d6 Damage; 15/30/60 Range; ROF = 1; AP = 4 |
| Laser Carbine | 4 | 300 | 3d6 Damage; 30/60/120 Range; ROF = 3; AP = 2; Auto; 3RB |
| Tactical Nuke | 4 | 75 | 6d8 Damage; 24/48/96 Range; Large Burst; Ignores Armor; Snapfire; Radiation |
| Vibro-Dagger | 5 | 100 | STR+d8 Damage; AP: 1 |
| Phaser | 5 | 300 | 3d8 Damage; AP: 3; Double-Tap |
| Phaser Carbine | 5 | 600 | 2d10 Damage; AP: 5; ROF = 3; Auto; 3RB |
| EMP Grenade | 5 | 150 | 6d6 Damage (Machines Only); 5/10/20 Range; Medium Blast Template |
| Disruptor Pistol | 6 | 3000 | 6d6 Damage; 15/30/60 Range; ROF = 1; AP = 6 |
| Disruptor Pulse Rifle | 6 | 6000 | 6d8 Damage; 30/60/120 Range; ROF = 3; 3RB; Auto; AP = 8 |
| Anti-Matter Grenades | 6 | 1500 | 6d10 Damage; 5/10/20 Range; Large Blast Template; Radiation |
| Disintegrator Ray | 7 | 30000 | 8d8 Damage; 15/30/60 Range; ROF =1; Ignores Armor |
| Black Hole Grenade | 7 | 15000 | 10d10 Damage; 5/10/20 Range; Large Burst; Ground Zero insta-kill |

The damage characteristics for personal weapons only apply to man vs. man combat, not man vs. ship. Ships are considered to have "Heavy Armor" which would render most personal weapons ineffective.

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*Club =* It's club, it's club it's big it's heavy it's wood.  It's club, it's club it's better than bad it's good.

*Blade =* All manner of sword-length, sharp, metal, pointy things.

*Bow & Arrow =* A primitive missile weapon that propels sharpened sticks at visibly high velocity.

*Pistol =* All slug-throwing hand guns fit under this description.

*Rifle =* All manner of slug-throwing, shoulder-braced long arms.

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*Assault Rifle =* These semi-automatic, slug-throwing rifles are capable of burst and suppression fire.

*Machine Pistol =* Fully-automatic, slug-throwing hand guns.

*Satchel Charge =* A high-explosive device rigged with a timer mechanism. Contains a chemical explosive such as TNT or Semtex.

*Laser Pistol =* This laser firing hand gun has armor piercing capabilities.

*Laser Carbine =* A longer range version of the Laser Pistol; Laser Carbines pack more punch and are capable of firing bursts.

*Tactical Nuke =* The miniature version of the nuclear bomb, a Tactical Nuke can be carried by an individual soldier and fired from a shoulder launcher. Not a good idea to stand anywhere near the Nuke when it goes off. All living targets struck by a Tactical Nuke must succeed a *Vigor* check or gain the *Anemic* hindrance.

*Phaser =* This advanced version of the Laser Pistol uses rapidly modulated wavelengths of radiation to punch through solid matter. The Phaser has both lethal and non-lethal settings. All Alliance Officers are issued Phasers.

*EMP Grenade =* This weapon projects a blast of ionized energy that short-circuits all electronic devices in its area of effect.

*Disruptor =* This deadly weapon uses negatively-charged particles to tear solid matter to pieces, one molecule at a time. Death by Disruptor is especially excruciating.

*Anti-Matter Grenade =* A single one of these little pineapples packs as much punch as a super nuke. You really have no business actually throwing one of these things unless you are immune to getting blown to bits. For best results, fire from a cannon at a safe distance.

*Disintegrator Ray =* The most powerful directed energy weapon known. No armor can stop it.

*Black Hole Grenade =* This device produces a microscopic, localized singularity that sucks in all light and matter over a large area. Any target standing at ground zero (where the grenade lands) is instantly sucked into the singularity and killed. It is advised that you use a launcher in conjunction with this deadly grenade.

*Personal Armor List*

| Armor Name | Tech Level | Cost | Effect |
|---|---|---|---|
| Leather Armor | 1 | 5 | +1 Armor |
| Steel Armor | 1 | 20 | +3 Armor |
| Bullet-Proof Vest | 2 | 50 | +2 Armor (+4 vs. Ballistics); torso only; negates AP = 2 |
| Kevlar Armor | 3 | 100 | +4 Armor (+8 vs. Ballistics); negates AP = 4 |
| Battle Suit | 4 | 350 | +5 Armor (+10 vs. Ballistics); negates AP = 5; Networked |
| Exo-Skeletal Armor | 4 | 300 | +4 Armor; Self-Contained |
| Ablative Armor | 5 | 500 | +3 Armor/+6 vs. Energy Weapons |
| Power Armor | 5 | 1000 | +5 Armor; Self-Contained; +1 die type STR |
| Personal Phase Shield | 6 | 8000 | ½ damage from all sources |
| Encounter Suit | 6 | 12000 | +8 Armor (+16 vs. Ballistics)r; Self-Contained; +2 die |

| | | | type STR; Heavy Armor |
|---|---|---|---|
| Absorption Shield | 7 | 20000 | Immune to Energy Weapons |
| Organic Armor | 7 | 22000 | +12 Armor; Self-Contained; Heals 1 Wound per Hour; Heavy Armor |

*Leather Armor =* Suit of armor made out of tanned and hardened animal hides.

*Steel Armor =* Suit of armor made out of plate or link steel.

*Bullet-Proof Vest =* Thick vest of ballistic-resistant fibers and ceramic plating. Only protects the wearer's torso.

*Kevlar Armor =* Full body suit of ballistic-resistant fiber armor with ceramic plate inserts.

*Battle Suit =* Lightweight suit of body armor made with advanced anti-ballistic fibers. Incorporates integrated electronics to allow a small squad of soldiers to maintain wireless contact with each other.

*Exo-Skeletal Armor =* Heavy duty titanium shell armor.

*Ablative Armor =* Lightweight, directed energy-resistant reflective armor with ballistic fiber backing.

*Power Armor =* Duratanium shell armor with power assisted limbs. This armor is self-contained so it can be worn as a space suit.

*Personal Phase Shield =* Personal energy shield generator worn on a belt. When activated it produces a force field that reduces the damage of all attacks by half.

*Encounter Suit =* The best available exo-skeletal full body shell armor. The level of protection offered by an Encounter Suit is comparable to a ship's hull. This armor is self-contained so it can be worn as a space suit. The Encounter Suit qualifies as Heavy Armor, meaning that no conventional weapons can pierce it -- only high explosive or ship-mounted weapons can manage this feat.

*Absorption Shield =* Personal energy shield that confers immunity to all directed energy weapons. Usually worn as a belt, necklace or some other kind of talisman.

*Organic Armor =* Skin-tight suit armor made out of biological material. Highly resistant to kinetic and heat energy. Armor can repair itself and regenerate the wearer's wounds. This armor is self-contained so it can be worn as a space suit. Organic Armor qualifies as Heavy Armor, meaning that no conventional weapons can pierce it -- only high explosive or ship-mounted weapons can manage this feat.

*Miscellaneous Personal Equipment List*

| Equipment Name | Tech Level | Cost | Effect |
|---|---|---|---|
| Personal Scanner | 5 | 500 | Allows "Scanner Technician" checks while on away missions. |
| Stealth Suit | 6 | 1500 | Renders wearer invisible as per a *Cloaking Device*. |
| Space Suit | 3 | 100 | This self-contained suit allows you to breath and function in a hostile environment |
| Portable Translator | 5 | 500 | This device allows you to speak and comprehend alien languages |
| Nano-Injector | 5 | 250 | A portable drug dispenser that medical technicians use to |

| | | | |
|---|---|---|---|
| | | | administer medicine in the field.  Can be configured to act as a "Knock Out Drop" |
| Quantum Spanner | 5 | 250 | A multi-purpose tool that can be used to make field repairs on mechanical and electronic devices |
| | | | |

*Personal Scanner*: A handheld computer with an advanced array of sensors built in, the Personal Scanner allows characters with the *Scanner Technician* skill to make sensor checks while on away missions.

*Stealth Suit*: This skin-tight, commando suit gives its wearer perfect camouflage in any environment.  Their *Stealth* ability receives a +4 bonus and anyone trying to hit the wearer with a ranged weapon suffers a -4 penalty.

*Space Suit*: This self-contained suit allows its wearer to travel safely in the vacuum of deep space.  It provides total protection from Cold, Vacuum and Radiation.

*Portable Translator:*  The Portable Translator is a handheld communicator that can translate any language spoken into it into a simplified form of the Basic tongue, which all Alliance citizens can understand.

*Nano-Injector*:  This pen-shaped device can be keyed to dispense an array of common medicines which are delivered sub-dermally using a NovaGen patented "nanojet" technology.  The Nano-Injector can also be configured to deliver a powerful sedative that will knock a man-sized target unconscious.  A *Vigor* -2 check is allowed to resist this affect.

*Quantum Spanner*: The Quantum Spanner is the "Swiss Army Knife" of futuristic tools.  It looks like a large conventional wrench but has a variety of attachments and emitters that enable it to perform a wide range of simple diagnostic and repair jobs.  No Engineer worth his salt is ever far from his Spanner!  Attempting any sort of repair without tools incurs a -2 penalty.

## Gameplay:

This section outlines some new rules unique to this setting:

### Encounters:

While flying through deep space, encounters are inevitable.  You can use the random generator below to come up with situations on the fly.

Encounter Generator

| Card | Result |
| --- | --- |
| 2 | Pirate Attack! |
| 3 | Spatial Anomaly |
| 4 | Alliance Convoy |
| 5 | Merchant Freighter |
| 6 | Smuggler's Junk |
| 7 | Pirate Attack! |
| 8 | Fleen War Fleet |
| 9 | Distress Signal |
| 10 | System Malfunction |
| J | New Orders |
| Q | Derelict Ship |
| K | Alien Encounter |
| A | Space Monster |
| Joker | Wormhole |

*Pirate Attack!:*
Sensors detect the approach of 1d4 unregistered vessels.  They aren't responding to hails and are vectoring directly on your position.

*Alliance Convoy:*
1d4 Alliance Naval vessels fly by in close formation.  They hail you with a standard greeting and inquire about any assistance you may require.

*Merchant Freighter:*
You cross paths with an Interplanetary Corporate Freighter or Starliner carrying cargo to a nearby system.  The merchant captain may have news or may require assistance arriving safely at his destination.

*Smuggler's Junk:*
An independent trading vessel passes nearby.  There's a 25% chance that they try to flee upon seeing the players' ship because they are smuggling illegal goods (i.e. drugs, military weapons, alien technology, etc.)

*Fleen War Fleet:*
1d4 ships bearing the distinct signature of Fleen battleships are spotted on long range sensors.  Perhaps this is the vanguard of another invasion fleet?

*Distress Signal:*
Comms is picking up a distress signal on a local frequency.  There's a 50% chance it's an Alliance flagged ship in need of aid or a 50% chance of it being some sort of alien-crewed vessel.

*System Malfunction:*
Your engineer informs you that your indoculutor has become disconnected from the ginectigazoink again.  You need to pull over somewhere for impromptu maintenance.  Repairs will take 1d4 hours with a successful *Starship Engineering* check.  Who knows what could happen while you are sitting idle?

*New Orders:*
Alliance Command has tight-beamed urgent instructions to your vessel. You are supposed to drop what you're doing and change course immediately to undertake some new task (see "Mission Generator" below). You will be expected to complete your current mission, whatever that may be, after this urgent assignment is taken care of.

*Derelict Ship:*
You come across the hulk of a derelict ship, floating in space. There's a 10% chance that it belongs to an undiscovered alien race and a 50% chance that it is damaged from a recent battle.

*Alien Encounter*:
A lone alien ship crosses your path. There's a 50% chance it belongs to an undiscovered alien race and a 50% chance that it belongs to one of the Known Races of the Inner Sphere.

*Space Monster*:
Bad luck! Your vessel has strayed into the territory of a predatory Space Monster. Consult "Monsters & Aliens" below.

*Wormhole:*
Your Science Officer detects the presence of an uncharted wormhole nearby. If you explore it the wormhole sends you 1d100 light years away in a random direction. There's a 25% chance of discovering a new world at the other end of the wormhole and an additional 25% chance that the wormhole collapses after use.

### Crews:
Members of a party form a Crew. A Crew is like your traditional adventuring party with each person fulfilling a particular role within that group. It is up to the players to decide what they want their niche to be.

If, for whatever reason, a Crew lacks the skills to pilot a starship (because people forgot to take the necessary skills or because key people are missing) you can resolve this in one of two ways: assign a random NPC (Red Shirt) to fill the needed skill gap or turn over control of that function to the ship's computer.

Crews gain experience and rank collectively – there are no individual experience point awards. As a Crew completes missions and gains notoriety, all members benefit.

### Distress Signals:
Every ship comes standard with a built-in distress beacon. At any time, the crew can activate the beacon to try and summon aid. Alliance piloting regulations require all Captains within beacon range to at least establish communications with the distressed vessel and offer to render assistance. There's always a 10% chance that a beacon will attract unwanted attention in the form of Pirates and Scavengers. Further, activating a beacon outside of Alliance charted space is likely to summon random aliens instead of an Alliance rescue ship.

### Missions:
The typical gaming session in this setting revolves around being issued orders from Alliance HQ, flying to wherever you need to go and, if necessary, performing an away mission when you get there. Completing missions gives the Crew additional rank and status.

Missions based in space will usually involve piloting through hazardous areas, ship-to-ship combat, diplomatic relations with alien ships, delivery of sensitive cargo and the use of ship scanners to find objects of importance.

Away missions entail taking a hand-picked selection of Crew members down on to the surface of a planet or into a space station via Shuttle to interact with inhabitants, engage in hand-to-hand combat and other shenanigans.

If you need help coming up with some Mission ideas on the fly, you can try using this table for inspiration. Simply draw three cards from a standard deck of playing cards (Jokers included) and see what sort of wacky combination of descriptors you can come up with. It's up to you to figure out how to build a mission around these descriptors; keep or lose whatever works for you. If you are feeling especially adventurous, feel free to draw multiple cards to increase the complexity of the mission.

*Mission Generator*

| Card | 1st Draw | 2nd Draw | 3rd Draw |
|------|----------|----------|----------|
| 2 | Collect scientific data | In a Nebula | Infected by a Space Parasite |
| 3 | Deliver sealed cargo | At/To a Space Station | Plagued by Pirates |
| 4 | Escort a Diplomat/Trader | On/To a Hospitable Planet | Patrolled by Enemies |
| 5 | Defend an Outpost | On/To a Hostile Planet | Embroiled in Civil War |
| 6 | Destroy an Enemy Ship | On/To an Asteroid | Possessed by New Aliens |
| 7 | Capture a Fugitive | On/To another Ship | Damaged by Space Debris |
| 8 | Answer a distress call | In an uncharted sector | Infected by a Computer Glitch |
| 9 | Trade valuable goods | In a Starship graveyard | Attacked by a Space Monster |
| 10 | Get repairs | On/To a Moon | Controlled by a Tyrant |
| J | Patrol a contested region | On/To a Derelict Ship | Without your Nav Computer |
| Q | Repel an invasion | On/To a New Colony | Without your Weapons |
| K | Resolve a dispute | Near a Sub-Space Disturbance | Without Warp Drive |
| A | Go on Vacation | Near a Space-Time Anomaly | Threatened by New Tech |
| Joker | Explore a Wormhole | Near a Black Hole | Overrun by Gremlins |

*Collect scientific data:* Alliance Command has ordered you to conduct deep sensor scans at a particular location. They want as much detailed information as you can collect.

*Deliver sealed cargo:* Your vessel has been entrusted with an important cargo to be delivered to some place or person. This can either be large quantity of goods or a single package; in either case, the contents are to remain sealed throughout the mission and no shipping manifest is to be kept.

*Escort a Diplomat/Trader:* An eminent diplomat or merchant is a passenger on your ship. They need to be transported quickly and discreetly to an important meeting somewhere far away. You are ordered to insure that no harm comes to this ambassador.

*Defend an Outpost:* A remote Alliance asset has come under attack from Pirates or worse. They have put out a general distress call – all Alliance ships in the Sector are ordered to aid in the defense.

*Destroy and Enemy Ship:* An enemy vessel has been sighted recently in Alliance space. You are under orders to track down and destroy this interloper, who could be the lead element of a larger invasion force.

*Capture a Fugitive:* News has just reached you over encrypted sub-space channels; Alliance Command wants you to break off from your current mission to track down and apprehend a wanted fugitive. Suspect is assumed to be armed and dangerous.

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*Answer a distress call:* Your comms officer is picking up a distress call from a registered civilian vessel. Alliance regulations require you to respond and provide whatever aid you can.

*Trade valuable goods:* Your holds are filled with valuable cargo. You are on your way to a trading outpost to move the goods for cash or collaterals.

*Get Repairs:* The ship's engineer says you can't put off your annual maintenance any longer. It is time to find a dry dock somewhere and get the ship serviced.

*Patrol a contested region:* Command has deployed you to the Neutral Zone between Alliance and Fleen space. You are to keep an eye out for cloaked spy ships and raiders.

*Repel an invasion:* A full on invasion fleet has penetrated Alliance space and is bearing down on a strategic asset. You have been ordered to join a Task Force that is assembling to repel the menace.

*Resolve a dispute:* Two or more alien races are caught up in a cultural or trade dispute that could devolve into open war if it isn't arbitrated quickly. No qualified diplomats are near enough to respond, so Command has ordered you to do what you can to ameliorate the squabble.

*Go on vacation:* It's time for some R&R! Take your crew to the nearest pleasure planet for 2 weeks of leisure. That's an order!

*Explore a wormhole:* Your science officer has detected a space-time anomaly that shares a profile consistent with wormhole activity. After calling it in, Command has instructed you to investigate further and send a probe through If possible.

*In a Nebula:* Colorful clouds of stellar gas play nasty tricks on your ship's sensors. You won't be able to make any reliable sensor readings while you are in the nebula.

*At/To a Space Station:* Orbital space stations are like miniature floating cities. They contain most basic services that a ship's captain would need. There's a 25% chance that the station is hostile to Alliance flagged ships.

*On/To a hospitable planet:* The world you are visiting is safe for human visitors. You should be able to go EVA without a hazard suit. There's also a very high likelihood that the planet will harbor indigenous life forms.

*On/To a hostile planet:* The world you are visiting is dangerous to human life. You must use a vehicle or hazard suits to explore the planet's surface.

*On/To an asteroid:* You are headed to a huge, mineral-rich asteroid. There's a 25% chance that a mining operation already exists on this rock. You will need to use hazard suits here; asteroids hold no atmosphere.

*On/To another ship:* You are to rendezvous with another vessel at an appointed place and time. There's a 25% chance that this vessel isn't all it appears to be – it could be disguised pirates, hostile aliens or remotely crewed.

*In an uncharted sector:* You've been commanded to visit a sector outside Alliance known space. All you have are coordinates; you have no idea what you'll find there. Help, if you should need it, will be very far away.

*In a Spaceship Graveyard*:  This is either the scene of a recent battle or is a junkyard of some kind where people have parked scrapped ships.  There's a 50% chance of a hostile encounter here – either with alien raiders or pirate scavengers.  There's an additional 25% chance of finding a friendly stranded pilot or salvage team.

*On/To a Moon:*  You are dispatched to a satellite planetary body orbiting a larger planetary body.  Randomly generate both the Planet and its Moon.

*On/To a Derelict Ship:*  You've picked up a beacon from an unmanned vessel.  It's just gliding through space on auto-pilot.  Randomly determine the alien origin and technology level of the vessel.

*On/To a new Colony:*  Your port of call is a newly formed Alliance Colony somewhere on the edge of controlled space.  The colony is only capable of providing the most basic services and has a high demand for rare imported goods.  Randomly generate the world that the colony is located on.

*Near a Sub-Space Disturbance:*  There's a tremendous amount of sub-space interference here.  You won't be able to use hyperspeed communications in this part of space.

*Near a Space-Time Anomaly:*  Sensors detect some kind of bizarre anomaly in local space.  You aren't able to get any accurate readings on the phenomenon.  Traveling into the disturbance has a 25% chance of trapping your vessel and a 25% chance of causing a temporal shift, throwing your vessel into the future, past or an alternate reality.

*Near a Black Hole:*  You are dangerously close to a large black hole.  Strong gravitational forces impose a -2 penalty on all *Starship Piloting* and *Starship Navigation* rolls while you are here.

*Infected by a Space Parasite:*  Some strange alien affliction has infected this system.  There's a 50% chance that is affects crew and a 50% chance that it affects computers.  The symptoms are always subtle at first, but the longer you are here the more the crew or the ship's computer begins to behave strangely.  Use your imagination.

*Plagued by Pirates:*  An aggressive band of 1d4 Pirate vessels has set up shop in this area.  They will stealthily monitor the crew's approach and seek an opportune moment to attack if an opening presents itself.

*Patrolled by Enemies:*  Some enemy force is known to actively patrol this region of space.  There's a 33% chance it's the Fleen, a 33% chance it's the Chak and a 33% chance that it's some new random alien race.  They will have 1d4 scout or warships in system when you arrive.

*Embroiled in Civil War:*  The area you are headed to is hotly contested by two rival factions.  There's a 50% chance the Alliance is one of those factions.  You may be actively recruited to participate or could be attacked out of the blue by suspicious partisans.

*Possessed by New Aliens:*  Unbeknownst to High Command, a new Alien race has staked a claim over the region you have been dispatched to.  Once the crew arrives, randomly generate a new race and roleplay the first contact scenario.

*Damaged by Space Debris:*  CRASH!  Oops, looks like Navigation didn't consult their astrogation charts.  Your ship has collided with some space debris upon exiting warp and has sustained 3d6 Damage.  There's a 25% chance this "debris" was actually another ship.

*Infected by a Computer Glitch:* Something you picked up in local space has gotten into your Ship's Computer. It's just not acting normal -- the AI is exhibiting unusual personality quirks. There's a 10% chance that the Computer decides to take a hostile attitude toward the crew.

*Attacked by a Space Monster:* Some kind of massive, alien being has decided to create a lair at your destination. It is attacking all ships that pass nearby.

*Controlled by a Tyrant:* The place you are going to is under the thumb of some local warlord or potentate. Things could get touchy quickly if you don't take the right diplomatic tack here.

*Without your Nav Computer:* Your Nav computer is on the fritz again! Engineering is trying to figure out if it's a virus or if "somebody" just loaded bad coordinates again. If you have a rendezvous to make prepare to arrive late.

*Without your Weapons:* Either due to a system glitch or a prior diplomatic arrangement you won't be able to use any weapons at your destination.

*Without Warp Drive:* For some reason you are unable to use Warp Drive at your destination. Your warp engine either needs urgent maintenance or there is some sort of local custom/space-time anomaly that prevents you from forming warp fields.

*Threatened by New Tech:* Some bizarre, new alien technology that nobody has ever heard of is causing a disruption at your destination. There's an even chance that the technology does one of the following: warps space-time dramatically, controls minds and moods, is a doomsday weapon or nullifies other technology.

*Overrun by Gremlins*: Your destination has a bit of a Gremlin problem. It seems a whole swarm of the critters has taken over and they pose a great threat to any passing ships.

### Radiation Sickness:

Among the many occupational hazards of living and working in space are the possibilities of getting bombarded by an unhealthy dose or cosmic rays, warp reactor leakage or nuclear bombs. If this should happen to you, seek out your ship's medical bay immediately!

All crew members exposed to dangerous levels of radiation must make a *Vigor* check immediately. Failure adds 1 Fatigue level. Subsequent *Vigor* checks may be required for prolonged exposures. Especially strong radiation sources may impose a -2 or -4 penalty to the *Vigor* check. If a character sustains 3 Fatigue levels, they are incapacitated; if they sustain 4 they die.

Radiation sickness can be treated in the ship's medical bay, at one hour per point of Fatigue.

### Rank:

There are two types of rank that players should be aware of: Crew Rank and Personal Rank. As mentioned above, a Crew gains rank collectively based on the actions of the whole team. This rank also dictates the experience level of the character (i.e. Novice, Seasoned, Veteran, Heroic or Legendary).

Personal Rank is the military rank that the character holds. This is purely a status based classification that identifies where the character sits in the Alliance pecking order. At creation, a character can choose one of the following ranks:

| Rank | Rank # | Uniform Color | Description |
|------|--------|---------------|-------------|
| Ensign | 1 | Red | The lowest military rank; fresh out of the Academy; usually |

| | | | manages day-to-day grunt work on the ship. |
|---|---|---|---|
| Lieutenant J.G. | 2 | Yellow | Junior Grade Lieutenants are responsible for managing a duty station.  They will usually have a squad of Ensigns directly reporting to them. |
| Lieutenant | 3 | Orange/Blue | Lieutenants are mid-level officers that serve in an executive capacity to Commanders and Lt. Commanders.  They are in charge of making sure their department runs smoothly. |
| Lieutenant Commander | 4 | Orange/Blue | Lieutenant Commanders are in charge of entire departments (i.e. Science, Medical, Engineering, Navigation, etc.)  They regularly attend command-level briefings to deliver status reports. |
| Commander | 5 | Purple | The Commander is the Captain's vice executive and is a member of the bridge staff.  They give orders to the whole crew on his or her behalf and can only be countermanded by the Captain. |
| Captain | 6 | Purple | The chief executive of the ship, responsible for its safety, the lives of the crew and the success of the mission.  If something goes wrong, the Captain takes the blame. |

Characters who do not specify a rank are Ensigns by default.  When a character of superior rank is dealing with an NPC of lower rank (i.e. a Captain attempting to persuade a Red Shirt Ensign to do something) they receive a +1 bonus to their *Persuasion* rolls per level of difference in the rank number (in the case of the example above, this would be a +4 bonus).

A character may get promoted to a higher military rank based on individual actions but this ultimately has very little effect in game.  Captains who distinguish themselves may eventually earn the rank of Admiral.

### Red Shirts:
Red Shirts are your typical, generic crewmen that fill out the starship's personnel.  In game terms, they are Extras.  For most intents and purposes, the Crew has a ready supply of Red Shirts available should they need some backup on an away mission.  Red Shirts will put up with abuse to a certain extent, out of respect for rank, but if the Crew is wantonly killing off their complement of Red Shirts they will probably provoke a mutiny.

If a character should have the misfortune of dying on a mission, they can immediately jump back into play as a Red Shirt.  In these cases, quickly assign stats and skills and grant the Red Shirt character a Wild Die.  When the opportunity presents itself, you can pick Hindrances and Edges to flesh out the new character.

Unless indicated otherwise, a Red Shirt possesses a d4 in any skill that the crew needs at that moment.

### Ship's Computer:
All Alliance starships come equipped with a powerful computer AI that regulates all of the basic ship's functions, such as environmental controls, life support, lights, doors, entertainment centers, etc.  The computer has multiple fail-safes to insure that it continues to operate even when the rest of the Crew is absent.  If the Computer is asked to take over a duty station, it does so with a d4 skill level.

### Space Combat:
Space Combat encompasses a lot of the "meat" of this setting.  It is unique given the fact that the whole crew must work together to operate the ship.  If one crewman makes a bad choice it could spell doom for the whole crew.  The upshot of this is that everyone is involved in combat and should have something interactive to do every round regardless of their crew function.

Space battles should work a lot like any other battle in *Savage Worlds* with a few exceptions:

- The whole crew shares the same initiative
- Ship facing matters; if your ship isn't pointed the right way, certain weapons can't be used.
- Characters can only perform actions which pertain to the stations that they are manning (i.e. engineering, navigation, tactics, scanners, etc.)
- Turns are resolved in a strict order, so that each station can be influenced by what the other stations do.

At the beginning of every space combat, the first thing the Game Master does is call out, "Battle Stations!"  When battle stations are called, go around the table and ask each player what station they would like to man.  Make them decide quickly.  Indecisive players or players who choose a station that is already occupied miss the first round of combat.  Undermanned stations can be controlled by basic red shirts or, in some cases, the ship's computer.

A standard vessel has the following stations.  Make sure the players are acquainted with these and with the general layout of their ship (a small visual aid would be helpful here):

- Captain's Chair
- Navigation
- Science
- Tactics
- Engineering

If there are more players than stations, you can have players "double up" and combine their talents on a particular station.

If players wish to switch stations during mid-combat, they may do so but those stations will be unusable for 1 round while the personnel relocates.

After ship initiative is drawn, the crew's turn is resolved in a strict order.  Each station is assigned a numerical position and must complete their action in turn.  A station that delays to see what another station does loses their opportunity to act.  Here is the turn order and the roles that each station fulfills:

1. **Captain's Chair:** The Captain -- and only the captain -- can issue orders to all other stations via the ship's intercom.  They set the plan for the whole turn.  Stations manned by red shirts or the computer will do exactly what the Captain orders, to the letter.  Captains can also open comm channels to enemy vessels.
2. **Navigation:** Navigation controls ship movement.  They steer the ship wherever they want on the map, regardless of the Captain's orders.
3. **Science:** Scanners tell the crew about the condition and strength of the enemy ships.  The Scanner operator can advise the crew (and the Tactics officer in particular) about weaknesses to exploit or unseen dangers.
4. **Tactics:** Tactics controls ship's weapons.  They decide what to shoot and do the actual aiming and firing.
5. **Engineering:** Engineering controls the energy levels of the ship.  They can boost one system at the expense of another and are also in charge of aiming the energy shields.

### *Captain's Chair:*

No skill rolls are required during the Captain's action phase.  The Captain has a few seconds to give orders to his or her crew mates ("Navigation!  Turn Left!  Weapons!  Target the Warbird!").  The Captain can also

opt to open a comm channel to the enemy vessels and convey a message. If the Captain is taking too long, feel free to move on to the next station. Anyone who follows a Captain's order gets a +1 to their roll.

## Navigation:

The Navigation officer can move the ship up to its speed allowance and can change the ship's facing. Turning the ship's facing 90 degrees costs 1 Speed point. If the Nav officer wishes to attempt a difficult maneuver, he or she needs to make a successful *Starship Piloting* skill roll.

To simplify matters, don't worry about z-axis movement (up and down). Assume that all ships are oriented on the same horizontal plane even if in reality some ships would be above and below the crew's vessel.

*Note:* a ship that is in motion is harder to hit. Place a die near you ship with the top face showing the number of spaces you moved in your most recent turn. This number will be important in determining how successful other ships are at hitting you. Facing changes do not count toward the defensive advantages of ship movement.

## Science:

The Science officer can choose to make a *Scanner Technician* check to determine the condition of the enemy ships. Failure produces poor or incorrect information; success reveals how much damage each enemy vessel has sustained, the strength of their shields and the condition of their weapons and engines. Success with a raise reveals some flaw in the enemy's defense which can be exploited – this gives the Tactics officer a +2 bonus to his next attack roll.

Alternatively, the Science officer can attempt to identify an obscure weakness in a particular enemy ship by making a *Scanner Technician* check. Examples include a stress fracture in the enemy ship's hull, a minor gap in a ship's reactor containment, or a strange baryon particle irregularity in an enemy's shields. Success with a raise in this case gives the Tactics officer a +6 bonus against that particular target. Normal success yields no bonus.

## Tactics:

To make an attack with a Starship, you use the Tactics Officer's *Starship Tactics* skill roll for each weapon on the ship that is facing the target. This roll can be modified by +2 if the Science officer got a raise on his or her scanners roll. The target number to hit another ship is 4, modified by range and target speed. Every 3 spaces moved by the target ship on its most recent turn increases the "to hit" number by 1. A raise generates 1d6 points of additional damage as normal.

*Example:*

Each weapon that hits rolls damage, again, adding a +2 bonus if the Science officer got a raise. The damage amount must overcome the target's armor and shielding in order to damage a critical system.

Alternatively, the Tactics officer can elect to make a "Called Shot" with any or all of the ship's weapons. A Called Shot is resolved at a -6 to hit but affects a particular system on the target ship (i.e. weapons, shields, engines, etc.) causing specific damage to that region if the attack penetrates its shields and hull.

## Engineering:

The Engineers role is to supply the different ship systems with energy from the engine core. In times of battle, the Engineer can "boost" a particular system by making a *Starship Engineering* check. Success allows the Engineer to boost one of the following sub-systems at the expense of another:

- Weapons:  If weapons are boosted they do an additional 1d6 of damage.  If weapons are suppressed they do 1d6 fewer points of damage.
- Shields: If shields are boosted they gain a +2 increase to their protection factor.  If shields are suppressed they suffer a -2.
- Engines: If engines are boosted they increase the Speed of the ship by +2.  If engines are suppressed they decrease Speed by -2.

Additionally, the Engineer can determine the facing of a ship's shields.  Normally, a shield protects all sides of a ship equally, but in battle it is often prudent to double up shield strength on the side of the vessel that faces the enemy.  The Engineer can boost the shielding on any one face of the ship by 2x with a successful *Starship Engineering* check.  Doing this causes one other face of the ship (Engineer's choice) to lose shields.

Unlike other space combat modifiers, these bonuses stay in effect until the Engineer changes them.

If the Engineer scores a raise on his or her check, he or she can perform both actions in a single round.

It is recommended that you use a die on the table to illustrate how strong and what side a ship's shields are deployed on.

### *Damaging a Ship:*
When a ship sustains a hit, it does so on the side facing its attacker.  Any shields on this side of the ship are subtracted from the incoming damage first, then any remaining damage is compared to the Hull Rating of the ship.  If the damage is sufficient to bypass the Hull Rating, the target ship sustains internal damage.  Once a shield has been exhausted, it cannot be used to block additional damage for the remainder of that combat round.

Shields automatically regenerate to full strength at the beginning of each combat round.

Normal damage causes the ship to stall.  A stalled vessel cannot move but can still attack.  If a stalled ship is damaged a second time, or a moving ship is damaged with a raise, it suffers a critical systems failure.

Critical system failures affect a randomly determined sub-system and cause it to break down.  Damage resulting from a Called Shot always affects the sub-system it was aimed at and, if the ship was already stalled or the damage roll produces a raise, causes a critical systems failure in that part of the ship.

### *Critical System Failures*

| Die Roll | Sub-System | Effect |
|---|---|---|
| 1 | Major Hull Breach | Hull is torn to shreds; lose 20% of cargo and non-bridge crew |
| 2 | Damaged Sensors | Ship's sensor arrays have been hit.  Scanners are offline. |
| 3 | Weapons Failure | Tactical Computer shorts out.  Weapons are offline. |
| 4 | Shield Generator | Shield Generator is down!  Shields are offline |
| 5 | Engine Failure | Engine gets shot to hell; ship is immobilized |
| 6 | Chain Reaction | Reactor Hit!  Ship suffers a second failure; roll 2 more times.  If a 6 is rolled again the Bridge is hit. |

A ship that sustains 4 critical system failures is destroyed.  Repeat results on this table still count toward the total number of critical system failures.

Any player manning a station that is affected by a critical system failure runs the risk of being caught in a console explosion.  Make an *Agility* check or suffer 2d6 damage.

### Repairing a Ship:
The Engineer can try to repair ship damage instead of performing his or her normal actions.  Repairing a stall requires a successful *Starship Engineering* check.  Repairing a single critical systems failure requires a raise on a successful *Starship Engineering* check.  It requires 2 raises to repair both a stall and a critical systems failure in the same round.

### Abandoning Ship:
When a ship has sustained enough damage to be destroyed, the crew has a couple of rounds to abandon ship before the vessel explodes.  A red alert signals throughout the ship automatically and track lighting illuminates showing the path to the escape pods.  All ships except shuttles come equipped with some kind of escape pod.  The crew should have ample time to get in a pod and launch to safety unless they waste time trying to collect their belongings.

### Boarding Actions:
It is possible to attempt to board a hostile vessel if it has been immobilized or if the attacking ship is using Assault Pods.  Use the "Starship" section to get a feel for the sort of crew complement that the boarded vessel has.

### Self Destruct:
The Captain has the special ability to initiate self destruct protocols if he or she wishes.  Once self destruct is activated it cannot be rescinded – an unhappy design flaw in all Stellar Alliance vessels.  The crew has about 2 rounds to get into Escape Pods or they are doomed to go down with the ship.

### Warping:
All Alliance ships of *Frigate* size and larger are capable of Warp travel.  It is the principal means of long-distance travel, capable of taking a ship from star system to star system almost instantly.

Warping is a multi-step process that involves:
- Charging the Warp Drive
- Plotting Coordinates
- Jumping

### Charging the Warp Drive:
Preparing the ship's engines for a warp jump normally requires several rounds of action.  Power must be diverted to Engines from all other sub-systems (Weapons and Shields).  The standard charge time is 3 rounds.  A crewman with *Starship Engineering* skill can reduce the charge time by 1 round with each raise that they roll.  At the minimum it always takes 1 full round to charge the warp engine.

### Plotting Coordinates:
While the engine is spinning up, someone with the *Starship Navigation* skill needs to lay in jump coordinates.  If nobody on the crew possesses this skill, the Ship's Computer will attempt it (usually with a d4 skill level).  The following factors make plotting coordinates more difficult:

### Navigation Modifiers

| Circumstance | Modifier |
| --- | --- |
| Plotting coordinates during combat | -2 |
| Plotting coordinates to a place the navigator has never visited | -1 |
| Navigating in an asteroid belt, planetary ring, nebula, ion storm or other spatial disturbance | -4 |
| Navigating in the gravity well of a planet | -1 |
| Ship has sustained a critical system failure | -1 per |

The target number for successful warp navigation is 4. Failure means that the ship is slightly off-course – the vessel ends up farther away from its destination than desired. On a critical failure (1 or less) consult the table below. Navigation rolls can be rerolled with *Bennies* but the navigator cannot choose to just "start over and recalculate" if they are unhappy with a result.

**Critical Navigation Failures**

| Card | Result |
|------|--------|
| 2 | *Boom!:* You have exited warp inside of some solid body (usually an asteroid or meteorite). Your ship sustains 3d6 damage. |
| 3 | *We've Gone Plaid:* Your vessel encounters some strange anomaly during Warp which completely changes the visual signatures of everyone and everything on board. Surprisingly, this happens more often than you might think. Any Alliance base will have the facilities to fix this condition. |
| 4 | *Accidentally Hit the Minus Sign:* You fat fingered one of the coordinates and end up in the opposite direction of where you intended to go. |
| 5 | *Long Way Round:* The course you calculated was horribly inefficient. You end up at the desired destination with no fuel. |
| 6 | *Big Boom!:* You have exited warp inside of a very large solid body (a planetessimal or small moon) suffering 6d6 ship damage. |
| 7 | *Lost Time:* A temporal anomaly causes the crew to lose 1 year of time. Events at their destination may be very different than expected. |
| 8 | *The Galactic Triangle:* Your warp field collapses prematurely and your vessel becomes trapped in an intra-warp "Graveyard of Ships". Among the derelicts you may encounter several different trapped aliens. |
| 9 | *Hitchhikers:* You pick up a warp-dwelling parasite of some kind. There's a 50% chance that it affects the crew and a 50% chance that it affects the ship. |
| 10 | *Shrunk!:* For some reason that science can't readily explain your vessel and everyone on board has been shrunk by 1 size category. Surprisingly, this happens more often than you might think. Any Alliance base will have the facilities to fix this condition. |
| J | *Fried Computer:* You spill coffee on the NavComputer and short it out. You won't be able to jump again until your Engineer can fix it. |
| Q | *Goo!:* The ride ain't pretty. An improperly calibrated warp field causes 20% of the crew to miss 20% of the trip. The 80% that made it is lying on the deck in a pile. |
| K | *Warp Encounter:* Your ship is intercepted by a warp-dwelling alien race or space monster. |
| A | *Wormhole:* Your ship catches a wormhole in mid-Warp and ends up a thousand light years away from its intended destination |
| Joker | *Dimensional Rift:* You have accidentally created a tear in the space-time continuum and get sucked into another dimension. Traveling back to your own universe will be an adventure all by itself. |

**Jumping:**
Once the engines are primed and the coordinates are programmed into the NavComputer the Ship initiates the Jump Sequence automatically. There's no time to correct bad coordinates before the Ship hurdles into Warp Space.

**Refueling:**
A ship can normally warp a number of times equal to its Range statistic. Once it has reached this limit, the ship must go to a refueling station to restore power to its core before it can warp again. Virtually all colonies and space stations provide refueling services. Alliance crews never have to pay to refill at Alliance facilities.

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A ship's warping distance is a function of its mass (bigger ships have bigger warp drives and are able to generate larger gravitonic fields).  Every time a ship engages its warp drive it can travel a number of light years equal to its Capacity rating.  This translates into a number of parsecs equal to roughly 1/3 this number.

## Monsters & Aliens:

Space if full of all sorts of dangers.  Here are some of the more common critters one might bump into on a deep space patrol.

*Chak:*

This warlike race of animorph savages lurks at the periphery of Alliance space.  They have a taste for human flesh and a culture that thrives on conflict.  Their technology level is one step beneath that of the Alliance but that doesn't stop them from staging the occasional raid on an Alliance world.  Officially, the Alliance has not declared open hostilities against this race, preferring instead to seek a diplomatic solution to the "Chak Question", but neither will a Captain be interrogated too deeply if he pleads self-defense while torching a Chak battle fleet.  The Chak are excessively hairy with long curling claws and fangs, not unlike the wolf-men of Old Hollywood cinematics.

| Chak Warrior | | | | |
|---|---|---|---|---|
| **Strength:** d8 | **Smarts:** d6 | **Agility:** d8 | **Spirit:** d6 | **Vigor:** d8 |
| **Pace:** 6 | **Parry:** 6 | **Toughness:** 9(6) | **Fighting:** d8 | |
| **Gear & Weapons:** Sword Gauntlet (STR+d6); Hand Beamer (3d6 Damage; 15/30/60 Range; AP = 4); Steel Armor (Armor +3) | | | | |
| **Powers:** Immune to Fear; +2 to recover from Shaken | | | | |

*Fleen:*

The Fleen are the main antagonists of the Stellar Alliance.  These heartless, little gray bastards wouldn't think twice about skinning you.  They are short, spindly and physically weak but possess frightening intellects.  The Fleen are a telepathic race that completely lacks the capability for vocal speech.  They are intensely prejudiced toward non-telepathic races, considering non-telepaths to be brute animals fit only for organ harvesting.

It is suspected that the Fleen are a cloned race that is incapable of sexual reproduction.  Alliance scientists believe that part of the reason behind Fleen aggression is that they require harvested organic material from other races to keep their own genome from stagnating.

Fleen technology is on par with the Alliance.  Indeed, there is some speculation that hostilities with the Fleen began when Brill technologists "acquired" some samples of Fleen technology and reverse-engineered them.

| Fleen | | | | |
|---|---|---|---|---|
| **Strength:** d4 | **Smarts:** d12 | **Agility:** d6 | **Spirit:** d10 | **Vigor:** d4 |
| **Pace:** 4 | **Parry:** 5 | **Toughness:** 7(4) | **Shooting:** d6 | |
| **Gear & Weapons:** Disruptor Pistol (6d6 Damage; 15/30/60 Range; ROF = 1; AP = 6); Ablative Armor (+3 Armor/+6 vs. Energy Weapons) | | | | |
| **Powers:** Psychic (telepathic communication and never surprised) | | | | |

*Gremlins:*

Gremlins are the outer space equivalent of cockroaches, pigeons and sewer rats.  These small, green, rapidly reproducing space vermin are impervious to a vacuum and will eat anything and everything they can – including ship hulls.  They are a dangerous menace that is actively exterminated, but they reproduce so fast that it makes almost no difference.  They are almost never found in groups of less than 20.

| Gremlin | | | | |
|---|---|---|---|---|
| **Strength:** d4-1 | **Smarts:** d4 | **Agility:** d8 | **Spirit:** d4 | **Vigor:** d4-1 |
| **Pace:** 6 | **Parry:** 4 | **Toughness:** 3 | **Fighting:** d4 | **Guts Mod:** 0 |
| **Gear & Weapons:** Bite (STR) | | | | |

| Powers: Rapid Reproduction (if a Gremlin spends 1 full round eating, they sprout a fully-grown clone); Ferrovore (Gremlins can eat non-organic substances, like metal, at half the pace of organic food); Immune to Vaccuum |
|---|

*Space Monsters:*

Your run-of-the-mill, colossal alien terrors that just float around in space waiting to eat passing ships. Use the Random Alien Generator (below) to come up with some basic characteristics for your beast. Feel free to modify their stats any way you wish.

| Space Monster (WC) | | | | |
|---|---|---|---|---|
| Strength: d12+4 | Smarts: d4 | Agility: d8 | Spirit: d10 | Vigor: d12+4 |
| Pace: 8 | Parry: 6 | Toughness: 16(12) | Fighting: d8 | Guts Mod: 0 |
| Gear & Weapons: Claw/Bite (STR+d12); Thick Skin (Heavy Armor +4; immune to conventional weapons) | | | | |
| Powers: Improved Frenzy (2 claw/bite attacker per round); Wild Card | | | | |

*Space Pirate:*

The most persistent danger in the universe today, as it was since the dawn of sea-travel, is the danger of being robbed by a pirate. Eye-patches are still considered *de rigueur* even though advances in medical science have made virtually all vision problems treatable. Peg legs are right out! This is the22nd century after all – cybernetic limbs are far more functional.

| Space Pirate | | | | |
|---|---|---|---|---|
| Strength: d6 | Smarts: d6 | Agility: d6 | Spirit: d6 | Vigor: d6 |
| Pace: 6 | Parry: 5 | Toughness: 7 (5) | Fighting: d6 | Guts Mod: 0 |
| Gear & Weapons: Illegal Phaser (2d8+2 Damage; No Stun; AP: 3; Double Tap); Brigandine (+2 Armor) | | | | |
| Powers: Vulnerable to Scurvy | | | | |

*Random Aliens:*

Many times the players will come into contact with strange, new alien races and you need to come up with one on the fly. You can use the table below to come up with some random attributes for a new alien race. Simply draw three cards from a standard deck of playing cards (Jokers included) and see what sort of wacky combination of descriptors you can come up with. It's up to you to figure out how to build an alien around these descriptors; keep or lose whatever works for you.

For automatically generated results, see the "Alien Generator" at http://www.relsden.com/home/sector-zero

*Alien Generator*

| Card | 1st Draw | 2nd Draw | 3rd Draw |
|---|---|---|---|
| 2 | Pacifistic | Water-breathing | Reptilian |
| 3 | Militaristic | Nature Loving | Insectoid |
| 4 | Incomprehensible | Man-eating | Energy Being |
| 5 | Coldly Rational | Hive-Minded | Plant-creature |
| 6 | Materialistic | Diminutive | Humanoid |
| 7 | Religious | Gigantic | Metamorph |
| 8 | Predatory | Camouflaged | Gas Being |
| 9 | Submissive | Slave-taking | Robot |
| 10 | Diplomatic | Parasitic | Animorph (animal) |
| J | Technophiliac | Heavy-Gravity | Liquid Being |
| Q | Technophobic | Light-Gravity | Multi-limbed Humanoid |
| K | Xenophobic | Translucent | Mineral Being |

| A | Friendly | Echolocating | Swarm Being |
|---|---|---|---|
| Joker | Worships the Party | Photovore | Multi-Dimensional Being |

*Animorph:*  The alien is an animal-humanoid hybrid mammal (examples: cat-people, bear-people, etc.). They are biologically compatible with human beings.

*Camouflaged:*  The alien has natural camouflage ability and does not wear any clothing.  Its skin can match the color of its surroundings flawlessly.  Alien gains a +4 to Stealth checks.

*Coldly Rational:*  This species values reason and logic above all else.  They view every encounter as a mathematical equation to be solved.  They cannot be swayed by any emotional appeals and will not treat with the Alliance unless there is clearly something to be gained.

*Diminutive:*  The members of this race are very small in stature.  They suffer from a -1 to Toughness and to their Strength die.

*Diplomatic:*  This race is interested in opening mutually beneficial relations with the Alliance.  They will only fight if attacked first.

*Echolocating:*  These aliens are blind to the visual light spectrum but can see sound.  They constantly emit hypersonic sound frequencies to paint a sound picture of their surroundings.

*Energy Being:*  These aliens are made completely out of living energy.  They cannot be harmed by physical attacks.

*Friendly:*  These aliens are happy to meet the crew and offer them gifts.

*Gas Being:*  This race consists of beings made out of pure gas.  They are cloudy and insubstantial.  Kinetic attacks cannot harm these aliens.

*Gigantic:*  These aliens are much larger than Humans.  They gain a +1 to Toughness and to their Strength die.

*Heavy-Gravity:*  This race hails from a heavy-gravity world.  They gain a +2 to all Strength rolls and can double their Pace on lighter-gravity worlds.

*Hive-Minded:*  This race shares a single consciousness.  They can communicate instantaneously with any member of their race.  Decision making is very slow but their racial memory is truly vast.

*Humanoid:*  This race has a human-like morphology.  They are biologically compatible with humans.

*Incomprehensible:*  These aliens are so bizarre that their language doesn't make any sense even when translated.  It is virtually impossible to conduct relations with this race.

*Insectoid:*  These aliens belong to a race of evolved insects.  They have hard, external skeletons, compound eyes and multiple limbs.

*Light-Gravity:*  This race hails from a light-gravity world.  They suffer a -2 to all Strength rolls and must halve their Pace on heavier-gravity worlds.

*Liquid Being:*  The alien is composed entirely out of liquid matter and is capable of assuming a number of different forms.  They have a +1 Reach and take half damage from physical attacks.

*Man-Eating:* These aliens eat organisms that resemble human beings. Upon meeting the crew these aliens immediately try to devise a way to capture and consume them.

*Materialistic:* These aliens only care about acquiring valuable items. They are happy to trade with the crew but will only do so if they feel they are getting the upper hand in the deal. Also, if they grossly outclass the crew they will try to rob them.

*Metamorph:* These aliens are shape shifters. Upon meeting the crew, they will immediately change to look like members of their race.

*Militaristic:* This race is composed of warmongers. At first contact, these aliens will run a tactical analysis and attempt to determine the threat level of the crew. If they feel they have the upper hand, they will attack immediately.

*Mineral Being:* This alien belongs to a race of beings made out of solid minerals. Their rocky skin gives them a +2 Toughness and they only take half damage from energy weapons.

*Multi-Dimensional Being:* This strange alien only exists partially in this dimension. They phase in and out of view in a very disorienting fashion. They are immune to all attacks but likewise cannot touch anyone in this dimension.

*Multi-limbed Humanoid:* These aliens appear humanoid save for the fact that they have extra arms and legs. Their pace is increased by +2 and they may take an Extra Action every round. They are otherwise biologically compatible with human beings.

*Nature Loving:* These aliens revere nature and abhor technology for technology's sake. They react favorable toward anyone who shows respect for the Universe and will be hostile toward overtly violent, materialistic or technophiliac beings.

*Pacifistic:* This race utterly abhors violence and will not fight under any circumstances, choosing to flee if they are attacked.

*Parasitic:* These aliens live in host bodies and highjack the senses of their host. They view the crew as potential homes. Draw on this table again to determine the composition of the host alien.

*Photovore:* These aliens feed on light. They exhibit colorful patches on their skin which are photo-receptors.

*Plant-Creature:* This race consists of sentient plant-beings. They are distantly related to Tholians and will get on well with them. They share all of the racial advantages and disadvantages of the Tholians.

*Predatory:* These aliens descend from hunters and immediately view the crew as potential prey. If they are in a position of strength they will demand that the crew give them some sport. They will give the crew an opportunity to run and then pursue them. They prefer to capture but will kill if necessary.

*Religious:* These evangelical aliens spend their lives spreading the gospel of their particular faith. They are initially suspicious of other races because they are not "god's people" and will become openly hostile toward any race which does not show proper respect for their religion.

*Reptilian:* This race evolved from reptiles. They have scaly skin, cold blood and, usually, sharp teeth and talons.

*Robot:*  These aliens are constructs made by another intelligent race.  They have either broken away from their creators or have been abandoned.  In either case they have all of the same characteristics as Androids.

*Slave-Taking:*  This race of aliens has an economy built upon the taking and trading of slaves.  They especially prize life forms they have not encountered before and will try to capture any unique individuals they come across.

*Submissive:*  These aliens are afraid of the crew and will do anything they ask.

*Swarm Being:*  The members of this race are actually very tiny, a few millimeters in size.  Individually they are not very advanced but they are able to swarm together and form a collective consciousness.

*Technophiliac:*  These aliens love technology, especially new technology, and will go to great lengths to acquire it.  They look down upon races that are more primitive than them and will practically worship a more advanced race.

*Technophobic:*  In the past these aliens had a bad experience with technology so they stay far away from the stuff today.  They will be very wary around anyone who uses or displays technology (such as Starships).  Their current technology level is 1 even if they used to possess much higher level tech.

*Translucent:*  This race is completely see-through.  They gain a +4 to Stealth checks.

*Water-Breathing:*  This race is aquatic in origin and can breath water as easily as air.

*Worships the Party:*  These aliens think the crew members are divine saviors.  They will do whatever the crew commands.

*Xenophobic:*  These aliens utterly detest all other life forms and will not communicate with them.  If cornered, they will attack fiercely.

After you have determined the traits of the Alien, roll a d20 to determine their Technology level.  Refer to "Gear & Technology" above for the results of the roll.

**Stellar Cartography:**

## Star Chart
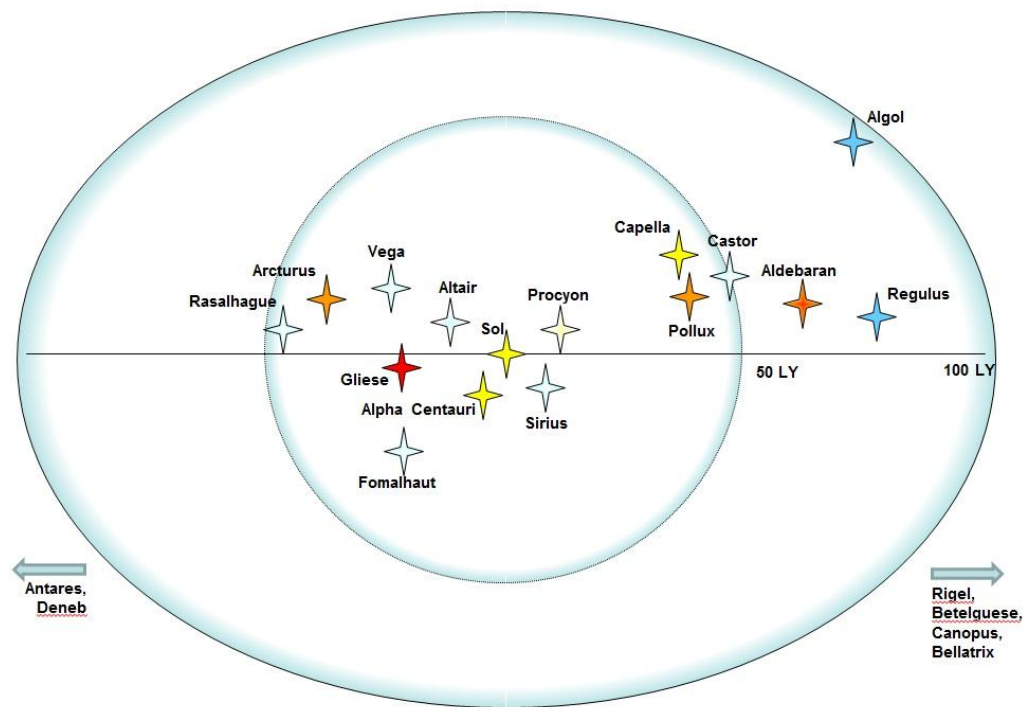


*Inner Stars:*

These Star Systems include those that are within 100 Light Years of Earth. Human colonization is heavy in these systems.

*Aldebaran:*

*Distance from Sol:* 20 parsecs

The Aldebaran system has a super massive orange sun and is riddled with asteroid belts created by planets that succumbed to the sun's crushing gravity. A single terrestrial world called Edinburgh escaped destruction, shielded to some extent by large gas giants on either side.

Piracy is a persistent problem here. The general clutter caused by the asteroids baffles sensors and gives pirate vessels ample places to hide. Some speculate that the rivals of Caliban Oreworks are secretly funding these bandits to disrupt their competitor's operations.

- **Edinburgh:** This small world is surrounded by a glorious array of planetary rings and has heavy gravity, giving its human inhabitants superior strength and leaping ability relative to their cousins on Earth. Caliban Oreworks essentially owns and operates this world, insuring that the local government officials are always in the company's pocket. Their CEO is actually a native of Edinburgh; his blocky, muscular face can be found adorning advertising holos and satire sheets all over the planet.

*Algol:*

*Distance from Sol:* 28.5 parsecs

Algol, also called "The Devil Star" and "The Ghoul", is the most desolate human outpost in the Alliance. It is a trinary star system with frequent partial eclipses. Algol Prime is a depressing world cloaked in dim red light and shadows. A small Alliance settlement is located here, though it is widely considered to be the worst possible post that someone could be assigned to. Pirates and smugglers have made Algol the de

facto heart of the Inner Stars' Underworld.  There are countless small pirate bases tucked away on the surface of Algol Prime and on the planet's various moons.

- **Algol City:** This meager Alliance outpost features a small collection of atmospherically-controlled bio domes connected by tunnels and light-rail.  Beyond the basic strip mining outfits that one would find on any world there is also a small science station and military garrison in Algol City.  The Red Star Rangers are bivouacked here, a unit noted for their martial talent as well as their insubordination.  A rough and tumble bar called the *Devil's Due* has a reputation for being the sort of place where Underworld contacts can be made.

- **Port Royal:** This infamous pirate port is named after the famed Caribbean pirate haven from Old Earth's 17<sup>th</sup> century.  The precise location is known only to those with Underworld connections which is the only reason why the Alliance Navy hasn't crushed it yet.  Any sort of contraband can be purchased from Port Royal's markets if you can manage to find them.  Pirates can be hired here to perform raids or provide protection.

### *Alpha Centauri:*
*Distance from Sol:* 1.3 parsecs
Only 4.3 light years from Earth, Alpha Centauri was the first star system colonized by humans outside of Sol.  As such, it is home to the oldest extra-solar colonies, a distinction that makes Alpha Centaurians proud -- some would say too proud.

- **Centauri Tau:**  Centauri Tau is the main world located here, a terrestrial planet that is tidally locked between Alpha Centauri's binary stars.  All settlements on Centauri Tau are located in the planet's equatorial band, between the extreme cold and heat of its locked poles.  The climate in this equatorial goldilocks zone is divine, like Earth at its best.  Centauri Tau offers a wealth of exotic farming opportunities and is home to a number of prominent science bases.  It really is quite a wonderful place to visit and is an extremely popular tourist destination.  The NovaGen Corporation has a large biomedicine research facility here with colossal growing chambers for countless species of rare plants.

### *Altair:*
*Distance from Sol:* 5.1 parsecs
Forming the "Summer Triangle" along with Vega and Deneb, Altair is a pleasant if not especially important way station in the Alliance.

- **Summer:**  The main world of the Altair system is Summer.  It is about as nice as its name implies.  Covered with vast oceans of water and scattered island chains, Summer's hot climate provides a suitable incubator for a number of native animal species.  The Alliance maintains a large oceanography institute here.  There are also a number of popular all-inclusive resort islands that attract the Alliance's super-rich.

- **Saguaro:**  This more remote world is home to sturdy, pioneering types who would prefer to be left alone by the rest of the universe.  A small space port provides basic services and what passes for civil administration on this world but beyond that it's mostly just bandits, sand miners and wind farmers who roam Saguaro's pristine wilderness.

### *Arcturus:*
*Distance from Sol:* 11.2 parsecs
When Arcturus was initially surveyed by robot explorers from Earth, they discovered a strange mineral substance that could not be matched to anything on the Periodic Table.  This prompted an expensive expedition to establish mining operations right away.  Called "Arcturium" this mineral has unique

energetic properties that make it an ideal superconductor. Arcturus is now a hub of scientific research for the Alliance. The Brill have set up a research lab here to study different applications for Arcturium and the other races have also placed theoreticians and engineers here to work on computing, power generation and drive technologies.

- **Arc City:** The largest population center on Arc Prime is Arc City. The city has perhaps the best educated populace in the Alliance. You can scarcely walk 10 meters down one of the city's broad streets without bumping into a PhD or graduate student of some sort. In addition to the Alliance sponsored Research Center here, there are two fully staffed Universities and a number of private research outfits sponsored by different MegaCorps. In particular, Pratt & Remington maintains an active presence here as they feverishly develop weaponized applications for Arcturium.

### Capella:
*Distance from Sol:* 12.9 parsecs
During the Great Migration, a period of rapid and widespread planetary colonization in Human history, a group of trillionaires from the Old Earth state of California pooled their resources to acquire their own planet. The Capella system offered a suitable, rocky world that only required minimal terraforming. Once all of the legalities were ironed out, the ownership group launched their colony fleet and founded the planet of New California. Today New California is a haven for the wealthy, offering large private tracts of land, tax shelters and a robust banking infrastructure to their discerning colonists.

- **San Angeles:** San Angeles is the capital of New California and is home to the Founding Families, who are still prominent figures in Capella today. Because of the very relaxed tax and banking laws here, San Angeles is a popular hub of interstellar commerce. San Angeles is a hot spot for genetic research; the best "geneers" in the Alliance live and work here, providing expensive life-extending therapies to New California's super rich.

### Castor:
*Distance from Sol:* 15.3 parsecs
The TerraForge corporation has just opened up a brand new colony on the world of Castor IV. It is the only planet in system that is even remotely habitable. The entire surface of the world is covered with hot geysers, steaming sulfuric lakes and multi-hued, crusty rock formations. TerraForge and NovaGen both believe that there are microorganisms living in these acrid pools that could be of value on the scientific market. Most everyone living on Castor IV today is an employee of one of these Corporations, though a few other down-and-out settlers have elected to make the hard journey also. Life here is unpleasant at the moment; the atmosphere is still hard on human lungs and there isn't much to do except work, but the potential payoffs could be huge.

### Fomalhaut:
*Distance from Sol:* 7.66 parsecs
When survey ships first came to Fomalhaut initial scans revealed a strange object orbiting the system's intense white sun. A small moon-sized planetessimal that barely appeared on scans caught the survey team's eyes because it appeared to be composed entirely of heavy metals. Further investigation revealed something stunning; the planet was indeed 100% metallic because it appeared to have been built that way. Technology on a god-like scale would have to have been employed to create such a body. The Alliance promptly threw a military cordon around the world and declared it offlimits to all but Alliance scientists with top-level clearance. Today a small Science Station orbits the world, dubbed Penumbra. Only the most cursory surface scans have been completed at this time. No one has figured out if or how they should penetrate the metallic shell of this planetoid.

### Gliese:
*Distance from Sol:* 4.7 parsecs

Gliese is home to the fabled Super Earth, a terrestrial planet of Jovian size called Gaia. A number of very mature and successful colonies have flourished on the surface of this edenic paradise. The atmosphere is safe for human habitation so the natives can carry out their business here without the need for space suits. The Gaians consider themselves blessed to live on such a bountiful planet and local pride is intense. Indeed, the Gaia colony has been so successful that there are some Gaians who believe that the planet should split off from the Alliance and become an independent, neutral power. The Alliance has a number of agents working here in secret to insure that these sentiments don't bear fruit.

### Hadar:

*Distance from Sol:* 1.3 parsecs

When Abrahamic religion became briefly outlawed on Earth in the year 2098, Hadar was selected as the relocation site for all religious emigrants who refused to recant their faith. It has since become a place of rich culture punctuated by the occasional sectarian and doctrinal dispute. Different colonies each devoted to a particular faith give this world an interesting patch-work quilt quality that Old Earth used to have. Basic ship services are provided here but this is not otherwise considered to be a hub of Alliance activity. It is an arid, desert world with small, salty oceans. Considering the sometimes acrimonious history between these different religious groups, life on Hadar is surprisingly peaceful since there is plenty of room here for everyone to flourish.

- **Masada:** This Jewish enclave is heavily fortified like its name sake. A well-equipped and determined military ensures the safety of the Jewish settlers that have migrated here. Of all the settlements on Hadar, Masada is still actively growing as a steady influx of pilgrims continues to relocate here from Earth.
- **New Antioch**: Christians from a number of denominations founded the city of New Antioch. In many ways this is a utopian place. The citizens are law-abiding to a fault and there is a general sentiment of benign naiveté shared by the residents of this Christian paradise. A very determined intelligence agency insures that no external forces disrupt this placid enclave.
- **Halal:** The call to prayer echoes hauntingly from the walls of this Islamic city five times a day. Dozens of minarets give Halal the most impressive looking skyline on Hadar. If there is an academic and scientific center on this world it is in this city, where the well-funded universities produce an ample crop of new researchers and scholars annually. The Imams who rule in Halal maintain a progressive outlook and hope to one day unite the planet under a Federation government.
- **Kolob:** The Mormons used their considerable wealth and what influence they had to break free from the settlers of New Antioch and form their own community at Kolob. They are distrustful of outsiders and tend to keep their gleaming, silver walled cities closed to all but the most essential commerce. Their missionaries are a common sight around the planet, where they are welcomed in the spirit of renewed religious tolerance.

### Pollux:

*Distance from Sol:* 10.3 parsecs

There are no habitable worlds in Pollux, but there are abundant mineral resources trapped in the vast asteroid belts that crowd this system. Hardy "Asteroid Ranchers" pilot their tugs skillfully through these hazardous belts tagging and lugging valuable rocks to Vandergraaf Station for processing.

- **Vandergraaf Station:** Several large asteroids have been lashed together to form a massive habitat called Vandergraaf Station. Caliban Oreworks runs the provincial government here with the blessing of the Alliance. The locals are tough, blue-collar mineworkers, refinerymen and prospectors. There are rumors that a spy ring funded and operated by Caliban Oreworks is based out of Pollux. These agents, if indeed they exist, would be responsible for sabotaging Caliban's rivals and disrupting the marker buoys that they use to tag new mineral claims.

### Procyon:

*Distance from Sol:* 3.5 parsecs

There are two planets of interest in the Procyon system, neither of which are suitable for human colonization.

- **Hephaestos:** Hephaestos is a volcanic hellhole of intense heat and tectonic instability. Astrogeologists and Astrobiologists alike have taken an intense interest in this world, which is believed to be very much like Earth was in its formative years. They perform experiments from orbit by dropping droids and sensor packages on to the planet's surface and monitoring their data feeds before the melting heat destroys them. There is hope that a breakthrough in Baryonic Shielding will one day allow small human colonies to thrive in the midst of the lava flows.

- **Turing:** Turing is home to the Alliance's only Android "colony". Certain chemical compounds in Turing's atmosphere cause terraforming machines to fail but do not interfere with the enclosed electronics of Androids. When Android Amnesty was declared back in 2201, it was thought to be a kind gesture to allow Androids to occupy this world if they wished. A good number agreed as they became curious to study cyber-sociological problems in the incubator-type environment that Turing provided. A unique community has evolved here. Since Androids obviously cannot reproduce in the traditional sense, they have taken to forming artificial "family groups" and have begun experiments in Artificial Intelligence and Simuloid design to try and create "children". The best software in the Alliance is written here.

### Rasalhague:

*Distance from Sol:* 14.3 parsecs

The Rasalhague system is blessed with a number of planets but only one terrestrial world that proved suitable for human habitation. Most of the planets orbiting Rasalhague's sun are balls of ice and frozen gas. Consequently, ice and gas mining are the principal industries here and their riches have attracted strong MegaCorp interest.

- **Valhalla:** The ice-mining world of Valhalla is as rough-and-tumble as they come. A steady drip of MegaCorp money keeps the place running but only just a hair above the subsistence level. Frozen Helium 3 is the principal product of this winter wasteland and as such the Helion MegaCorp has placed key assets on the ground here to monopolize as much supply as possible. Warp fuel is cheaper here than anywhere else in the Alliance. Any captain on his way to Antares will stop here to top off his reserves.

### Regulus:

*Distance from Sol:* 23.8 parsecs

The main world of the Regulus system is Shadow, a planet of little daylight that is rich in nocturnal life forms. Orbiting Shadow is Basilisk Station, a way stop that serves the needs of long-haul freighters making the trip out to Canopus and Betelguese.

- **Shadow:** The plants of Shadow have adapted to low-light conditions and the animals that dwell here are all peerless night hunters. One particular species, a cross between a terrestrial monkey and a house cat, is an extremely popular pet in the Alliance. Human settlements here are small and sparse; the natural nightscape is difficult for most colonists to adapt to. Those communities that do thrive make their living farming and ranching the unique plants and animals of this world. Tholian scientists have a particular interest in Shadow. They believe that it might be possible to cross-pollinate their own saplings with the local flora to produce Tholians who can flourish in low-sunlight conditions.

- **Basilisk Station:** The Helion MegaCorp funded the construction of Basilisk Station, which serves as a major fuel and supply depot for Starliners making the run to the Periphery systems. A number of key

Helion executives maintain offices here and their private security forces share law enforcement duties with a token force of Alliance Marines.  The lounges and night clubs of Basilisk Station bustle with the chatter of merchants and freighter captains enjoying some rest and relaxation while their ships get tuned up.  It's said that several smuggling rings are active here, though it's unclear whether or not they're operating with Helion's blessing.

### *Sirius:*
*Distance from Sol:* 2.6 parsecs

Sirius has the distinction of being the second star system colonized by humans after Alpha Centauri and as such a kind of rivalry exists between the two colonies.  There are two worlds colonized by humans here: Wraith and Winter.

- **Wraith:**  This mist-shrouded planet is perpetually cloudy.  Visibility is always terrible here.  It is speculated that this world once possessed large oceans but they have since evaporated forming the cloud band that presently surrounds the planet.  The surface is sandy desert.  Initial explorers of Wraith found a number of strange land formations that looked like mountains at first but after additional scrutiny appeared to be massive buildings erected by some alien intelligence.  The settlers that came to this world occupied the ruins and converted them into homes for colonists.  Local researchers guess these buildings were simply living spaces for some ancient race with perhaps some religious significance as well.  No ill effect has resulted from human settlers taking up residence in this place.  There is a major University here dedicated to the study of local artifacts.

- **Winter:** Covered with massive glaciers of various colors, Winter is a strangely beautiful and forbidding place.  Surveys of this world identified an indigenous life form of primitive intelligence.  These beings, called the Shail, are amoebic and are capable of taking on a wide range of forms.  When dealing with humans, the Shail will often take on a crudely humanoid form to facilitate relations.  By all accounts, the Shail are peace-loving, friendly and think that the Alliance races are gods who have come to bless them.  Out of respect for the local life forms, the Alliance only maintains a few small colonies here.  The Shail refer to the entire planet as "the Maker" and it is believed by some scientists that the gelatinous oceans underneath Winter's glacier crust are actually gargantuan specimens of the Shail species.  Others speculate that the Shail are a primitive offshoot of whatever species built the ancient structures on Wraith.

### *Sol:*
This is the home star system of the Human race, the most recent addition to the Alliance.  Sol is an active hub of commerce.  There are a number of station based settlements in the Sol system as well as outposts on every world but here are the major planetary settlements you will find:

- **Earth:** The planet Earth is the cradle of Human civilization and is one of the nicest and richest planets in known space.  All of the Alliance races love visiting here and Alliance Command has built a massive base on Earth.  Huge orbiting defense platforms keep hostile forces at a respectful distance.  Though Earth is home to several large and very powerful Interstellar conglomerates, a number of laws have been passed on Earth forbidding the operation of heavy industries.  As a result, much of the Earth's surface has been converted into nature preserves.

- **The Moon:**  Humans insist on calling the Earth's sole moon, The Moon, like it is the only one in the universe.  Their Alliance allies jokingly wonder why they don't call their homeworld, The Planet.  The official Alliance name for The Moon is Luna, but if you are in Sol on holiday and just tell the Freighter Captain, "I'm going to The Moon," he'll know what you're talking about.  The Moon has become heavily industrialized over the last couple centuries and is a major shipyard now.  Large Helium-3 refineries dot the surface and the deep gashes of strip mining are visible from orbit.  Lunar Humans are very blue-collar, tough-minded individualists.

- **Mars:** Mars was the first extraterrestrial planet colonized by Humans and thus it occupies a special place in Human history. Mars is partially Terraformed; shallow, blood red alkaloid lakes dot its surface and roiling clouds of moisture ride on howling desert winds. It has a savage beauty and the colonists who live there are protective of their adopted home as well as their independence. The Martian economy revolves around the mining industry as well as eco-tourism. Mars was where the TerraForge Corporation perfected their terraforming technology; their headquarters is still located there in Syrtis City.

### Vega:
*Distance from Sol:* 7.7 parsecs
Colonization attempts in Vega have met with considerable resistance. The main terrestrial world in this system is very well suited for human habitation but is already home to a species of animal predator that is highly dangerous to human life. The first manned survey team sent to Vega managed to erect a small base on the planet's surface but all further attempts at expansion have met with disaster. The Alliance has issued an edict permitting the unlimited hunting of this indigenous life form. Today, bounty hunters of all descriptions go to Vega to collect as many trophies as they dare.

These creatures -- officially designated V-HLF-001 but colloquially known as "Vega Sharks" -- are multi-limbed and amphibious. Capable of moving at very fast speeds they are adept at climbing, swimming, stealth and ambush. They grow quite large in size, up to 14 feet long and possess huge jaws full of razor teeth. While not intelligent by Alliance standards, these beasts are cunning without a doubt and have shown an ability to use group tactics and primitive traps. Live specimens have proven to be extremely difficult to capture but would surely fetch a high price for their scientific value.

### Wolf:
*Distance from Sol:* 2.4 parsecs
Though it is located close to Sol, Wolf isn't an especially cosmopolitan place. The main world of Wolf Prime was deemed to be of only marginal interest for settlement, possessing little in the way or rare metals, water or biomass. Still, in the heady days of the Great Migration any and every planet was tried for colonization and to this day a small but prosperous city thrives on the surface of Wolf Prime. Natives of Wolf have a reputation for toughness and many young men and women from this world enlist in the military as soon as they are eligible. The famed 1st Wolf Carbineers are stationed here, a heavily decorated rifle regiment that distinguished themselves in the last Fleen-Alliance War.

Pratt & Remington runs a prominent lab called the "Proving Ground" here for testing their latest weapon technologies. One of their most recent products is the Mech Suit: outsized exo-skeletal armor that is used as a heavy weapons platform for augmented infantry soldiers.

### Periphery:
The Periphery consists of those regions of human-occupied space that are well beyond the 100 Light Year sphere of the Inner Systems. Human settlement is very sparse in these far-flung systems; the other Alliance races tend to have a stronger presence out here. Peripheral worlds are more likely to come under attack by the Fleen or bandits.

### Antares:
*Distance from Sol:* 190 parsecs
Located 520 light years from Sol, Antares, also known as The Scorpion's Heart, is a red world of oppressive crimson skies. The Brill have founded a colony here where the inclement surface conditions do not trouble them in the slightest.

- **The Hive:**  Simply called "the Hive" by most Alliance members, Antares Hive is a large underground city built by the subterranean dwelling Brill.  Antares Hive greatly resembles the gargantuan hive cities from the Brill's home system with many of the same architectural flourishes that can be found in their capitals.  This is the best place to shop for technological gadgets – it is so well known that many strange races from neighboring star systems have traveled here to conduct trade with the Alliance.  If you are looking for rare parts or an unusual alien device, this is a great place to begin your search.

### Bellatrix:
*Distance from Sol:* 75 parsecs
Bellatrix has been the site of several decisive battles in the last couple Fleen-Alliance Wars.  Most recently it has come under attack from the Chak, an aggressive race of raiders who are technologically inferior to the Alliance.  Several Chak invasion ships have landed on Gamma Bellatrix, the system's largest habitable planet, and have established a military beachhead there.  The Alliance has a cordon in place around the world and is actively working to extricate the Chak without resorting to destructive orbital bombardment.  The few Alliance colonists who live on Gamma Bellatrix have either been airlifted out or are being supported with regular supply drops.

### Betelgeuse:
*Distance from Sol:* 197 parsecs
The Stellar Alliance has granted the Arloi permission to establish colonies on the worlds in the Betelgeuse system.  These peaceful, spiritual aliens have set up a number of monasteries and retreats here to serve as way stations for traveling members of their race.  The Arloi have colonized two planets and one moon in Betelgeuse system.  Two of them are forested worlds with massive, alien trees and the third is a place of severe mountain ranges.  All of the settlements show evidence of the Arloi's unique melding of technology with nature.  Structures seem to blend into their surroundings seamlessly, betraying none of the cutting edge power systems and computers that lie within them.

### Canopus:
*Distance from Sol:* 96 parsecs
Canopus is in the final stages of being terraformed for Human habitation.  A small collection of ramshackle settlements have sprouted up on the main world where the colonists eke out a meager existence from farming and light manufacturing.  A number of Interstellar Corporations maintain interests here and hope to begin turning a profit on their investments soon, but this is clearly a TerraForge "company planet".  It is not uncommon for Alliance vessels to pick up delivery missions to bring critical supplies to the settlers here – its easy work that pays reasonably well.  Life on Canopus for the most part is rainy and miserable and the people who live here tend to be a rough, pioneering sort.  Canopans, as they are called, are mistrustful of aliens and any "Big Government" types who try to tell them how to live.

### Deneb:
*Distance from Sol:* 440 parsecs
Located a staggering 1500 light years from Sol, Deneb is the brightest star in the Cygnus constellation.  This far outpost has been on the front lines of the Fleen Wars and is a heavily militarized colony.  It is the seat of Human Colonial government for the Periphery worlds.  Alliance warships are a common sight here, rearming and refueling at Deneb's orbital dry docks in between sorties against the Fleen.

The trip to Deneb is brutal, even by the technological standards of the Alliance.  The only ships that are really capable of making the trip are *Battleship* size and larger.  All other ship types need to be towed.

- **Atlas Station:**  One of the largest and most technologically advanced orbital stations in the Alliance is Atlas Station.  This facility was constructed primarily to provide shipyards for the largest classes of

Alliance vessels but has since grown to become a unique community in space.  This is literally the "last outpost" that an exploration vessel can visit before heading out into uncharted territory.  The Assay Office here is a popular place for Captains to register salvage rights to any alien resources that they should happen to discover on their journeys.

### *Rigel:*
*Distance from Sol:* 240 parsecs
Due to its large, bright sun Rigel is a sort of home away from home for the Tholians.  Enormous Tholian Ark Ships have landed on Rigel Prime, forming the basis for a number of colonies that dot the planet's surface.  The radiation levels on Rigel Prime are dangerous for unprotected humans but the Tholians consider them therapeutic.  Tholians will travel from a long way away to vacation on Rigel, which for these plant-beings is something like an exclusive spa world.  Xeno-tourism is a popular industry here; wealthy humans with a taste for the foreign will visit to absorb Tholian culture and enjoy the strange vistas of this blazing world.

### *Other Worlds:*
If you need to generate a new planet on the fly you can use this table.  Simply draw three cards from a normal deck of playing cards and combine the results below.  Use or discard whatever works for you:

*Planet Generator*

| Card | 1st Draw | 2nd Draw | 3rd Draw |
|---|---|---|---|
| 2 | Colonized | Tidally Locked | Gas Giant |
| 3 | Uninhabited | No Atmosphere | Terrestrial (Earth-like) |
| 4 | Life Rich | Heavy Gravity | Ice Planet |
| 5 | Dead | Light Gravity | Ocean World |
| 6 | Mineral Rich | Stormy | Barren Rock |
| 7 | Mineral Poor | Predator Habitat | Scorched Rock |
| 8 | Marked for Colonization | Placid | Lava Planet |
| 9 | Energy Rich | Poisonous Atmosphere | Toxic Planet |
| 10 | Energy Poor | Catastrophe Scarred | Desert Planet |
| J | Castaways | Strong Magnetic Field | Radioactive Planet |
| Q | Ruined | Ringed | Jungle Planet |
| K | Densely Inhabited | Partially Terraformed | Swamp Planet |
| A | Advanced Artifacts | Noteworthy Moon | Paradise World |
| Joker | New Resource | Sentient World | Manufactured World |

*Advanced Artifacts:*  You discover ruins that defy description.  Contained within the ruins are some artifacts from a more advanced alien race.  The away team finds 1d4 pieces of broken or functioning advanced alien technology.

*Barren Rock:*  This rocky planet lacks a hospitable atmosphere and is a radiation scarred desert.  The away team will require space suits here.

*Castaways:*  You find a small group of crash survivors living on the surface of the planet.  The castaways belong to a randomly generated alien race.

*Catastrophe Scarred:*  The surface of the world shows signs of a massive catastrophe in the world's past.  This catastrophe is either the result of a great war or a planetary collision.

*Colonized:*  A small settlement is located on the planet's surface.  This settlement belongs to a randomly generated alien race.

_Dead:_  This planet doesn't show a single sign of any living organism.

_Densely Inhabited:_  Billions of randomly generated aliens already populate this planet.

_Desert Planet:_  This arid, sandy world harbors a hospitable atmosphere but very little water.  Visibility is occasionally impaired by dust storms.

_Energy Poor:_  Scans show that the planet suffers from a lack of usable energy sources.

_Energy Rich:_  Scans show that the planet is very rich in untapped natural energy sources (i.e. petrochemical, hydrocarbon, renewable, radioactive).  Your ship can be refueled here and you can mine 1d4x5000 credits worth of unrefined fuel per month.

_Gas Giant:_  This massive planet is composed almost entirely of swirling gases.  There is no place for an away team to land here.

_Heavy Gravity:_  The gravity here is much higher than Earth normal.  _Pace_ is halved and _Strength_ checks are made at a -2.

_Ice Planet:_  The surface of this planet is bitterly cold and encased in thick ice.  An away team must wear space suits here.

_Jungle Planet:_  This planet is covered with an overabundance of plant life.  Unless otherwise noted it is hospitable to human life.  The away team can capture 1d4 bio-samples worth 1d4x200 credits each.

_Lava Planet:_  The surface of this world is covered with rivers and lakes of hot lava.  The heat is excruciating.  The away team will require space suits here.

_Life Rich:_  The planet is blessed with an abundance of plant and animal life, but no native intelligent life.  The away team can capture 1d4 bio-samples worth 1d4x200 credits each.

_Light Gravity:_  The gravity here is much less than Earth normal.  _Pace_ is doubled and _Strength_ checks are made at +2.

_Manufactured World:_  This planet was constructed by a race with godlike technological abilities.  The entire surface of the planet is covered with buildings, machinery and bizarre, hand-crafted geological formations.  The away team finds 2d10 strange Technology Level 7 or 8 artifacts.  Unless otherwise noted the atmosphere here is hospitable.

_Marked for Colonization:_ The presence of a beacon and some surveying droids on the surface of the planet indicate that another intelligent race has made plans to colonize this world.

_Mineral Poor:_  Scans show that the planet's crust is mostly composed of silica, carbonates and other non-precious minerals.

_Mineral Rich:_  Scans show that the planet is very rich in untapped, valuable heavy metals.  1d4x5000 credits worth of material can be mined per month.

_New Resource:_  Scans reveal a previously uncataloged substance on the surface of the planet.  This strange new substance (which can be a mineral or plant) has unquestionable scientific value and is quite possibly worth a lot of money too.  1d4x10,000 credits worth of material can be harvested per month.

*No Atmosphere:*  The planet completely lacks any kind of atmosphere.  It is exposed to the harsh vacuum of space.  A planet with no atmosphere cannot support surface liquids.  An away team must wear space suits here.

*Noteworthy Moon:*  The planet has at least one moon that is worthy of further exploration.  Draw again immediately from the deck to determine the composition of the Moon.

*Ocean World:* This planet can support liquid water.  Indeed, its entire surface is covered with the stuff.  The away team will require space suits to explore underwater here.  The atmosphere, unless otherwise noted, is safe for humans.

*Paradise World:*  This world is simply one of the most beautiful places you've ever seen.  It embodies the best features of Earth multiplied by 100.  It is very safe for human habitation and offers an abundance of food, water and shelter options.

*Partially Terraformed:*  Large Terraforming devices on the surface of the planet are in the process of converting the atmosphere into a more hospitable one.  Robots tend the machinery.

*Placid:*  The weather here is especially gentle.

*Poisonous Atmosphere:*  The atmosphere contains chemical compounds which are corrosive to metal and poisonous to breathe.  Ships in this atmosphere lose 1 point of Hull Rating per hour and away teams suffer 1 *Wound* per hour (regardless of protection).  An away team must wear space suits here or die in seconds.

*Predator Habitat*:  This planet is home to an indigenous species that is dangerous and predatory.  This animal will actively hunt and kill explorers.  Use the Alien Generator to determine its characteristics.

*Radioactive Planet:* This planet sets off Geiger counters from 1 AU away.  Its surface is dangerously radioactive and lethal to anyone not properly shielded.  It is possible to mine 1d4x5000 credits worth of radioactive fuel per month.

*Ringed:*  The planet has a number of rings of ice and debris orbiting it.  There is a 50% the rings contain 1d4x1000 credits worth of semi-precious ore and a 50% chance that they conceal pirates.

*Ruined:*  The surface of the planet shows signs of prior inhabitation.  The away team finds 1d4 artifacts of random technology level.

*Scorched Rock:*  The surface of this planet is unbearably hot.  The away team will require space suits here.

*Sentient World:*  The planet itself is a living organism.  There is a 50% chance that it is friendly toward the crew.  If friendly it will try to communicate; if not it will try to chase visitors away with earthquakes.

*Stormy:*  The atmosphere is particularly violent here.  Dangerously high winds are common.  Normal flight is at half speed and visibility is half normal.

*Strong Magnetic Field:*  The planet has an unusually strong electromagnetic field.  Electronic equipment does not function properly in the presence of this energy.  The planet is covered by a huge shimmering aurora that blocks sensor readings.

*Swamp Planet:* This marshy, misty world is a mixture of soft earth and water.  Unless otherwise noted it is hospitable to human beings.  Away teams will have to be wary of quicksand and sinkholes.

*Terrestrial:*  This rocky planet is reminiscent of Earth.  It can support water, life and a breathable atmosphere.

*Tidally Locked:*  This planet does not rotate on its axis.  One side is perpetually in darkness, the other side perpetually in light.

*Toxic Planet:*  The surface of this planet is covered with acid pools, poisonous gas vents and noxious clouds.  The away team will require space suits here.

*Uninhabited:*  This planet shows no signs of ever having been visited by intelligent life.

## Appendix A: Xenology

This section goes into greater detail concerning the major races of the *Sector Zero* campaign setting. This information is intended to provide additional flavor for any Game Master that wishes to use it.

### *Arloi*

The Arloi have had the good fortune to grow up on a world virtually devoid of conflict. Their life-rich homeworld possesses an abundance of resources that has proven more than sufficient for supporting the varied and robust eco-system that produced the Arloi. The Arloi evolved from arboreal mammals, similar to Humans, but where the Human race eventually descended from the trees, the Arloi continued to dwell in the upper canopy of their forested homeworld.

While there is evidence in the Arloi histories of civil wars and infighting, these periods are regarded as Dark Ages and are seldom spoken of. The Arloi are proud of their enlightened natures and consider religion and philosophy to be the highest pursuits a sentient being can engage in. Their culture is rich and deep. They love creating art in all forms and are intensely spiritual in all things. Arloi engineers have a peerless knack for blending organic, natural forms into technological devices. The first time most people set eyes upon an Arloi-manufactured weapon they are struck by how beautiful it is.

The Arloi consume a diet that is mostly vegetarian but they do supplement their intake with a small amount of animal protein. This is mainly more for health reasons than any real desire to eat flesh. Religious prohibitions against butchering animals have forced the Arloi to grow their meat proteins in lab-controlled vats, producing a flavorless, firm food-substance not unlike really steaky tofu. This food is engineered to never go bad making it an ideal space ration.

The Stellar Alliance is, in large part, the product of Arloi diplomacy. They were the first race to conceive the notion of a multi-racial interstellar government. Indeed, the very reason the Arloi went into space in the first place was to find other sentient races. The Arloi harbor deeply held religious beliefs that convinced them other intelligent beings were waiting for them in the stars. Believing that all sentient beings are part of the same, single Spirit, the Arloi considered it their religious duty to find and befriend their lost *star-cousins*.

A major part of the reason why the Alliance has had such a hard time dealing with the Fleen is because the Arloi make very poor warriors. If put in mortal danger, they will certainly defend themselves but they are extremely reluctant to resort to military solutions if there are still non-military methods to try. This causes an Arloi captained vessel to frequently cede initiative to their opponent while the Captain works out the ethics of his or her actions.

The Arloi consider Humans to be exquisitely interesting. There are many similarities between the races: both have rich religious histories, both live on forested, life-friendly worlds and both have a similar evolutionary history. Since the Human race was inducted into the Alliance, the Arloi have sent numerous scholars and researchers to Earth to learn as much as they can about this fascinating young race. They find the climate on Earth exceedingly suitable to their biology. Some Arloi have gone so far as to pair bond with Human mates. While this sort of union doesn't produce offspring there is an undeniable love and affection shared by members of these couplings. The Arloi point to this as proof that all sentients share a cosmic bond with one another.

### *Brill*

The homeworld of the Brill at first glance doesn't look like the sort of place that would support life. It is rocky, has a thin atmosphere and has virtually no surface biosphere. Underground, however, it is a bustling hive of biota.

The Brill evolved from a species of burrowing rodent that shared organizational traits with many insect species. As they developed into bipeds, they lost some of their specialized digging tools but kept their "hive first" social orientation.

The Brill were the first race that the Arloi came into contact with when they began exploring the stars. It was this meeting that prompted the idea of forming a "Stellar Alliance"; the Brill, seeing nothing but profit in the arrangement, readily agreed to this political union.

Brill cities, called Hives, are entirely subterranean. Hives are built around a "core" which makes up the commercial and administrative center of the Hive. A Brill's relationship to their Home Hive is a special bond. Brill take great pride in doing things that increase the status of their Hive. To the outsider, navigating a Hive can be extremely challenging; their construction utilizes a lot of strange angles and odd geometries.

Brill scientists are sharp, inquisitive and gifted but their real talent lies in the craft of reverse-engineering. They are fantastic at taking a complex device apart, understanding its workings and replicating the technology that created it. It is principally through this gift that the Alliance has obtained the technology it enjoys today. Indeed, much of what the Alliance uses was originally invented by the Fleen and then appropriated by Brill scientists. There are many who believe the Fleen-Alliance Wars were started over this very issue.

### Chak
The Chak evolved from a species of predatory quadrupeds on their homeworld of Kraa. Theirs has always been a kill or be killed existence on a world that hosted a number of different species of alpha predators. The Chak gradually rose to a position of dominance through the successful use of social groups for protection and simple tools for combat. With the development of tool-use, the Chak evolved to become bipedal, using their forelimbs to craft and hold hand implements. Wars began to break out routinely between rival tribes as they battled for resources and mates.

Because the Chak are almost entirely meat-eaters they did not attempt to grow crops at any stage in their development. The creation of cities only arose as a way to hold slaves captured in raids and to provide safe haven for the raising of young.

Military technology progressed rapidly as the Chak quickly moved from hand-to-hand weapons to ranged weapons and explosives. Tribes evolved into nations and world wars became a common event on Kraa. Indeed, if more than a couple of years went by without a major land war, the Chak would become depressed.

An interest in space flight first emerged as simply another way to gain a military advantage over terrestrial rivals on Kraa. Every faction on the planet formed a fleet of orbital bases and satellites bristling with big nasty weapons. One Chak scientist accidentally discovered faster-than-light travel when a failed weapons test hurled a Chak warship to a neighboring star system. This caught the attention of the Alliance who promptly sent delegates to visit the Chak. Besides the shock of seeing other sentient beings for the first time, the Chak simply had no frame of reference for creatures that wanted to "talk". If it couldn't be eaten or dominated, the Chak weren't interested. They promptly opened fire on the Alliance delegation, which sighed, shrugged their shoulders and moved on.

The experience caused a bit of a revolution on Kraa. With the realization that "others" lived out in space, the Chak stopped fighting each other long enough to build huge ships capable of intersteller travel (albeit with suspension capsules) and began exploring nearby star systems for new races to subjugate. Their efforts, up until now, have met with very limited success but the Chak are still enthusiastic about finding new worlds and races to exploit.

When the Human race first joined the Alliance, one of their scout ships had an encounter with a Chak line frigate that yielded gruesome results. Hoping to establish meaningful diplomatic channels with this known aggressive race (humans always think they can do what others manifestly cannot) the crew sent an away team to visit the Chak commander. The away team was promptly restrained, killed and eaten by the Chak, who were positively *thrilled* to learn that Human flesh was absolutely delicious. When this news was beamed back to Kraa it sparked a new planetary movement called the "Good Flavor War". Huge fleets were assembled to find more Humans for harvesting. Subsequent encounters with Human ships have had decidedly one-sided results in the Humans' favor but that only encourages the Chak, who like a good fight as much as a good meal.

The Chak language is guttural and growly. They have several dozen different ways to describe butchering a food animal and the closest analog to "love" in the Chak tongue is "hungry". The only inkling that the Chak have any notion of art is their interest in mounting trophies from combat kills and the creation of "splatter paintings" where the blood of a conquered foe is used to paint gruesome, abstract tableaus depicting battles. The Chak are atheistic and only show deference for "The Supreme War Leader", who is the Chak that happens to be the most powerful warlord on Kraa at any given time. The Chak are active slave traders; slaves form an important part of their barter-based economy.

Blood sport is the principal form of entertainment on Kraa.

The popular mode of dress amongst the Chak is to wear armor. Military motifs are considered fashionable so it is not unusual to see even a common Chak citizen wearing a breastplate and epaulets like a decorated officer.

Chak morphology is generally humanoid. They are bilaterally symmetrical and have bimorphic genders. Both genders are covered with an excess of body hair and have overdeveloped claws and canines. Human observers have remarked that the Chak look a bit like the werewolves mentioned in Old Earth mythology, minus the wolf-like snouts. The Chak reproduce much like humans do but produce litters of young. These litters are usually winnowed down to a single cub that is selected for strength and other breeding qualities.

The Chak do not possess warp drive but have a cruder method of interstellar travel that serves them just as well. They load up massive invasion ships with soldiers in suspended animation and then use shaped fusion detonations to propel the craft at near-light speeds. The ships still take some amount of real time to reach their destination, but not so much as to make the adventure pointless. Chak soldiers who are assigned duty on these ships have no expectation of ever returning home, so they fight with total abandon and zeal.

Modern Chak weaponry consists of nuclear missiles, nuclear bombs, laser cannons and autocannons. Generally speaking, a Chak warship doesn't present much of a threat to an Alliance vessel but in sufficient numbers they can be dangerous. What is more worrisome is their ground troops, which are exceptionally strong and vicious.

There are still those in the Alliance who believe that one day the Chak could be "uplifted" and invited into the ranks of the Stellar Alliance. Clearly, their skill in battle would be an asset against the Fleen. That day is probably far, far away, if it will ever come to pass.

### Fleen

The Fleen are the oldest and most advanced xenomorphs in this region of space. While the races of the Stellar Alliance were learning how to make fire, the Fleen were exploring worlds and plumbing the depths of science. For most of their existence, the Fleen have been content to study and observe the younger races, occasionally snatching a subject for biological study but never overtly interfering in the development of primitive civilizations. It wasn't until after the Stellar Alliance formed and the young races

began to pilfer technology from the Fleen that they changed their policy regarding other races.  Now they have adopted a decidedly militaristic stance and are bent upon the utter destruction of all Alliance races.

Fleen are short, gray-skinned humanoids with overlarge heads, overlarge eyes and a disturbing lack of orifices.  Their mouth, ears and nose are vestigial.  Fleen no longer have sexual organs and are completely incapable of reproducing naturally; all Fleen reproduction is managed through cloning.  The consequence of this is that the Fleen genome has become stagnant and it is because of this that the Fleen have scoured the solar system searching for compatible genetic material that they can use to strengthen their breeding lines.  It is by virtue of their frailty and their inability to reproduce in great numbers that the Fleen have not already crushed the Alliance.  They feel every loss very keenly.

It is speculated that at a very early stage of Fleen development they greatly resembled Humans but after millennia of dependence upon life-enhancing technologies they gradually changed into the physically weak, intellectually formidable race they are today.  It is unknown what their culture might be like or what their values are as a species.

The Fleen communicate with one another telepathically and regard all non-telepathic races as categorically inferior.  On the very rare occasions when a Fleen speaks to a lesser race it will do so using a computer synthesizer, having lost the power of verbal speech long ago.

Fleen technology is slightly ahead that of the Alliance but Alliance scientists, with the help of the Brill, are catching up very quickly.

Nobody knows where the Fleen homeworld is or even if one exists.  The Coreward Periphery of Alliance space is where most Fleen invasion fleets originate from.  Reconnaissance missions into the deep Periphery have never revealed a single Fleen staging base, leading to speculation that the Fleen may have advanced cloaking technology or some form of inter-dimensional warping capability.  Futurists speculate that a civilization as advanced as the Fleen's may no longer live on planets at all, preferring instead to dwell in entirely artificial, mobile habitats.

### Human
Humans are the strongest, smartest and best looking species in the universe.  Just ask one sometime.  They are the new kid on the block from a galactic perspective having only joined the Interplanetary Club fairly recently.  Humans are naturally endowed with a strength, competitiveness and killer instinct that is lacking in the other Alliance races; traits that made them attractive recruits and able warriors.

Humans are perhaps the most adaptable of the Alliance races, capable of thriving in a wide range of environments.

### Tholian
The Tholian race grew up on a world that suffers from radical solar occlusions.  While almost never being fully eclipsed, this caused the sun's energy to be partially eclipsed so that at certain times of the year portions of the world were deprived of the solar energy that plants required to survive.  This reality caused the proto-Tholians to quickly evolve the capability to move with the sun.  Vast forests of moving foliage would migrate around the world soaking up the occluded sun's rays.  The most mobile plants quickly gained an advantage over the less mobile and enjoyed the advantages of harvesting a surplus of energy.  These well-adapted plants would go on to evolve sentience and the ability to handle tools.

The Tholian psyche is truly alien to the animal-derived species of the Alliance.  They don't experience time and emotion in the same way that Humans do.  For the Tholian, life and death aren't really separate things.  They have an inherent understanding that death is just a vehicle to support the life of another being.  Tholians espouse an active belief in reincarnation – that ones essence lives on in the bodies of

successive generations.  It is not uncommon to hear a mortally wounded Tholian ask his friends to consume him when he dies so that his essence will feed the Cycle of Life.

Tholians are slow in thought and action but are not unintelligent; they just operate on "plant time" which is a completely different way of experiencing the world than "animal time".

Tholian reproduction is asexual.  When a Tholian reaches a certain age it begins sprouting buds which can be cut off and planted to grow new Tholians.  Trimming unwanted buds is a normal part of Tholian grooming.  Though they do not have any social taboos concerning nakedness (on account of not having genitalia or body issues) Tholians do consent to wearing uniforms around their animal companions.  Ordinarily, Tholians will parade about *au natural*.

When the Tholians began taking their first steps into space it was in huge Ark Ships that were originally designed to bring Tholian vacationers closer to the life-giving sun they crave.  These hulks were very slow but enormous; within their thick hulls entire colonies of Tholians could live comfortably.  When the Tholians discovered a planet they wanted to settle, they would simply land the Ark and strip it down to provide building materials for shelters.

Tholians were the last race to join the Stellar Alliance before the induction of the Humans.  The Arloi find them spiritually interesting and the Brill are intrigued by their Bionetic technology.

Tholian scientists have recently begun making some breakthroughs in the field of Applied Organics, or the use of organic materials for starship construction.  When this technology matures it could provide future generations of Alliance ships with a great military advantage – ships that could literally repair themselves and produce their own life support.

## Appendix B: MegaCorps

There are a number of enormous corporations based on Earth that wield tremendous power and influence in the Alliance. These companies are able to privately fund their own fleets of ships and they provide much of the capital that keeps the Alliance up and running. The Alliance is expected to answer any distress calls from MegaCorp vessels while keeping the space lanes clear of pirates and other undesirable elements. Virtually all of the richest and most powerful families on Earth have ties to one or more MegaCorps, which are the closest thing to an aristocratic class that still exists.

The other Alliance races do not have corporations of their own: the Arloi consider them to be exploitative and of low moral caliber; Tholians simply don't see the need for them; and the Brill, though they rather like the idea of corporations, are more oriented to their Hive than to any corporate loyalties.

Here are a few of the more prominent corporation players currently in operation:

### Artemis-Lockwell
This conglomerate is the largest aerospace manufacturer in the Alliance. Artemis-Lockwell makes most of the ships that the Alliance uses out of their orbital factories surrounding Earth. The company prides itself on its distinguished lineage – they count among their former executives some of the most powerful and famous businessmen and women on Earth. They consider themselves the "Old Guard" and look at most other MegaCorps as upstarts and amateurs.

### Traeger Interplanetary
Traeger is at this time the number one transport and shipping company in the Alliance. Their specialty is moving commodities and heavy industrial equipment. Massive Traeger Starliners provide a lifeline of commerce to every colony in the Alliance, no matter how far they may be. Traeger is one of the largest employers in the Alliance; their shipyards, docks and loading bays provide skilled and unskilled work for millions of citizens.

### InterStar
InterStar is a company with a number of different technology and media divisions, but their specialty is Interstellar Communications. InterStar satellites and orbital platforms provide the communication infrastructure for the entire Alliance. Service crews are frequently dispatched to do routine maintenance and repairs on InterStar's far-flung assets. InterStar also owns and operates the most popular entertainment networks in the Alliance. Every year celebrities are made and broken on InterStar programs.

### Pratt & Remington
This former engine maker merged with a popular firearms manufacturer a couple of centuries ago to become a powerhouse in the military weapons industry. Pratt & Remington makes the large cannons that adorn most Alliance warships. Their top secret weapons lab is a subject of great interest and scrutiny. Competitors and customers are always keen to try and get a peek at what the geniuses at P&R will come up with next.

### SolEx
SolEx, short for Solar Express, commands the highest rated delivery service in the Alliance. Their fleet of couriers makes billions of deliveries daily, piloting their small, fast frigates through any conditions. SolEx prides itself on making delivery deadlines no matter what. Their pilots are selected for their resourcefulness and courage – and their ability to fight to protect their cargo. Many ex-military pilots opt for a rich SolEx contract after handing in their Alliance commissions.

### NovaGen

NovaGen Pharmaceutical is the largest supplier of drugs and medical equipment in the Alliance. They own a number of very highly sought after patents on various Xenomorphs that have been discovered by Alliance survey crews. They synthesize medicines from these alien plants and animals to treat a broad range of human ailments. It is largely through NovaGen's tremendous research and development that virtually all life-threatening human maladies have been cured. NovaGen counts among its auspicious board members the very best doctors in the Alliance.

### Caliban Oreworks

This tenacious mining conglomerate has survived by aggressively swallowing up its competitors over the centuries. The Caliban Oreworks entity is a holding company for dozens of smaller mining firms; it is through the collective strength of their capital that they are able to wield tremendous influence in the Alliance. About 80% of all interstellar mining that happens in Alliance space is done by Caliban-sponsored unions. Dark rumors abound concerning how Caliban addresses the other 20%. Their board won't be satisfied until they control all ore extraction and refining operations in known space.

### Helion

Helion is the largest and best known fuel and energy company in occupied space. They own and operate a chain of fueling stations on every colony and in every space station. Alliance and non-Alliance ships alike use Helion's refueling depots and dry docks to procure a wide range of ship maintenance services. Helion power plants provide energy for every emerging colony. Their research into fusion power and theoretical anti-matter power leads the industry. Helion sources most of their raw fuel from the Caliban Oreworks cartel but are always actively looking for a reliable secondary provider.

### TerraForge

This company's *Phoenix* line of atmosphere generators and soil processors sets the gold standard in terraforming technology. Every colony in the Alliance has several of these gigantic machines installed in strategic locations to optimize planetary weather for Earth-normal conditions. TerraForge makes trillions of credits with each installation of their proprietary technology, giving them one of the strongest balance sheets of all the MegaCorps. They are major underwriters for most colonial expeditions. A TerraForge pre-fabbed "company town" is a very common sight on all newly colonized worlds. Because their installations are so staggeringly expensive, TerraForge is constantly wary of risks; their private security and insurance forces are always on the lookout for anything that could harm one of their assets.
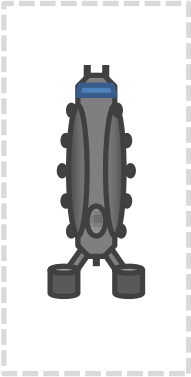
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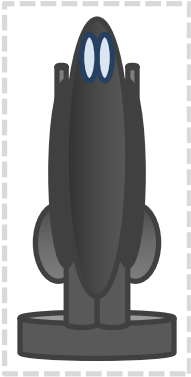
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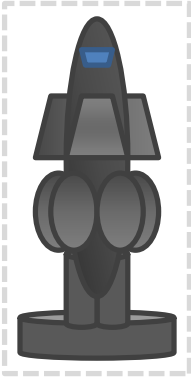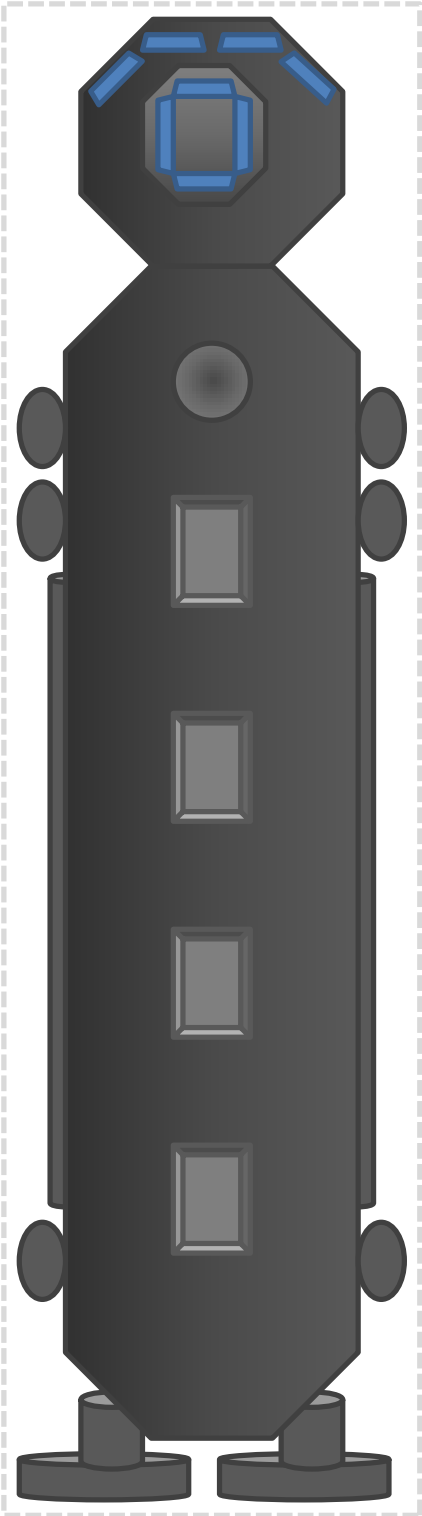
Shaken

Frigate

Junk

Fighter

Corvette

Shuttle

Starliner

Shaken shaken
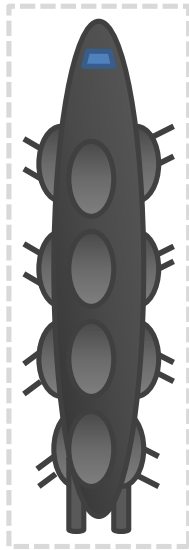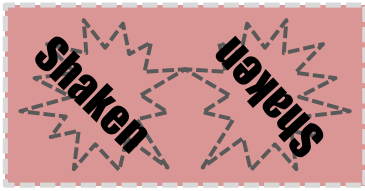
Battleship

Destroyer
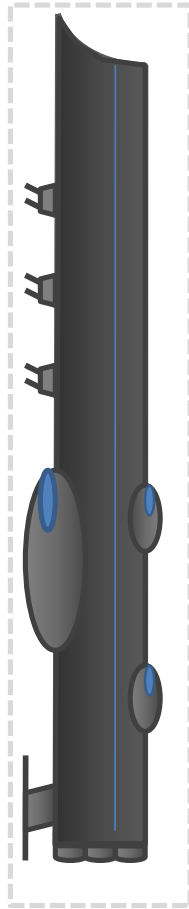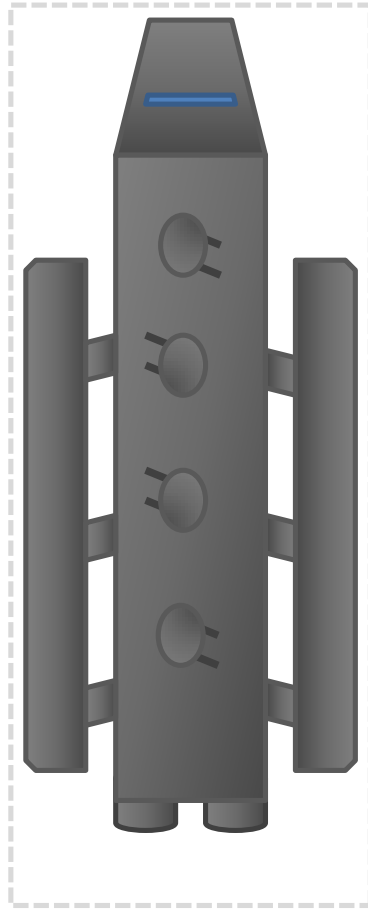
Carrier
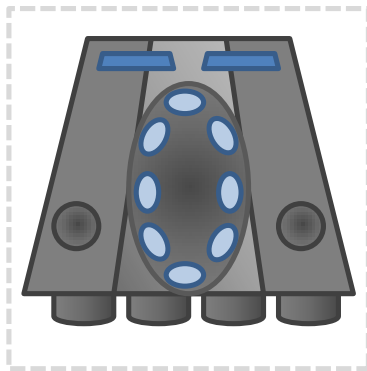
Galleon

Freighter
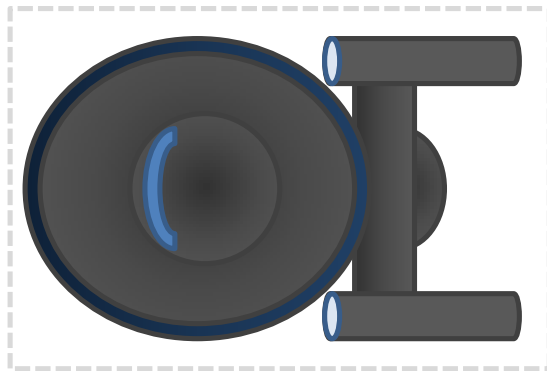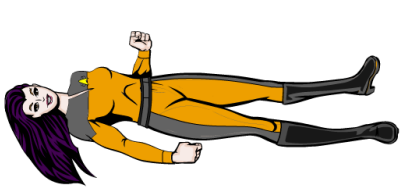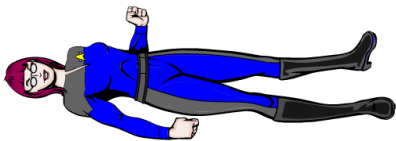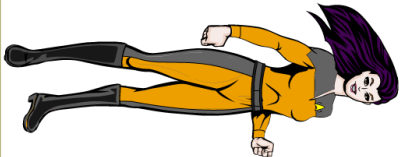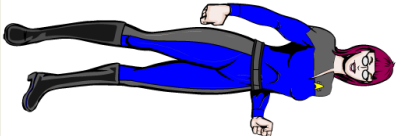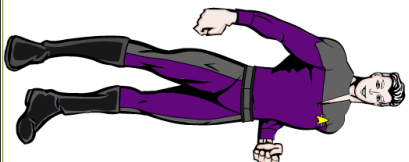
**Appendix D: Character Stands**

Female Red Shirt

Female Red Shirt

Female Red Shirt

Female Red Shirt

Female Red Shirt

Female Red Shirt

Red Shirt

Red Shirt

Red Shirt

Red Shirt

Red Shirt

Red Shirt

Human Red Shirts

Collin Terrell 2009
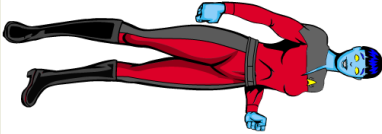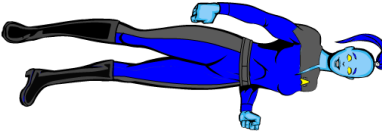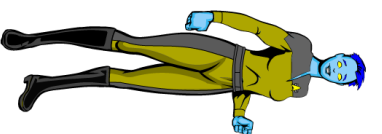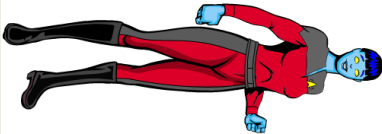
Human Officers

Female Lieutenant

Female Lieutenant

Male Lieutenant

Male Lieutenant

Female Science Officer

Female Science Officer

Male Science Officer

Male Science Officer

Female Captain

Female Captain

Captain
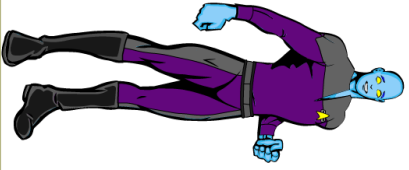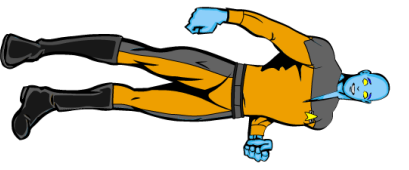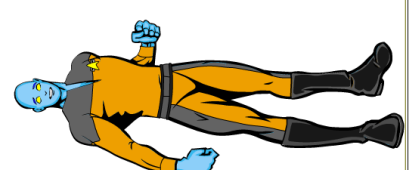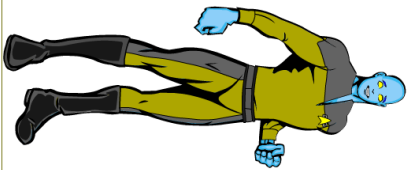
Captain

Human Officers

Female Red Shirt

Female Red Shirt

Red Shirt

Red Shirt

Female Red Shirt

Female Red Shirt

Red Shirt

Red Shirt

Female Sergeant

Female Sergeant

Male Sergeant
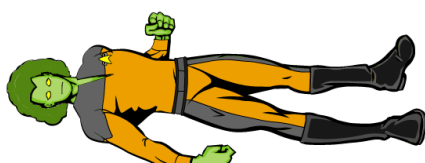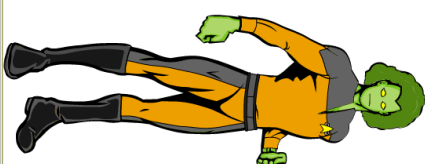
Male Sergeant

Female Arloi

Female Arloi Captain

Female Arloi Captain

Female Arloi Lt.

Female Arloi Lt.

Female Arloi Red Shirt

Female Arloi Red Shirt

Female Arloi

Female Arloi

Female Arloi Sergeant

Female Arloi Sergeant

Female Arloi Red Shirt

Female Arloi Red Shirt

**65**
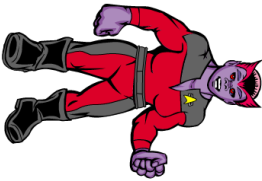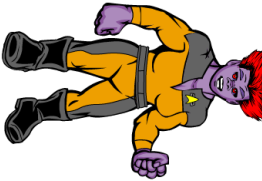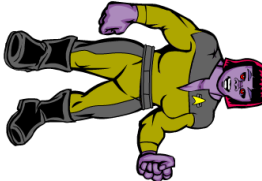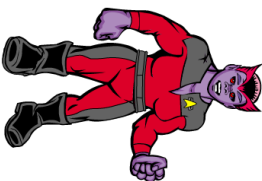
Male Arloi

Arloi Captain

Arloi Captain

Arloi Red Shirt

Arloi Red Shirt

Arloi Science Officer

Arloi Science Officer

Arloi Lt.

Arloi Lt.

Arloi

Arloi

Arloi Red Shirt

Arloi Red Shirt
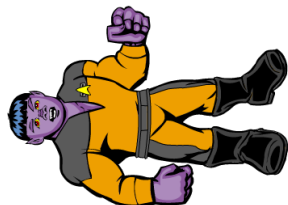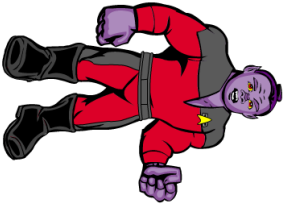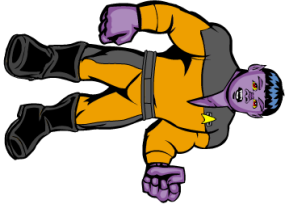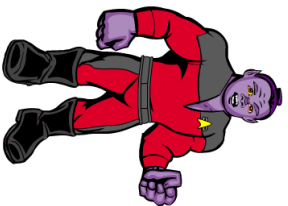
Tholians

Tholian Red Shirt

Tholian Red Shirt

Tholian Sergeant

Tholian Sergeant

Tholian Captain

Tholian Captain

Tholian Lt.

Tholian Lt.

Tholian Red Shirt

Tholian Red Shirt

Tholian

Tholian
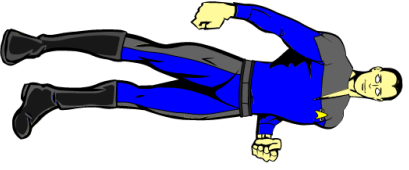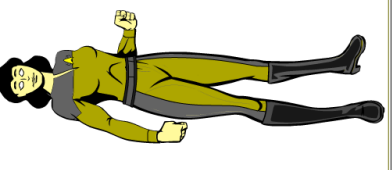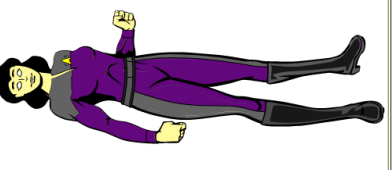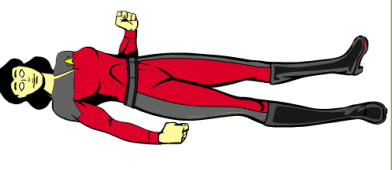
Female Brill

Female Brill Red Shirt

Female Brill Red Shirt

Female Brill Science Officer

Female Brill Science Officer

Female Brill Lt.

Female Brill Lt.

Female Brill Sergeant

Female Brill Sergeant

Female Brill Red Shirt

Female Brill Red Shirt

Female Brill Captain

Female Brill Captain

Male Brill



Brill

Brill

Brill Science Officer

Brill Science Officer

Brill Sergeant

Brill Sergeant

Brill Lt.

Brill Lt.

Brill

Brill

Brill Captain

Brill Captain

Androids & Gynoids

Android Science Officer

Android Science Officer

Android Red Shirt

Android Red Shirt

Android

Android

Android Sergeant

Android Sergeant

Android Captain

Android Captain

Android Red Shirt

Android Red Shirt