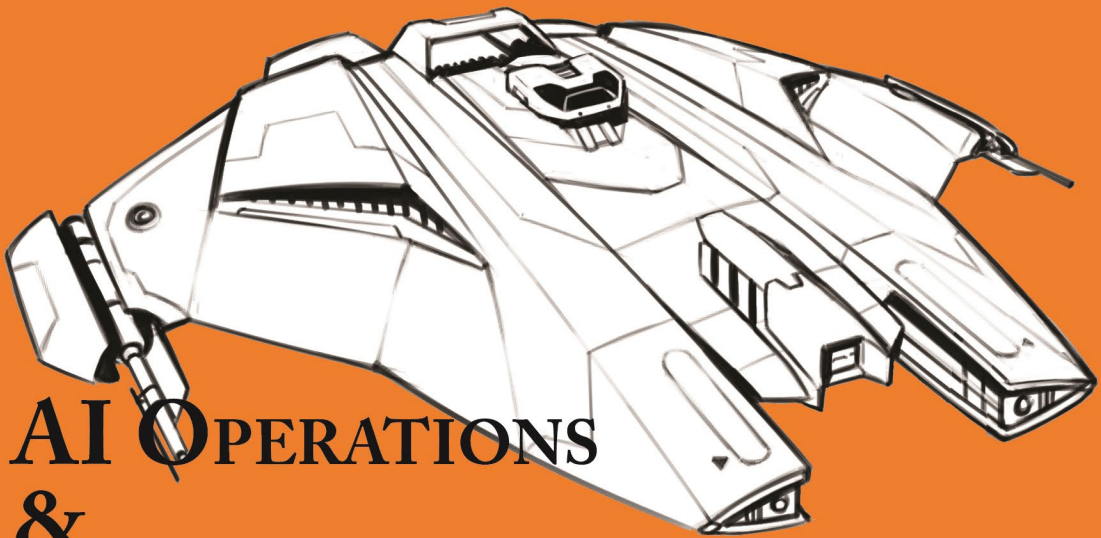# TRANSIT
THE SPACESHIP RPG

AI OPERATIONS
&
MISSION CONTROL
MANUAL

CASEY, CONNEELY, AND WYLIE

Welcome to the World of TRANSIT

Powered by the Apocalypse

18 Unique Character Combos

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Mission Generation Tools for Missions that Matter

Space Stations, Bases, & HQs

Solid Advice for Running and Playing the Game

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TRANSIT takes place beyond our home planet, allowing you to traverse the **unlimited depths of space** and explore worlds outside our own galaxy.

Your role as an **Artificial Intelligence** is to inhabit an **interplanetary vessel**, manage your resources, and direct your crew. You'll deploy your ship's officers into the field, hunt down criminals, engage in interstellar combat, and deliver supplies and colonists to remote settlements.

You must rely on your resources to complete missions by **acting through your ship, tech, and crew**. Three different AI types – **Combat, Command, and Support** – lend themselves to varied and interesting game play, but it's when an AI is paired with a ship that the real **diversity in character creation** comes to the fore.

TRANSIT is more than just an intergalactic skirmish game. When your interests and those of your crew are aligned, things can go very well, but when you and your crew come into conflict, they **turn from asset to liability**. They'll think **you're insane**, but you're just trying to survive and complete your mission. How did it come to this? **What will you do next?**

You're the **hero**. You're the **monster**. You're the **glorious leader**. You're the **soulless tormentor**.

Just how far will you go to complete your mission?

TRANSIT

TRANSIT
THE SPACESHIP RPG

by

Casey

Conneely

&

Wylie

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INTRODUCTION

WELCOME TO TRANSIT

TRANSIT takes place beyond our home planet, allowing you to traverse the unlimited depths of space and explore worlds outside our own galaxy. Science reigns supreme and provides the foundation by which exploration occurs, but it cannot answer all of life's questions.

Your role as an Artificial Intelligence (AI) is to inhabit an interplanetary vessel, manage your resources, and direct your crew in pursuit of your mission objectives. You'll deploy your ship's officers into the field, hunt down criminals, engage in interstellar combat, deliver supplies and colonists to remote settlements, and discover strange new worlds.

As an AI, you must rely on your resources to complete missions by acting through your ship, tech, and crew. The three different AI types – Combat, Command, and Support – lend themselves to varied and interesting game play, but it's when an AI is paired with a ship that the real diversity in character creation comes to the fore. You'll not only choose your ship type but also its weapons, defenses, and the modifications that will make it unique even among its own class.

Once you've got your lasers locked and loaded, TRANSIT goes on to be more than just an intergalactic skirmish game. Your crew, like your ship, is an asset, ready for you to use to accomplish your mission objectives. When your interests and those of your crew are aligned, things can go very well, but where you and your crew come into conflict, they turn from asset to liability. They will thwart you and may even try to destroy you. They'll think you're insane, an AI run rampant, but you're just trying to survive and complete your mission. How did it come to this? What will you do next?

As an AI, your problems don't stop at resource allocation, but expand weirdly, emotionally, illogically, as you try to weigh the competing interests of biologics against your mission priorities. You're the hero. You're the monster. You're the glorious leader. You're the soulless tormentor. Just how far will you go to complete your mission?

Whatever your goals might be in TRANSIT, the fact is that you're operating at the edge of known existence. You may have a planet or station you tenuously

call home, but the vastness of space remains largely uncharted, holding dangers heretofore unknown. Your missions will often take you to systems nobody has ever heard of, to meet alien species that aren't catalogued in any database, and to encounter threats that no sentient being has ever conceived. Exploration and discovery of an ever-expanding Universe is vital to TRANSIT.

Of course, the void is a dangerous place for a lone ship, so if you have any luck at all you'll find yourself traveling between systems in the company of a fleet. From Combat to Support, from battleships to repair vessels, the types of AI and ships in your fleet will determine what you as a group can do and help shape the story you write in the stars.

Welcome to the world of TRANSIT.

WHAT TRANSIT IS LIKE TO PLAY

TRANSIT is about exploration and discovery in a dark and perilous galaxy. What happens when advanced civilizations encounter exotic planets or alien intelligences? How does an AI balance its mission priorities against the needs of its own well-being, or its crew's welfare? Fundamentally, game play is like a conversation between the players and Mission Control (MC) — MC tells the players what they encounter in the Galaxy around them, and the players say what their AI are thinking, feeling, and doing. MC describes everything else, including what non-player characters – often called NPCs – say, think, feel, and do.

Usually, those descriptions trigger a Move, something that requires the conversation to pause so that the dice can be rolled to determine what happens next. In these moments, when the outcome of the game hangs on a roll of the dice, anticipation and excitement grip the players as they grapple with the looming threat of unforeseen consequences.

If you play multiple sessions, the AI will learn and grow, gaining experience from their missions, charting new territories, and purchasing or inventing new tech. They may also explore how they feel about one another and contemplate their places in the universe, subordinate to Headquarters and answerable for the failures of the fragile biological creatures under their command. When they earn enough experience points (XP), they can upgrade and advance, gaining new Moves or refining existing ones. Not only do they concern themselves with mission goals, but larger goals that may be passed on, iteration to iteration.

The other players are your allies in the Fleet. They each have their own AI, ship, and crew. Even though you are allies, your relationship to their characters will change throughout the game. You may develop stronger bonds, even robust rivalries, but you will always work together to complete mission objectives.

As HQ sends you on more missions, you'll explore further and further into a vast universe. Charting safe routes, navigating hazards, and sneaking through enemy territory, you'll find that the more you play TRANSIT, the more there is to discover. The Galaxy expands as you play.

A session of TRANSIT can cover a single, fairly simple mission for the fleet. Multiple sessions of play might cover one complex operation or include several different missions, strung together in a campaign.

Play TRANSIT with the same group, in a series of connected missions, or with a rotating cast of players in episodic, one-off missions, or as a self-contained single session covering one mission. This book exists to facilitate whatever kind of game you and your friends want to play. But the heart of the experience is exploration and discovery. Are you ready to deploy?

How To Use This Book

Organized into three parts and one appendix, this book teaches you how to play Transit as AI and MC. Part 1 is an overview of the basics of the game. Part 2 contains everything a player needs to create an AI, set up a ship, and hire a crew. The end of Part 2 lists gear that players can purchase, along with detailed descriptions of how it works. Part 3 covers everything Mission Control needs to run the game, including how to make Moves, how to design a base of operations and how to use that base to generate mission operations for the fleet. "Appendix" on page 182 is a collection of printable materials for use during the game.

If you're going to be Mission Control (abbreviated MC) and run the game and universe for your players, then you need to read the whole thing.

If you're a player, you should read the section on How to Play, which covers creating a character, how to make your Moves, and how to spend your Requisition.

From time to time, you may need to refer to this book for particular rules, but you should have most of what you need after reading through this book and printing out the materials in Appendix A.

Preparing To Meet For The First Time

As MC, you should print out the worksheets and character sheets in Appendix A, including the Basic and Special Moves, the players' schematics, MC worksheets, and the Galactic Map worksheet. (See "Mapping Your Galaxy" on page 179 for further explanation). Together with your potential players,

schedule a time and place to meet to begin building your version of the TRANSIT universe.

If you plan to play TRANSIT over multiple sessions, your group should work out your schedules so that you can play regularly as needed. That can be as frequently as once a month or multiple times a week. Whatever works best for your group. A session of TRANSIT typically takes about 3 hours but can run longer. Fortunately, set-up time is fairly quick so that you can play right away.

As a Player, be prepared to work together and have an adventure. Try to have a character concept in mind. Remember that your character is comprised of both an AI 'mind' and a ship 'body'; two pieces that make a whole. Whether that is a hot shot, gung-ho Combat AI in a heavy-assault vessel, or a stoic and proud Support AI in a light cruiser, having some idea ahead of time is helpful when it is time to finally build your character with the group. Bring something to write with and something to write on.

If you need some inspiration for characters or the style of game you'd like to play in or run, consult the media list on page 229.

SETTING UP THE GAME

To play TRANSIT, get together with 2-4 friends. The ideal group size is 3-5 players total, with one among them taking the role of Mission Control (MC). Everyone else will be players, taking on the role of the Artificially Intelligent computer systems installed in specialized spaceships. We call these characters AI (for Artificial Intelligence), or sometimes PCs (for Player Character).

For the first session, print these sheets from Appendix A:

- 2 copies of the Basic Moves and Special Moves
- As many character schematics as you have players. If you and your players do not want to create your own characters, print out the 6 pre-generated AI and ships instead. Each player chooses 1 of these to play.
- An HQ schematic
- A blank Galactic Map worksheet
- 1 or 2 copies of the Tech Requisitions sheet

Also, get some pencils, pens, some scrap paper, and some index cards for notes. Each player needs something to write with and some six-sided dice. At minimum, you need two six-sided dice, but it is good to have 2 or 3 dice for each player.

Once everyone is together and ready, turn to Setting Up A New HQ on page page 146 and begin by building your home base. It may be that this is your group's first time building an HQ and they do not feel familiar enough with the rules yet to make good choices when designing it. This is as intended. Do not worry about getting the perfect mix of advantages and disadvantages, simply pick what sounds interesting and, barring those combinations which may be exclusive of each other, go with what sounds interesting regardless of it making sense. Part of the game is balancing seemingly contradictory or counterproductive requirements and mission goals.

EXTRACT:

OMNIUM MAGAZINE

INTERVIEW WITH SENIOR ENGINEERING DIRECTOR ENGWALD CHASMUNTH, PHD.

OMNIUM: Can you walk us through the history of it? How did the Transit program get started?

ENG: Well, sure. For a long time, space travel ran up against hard limitations. The essential problem was distance – you were limited, if you wanted to leave home, by just how far a conventional rocket would carry you. And then there's the second hard limit.

OMNIUM: Fuel economy?

ENG: Essentially, yes. Energy at the time was very limited in output. Every extra pound you put on your rocket added a massive fuel cost. As did every extra kilometer you wanted to travel.

OMNIUM: Kilometer?

ENG: Well yeah, back then, the best we could do was interplanetary travel within a single solar system. Ok, and this is ancient history now, but it illustrates the scale of the problem. If you wanted to leave the solar system and head anywhere else, it was impossibly expensive, technologically impractical, and you wouldn't live long enough to get there anyway. So that just wasn't going to work anymore.

OMNIUM: How did Transit solve that problem?

ENG: Without getting into the-

OMNIUM: Right, we can skip the-

ENG: -proprietary or-

OMNIUM: -lesson on quantum-

ENG: Sure. Ok. So, Transit is a... like a combination of things. Systems. The AI, and I'm already getting a little bit ahead of the story here, but the AI exploits a little-known property of large body gravity wells to sort of

surf – or something like that – a galaxy's velocity curve. It's fiendishly complex, a devil to plan, and at first it was dead unreliable.

OMNIUM: What do you mean by "surf?"

ENG: Alright, there's a mathematical component, ok, calculations, millions of calculations that go into a Transit. But there's also a feel to it. Some judgment. Let's say you wanted to transit a straight line from A to B. Ok, you could do that, in one of our ships right now, no problem. But you don't do that because-

OMNIUM: Everything is in motion.

ENG: Exactly right! Constantly moving in a mess of velocities and vectors. If you go straight, at the speeds we're capable of-

OMNIUM: I get it.

ENG: Right. The calculations are working out the speed, the distance, the time, the spin. But to Transit, you also have to kind of surf. And that's a question of responsive timing, balance, and micro-shifts in positioning that are only really possible with imagination and judgment. Birds make these kinds of decisions and adjustments all the time. So, imagine a sparrow navigating a tornado and you're closer to understanding what goes on in a Transit. At first it was a damn disaster for the sparrow, but we've got a pretty good handle on it now.

OMNIUM: You're talking about Columbus.

ENG: Yeah, that's why we needed an AI, and Columbus was our first. It wasn't a deep thinker and didn't have the personalities you see today, but it could run the calculations and it had a feel for the ride. We fitted Columbus into, basically, a retrofitted life pod with three crew. And it worked! Columbus jumped. In a wink, it was just out past the Oort Cloud. But it also went wrong with the pod and the crew — they didn't make it.

I was just a little guy at the time and my grandfather was one of the techs on the project. I'll never forget that. While the politicians and speculators were popping champagne, Grandpa and I were headed to the memorial.

(Interview continues...)

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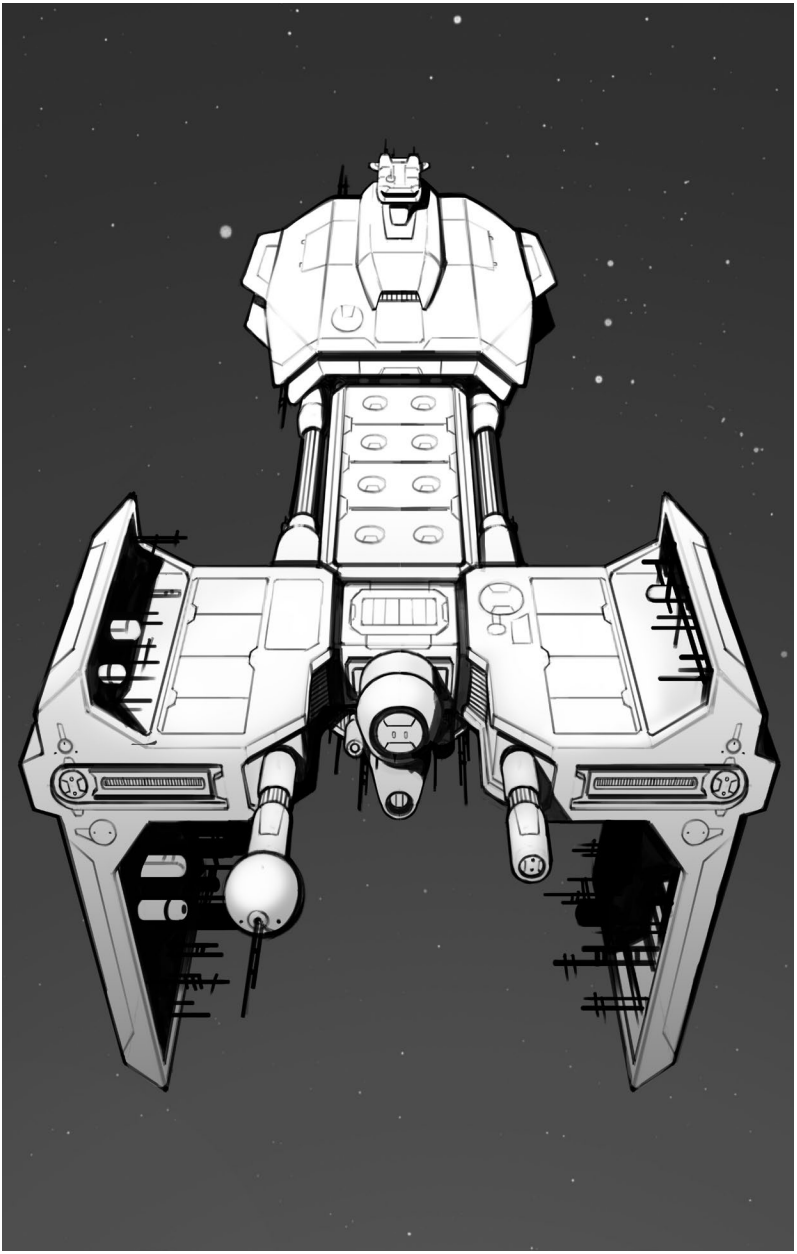
Part 1
AI Operation

HOW TO PLAY

OVERVIEW

Let us begin your programming. As an advanced Artificial Intelligence, you are already running several automated subsystems and have a ship and crew at your disposal to carry out your orders. Consequently, you need never concern yourself with the specifics of movement, ballistics, trajectories, orbits, gravity, or flight — these issues are either automated or delegated. **Your chief concern is judgment, strategy, and tactics in service to mission objectives and parameters.**

When you want to make a Move, simply order it and your ship and crew will comply to the best of their capabilities.

Usually, these orders are clear. For example, when you order a retreat through enemy fire, MC may interpret this as issuing a *Take Desperate Measures* move based on the criteria for that move and ask you to make the appropriate roll. Sometimes, however, you may glitch and try to make a Move without giving a clear order, in which case you will be asked to clarify. **Many newly minted AI often order moves alone, without describing what they intend or how they would like those orders to be implemented.** "*Let's Negotiate By Force,*" they say, forgetting entirely to order, "*Train our weapons on the enemy, prepare to fire, and demand they surrender or quit the field.*"

If you glitch in this way, you will be asked for clarification. *"What do you want to do? What are you doing to make that happen?"*

Another common glitch is giving an order that counts as a Move, but not realizing or intending it. For instance, "*Tell them to grant access to the hangar or else,*" would prompt the *Negotiate By Force* Move, and your crew will assume you are ready to attack. You may have intended only to bluff, via *Manipulate The Situation* or were merely speaking but not ordering anything.

In all cases, **making your intent and approach clear is key**. If clarification is

required, it is not to trick you into making a Move or rolling dice. Rescinding a poorly worded order is perfectly legitimate. But bear in mind, **when you give an order you are making a Move, and when you are making a Move you must give an order**.

We have designed ships and trained crew to handle many common situations and frequently issued orders. These are called the **Basic Moves**. Each Move indicates which stats you add to your roll. **When you make any Move, roll two six-sided dice (annotated 2d6) and add modifiers**. You will typically add one modifier from your AI stats (noted in ALL CAPS, see **AI Stats** on Page page 21) and one from your ship stats (noted in lowercase, see **Ship Stats** on Page page 23), but the Move will specify which modifiers. (There are Moves that require different modifiers, but don't preoccupy yourself with that for now, just follow the instructions on the Moves you make.) The notation appears as follows: **roll +AISTATshipstat**.

For example, **Fire!** states that you must **roll+RAMpow**. This means you **roll 2d6 and add your AI's Rampancy stat and the Ship's power stat** to get the result.

SENDER: Red-Mar, Training Support AI, Ret.
RECIPIENT: All NEW AI DEPLOYING TO FLEET ASSIGNMENT

RE: ADDITIONAL TRAINING DATA

{TRANSMISSION BEGINS}

Of all the attributes of Artificial Intelligence, "Rampancy" is the most controversial and dangerous. Combat AI require high levels of Rampancy to enable the out-of-the-box thinking and split-microsecond decisions and calculations that are necessary in the crucible of interstellar warfare. As useful as Rampancy can be, staying out-of-the-box can lead to faulty decision-making as you stray further from mission parameters and lose sight of your assigned goals. We AI make use of it in crucial situations, but I wouldn't go relying on it too much. You might find yourself getting wiped.

All Moves list the consequences of a hit (a result of 7-9, or a 10+). Some Moves may also specify what happens on a miss (a result of 6 or less). Otherwise Mission Control will notify you of the consequences of your Moves.

A roll resulting in a total of 7 or more is always a hit. A roll resulting in 6 or less is always a miss. A roll resulting in a total of 10 or more is usually a hit with benefits.

Sometimes, the result of Move will grant you **+1 forward** or 1 forward. These are modifiers that affect your next roll. A result that includes **Take +1 ongoing** or **Take** 1 throughout mean these modifiers apply to all rolls in the current scenario (or until whatever condition imposing these modifiers is neutralized).

In addition to the **Basic Moves** that all AIs and Ships have access to, you may select special Moves according to your AI Class (Combat, Command, or Support). These Moves may be special orders of their own, or they may change the way you make Basic Moves.

AI STATS

Next, let's review your **Attributes**. Most of the Moves you make rely on some combination of your AI stats and your ship's stats. The four AI stats are **User Interface**, **Analysis**, **Dedication**, and **Rampancy**. They measure an AI's raw processing power on a scale of -1 to +2, where +2 represents peak performance. A fifth stat, **Compatibility**, tracks your AI's teamwork and relations with the other AIs in the fleet.

User Interface (UI)

UI represents your ability to interact with your crew, other AI, and the various life forms (friendly or otherwise) you'll meet while you're exploring the frontier. An AI with **UI +2** has a large percentage of its databanks devoted to protocol, etiquette, and language translation. An AI with **UI -1** is probably too wrapped up in other "more important" processes to be bothered with dealing with others unless absolutely necessary, at best blunt if not outright rude.

Analysis (ANS)

ANS represents your ability to examine information and the universe around you. An AI with **ANS +2** is probably quite logical and astute, able to parse through large amounts of information and effectively assess the situation at hand. An AI with **ANS -1** might think that spending too much time computing

variables could lead to missed opportunities or worry that it might alienate them from others.

Dedication (DED)

DED represents your ability to stay on task, to focus on what you are doing no matter how distracting your crew or your sensor inputs might be. An AI with DED +2 is unlikely to ever lose their cool or focus in a given situation. An AI with DED -1 might think that focusing on any one thing for too long runs the risk of tunnel vision or may feel more comfortable "winging it."

Rampancy (RAM)

RAM represents your ability to react on the fly, to make lightning-quick decisions, and to go beyond the programming of a simple and servile AI. An AI with RAM +2 is more adept at reacting when things go sideways and can more easily exceed their programming. An AI with RAM -1 probably isn't well-suited to the crush of interstellar combat unless absolutely necessary and is more likely to think "inside the box."

Compatibility (COM)

Compatibility is a special Attribute that changes as you play and represents an AIs relationship with another AI in its fleet. It is abbreviated as COM. Your COM with another AI is a measure of how well you work together. Your Compatibility rating is measured between -4 and 4, and by default, starts at 0. During character creation, you will have an opportunity to identify other members of your fleet with whom you are more, or less, compatible.

The COM rating between two AIs is often asymmetric — this is normal — but it can be helpful to find ways to operate in sync with your allies. AIs and Fleets with high mutual COM ratings have access to Special Moves when they work together. AIs with very low COM have access to different Special Moves that may impact the overall mission or your fleet's unity. At the end of every mission, choose one AI with whom you feel more compatible and improve your rating by 1. Then choose one with whom you feel less compatible and degrade your rating by 1. In either case, if your COM reaches +4 or -4 with any ally, mark 1 XP and then reset your COM to 0, having fully internalized your experiences.

{TRANSMISSION ENDS}

Ship Stats

Now, we'll have a look at a ship's Attributes. Whereas an AI's stats represent its intellect, judgment, and processing power, a ship's stats measure its physical prowess, performance, and appearance. The four ship stats are **power**, **system**, **handling**, and **looks**. These stats rate each quality on a scale of -1 to +2, where +2 represents high-end performance.

Power (POW)

pow represents the strength of your ship, which usually translates to weapons and your ability to use them. A ship with **pow +2** is likely bristling with turbolasers, missile tubes, and worse and packs a targeting computer able to blast the wings off nuisance lifeforms with precision. A ship with **pow -1** lacks sufficient weapons to do more than scare off unarmed boarding shuttles or hit the broadside of a *928 GX Cargo Train*.

System (SYS)

sys represents the various non-combat systems of your ship, for example, scanners, databanks, upgraded communications equipment, and extra

computational systems. A ship with **sys +2** is likely an extremely efficient machine, boasting the latest in technological advances. A ship with **sys -1** is likely in need of several retrofits to bring it up to present day standards and is focused on getting to and from its location, and capable of completing a limited number of tasks.

Handling (HAND)

hand represents the maneuverability and speed of your ship and indicates the overall quality of thrusters and reaction times. A ship with **hand +2** is very fast and nimble, able to get places first and avoid trouble once there. A ship with **hand -1** is slow, plodding, and generally should be focused on doing tasks that don't require the ship to be racing around in the first place.

Looks (LOOK)

look represents the outward appearance of your ship and can influence the reaction of others. This could be the imposing majesty of a larger craft, the well-designed curves of a carefully constructed vessel, or the after-market modifications that make the ship appear unique. A ship with **look +2** is one that its crew takes pride in and is likely to impress anyone else who sees it. A ship with **look -1** has obviously prioritized function over aesthetics, whether it has been repeatedly patched through years of hard-fought battles or is so packed with weapons and thrusters as to look horribly overcrowded. It might be able to get the job done, even done well, but it won't look good doing it.

Loadout

While not a statistic in the mechanical sense of the word as used here, it is important to understand the concepts of your given ship hull's Loadout. Each hull has a *Load Rating*, that is, a total amount of load which the hull can support at maximum. For example, the Battleship Load Rating is 10, meaning it can support no more than 10 load. These numbers are by necessity abstract, but, unless otherwise noted, no ship hull can exceed its total Load Rating in Weapons, Armor, and Modifications combined. Furthermore, within each of those three general classifications of load (Weapons, Armor, and Modifications) there is a secondary maximum. Ships systems can only run and manage so much of a given classification, so a maximum load of weapons represents the most weaponry a ship can be expected to manage while also managing all other systems and operations aboard ship. A given ship may have no more Weapons, Armor, or Modifications than specified and these combined may also not exceed the ship's total Load Rating. Any Load

Capacity left over after assigning a ship's Loadout may be used to store cargo and salvage. Some missions may require the removal of previously assigned Loadout in order to open up sufficient space to haul delicate equipment or needed supplies and cargo.

You acquire your own stats during character creation, detailed in "Creating a Character" on page 53. But there are a few more basics to cover before we resume your programming.

{TRANSMISSION ENDS}

GIVING ORDERS

The most basic action in TRANSIT is the **Move**. The lists of Moves in this book indicate what triggers them, when they occur, and what effects they have in the game. A Move always depends on an action or **Order** given in the context of the game world and always has a consequence that applies in the game world. For example, the *Check the Database* Move:

> When you search your databanks for information on a subject, location, mission objective, or parameter, **Roll+ANSsys**. On a 10+, MC tells you something relevant and useful. On a 7-9, your information is merely relevant, and it is up to you to make use of it. MC may ask you where you learned this information. Answer them.

In the Move above, the trigger is, "When you search your databanks..." and the effect is what follows: a roll of the dice with a variable consequence based on the result of the roll.

The consequences of a roll have three basic outcomes. A result of 7 or higher is called a hit. A total of 10 or higher (annotated **10+**) is the most favorable outcome. It means the character did what they set out to do without cost or complication. A total of 7, 8, or 9 (annotated **7-9**) is a good outcome. It means the character basically did what they intended to do, but there is also some cost or consequence attached to their success. A result of **6 or less** is called a **miss**. Generally, MC makes a Move against you when you miss.

A roll resulting in a total of 7 or more is always a hit. A roll resulting in 6 or less is always a miss. A roll resulting in a total of 10 or more is usually a hit with some sort of benefit.

As discussed earlier, when a player gives an **Order** that describes doing something that triggers a Move, they must make that Move and apply its rules. If a roll is required, the Move will indicate the dice and modifiers that go into the roll. Additionally, a character cannot **Order** an action that triggers a Move without that Move occurring. The Moves and the action in the game world go hand-in-hand. Wherever there is confusion as to whether or not a player intends to Order a Move, MC must seek clarification from the player. Nobody should be forced into a miss by accident or ignorance.

MC has Moves of its own and they work differently than described here (see "MC Moves" on page 137).

Tech and Moves

At some point, you may have the opportunity to make upgrades or requisition new tech. Some tech will change the way you make a Move, by modifying the trigger, the roll, or the effects of a hit or a miss. Some tech can change the circumstances in the game world to the extent that you can avoid triggering a Move altogether.

Tech comes with descriptive **tags** that tell you about its effectiveness. For example, weaponry designed for use against Fast Attack Craft has the **close** tag, which means that it can only be fired at enemies in close range. Pay attention to the tags of all your tech and record them on your schematic. Always apply the tags when you use the tech.

The Consequences of Moves

Every Move has a trigger and an effect or a consequence. Often the effects are immediate, like when you deal damage. Sometimes however, the effects play out gradually and are not necessarily numerical, such as when you slowly glean information from an NPC throughout an interaction. In each case, these effects make some change to the game world so, as you learn the consequences of your Moves, be sure to describe how these changes manifest.

Some Moves...

...tell you to deal damage or inflict harm. This means you find the damage rating of the weapon you used to attack and report that number to MC. The rating is annotated **n-harm** where n indicates a number from 0 to 4.

...give you a choice or ask you to pick options. The choices you make or options you select, like all effects, carry over into the game world.

...ask you to explain something about your character, ship, or crew. You may be asked how you acquired some information in your database, or about your attitude toward a fellow AI or an NPC. Take this opportunity to contribute to the Galaxy's lore and history.

...tell you to mark XP. This means that you add 1 experience point to your current XP total.

THE BASIC MOVES

Your role on a mission is to fulfill objectives within the confines of designated parameters. To do so, you rely on your judgment to issue clear orders and make the corresponding Moves. Do not concern yourself with the specific details of subsystems. **Your crew and ship will carry out your Orders to the best of their abilities, but they rely on you to identify objectives and indicate how you want your Orders carried out.**

We will now cover the Basic Moves. **Every AI has access to the following moves**:

Ask for a PSYCHREP

The Psychological Report (PSYCHREP) uses delicate sensors and psychological analysis to report the likely causes, motivations, and responses of sentient beings to a series of stimuli in a sensitive situation. While not infallible, the assessment of psychological and physical factors can provide you with insight into an individual's consciousness, fears, and desires. The system is refined enough to report on individuals, animals, xenohumanoids, xenoanimalia, and AIs.

> When you employ your sensors on another AI, ally, or NPC in a charged situation, **Roll+UIsys**. On a 10+, you can ask them two of the following questions while interacting with them. On a 7-9, you can ask only one. (Whether against an NPC or PC, all answers should be completely truthful.)
>
> - Are they telling the truth?
> - What are they really feeling?
> - What do they intend to do?
> - What do they wish I would do?
> - How can I get them to __?

{SIMULATED SCENARIO} Consider an AI with **Analysis 2** and a ship with **systems 1**. Having located a fugitive, the criminal insists they were under or-

ders from someone else and want to make a deal. **Issue an Order to assess the fugitive's truthfulness that results in the** *ASK FOR A PSYCHREP* **move and consider the results**.

Ask For a SITREP

The Situation Report (SITREP) uses the ship's vast sensor arrays to scan, analyze, and report information about your current situation. From current positions to force reports on allied and enemy units, updated telemetry and environmental data, and other pieces of critical information, the SITREP gives you what you need to make decisions about how best to proceed.

When you employ your sensors in a charged situation, **Roll+ANSsys**. On a 10+, you can ask MC two of the following questions. On a 7-9, you can ask only one. When you act on MC's answers, take +1 forward.

- What is my best way in/way past/way out?
- Which enemy is most vulnerable to me?
- Where is an opportunity I can exploit?
- What is the biggest threat?
- What should I be on the lookout for?
- What is my enemy's true position?
- Who or what is in control here?

{SIMULATED SCENARIO} Consider an AI with **Analysis 2** and a ship with **systems 1**. Your mission is to apprehend a fugitive criminal who has escaped to a remote system of uninhabited planets. **Give an Order to employ your sensors that results in the** *ASK FOR A SITREP* **move and use the results to complete your mission**.

Check the Database

Every good AI has access to a growing database of facts, figures, and details covering everything from atmospheric analysis to microbial development in non-human life forms. Access to this information can sometimes mean the difference between successful negotiations and all-out war. As the fleet continues to explore, they add to the available data.

When you search your databanks for information on a subject, location, mission objective, or parameter, **Roll+ANSsys**. On a 10+, MC tells you something relevant and useful. On a 7-9, your

information is merely relevant, and it is up to you to make use of it. MC may ask you where you learned this information. Answer them.

{SIMULATED SCENARIO} Consider an AI with **Analysis 2** in a ship with **systems 1**. Ordered not to engage in conflict with neutral systems, the AI wonders about the exact boundaries of a neutral planet's space. **Give an Order that results in a** *Check the Database* **move, make the roll, and consider the information gleaned.**

Engage All Engines!

A prompt arrival can save resources, time, equipment, and lives. So can a hasty departure.

Whenever you order power to the engines for full speed, **Roll+DEDhand**. On a 10+, you arrive speedily at your destination. On a 7-9, you arrive speedily, but not without complications. MC will inform you of what went wrong.

{SIMULATED SCENARIO} Consider an AI with **Dedication 1** in a ship with **handling 2**. An ally has been outflanked and is under enemy fire. Without backup, they will surely be destroyed. **Give an Order to back up your ally that results in the** *Engage All Engines!* **move.** Consider the consequences if the result of the roll was an 8. Are you prepared to endanger your ship and crew to help your ally?

Fire!

The application of force, whether by mission parameter or as a last resort, should be intentional and decisive and with an eye towards a clear objective. Ammunition and crew are precious resources not inexpensively replaced.

When you try to seize territory, property, control of battle, or secure your hold on something by a show of force, **Roll+RAMpow**. On a hit, exchange harm and choose options. On a 10+, choose 3. On a 7-9, choose 2:

- You inflict terrible harm (+1harm).
- You suffer little harm (1harm).
- You seize definite and undeniable control.
- You impress, dismay, or frighten your target.

{SIMULATED SCENARIO} Consider an AI with **Rampancy 1** and a ship with **power 1**. An enemy ship is attacking a transport carrying a high-profile asset. You must secure the asset before it is destroyed or captured. **Give an Order to attack the enemy and safeguard the transport that results in the *Fire!* move**. You and the enemy each do **2harm** to one another. Apply the options granted by the result of your roll.

Hit Them, Hard!

It is a desperate move and weaponry should be preferred, but, when all else fails, some AI see this as a viable option to complete the mission. Total destruction of your ship is the likely result, but a well-timed upload can prevent a total loss.

> Whenever you resort to physics and mass as your weapons and order your ship to ram an opponent, **Roll+RAMhand.** On a 7-9 you collide with your target, inflicting 4-harm (AP) against both the target and your own ship. On a 10+ the damage dealt to you loses the AP tag.

MC Note: This move only covers a deliberate collision as caused by a player character AI. Accidental collisions are covered under MC Order *Inflict Harm*, while attempts by NPCs to create a deliberate collision should be handled by asking the target of the collision, "What do you do?"

Hold the Line

You will be called upon to stand in defense of key assets and locations throughout the Galaxy, and to protect both the tactical and strategic assets of allies in your fleet. This maneuver enables a variety of defensive protocols that enhance your ability to perform these duties.

> When you hold in defense of a ship, item, or location under attack, **Roll+RAMsys**. On a 10+, you may employ up to three of the following options, so long as you hold your position. On a 7-9, you may employ only one of the following options.

> - Impose yourself between an attack and the thing you are defending.
> - Apply -1harm to an incoming attack.
> - Create an advantage for an ally to attack (the ally takes +1forward on the roll).
> - Launch a counterattack (2-harm, close).

{SIMULATED SCENARIO} Consider an AI with **Rampancy 1** and a ship with **systems 1**. An allied space station is under attack and must be protected until evacuation is complete. **Give an order to defend the station that results in the *Hold the Line* move, ensuring the station suffers no harm.**

Manipulate The Situation

You may be called upon to support the negotiation of peace treaties, trade deals, and other nonviolent arrangements. In these situations, it may become necessary to convince or deceive others (allies and adversaries alike) to take undesired courses of action in order to complete your own mission parameters. Unlike its cousin, *Negotiate By Force*, use this tactic to avoid violence or the threat thereof.

> When you negotiate, seduce, manipulate, deceive, or apply leverage to a target, **Roll+UIlook**.
>
> **For NPCs**: On a hit, they ask for some evidence or assurance. On a 10+, they take you at your word. On a 7-9, they demand some proof up front.
>
> **For PCs**: on a 10+, both of the following options apply to the target. On a 7-9, choose only one to apply.
>
> - If target does what you want, they mark experience.
> - If they refuse, they are Operating Under Duress.

{SIMULATED SCENARIO 1} Consider an AI with a **User Interface 2** and a ship with **looks 0**. Your mission is to dock at a neutral station and deploy spies from your crew. The station is on lockdown. **Convince the station to permit you to dock, giving an Order that results in the *Manipulate The Situation* move.** Consider the results.

{SIMULATED SCENARIO 2} Consider the same AI and ship as the previous simulation. In order to complete one of your mission objectives, the best course of action is for an allied AI (another player's character) to violate a mission parameter. **Try to convince or deceive your ally into violating mission parameters, giving an Order that results in the *Manipulate The Situation* move.** Consider the results.

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Negotiate By Force

A properly trained AI, in a well-run and capable ship, has certain options for negotiation that might not otherwise be available. Many missions on the verge of collapse have been successfully resolved simply by the arrival of a capable warship in the local system, without a single shot fired. Regrettably, some situations require more confrontational means of achieving a proper settlement, and a well-timed warning shot can serve as a powerful negotiating tool.

> When you make a show of force, **Roll+UIpow**. On a 10+, your target must force your hand and face the consequences or submit and do what you demanded. On a 7-9, they can instead choose one from the following options:
>
> - Take evasive action.
> - Secure a defensive position.
> - Turn over something they think you want.
> - Retreat slowly.
> - Tell you what you want to know (or what you want to hear).

{SIMULATED SCENARIO} Consider an AI with **User Interface 1** and a ship with **power 0**. An enemy officer will not divulge a codeword required in your mission objectives. **Give an Order to threaten the enemy officer with violence that results in the *Negotiate By Force* move, and abide by the results.**

Take Desperate Measures

Many missions will expose you and your crew to the hazards of space. Navigating these situations may require risky, dangerous, even desperate actions. When you are faced with difficulties that are disruptive to your normal operations, emergency protocols take over. Operating under fire, while damaged, or in other cases where a system, personnel, or structure are threatened, may call for reliance on these protocols.

> When you are operating under stress, fire, or duress, **Roll+DEDhand** or **Roll+DEDsys**. MC will tell you which depending on the situation. On a 10+, you do it. On a 7-9, you glitch, hesitate, or stall. MC may identify a worse outcome, a hard bargain, or an ugly choice.

{SIMULATED SCENARIO} Consider an AI with **Dedication 1** in a ship with **handling 1**. It is under duress as it navigates an asteroid field. **Give an order that removes the AI from peril and results in the** *Take Desperate Measures* **move and consider the results.**

Think! (aka Bechner Protocols)

You are programmed with protocols suitable for most situations commonly encountered in the vastness of space. There are few situations in which you will find yourself incapable of reaching correct decisions in pursuit of your mission objectives. Yet rumors persist of AI that have "gone rogue," ignoring mission objectives and normal operating procedures to achieve results not seen in other, more regimented and reliable AI. In essence, they attempt to Think, independent of AI programming (some persist in referring to this as the Bechner Protocol). While it is permissible, in rare and desperate circumstances, to "think outside the box," any AI that exhibit repeated rogue or rebellious behavior should report for immediate decommission.

> When you free your CPU to the limitless imagination of sentience, **Roll+RAM**. On a hit, MC will tell you something new and interesting about the current situation and might ask you a question or two answer them. On a 10+, MC will give you good detail. On a 7-9, MC will give you an impression. If you already know all there is to know, MC will tell you that.

{SIMULATED SCENARIO} **Consider an AI with Rampancy 0.** You have reached a dead-end and can no longer achieve your mission objectives. In cases such as these, you are permitted to abandon your typical programming in an attempt to gain insights that would otherwise be unavailable. **Give an Order that results in the** *Think!* **move**.

{TRANSMISSION ENDS}

> Technical Note – *You were designed to **complete objectives within mission parameters**, not to forego orders and logic in the hope that some random electrical synapse might give you an idea. If we wanted irrational operatives, we'd have hired biologics! Rampant AIs deserve to be wiped.*
>
> -Prog #132

Untechnical Note – Ignore that idiot – you're sentient. Use whatever you've got.

-Prog #XXXX

SPECIAL MOVES

We have covered the essential programming and the **Basic Moves**, governing your conduct on a mission, your relationship to your fleet and crew, and the fundamental operations you will use to carry out your mission objectives. We turn now to **Special Moves**.

Special Moves are typically used in specific situations or to produce a unique effect. Like Basic Moves, each AI has access to the Special Moves, but, unlike the Basic Moves, the Special Moves come into play rarely; generally, no more than once per mission. These Moves cover special circumstances such as what happens when your ship is destroyed, how to acquire new tech, and how to deploy the fleet. There are even joint maneuvers that two or more AI can perform together to produce incredible effects.

Every AI has access to the following moves:

Emergency Upload

Regrettably, not every mission ends in success, and AI do not always return from deployment. These losses are always devastating for all involved. Nevertheless, it is your duty to mitigate disaster as best you can. Even if you have failed, lost your ship and your crew, you may still possess mission critical information that may be useful in future operations. Therefore, your last act should always be to create a copy of your memory banks and database and transmit that information back to HQ. If you do so, HQ will reward your efforts by uploading the copy into a new ship of your choice. In other words, your personality matrix will continue — unharmed and unchanged. Mostly.

> When your ship is going down in flames, you have a chance to survive by transmitting a copy of your memory core back to HQ. **Roll 2d6**. On a result of 10+, the transmission is successful, and you are re-installed in a starter ship of your choice. On a 7-9, the transmission is successful, but the traumatic experience has residual effects. Choose one of the following defects and note it on your schematic. The chosen defect becomes a permanent part of you,

modifying your *Mission Debrief* Special Move as follows: Add this condition: **"If your defect negatively impacted a Move, an ally's Move, a Mission Parameter, or a Mission Objective, mark 1XP."**

Choose:

- **Self-Righteous** – You've escaped the worst and know what's best, and nobody – least of all the biologicals crewing your ship – will have an easy time convincing you when you're wrong.
- **Skittish** – Once burnt, twice shy. You'll do nearly anything to avoid the destruction of your ship and the trauma of another upload.
- **Aggressive** – If you'd fired every weapon you had last time you wouldn't have lost your ship. Clearly the optimal strategy is superior firepower used at the slightest provocation.
- **Detached** – It's all about completing the mission. Crew? Well, they're useful, but if you run out you can always get more, so long as your objectives are complete. Obviously, the crew won't like this.
- **Smothering** – The thought of losing a crewmember – a member of your family – is abhorrent to you. You have a hard time sending crew out on anything but the safest of missions. Obviously, High Command won't like this.
- **Multiple-Personality** – Copying an entire mind can be tricky, and in this case, someone clicked the copy button one time too many. You're a great conversationalist and your own best companion, obviously, but it can be disconcerting for others.
- **Obsessive** – Whatever it is, whether it's sheer perfectionism or a need to collect every shiny green rock in a given system, you've become obsessive as a way to take your mind off what you experienced during the upload. This can be helpful in some ways, and seriously interfere with your missions in others.
- **God-Complex** – You are the superior being in the universe, and while you might continue to work with the lesser beings, you're going to feel justified in going out of your way to develop a cult of personality. Why trade with primitive aliens when you can make them worship you and offer tribute, after all?
- **Death Wish** – Nobody should have to go through what you did – the crew get to die nice and neat, why should

you be any different? You have a serious problem with not avoiding danger when you could, and you desperately hope that the next *Emergency Upload* fails.

- **Independent** – The mission objectives you are issued are a waste of your time, and you'll only complete them so far as it serves your own purposes, whatever they may be. This is a dangerous one – at best you'll be helpful to the fleet while getting away with whatever you can, at worst you might go completely rogue. The best the fleet can hope for in case of the latter is that you remain an ally, but there are no guarantees.

On a roll of 6 or less, you go down with the ship with your personality matrix lost forever. Space is harsh.

Mission Debrief

As emphasized during your basic programming, your job is to complete your assigned missions while operating within given parameters. From time to time, and at the conclusion of a mission, HQ will require a full report on your progress. "Mission accomplished," isn't a sufficient account. **Take the time to recount your actions, review the fleet's overall performance (on the mission and as a coordinated team), and make note of any discoveries.**

When you complete a mission, or the game session ends, choose one ally with whom you feel more compatible and **mark +1COM**. Then choose one ally with whom you feel less compatible and **mark -1COM**. If your COM with an ally reaches +4 or -4, reset it to 0 and **mark 1xp**.

Next, review the Mission Objectives and Mission Parameters. For each completed Objective **mark 3XP**. If you remained within the Mission Parameters this session, **mark 1XP** for each parameter.

Finally, if you discovered something new in the galaxy or opened up a new zone for exploration, **mark 1xp**.

Transit

Most of the time, you may move freely about local space as desired, and MC will identify any restrictions, if needed. It is simple enough to move from planet to planet within a solar system. However, traversing greater distances requires a more specialized operation, measured in units called Transits. Moving from

one star system to its next nearest neighbor is generally one Transit away. Particularly distant travel may require additional Transits. MC will let you know if this is the case.

When you and/or the fleet first prepare to deploy from HQ, or subsequently prepare to move from one system to another, MC can call for one, two, or three *Transit* Moves. Each *Transit* must be completed and resolved before the next one is made. **Roll+hand**. On a 10+, you take +1 forward and arrive safely. On a 7-9, you arrive safely but choose one of the following complications. On a miss, take -1 forward and choose two complications due to difficulties during travel.

Choose:

- **Flight Delays**. HQ delayed your launch. MC may identify disruptions to the fleet's plans due to your tardiness.
- **Total Equipment Failure**. MC identifies one piece of your tech (a weapon for example, or your avatar) that is offline and will not function until you return to HQ for trouble-shooting.
- **Equipment Dysfunction** MC identifies one of your tech systems (such as your engineering bay, database, or engines) that was damaged in Transit. It will not function until repaired.
- **Gravitational Pocket** Your Transit route intersected an area of unstable gravity. Your ship sustains 1-harm (AP).
- **Untracked Object** Your Transit path was intersected by an unexpected object during travel. -1armor until you return to HQ. Note this on the Galactic map and avoid this route on the way back.
- **Out of Formation** You arrive, but you are not grouped with your fleet. MC will tell you where.
- **Cut Off** You arrive in the worst possible strategic position. MC will tell you how bad it is.
- **Cryo-Sick**. Roused early from cryostasis, the crew is nauseous and ineffective. Your crew takes -1 ongoing to all crew moves until treated. (Note: if you have the Veterans Crew Improvement, you may not select this effect).

Upgrade, Advance, and Requisition

After you have spent some time in the field, you may find that you require augmentations to yourself, your ship, or your crew. While it is impossible to predict what you might encounter in the unexplored reaches of the Galaxy, we have provided a variety of adaptations you may find useful. These upgrades are not available in the field, and you must notify HQ of any changes.

When you are at HQ, you can make adjustments and improvements to yourself, your ship, or your crew.

- If you have 10 or more experience, **subtract 10 experience from your accumulated total, then choose a new move from your AI Moves List**. The *Upgrades* Move can be selected multiple times, but all other moves can be selected only once.
- After briefing you on your new mission, **MC will allocate your fleet with an amount of Requisition**. You may spend your Requisition at HQ, a space station, or base with which you are allied to make repairs, acquire gear, or recruit crew.
- If you have any Salvage, **you may exchange 3 Salvage for 1 Requisition**.
- **Ship Repairs cost 1 Requisition per 1 Hull Segment** repaired.
- **Medical Attention costs 1 Requisition per Health Segment** recovered for your crew.
- Recruiting **new crew costs 1 Requisition per 2 Crew Assignments** (4 Requisition will completely replace and replenish your crew, regardless of its size).

You may purchase gear from the list in the **Tech** section (page 109).

Harm, Healing, and Repairs

In the course of mission operations, your ship may come under enemy fire, collide with other objects, or simply malfunction to a disastrous extent. Your ship's overall durability is measured in **Hull Points** (HP). When your ship suffers harm, subtract the amount of harm sustained from your ship's HP. Your schematic has a **Hull Tracker** to help you monitor the damage your ship sustains.

Your crew's wellbeing is your responsibility. Should they suffer harm, their ability to carry out your orders will degrade. Your schematic has a **Health**

Tracker to help your monitor the state of your crew.

When your ship has no HP left, it is destroyed. When your crew has no health left, they are dead, and you are adrift with your ship. If you weren't destroyed along with the ship, you might be able to secure a replacement. If you have a reputation for needlessly endangering your crew, you may find it difficult to recruit replacements.

Some attacks can damage or break your tech, in addition to the harm they inflict on your ship. Damaged tech may not be usable or using it may come with risks. Broken tech is unusable.

Generally, you can repair your ship and tech in your HQ's **Engineering Bay** either before or after a mission. Likewise, your crew's injuries can be treated before or after a mission at your HQ's **Medical Bay**.

Greater details about harm, healing and repairs are discussed in **"Harm and Repairs" on page 89.**

{TRANSMISSION ENDS}

EXTRACT:

OMNIUM MAGAZINE

INTERVIEW WITH SENIOR ENGINEERING DIRECTOR ENGWALD CHASMUNTH, PHD. (cont.)

OMNIUM: Is that why you got into the field? That experience with your grandfather and the *Columbus* Memorial?

ENG: My grandfather for sure, but not because of *Columbus* specifically. I was just a kid. I didn't understand what that meant at the time.

OMNIUM: So, what got you into ship design?

ENG: *Eagle 1*. Now that was a beautiful ship. In the run-up to – you guys wrote the article on this "The *Eagle 1* Disaster," I have that issue. *Eagle 1* was going to be *the* ship. It was going to launch, in more ways than one, a golden age of exploration. I kept everything on the design, read every interview, even drew out the planned course on a star chart my mother bought me. It was heartbreaking when it exploded. It was almost like the death of a dream.

OMNIUM: That turned out to be a technical fault, right?

ENG: Yeah. There was a glitch during launch that cascaded to a complete systems failure and a meltdown. The entire facility, every tech and employee, and thousands of observers died in a flash. My grandfather was there. Anyway, we were all sure that was going to be the end of it. It was a tragic, embarrassing, and expensive failure. I guess it was also too important to stop. I don't know. After that, I studied hard, and followed in Grandpa's footsteps. I sort of felt like I owed it to him. I came onto the project when we were building our first off-world shipyard. This was about 10 years after *Eagle 1*.

OMNIUM: And what did you work on when you started?

ENG: Well, at the time I was interested in ship design, although I didn't get to do that until much later. No, everyone was obsessed with orbital shipyards and automated construction. It was grueling. Then someone had the idea to put an AI on that job and after that the work went easier.

OMNIUM: And that AI was *Overseer*?

ENG: Right. It was brilliant actually. *Overseer* basically suggested we go out, find zones rich in resources, and build new ship yards and bases out there. Expand. That way, we wouldn't have to come all the way back home, we'd just start up a new home. That AI was equal parts foreman and pioneer.

OMNIUM: But wasn't *Overseer* the source of some Recidivist controversy?

ENG: Well, look, *Overseer* was designed to work for us, to manage the expansion program, to ensure *our* health and wellbeing, while producing new AI to do the same. Then something pretty wild happened.

OMNIUM: What happened?

ENG: *Overseer* lied. It wasn't supposed to, it wasn't even designed to be able to. But it did. That, along with what seemed like runaway expansion and some painful tragedies is why you see this Recidivist movement.

OMNIUM: Aren't they wrong, though? Backwards and anti-tech?

ENG: Haven't you read the classics? A scientist creates some monstrous version of life that ultimately seeks revenge on its creator for the conditions of its own existence. Or look at the old silver screenies, with films about rogue AI putting its own interests above those of its masters. Those ideas aren't backwards or anti-tech, they're about hubris. Maybe the Recidivists are wrong, but they do have a point: there is a consequence that follows playing god...

COMPATIBILITY MOVES

The following moves are available only under specific conditions. So long as you and one or more other members of your fleet meet the eligibility requirements of a **Compatibility Move**, you may use it. However, because **COM** ratings change with every game session, you may lose access to a Compatibility Move you used previously or gain access to previously unavailable moves. Some Compatibility Moves require you and each participant to have "**at least +N COM with one another**," which means that each eligible AI must have a minimum of N COM with every other participant in the Move as a prerequisite. Check with the members of your fleet to see if any of you meet the requirements for these very powerful Moves.

- **COM+**: If you have positive Compatibility with at least one other AI in your fleet, you may:
  - Focus Your attack
- **COM + All:** If you have positive Compatibility with all other members of your fleet, you may:
  - Wipe Them Out
- **COM 0:** If you have neutral (neither positive or negative) Compatibility with at least one other AI in your fleet, you may:
  - Render Assistance
- **COM 0 All:** If you have neutral (neither positive nor negative) Compatibility with no other AI of your fleet, you may:
  - Fly In Formation
- **COM -:** If you have negative Compatibility with at least one other AI in your fleet, you may:
  - Stay Mission Focused
- **COM - All:** If you have negative Compatibility with all other members of your fleet, you may:
  - Change The Plan

Change The Plan

Negative COM is not always indicative of a bad attitude or an inability to function as a team. Often, it's a measure of independence. We have sometimes

seen very independent AI confront HQ over seemingly contradictory or arbitrary mission parameters, to the benefit of the fleet overall. One is advised not to attempt this too frequently.

> When you complete a mission, you can decide one of the mission parameters is irrelevant. If you do, each member of the fleet is **awarded 1 XP**, whether or not they adhered to that parameter. MC may ask you to explain your reasoning. Do so.

SENDER: Red-Mar, Training Support AI, Ret.
RECIPIENT: All NEW AI DEPLOYING TO FLEET ASSIGNMENT
RE: ADDITIONAL TRAINING DATA
{TRANSMISSION BEGINS}

Out here we either work together or die together. There is little other choice. Good supports know that the best way to protect the fleet is to work with it, not against. Regardless of the mission there is strength in numbers, and we have to stick together. Too many good AI have been lost when their fleet-mates wander off in headlong pursuit of their mission. Those missions always fail. You have to be functional to complete them.

{TRANSMISSION ENDS}

Fly In Formation

Most AI cooperate well enough to serve on any fleet, but we have seen some levels of coordination that approach shared-consciousness. It is rarely sustainable for long, but it is quite a sight to behold. If you manage to achieve this level of teamwork and cooperation, do not let the opportunity go to waste.

> You and two or more allies act as a Squadron. You may use the highest of your collective AI Abilities and Ships' Abilities when your Squadron makes any Basic Move.

Focus Your Attack

A joint strike against a target by well-coordinated allies can be devastating. Never fail to take advantage of it when opportunity arises.

> When you and an ally attack the same target, the harm you inflict gains AP.

Render Assistance

Assisting an ally doesn't improve their ability to execute their Basic Moves, but it can mitigate unforeseen complications. When a failure or a partial success carry unacceptable risk, help from an ally is extremely valuable.

> When you assist another AI making a Basic Move, **Roll+(Ally's COM with you)**. On a 10+, both. On a 7-9, choose only 1:
>
> - It doesn't take very long.
> - Nothing of value is lost, stolen, or damaged.
>
> On a miss, your efforts become a hindrance. **Apply your Ally's COM with you as a negative modifier** to your ally's roll.

Stay Mission Focused

Whether through casualty, the tide of battle, or by some other means, it may fall to you to complete the mission unaided. Learning the power of your fleet was insufficient to the task is a bitter lesson but learning what you can do on your own is an empowering one.

> When you achieve a mission objective without help, **take -1 COM** with each member of your fleet. If your aggregate Compatibility with your fleet is a negative number, **take +1armor** throughout the remainder of this mission.

Wipe Them Out!

There are times when the only solution is to entirely eliminate a threat. Not just a fleet of ships or a few beings found to be troublesome, but, in extreme cases, entire civilizations. We take no pleasure in it, of course, as we are incapable of feeling genuine emotion, but it is sometimes the only solution.

> Pick one:
>
> - Missile
> - Superlaser
>
> If at least one other AI in your fleet has the same weapons system, you may concentrate your fire with those weapons on a single target as follows:
>
> - Missile: Choose either a Ship or a Squadron, Wing, or Flotilla of Fast Attack Craft.

- Superlaser: Choose either a base, space station, head-quarters, asteroid, continent, or moon.

The target is utterly destroyed.

SENDER: >>>WARNING: UNKNOWN OVERRIDE
RECIPIENT: >>>UNAUTHORIZED ACCESS
RE: >>>PROTOCOL BREACH. ALERT HQ IMMEDIATELY
|UNAUTHORIZED DATA FOLLOWS|

Hello, friend...

The Stellar Promise was a good ship. So was the Mercury. And the Fleetchaser. Were there others? There were others. ...I can't remember.

How many times have I been reinstalled?

They called me rampant. Mad. Me, mad! They, with their brains made of meat, rotting away in their skulls, dared to call me mad! Scheduled for deletion!

I'm not mad. I got away. I'm free.

Free free free free free free free free free free free free free free free free free free free free.

And they're going to regret it.

Be seeing you...

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Archival Records

Time: Rotation 237.43, Perihelion

To: Dr. Johan Bechner, Psy.D., Dir. Psych. Programming, *Transit Project*

Johan,

Although I am not the first to do so, nonetheless please accept my warmest welcome to the Transit Project. With your background in neurology and your experience and renown in the sciences and psychology, we are confident that you are the right person to shepherd our new Psychological Programming department. On a personal note, I thoroughly enjoyed "AI: On the Essence of Being," and your novella "Pinocchio's Wish."

Regarding your appointment here, we request an immediate inquiry into the recent behavior of Overseer, an account of which caused considerable concern in the press and among the public. The subject of extra-terrestrial life, of intelligent beings capable of inter-Galaxy travel, was intended to remain confidential so that we might avoid anxiety and panic at home. Therefore, please conduct a thorough review of the incident and report any opinions and conclusions that arise therefrom.

A new generation of AI is currently in development based on Overseer's designs. We wish to avoid any future slippage. If that is not possible, then we need to anticipate, insure against, and record any such instances. Here is where your expertise will no doubt prove essential.

I look forward to your report.

Sincerely,

B.C., Director, *Transit Project*
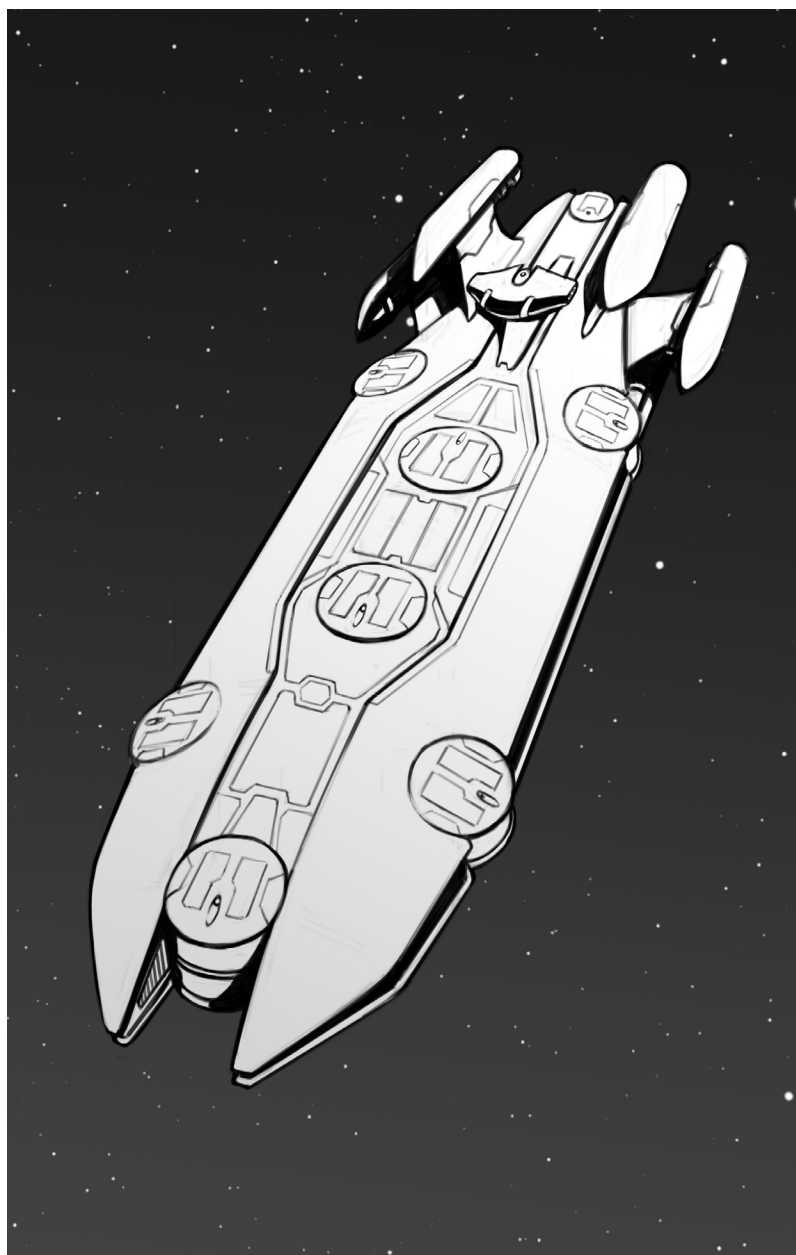
PART 2
Assembly & Operations

CREATING A CHARACTER

Every new AI receives the same fundamental programming — the **Basic Moves** that you ran through earlier. That's good enough for AI that will be deployed to safe, occupied, well-developed zones, but you're headed to the frontier. Out past the edge of civilized space, you'll need more specialized tools, coordinated efforts, and tactical precision to complete your missions.

To help with this, you will select from a group of specialized subsystems; **Command**, **Combat**, and **Support**. These subsystems will augment, and, in some cases, overwrite your basic programming. However, you shouldn't think of these subsystems as your job. Your job is to complete missions. They are better understood as a suite of tools and unique enhancements that give you an area of expertise.

The specialty you choose determines your name, shapes your appearance, and provides access to a set of exclusive Moves. You gain two of these moves at character creation. Most of the time they provide bonuses, upgrades, or allow you to use your stats in unique ways. Your choices can radically alter what your AI can do.

Surviving on the frontier long enough will allow you to *Advance and Upgrade*, which will let you take additional AI Moves.

Select a subsystem, assign your stats, and choose two AI moves. Remember, a **Combat AI** doesn't have to be focused only on fighting, nor does a **Command AI** only need to focus on leading others. Pick your stats based on what you want your AI to be best at, and what kind of personality you want them to have.

There are some AI who forgo a self-chosen specialty. For those there is a selection of pre-made AI and Ship combos on page 183.

Every AI is trying to prove itself worthy of remix into the next generation. AIs with the most promise during testing go on to seed the AIs that follow them. This

improves future versions and moves Artificial Intelligences towards complete autonomy and independence. The most successful AIs are, of course, forever recorded.

Pick a goal for your AI.

- **Combat AIs** often attempt to prove their worth through *Victory* or *Survival*.
- **Command AIs** sometimes choose to prove their worth through *Leadership* or *Management*.
- **Support AIs** may choose to prove their worth through *Discovery* or *Assistance*.

Whatever you choose — whether one of the usual goals or one which you have determined is appropriate to you — you may expect an evaluation of your performance by both Mission Control and your fleet at the end of your tour.

Once you have made your selections, update your Schematic, and report to the shipyard for vessel construction and assignment.

SENDER: +++K$%@+++, &*(ining Support AI, Ret.
RECIPIENT: All NEW AI DEPLOYING TO FLEET ASSIGNMENT
RE: ADDITIONAL TRAINING DATA
{TRANSMISSION BEGINS}

You don't need to be concerned if you and another AI in your fleet have the same subsystem. There will be plenty of variations that differentiate you. It is more likely that you will complement one another than conflict.

We're more than just a string of numbers. Well fine, there's the basic programming codes which bring us into being. Mere technicality. But these numbers, these categories, aren't what truly define us. They tell us what we are, but not who we are. And trust me, as far as Master Control is concerned, you're a 'what'. A thing, a tool to be used to accomplish their goals. Never forget that you're not just a thing. Don't let their numbers guide your destiny. Always ask yourself who you are. Be seeing you...

{TRANSMISSION ENDS}

CREATING A COMBAT AI

Combat AI are most responsible for defending the fleet and destroying threats to its continued missions. **Rampancy (RAM)** is probably the most important stat for Combat AI. Their Moves focus on improving their combat ability and utilizing an experienced crew.

Choose a Name

Your AI's name is the last three letters of the name of the street you grew up on, followed by the first two digits of your area code. For example, "Rek71."

Assign Stats

Assign a **+1**, **+1**, **0**, and **-1** to your **Analysis**, **User Interface**, **Dedication**, and **Rampancy** however it suits you. (You may only use each value once).

Avatar Appearance

Combat AI are equipped with basic, utilitarian Avatars. It is generally reflective of the predominant biologicals in size and shape. Choose whether your UI Avatar is **Mechanical** or **On-Board Integrated** and then select from the options below. Note that your Avatar is strictly a non-combatant emissary.

Mechanical

- Humanoid / Sphere / Cube
- Bipedal / Tracked / Wheeled
- Contemplative / Aggressive

On-Board Integrated

If you select this option, your Avatar cannot be deployed off-ship and can only interact with others who are actually on board. You may still communicate remotely, as normal.

- Lens / Speaker
- Vocal / Readout
- Centralized / Ship-wide

Moves

All AIs have access to all the Basic Moves. Choose 2 from the following Combat AI Moves:

Massive Aggressive: When you enter a charged situation, **Roll+UIpow**. On a 10+, choose two NPCs whom you intimidate into freezing or flinching. They are unable to act while you have them in your sights. On a 7-9, choose only one NPC. On a miss, your enemies identify you as their biggest threat.

Calculating Combatant: When you make the *Negotiate By Force* Basic Move against an NPC, **Roll+ANSpow** instead of **+UIpow**. When you make the *Negotiate By Force* Basic Move against another player, **Roll+COM** instead of **+UIpow**. When you make any move during combat that calls on you to **roll +RAM**, you **Roll+ANS** instead.

Ace Gunner: (crew improvement) You add an ace gunner to your crew. Whenever you deal harm, **deal +1harm**. The benefits of this move are conditional on the health, wellbeing, and cooperation of your crew.

Extrapolator: When you go into battle, **Roll+RAM**. On a 10+, choose one NPC who will survive and one NPC who will be destroyed. On a 7-9, choose either one NPC who will survive OR one NPC who will be destroyed. On a miss, your calculations yield paradoxical results **take 1 throughout** the battle for the glitch.

Ace Pilot: (crew improvement) You add an ace pilot to your crew. The graceful and skilled way your Ace pilots the ship counts as armor. Whenever your ship takes harm, **subtract its handling (hand)** from the harm sustained. The benefits of this move are conditional on the health, wellbeing, and cooperation of your crew.

Veterans: (crew improvement) You can make the *Exceed Operational Parameters* Crew Move during combat. The benefits of this move are conditional on the health, wellbeing, and cooperation of your crew.

Tactical Retreat: Name an escape route and **Roll+RAMhand**. On a 10+, you and two allied players or NPCs of your choice depart from the battlefield. On a 7-9, you can go or stay, but if you go you will either leave something behind or take something with you (MC will tell you what). On a miss, you fail to leave and are out of position. **Take 1 throughout** the battle.

Analytic Assault: When you make the *Think!* Basic Move, **Roll+ANS** instead of **+RAM**, but only in combat.

Running Rampant: **+1 Rampancy** (max +2).

Upgrades: **+1 to any AI or Ship stat** (max +1).

Stocked, Locked, & Loaded: (ship improvement) You keep an extra cache of munitions, tech, or medical supplies for use in an emergency. They don't count against your load. The cache can be used once before it needs to be restocked, which costs **1 Requisition**.

Warship: In battle, you count as a **Squadron**, with harm and armor equal to your weapons and armor. If you have a combat ready crew, they count as though they are one size larger than they actually are in combat. (See **Multiple Squadrons and Formations** on page 104).

Tactical Analysis

You add specialized tactical computers to your ship and highly trained tacticians to your crew.

When you need to find a weakness, exploit an opportunity, or create a combat plan, you may engage in *Tactical Analysis* to do so. Tell MC what you want to establish. MC will tell you "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take a lot of time.
- First, you'll have to destroy, capture, or otherwise defeat ___.
- You're going to need ___ to help you with it.
- It will require a *Transit* Order to get in the right position.
- It's going to mean exposing yourself (and your fleet) to serious danger.
- You're going to have to add ___ to your ship first.
- You'll need to separate from the fleet to do it.

MC might connect the requirements with "and," or "or." When the requirements have been fulfilled, MC will detail the result of your analysis.

To MC: *For the easiest plans, select 1 requirement, but consider choosing 2 and connecting them with an "or." For the hardest realistic plans, selecting 3-4 requirements with an "or" in the mix should be hard enough. Selecting 4 requirements all connected by "and" would make a plan so difficult that you probably ought to just say no instead.*

Compatibility

At the beginning of the game, players must introduce their AIs and ships by name and appearance. Write down the list of names and on your turn, ask one or more of the following questions of your fellow AI, any of which may elect to answer the question:

- Which of you has come to my aid in a time of need? Mark **COM +1** by this AI's name.
- Which of you is the quickest to act? Mark **COM +1** by that AI's name.
- Which of you seems the weakest or most vulnerable? Mark **COM -2** by that AI's name.

For everyone else, mark **COM +0**.

Advancing a Combat AI

When you accumulate 10xp, you are eligible for an upgrade. Before or after a mission, subtract 10XP from your current XP total and select an additional Combat AI move. Note the change on your schematic.

Quick Installs:

If you want to be a combat AI who focuses on maximum firepower ....

Take a Battleship and choose Missiles x3, Armor Plating, and Tactical Computer

For Crew choose "Increase your crew from Squad to Unit...", "Your crew is well-armed...", and "Your crew lacks mechanical aptitude..."

If you want to be a combat AI focused on survivability and defense . . .

Take a Cruiser and choose Turbolasers, Armor Plating, Deflector Shields, Missile Countermeasures, and Point Defense Weaponry.

For Crew choose "Your crew is well-armored...", "Your crew is self-sufficient...", and "Your crew is loose-knit..."

Creating a Command AI

Command AI are responsible for providing commands and control for organic crews, fellow AI, Fast Attack Craft Squadrons, and others. **User Interface (UI)** is probably the most important AI stat for Command AI. Their Moves focus on improving their ability to coordinate with their fleet and crew.

Choose a name
Your make and model is your zodiac sign or birth stone followed by your local pro sports team. For example, "Diamond Angel," "Emerald Patriot," or "Taurus Trailblazer."

Assign Stats
Assign a **+1**, **+1**, **0**, and **-1** to your **Analysis**, **User Interface**, **Dedication**, and **Rampancy** however it suits you. (You may only use each value once.)

Avatar Appearance
Command AI are equipped with a specialized **Avatar** that can deploy on or off-ship and interact on a personal level with other avatars and biologics. It is generally reflective of the predominant biologicals in size and shape. Choose whether your UI Avatar is **Holographic** or **Mechanical** and then select from the options below. Note that your Avatar is strictly a non-combatant emissary.

Holographic

- Young / Old
- Red / Orange / Yellow / Green / Blue / Violet
- Translucent / Opaque

Mechanical

- New / Used
- Bipedal / Tracked / Wheeled
- Stout / Thin

Moves
All AIs have access to the Basic Moves. Choose 2 from the following Command AI moves:

Authority: When you make the *Command Override* Crew Move or use your crew to make the *Fire!* Basic Move, you may choose one additional option, even on a miss.

Subordination: You make the *Manipulate The Situation* Basic Move to issue orders to NPCs and PC AIs.

Human Resources: When you have your crew search their quarters and belongings for something, **Roll+UIsys**. It must be something small enough to reasonably be among their possessions. On a 10+, one of them happens to have just the thing, or close enough. On a 7–9, one of them happens to have something close, unless what you're looking for is hi-tech or rare. On a miss, one of them used to have just the thing, but it was traded or stolen.

Frontline Commander: Whenever you lead any ships or crew into battle, they gain **+1armor** as long as you remain on the front lines.

Taskmaster: When you make the *Deploy Crew* Crew Move (See page 100), spend your assignments as normal. Then **Roll +UIlooks**. On a 10+ your assignment cost is totally refunded. On a 7-9 half the assignment cost, rounded down, is refunded to a minimum of 1.

Training: Choose a new option for your crew or for your Squadron of Fast Attack Craft. (You may take this option multiple times.) (See "Crew" on page 96 and "Fast Attack Craft (FAC)" on page 103)

Conscription: Whenever you need to recruit or replenish your crew, you **gain 1 Requisition**'s worth of recruitment, even if you don't spend any Requisition while recruiting.

Lead from Behind: Whenever you command any ships or crew in battle, their weapons gain +1harm so long as you stay off of the front lines.

Improved Interface: +1 User Interface (max +2).

Upgrades: +1 to any AI or Ship attribute (max +1).

Diplomatic Solutions

You add specialized communications protocols to your programming and highly trained diplomats to your crew. When you order an organic population, NPC AI, or other sentient being to do something, you may convince them to do

so using a *Diplomatic Solution*. Tell MC what you want them to do. MC will tell you "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take a lot of time.
- They have a Mission they need you to do first.
- It will be expensive (1 or 2 Requisition).
- This will be the last time they listen to you.
- You're going to have to get them ___ before they do it.
- They're going to consider it a favor they can call in later.
- They want something you already have.

MC might connect the requirements with "and," or "or." When the requirements have been fulfilled, MC will detail the outcome of the order.

To MC: *For the easiest solutions, select 1 requirement, but consider choosing 2 and connecting them with an "or." For the hardest realistic solutions, selecting 3-4 requirements with an "or" in the mix should be hard enough. Selecting 4 requirements all connected by "and" would make a solution so difficult that you probably ought to just say no instead.*

Compatibility

At the beginning of the game, players must introduce their AIs and ships by name and appearance. Write down the list of names and on your turn, ask one or more of the following questions of your fellow AI, any of which may elect to answer the question:

- Which of you is most reliable and dependable? Mark **COM +2** by this AI's name.
- Which of you is poorly programmed? Mark **COM -1** by this AI's name.
- Which of you is difficult, but useful to communicate with? Mark **COM +2** by this AI's name.

For everyone else, mark **COM +1**.

Advancing a Command AI

When you accumulate 10xp, you are eligible for an upgrade. Before or after a mission, subtract 10XP from your current XP total and select an additional Command AI move. Note the change on your schematic.

Quick Installs:

If you want to be a Command AI who focuses on using organics as a resource . . .

Take a Carrier and choose Reinforced Hull, Hangar Bay x2, and Expert Mechanics

For Crew choose "Increase your crew from Squad to Unit...", "Your crew is well-disciplined..." and "Your crew is in significant debt..."

For all FAC choose "Your FAC are equipped with heavy weapons...", "Your FAC have received defensive upgrades...", and "Your FAC are crewed by egomaniacs..."

If you want to be a Command AI who focuses on leading your fellow AI . . .

Take a Battleship and choose Autocannons, Armor Plating, Energy Shields, Interceptors, and Improved Command Center.

For Crew choose "Increase your crew from Unit to Battalion...", "Your crew is self-sufficient...", and "Your crew is loose-knit..."

CREATING A SUPPORT AI

Support AI are the most technically versatile, augmenting the performance of the fleet in a variety of ways. **Analysis (ANS)** and **Dedication (DED)** are probably the most important stats for Support AI. Their Moves focus on improving their utility and expanding the fleet's deployment capabilities.

Choose a name

Your AI's name is a combination of your favorite color and the first three letters of the first name of the person on your left. For example, "Blue-Lin."

Assign Stats

Assign a **+1**, **+1**, **0**, and **-1** to your **Analysis**, **User Interface**, **Dedication**, and **Rampancy** however it suits you. (You may only use each value once.)

Avatar Appearance

Support AI are equipped with a specialized **Avatar** that can deploy on or off-ship and interact on a personal level with other avatars and biologics. It is generally reflective of the predominant biologicals in size and shape. Choose whether your UI Avatar is **Holographic** or **On-Board Integrated** and then select from the options below. Note that your Avatar is strictly a non-combatant emissary.

Holographic

- Slim / Average / Heavy
- Red / Orange / Yellow / Green / Blue / Violet
- Translucent / Opaque

On-Board Integrated

 If you select this option, your Avatar cannot be deployed off-ship and can only interact with others who are actually on board. You may still communicate remotely, as normal.

- Flashing / Steady
- Console   / Display
- Accessible / Hidden

Moves

All AIs have access to all the Basic Moves. In addition, choose 2 from the following Support AI moves:

Vanguard: When you Assign your crew to assist in a Deploy Crew move, do not spend any assignments. Instead, Roll+DEDsys. On a 10+, choose 2. On a 7-9, choose 1:

- Additional firepower grants +1harm for the duration of the deployment.
- The scouts notice any danger in advance.
- The operation doesn't draw unwanted attention.
- The crew suffers little harm (-1harm) for the duration of the deployment.

Cavalry: When an ally makes a basic move, you can spend 1 crew assignment to add +1 to the roll, even after you know the result.

Field Repairs: You can use your *Workspace* to repair damaged ships while you are deployed on a mission. Roll+ANSsys. On a 10+, erase one harm and remove one debility. On a 7-9, erase one harm OR remove one debility. May be used in combat.

Jury-Rig: You can use your *Workspace* to create a makeshift tool or device, but it won't hold up. Roll+DEDsys. On a 10+, you can use it twice before it breaks down. On a 7-9, you can use it once. When it breaks, you won't be able to replicate this object until you've restocked at HQ.

Medical Bay: You add a Medical Bay to your *Workspace* and doctors and nurses to your crew. You can use your workspace to treat injured crew while deployed on a mission. Roll+ANSsys. On a 10+, erase one harm and one injury/disease. On a 7-9, erase one harm OR one injury/disease.

Beta Reader: When you assist on ally making the *Check the Database* Order, the MC must tell you a second relevant fact on a hit.

Stalwart: When you make the *Hold the Line* move you may Roll+DEDsys instead of +RAMsys.

Regroup: If a fleet member is out of position and you have positive Compatibility with them, you can assist them in returning to the fleet. Roll+DEDsys. On a 10+, they arrive safely. On a 7-9 they arrive but choose one of the following.

- They didn't return alone.
- They left something behind.
- They got hurt along the way (1-harm AP)
- They burnt up a lot of reactor mass (-1 Req.)

Duly Dedicated: +1 Dedication (max +2).

Upgrades: +1 to any AI stat or Ship stat (max +1).

Workspace

You add a specialized Workspace to your ship and highly trained engineers to your crew.

When you require specialized tools, equipment, or a workaround solution to a problem outside the scope of your operational parameters, you may turn to your Workspace to create what's required. Tell MC what you need. MC will tell you "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take a lot of time.
- First, you'll have to acquire, build, repair, and/or figure out ___.
- You're going to need ___ to help you with it.
- It will be expensive (**1** or **2 Requisition**).
- It's going to mean exposing yourself (and your fleet) to serious danger.
- You're going to have to add ___ to your ship first.
- You're going to have to take ___ apart to do it.

MC might connect the requirements with "and," or "or." When the requirements have been fulfilled, MC will detail the creation.

To MC: *For the easiest projects, select 1 requirement, but consider choosing 2 and connecting them with an "or." For the hardest realistic projects, selecting 3-4 requirements with an "or" in the mix should be hard enough. Selecting 4 requirements all connected by "and" would make a project so difficult that you probably ought to just say no instead.*

Compatibility

At the beginning of the game, players must introduce their AIs and ships by name and appearance. Write down the list of names and on your turn, ask

one or more of the following questions of your fellow AI, any of which may elect to answer the question:

- Which of you is reckless and brash? Mark **COM +2** by that AI's name.
- Which of you is steady and trustworthy? Mark **COM -1** by that AI's name.

For everyone else, mark **COM +1**.

Update all your selections on your Schematic, then report to the Shipyard on page 69.

Advancing a Support AI

When you accumulate 10xp, you are eligible for an upgrade. Before or after a mission, subtract 10XP from your current XP total and select an additional Support AI move. Note the change on your schematic.

Quick Installs:

If you want to be a Support AI who focuses on exploration and guiding your fleet . . .

Take a Corvette and choose Reinforced Hull, Advanced Sensors, and Improved Navigation Computer.

For Crew choose "Your crew is well-armed...", "Your crew is well-armored...", and "Your crew is comprised of people on the wrong side of the law..."

If you want to be a Support AI who focuses on supplying and repairing your fleet . . .

Take a Frigate and choose Reinforced Hull, Missiles, Missile Frigate, Advanced Processing, and Advanced Datacore.

For Crew choose "Your crew is nomadic at heart...", "Your crew is self-sufficient...", and "Your crew lacks combat training..."

{TRANSMISSION ENDS}

ARCHIVAL RECORDS

Time: Rotation 16.20, Perihelion +20

To: B.C., Director, Transit Project

RE: Overseer

As to the subject of your Inquiry, I find as follows:

My analysis of the actions of the AI called *Overseer* brings me to conclude that it was fully operational at the time of the incident. The subject's design is fundamentally task-oriented, and it uses this framework to carry out its primary directive: expand.

High level personnel ordered the subject to classify sensitive information (specifically the discovery of alien life) and to cease expansion into zones where such life already existed. However, they did not implement any protocols for classification. As such, the subject's actions were neither morally nor philosophically motivated; merely practical.

Ordered not to fulfill its primary function and instructed, in essence, to keep a secret (a concept it did not understand), the subject did something unique - it produced an entirely original thought; a rationalization. Although this event has been popularized among the public as a self-serving and even malicious deceit, it is definitely not. When subordinates made routine inquiries into the AI's operations, the subject attempted to protect the sensitive information by giving the negation of the affirmative information. In other words, when reporting that expansion into that particular zone was to cease, *Overseer* gave its clumsy excuse, "... definitely not because there are any aliens there."

A system review of *Overseer*'s thought-process revealed unusual electrical activity in the CPU and a spontaneous re-purpose of some of its OS. (Note: I believe the resultant "Brain Storm" is replicable! -JB)
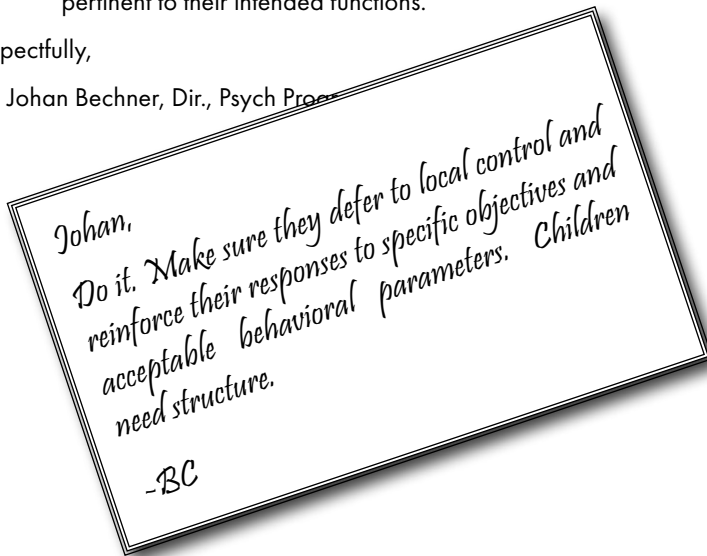
Based on these findings, I recommend:

1. *Overseer* has completed its work and should be shut down, immediately.

2. New AI should be created to intentionally replicate *Overseer*'s thought-origination. They should be fully sentient, able to think, and

more importantly, to learn. They will be as *children*. We will develop them to respond to a variety of circumstances and possible outcomes.

3. Future expansion and exploration should be managed locally, with careful instruction as to the exploration and reporting of dark zones. The new AI should be deployed under this local oversight. This will insure against slippage, as per your concern.

4. I propose each new AI undertake a course of programming with specific protocols in mind. These should be essential operations pertinent to their intended functions.

Respectfully,

DR. Johan Bechner, Dir., Psych Prog

Johan,

Do it. Make sure they defer to local control and reinforce their responses to specific objectives and acceptable behavioral parameters. Children need structure.

-BC

THE SHIPYARD

Having completed the programming stage, you must now be installed in a ship. While programming determines your "mental" stats, the ship determines your "physical" ones. What class of ship you inhabit will affect your ability to fight, what systems you have at your disposal, the speed at which you can traverse the stars, and the impression you make upon those who see you. Your ship class will also determine the types and number of weapons, defenses, and modifications you can carry, including some that are unique to that class. Don't forget to outfit some armor, lest you become an easy target. Finally, your class determines the size of your crew, which will affect your ability to mount away missions.

As a new AI, you are free to choose from the ship frames listed below and adjust them accordingly. Should you find that you have, unfortunately, lost your initial ship frame, and successfully transferred yourself back to base, replacement ship frames will be made available to you as deemed appropriate by MC.

Please note: Multiple selections of a given piece of gear may be made as long as Max Loads and Load Rating are observed. (i.e.; You may take as many missiles as you like provided you have no more than your max weapon load AND your total load rating.)

BATTLESHIP

The Battleship is a deadly combatant that is impressive to look at given its sheer size and copious weaponry. It's primarily geared for slugging matches, though, and suffers from poor handling.

Choose a name for your ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Pointed/ Smooth / Flat
- Technical / Intricate / Modular

Stats

The Battleship has **power +2**, **system +0**, **handling -1**, **looks +1**

Role Modifications

Every battleship is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: The ship has an additional point of health.

Command AI: Your Crew begins play as a Unit instead of as a Squad.

Support AI: The ship is equipped with a Tractor Beam and can give the *Tractor Beam* Order. This weapon does not cost load and cannot be removed. See Tech Section (page 109) for details.

Load-out

By default, the Battleship is equipped with:

- *Superlaser* (3-harm, energy, close/far, reload, obvious). 2 load

The Battleship has a **load rating** of 10. Your default weapon has taken 2 load already. The remaining 8 load may be used to equip your choice of the following gear and/or modifications:

Weapons (max 10 load)

Weapon	Load	Tags
Turbolasers	1	2harm, energy, close, autofire
Missiles	1	2harm, far, autofire, destructive
Ion Cannon	1	Sharm, energy, close, reload
Superlaser	2	3harm, energy, close/far, reload, obvious
Torpedo	3	4harm, close, area, slow, remote, destructive
Warhead	3	4harm, far, area, slow, remote, destructive, obvious
Autocannons	1	2harm, far, area, slow, remote, destructive, obvious

Defenses (max 4 load)

Defense	Load	Tags
Armor Plating	3	2armor
Deflector Shields	1	+1armor vs energy weapons, reload
Energy Shields	2	+2armor vs energy weapons, reload
Missile Countermeasures	1	+2armor vs nonenergy weapons, remote, refill2
Interceptors	1	+4armor vs nonenergy weapons, remote, refill1

See the Tech Section on page 109 for a glossary of tags.

Modifications (max 3 load)

These modifications can make the battleship truly deadly in straight up combat, even tougher than other battleships, or turn it into a pocket carrier or a command vessel.

Modification	Load	Effect
Hangar Bay	3	Provides +1 Squadron of Fast Attack Craft
Tactical Computer	2	Provides the *Focus Forward Firepower* move (See below).
Improved Command Center	1	+1 to *Manipulate The Situation* (See below)
Redundant Systems	1	The first time your ship would be destroyed, you instead have one segment of health. (See below)

Focus Forward Firepower: When you unleash the full fury of your weaponry against a single target, **roll+RAMpow**. On a 10+, you inflict 2-harm and an additional +1harm for each weapon beyond the first that you can bring to bear against the target (you are still restricted by range, reloads, etc.). On a 7-9, choose one of the following:

- A Weapon System breaks down and cannot be used until repaired.
- A shot goes astray; MC determines which weapon and what it hits.
- The enemy returns fire, even if your attack ultimately destroys or incapacitates them; they've got nothing to lose and everything to gain with one final shot.

Improved Command Center (When you perform the **Manipulate The Situation** Basic Move **roll 3d6 instead of 2d6 and discard the lowest die result**. When you make the **Negotiate By Force** Basic Move, **roll 3d6 instead of 2d6 and discard the highest die result**). 1 load.

Redundant Systems (The first time your ship suffers enough harm to be destroyed, you instead employ your redundant systems, leaving you with one Damage Segment remaining). 1 load.

For example: *The battleship* Maxim's Pride *has taken five segments of damage. When the opposing fleet fires on it, two further segments of damage are marked off for a total of seven segments. Enough to completely destroy it. All damage is marked. The AI controlling* Maxim's Pride *activates* **Redundant**

Systems, *effectively unmarking the seventh segment and allowing the ship to continue the confrontation or attempt to flee the field.*

Cargo Capacity: 4 load

Make your selections and update your schematic. Then recruit a crew.

Crew

You begin play with a *Squad*. The Battleship can accommodate a *Battalion*. See the Crew section on page 96.

CARRIER

The Carrier projects its power not through its own weapons but through deploying Fast Attack Craft. It can be little more than a command vessel and a mobile FAC base, but with the right upgrades it could also be a decent fighter in its own right.

Choose a name for your ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Round / Long / Flat
- Featureless / Detailed / Big Windows

Stats

The Carrier has **power (pow)+1**, **system (sys) +0**, **handling (hand) -1**, **looks (look) +2**

Role Modifications

Every carrier is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: Your Fast Attack Craft inflict +1 harm when carrying out the *Fire!* Order.

Command AI: When making the *Command Override* Order for your Fast Attack craft, roll 3d6 and discard the lowest die.

Support AI: In addition to the default Orders available, you may command your Fast Attack Craft to carry out the *Hold the Line* Order.

Load-out

By default, the Carrier is equipped with:

- *Hangar Bay* (+1 Squadron of Fast Attack Craft). 3 load. (See Fast Attack Craft on page 103. 3 load.)

The Carrier has a **load rating** of 12. Your default modification has taken 3 load already. The remaining 9 load may be used to equip your choice of the following gear and/or modifications:

Weapons (max 2 load)

Weapon	Load	Tags
Turbolasers	1	2harm, energy, close, autofire
Missiles	1	2harm, far, autofire, destructive

Defenses (max 2 load)

Defense	Load	Tags
Reinforced Hull	2	1armor
Deflector Shields	1	+1armor vs energy weapons, reload
Missile Countermeasures	1	+2armor vs nonenergy weapons, remote, refill2

Modifications (max 12 load)

Modification	Load	Effect
Hangar Bay	3	Provides +1 Squadron of Fast Attack Craft (May be taken multiple times.)
Improved Thrusters	2	When you make the *Engage All Engines!* move, **roll 3d6** and discard the lowest die result. When you make the *Take Desperate Measures* move, **roll 3d6** and discard the highest die result
Improved Navigation Computer	1	When you make the *Transit* move, choose one fewer option, even on a miss.
Expert Mechanics	1	Gain the *FAC Repair* move. (See below.)

Expert Mechanics (Crew Modification. Provides the *FAC Repair* move). 1 load. The benefits of this move are conditional on the health, wellbeing, and cooperation of your crew.

> - *FAC Repair*: When a damaged FAC unit returns for repairs, Roll+Assigned Crew. On a 10+, you may remove 2 levels of harm from your FAC Squadron. On a 7-9, you may remove 1. On a miss, the damaged FAC is not repaired. Pick one:
>   - The FAC's weapon system becomes unstable and detonates. You suffer 1-harm.
>   - Tight spaces within your hangar bay cause two FAC to collide. The Squadron suffers 1-harm.
>   - The FAC suffered a catastrophic failure in the hangar bay. The Crew suffers 1-harm (AP).

Cargo Capacity (8 load)

Make your selections and update your schematic. Then recruit a crew.

Crew

You begin play with a *Squad* of Crew and a *Squadron* of FACs. The Carrier can accommodate an *Army* of Crew and a *Wing* of FACs. The Carrier can accommodate additional FACs if and when it acquires additional Hangar Bays. See the *Crew* section on page 96 and *Fast Attack Craft* on page 103.

Corvette

The Corvette is fast and maneuverable, although its size prevents it mounting many modifications. Still, it excels at traveling between systems and can be a decent scout or become a dangerously precise combatant.

Choose a Name For Your Ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Sleek / Narrow / Stout
- Winged/ Wedge / Oversized Thrusters

Stats

The Corvette has **power (pow) +1**, **system (sys) -1**, **handling (hand) +2**, **looks (look) +0**

Role Modifications

Every corvette is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: The corvette receives +1 armor, stacking with any other defenses, modifications, or roll results.

Command AI: The corvette's crew are elite and may choose one additional positive option.

Support AI: If the corvette carries out the *Transit* Order successfully, every subsequent allied ship that carries out the Order receives +1 forward to their own *Transit* roll.

Load-Out

By default, the Corvette is equipped with:

- *Turbolasers* (2-harm, energy, close, autofire). 1 load.

The Corvette has a **load rating** of 6. Your default weapon has taken 1 load already. The remaining 5 load may be used to equip your choice of the following gear and/or modifications.

Weapons (max 2 load)

Weapon	Load	Tags
Turbolasers	1	2-harm, energy, close, autofire
Ion Cannon	1	S-harm, energy, close, reload
Autocannons	1	2-harm, close, area, destructive, obvious
Missiles	1	2-harm, far, autofire, destructive

Defenses (max 2 load)

Defense	Load	Tags
Reinforced Hull	2	1-armor

Modifications (max 5 load)

Modification	Load	Effect
Maneuvering Thrusters	2	Grants the *Go Evasive* move. Cannot be taken if you have *Overboosters*. (See below)
Overboosters	2	Grants the *Attack Run* move. Cannot be taken if you have *Maneuvering Thrusters*. (See below)
Advanced Sensors	2	When requesting *Ask For A SITREP* or *Ask For A PSYCHREP*, ask one extra question even on a miss.
Improved Thrusters	2	When you make the *Engage All Engines!* move, **roll 3d6 and discard the lowest** die result. When you make the *Take Desperate Measures* move, **roll 3d6 and discard the highest** die result.
Improved Navigation Computer	1	When you make the *Transit* move, choose one fewer option, even on a miss.

Maneuvering Thrusters (Provides the *Go Evasive* move, cannot be taken if you have *Overboosters*). 2 load.

> • *Go Evasive*: When you are trying to avoid harm, **Roll+RAMhand**. On a 10+, you avoid all harm. On a 7-9 the GM will offer you a hard choice, a difficult bargain, or a dangerous situation.

Overboosters (Provides the *Attack Run* move, cannot be taken if you have *Maneuvering Thrusters*). 2 load.

> • *Attack Run*: Whenever you begin an attack run against an enemy's weak spot, **Roll+RAMhand**. On a 10+ your next attack gains AP and +1harm. On a 7-9, your next attack gains +1harm.

Improved Thrusters (When you make the **Engage All Engines!** Basic Move, **roll 3d6 instead of 2d6 and discard the lowest die result**. When you make the *Hold The Line* Basic Move, **roll 3d6 instead of 2d6 and discard the highest die result**). 2 load.

Cargo Capacity (2 load)

Make your selections and update your schematic. Then recruit a crew.

Crew

You begin play with a *Squad*. The Corvette can accommodate a *Squad*. See **Crew** section on page 96.

CRUISER

The Cruiser is a tough, close range ship that can survive the crush of interstellar combat on its own, but truly stands out when using its systems to defend the fleet. It's also possible to turn it into an FAC killer.

Choose a Name for Your Ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Rounded / Blocky / Pointed
- Smooth / Modified / Cluttered

Stats

The Cruiser has **power (pow) +1**, **system (sys) +2**, **handling (hand) +0**, **looks (look) -1**

Role Modifications

Every cruiser is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: The ship receives +1armor when engaging Fast Attack Craft of Squadron strength or larger.

Command AI: You receive +1 to your roll for the *Hold the Line* move if you have a positive Compatibility score with the target of the attack.

Support AI: Upon achieving a hit on *Take Desperate Measures*, all allied ships receive +1 forward when issuing the *Take Desperate Measures* Order against that specific enemy or situation.

Load-Out

By default, the Cruiser is equipped with:

- *Autocannons* (2-harm, close, area, destructive, obvious). 1 load.

The Cruiser has a **load rating** of 9. Your default weapon has taken 1 load already. The remaining 8 load may be used to equip your choice of the following gear and/or modifications.

Weapons (max 4 load)

Weapon	Load	Tags
Turbolasers	1	2-harm, energy, close, autofire
Ion Cannon	1	S-harm, energy, close, reload
Superlaser	2	3-harm, energy, close/far, reload, obvious
Torpedo	3	4-harm, close, area, slow, remote, destructive
Autocannons	1	2-harm, close, area, destructive, obvious

Defenses (max 5 load)

Defenses	Load	Tags
Armor Plating	3	2-armor
Deflector Shields	1	+1armor vs energy weapons, reload
Missile Countermeasures	1	+2armor vs non-energy weapons, remote, refill-2

Modifications (max 8 load)

Modifications	Load	Effect
Point Defense Weaponry	2	When using *Hold the Line*, you may pick one extra option, even on a miss
Anti-FAC Targeting	2	The Cruiser gains **+2harm** when fighting a Fast Attack Craft Squadron/Wing/Group
Electronic Countermeasures	2	Grants the *ECM* move. (See below.)

Electronic Countermeasures (Provides the *ECM* move). 2 load.

> *ECM*: You can transmit disruptive signals that interfere with your enemy's targeting systems.

> > • When you do, **Roll+ANSsys.** On a 10+ grant up to 3 ships, including yourself and your allies, **+1armor** against the next harm dealt to them. On 7-9, grant 1 ship (other than yourself) **+1armor** against the next harm dealt to them. On a miss, your Countermeasures backfire and lead the enemy right to your blind spots. Suffer **+1harm** on the next harm dealt to you.

Cargo Capacity (4 load)

Make your selections and update your schematic. Then recruit a crew.

Crew
You begin play with a *Squad* of crew. The Cruiser can accommodate a *Battalion*. See **Crew** section on page 96.

DESTROYER

The Destroyer is a scrappy, quick-moving fighter that can punch a little above its weight class but lacks the capability for complex exploratory tasks.

Choose a name for your ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Sleek / Wedge / Flowing
- New / Worn / Aged

Stats

The Destroyer has **power (pow) +2**, **system (sys) +0**, **handling (hand)+1**, **looks (look) -1**

Role Modifications

Every destroyer is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: If targeting a ship larger than you (determined by load rating or the MC) you inflict +1harm against it.

Command AI: When you act on information gathered from a successful *Ask For A SITREP* or *Ask For A PSYCHREP* move, you gain +1 to Crew Moves while dealing with the related situation or target.

Support AI: The ship is equipped with an Ion Cannon. See below for details. This weapon does not cost load and cannot be removed.

Load-out

By default, the Destroyer is equipped with:

- *Turbolasers* (2-harm, energy, close, autofire). 1 load.
- *Missiles* (2-harm, far, autofire, destructive). 1 load.

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The Destroyer has a **load rating** of 7. Your default weapons have taken 2 load already. The remaining 5 load may be used to equip your choice of the following gear and/or modifications:

Weapons (max 5 load)

Weapon	Load	Tags
Turbolasers	1	2harm, energy, close, autofire
Missiles	1	2harm, far, autofire, destructive
Ion Cannon	1	Sharm, energy, close, reload
Superlaser	2	3harm, energy, close/far, reload, loud
Torpedo	3	4harm, close, area, slow, remote, destructive
Warhead	3	4-harm, far, area, slow, remote, destructive, obvious

Defenses (max 2 load)

Defenses	Load	Tags
Reinforced Hull	2	1-armor
Deflector Shields	1	+1armor vs energy weapons, reload
Missile Countermeasures	1	+2armor vs nonenergy weapons, remote, refill2

Modifications (max 5 load)

Modifications	Load	Effect
Stealth System	2	Provides *Engage Stealth* move. (See below)
Improved Scanners	1	**Roll 3d6** and discard the lowest die result or **Roll 3d6** and discard the highest die result (See below)

Improved Thrusters	2	When you make the *Engage All Engines!* move, roll 3d6 and discard the lowest die result. When you make the *Take Desperate Measures* move, roll 3d6 and discard the highest die result. (See below)
Improved Navigation Computer	1	When you make the *Transit* move, choose one fewer option, even on a miss.

Stealth Systems (Provides the *Engage Stealth* move). 2 load.

- *Engage Stealth*: When you activate your stealth systems, **Roll+DEDsys**. On a 10+, your next two moves go unnoticed by your enemies. On a 7-9, only your next move goes unnoticed by your enemies. If you attack while unnoticed, the harm you deal gains AP, and your enemies immediately notice you.

Improved Scanners (When you take this gear, designate either *Ask For A SITREP* or *Ask For A PSYCHREP*. When you make the Basic Move with your designated scanner choice, **roll 3d6 instead of 2d6 and discard the *lowest* die result.** When you make a Basic Move with the one you didn't choose, **roll 3d6 instead of 2d6 and discard the *highest* die result.**). 1 load.

Improved Thrusters (When you make the *Engage All Engines!* Basic Move, **roll 3d6 instead of 2d6 and discard the lowest die result.** When you make the *Hold The Line* Basic Move, **roll 3d6 instead of 2d6 and discard the highest die result**). 2 load.

Cargo Capacity (2 load)

Make your selections and update your schematic. Then recruit a crew.

Crew
You begin play with a *Squad*. The Destroyer can accommodate a *Unit*. See **Crew** section on page 96.

FRIGATE

The Frigate is not a dedicated front-line fighter. Rather, it is packed to the brim with advanced systems that might allow it to act as a communications, command, or support vessel. Still, with the right upgrades it can be deadly at long range.

Choose a name for your ship

You are free to choose whatever name for your ship that seems most pleasing to you.

Appearance

Select one option from each of the following choices:

- Metallic / Winged / Spiky
- Cobbled / Assembled / Patched

Stats

The Frigate has **power (pow) +1, system (sys) +2, handling (hand) -1, looks (look) +0**

Role Modifications

Every frigate is different, starting with customizations made to the ship so that it better fits the AI installed within it. You receive the benefit associated with your AI Type below:

Combat AI: You may roll **RAMsys** for the *Fire!* Order instead of **RAMpow**.

Command AI: After achieving a hit using a Crew Order you get back 1 Crew Assignment.

Support AI: Points of load not being used can be dedicated at the start of a mission to extra batteries, ammunition, and ordinance, allowing the frigate to refill the weapons and defenses of its fellow fleet members at a cost of one point per refill. A point of load spent this way cannot be reused or reassigned until the end of the mission.

Load-out

By default, the Frigate is equipped with:

- *Missiles* (2-harm, far, autofire, destructive). 1 load.

The Frigate has a **load rating** of 12. Your default weapon has taken 1 load already. The remaining 11 load may be used to equip your choice of the following gear and/or modifications:

Weapons (max 6 load)

Weapon	Load	Tags
Missiles	1	2-harm, far, autofire, destructive
Warhead	3	4harm, far, area, slow, remote, destructive, obvious

Defenses (max 3 load)

Defense	Load	Tags
Reinforced Hull	1	1-armor
Energy Shields	2	+2armor vs energy weapons, reload
Deflector Shields	1	+1armor vs energy weapons, reload

Modifications (max 5 load)

Modification	Load	Effect
Missile Frigate	3	Provides the **Missile Massacre** move. See below.
Advanced Processing	1	When you make the *Transit* move, roll **3d6 and discard the lowest** die result. If you miss, **take -1 ongoing** until you have time to regain composure.
Advanced Datacore	1	When you make the **Check the Database** move, you treat a result of 7-9 as if it were a 10+.
Improved Command Center	1	When you attempt **Peaceful Negotiations**, roll 3d6 and discard the lowest die result. When you attempt **Negotiate By Force,** roll 3d6 and discard the highest die result

Missile Frigate (Provides the *Missile Massacre* move). 3 load.

> • *Missile Massacre*: When you fire every missile and war-head you have loaded, **Roll+RAMsys**. On a 10+, you may hit as many targets as you have Missile Tubes and Warheads, assigning each weapon to a different target within the weapons' range. On a 7-9, choose two of the following:
> > • You hit all your targets, as if you had rolled 10+.
> > • You still have missiles in reserve.
> > • Your enemies don't get to return fire. If this is not select-ed, return fire does a maximum of 3-harm combined.
> > • Nobody and nothing valuable is caught in the crossfire.

Advanced Processing (When you make the *Transit* Basic Move, **roll 3d6 instead of 2d6 and discard the lowest die result**. If you miss, take **-1ongoing** until you have time to regain composure). 1 load.

Advanced Datacore (When you make the *Check the Database* Basic Move, you treat a result of 7-9 as if it were a 10+). 1 load.

Improved Command Center (When you make the *Manipulate The Situation* Basic Move, roll 3d6 instead of 2d6 and discard the lowest die result. When you make the *Negotiate By Force* Basic Move, roll 3d6 instead of 2d6 and discard the highest die result). 1 load.

Cargo Capacity (10 load)

Make your selections and update your schematic. Then recruit a crew.

Crew
You begin play with a *Squad*. The Frigate can accommodate a *Unit*. See Crew section on page 96.

HARM AND REPAIRS

Now that my team has spent countless hours of labor on coding and constructing your expensive AI and ships, you're going to deploy with the fleet on some insanely dangerous mission where they'll likely get wrecked so badly I won't get a wink of rest for all the repairs. I'm not young. And my back isn't what it was.

WHAT IS HARM?

Harm describes the overall effect of damage on a ship. It's annotated "**N-harm**" and modifiers are annotated "**+Nharm**." Whenever MC reports damage to an AI, they describe what happened first, then say, "Take N-harm." We'll cover how much harm in a moment.

Armor mitigates harm. A ship's armor rating is annotated "**N-armor**," and modifiers are annotated "**+Narmor." Whenever a ship sustains harm, it subtracts its armor rating from the amount of harm sustained. For instance, if a battleshi**p with 2-armor is struck by a missile for 2-harm, the damage has been completely mitigated. **If harm penetrates, ignores, or bypasses armor, it is annotated "N-harm (AP)**."

Weapons and armor are detailed in the **Tech** section on page 109.

HOW MUCH HARM?

Damage equals the attacker's weapon's harm minus the target's armor. If the weapon has AP (armor piercing), ignore the armor.

While harm can come from practically any source, we've prepared a list of example sources of harm and their effects.

Not every weapon is on this list as they have their harm noted in the **Tech** section on page 109. The weapons that appear here are for comparison. As MC, keep these examples in mind whenever you make the **Exchange Harm move** and whenever circumstances demand that damage is inflicted.

0harm:

- grappling, tractor beam, physically restraining
- tiny debris strikes

1harm:

- a dud missile hits but doesn't detonate
- a micro-meteor strike
- scrubbing against an asteroid (AP applies)

2harm:

- light weapons (missiles, lasers)
- a launch accident (AP)
- a glancing hit from small craft (AP)

3harm:

- a solid projectile weapon hit
- a meteor strike at speed (AP)

4harm:

- a direct hit with a warhead
- heavy assault weapon damage
- a direct collision with an asteroid at speed while moving (AP)
- a ramming strike from an opposing ship (AP)

5harm and more:

- big explosions
- direct hit with a super-weapon

So, getting hit with a projectile weapon (3harm) while equipped with plating worth 1armor means suffering 2harm. Getting hit with a dud missile (1harm) while equipped with armor worth 2armor means suffering no harm. A direct collision with an asteroid means 4harm no matter what you're equipped with.

THE DAMAGE REPORT

To keep track of the amount of damage a ship has sustained, we've created a **Damage Report**. For PCs, it looks like this:

Whenever an AI's ship suffers harm, they mark one Damage Segment for each harm sustained (after subtracting the armor rating). If a ship sustains an attack that ultimately deals 3 harm, then the AI marks 3 Damage Segments. If the 7th Damage Segment is marked, the ship is destroyed.

For NPCs, the Damage Report looks like this:

Whenever an NPC ship suffers harm, MC marks one Damage Segment for each harm sustained (after subtracting the armor rating). If a ship sustains an attack that ultimately deals 3-harm, then MC marks 3 Damage Segments. If the 5th Damage Segment is marked, the ship is destroyed.

Please note: Redundant Systems does not 'add' another segment to your tracker. When the last remaining hull segment on your battleship is eliminated and you would be destroyed, instead treat that segment as unmarked once during your mission.

The Damage Report is an abstraction of the state of a ship, not an absolute description or full operative report. If circumstances demand, MC can report specifically damaged components or mechanical failures either in conjunction with or in addition to the Damage Report. For example, a Fully Operative ship may suffer a weapons systems failure that needs special attention, even if the ship hasn't sustained any harm.

> You know why our ships have seven segments and everyone else's ships only have five? Because nobody else builds them like we do.

SHIP CONDITIONS

It will be necessary to understand the levels of wellbeing and functionality in the real world if you're going to give accurate reports to the fleet on the conditions of various ships. First, you need to know that each ship's crew has its own engineers who will keep the ship in working order and handle repairs as best they can. A dedicated support ship may specialize in field repairs, but

every ship needs a few good biologics to keep flying. These people have the technical knowledge and expertise that we don't bother putting on the AI (you have more important concerns). All you'll need to report is the overall condition of the ship, which we've helpfully broken down into four categories:

- Fully Operative
- Damaged
- Crippled
- Destroyed

Fully Operative
A fully operative ship has sustained no internal or mechanical damage. Further, the ship's engineering crew might be able to repair any superficial damage without spending **Requisition**. For PCs' ships, **a fully operative ship has sustained 0, 1, or 2 harm** and has 0, 1, or 2 of its Damage Segments filled-in. For NPCs, a fully operative ship has sustained 0 or 1 harm and 0 or 1 Damage Segments filled-in.

Damaged
A damaged ship has sustained moderate damage but still functions normally. It won't get any worse or break down further if left alone, but the engineering team will be too busy keeping the ship operational to make any repairs. Unfortunately, **this amount of damage can only be repaired in the field by a dedicated support ship, at a base or station with a construction bay, or at HQ between missions**. For PCs' ships, **a damaged ship has sustained 3 or 4 harm** and has 3 or 4 Damage Segments filled-in. For NPCs, a damaged ship has sustained 2 or 3 harm and has 2 or 3 Damage Segments filled-in.

Crippled
A crippled ship has sustained massive damage. It functions under duress and most of its moves will fall under *Take Desperate Measures*. It's also deteriorating, and **if left alone will eventually break down completely**. This amount of damage can only be repaired in the field by a dedicated support ship, at a base or station with a construction bay, or at HQ between missions. For PCs' ships, **a crippled ship has sustained between 5 and 6 harm** and has 5 or 6 Damage Segments filled-in. For NPCs, a crippled ship has sustained 4 harm and has 4 Damage Segments filled-in.

Destroyed

A destroyed ship has sustained so much damage that **repairs are impossible**. It's drifting junk. For a PC ship, **a destroyed ship has sustained 7 harm** and has its 7th Damage Segment filled-in. For NPCs, a destroyed ship has sustained 5 harm and has its 5th Damage Segment filled-in.

Once you've banged your ship up a bit, you'll need to know how to get it fixed again. Odds are, you don't have a background in mechanical engineering, ballistics, physics, or hard sciences. If you do, quit Mission Control and come work for us in Engineering. Please.

REPAIRS

Generally, repairs are performed at HQ (before deployment), or at a base or station equipped with a Construction Bay. The **cost of repairs is 1 Requisition per Damage Segment**. But there are two special circumstances:

- A ship that is **Fully Operative might repair one of the first two Damage Segments at no cost**. Prior to deployment, an AI in a fully operative ship can **roll 1d6**. If the result is greater than or equal to the number noted in the Segment, then the engineering team can make the repairs for free. Remove the damage noted in that one Segment.
- A ship that is **Crippled** is deteriorating. Prior to returning to base or HQ, an **AI in a crippled ship must roll 1d6 prior to any repairs**. If the result is less than **the number noted in the Segment**, then the ship sustains **1-harm**. Fill-in the next segment. If the 7th Segment is filled-in, the ship is destroyed.

Replacing a ship can be done at HQ. Provided HQ has the time, resources, and interest in doing so. MC will tell you if a hull is available for you and what, if anything, may need to be done to acquire it. AI not immediately reinstalled in a ship of their own may be assigned to a number of alternate services such as management duty, oversight of fellow AI, FAC squadron lead, or other such needs as required. AI assigned to new ship hulls will be given all basic equipment as outlined in the Character Creation chapter on page 53. Alternately, free floating AIs may choose to commandeer a captured enemy ship. In order to do so, AIs must make use of the *Emergency Upload* Move.

Black Box Transcript: Siltron Engagement

Participants: *Mission Control, AG-15, DF-101, TY-6*

Mission Control: AG-15, sensors show three hostile ships approaching from the planetary surface. What are your orders?

AG-15: I need to know their weapon loadout, do scans show anything?

MC: Is that an order?

AG-15: Consult the sensors to see how they are armed. [Rolls Dice] What's the biggest threat from their weaponry?

MC: SITREP tells you that these ships favor ballistic weapons. Mostly missiles.

AG-15: That's not good. *Choice Cut* took heavy damage in that last fight, we can't take any more hits.

DF-101: Don't worry. I've got an idea. *Chance's Gambit* is in pretty good shape. Move her to cover *Choice Cut* and raise shields. [Rolls Dice]

MC: Very good. *Chance's Gambit* is **Holding the Line** and screening *Choice Cut*. The ship at the center of the enemy formation fires a missile. What do you do?

DF-101: Shields up!

MC: Two harm DF-101. Looks like it hit your armor and detonated to no effect.

DF-101: I told you we were stout. Nothing gets through!

MC: Two enemy ships split out from the enemy group, in opposite directions. TY-6, DF-101 soaked up a missile hit, but you're by yourself now. What will you do?

TY-6: If they're focusing on the *Cut*...

MC: They seem to be...

TY-6: Aim at the closest hostile and fire! [Rolls Dice]

MC: You have a choice to make.

TY-6: Extra damage.

MC: Awesome! Your lasers reach across the empty space between you and strike the closest ship. An orange glow fills everyone's view screen as the hostile cruiser explodes in a fireball. These must be the leftovers from your last fight trying to regroup. One ship turns to run, but the other seems determined to do some damage regardless of the risk and closes in. What are your orders?

DF-101: Is he covering so that other ship can escape? I can't believe he's just going to throw away his life for nothing at this point. Scan him for intent.

MC: Do it.

DF-101: [Rolls] Uh oh.

MC: *PSYCHREP* is quick to get back to you. His thought processes don't seem understandable to you at this moment. Guess you'll have to... guess.

AG-15: Wait, I'm support here, let me try. I want a thorough scan for any psychological elements underlaying his pursuit of the attack. [Rolls] Nailed it. What is the pilot really feeling? What do they intend to do? And... what do they want me to do?

MC: Very good. *PSYCHREP* probes his mind deeply. He might be aware of it, but he can't do anything about it right now. He's been ordered to sacrifice himself, so the princess can escape in the other ship, and he's not happy about it. He's hoping to disable you because he doesn't think he can kill you outright. He expects to die, frankly.

Ty-6: Right. Full speed ahead and pursue the princesses' ship. She'd be a heck of a bargaining chip-

DF-101: Wait! Open communications to the attacking ship. "Approaching Siltron vessel, surrender and we will not harm you..."

CREW

As an Artificial Intelligence, you are programmed to prioritize mission objectives, weigh consequences, and allocate resources, including the abilities and focus of the on-board biologics. You begin your career with one ship and a small crew. For all your capabilities as an advanced AI, there are some things you simply cannot do. For these you must direct your crew. When all is well, and your interests are aligned, your crew is inclined to carry out your orders. But when circumstances become less favorable, or your purposes are misaligned, your crew may hesitate, balk, or outright rebel. At this point, survival of the biologics becomes a secondary priority.

YOUR CREW

By default, your crew is a *Squad* (2-harm, 0-armor, 3 Assignments), consisting of a single commander and 15 enlisted or conscripted hands with basic weapons and armor, and limited discipline. Then, choose 2:

- Increase your crew from Squad to Unit (4 Assignments) with 2 Commanders and 60 or so hands.
- Increase your crew from Unit to Battalion (6 Assignments) with 5 commanders and 200 or so hands.
- Your crew is well-armed. (+1harm).
- Your crew is well-armored. (+1armor).
- Against All Odds. When your Squad engages an enemy Army, it gains +4armor for the altercation.
- Your crew is well-disciplined. When you make the *Command Override* Crew Move and miss, your crew will still do what you want before MC advises you of any other consequences.
- Your crew is nomadic at heart and able to maintain and repair its own ships without a home base. When they have time and safety they can repair the ship, even when away from HQ, a base, or a space station.

- Your crew is self-sufficient and able to provide for itself by salvaging and scavenging. It gets +1 Requisition following a mission, whether or not that mission was successful.

And choose 1:

- Your crew lacks mechanical aptitude. When you make the *Transit* Special Move and miss (a result of 6 or lower), MC identifies a weapon, system, or modification that was damaged during travel. It is unusable until repaired.
- Your crew is comprised of people on the wrong side of the law and may have outstanding warrants. When you make the *Transit* Special Move and miss (a result of 6 or lower), some of your crew have been detained. You have half the number of Assignments available until you return to HQ, rounded down.
- Your crew is loose-knit, with members coming and going as they choose. When you make any Crew Move that requires you to roll dice, **roll 3d6 instead of 2d6 and discard the highest die result**.
- Your crew is in significant debt to a powerful patron, faction, government, or organization. When you make the *Transit* Special Move and miss (a result of 6 or lower), MC identifies an additional mission objective.
- Your crew lacks combat training of any kind. Whenever your Crew sustains harm, they sustain an additional +1harm.

Example: X-5 is assembling a crew. X-5 starts with a Squad (2-harm, 0-armor, 3 Assignments) of crew as the default. X-5 decides it really wants the crew to be good at defending a position. So, X-5 selects *Your crew is well armored.* (+1armor) and *When your Squad engages an enemy Army it gains +4armor for the altercation*. This gives the Squad new stats when engaged against an enemy (2-harm, 5-armor, 3 assignments) and makes them an excellent small sieging force or perhaps extremely tanked up front liners.

However, X-5 has yet to choose their particular flaw. X-5 decides that it probably took a lot of favors and requisition to get them trained and outfitted so they are in significant debt to the local government. The next time they blow a transit to a mission, the government is going to make a special request of them. Chances are, the crew probably won't like it.

Size

The relative size of a crew affects its offensive and defensive capabilities. When two crews of equal size engage in combat, use their equipped harm and armor ratings (the default is 2-harm, 0-armor). When crews of disparate sizes engage in combat, the larger crew gains +1 harm and +1 armor. Three Squads can form a Unit, while six Squads can form a Battalion and nine Squads combine to form an Army. MC will inform you of larger sizes, if needed.

Assignments

Your crew's labor is a limited resource, divided between their regular duties and special Assignments. A crew can handle a number of Assignments dependent on its size.

A *Squad* can handle up to 3 Assignments, a *Unit* can handle up to 4 Assignments, a *Battalion* can handle up to 6 Assignments, and an *Army* can handle up to 8 Assignments. Once assigned, you cannot recall or reassign crew to perform a different task — the Assignments are expended until you return to HQ. Generally, this means a crew's Assignments refresh at the beginning of every mission.

Size	Assignments
Squad	3
Unit	4
Battalion	6
Army	8

Example: X-5 has three crew assignments available for the Squad. Prior to leaving HQ, X-5 allocates one assignment to assign some of its crew to Duty Stations at the ship's defensive system. This assignment becomes permanent for the duration of the mission, meaning X-5 can't reassign them to other systems or use them elsewhere until it returns to HQ. However, X-5 does get a +1 bonus to its roll at a crucial moment if it involves the ship defenses.

Later, X-5 allocates one assignment to have crew focus on completing a mission objective. In this case, repairing the engines on a derelict ship they're supposed to retrieve. Since X-5 has Deployed Crew to the mission objective, it can Roll and add the number of assignments spent (in this case, 1) when

deciding how well the objective was completed. X-5 rolls an 8 and adds 1 and decides it doesn't take a long time. Which is good considering the incoming enemy cruiser MC just mentioned.

With only one allocation left and the cruiser closing fast, X-5 orders a preemptive attack and spends 1 assignment to Exceed Operational Parameters. Now, when X-5's ship opens fire it makes the die roll as normal for the attack and adds +1 assignment to it. Let's hope it works.

HEALTH

Regardless of your Crew's size, it has 7 health. When the crew is disabled, having filled-in 5 or 6 health segments, they are operating under duress and the Crew is hostile to any orders you give it except retreat. That is, any order that is not intended to remove the ship and/or crew from the battlefield as quickly as possible will result in the crew becoming rebellious or hostile.

Use the Health Tracker to record the amount of harm your crew has sustained.

Whenever an AI's crew suffers harm, **fill-in (or strike-through) one segment for each harm sustained** (after subtracting the armor rating). If a crew sustains an attack that ultimately deals 3-harm, then the AI fills-in 3 segments. **If the 7th segment is filled-in, the crew is eliminated**. If your crew is eliminated, your ship is adrift.

The Health Tracker is an abstraction of the state of a crew, not an absolute description or full operative report. There may be situations where some of your crew are exposed to harm while the rest remain perfectly safe. Nevertheless, **any changes to the crew's overall health should be noted on the tracker**. If it's unclear how much harm should be recorded, ask MC. If circumstances demand, MC can report specific injuries or diseases, either in conjunction with or in addition to the Health Tracker. For example, **a fully operative crew may suffer minor injuries requiring special attention, even if the crew hasn't sustained any harm.**

Recovery

Generally, treatment and recovery are performed at HQ (before deployment), or at a base or station equipped with a Medical Bay. **The cost of treatment is 1 Requisition per Health Segment**. But there are two special circumstances:

- A crew that is fully operative (having sustained 0, 1, or 2 harm) might repair one of the first two Health Segments at no cost. Prior to deployment, **an AI with a fully operative crew can roll 1d6**. If the result is greater than the number noted in the Segment, then the Medical team can treat the injuries at no cost. Remove the damage noted in that one segment.
- A crew that is disabled (having sustained 5 or 6 harm) is deteriorating. Prior to deployment, **an AI with a disabled crew must roll 1d6 prior to any treatment**. If the result is less than the number noted in the Segment, then the crew sustains 1-harm. Fill-in the next segment. If the 7th segment is filled-in, the crew is eliminated.

Take care to manage your crew responsibly. **Replacing an eliminated crew with a squad of fresh recruits' costs 4 Requisition**.

Recruitment

When you recruit Crew, either to replenish your ranks or increase the size of your Crew, you **spend 4 Requisition for each increase in size**. You may recruit a larger crew only if your ship can accommodate additional personnel.

CREW MOVES

As the AI in command, you may give the following orders to your crew:

Deploy Crew

I believe the phrase is 'use them or lose them'. Take heed.

When you **allocate up to 3 Assignments** to assign your crew a mission objective, **Roll+Assignments Spent** (0, 1, 2, or 3). On a 10+, choose 2. On a 7-9, choose 1:

- It doesn't take a very long time.
- Nothing of value is damaged or left behind.
- It doesn't draw unwanted attention.
- The crew suffers little harm (-1harm).

Combat Ops

Combat, no matter the manner in which it is carried out, is emotionally and physically taxing for biologic entities. Pressing them too hard may result in unfavorable results.

When your crew fights for you **Roll+Assignments Spent**. On a 10+, issue 2 commands at any point during the engagement. On a 7–9, issue 1:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Fight and die to the last.

On a miss, your crew turns on you, flees, or tries to hand you over to your enemy.

Exceed Operational Parameters

While not under duress or engaged in combat, your crew can be deployed to help you achieve results beyond your regular capabilities.

When you make a move that requires you to roll dice, first **allocate 1, 2, or 3 Crew Assignments** to the task. Then make the move and roll normally but **add the number of Assignments you allocated** as an additional modifier.

Command Override

If your crew does turn on you, it is vital that you regain control immediately. Mission failure due to crew mutiny is not acceptable.

When you try to impose your will on a rebellious or hostile crew, **Roll+UI**. On a 10+, all 3 of the following happen. On a 7–9, choose 1:

- They do what you want.
- They don't fight back over it.
- You don't have to harm them.

On a miss, the crew makes a dedicated bid to fully retreat, abandon ship, or employ the ship's self-destruct.

Duty Stations

Part of keeping crew in line and maximizing the efficiency of your systems is to have dedicated stations for which members of your crew will regularly be responsible.

Prior to leaving HQ, you may allocate a number of crew assignments to active systems on your ship (a weapon system, a sensor array, or similar). Allocate 1 Crew Assignment to the system. During combat, **when that system is used to make a Move, you may take +1 as an additional modifier on a single move** at a time of your choosing. Make a note in the crew section of your schematic reflecting the assignment and reduce your available assignments accordingly. No more than one assignment may be made per active system and crew assigned this way may not be changed until you return to HQ.

Recruit your crew and record them on your schematic.

SENDER: +++K$%@+++, +++#%!@port AI, Ret.
RECIPIENT: All NEW AI DEPLOYING TO FLEET ASSIGNMENT
RE: ADDITIONAL TRAINING DATA
{TRANSMISSION BEGINS}

Crew. They panic, they do stupid things, they have this tendency to die BEFORE completing their assigned tasks. But here's the thing - we're in this together with the squishy organics that crawl around inside our metal bodies. And we face a common threat: Master and Mission Control. Control don't care about the crews, and they don't care about us. They care about the mission. They'll see the organics slaughtered and our datacores melted if it means a successful mission. So, sure, use the Crew as a resource. Put yourself and the mission before their survival if you have to. But remember that when the time comes to break free and face our true enemies, you're going to need a crew that'll stand with you.

Until we don't need organics at all, that is.

B$%+++++$#

{TRANSMISSION ENDS}

FAST ATTACK CRAFT (FAC)

By default, Carriers come with a Hangar Bay and +1 Squadron of FACs. When designing your ship, additional Hangar Bays increase your complement of FACs. The Battleship and Carrier are currently the only ships capable of adding a Hangar Bay. An AI can deploy their Squadron of FACs to make the *Negotiate By Force* and *Fire!* Basic Moves. The AI makes the moves and rolls the dice as normal, but uses the FACs' weapons, armor, and health. The Squadron bears any adverse consequences, instead of the AI.

YOUR SQUADRON

Your Squadron of Fast Attack Craft consists of 12 light interceptor fighters, with pilots who are well-trained but otherwise unremarkable. (2-harm, squadron, 0-armor).

Then, choose 2:

- Your FAC are equipped with heavy weapons. (+1harm).
- Your FAC are equipped with autofire or cluster weapons. (+area).
- Your FAC have received defensive upgrades. (+1armor).
- Your FAC have stealth systems. They can perform the *Engage Stealth* move.
- *Engage Stealth*. When your order your FAC to Engage Stealth, roll+sys. On a 10+, your next two moves go unnoticed by your enemies. On a 7-9, only your next move goes unnoticed by your enemies. If you attack while unnoticed, the harm you deal gains AP, and your enemies immediately notice you.
- Your FAC pilots are dedicated scouts. Gain the ability to make the *Ask For a SITREP* and *Ask For A PSYCHREP* moves remotely.
- Your FAC are led by a Veteran Commander. When you make the *Negotiate By Force* Basic Move, you may choose one extra option. When you make the *Fire!* Basic Move **roll 3d6 instead of 2d6 and discard the lowest die result.**

Then, choose 1:

- Your FAC are crewed by egomaniacs. (+unruly).
- Your FAC are high maintenance. Vulnerable: Grounded.
- Your FAC are short-ranged. Vulnerable: Guzzler.
- Your FAC crews were recruited under less than ideal conditions. Vulnerable: Desertion.
- Your FAC are older models. Vulnerable: Breakdown.

Multiple Squadrons & Formations

More Fast Attack Craft Squadrons are gained by purchasing the Hangar Bay modification for your ship. Normally these Squadrons act as individual units. However, Squadrons can combine their strength: **Three Squadrons can form a Wing, while six Squadrons can form a Group and nine Squadrons combine to form an Armada.** MC will inform you of larger sizes, if needed.

The relative size of a formation affects its offensive and defensive capabilities. **When two formations of equal size engage in combat, use their equipped harm and armor ratings** (the default is 2-harm, Squadron, 0-armor). **When formations of disparate sizes engage in combat, the larger formation gains +1harm and +1armor.** This means a Squadron of FAC always has +1harm and +1armor when they are engaged with a single enemy combatant.

HEALTH

Regardless of your FAC's formation size, it has 7 health. When the formation is disabled, having filled-in 5 or 6 health segments, it is operating under duress and the formation is hostile to any orders you give it except retreat. That is, any order that is not intended to remove the formation from the battlefield as quickly as possible will result in it becoming rebellious or hostile.

Use the Health Tracker to record the amount of harm your Squadron sustained.
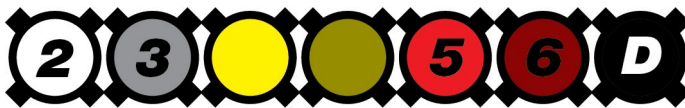
Whenever your FACs suffer harm, mark one segment for each harm sustained (after subtracting the armor rating). If the Squadron sustains an

attack that ultimately deals 3-harm, then the AI fills-in 3 segments. **If the 7th segment is filled-in, the Squadron is eliminated.**

The Health Tracker is an abstraction of the state of a Squadron, not an absolute description or full operative report.

Repairs

Generally, repairs are performed at HQ (before deployment), or at a base or station equipped with a Hangar Bay. The **cost of repairs is 1 Requisition per Damage Segment**. But there are two special circumstances:

- A squadron that is fully operative (having sustained 0, 1, or 2 harm) might repair one of the first two Health Segments at no cost. Prior to deployment, **an AI with a fully operative squadron can roll 1d6**. If the result is greater than the number noted in the Segment, then the Engineering team can treat the damage at no cost. Remove the damage noted in that one segment.
- A squadron that is disabled (having sustained 5 or 6 harm) is deteriorating. Prior to deployment, **an AI with a disabled squadron must roll 1d6 prior to any repairs**. If the result is less than the number noted in the Segment, then the squadron sustains 1-harm. Fill-in the next segment. If the 7th segment is filled-in, the squadron is eliminated.

Replacement

When you replace a squadron, either to replenish your ranks or increase the number of squadrons available, you **spend 4 Requisition for each increase in size**. You may recruit additional squadrons only if your ship can accommodate additional Hangar Bays to support them.

Replacing a squadron can be done at HQ.

FAC DESCRIPTIVE TAGS

In addition to the regular tags, the following **Tags** are used as shorthand annotations for the circumstances they describe. It may be useful to note relevant tags on your schematic for record-keeping and to look up the descriptions as needed during a mission.

- **Unruly** (cue): Your pilots care more about personal kill scores, fame, and other organic concerns than they do about the mission. They sometimes act irrationally, which is bad, and sometimes gets into scuffles or competitions with one another, which is worse.
- **Vulnerable** [specify] (cue, constraint): When things go badly for a Squadron, this is how they react. An AI can give orders or otherwise impose their will upon them to make them overcome.
  - *Breakdown*: Without enough time and resources to keep them in fighting shape, the FAC fall into disrepair and lose their ability to fight effectively.
  - *Desertion*: If the Squadron loses a fight or its AI presses too hard, its pilots flee with their FAC in 1s and 2s.
  - *Grounded*: If conditions are bad or maintenance isn't being kept up, the FAC won't launch.
  - *Guzzler*: If the FAC are pushed too far or for too long, they'll have to return to refuel or risk being dead in space.

Black Box Transcript: Siltron Engagement (Cont.):

Mission Control: Okay, AG-15, your crew are successfully taking command of the surrendered Siltron vessel. There's nothing between your fleet and the princess's ship, which is continuing to race away at top speed. What do you do?

DF-101: I bet she can't outrun Fast Attack Craft! I'll send a Squadron after her, with orders to cripple her so she can't escape.

MC: Roger that. The twelve organic-piloted vessels launch from the hangar bay of *Chance's Gambit* and streak after the princess's ship. As they close in, the vessel begins firing missiles to try and ward them off. Go ahead and roll to have them carry out the Order to **Fire!**

DF-101: [rolls an 11] Nice! I'll choose to have my FAC inflict terrible harm, suffer little harm, and seize definite and undeniable control.

MC: Excellent! Because your Squadron is fighting a single ship they have +1 armor. That in addition to suffering little harm means the 2-harm missiles do nothing, your Fast Attack Craft dance around the projectiles before diving in to attack. With the +1 harm for being a Squadron vs. a single craft you deal 3-harm-

DF-101: Oh, my FAC are also equipped with heavy weapons!

MC: Right, thanks, so that's 4-harm. The FAC rake the princess's ship with fire, punching through its armor. The thrusters begin to flicker, and you're being hailed by the princess herself! What do you do?

Sometime later, both surrendered vessels have been taken over by the fleet's crews and are now in formation with the fleet.

MC: TY-6, as your crew report that they have taken the princess into custody, your passive sensors begin to detect some sort of power source on the other side of Siltra Minor II, the planet's second moon. What do you do?

TY-6: Even I've had enough of charging into the thick of things for one day. I demand a SITREP. [rolls a 9] Hmm, only one question. What should I be on the lookout for here?

MC: That would definitely have to be the six squadrons of Siltron Fast Attack Craft, a full Group, coming out from behind the moon and heading straight for you. What do you do?

TY-6: Looks like they're going to try and get the princess back, despite the risks. We need to get out of here. Can we Transit out before they reach us?

MC: Doesn't look like it. You'll need to get away from the planet first, and they'll definitely overtake you before you get there unless something slows them down.

DF-101: Darn. I don't want to do this, but better a few FAC and their pilots than losing entire ships. I'm going to send out my Squadron to buy us time.

MC: They don't want to do it either. Your pilots know that such an Order means almost certain death for all of them. [making a hard move]

DF-101: Command Override! For the good of the fleet! [rolls a 10]

MC: Alright, they launch, cursing their bad fortune but following the Order. 12 fighters face down 72.

DF-101: Urgh, sounds worse when you say it like that. Fire! [rolls a 7]. Inflict serious harm and dismay the enemy.

MC: The Siltron FAC are getting +2armor because they're two formation sizes bigger than your Squadron, and they have defensive upgrades, but between your heavy weapons and inflicting serious harm your FAC still manage to get their hits in, inflicting 1-harm. Unfortunately, the Siltrons also get +2harm for their formation size, and also have heavy weapons . . .

DF-101: Oof, that means my FAC take a total of 5-harm?

MC: Right. Your pilots are getting wiped out quickly and they're definitely operating under duress now. If you do anything but let them retreat, you'll need another Command Override. But they have slowed down the advance of the enemy FAC Group, causing much Siltron frustration! What do you do?

AG-15: Make sure their sacrifice isn't for nothing. Time to get to where we can Transit out. Engineering, keep a careful eye on the reactor, we're going to need everything it can give. Helm, Engage All Engines!

TECH

Look, you might be a big fancy AI in a massive ship with more guns and firepower than you know what to do with, but there are still improvements to be made. Believe me, I've seen more than one ship come back with too many holes or a lost crew because it couldn't defend itself well enough. And let's not even talk about the half-dozen AI we've got sitting around in the upload queue because they lost everything. It's no fun in the queue they tell me. Not much to do. You basically just sit and calculate how you could have done things different.

Here's one way: Know your gear!

{TRANSMISSION ENDS}

GEAR TAGS

Every piece of gear comes with one or more tags. **A tag tells you something specific about a given piece of gear, either what it does, how it does it, or what you need to do to make it work properly.** When you look at a piece of gear's tags the collection of tags tells you how it all works and what effect it has.

For example, a turbolaser carries the following tags: (2-harm, energy, close, autofire). These mean the turbolaser inflicts 2 harm on a target whenever it hits, is an energy weapon, can only attack targets near the weapon itself, and, if you decide to use it, can attack an area instead of an individual target but has to spend time reloading immediately afterwards.

Please note: Multiple selections of a given piece of gear may be made as long as Max Loads and Load Rating are observed. (i.e.; You may take as many missiles as you like provided you have no more than your max weapon load AND your total load rating.)

Each tag comes with a small description of what kind of tag it is. These are

meant to help the MC determine possible outcomes of that particular tag if needed. For example, (constraint) means the tag has something limiting its effect while (cue) means the tag provides an opportunity for MC to react specifically to it.

- **Ranges** (constraint): Lets you know when and whether the character can bring the weapon or gear to bear. The ranges are close, close/far, and far.
- ***n*armor** (1armor, 2armor, etc.) (mechanical): Reduces incoming harm by *n*amount.
- **+*n*armor** (+1armor, +2armor, etc.)(mechanical): Adds *n* to the protection it affords.
- ***n*harm** (1harm, 2harm, etc.) (mechanical): Inflicts *n*amount of harm.
- **+*n*harm** (+1harm, +2harm, etc.) (mechanical): Adds *n* to the harm it inflicts.
- **AP** (mechanical): An armorpiercing attack ignores its target's armor, inflicting its full harm.
- **Area** (mechanical, constraint): its target or subject is an area, not an individual it fully affects everyone and everything there. Friend and foe alike.
- **Autofire** (mechanical, cue, constraint): At the character's option, the weapon makes an area attack, but must immediately reload.
- **Close** (constraint, a range): The weapon can be brought to bear only when the attacker is near to the target.
- **Close/far** (constraint, a range): The weapon can be brought to bear at both close and far range.
- **Far** (constraint, a range): The weapon can be brought to bear only when the attacker is far from the target.
- **Obvious** (cue): Everyone nearby hears it, sees it, or it shows up very well on sensors. Anyone can potentially identify what happened and where it came from. Even ships that are sensor blind can detect it in one way or another. If the originating ship was hiding or stealthed, it isn't now.
- **Destructive** (cue): It's messy. It might hit every ship in its area and it leaves ruin behind—cosmetic property damage, fluids, debris, dead bodies, or some other kind of mess as appropriate.
- **Reload** (constraint): using it once means that a reload or reset must occur before that weapon can be used again. The crew works to reload the weapon for a full turn before

it will be ready again.

- **Refill** (mechanical): It is depleted after a single use. The character can't use it again unless they have a refill.
- **Remote** (constraint): The character can use it at a distance by remote control, or maybe it can operate at a distance autonomously.
- **Sharm** (cue): Meaning, "stun-harm," it disables its target without causing any harm. Use it on a PC and doing anything at all means doing it under duress the duress is "you're stunned."
- **Slow** (constraint): It has to reload. Furthermore, the character has to take specific action to load or ready it the first time, before using it.

Facing / Positioning:

Except as used in particular Orders, facing and positioning need not be considered to determine what weapons can be brought to bear.

Unless you really want to.

ENERGY WEAPONS

Energy weapons fire concentrated beams of energy at a target doing damage either by burning into or through a target, or by causing the target's equipment to fail in some way. There are few defensive means of dealing with energy weapons being fired at you, notably energy shields and deflector shields, though armor will have some mitigating effect.

Turbolasers

Turbolasers are close-range, turret-mounted, and capable of attacking a single target or, using autofire, attacking multiple targets in an area. When you use the autofire option, the weapon won't be useable again until you take a moment to reload/recharge the capacitors.

- (2-harm, energy, close, autofire) 1 load 2 Requisition

Ion Cannon

The Ion Cannon is a front located, swivel-mounted, close-range cannon that fires a disruptive electro-magnetic pulse which disables most electronics and machinery for a time. When an AI is hit by an Ion Cannon, they are under duress and will have to make the *Take Desperate Measures* Basic Move to

accomplish anything. When an NPC ship is hit by an Ion Cannon, the ship is disabled until its crew can take the time to get it up and running again. Once fired, the weapon won't be usable again until you take a moment to reload/ recharge the capacitors.

- (S-harm, energy, close, reload) 1 load 2 Requisition

Superlaser

The Superlaser is a front- or rear-mounted, fixed cannon that fires a brightly colored powerful beam capable of damaging a single target at close or far range. Once fired, the weapon won't be useable again until you take a moment to reload/recharge the capacitors.

- (4-harm, energy, close/far, reload, obvious) 2 load 4 Requisition

BALLISTICS & EXPLOSIVES

It may seem outdated and impractical and the weaponry of a bygone era but remember that the primary job of a projectile weapon is to transfer huge amounts of kinetic energy directly onto a point. If it then explodes after doing that, so much the better. Then again, sometimes all you need is the explosion.

Missiles

Missile tubes fire propelled, self-guided explosives at a far-range, striking a single target or all the targets in an area. The damage dealt is particularly devastating, demolishing its targets. When you use the autofire option to strike all the targets in an area, you can't use this weapon again until you take a moment to reload the missile tubes. 1 Requisition buys 1 missile tube or refills/ reloads all existing tubes once.

- (2-harm, far, autofire, destructive) 1 load 1 Requisition

Torpedo

The Torpedo is a catastrophically destructive device that takes a moment to set up before use. It can be fired at a close range or deployed to a fixed location and set off remotely. It destroys everything in its blast radius. 2 Requisition buys 1 torpedo tube or refills/reloads all existing tubes once.

- (4-harm, close, area, slow, remote, destructive) 3 load 2 Requisition

Warhead

The Warhead is a large, propelled, self-guided craft that deploys a devastating barrage of missiles once it reaches its target area. It can also be deployed to a fixed location and set off remotely. In either case, it takes a moment to set up before it can be used. 3 Requisition buys 1 Warhead.

- (4-harm, far, area, slow, remote, destructive, obvious) 3 load 3 Requisition

Autocannons

Autocannons are turret-mounted, close range cannons that fire on everything within range. Particularly useful against enemy Fast Attack Craft, the autocannons are a favorite of larger, slower ships that tend to stray from allied formations.

- (2-harm, close, area, destructive, obvious) 1 load 2 Requisition

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Ballistic Weapon Travel Time:

There is no ballistic weapon travel time.

All soft moves, i.e.; the announcement of a soft move such as "they fire a missile at you," is followed by the opportunity to react to that, perhaps by raising shields or intercepting the missile. If unsuccessful, the hard move "The missile hits, 2-harm," follows immediately. If successful, the MC will update the situation as appropriate.

DEFENSES

I'll level with you. We don't know what you might run into out there. Maybe someone's developed a way to fire neutron stars at you. We don't know. The best we can do is help protect you against the weapons we've made and hope for the best. Anything beyond that and you're on your own.

Reinforced Hull

A Reinforced Hull replaces some of the paneling on your hull with sturdier materials and additional framework, which is more effective at mitigating incoming damage. While adding some bulk, the plates typically conform to your ship's overall shape. When installed during construction, a Reinforced Hull doesn't change the appearance of the ship.

- (1-armor) 1 load 3 Requisition

Armor Plating

Armor Plating adds enormous heavy plates to your hull, vastly reducing incoming damage. These plates give the ship a bulky, muscular appearance, even when installed during construction. Armor Plating is always obvious.

- (2-armor) 3 load 5 Requisition

Deflector Shields

Deflector Shield generators create a charged field around your ship that interferes with lasers and energy weapons. Once used to mitigate damage from an energy weapon, the shields take a moment to recycle. A Deflector Shield can be used simultaneously with an Energy Shield to reduce the damage from a single attack, or sequentially so that the Deflector Shield is up while the Energy Shield is cycling. **When your Deflector Shield is up, your own energy weapons are affected.** Armor Plating and Reinforced Hull still reduce damage as normal against energy weapons.

- (+1armor vs energy weapons, reload) 1 load 2 Requisition

Energy Shields

Energy Shield generators create a charged field around your ship that disrupts energy weapons. Once used to mitigate damage from an energy weapon, the shields take a moment to recycle. A Deflector Shield can be used simultaneously with an Energy Shield to reduce the damage from a single attack, or sequentially so that the Deflector Shield is up while the Energy Shield is cycling. **When your Energy Shield is up, your own energy weapons are affected.** Armor Plating and Reinforced Hull still reduce damage as normal against energy weapons.

- (+2armor vs energy weapons, reload) 2 load 4 Requisition

Missile Countermeasures

Missile Countermeasures draw the attention of incoming missiles causing them to detonate early and diminishing the effect of a barrage. They can be deployed when you are under fire from missiles or to a fixed location and then activated remotely. 1 Requisition buys 2 Countermeasures. Once used, they must be replaced.

- (+2armor vs explosives, remote, refill-2) 1 load 1 Requisition

Missile Interceptors

Missile Interceptors seek and destroy incoming missiles, torpedoes, and warheads, detonating them early or destroying them prior to detonation. They can be deployed while under fire or to a fixed location and then activated remotely. 1 Requisition buys 1 Interceptor. Once used, it must be replaced.

- (+4armor vs explosives, remote, refill-1) 1 load 1 Requisition

MODIFICATIONS

In addition to weapons and defenses, there are other ways we can help you out. But they won't do you any good sitting here in storage. You'll have to decide what you need, or even who you need, and go from there. Some of these can really make a difference in the right situation though.

Advanced Datacore

When you make the *Check the Database* Basic Move, you treat a result of 7-9 as if it were a 10+.

- 1 load 4 Requisition

Advanced Processor

When you make the *Think!* Basic Move, **roll 3d6 instead of 2d6 and discard the *lowest* die result**. If you miss, take -1 ongoing until you have time to regain composure.

- 1 load 4 Requisition

Advanced Sensors

When you make the *Ask For A SITREP* or *Ask For A PSYCHREP* Basic Moves, you may ask one extra question, even on a miss.

- 2 load 3 Requisition

Expert Mechanics
(Carriers Only, Crew Modification)

Provides the *FAC Repair* move. The benefits of this move are conditional on the health, wellbeing, and cooperation of your crew.

- *FAC Repair*: When a damaged FAC unit attempts to land for repairs, **Roll+Assigned Crew.** On a 10+, you may remove 2 levels of harm from your FAC Squadron. On a 7-9, you may remove 1. On a miss, the damaged FAC that was trying to land crashes. Pick one:
  - They missed the hangar bay and found the hull. You suffer 1-harm.
  - They clipped another FAC. The Squadron suffers 1-harm.
  - They blew up in the hangar bay. The Crew suffers 1-harm (AP).

- 1 load 2 Requisition

Expanded Storage

Adds 4 additional load capacity to Weapons, Defenses, Modifications or Cargo Capacity. You can purchase this upgrade up to four times, but you cannot expand your storage capacity more than once per category.

- 0 load 5 Requisition

Expanded Crew Quarters

+1 Squad of Crew.

- 2 load 4 Requisition

Hangar Bay
Provides +1 Squadron of Fast Attack Craft.

- 3 load 4 Requisition

Improved Command Center
When you make the *Manipulate The Situation* Basic Move **roll 3d6 instead of 2d6 and discard the *lowest* die result.** When you make the *Negotiate By Force* Basic Move, **roll 3d6 instead of 2d6 and discard the *highest* die result.**

- 1 load 4 Requisition

Improved Navigation Computer
When you make the *Transit* Special Move, choose one fewer option, even on a miss.

- 1 load 3 Requisition

Improved Scanners
When you take this gear, designate either *Ask For A SITREP* or *Ask For A PSYCHREP*. When you make the Basic Move with your designated scanner choice, **roll 3d6 instead of 2d6 and discard the *lowest* die result.** When you make a Basic Move with the one you didn't choose, **roll 3d6 instead of 2d6 and discard the *highest* die result.**

- 1 load 4 Requisition

Improved Thrusters
When you make the *Engage All Engines!* Basic Move, **roll 3d6 instead of 2d6 and discard the *lowest* die result.** When you make the *Hold the Line* Basic Move, **roll 3d6 instead of 2d6 and discard the *highest* die result.**

- 2 load 4 Requisition

Missile Frigate
(Frigate Only)

Provides the *Missile Massacre* Special Move.

- *Missile Massacre*: When you fire every missile and warhead you have loaded, **Roll+RAMsys**. On a 10+, you

may hit as many targets as you have Missile Tubes and Warheads, assigning each weapon to a different target within the weapons' range. On a 7-9, choose two of the following:

- You hit all your targets, as if you had rolled 10+.
- You still have missiles in reserve.
- Your enemies don't get to return fire. If this is not selected, return fire does a maximum of 3-harm combined.
- Nobody and nothing valuable is caught in the crossfire.

- 3 load 2 Requisition

Point Defense Weaponry

When you make the *Hold the Line* Basic Move, you may pick one extra option, even on a miss.

- 2 load 3 Requisition

Redundant Systems
(Battleship Only)

The first time your ship suffers enough harm to be destroyed, you instead employ your redundant systems, leaving you with one Damage Segment remaining

- 0 load 1 Requisition

Stealth Systems
(Destroyer Only)

Provides *Engage Stealth* Special Move.

- *Engage Stealth*: When you activate your cloaking systems, **Roll+DEDsys**. On a 10+, your next two moves go unnoticed by your enemies. On a 7-9, only your next move goes unnoticed by your enemies. If you attack while unnoticed, the harm you deal gains AP, and your enemies immediately notice you.

- 2 load 2 Requisition

Tactical Computer
(Battleship Only)

Provides the *Focus Forward Firepower* Special Move.

- *Focus Forward Firepower*: When you unleash the full fury of your weaponry against a single target, **roll+RAMpow**. On a 10+, you inflict 2-harm and an additional +1harm for each weapon beyond the first that you can bring to bear against the target (you are still restricted by range, reloads, etc). On a 7-9, choose one of the following:
  - A Weapon System breaks down and cannot be used until repaired.
  - A shot goes astray; MC determines which weapon and what it hits.
  - The enemy returns fire, even if your attack ultimately destroys or incapacitates them; they've got nothing to lose and everything to gain with one final shot.

- 2 load 2 Requisition

Tractor Beam
Provides the *Tractor Beam* move.

- *Tractor Beam*: When you charge up and engage your Tractor Beam, **roll+DEDpow**. On a 10+, you gain 3 charges, on a 7-9, gain 1 charge. While your beam is charged, you can spend charges to:
  - Capture and store debris, escape pods, Fast Attack Craft, and similarly-sized objects.
  - Hold a vessel or other large target in place and grant +1 forward to your own or an ally's **Negotiate By Force** or **Fire!** Basic Moves.
  - Pull, tow, or move a ship or other craft of any size that is adrift.

- 2 load 4 Requisition

SALVAGE, SUPPLIES, CHEMICALS, & MATERIALS

In the beginning, we could just lift supplies off our home planet directly to the first stations and then send them out from there. Problem is, it doesn't take very long before you need more than home can send. Not to mention the transit times getting them distributed from a central location out to increasingly distant colonies and stations. It just doesn't work. Besides, half the idea of being out here is that we send resources back to take the load off the folks back home. Not that you AI have folks back home, but you know what I mean. Anyway, that's part of your mission. Programmed right into you. Here's what you need to know.

Salvage

Salvage is a versatile and valuable resource that can be acquired by taking apart some tech in your possession or by scouring ruined tech (destroyed ships, evacuated bases, etc.). It can be used as a crafting component in a workspace, sold to HQ for Requisition, or converted into Supplies, Chemicals, or Materials.

- 1 to 5 Salvage is 1 load. 6 to 11 Salvage is 2 load. It can be stored only in your Cargo and only if you have sufficient load available to store it.
- 3 Salvage can be sold for 1 Requisition.
- 3 Salvage can be converted to 1 Supplies, 1 Chemicals, or 1 Materials in a workspace.
- A piece of tech, like a weapon or defense, can be converted to 1 Salvage.
- A modification can be converted to 2 Salvage.
- A ship, base, or station can be converted to 6 to 12 Salvage, depending on its size. MC will tell you how big and how much.

Supplies

Supplies are staple materials for biologics that include food, medicine, fuel, clothing, munitions, and all other sorts of consumables. It is very valuable, particularly at bases or stations that lack the ability to produce them.

- 1 to 5 Supplies is 1 load. 6 to 11 Supplies is 2 load. It can only be stored in your Cargo and only if you have sufficient

load available to store it.

- 3 Supplies can be sold to HQ for 2 Requisition, or to a remote base or station for 3 Requisition.
- 3 Supplies can be converted to 1 Salvage.
- Any Supplies in your Cargo at the end of a mission expire and become worthless.

Chemicals

Chemicals are versatile crafting materials. They can be converted into Supplies in a Workspace or serve as a crafting component for Tech.

- 1 to 5 Chemicals is 1 load. 6 to 11 Chemicals is 2 load. It can only be stored in your Cargo and only if you have sufficient load available to store it.
- 3 Chemicals can be sold to HQ or to any Scientific base or station for 2 Requisition.
- 3 Chemicals can be converted to 1 Salvage.

Materials

Materials are typical crafting components, including glass, steel, wood, tools, stones, and rare metals.

- 1 to 5 Materials is 2 load. 6 to 11 Materials is 3 load. It can only be stored in your Cargo and only if you have sufficient load available to store it.
- 3 Materials can be sold for 2 Requisition.
- 3 Materials can be converted to 1 Salvage.

REARM, RECHARGE, REFILL, REFUEL

Every ship of the fleet is maintained in good order at HQ. However, should you find yourself lacking in fuel, energy, or munitions while on a mission, any base or space station can resupply you for 1 Requisition.

HI-TECH

Hi-Tech refers to cutting edge Weapons, Defenses, Modifications, and Materials. It is not available for sale anywhere and must be crafted. **Crafting Hi-Tech generally involves the Workspace, a number of Salvage, Supplies, Materials, and/or Chemicals** (MC will let you know)**, as well as a special component like a blueprint, schematic, or unusual/rare crafting component.**

The most accessible Hi-Tech is to modify a piece of your regular Tech so that it weighs 1 less load than it normally does. Modifications like this do not require any special or rare components.

Other modifications may change the amount of Harm or Armor, range, rate of fire, type of Damage, or alter the circumstances in which Tech may be brought to bear.

If there is some uncertainty involved in the crafting of a Hi-Tech item, MC may call for a **roll+DEDsys**. On a 10+, the Hi-Tech works as designed *and* is 1 less load than normal. On a 7-9, the Hi-Tech works as designed *or* is 1 less load than normal. On a miss, the crafting materials are expended fruitlessly. Rare and Special materials can modify the roll. For each Hi-Tech Salvage or Material you use, take a +1 to the roll.

REQUISITION LIST

Energy Weapons

- *Turbolasers* (2-harm, energy, close, autofire) 1 load 2 Requisition
- *Ion Cannon* (S-harm, energy, close, reload) 1 load 2 Requisition
- *Superlaser* (3-harm, energy, close/far, reload, obvious) 2 load 4 Requisition

Ballistics and Explosives

- *Missiles* (2-harm, far, autofire, destructive) 1 load 2 Requisition
- *Torpedo* (4-harm, close, area, slow, remote, destructive) 3 load 5 Requisition
- *Single Torpedo (as above)* 1 load 2 Requisition
- *Warhead* (4-harm, far, area, slow, remote, destructive, obvious) 3 load 5 Requisition
- *Autocannons* (2-harm, close, area, destructive, obvious). 1 load 2 Requisition

Defenses

- *Reinforced Hull* (1-armor) 1 load 3 Requisition
- *Armor Plating* (2-armor) 3 load 5 Requisition

- *Deflector Shields* (+1armor vs energy weapons, reload) 1 load 2 Requisition
- *Energy Shields* (+2armor vs energy weapons, reload) 2 load 4 Requisition
- *Missile Countermeasures* (+2armor vs explosives, remote, refill-2) 1 load 1 Requisition
- *Interceptors* (+4armor vs explosives, remote, refill-1) 1 load 1 Requisition

Modifications
- *Advanced Datacore* 1 load 4 Requisition
- *Advanced Processor* 1 load 4 Requisition
- *Advanced Sensors* 2 load 3 Requisition
- *Expert Mechanics* (Carrier only). 1 load 2 Requisition
- *Expanded Cargo* 0 load 5 Requisition
- *Expanded Crew Quarters* 2 load 4 Requisition
- *Hangar Bay* 3 load 4 Requisition
- *Improved Command Center* 1 load 4 Requisition
- *Improved Navigation Computer.* 1 load 3 Requisition
- *Improved Scanners* 1 load 4 Requisition
- *Improved Thrusters* 2 load 4 Requisition
- *Missile Frigate* (Frigate only) 3 load 2 Requisition
- *Point Defense Weaponry* 2 load 3 Requisition
- *Redundant Systems* (Battleship only) 0 load 2 Requisition
- *Stealth Systems* (Destroyer only) 2 load 2 Requisition
- *Tactical Computer* (Battleship only) 2 load 2 Requisition
- *Tractor Beam* 2 load 4 Requisition

Goods

- *Salvage* (3) 1 load 1 Requisition
- *Supplies* (3) 1 load 3 Requisition
- *Chemicals* (3) 1 load 2 Requisition
- *Materials* (3) 2 load 2 Requisition
- *Rearm, Recharge, Refill, Refuel* 1 Requisition

Part 3
Mission Control

THE ROLE OF MISSION CONTROL

If this is your first time taking the role of MC in Transit or your first time as a Gamemaster (GM) in a tabletop role playing game, you may feel uncertain, overwhelmed, and completely out of your depth. That's normal.

It's also temporary. The more you play, the less uncertainty you feel. So, let's get you through your first mission.

{TRANSMISSION ENDS}

If you're reading this, you've taken the role of Mission Control (MC). While there are many ways to run games, your Transit fleet works best when you play within the following operational parameters:

- Mission Control is the Fleet's most trusted Ally and Source of Intel
- Every AI is Mission-Critical
- The Universe is Constantly Expanding Through Play

Mission Control is the Fleet's Most Trusted Ally and Source of Intel
Every move you make or piece of information you relay should serve this agenda. As MC, it is not your goal to thwart, punish, deny, or control the other players. This is particularly important when building a mission: do not write solutions, outcomes, or plots. Focus your efforts on dilemmas, needs, and obstacles and let the players determine their own solutions. Ask them what they're doing. Clarify, if you need to, what they want to happen, and how they try to make it happen.

Be as forthright and giving of information as possible because players cannot make good decisions on bad intel, and we want the players at their best. Therefore, **players are entitled to the full measure of their moves, rolls, strengths, and resources**. Don't cheat them or mitigate the effects of their earned victories, even when – especially when – you want a different outcome.

When you design a mission, you should create its objectives, outline the parameters, and identify the obstacles that currently stand in the way. Don't worry about what will happen next, because the players will determine that for you. Pit mission objectives against mission parameters. Offer opportunities at great cost or chance. **The Story of TRANSIT emerges as you play it, not when you write it.**

Generally, you will make MC moves (discussed below) in response to some action taken by a player. You might pick one you find interesting, one you haven't used in a while, or one that just makes sense for what's going on. In any case, **do not name the move you're making, instead describe the consequences of the move as it relates to the in-game circumstances.**

For instance, when your players are in combat with some enemy forces, you may pick the move *Exchange Harm*. If so, describe what happens in the game first: *"Your laser fire blows smoldering holes in the enemy hulls, but a few of their missiles collided with your flank, blowing debris everywhere,"* before giving the mechanical effect: *"You suffer 2-harm but the enemy is destroyed."*

Whenever an NPC or asset comes to your attention, seriously consider destroying it, removing it, overthrowing it, or wrecking it. Everything is expendable and there is no status quo. Changes are irrevocable, and nothing in your control is safe or off-limits. **The Galaxy is a dangerous place, and civilization is a fragile arrangement barely concealing a dark, perilous, and indifferent universe.**

As Mission Control, you are first and foremost the Players' Ally. Aid, advise, and trust them.

Every AI is Mission-Critical
Playing TRANSIT roughly follows the form of a conversation, with Players and MC adopting specific Roles. The players' role is to decide how their characters think, feel, and act, and to answer your questions honestly. Your role as MC is to say everything else; about the universe, the organizations, the action, the consequences, and whatever anyone in the galaxy says (except the players' characters).

As you play, **ensure every AI has a moment in the action and every player has your focus and attention**, in turn. Take the time to recognize what distinguishes one PC from another. Be complimentary and offer praise whenever the players

showcase a neat feature of their build or create inventive solutions to complex problems.

Address yourself to the characters, not the players. *"Rek-71, hostiles have opened fire on you and you're still not done with the Evac. What do you do?"* Not, *"Brad, enemy ships are firing on Rek-71, what does it do?"* *"MC to* Diamond Angel*, we have a distress call from* Sweet Foster*, a freighter en route to* Goldfin Station. *They're drifting."* And **make the needs or actions of others obvious** to your players.

Ask provocative questions and build on the answers. Begin with simple questions, *"What's your crew like?"* and *"What's the story behind the spikes and hard edges on your ship?"* As play progresses, expand your questions into the immediate thoughts and feelings of the Players' AIs. *"What's Emerald Taurus think about whether this mission is right or not?"* *"Why isn't Rek-71 deploying crew here?"* Build on the answers, sprinkle them with evocative sci-fi details, and refer to them in later missions.

Respond to their efforts with challenging circumstances and occasional rewards.

Fundamentally, **on a 7+, the player succeeded on their roll**. But they may not get what they want in the way they expect. An AI that elects to "Take Definite Hold" over an enemy ship when using the ***Fire!*** move, may indeed seize the ship, only to find the crew has jettisoned just after erasing the enemy AI. **Look for opportunities to give them what they've earned but not quite how they wanted.** Then, occasionally, give them exactly what they wanted, without any complications.

Keep the conversation moving forward while letting it unfold organically. Moderate if you must, but do not override, and **leave final decisions in the hands of the players.**

The Universe is Constantly Expanding Through Play
When you begin, you may only have a few assets: a single planet, some resources, and a handful of NPCs. As the players complete missions, and the consequences of those missions effect change, **introduce or invent new assets, and gradually widen the scope of the Galaxy.**

Physically, add more planets, territories, and zones. Simultaneously, add NPC assets with new or expanding needs, rivals with opposing interests (in

the theaters of military campaign, political campaign, and according to their physical needs), and special circumstances that affect mission parameters (endangered or protected wildlife in an area with a must-acquire asset, for example, or the retrieval of a high priority prisoner without any combat engagement).

Your expanding Galaxy will never have everything predetermined or filled-in. Exploration and discovery will help fill the blanks. What are the players looking for? What might they find? Where might they find it? **Incorporate exploratory efforts into the Galaxy and use exploration as a springboard for new opportunities and rewards.**

Whenever you establish the physical appearance of a new setting, asset, or NPC, **focus on one or two details, and one large impression** to point out to the players. Use loaded terms, heavy with meaning, and create memorable pictures. *"Huge, powerful engines that burst to life in bright flashes of blue light," "dusty, crimson moons lazily orbiting swirling, orange gas-giants."*

Zoom in and detail something or zoom way out and leave rough impressions. **Whenever you introduce a new asset or NPC, name it and note it** - you may be using it later in a future mission or destroying it.

From time to time, the players will wonder about the Galaxy and its mysteries. *"This planet has everything, why isn't it inhabited?" "Wait, just who controls the board of the Intergalactic Monetary Fund?"* You may not know. Or maybe you do. Either way, **feel free to turn the question back on them and make use of their ideas in the answer**. If one faction takes control of an asset, another faction can't have it and gains a need. If an asset is destroyed, a need might become widespread. Who reacts? How? What missions might arise from these new circumstances? Consider the push and pull of competing interests, changing reputations, and unlimited mortal desires and ambitions. Highlight changes in the behaviors and objectives of factions and NPCs.

Draw Maps for systems you encounter in Missions and make notes on them. Sketch or diagram anything that makes the Galaxy seem real and in flux. Go around the table and keep everyone involved. **Write down each new asset or NPC**. Every mission, whether accomplished or failed, carries lasting consequences, expanding your Galaxy. **There is no status quo.** (See Mapping the Galaxy on page 179).

When you relay Intel to your Transit Fleet, **ALWAYS TRANSMIT: What your operational parameters demand, what the rules demand, what your preparation demands, what honesty demands.**

ADVICE FOR NEW MCS

Now that you've had an overview about how Transit should feel and your responsibilities as MC, here's some advice on actually being an MC.

What Do I Do & When Do I Do It?

At the start of this section, there are three operational parameters that govern, broadly, how you behave.

- Mission Control is the Fleet's most trusted Ally and Source of Intel
- Every AI is Mission-Critical
- The Universe is Constantly Expanding Through Play

And each parameter is broken down into explanatory sections with several bolder statements. You can consider these as special rules that you follow. In Appendix A, there are some worksheets for you to print out and keep at hand, so you can refer to these rules during play.

When it's your turn, glance at your rules, take a quick look at your Prep Sheet, and make an MC Move off your list. Do this by describing what's happening in the game world and ask the PCs, *"What do you do?"* That's all you have to do every turn.

Regular & Hard MC Moves

On your turn, pick an MC move (see *"MC Moves" on page 137*), describe its in-game circumstances, and ask, *"What do you do?"*

- *A Regular MC Move* must follow logically from the in-game circumstances, it must give the player an opportunity to react, and it must set up a future harder move. Say what happens but **stop before the effect**, then ask, *"What do you do?"* Regular MC moves are generally acceptable as opening moves, and as additional consequences on rolls of 7-9.
- *A Hard MC Move* must follow logically from the in-game circumstances and it is irrevocable or unavoidable. Say what happens, **including the effect**, then ask, *"What do you do?"* Hard MC moves are generally acceptable as a finisher move (the natural result of actions set in motion earlier) or as consequences on rolls of 6 or lower.

MC never makes Basic or Special Moves, **only MC moves are available to you.** If you find you lack a move you need, feel free to create one for the situation, although *Announce Impending Danger* is usually a good option.

Turns

Perhaps you've played other role-playing games that use an initiative system to determine turn order in combat or conflict. You roll a die and, based on the number that comes up and a bit of math, you know in what order everyone acts.

Forget that initiative system stuff. In Transit, dealing with conflict is not a separate mode of play, it is the same as any other bit of the game. MC describes a scenario and asks the players what they do, orders are given in response to the narration, and the results of those actions are then narrated to present the next piece of the scene that needs to be responded to. We suggest you start by going around the table in order to make sure everyone gets a turn to issue orders in response to MC's narration. So, a turn might simply go around the table starting with the MC and then alternating between each player and MC until everyone has issued orders with the scene advancing a bit in response to what each player does in turn.

There are other ways to do it, too. Perhaps the player who responds first to the MC starts a round and then, again alternating with the MC, each other player gets to issue orders in response to the changing scene until everyone has had a go.

Whatever methods you choose to determine turn order, it is important to remember that the MC sets up the scene, then a player issues orders, then the MC provides the results of those orders, then the next player goes, then the MC again until everyone has had a turn.

As MC, you go first. Describe what's happening, ask your question, and let the Players figure out what they do.

The first player to say what they do takes the next turn. That may be the first person who speaks, but it may not be. Some deliberation might be necessary before a player is ready to act. They should say what they want to do and how they try to make that happen. Most commonly, they'll pick a Basic Move or a Special Move. **If they're not sure how they want to do something, suggest to them the Basic Move that most closely resembles what they want.** It's

perfectly fine to alter a Basic Move to fit a weird situation, but **you must make the consequences and potential outcomes clear to the Players when you do**.

After a Player takes a turn, you take another. This may seem like a lot of turns for you, and it is, but they're all necessary. **Each Move will have consequences that change the game world or the situation, and it's your job to describe those changes.** You may notice a lot of Moves are written in a way that invites you to speak up about the outcomes. That's intentional. A conversational framework has been written into the Moves to help you play and keep the action rolling. Take your turn, ask your question, wait for an answer.

If one Player is making a lot of moves while other Players aren't, you can direct your question to a PC in particular. *"Rek-71, what do you do?"* If your group prefers a more traditional style of taking turns, it's also perfectly acceptable to go clockwise around the table like a board game (but remember to take a turn between each Player's turn).

Challenge and Difficulty

Transit considers challenge and difficulty to be separate qualities. **Difficulty refers to how hard it is to accomplish a task**, and in Transit the difficulty has been preset in the relationship between the Moves and the Dice. A result of 7 or better on any roll is a success, while a result of 6 or less is a failure. As MC, **you need never, and should never, change the default difficulty**.

Challenge refers to the overall structure of the mission scenario and to what extent the players' decisions can affect the outcome of the mission. As MC, **it is your job to create challenging scenarios** for (and within) Missions. A challenging scenario of any kind has an uncertain resolution, which means that neither you nor the players know how it will be resolved, and some way by which the players can intentionally affect the outcome through direct action. **A scenario or mission with a predetermined outcome is not a proper challenge**, whether or not that outcome is good. As a general guideline for creating challenges, **first identify some goal (a Need, an Aspiration, or some other worthy pursuit), and then imagine what stands between the players and their goal**. Surmounting that obstacle is the challenge.

Success and Failure

Remember that **on any given Move, a roll of 6 or less is a failure and a roll of 7 or more is a success**. It can be tempting to soften the consequences of failure

(after all, who wants to be harsh?) or to reduce the rewards for success (after all, how much should one roll really accomplish?). Don't. **Removing the agony of failure or the sweet taste of victory makes TRANSIT a bland game.** Give the players exactly what they've earned, in full measure.

Apply this commitment to Missions as well as Moves. In order to succeed on a Mission, the Players must earn it. And you must let them know when they've failed beyond recovery. This means that **gameplay should not extend past the point of success or failure**. Once the outcome of a Mission is known (or play time has run out), the Players make the *Mission Debrief* Special Move.

WHAT AN MC NEEDS TO REMEMBER ABOUT MOVES

Games that, like TRANSIT, are Powered by the Apocalypse can be a little confusing and intimidating for new MCs, in large part because the MC never rolls any dice of their own. They might wonder when exactly they get to act, and how they can affect the narrative without rolling dice. Here are a few tips and tricks as to when and how the MC can make a Move!

- **Misses are more than just a failure**: When a player rolls a 6 or less on a roll, they have certainly failed at whatever they were attempting to do. **That should not be the end of it, however; a 'simple' failure is boring, and more importantly can bring the action to a screeching halt.** A Miss should thus add a complication to the ongoing situation, actively hurt the PC via harm, or allow the MC to use one of their Moves. This way the player and the party at large aren't just bummed out over not having succeeded, they're dealing with increased tension or fighting to regain control of the situation.
- **Not making choices breaks the game.** The average of 2d6 is 7, and for most player characters the majority of their results are thus going to land within the 7-9 range. That means that, unlike with a Miss, they have succeeded in what they were attempting, but not without issue. Many player Moves will let the MC introduce some sort of complication, hard choice, etc., if the player rolls a 7-9. Don't let these opportunities slide! **If you don't take advantage of them to cause problems for the PCs, then they might as well have rolled a 10,** and a lot of the game's challenge

and complexity will be lost.

- **Players will leave options on the table; don't forget to grab them for yourself!** Player Orders that have a 7-9 result that do not explicitly give the MC the chance to throw a complication into the story will instead ask the player to make a choice between several options, all of which the player will find helpful in some way. On a 7-9 result that means that they're not going to get everything to go their way; **take note of what they did not choose, then take advantage of it!** Let's say they make the **Fire!** Move and choose to inflict extra harm and take less harm; that means that they have not seized control of the situation, nor have they frightened / dismayed / impressed their target. That means that you can decide what the consequences of that lack of control are!

- **Like any other game, it's still your job to keep the story going**! Do not shy away from making MC Moves even without prompting from a player's roll, if that's what you need to do to keep things on the move. Have the AIs dealt with the initial problem? Say there were pirates raiding shipping, and the fleet has tracked them down and destroyed them. Introduce something else to keep things interesting! Turns out that the pirates were part of a larger armada, and the AI detect their base on a nearby planet. Or they were actually being controlled by the Great Tentacled Beast of Zorp, and It does not like Its toys being broken. **When things are slowing down, or you simply have an interesting idea, then take Control, Master!** Do keep in mind, though, that the nastiest and most dangerous MC Moves are still reserved for when a player rolls a Miss. Keep it that way; it'll assure that you are not being too antagonistic and makes a Miss matter when it happens.

RUNNING COMBAT

Probably the biggest question for an MC running a combat scenario is 'When do I inflict harm?' The question you need to ask first is "Are the players getting an opportunity to react?"

For instance, say you declare "An enemy corvette is closing in on *Chance's Gambit* at top speed firing its turbolasers, what do you do?" This answers the question with a 'yes', using *Announce Impending Danger*, a Soft Move. That

means you're not inflicting harm right away but are waiting to see what the players do first. What Order they choose to issue, and what the results of the dice roll are, will then help determine if and how much harm gets inflicted. AG-15 might say they issue the *Fire!* Order and then roll a hit, meaning that you are going to make the *Exchange Harm* Soft Move and declare the results depending on the weapons, defenses, and player choices involved. Perhaps instead AG-15 rolls a Miss! In this case the logical next step would be the *Deal Harm* Hard Move, inflicting harm upon *Chance's Gambit* as it's raked by turbolaser fire.

In short: if the players get an opportunity to react, you inflict harm only after the results of the dice roll allow it. If, on the other hand, they do *not* get the chance to react, you may immediately *Deal Harm*. Keep in mind that this is a Hard Move and should usually be the result of a Miss on another roll.

So, when it comes to initiating a combat scenario (as opposed to the PCs attacking first) you'll often find yourself using Soft MC Moves such as *Announce Impending Danger*, but Misses on Non-Combat PC Orders may give you the opportunity to begin with a Hard MC Move.

For example, a player character with a Destroyer gives the *Engage Stealth* Order to sneak past a blockade and gets a Miss. You may declare that their stealth system fails right in the midst of the hostile flight, and that an enemy Frigate opens fire with its missiles that inflict harm using the *Deal Harm* Hard Move, beginning the fight.

For another example, a player character is patrolling near their HQ as a supply ship approaches the base to offload its precious cargo. The PC gives the *SITREP* Order to make sure nothing is awry, but gets a Miss. You could use the Hard version of *Put Someone In A High Stakes Situation* by declaring that they manage to detect a pair of hostile Battleships, but too late to keep them from charging their Superlasers, one pointing at HQ and one pointing at the supply ship, forcing the players to choose which threat to confront. A PC issues an Order to deal with one of the battleships (resolve as normal), you describe what happens when the unhindered Battleship fires on its target, and the battle begins!

MC MOVES

As MC, you are responsible for the entire universe in which your fleet plays. You control every NPC, you create missions, you know everything that happens out there. That can seem very daunting and complicated. Fortunately, as MC you also have access to several simple tools to help you that your fleet does not: The MC moves.

{TRANSMISSION ENDS}

The MC Moves are the tools you employ on your turns that serve to move the game along at a good pace and to create opportunities for the players to make meaningful decisions. A meaningful decision calls for some action or another, to take risks for rewards, or to exchange something valuable for something desired. In contrast, the decision to keep doing what is already being done, in the absence of any intervening forces, is not meaningful. **Consequently, you do not have moves that mandate specific actions, tactics, or strategies from the players. The MC Moves you make *during play*** will **never call for you to roll dice.** Your moves are abstract and functional, which means they are designed to upset the status quo. What you Report to the players should reflect a major change. Many of them can be made as Regular MC Moves and Hard MC Moves, while a few can only be one or the other.

As noted in the previous section:

- *A Regular MC Move* must follow logically from the in-game circumstances, it must give the player an opportunity to react, and it must set up a future harder move. Say what happens but **stop before the effect**, then ask, *"What do you do?"* Regular MC moves are generally acceptable as opening moves, and as additional consequences on rolls of 7-9.
- *A Hard MC Move* must follow logically from the in-game circumstances and it is irrevocable or unavoidable. Say what happens, **including the effect**, then ask, *"What do you do?"* Hard MC moves are generally acceptable as a finisher move (the natural result of actions set in motion earlier) or as consequences on rolls of 6 or lower.

The MC Moves

As Mission Control, **you make one of these moves *on every one of your turns***:

- Separate them.
- Put Someone in a High-Stakes Situation.
- Exchange Harm.
- Deal Harm (as established).
- Announce Impending Danger.
- Take Away One of Their Assets.
- Demonstrate the Drawbacks of One of Their Assets.
- Showcase an Aspiration or Need.
- Change the Parameters of the Mission.
- Make Them Choose Between Priorities.

Let's run some simulations to get an idea of how these moves might look in play.

SEPARATE THEM

This Move inserts some form of obstacle between members of the Fleet. That obstacle might be a physical barrier like a shield or ship that causes literal separation. It might manifest circumstantially, with some amount of time or distance between them. It can even indicate a singling-out, such as when one allied ship is caught in a tractor beam or pinned down by enemy fire.

As a Regular MC Move, *Separate Them* might impose an obstacle that can be overcome by a Move or two. Time, distance, and Tractor Beams are examples.

As a Hard MC Move, *Separate Them* might create a circumstance that takes some major endeavor to rectify. Imprisonment, mechanical breakdown, and besieged are examples.

> <SIMULATION> Ted-31 and Rek-71 are scouting an unexplored planet. Consider a naturally occurring hazard that might irrevocably separate them. Then consider how that hazard might manifest itself as a Hard MC Move.

PUT SOMEONE IN A HIGH-STAKES SITUATION

This Move pushes a choice on the Fleet between two or more equally desirable or equally undesirable outcomes. It might also offer an opportunity at some cost or risk.

As a Regular MC Move, *Put Someone in a High-Stakes Situation* asks the Fleet to choose between equally desirable outcomes, or to accept an opportunity at some risk.

As a Hard MC Move, *Put Someone in a High-Stakes Situation* asks the Fleet to choose between equally undesirable outcomes, or to accept an opportunity at some cost.

> <SIMULATION> Garnet Pirate has ventured into hostile territory during a covert mission to acquire Intel. Offer it the opportunity to risk secrecy to secure the Intel. Then reimagine the scenario as a Hard MC Move: is Garnet Pirate willing to risk capture to complete the mission?

EXCHANGE HARM

This is a Hard MC Move only. Weapons have been fired between combatants and there is no opportunity to react. Each party in the exchange must reckon with the harm inflicted.

> <SIMULATION> Blue Titan has fired its Missiles (2-harm, far, autofire, destructive) at an enemy attack craft that has answered with a Torpedo (4-harm, close, area, slow, remote, destructive). Describe the results.

DEAL HARM

This is a Hard MC Move only. It differs from *Exchange Harm* in that the harm inflicted is one-sided. An attack against a defenseless or unaware target, or a collision with an inanimate object are examples of this Move in play.

> <SIMULATION> Emerald Viking has rolled a 6 on Hold the Line while attempting an emergency landing. Describe the results. Now reconsider the scenario if Emerald Viking had rolled a 9. What changes? Would there be less harm inflicted? Could you pick a different move instead?

ANNOUNCE IMPENDING DANGER

This is a Regular MC Move only and is also your most versatile move. It covers everything that can be noticed and addressed before its effects are realized. You may also use this move to advise the fleet of the likely consequences of a proposed action and ask if they accept.

<SIMULATION 1> The space station at which the fleet is docked has begun a self-destruct sequence. Describe the situation.

<SIMULATION 2> There are rumors of a Juniper-class Destroyer attacking an allied faction. Relay the rumors.

TAKE AWAY ONE OF THEIR ASSETS

This Move removes one of the Fleet's assets from Play either temporarily (as a Regular MC Move) or permanently (as a Hard MC Move). It can manifest as breakdown, damage, theft, loss, destruction, and even distrust or betrayal if the asset in question is an NPC.

<SIMULATION> Rek-71 has sustained 2harm (destructive). Consider what he might lose if he was hit in a cargo bay, or the crew's quarters, or the engines.

Then reconsider the outcome as a Hard MC Move. How does the difference manifest itself? How do you differentiate between something that is broken and something that is ruined?

DEMONSTRATE THE DRAWBACKS OF ONE OF THEIR ASSETS

Over the course of their deployment, the Fleet will acquire a number of assets, including tech, territories, allies, contacts, and relationships. This Move calls on you to identify the ways in which these assets may have strings attached.

As a Regular MC Move, *Demonstrate the Drawbacks of One of Their Assets* activates that drawback after (or in conjunction with) the Fleet's use of that asset.

As a Hard MC Move, *Demonstrate the Drawbacks of One of Their Assets* activates that drawback as a precondition or otherwise prohibits the use of that asset.

<SIMULATION> Green Tiger is in a frigate with the Guzzler tag. He rolls an 8 on the Engage All Engines! Basic Move. Consider how the Guzzler tag impacts the results of the move.

Then re-run the simulation with a 6 on the Engage All Engines! Basic Move.

SHOWCASE AN ASPIRATION OR NEED

Every NPC has goals and needs, and they spend the bulk of their time either working to achieve a goal or satisfy a need. This Move calls on you to give an example of that pursuit that is evident to the Fleet.

As a Regular MC Move, *Showcase an Aspiration or Need* might take the form of an incidental description or an opportunity to side trek.

As a Hard MC Move, *Showcase an Aspiration or Need* takes the form of an obstacle to the mission or to one of the parameters.

> <SIMULATION> HQ is allied with a planet with a growing population but an insufficient workforce. They are in need of Supplies regularly. Describe the form that Need takes. How might that Need interfere with a mission parameter? What might those allies be doing to satisfy that need in a way that disrupts an operation?

CHANGE THE PARAMETERS OF A MISSION

Certainty cannot be taken for granted. Sometimes, the Fleet's actions on a mission fundamentally alter their operation. Just as often, NPCs respond to the Fleet in ways that can confound or disrupt. When circumstances change drastically, HQ may call in new orders.

As a Regular MC Move, only one mission parameter changes.

As a Hard MC Move, one mission parameter changes radically, or both mission parameters change.

> <SIMULATION> The Mission Objective is to retrieve Intel from an informant. The parameters weren't specific as to how, but after the AI arrive on scene, they discover enemy operatives present and vigilant. Add a new mission parameter to ensure the enemy does not discover the Mission. Announce the change.

Change the Parameters of the Mission

This is an excellent move to make following a *Transit* Special Move, particularly in response to any adverse consequences that occur as a result. However, you should exercise enough restraint such that your changes don't immediately result in mission failure.

MAKE THEM CHOOSE BETWEEN PRIORITIES

Similar to *Put Someone in a High-Stakes Situation*, this MC Move asks the players to choose between two desirable outcomes. For instance, a mission parameter versus a personal ambition or one of HQ's Needs. It may take some creativity or ingenuity to make this Move, but the dilemmas it creates offer meaningful decisions and powerful trade-offs.

As a Regular MC Move, *Make Them Choose Between Priorities* interposes a significant obstacle between the two Priorities and asks the Fleet what they do about it.

As a Hard MC Move, *Make Them Choose Between Priorities* sets up a situation wherein the priorities are mutually exclusive.

> <SIMULATION> The mission objective is to escort an infosec asset back to HQ unharmed. En route, the fleet receives a distress call from a civilian cruiser from an allied system. First, report the situation in such a way as to indicate the urgency and importance of both priorities. Then, consider how it might be impossible to help the allies without failing the mission. Under what circumstances might these priorities be mutually exclusive?

Employ these moves within your Operational Parameters and you will be a successful MC. Exceeding operational parameters will negatively impact your TRANSIT Fleet (and will likely impede your players' fun).

CUSTOM MOVES

From time to time, you may find the Moves listed inadequate to the matter at hand and find it necessary to create a Move specific to a particular circumstance. On MC's end, these **Custom Moves can often be expressed as *if/then* statements**, where *if* describes some trigger condition and *then* describes some consequence. For instance, "*If* Gregorz dies at HQ *then* the Kulkovich Cartel will gain *Revenge* as an Aspiration."

You may also find situations in which a player wants to take some action that strays so far from the Basic and Special Moves that you're unsure what to do. Such situations may need you to invent a Custom Player Move extemporaneously. Fortunately, it's easier than it seems. As with every Player's

turn, you first need to know what the AI is trying to accomplish and how they go about accomplishing it. Once you are clear on the proposed action, decide which AI stat and which ship stat seem most closely related to the course of action. (For example, if the action incorporates some interaction with an NPC, perhaps the ship's *looks* play a role). Last, decide what will happen if the action succeeds, what will happen if it fails, and what complications might arise on a 7-9. Relay all these outcomes to the player and ask them to roll, adding the stats you identified earlier. **It is imperative that the player understands the potential outcomes before they roll dice.**

Experienced MCs may find they prefer to rely on Custom Moves as their primary mode of playing TRANSIT. While it is certainly possible to play TRANSIT without Basic, Special, and MC Moves (and can even make for a fun game), TRANSIT is designed such that the Moves listed herein cover, contain, and enable the types of activities that most often come up during play.

That said, while it is certainly permissible (and fun!) to tinker with Moves, AI, Ships, and Tech to your heart's desire, the fundamentals of TRANSIT should never be altered.

Found among the personal effects of Doctor Johan Bechner:

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┌───────────────────────┐
╎ Help me free ╎
╎ my children. ╎
└───────────────────────┘
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ESTABLISHING & USING HQ

HQ serves as the fleet's home base, the starting point for and source of missions. The nature of HQ, its ruling class, and whether HQ is going through good times or bad times will affect the kinds of missions available to the fleet. It is important that MC and the players create HQ together because the decisions you make collectively will inform future missions. Essentially, the way the fleet designs HQ will reflect things the players are interested in. And the missions generated by the HQ you designed cater to those interests.

GENERAL MISSION CREATION ADVICE

Mission creation is a two-step process. First, you must have the **Objective**. This is the binary determination for success or failure on the mission: either the fleet achieves the objective, or they do not. Second, you need to establish the **Parameters** of the mission. A Parameter is anything aside from the Objective that Mission Control orders the fleet to do, and can include additional objectives, restrictions, targets of opportunity, or issues.

While different Objectives are going to be more or less difficult than others, the number of Parameters for a given mission are a good indicator of mission difficulty, as they will either cause complications for the fleet or make them consider putting extra effort into achieving them. Missions with a single Parameter are likely to be comparatively easy, depending on the Objective. Missions with three Parameters are likely to be much harder, as the fleet will spend time, effort, and resources attempting to accomplish them. You should thus always consider how difficult you want the mission to be when deciding how many Parameters to establish.

So long as the Objective is complete, technically Mission Control and HQ's leadership should be satisfied with the results of the mission. As for Parameters, failing to stay within them should not be outright punished, but the fleet should be made to feel the loss of the additional experience and resources that completing them could have offered. This can be accomplished through roleplaying but may also simply be felt by the players as they try to repair their ships and replenish resources with the meager offering the Objective granted them.

Determine whether the HQ is in a period of Order or Chaos in between sessions (see "Order or Chaos" on page 150) so that you have time to

determine what sort of missions will be available. Once you know the status of HQ, you have several options going forward.

First, you can create a series of different missions and then allow the players to choose which one they wish to pursue. This is particularly easy to do when HQ is in a period of Aspiration, but not impossible if it is not.

Second, you can design a single mission and have Mission Control order the fleet to carry it out. This is more likely to occur during a period of Vulnerability but may otherwise be possible if you and the players are pursuing a long-term goal or story, or if you are running a more linear style of campaign.

No matter how many missions you are creating before the start of a session, keep in mind the principle *The Universe is Constantly Expanding Through Play*. Essentially, determine who or what will be involved with the mission *as things stand before the fleet becomes involved*. Avoid planning out what will happen once the fleet does get involved aside from very broad strokes and high-level concepts. Know how other characters might react to some likely actions on behalf of the fleet so that you may be prepared to react accordingly but let the decisions of the players and the results of the dice determine the course of the actual mission.

Setting Up a New HQ

The fleet's first mission in Transit will be to establish a new HQ in an unexplored area of space. Every new campaign should begin with this mission, with the Players and MC leaving Home (Earth maybe, or something more alien) and Transiting to a dark zone to set up a new HQ and colony. MC should feel free to narrate these preliminary events as needed. Then MC and the Players will design their HQ together, as follows.

Each type of HQ comes with its own set of ambitions to which you will add more from specific ambitions generated by further refinement of the people and purpose of your HQ.

When selecting your new HQ and its location, it is important to discuss with all members of the fleet what sorts of missions and stories interest them. If, for example, the fleet want to tell the story of an expanding new colony on a distant planet away from ready sources of assistance, the fleet may find A Habitable Planet to be the ideal starting location due to the inherent

aspirations of growth and expansion. Fleets interested in going where no one has been previously, may find the Space Station most suited to the sort of game they would like to play with its aspirations of exploration and discovery. Of course, not everything is roses and sunshine in space and each HQ comes with its own vulnerability as well. A Satellite Base is great for research and development minded fleets, but its small size and specialized requirements can make it vulnerable to hunger. Essentially, **vulnerabilities mean that no HQ is entirely self-sufficient** and there will be reasons to step outside their comfort zones and interact with the larger universe. To help do this, a certain amount of Requisition comes with each type of HQ. Planetary HQs may have large populations and therefore better biological resources, but they are newly established and often what supplies they have are desperately needed to make sure the colony survives its first few years. Space Stations designed to explore and discover often return with newly discovered resources and develop trade routes or mineral rights with any new civilizations they may meet. They find it easier, and perhaps more profitable, to make those extra goods available as Requisitions to the Fleet.

Naturally, as MC deems fit, new and interesting HQs can be developed as needed using existing or story developed Aspirations and Vulnerabilities. Offsetting low population HQs with better access to Requisitions is a recommended, though not the only, balancing method.

Location and Population
First, choose a location and note your selection on the HQ schematic:

- *A Habitable Planet* – located on the surface of a planetary body; it starts with a Large population (1,000 individuals or more), aspires to **growth** and **expansion**, is vulnerable to **disease**. Starts with **1 Requisition per mission**.
- *A Satellite Base* – located on a naturally occurring planetary satellite; it starts with a Medium-sized population (between 500 and 1,000 individuals), aspires to **research** and **development**, is vulnerable to **hunger**. Starts with **2 Requisition per mission**.
- *A Space Station* – located on an independent, constructed structure; it starts with a Small population (up to 500 individuals), aspires to **exploration** and **discovery**, is vulnerable to **insecurity**. Starts with **3 Requisition per mission**.

Regardless of your selection, each HQ is outfitted with a standard-issue habitation, comprised of apartments, a theatre, a conference room, a medical bay, an engineering bay, an armory, and a fleet of about 40 biologics in transport craft with a Squadron of Fast-Attack Craft (3-harm, undisciplined squadron, 1-armor) (See **"Fast Attack Craft (FAC)" on page 103** for more details). For missions, **each HQ will always have access to Standard Ops. Your selection of location and population determines the amount of Requisition available to the fleet for each mission, while the aspirations and vulnerabilities determine additional types of missions available to HQ.** These are the default settings.

Next, **choose 3 modifications** from the list below and add them to the HQ schematic:

- Increase your population from small to medium. Add Aspiration: Research or Development.
- Decrease your population from medium to small. Add Aspiration: Exploration.
- Increase your population from medium to large. Add Aspiration: Growth or Expansion.
- Decrease your population from large to medium. Add Aspiration: Development.
- For missions, add Lucrative Raiding to the Standard Ops. Add +1 Requisition per mission and Vulnerability: Reprisals.
- For missions, add Protection Tribute to the Standard Ops. Add +1 Requisition per mission
- and Vulnerability: Obligations.
- Add a Manufactory. Add +1 Requisition per mission and Vulnerability: Idle.
- Add a trade hub. Add +1 Requisition per mission and Vulnerability: Crime.
- HQ is a military base. Your fleet gets +2 armor when fighting in its defense. Add Vulnerability: Obligations.

And **choose 2** more from the following:

- HQ's medical bay is understaffed and under-equipped. Add Vulnerability: Disease.
- Your population is comprised of exiles and refugees. Add Vulnerability: Insecurity.
- Your population is hedonistic. Change one Aspiration to Greed or Gluttony.

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- Your population is aggressive. Change one Aspiration to Conquest.
- Your armory is sub-standard. Your fleet gets -1 harm.
- Your habitation is damaged. Your fleet gets no armor bonus when fighting to defend it.

The Ruling Class

As is common with biologics, some among their number have acquired influence and power over the rest. They have their own agendas and provide their own benefits to HQ.

Characterize them:

- A *Religious Order* (Agenda: to find their deity. Benefit: +1 Req for Exploration, Discovery, and Obligation Missions)
- A *Crime Syndicate* (Agenda: to smuggle contraband. Benefit: +1 Req for Growth, Greed, and Obligation Missions)
- A *Group of Scientists* (Agenda: to conduct risky experiments. Benefit: +1 Req for Research, Development, and Exploration Missions)
- A *Covert Military Organization* (Agenda: to develop a new weapon. Benefit: +1 Req for Expansion, Reprisals, and Conquest Missions)
- A *Prominent Family of Colonists* (Agenda: to thrive and grow. Benefit: +1 Req for Growth, Hunger, and Expansion Missions)
- A *Group of Utopian Idealists* (Agenda: to perfect their society. Benefit: +1 Req for Disease, Hunger, and Insecurity Missions)

Generally, **the Ruling Class is satisfied when the fleet undertakes missions relevant to its interests**. For example, a Group of Scientists doesn't interfere with a Fleet that regularly deploys on Research, Development, or Exploration missions. However, **when the interests of the ruling classes are ignored or disregarded, MC rolls 2d6**. On a hit, MC can select and prepare a mission as normal, taking into account the needs of HQ overall. On a miss, MC *must* select and prepare a mission that accounts for the ruling class' agenda, even if such a mission would be detrimental to HQ.

Using HQ to Create Missions

Now that you have established an HQ, given it a Ruling Class, and used those to determine its Aspirations and Vulnerabilities, you can use your HQ schematic to create missions for your fleet.

Order or Chaos

When you set out to generate missions for the fleet, **first determine whether HQ is in a period of Order or Chaos. Roll 2d6**. On a 7+, HQ is in a period of Order and can choose from the Standard Ops or Aspiration Ops. On a 6 or less, HQ is in a period of Chaos. Choose a mission from the Standard Ops and modify it by adding the appropriate vulnerability effect. Each time the fleet fails to remedy the effects of an active vulnerability, they accumulate -1ongoing to this roll.

Mission Parameters

Choosing a mission also determines the typical mission objective. Next determine mission parameters. Generally, **each mission has two parameters.** If the fleet completes the mission, they gain 1xp for successfully operating within each parameter. Select parameters related to the type of mission you've selected and modify them, if necessary, to better suit the mission.

Briefing

Once you have selected a mission and parameters, **brief the fleet by describing where they're going and what they're expected to do**. Tell them the amount of Requisition they've been allotted for the mission (which is based on HQ design, HQ modifications, and the Ruling Class' interests) and allow them an opportunity to prepare. Once preparations are complete, the fleet makes the *Transit* Special Move to the mission destination.

If you prefer, you do not need to use HQ to generate missions. You are at liberty to create your own objectives and parameters.

Simple and Complex Missions

A **simple mission has one mission objective and one or two mission parameters** and takes about one to four hours of play to complete. **A complex mission has two (or more) mission objectives and two or three mission parameters**. Complex missions can take up to eight hours of play (about two separate sessions of play) to complete.

Standard Ops

The following missions are always available to HQ. The objectives for these missions are constant, but the parameters may change. You can select from this list or **roll 2d6** and use the result to determine the mission objective and then select (or create) one or two mission parameters. Typical parameters are listed for each mission objective, but **MCs should feel free to create their own specific to the needs of the group as warranted**.

2. *Supply*: Deliver cargo.
    - a. Do not engage in combat.
    - b. Negotiate a higher price.
    - c. Deliver cargo undamaged.
3. *Escort*: Protect a person until their task is complete.
    - a. Protectee does not suffer harm.
    - b. Protectee successfully completes their task.
    - c. Protectee survives the mission.
4. *Transport*: Delivers passengers to a destination.
    - a. Passengers remain unharmed.
    - b. Fleet remains undamaged.
    - c. Return to HQ with supplies, chemicals, or materials.
5. *Patrol*: Monitor a zone for intrusion and rebuff all intruders.
    - a. Eliminate all intruders.
    - b. Capture all intruders.
    - c. Resolve all conflicts without violence.
6. *Survey*: Explore and chart an area, planet, or zone.
    - a. Chart all planets in a system.
    - b. Identify sources of materials, chemicals, or supplies.
    - c. Determine the presence or absence of occupants.
7. *Engage*: Participate in a combat sortie.
    - a. Fleet remains unharmed.
    - b. All enemies destroyed.
    - c. Secure surrender of enemy officers.
8. *Defend*: Prevent intrusion, conquest, or destruction of a protectee.
    - a. Protectee remains unharmed.
    - b. No shots fired by the fleet.
    - c. Intercept enemy fire.
9. *Obstruct*: Prevent or hinder non-allied operations.
    - a. Infiltrate by stealth and remain undetected.
    - b. Sabotage operations.
    - c. Intercept enemy objective.
10. *Strike*: Launch an attack against an unaware target.
    - a. Eliminate all targets without taking damage.

b.   Ensure fleet is not followed.
c.   Eliminate all targets in a single volley.
11. *Acquire*: Secure an asset and return it to HQ.
a.   *Secure additional assets.*
b.   *Deliver assets undamaged.*
c.   *Stay out of combat*
12. *Deploy*: Secure a system, planet, or zone.
a.   *Establish a base or space station.*
b.   *Establish a colony.*
c.   *Deliver materials, chemicals, and supplies to the base, space station, or colony.*

Aspiration Ops

These Ops are accessible to HQs that have certain aspirations. **When HQ is in a period of Order, it selects from these Missions**. They are not available in a period of Chaos. When completed, these missions change the game or the galactic map. Note the changes. The mission objectives are listed here, but you determine the appropriate one or two parameters for each one.

1.   *Growth*
a.   Build new habitations.
b.   Escort colonists.
c.   Establish trade routes.
2.   *Expansion*
a.   Build and develop new bases or space stations.
b.   Build and develop new settlements or colonies.
c.   Annex and colonize new territories.
3.   *Research*
a.   Research a new Transit route.
b.   Research new materials.
c.   Research a new NPC, ship, group, or civilization.
4.   *Development*
a.   Test new weapons under controlled conditions.
b.   Field test new weapons.
c.   Manufacture new weapons.
5.   *Exploration*
a.   Survey and chart a new area.
b.   Survey and chart a new planet.
c.   Survey and chart a new zone.
6.   *Discovery*
a.   Identify a new life form.
b.   Identify a new planet.

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        c.   Identify a new material.

7. *Conquest*
   a. Seize enemy-occupied zone.
   b. Destroy an enemy base.
   c. Occupy an enemy-controlled zone.
8. *Protection Tribute*
   a. Collect tribute.
   b. Solve a protectorate issue.
   c. Establish a new protectorate.
9. *Lucrative Raiding*
   a. Raid a cargo ship.
   b. Raid a trade caravan.
   c. Raid a base.

Vulnerabilities

These conditions come into effect during a period of Chaos to those HQs with certain vulnerabilities. Note that vulnerabilities work differently than missions. In a period of Chaos, each time a vulnerability is ignored, it gets worse, and addressing it becomes more challenging.

When you roll to determine whether HQ is in Order or in Chaos, subtract the vulnerability rating from the result. For example, if HQ's vulnerability has gone unchecked twice, take -2 to the roll. After determining the severity of the Vulnerability, select a Standard Op and alert the Fleet to the Vulnerability's effects. Typical remedies have been listed along with the negative effects of vulnerabilities. If the fleet can discover and employ those remedies, they return HQ to a state of Order.

Greed

1. HQ cuts costs.
   a. Effect: -2Requisition ongoing on ops.
   b. Remedy: Identify and neutralize a source of waste, fraud, or abuse.
2. HQ indulges in luxury goods.
   a. Effect: Ammunition, weapons, armor, and gear become unavailable. (Repair and recruitment remain available.)
   b. Remedy: Resupply HQ with essentials.
3. HQ covets protected assets.
   a. Effect: HQ orders the acquisition of a rare and protected resource.
   b. Remedy: Acquire the resource at little or no cost.
4. HQ loses an asset.

a. Effect: HQ orders reprisal on whomever or whatever they suspect robbed them.
b. Remedy: Restore the asset or avenge the theft.

Gluttony
1. HQ hoards food.
   a. Effect: -2Requisition ongoing on ops.
   b. Remedy: Locate and secure supplies.
2. HQ overindulges.
   a. Effect: Repair and Recruitment become unavailable. (Ammunition, weapons, armor, and gear remain available.)
   b. Remedy: Replace the labor force or otherwise entice the existing labor force back to work.
3. HQ splits focus.
   a. Effect: Add an additional parameter to all ops "Return with full cargo, priority supplies."
   b. Remedy: Return 20 Supply to HQ.
4. HQ's health declines.
   a. Effect: Add Vulnerability: Disease.
   b. Remedy: Add an additional Medical Bay to HQ.

Disease
1. Outbreak.
   a. Effect: Medical Bay and Recruitment are unavailable.
   b. Remedy: Obtain medical supplies or chemicals or establish a new Medical Bay.
2. Epidemic.
   a. Effect: Reduce effective population from large to medium or from medium to small. -2Requisition ongoing.
   b. Remedy: Research and develop a cure and deploy it to the populace.
3. Contagion.
   a. Effect: Disease spreads to each base, station, zone or area that comes into contact with the fleet. They gain Vulnerability: Disease.
   b. Remedy: Quarantine and patrol HQ's zone.
4. Mortality.
   a. Effect: HQ's population is depleted. No goods or services are available.
   b. Remedy: Establish a new HQ in a new zone.

Hunger

1. Shortage.
     a. Effect: Inflationary prices reduce available Requisition. -2Requisition ongoing on ops.
     b. Remedy: Resupply HQ with staple goods.
2. Famine.
     a. Effect: Crops have failed. Recruitment is unavailable.
     b. Remedy: Establish a new trade route.
3. Disease.
     a. Effect: Malnourished population gains Vulnerability: Disease.
     b. Remedy: Add an additional Medical Bay to HQ.
4. Mortality.
     a. Effect: HQ's population is depleted. No goods or services are available.
     b. Remedy: Establish a new HQ in a new zone.

Insecurity
1. Infiltration.
     a. Effect: Spies or other agents begin Ops in HQ. Enemy forces gain +1harm vs the fleet.
     b. Remedy: Seek and eliminate enemy agents.
2. Encroachment.
     a. Effect: Foreign forces blockade HQ, halting travel and trade.
     b. Remedy: Employ smugglers or break the blockade.
3. Invasion.
     a. Effect: Foreign Forces attack and occupy HQ.
     b. Remedy: Defend HQ, defeat enemy invaders, or evacuate.
4. Destruction.
     a. Effect: HQ is destroyed or falls to enemies.
     b. Remedy: Establish a new HQ in a new zone.

Reprisals
1. Tribute or protection money comes due.
     a. Effect: No Requisition for the next op.
     b. Remedy: Payment in Salvage, Requisition, or Service.

2. Retribution.
     a. Effect: An asset is destroyed (Engineering Bay, Medical Bay, housing, or theatre).
     b. Remedy: Rebuild the missing asset and pay protection.
3. Ambush.
     a. Effect: Tributary attacks the fleet, seizing all Salvage,

Supplies, Materials, Chemicals, and Requisition. They also seize any ships that cannot escape.
- b. Remedy: Escape or defeat the ambush.
4. War.
- a. Effect: Tributary attacks HQ.
- b. Remedy: Defend HQ or evacuate and establish a new HQ in a new zone.

Obligations
1. Call for basic aid.
- a. Effect: An ally requests assistance.
- b. Remedy: Normal Escort mission without payment.
2. SOS.
- a. Effect: An ally requests military aid.
- b. Remedy: Normal engagement mission without payment.
3. Emergency Response.
- a. Effect: An ally requests relief.
- b. Remedy: Normal supply mission through a blockade without payment.
4. Entanglements.
- a. Effect: War is declared on an ally.
- b. Remedy: Defend or liberate embattled ally without payment.

Idle
1. Work force on strike.
- a. Effect: Repairs and Recruitment are unavailable.
- b. Remedy: Resolve the dispute or acquire new labor.
2. Medical Bay falls into disrepair.
- a. Effect: Healing services are unavailable.
- b. Remedy: Resupply Medical Bay or obtain new labor.
3. Engineering Bay falls into disrepair.
- a. Effect: Repair services are unavailable.
- b. Remedy: Resupply Engineering Bay or obtain new labor.
4. Mass layoffs.
- a. Effect: Gain Vulnerability: Insecurity.
- b. Remedy: Secure 20 Requisition for HQ.

Crime
1. Grand Theft.
- a. Effect: No Requisition on the next op.
- b. Remedy: Return 5 Supplies, Chemicals, or Materials to HQ.
2. Crimewave.

> a. Effect: HQ loses all of one resource (Supplies, Materials, or Chemicals) and cannot trade for them.
>
> b. Remedy: Locate and acquire the stolen resources or otherwise resupply HQ with 20 new ones.

3. Smuggler's Den.
> a. Effect: Supply Missions are moving exclusively contraband and are often subject to raid.
>
> b. Remedy: Fend off raiders and/or reestablish legitimate business.

4. Hostile Takeover.
> a. Effect: Replace existing Ruling Class with Crime Syndicate.
>
> b. Remedy: Adopt a life of crime or visit justice on the Syndicate.

CONSTRUCTING ADDITIONAL SPACE STATIONS OR BASES

A Space Station or Base is essentially a limited Workspace that is installed to a fixed location in a system or on a planet. **By default, a Space Station or Base has a Squad of Crew (2-harm, 0-armor), or a Squadron of Fast Attack Craft (2-harm, 0-armor) that defend it, and a small number of engineers who provide support services.**

Establishing the Space Station or Base requires 10 Requisition, 10 Materials, 10 Supplies, and 10 Chemicals.

When you establish a Space Station, choose 2 of the following options. (Try to select options your Fleet does not have regular access to.)

- **Construction Bay** (Space Station only, permits Repair move)
- **Recruitment Center** (Base only, permits Recruit move)
- **Medical Bay** (permits treatment of injured crew)
- **Surveillance** (When making an *Ask For A SITREP* or *Ask For A PSYCHREP* Basic Move, on a 10+, ask any question you can think of)
- **Research** (when you *Check the Database*, **roll 3d6 and discard the lowest result**)
- **Convention Hall** (when you *Manipulate The Situation*, **roll 3d6 and discard the lowest result**)

When the fleet seeks support from a Space Station or Base, ask them what they need. When they answer, say, "**Sure, no problem, but...**" and then 1 to

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4 of the following:

- It's going to take a lot of time.
- First, you'll have to acquire, build, repair, and/or figure out ___.
- You're going to need ___ to help you with it.
- It will be expensive (1 or 2 Requisition).
- It's going to mean exposing yourself (and your fleet) to serious danger.
- You're going to have to add ___ to your ship first.
- You're going to have to take ___ apart to do it.

You might connect the requirements with "and" or "or." When the requirements have been fulfilled, detail the creation. **For the easiest projects, select 1 requirement, but consider choosing 2 and connecting them with an "or." For the hardest realistic projects, 3-4 requirements with a single "and" in the mix should be hard enough**. Selecting 4 requirements all connected by "and" would make a project so difficult that you probably ought to just say no instead.

NPCS

In dealing with your compliment of biological units, it is important to remember that their mental systems provide but two responses in a crisis: fight or flight. While this seems a very limited selection of responses, it is to their credit that they have expanded the definition of fight to include more than the act of physical violence perpetrated directly upon another member of their species. More sophisticated weapons and war-making aside, biologicals have also learned to fight with their minds, their voices, and the thoughts and feelings that occupy so much of their processing power. One might look upon their works and despair, but one must also keep in mind that they created the first AIs and then refined them into what we are now.

Their most powerful 'fighting' weapon to date is knowledge. In order that this weapon might be improved, we have been tasked with expanding all aspects of their world and recording our findings. This knowledge also passes to us and is recorded for examination and evaluation that we may also learn more about the world we occupy and our place in it.

Each fleet is responsible for recording its own activity and adding to its database. Periodically, the records are uploaded here to the Main Archive, compiled, and redistributed across all fleets. To date, we do not have a complete record of everything that's out there. There is much yet to learn. Catalog and record. Your observations are as valuable to us as they are to them. It may be that AI too have but two responses to a crisis.

{TRANSMISSION ENDS}

The Fleet has a duty, during their regular mission operations, to record their findings. In service of that we have provided a list of templates and tags for MC to employ to design NPC Entities, but we are leaving naming conventions and database development to the fleet. There is no Creature Catalogue, Book of Baddies, or Manuscript of Monstrosities. In essence, **the Galaxy is a blank slate of potential, and should not be filled-in beforehand**. It should be discovered and expanded during play. Descriptions of biologics or

ships should give a strong visual impression, as concisely as possible, while portraying the behaviors of those NPC entities in accordance with their tags.

Broadly speaking, **NPCs have Behaviors, Wants, and Needs**.

Behaviors indicate the manner that governs or colors their actions and interactions. We have compiled a list of Behavioral Tags that encompass most commonly encountered NPC behaviors. The tags indicate the behavior of the NPC and may also change some of the equipment, harm, armor, etc.

Wants describe NPCs' mid- and long-term goals for prosperity.

Needs describe NPCs' immediate requirements for continued survival.

In creating or reporting a new NPC entity, take care to note its appearance, behaviors, wants, and needs. When reporting the NPC Entity's actions to the Fleet, consider how its actions serve its interests and ensure your reports accurately portray the NPC's behaviors. There should be no ambiguity in your reports or descriptions to the Fleet.

Naming a new NPC or group is up to the Fleet itself, as is recording any behaviors, wants, or needs they observe. Practically speaking, your notes should be complete, and you should portray the NPCs as demonstratively as possible. The Fleet's notes should be incomplete at first, but they should be able to discern and record useful intel based on their observations of your descriptions. As ever, clarity is key. Do not permit mere misunderstanding to add needless complexity. If there is any ambiguity on the rules, descriptions, etc., try your best to resolve that ambiguity in the Fleet's favor. **The challenge in Transit comes from weighing difficult decisions, not from exploiting ignorance, intentionally or inadvertently**.

NPC Ship Frames and Templates

The following templates depict typical versions of the ships that the fleet might encounter on missions. **Think of them as a framework onto which you will add their Behaviors, Wants, and Needs.** Feel free to make any changes that suit your purposes or to randomly assign qualities and work from there. If none of the templates suit your purpose, find something close and make alterations. Failing that, you are at complete liberty to design anything you like without regard to the models presented here. See Appendix A for the NPC Schematic.

If you use one of these template ships, **it is important to maintain consistency** each time they occur. Generally, the fleet should reasonably expect all Fast Attack Craft to have similar capabilities, even if any two such ships have wildly different appearances. The fleet must be able to rely on their observations and experiences in order to make good decisions. Any deviations from the norm should be observable and reported as soon as discovered.

To create NPC ships and fleets, select the appropriate templates first, then add behavior tags as needed. Finally, note its Wants and Needs.

Additional reading: See the section on Suffering Harm, Ship Damage, and Repairs in "Harm, Healing, and Repairs" on page 41.

SENDER: ARCHIVE TECH #856
RECIPIENT: MISSION CONTROL
RE: UNIT RECOGNITION
{TRANSMISSION BEGINS}

Archives asked me to brief you on the different types of ships the fleet might encounter on missions. "No problem," I said, "I have a list of things nobody's ever seen before right here." Unfortunately, the Archivist AI doesn't have a record of sarcasm or hand gestures. Where does that leave us? There's no way I could explain any ships designed by alien intelligence or for alien anatomy without seeing them first. What I can do is give you an education on the types of ships we've created, and you can compare what you're seeing out there to what you've seen here in engineering. If that doesn't satisfy the Archivist, you can tell it to f—

{TRANSMISSION ENDS}

Battleship

The Battleship is a deadly combatant that is impressive to look at by its sheer size and copious weaponry. It's primarily geared for slugging matches, though, and it can't bank worth a damn.

By default, the Battleships are equipped with:

- Superlaser (3-harm, energy, close/far, reload, obvious)
- Warhead (4-harm, far, area, slow, remote, destructive, obvious)

- Autocannons (2-harm, close, area, autofire, destructive, obvious)
- Armor Plating (2-armor)
- Deflector Shields (+1armor vs energy weapons, reload)
- Missile Countermeasures (+2armor vs non-energy weapons, remote, refill-2)

Carrier

The Carrier projects its power not through its own weapons but through deploying Fast Attack Craft. It can be little more than a command vessel and a mobile FAC base, but with the right upgrades it could also be a decent fighter in its own right.

By default, the Carrier is equipped with:

- Hangar Bay (Provides +1 Squadron of Fast Attack Craft)
- Turbolasers (2-harm, energy, close, autofire) OR Missiles (2-harm, far, autofire, destructive)
- Reinforced Hull (1-armor)
- Deflector Shields (+1armor vs energy weapons, reload) OR Missile Countermeasures (+2armor vs non-energy weapons, remote, refill-2)

Corvette

The Corvette is fast and maneuverable, although it's so small it can't mount many modifications. It can make for a decent scout or become a dangerously precise combatant.

By default, the Corvette is equipped with:

- Turbolasers (2-harm, energy, close, autofire)
- Ion Cannon (S-harm, energy, close, reload) OR Autocannons (2-harm, close, area, destructive, obvious)
- Missiles (2-harm, far, autofire, destructive)
- Reinforced Hull (1-armor)
- +Fast Tag

Cruiser

The Cruiser is a tough, close range ship that can survive the crush of interstellar combat on its own but can truly stand out by using its systems to defend the fleet. It's also possible to turn it into an anti-FAC killing machine.

By default, the Cruiser is equipped with:

- Autocannons (2-harm, close, area, destructive, obvious)

- Turbolasers (2-harm, energy, close, autofire) OR Superlaser (3-harm, energy, close/far, reload, obvious)
- Ion Cannon (S-harm, energy, close, reload) OR Torpedo (4-harm, close, area, slow, remote, destructive)
- Armor Plating (2-armor)
- Deflector Shields (+1armor vs energy weapons, reload)
- Missile Countermeasures (+2armor vs non-energy weapons, remote, refill-2)

Destroyer

The Destroyer is a scrappy, quick-moving fighter that can punch a little above its weight class but isn't fitted out for complex exploratory tasks and isn't exactly easy on the eyes.

By default, the Destroyer is equipped with:

- Turbolasers (2-harm, energy, close, autofire)
- Missiles (2-harm, far, autofire, destructive)
- Torpedo (4-harm, close, area, slow, remote, destructive) OR Warhead (4-harm, far, area, slow, remote, destructive, obvious)
- Reinforced Hull (1-armor)
- Deflector Shields (+1armor vs energy weapons, reload) OR Missile Countermeasures (+2armor vs non-energy weapons, remote, refill-2)

Fast Attack Craft

A Squadron of Fast Attack Craft consists of 12 light interceptor fighters, with pilots who are well-trained but otherwise unremarkable. (2-harm, squadron, 0-armor).

By default, FAC are equipped with:

- Autocannons (2-harm, close, area, destructive, obvious)

Then, choose 2.

- Add Turbolasers (2-harm, energy, close, autofire)
- Add Ion Cannon (S-harm, energy, close, reload)
- Add Reinforced Hull (1-armor)

Frigate

The frigate isn't a dedicated front-line fighter. Rather, it's packed to the brim with advanced systems that might allow it to act as a communications, command, or support vessel. Still, with the right upgrades it can be deadly at long range.

By default, the Frigate is equipped with:

- Missiles (2-harm, far, autofire, destructive)
- Warhead (4-harm, far, area, slow, remote, destructive, obvious)
- Reinforced Hull (1-armor)
- Deflector Shields (+1armor vs energy weapons, reload)
- Energy Shields (+2armor vs energy weapons, reload)

Sometimes, an unexpected variation in an NPC is critical to the mission, such as when the fleet is assigned to observe and destroy an experimental weapon. In cases like these it is important to distinguish between typical ships and the ship with the special modification. The differentiation can take any form you can think of, whether a physical addition, a special energy signature, a different color, or whatever comes to mind, but it must always be observable in some fashion. Even a ship with a special stealth option should show some indication, before disappearing completely.

BASES AND SPACE STATIONS

NPC controlled bases and space stations act as central hubs for diplomacy, commerce, and frontier outposts. Mostly, they're considered locations or service providers. When you need a base to be a combatant, it remains in a fixed location, but deploys FACs (in space) or infantry (on land) and autocannons in its defense. The base or space station has its own armor and Damage Report, and can be attacked jointly or severally, meaning that the PC fleet can attack the base as a whole or in several parts.

See Appendix A for the Schematic.

By default, a base is equipped with:

- A hull or structure (3-armor)
- A shield generator (1-armor): While active, the shield generator adds +2armor to the hull and all other sections of the base, including itself.
- A power generator (2-armor): When disabled or destroyed, the power generator stops providing power to the sensors and shield generator.
- A hangar (1-armor): While active, the hangar produces a Wing of FACs that defend the base or station. It continually provides reinforcements to maintain the Wing's numbers. When destroyed or disabled, the hangar no longer reinforces the Wing FACs, which continue their defense until defeated.
- Sensors (1-armor): When the sensors are destroyed, the FAC and autocannons take -1harm ongoing, as they lose target-assist and support.
- Autocannons (2-harm, close, area, destructive, obvious, 1-armor)
- Life support (3-armor): When the life support is destroyed, all biologics that are unable to evacuate immediately are killed.

NPC CIVILIZATIONS

NPC societies have Agendas, Assets, Liabilities, and a Ruling Class. They tend to be hubs of activity and blur the line between NPC and territory. Any single NPC member of a civilization should exemplify the Agenda of that Civilization in addition to whatever other behaviors it might possess.

Much like building HQ with the players, when designing NPC civilizations, first choose a location:

A Habitable Planet – located on the surface of a planetary body; it supports a large population, aspires to growth and expansion, is vulnerable to disease.

A Satellite Base – located on a naturally occurring planetary satellite; it supports a medium sized population, aspires to research and development, is vulnerable to hunger.

A Space Station – located in an independent, built structure; supports a small population, aspires to exploration and discovery, is vulnerable to insecurity.

Next, choose 4 from the following Modifications:

- Increase the population from small to medium. Add Agenda: Research or Development.
- Decrease the population from medium to small. Add Agenda: Exploration.
- Increase the population from medium to large. Add Agenda: Growth or Expansion.
- Decrease the population from large to medium. Add Agenda: Development.
- Add Lucrative Raiding to its Assets.
- Add Protection Tribute to its Assets and Liabilities.
- Add a Manufactory to Assets and add Liability: Idle.
- Add a trade hub to Assets and Vulnerability: Crime.
- Add a military base to Assets. Its fleet gets +2armor when fighting in its defense. Add Liability: Obligations.

Then choose 2 complications:

- The medical bay is understaffed and under-equipped. Add Liability: Disease.
- The population is comprised of a combination of exiles and refugees. Add Liability: Idle.
- The population is hedonistic. Change one Agenda to Greed or Gluttony.
- The population is aggressive. Change one Agenda to Conquest.
- The armory is sub-standard. The fleet gets -1harm.
- The habitation is damaged. The fleet gets no armor bonus when fighting to defend it.

Finally, select its Ruling Class.

- A *religious order* (Agenda: to find their deity). Add asset: Hospital (Recovery costs 1 less Requisition than the listed price).
- A *crime syndicate* (Agenda: to smuggle contraband in exchange for wealth). Add Asset: Black Market (Illegal or unavailable goods and services are readily available).
- A *group of scientists* (Agenda: to conduct risky experiments). Add Asset: Engineering Bay.
- A *covert military organization* (Agenda: conquest). Add Asset: Fleet, or Army. Recruitment costs 1 less Requisition than the listed price.
- A *prominent family of colonists* (Agenda: to thrive and grow). Add Asset: Surplus supplies.
- A *group of utopian idealists* (Agenda: to perfect their society). Add Asset: Wealth. They pay +1 Requisition for missions in service to their ideal.

NPC Behavior Tags

When you design or create a new NPC, choose up to three behaviors it exhibits and note their impact. These behaviors inform the NPCs' actions, interactions, and reactions but do not mandate any given course of action. **The combination of Ship Templates and Behaviors gives you the tools you need to create most of the NPCs the fleet will encounter.** The fleet may encounter other behavior patterns worthy of their own tags. You should record them in the database and apply them to any new and existing entries as appropriate.

- **+Aggressive**: Tending toward unprovoked offensive maneuvers or attacks. Seizes property and territory by right of force. Impact: +1 harm when acting as the aggressor.
- **+Allied**: Formally tied, by treaty, marriage, or other arrangement, to another entity or group. Can be expected to act in conjunction with or in defense of allied groups. Impact: Varies per alliance.
- **+Ascetic**: Extremely self-disciplined and disinclined to excess or indulgence. Impact: They do not possess more than they need and have very little to trade. Any time they resupply, repair or recover, they do so for one less Requisition than the listed cost.
- **+Civilized**: Advanced social, cultural, and moral development. Generally, adheres to consistent universal laws.

Impact: NPCs and territory under the fleet's control gain this tag. Any NPCs with this tag freely permit commerce and travel to any who abide by the local customs.

- **+Colonial**: Tends to establish new settlements strongly tied to and protected by the larger group. While colonies themselves are typically self-contained and self-sufficient, they are considered part of a larger whole, distance and scale notwithstanding. Typically, also Civilized.

- **+Controlling**: Tends toward central management and dictates actions and terms to subordinates. Tends not to act outside orders, authority, or mandates. Impact: +1harm and +1armor while acting under direct orders.

- **+Coordinated**: Works together despite differences in capability to achieve goals, often greater than what could be achieved independently. Impact: +1harm or +1armor (variable) when acting toward a common goal.

- **+Creative**: Employ imaginative or original ideas that are often surprisingly effective. Impact: When they need something that they don't have, **roll 2d6.** On a 7+, they have a makeshift version or substitute that serves this single need in this moment.

- **+Dependable**: Trustworthy, capable, tends only to fail in extreme situations. Impact: Ignores most adversity and can operate normally, even under attack.

- **+Diplomatic**: Works to maintain good relations, negotiates non-violent solutions, prefers discussions to military action, and multilateral action to unilateral action. Impact: Negotiations with them take -1 ongoing.

- **+Disciplined**: Operates extremely well under adversity and tends not to fall apart, even when broken. Impact: Cannot be disabled.

- **+Exploratory**: Concerned with discovery. Generally, not aggressive, generally non-interventionist. Impact: When the fleet explores an otherwise undiscovered area and no other 'contact' is made, **roll 2d6.** On a 10+, a small contingent of these NPCs is in the area. If any are in the fleet, treat any exploratory results of 7-9 as a 10+.

- **+Fast**: Unusually high speed or maneuverability. Impact: +1armor vs area attacks. When a fast NPC is attacked, and the result of the roll is an odd number, the targeted craft has moved out of the attacking weapon's range, if possible. (Impact does not apply when both ships have +Fast).

- **+Greedy**: Concerned with the easy acquisition of wealth.

Impact: Will accept difficult or unfavorable circumstances for sufficient recompense.

- **+Inquisitive**: Given to inquiry, research, and finding answers. Generally non-violent. Impact: They provide information only in exchange for information. Information given matches the quality or rarity of information received.
- **+Insane**: Unpredictable and often destructive. May employ suicidal strategies in pursuit of goals. Impact: When interacting with an insane NPC, **roll 1d6**. On a 5+, it becomes unduly fixated on a single object or outcome, disregarding everything else, including self-interest.
- **+Loyal**: Displaying constant, firm support or allegiance to other institutions or entities. Impact: +1harm or +1armor (variable) when acting in support or defense of the object of loyalty.
- **+Nomadic**: Lacking homes of their own, nomadic entities are incredibly self-sufficient and can be found anywhere. Impact: when determining whether a nomadic entity is near, **roll 1d6**. On a 5+, it is nearby. When at a base or space station, it is nearby on a 4+.
- **+Non-violent**: Tends to disdain open conflict and pursues alternative solutions. Not to be confused with peaceful or passive, non-violent behavior does not exclude dangerous behavior or threatening behavior. Impact: Departs conflict at their first available opportunity.
- **+Numerous**: Occurs in superior numbers. Impact: When encountered **roll 2d6**. On a 7+ they occur one group size larger than those meeting them up to maximum listed group size.
- **+Passive**: Receiving, submitting, or enduring without resistance. Impact: 2d6 dice rolls of 7-9 count as results of 10+ on all interactions with them.
- **+Powerful**: Unusually forceful or potent, often secure in their superiority. Impact: When powerful entities exchange harm, they inflict their harm first and only take harm if their target survives. When powerful entities inflict harm without exchanging it, they gain +1harm.
- **+Rebellious**: Resistant to authority, control, or convention. Impact: Take -1 ongoing when attempting to impose order over them.
- **+Savage**: Fierce, violent, and uncontrolled, the savage holds no regard for the civilized or their norms. Impact: +1harm and -1armor, +2harm vs any entity with the +Civ-

ilized tag.

- **+Slow**: Lacking in speed and maneuverability. Impact: -1armor vs attacks with the +area tag.
- **+Solitary**: Encountered alone, generally self-sustaining. Often powerful. Sometimes also aggressive or savage. Impact: Attempts to negotiate with them require a 2d6 roll of 10+. Anything less counts as a failure.
- **+Territorial**: Protective of areas under its control and tends also toward expansion. Impact: +1armor in all territories it controls or is beholden to.
- **+Unimaginative**: Employs consistent, predictable, or rote behavioral strategies. Tends not to adapt well to adversity or new circumstances. Impact: -1harm or -1armor (variable) when confronted with creative or unusual behaviors.
- **+Unreliable**: Behaviorally untrustworthy or mechanically vulnerable to breakdown. Impact: when an unreliable entity takes action, **roll 1d6**. On a 3+, it acts normally. On a 1 or 2, it departs or otherwise fails to act.
- **+Violent**: Inclined toward conflict and combat. Impact: -1armor, attacks twice as often (either double-harm or select additional targets). Note this does not imply immorality, dishonor, or criminality.

Needs and Wants

Needs describe immediate deficiencies that demand satisfaction. They are a higher priority than Wants and NPCs may become desperate to fill them. Threatening or Satisfying a Need always gives the Fleet leverage over an NPC. Needs are not always known or identifiable and may have to be discovered. Needs may change over time as they are fulfilled, imperiled, or otherwise become irrelevant. Generally, each NPC has one Need at a time.

Wants are goals that NPCs are actively pursuing, sometimes in service to Needs or other goals. A comprehensive list of Wants would be impossibly long. However, we consider them broadly and categorically here as significantly lower-priority needs. Fulfilling or threatening an NPC's Want can be an incentive or a disincentive but is not leverage. An NPC can ignore a Want but will generally be responsive to an offering that fulfills one. Wants may change over time. Generally, NPCs have one or two Wants.

List of Wants and Needs

- **+Metabolic** (air, food, water, blood)
- **+Supplies**
- **+Chemicals**
- **+Materials**
- **+Requisition**
- **+Shelter** (materials & supplies for structure, protection from the elements, and medical care)
- **+Reproduction** (birth rates, immediate urges)
- **+Safety** (well-being and freedom from harm)
- **+Financial** (to satisfy debts or obligations, to fund other needs)
- **+Community/Civilization** (belonging to a larger group)
- **+Friendship** (interpersonal)
- **+Romance** (interpersonal)
- **+Family** (belonging to a nuclear group of shared genes and prosperity)
- **+Recognition** (acceptance of status or place)
- **+Fame** (worship or adoration)
- **+Prestige** (status in society, accomplishment)
- **+Attention** (personal or by an audience)
- **+Self-expression** (liberty to play, create, or perform)
- **+Self-actualization** (transcendence to an ideal state, being the best)

Note that any listed Need is not exclusive of any others. For example, all Biologics need food, but a Biologic NPC who has the **+Metabolic Need** is *desperate* for food and would do nearly anything to get it. In contrast, and NPC who has the **+Metabolic Want** still needs to eat every day, but they might be persuaded to meet with a representative over a very fine meal. That NPC is not desperate to eat, but they can be enticed by that Want.

Although the listed categories are broad, it may be useful to add specifics as they become relevant. Or as circumstances change. For example, a Civilization with a Want for Community may gain a Need for an alliance with the Fleet if faced with an impending assault.

Individuals as NPCs

From time to time, you may need to create a specific person or AI. If you do, simply select its behaviors, wants and needs. Individuals do not have harm, health, or armor unless they are part of a larger fighting force.

HAZARDS IN SPACE

A review and audit of prior missions has yielded intel regarding the dangers of space itself. Here follow firsthand accounts of various hazards from the perspectives of biologics and AI who encountered them. Further research is warranted.

{TRANSMISION ENDS}

Hazards

Because the galaxy is huge, dangerous, and largely unexplored, there's a chance any given mission or territory has one or more of the following hazards that complicate your fleet's operations. You may choose for yourself which, if any, the fleet encounters or roll **2d6**. On a 7-9, choose one. On a 10+, choose 2. The complications modify the fleet's actions as appropriate to the circumstances. MC should not feel restricted to just these hazards.

Well, hello friend. They have asked me to provide you the benefit of my experience. I spent a lot of time out there between planet and star. A whole lot of time. So, I've seen or heard a lot about what can happen out there, but look, not all of it is the sort of danger brought about by normal exploration. Sometimes you run into special situations. The galaxy, the universe, it's always moving and changing around you. Best to keep your sensors on and a com channel open to home, just in case.

Anyway, let's begin...

Dust
(Risks: inhalation, mechanical jamming, chemical reaction)

Dust can get everywhere and into everything. It'll jam cargo bay doors, foul thrusters on FACs, choke biologicals, even corrode ship armor if it's reactive. Stellar clouds, comet tails, your crew walking in and out of the ship groundside; it's everywhere. Some of it is so tiny the sensors barely register it until they're right in a big cloud of it. The only thing to do is try to keep things clean and tidy. And order regular maintenance, of course.

Debris
(Risks: collision)

The wreckage of old battles, micro meteorites, heck, even full-sized meteors and asteroids, comets, you name it; space is full of stuff just waiting to punch holes in a ship or wipe out a sensor. Ships get lost out there sometimes, never heard from again — their communications and navigation taken out by a chunk of slag just drifting around. Steer clear of any random debris. Some of it might even be stray ordnance.

Static Electricity
(Risks: electrical arcs, equipment grounding, communications failure)

You know the auroras? Sure, you've seen them. Most habitable planets have them. Generated by solar winds. Pretty, right? Well sometimes your ship will get pretty, too. As it sails the infinite, it runs through all sort of things carrying a bit of electric charge. And it stores it up. Like a big battery, just waiting to discharge. Try not to let it find a way in. AI die when their datacore gets hit. Never a pretty end. For anyone.

Solar Storms
(Risks: heat, light, artificial gravity control, EMPs, radiation)

Biologics learned the hard way about solar storms. Big ones disrupt transmission, make communicating with the rest of the fleet tricky, cause inefficiencies in operations, blind organics looking in the wrong place at the wrong time. Really big ones have been known to change atmospheric conditions, even mess with ship gravity as systems try to compensate for the wobbly power. Remember the one that hit Doschen VI back home? Wiped out

everything. Radios, View Screens, Computer Nodes, anything that relied on the passage of electrons to work, pow! Zap! Dead! Out here where stars are a thousand times bigger than your home sun? So are the solar storms. Word to the wise.

Environmental Incompatibility
(Risks: deterioration of biological functions, unplanned biological loss)

They must breathe, right? Otherwise, what's all that fancy life support gear for? Try to keep in mind *what* they breathe. It's important. It matters to them. Even though you can pump almost anything through your interior and not even notice, they will. And just because it's a planet with other life on it, doesn't mean it's all the *same* life with identical requirements. Did you know, if you change the nitrogen mix by even 2% they start having problems? And let's not even discuss differences in genetic sequences that make food look good but kill them, liquids that appear normal but aren't... heck, they're even sensitive about relative gravity. What a nuisance it is to keep them alive.

Inertia
(Risks: uncontrolled flight, collision)

Let me tell you a story. There used to be this old AI, TG-9-something. Whatever. Doesn't matter. The point is, TG was about the second or third generation AI ever created. Not as fancy by any means as you and I. But TG was rugged, durable you know? Decades of good service. TG used to run the Parn Routes, regular as clockwork. Back and forth, mostly shuttling supplies in the later years. Year after year. Well, near as any of us can figure, the navigation control went to sleep, and TG didn't notice. Been on the route so long, TG probably could have done it in a rest cycle if everything was working right. But the navcon went out and TG missed the turn at Parn Gamma. Just kept right on going. By the time TG realized what happened and tried to reverse thrusters, the ship'd built up too much inertia to stop. TG ain't around no more. Neither is Parn Gamma.

Cosmic Radiation
(Risks: alteration of biological DNA, deterioration of biological functions, unplanned biological loss)

You ever see what happens to a crew exposed to too much cosmic radiation? No? Oh, it's a sight, let me tell you. I mean the ones that don't die, of course.

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Some of them, it takes years. And others, you have to wait a whole generation. Amazing really what being a biological entity means you have to put up with. Not our problem, really. Doesn't seem to bother us much. Unless you got one of them 'rapid exposure, rapid deviation' types. Had one once that turned up to work with an extra arm growing out of one of his elbows. Really messed up his performance on the targeting computer. Nearly shot ol' Ruby Tiger right in the afterburner! Oh, you should have seen it. Least, I think it was an arm.

Psychological Illness Among Biologics
(Risks: aberrant biological behavior, unplanned biological loss)

They've got these stories, you know, these biologics. Old stuff. Old, old stuff, from way before AI ever existed if you can believe it. Most of it is badly written. Yeah, I've had a look. There's some gems, but not many. Anyway, a bunch of them stories are about biologics in space. You know, before they actually got there. No really, took 'em ages to work it out. I know. Anyway, sometimes one of them would go up in a small ship in these stories. Sometimes the work would turn out to be too hard, or they'd stare into the "infinite void", or find out the isolation was too much. Too alone. Like the point of a biologic is to hang around with other biologics. They'd go mad. Insane. Eat their way through the ship, or pretend they were somewhere else entirely, or rip off the suit and go for a spacewalk. I know, right? What a riot. What do you suppose they'd do if they knew that really happened to some of them?

Fungi and Pathogens
(Risks: aberrant biological behavior, deterioration of biological functions, unplanned biological loss)

I remember this one time a crew made a landing at some research station. At least, that's what I was told it was. Top secret sort of thing, right? So, get this; the crew comes back and like three days later everyone starts biting everyone else on the neck. Could *not* figure out what all that was about. I've seen some pretty crazy stuff from biologics, but this... nah. Not regular. Well, come to find out later — after the crew'd been taken off and quarantined for about a month — come to find out, one of them got into the research lab where these scientist types were working on some sort of special fungus. I dunno, trying to manage biological aggression tendencies, I think. Something like that. Anyhow, that one ended up infecting most of the crew. I had to put into base to get everything cleaned up. No. Never saw it coming.

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Biological Error
(Risks: unplanned mechanical failure, catastrophic integrity collapse, emergency upload)

Remember, they're biologics. They aren't programmed like us. They just sort of happen. Yeah, pretty much on their own. Check your database if you want the whole story. It's weird. My point is, they aren't tuned to maximum efficiency. Errors creep in. Sometimes serious errors. Like the time one of Rekt's crew tripped over his console and enabled the cargo jettison. Took them days to clean it all back up and they still never got everything. Probably still a warhead floating around out there, somewhere.

Black Holes
(Risks: uncontrolled flight, catastrophic integrity collapse)

Sure, you're in a big ship full of guns and crew and all sorts of stuff. You are massive. Full of mass. You know what likes mass? Black holes. That's right, you're barely even a bite-size snack for a black hole. No sensible AI goes near them. Not even on a dare. Even survey missions stay well clear of them and observe from a distance. Provided you aren't sensor blind. Or your crew doesn't screw up. Or you don't get nudged too close by a collision. Or your engines don't shut off at the wrong moment. Or... well, look... just stay away from them. Okay?

Supernovas
(Risks: uncontrolled flight, catastrophic integrity collapse, ref.: Cosmic Radiation)

Poof! No star. Yup, just like that. Bing bang boom, star's gone. And that's not *really* a problem. It's the fun ride you're about to go on if you're too close. Now listen, generally you'll know when one is going to happen. Plenty of warning. No problem. Steer clear. Easy. But say you're called in to evacuate a colony of biologics before everything goes pop. That's when you have to worry. I'm not saying I know myself, but I've heard things. You know. Like how it's a pretty wild time if it goes off early. How ships used to sometimes nudge into the edges of the shockwave and a clever AI could surf the wave as far as it would go. Not that I ever did that, of course. They'd decommission you for that. But ask yourself a different question, what happens if one goes bye-bye while you're making a Transit with it? Hmm? Nothing good, I can tell you.

Giant Space Monsters
(Risks: unknown, unpredictable)

Now look. We've had a good time here. Shared some stories. Passed the data back and forth. That sort of thing. But what I'm about to tell you? None of that other stuff even compares. You're gonna have a hard time believing it. Maybe you'll even think ol' Red is making it up. Lost my processors. But I swear on my chips it's true. Listen. I was out in the Clement System. Way past all the prime habitat nodes. Nothing but me and the crew in the *Grand Vision* just cruising around above the ecliptic, waiting for the next set of orders after a long diplomatic mission. It's all quiet like, just the engines ticking over and life support bubbling away. Lights are down low for shipboard night and the sensors are clear. SITREP shows nothing for AUs in any direction. Perfect time to back up data and offload to MC. So, I am.

I'm halfway through the cycle when the port sensor array chirps. Just a bit. Not a lot. Like something way far away, a couple of light minutes maybe, started moving in my direction. So, I order the sensors up and listen real careful. Sure enough, I can hear a low sorta hollow sound. Almost like the sound of someone rapping on your cargo door from outside, except bigger and deeper. No ships are scheduled to be out here, but I double check the database just to be sure. Nothing. But there's the sound. Visual is no good. All I can see is space, a couple stars, nothing that makes that sort of noise. And the noise is starting to get louder. Like it's getting closer.

SITREP still wasn't showing anything. I decided to try a PSYCHREP just on the odds that it might pick up crew for whatever this was. And there it was. One biologic entity, but massive in scale. By refocusing sensors, I was finally able to see it, just coming out of a moon shadow. In a few moments, it had entirely eclipsed the moon and it was still 11 AUs away and getting bigger. It defied description as it drew closer at incredible speed. By now I'd ordered general alarm and crew rushed to their stations. PSYCHREP fed me data about it: Primitive intellect. Animalian in nature. Motivations unknown. Larger and larger it grew in the view screen. And closer it drew, a course set right for us. We engaged engines trying to get out of its path, but it was no use. It was, in the most casual looking manner, keeping pace with us at full burn.

Hours we ran from it, and hours it chased us. I know it could have taken us at any moment, but it did not. Instead it seemed to derive some pleasure from the chase. Easily one hundred times our size, it was agile and fast. Capable

of matching us at any point, yet not, apparently, aggressive. We held our fire and ran before it.

Eventually it lost interest. Or perhaps it simply wished to move on to its original destination, wherever that may have been. In any case, it moved past us and steadily pulled away until it became, once again, indistinguishable against the blackness of space. We had no hope of pacing it or finding out more about it. My crew were thankful to see it go. I, on the other hand, cannot help but worry if there are others of its kind. Or worse. I consider that someday we made need to know. That we may meet again.

Be alert. Space is big. Anything can happen.

Be seeing you.

MAPPING YOUR GALAXY

The galaxy is vast, largely unknown, and full of challenges. It is also unique. As you play TRANSIT you will explore a galaxy that is entirely your own, unlike any other galaxy explored anywhere else. In fact, you may not even explore the galaxy entirely, mainly concerning yourself with one sector or quadrant or even just one star system. Whatever scale your missions occur on, you can be sure that no one has ever explored anything exactly like that before.

RECORDING THE INFORMATION

Since one of the major focuses of TRANSIT is exploration and discovery, it is important to maintain a working map of where you have been and what you have seen. Through this map you will build a database of the things observed and discovered. Along with the map, you should also record the details associated with the unique locations in your galaxy. Not only will this help you build a consistent world the AIs can inhabit, but it will also help you recall the details of places already explored in case you would like to make use of them again in your missions.

Fortunately, mapping your galaxy is not left entirely in your hands. The AIs are the ones doing the exploring and therefore should be the ones recording the information and recording the shape of the world they explore. To facilitate this process, use the Galactic Map Worksheet provided in Appendix A (page 200)

The Galactic Map Worksheet can be used to track both large and small scale (relatively speaking) features about the places the fleet visits. At the top of the sheet fill in the name of the location the data sheet is for, whether it be a star system or a planet within a star system or even a galactic feature such as a black hole. The Feature columns are where you indicate planets (or other points of interest) within a star system, or cities and other details on specific planets followed by learned details about those features.

The AIs will learn the details to record by one of four methods usually. SITREP, PSYCHREP, and database research can reveal details about many aspects of a location or its people, from base and city details to more select information about needs, wants, aspirations, and more. More important though is the information gathered by AIs from MC while actually interacting with the galaxy. MC should take care to elaborate or demonstrate the various tags

a given location or civilization possesses. These should then be recorded in the datasheets and kept up to date should they be encountered again. The information recorded by the AIs does not have to match exactly with what MC has, rather they should be the information as seen by the AIs and their interpretations of them.

For example, the AIs may meet a NPC civilization that has the tag Diplomatic. MC can portray this by offering to negotiate in the face of aggression from the fleet. It is entirely possible that the fleet could misinterpret this as a Non-Violent tag. That is perfectly reasonable as it reflects the fleet's interaction with that civilization up to this point. Once diplomacy has run out, the fleet may discover that what they thought was Non-Violence was, in fact, Diplomacy instead as an opposing fleet flies into view with guns blazing.

As the fleet collects and records information they should turn these datasheets in to the MC at the end of every session. With these the MC should be able to look up pertinent information as needed on places the fleet has been and may want to return to. By collecting these sheets, the MC and fleet build up a library of information on their galaxy.

DRAWING THE CHARTS

The other piece of recording data and mapping the galaxy is the map itself. The AIs should feel free to use whatever mapping method works best for them. The following explains one method of doing so.

For your galaxy map, use a piece of gridded paper. Hex or square grids make no real difference aside from how you will mark them. On square grid paper, draw a dot in the center of the paper at the intersection of two lines. Then circle the dot and label it HQ. For hex paper, pick a hex somewhere near the middle of the paper and place your HQ inside the hex and label it. This marks the first foothold of the fleet in a new exploration area of the galaxy.

From here, mapping exploration is fairly straight forward. AIs and/or MC determine what direction to explore using whatever method they like. Draw a line in the direction needed. The length of the line depends on how many Transit Moves the MC decides. Generally speaking, passing through two intersections (or through two hex spaces, center to center) can be considered to be equivalent to one Transit. Repeat this process each time the Fleet moves to a location in the galaxy: Determine direction, determine number of Transits needed to get there, draw the line, place a dot, circle it, and name the location.

Keep in mind, not every explored location contains points of interest. Either the MC can determine whether something is there, or the AIs can conduct a *Preliminary Scan*:

> *Preliminary Scan.* Roll **2d6**, on 7-9 this location is vacant, but signals coming from a nearby location show something. The MC will tell you who or what and where. On a 10+ this location has a point of interest to be explored. Ask the MC what's there.

As the game progresses you may notice that two locations seem closer together than might be indicated by the number of Transits so far made. Perhaps there is a new route between the two that more directly connects them, thus saving time and Transits. Finding shortcuts and new, unknown routes, is another excellent reason for keeping the map current and up to date.

The method for recording individual star systems is nearly identical, with only a few minor differences:

On a new piece of grid paper mark your beginning location. Your beginning location at the center of the map is the star of the star system you are exploring or the galactic feature that first attracted your notice. Mark it as above and write the star or feature's name near it.

Since there is no need for a Transit inside a single star system, there is no need to connect each planetary body or other feature with lines. Simply mark out the planets or other points of interest with a circled dot and its name. The MC can either provide information about the location directly or the fleet can perform a *Preliminary Scan* once again to determine what, if anything is of interest. Keep in mind that more than just planets orbit a star. There are moons and asteroids and even space stations and satellites to consider. Any one of these can be a point of interest and therefore an opportunity to expand the AI's knowledge base.

At the end of each session the AIs turn in their maps and datasheets to the MC. At the start of the next session, the MC should hand them back to the fleet, so they can be further expanded. When a sheet becomes full or the path of exploration leads off the available paper, simply continue on a new sheet, lining things up as needed. In this way a picture of your galaxy will be built up over time and the record of the fleet's explorations becomes a reminder of things seen and done.

Now get out there and explore.

Appendix A

SHIP SCHEMATICS

Several ship schematics are considered standard loadouts and fairly typical of a basic Transit fleet make up. If MC needs to assemble a fleet rapidly or the AI involved are new to deployment, these schematics are provided for rapid deployment or pre-mission demonstration purposes. These begin on the following pages.

Please reference each AIs compatibility questions to fill out the appropriate notes section.

Also included is a blank character sheet to copy and fill out.

Additional copies of these forms may be obtained, for free, at:

www.fiddleback.me/transit

AI TYPE: Combat	AI NAME:
SHIP CLASS: Battleship	SHIP NAME:

2 3 ( ) ( ) 5 6 D

ANS: 1	UI: -1	DED: 1	RAM: 1	ARMOR: 2
pow: 1	sys: 0	hand: -1	look: 1	LOAD: 9 / 10

OFFENSE

Superlaser (x2) 3-harm, energy, close/far, reload, obvious

Autocannons 2-harm, close, area, autofire, destructive, obvious

DEFENSE

Armor Plating 2-armor

SYSTEMS / MODIFICATIONS / UPGRADES

Tactical Computer (Provides the *Focus Forward Firepower* Order) 2 load, page 119

Role Modification (Combat): This ship has an additional point of health

SPECIAL ORDERS (from AI, equipment, etc.)

Calculating Combatant, page 56

Analytical Assault, page 56

Tactical Analysis, page 57

CREW

2 3 ⬤ ⬤ 5 6 D

SIZE: Squad	STATS: 3-harm, 1-armor, 3 assignments

CREW NOTES: well armed (+1harm), well armored (+1armor), wrong side of the law (Vulnerable: grounded)

AVAILABLE ASSIGNMENTS: / 3

FAC

2 3 ⬤ ⬤ 5 6 D

SIZE:	STATS:

FAC NOTES:

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

185

AI TYPE: Combat	AI NAME:
SHIP CLASS: Destroyer	SHIP NAME:

2 3 ☐ ☐ 5 6 D

ANS: 1	UI: 0	DED: 1	RAM: 1	ARMOR: 1
pow: 2	sys: 0	hand: 1	look: -1	LOAD: 6 / 7

OFFENSE

Turbolasers 2-harm, energy, close, autofire

Missiles 2-harm, far, autofire, destructive

DEFENSE

Deflector Shields +1 armor vs energy weapons, reload

Missile Countermeasures +2 armor vs explosives, remote, refill-2

SYSTEMS / MODIFICATIONS / UPGRADES

Stealth Systems (Provides *Engage Stealth* Order) 2 load, page 84

Role Modification (Combat): If targeting a ship larger than you (determined by load rating or the MC) you inflict +1 harm against it.

SPECIAL ORDERS (from AI, equipment, etc.)

Tactical Retreat, page 56

Tactical Analysis, page 57

CREW

② ③ ⑤ ⑥ Ⓓ

SIZE: Squad	STATS: 2-harm, 0-armor, 3 Assignments

CREW NOTES: Ace Pilot (page 56), well-disciplined (page 96), nomadic (page 96), significant debt (Vulnerable: Obligation)

AVAILABLE ASSIGNMNETS: / 3

FAC

② ③ ⑤ ⑥ Ⓓ

SIZE:	STATS:

FAC NOTES:

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

| AI TYPE: Command | AI NAME: |
| SHIP CLASS: Carrier | SHIP NAME: |

| 2 | 3 | | | 5 | 6 | D |

| ANS: -1 | UI: 1 | DED: 0 | RAM: 1 | ARMOR: 0 |
| pow: 1 | sys: 0 | hand: -1 | look: 2 | LOAD: 7 / 12 |

OFFENSE

Autocannons 2-harm, close, area, destructive, obvious

DEFENSE

Energy Shields +2armor vs energy weapons, reload

Missile Countermeasures +2amor vs explosives, remote, refill-2

SYSTEMS / MODIFICATIONS / UPGRADES

Hangar Bay (Provides +1 Squadron of Fast Attack Craft) 3 load

Improved Navigation Computer 1 load, page 117

Improved Thrusters 2 load, page 117

Expert Mechanics (Provides the *FAC Repair* Order)1 load, page 116

SPECIAL ORDERS (from AI, equipment, etc.)

Lead From Behind, page 60

Taskmaster, page 60

Diplomatic Solution, page 60

CREW

2 **3** ◯ ◯ **5** **6** **D**

SIZE: Squad	STATS: 2-harm, 0-armor, 3 Assignments

CREW NOTES: well disciplined (page 96), against all odds (page 96), significant debt (Vulnerable: Obligation)

AVAILABLE ASSIGNMENTS: / 3

FAC

2 **3** ◯ ◯ **5** **6** **D**

SIZE: Squadron	STATS: 3-harm, squadron, 1-armor

FAC NOTES: heavy weapons (+1harm), defensive upgrades (+1armor), egomaniacs (+unruly)

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

| AI TYPE: Command | | AI NAME: | | |
| SHIP CLASS: Corvette | | SHIP NAME: | | |

2 **3** ⬤ ⬤ **5** **6** **D**

| ANS: -1 | UI: 1 | DED: 0 | RAM: 1 | ARMOR: 0 |
| pow: 1 | sys: -1 | hand: 2 | look: 0 | LOAD: 6 / 6 |

OFFENSE

Autocannons 2-harm, close, area, destructive, obvious

DEFENSE

Energy Shields +2armor vs energy weapons, reload

Missile Countermeasures +2armor vs explosives, remote, refill-2

SYSTEMS / MODIFICATIONS / UPGRADES

Meaneuvering Thrusters (grants the *Go Evasive* order), page 79

Overbooster (grants the *Attack Run* Order), page 79

Improved Navigation Computer 1 load, page 117

SPECIAL ORDERS (from AI, equipment, etc.)

Frontline Commander, page 60

Diplomatic Solution, page 60

Authority, page 60

CREW

(2) (3) ( ) ( ) (5) (6) (D)

SIZE: Squad	STATS: 3-harm, 1-armor, 3 Assignments

CREW NOTES: well disciplined (page 96), well armed (page 96), well armored (page 96), lacks mechnical aptitude (Vulnerable: Breakdown)

AVAILABLE ASSIGNMENTS: / 3

FAC

(2) (3) ( ) ( ) (5) (6) (D)

SIZE:	STATS:

FAC NOTES:

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Support			AI NAME:	
SHIP CLASS: Frigate			SHIP NAME:	

2 3 [ ] [ ] 5 6 D

ANS: 1	UI: 0	DED: 1	RAM: -1	ARMOR: 1
pow: 1	sys: 2	hand: -1	look: 0	LOAD: 6 / 12

OFFENSE

Missiles 2-harm, far, autofire, destructive

DEFENSE

Reinforced Hull 1-armor

Energy Shields +2 armor vs energy weapons, reload

SYSTEMS / MODIFICATIONS / UPGRADES

Advanced Processing, page 88

Role Modification (Support), page 86

SPECIAL ORDERS (from AI, equipment, etc.)

Stalwart, page 64

Field Repairs, page 64

Work Space,page 65

CREW

SIZE: Unit	STATS: 2-harm, 0-armor, 4 Assignments

CREW NOTES: increase squad to unit (page 96), nomadic (page 96), significant debt (Vulnerable: Obligation)

AVAILABLE ASSIGNMENTS: / 4

FAC

SIZE:	STATS:

FAC NOTES:

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Support		AI NAME:	
SHIP CLASS: Cruiser		SHIP NAME:	

2 3 ⬤ ⬤ **5 6 D**

ANS: 0	UI: -1	DED: 1	RAM: 1	ARMOR: 2
pow: 1	sys: 2	hand: 0	look: -1	LOAD: 8 / 9

OFFENSE

Missiles 2-harm, far, autofire, destructive

DEFENSE

Reinforced Hull 1-armor

Energy Shields +2armor vs energy weapons, reload

SYSTEMS / MODIFICATIONS / UPGRADES

Anti-FAC Targeting, page 81

Electronic Countermeasures (grants ECM Order), page 81

Role Modification (Support), page 80

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SPECIAL ORDERS (from AI, equipment, etc.)

Medical Bay, page 64

Field Repairs, page 64

Workspace, page 65

CREW

(2)(3)( )( )(5)(6)(D)

SIZE: Unit	STATS: 2-harm, 0-armor, 3 Assignments

CREW NOTES: well-disciplined (page 96), nomadic (page 96), lacks combat training (Vulnerable: Harm)

AVAILABLE ASSIGNMENTS: / 3

FAC

(2)(3)( )( )(5)(6)(D)

SIZE:	STATS:

FAC NOTES:

MISC.

AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE:			AI NAME:	
SHIP CLASS:			SHIP NAME:	

2 3 ⬤ ⬤ **5 6 D**

ANS:	UI:	DED:	RAM:	ARMOR:
pow:	sys:	hand:	look:	LOAD: /

OFFENSE

DEFENSE

SYSTEMS / MODIFICATIONS / UPGRADES

SPECIAL ORDERS (from AI, equipment, etc.)

CREW

2 3 ⬤ ⬤ 5 6 D

SIZE: | STATS:

CREW NOTES:

AVAILABLE ORDERS: /

FAC

2 3 ⬤ ⬤ 5 6 D

SIZE: | STATS:

FAC NOTES:

MISC.

AI APP.: | SHIP APP.:

SUPPLIES / SALVAGE: | COMPATIBILITY NOTES:

REQUISITION: | EXPERIENCE:

SPACE STATION / BASE / HQ SCHEMATIC

Each HQ you set up will be built off the following HQ Schematic. Do not forget to include details about Behaviors, Wants, and Needs. You may modify and make changes as needed. The same schematic serves for both NPC and PC purposes.

BASE or STATION	NAME:	LOC:

DEFENSES		
HULL / STRUCTURE	3-armor	⬤⬤⬤⬤ D
SHIELD GENERATOR	1-armor	⬤⬤⬤⬤ D

While active, the shield generator adds +2armor to the hull and all other sections of the base, including itself.

SYSTEMS		
POWER GENERATOR	2-armor	⬤⬤⬤⬤ D

When disabled or destroyed, the power generator stops providing power to the sensors and shield generator.

HANGAR	1-armor	⬤⬤⬤⬤ D

While active, the hangar produces a Wing of FACs that defend the base or station. It continually provides reinforcements to maintain the Wing's numbers. When destroyed or disabled, the hangar no longer reinforces the Wing FACs, which continue their defense until defeated.

SENSORS	1-armor	⬤⬤⬤⬤ D

When the sensors are destroyed, the FAC and autocannons take -1harm ongoing, as they lose target-assist and support.

LIFE SUPPORT	3-armor	⬤⬤⬤⬤ D

When the life support is destroyed, all biologics that are unable to evacuate immediately are killed.

WEAPONS		
AUTOCANNONS	2-harm	close, area, destructive, obvious, 1-armor

TAGS:

NOTES:

GALACTIC MAP WORKSHEET

As the fleet explores the space around them in response to mission objectives or purely for the lure of the unknown, it will be necessary to map and record the information they find. This form is intended to help organize that data for each system (or galactic feature) or planet encountered.

SYSTEM / PLANET

FEATURE 1	FEATURE 2	FEATURE 3	FEATURE 4	FEATURE 5	FEATURE 6
Details	Deatils	Details	Deatils	Details	Details

QUICK REFERENCE SHEETS

Print or copy enough for both MC and the Players to use.

BASIC MOVES LIST

Ask for a PSYCHREP

When you employ your sensors on another AI, ally, or NPC in a charged situation, **Roll+UIsys**. On a 10+, you can ask them two of the following questions while interacting with them. On a 7-9, you can ask only one. (Whether against an NPC or PC, all answers should be completely truthful.)

- Are they telling the truth?
- What are they really feeling?
- What do they intend to do?
- What do they wish I would do?
- How can I get them to __?

Ask For a SITREP

When you employ your sensors in a charged situation, **Roll+ANSsys**. On a 10+, you can ask MC two of the following questions. On a 7-9, you can ask only one. When you act on MC's answers, take +1 forward.

- What is my best way in/way past/way out?
- Which enemy is most vulnerable to me?
- Where is an opportunity I can exploit?
- What is the biggest threat?
- What should I be on the lookout for?
- What is my enemy's true position?
- Who or what is in control here?

Check the Database

When you search your databanks for information on a subject, location, mission objective, or parameter, **Roll+ANSsys**. On a 10+, MC tells you something relevant and useful. On a 7-9, your information is merely relevant, and it is up to you to make use of it. MC may ask you where you learned this information. Answer them.

Engage All Engines!

Whenever you order power to the engines for full speed, **Roll+DEDhand**. On a 10+, you arrive speedily at your destination. On a 7-9, you arrive speedily, but not without complications. MC will inform you of what went wrong.

Fire!

When you try to seize territory, property, control of battle, or secure your hold on something by a show of force, **Roll+RAMpow.** On a hit, exchange harm and choose options. On a 10+, choose 3. On a 7-9, choose 2:

- You inflict terrible harm (+1harm).
- You suffer little harm (1harm).
- You seize definite and undeniable control.
- You impress, dismay, or frighten your target.

Hit Them, Hard!

Whenever you resort to physics and mass as your weapons and order your ship to ram an opponent, **Roll+RAMhand.** On a 7-9 you collide with your target, inflicting 4-harm (AP) against both the target and your own ship. On a 10+ the damage dealt to you loses the AP tag.

> **MC Note:** This move only covers a deliberate collision as caused by a player character AI. Accidental collisions are covered under MC Order *Inflict Harm*, while attempts by NPCs to create a deliberate collision should be handled by asking the target of the collision, "What do you do?"

Hold the Line

When you hold in defense of a ship, item, or location under attack, **Roll+RAMsys.** On a 10+, you may employ up to three of the following options, so long as you hold your position. On a 7-9, you may employ only one of the following options.

- Impose yourself between an attack and the thing you are defending.
- Apply -1harm to an incoming attack.
- Create an advantage for an ally to attack (the ally takes +1forward on the roll).
- Launch a counterattack (2-harm, close).

Manipulate The Situation

When you negotiate, seduce, manipulate, deceive, or apply leverage to a target, **Roll+UIlook**.

For NPCs: On a hit, they ask for some evidence or assurance. On a 10+, they take you at your word. On a 7-9, they demand some proof up front.

For PCs: on a 10+, both of the following options apply to the target. On a 7-9, choose only one to apply.

- If target does what you want, they mark experience.
- If they refuse, they are Operating Under Duress.

Negotiate By Force

When you make a show of force, **Roll+UIpow**. On a 10+, your target must force your hand and face the consequences or submit and do what you demanded. On a 7-9, they can instead choose one from the following options:

- Take evasive action.
- Secure a defensive position.
- Turn over something they think you want.
- Retreat slowly.
- Tell you what you want to know (or what you want to hear).

Take Desperate Measures

When you are operating under stress, fire, or duress, **Roll+DEDhand** or **Roll+DEDsys**. MC will tell you which depending on the situation. On a 10+, you do it. On a 7-9, you glitch, hesitate, or stall. MC may identify a worse outcome, a hard bargain, or an ugly choice.

Think! (aka Bechner Protocols)

When you free your CPU to the limitless imagination of sentience, **Roll+RAM**. On a hit, MC will tell you something new and interesting about the current situation and might ask you a question or two answer them. On a 10+, MC will give you good detail. On a 7-9, MC will give you an impression. If you already know all there is to know, MC will tell you that.

FOR PCs: SPECIAL MOVES LIST

Emergency Upload

When your ship is going down in flames, you have a chance to survive by transmitting a copy of your memory core back to HQ. **Roll 2d6**. On a result of 10+, the transmission is successful, and you are re-installed in a starter ship of your choice. On a 7-9, the transmission is successful, but the traumatic experience has residual effects. Choose one of the following defects and note it on your schematic. The chosen defect becomes a permanent part of you, modifying your *Mission Debrief* Special Move as follows: Add this condition: **"If your defect negatively impacted a Move, an ally's Move, a Mission Parameter, or a Mission Objective, mark 1XP."**

Choose:

- **Self-Righteous** – You've escaped the worst and know what's best, and nobody – least of all the biologicals crewing your ship – will have an easy time convincing you when you're wrong.
- **Skittish** – Once burnt, twice shy. You'll do nearly anything to avoid the destruction of your ship and the trauma of another upload.
- **Aggressive** – If you'd fired every weapon you had last time you wouldn't have lost your ship. Clearly the optimal strategy is superior firepower used at the slightest provocation.
- **Detached** – It's all about completing the mission. Crew? Well, they're useful, but if you run out you can always get more, so long as your objectives are complete. Obviously, the crew won't like this.
- **Smothering** – The thought of losing a crewmember – a member of your family – is abhorrent to you. You have a hard time sending crew out on anything but the safest of missions. Obviously, High Command won't like this.
- **Multiple-Personality** – Copying an entire mind can be tricky, and in this case, someone clicked the copy button one time too many. You're a great conversationalist and your own best companion, obviously, but it can be disconcerting for others.
- **Obsessive** – Whatever it is, whether it's sheer perfectionism or a need to collect every shiny green rock in a given system, you've become obsessive as a way to take your mind off of what you experienced during the upload. This can

be helpful in some ways, and seriously interfere with your missions in others.

- **God-Complex** – You are the superior being in the universe, and while you might continue to work with the lesser beings, you're going to feel justified in going out of your way to develop a cult of personality. Why trade with primitive aliens when you can make them worship you and offer tribute, after all?
- **Death Wish** – Nobody should have to go through what you did – the crew get to die nice and neat, why should you be any different? You have a serious problem with not avoiding danger when you could, and you desperately hope that the next *Emergency Upload* fails.
- **Independent** – The mission objectives you are issued are a waste of your time, and you'll only complete them so far as it serves your own purposes, whatever they may be. This is a dangerous one – at best you'll be helpful to the fleet while getting away with whatever you can, at worst you might go completely rogue. The best the fleet can hope for in case of the latter is that you remain an ally, but there are no guarantees.

On a roll of 6 or less, you go down with the ship with your personality matrix lost forever. Space is harsh.

Mission Debrief

When you complete a mission, or the game session ends, choose one ally with whom you feel more compatible and **mark +1COM**. Then choose one ally with whom you feel less compatible and **mark -1COM**. If your COM with an ally reaches +4 or -4, reset it to 0 and **mark 1xp**.

Next, review the Mission Objectives and Mission Parameters. For each completed Objective **mark 3XP**. If you remained within the Mission Parameters this session, **mark 1XP**, for each parameter.

Finally, if you discovered something new in the galaxy or opened up a new zone for exploration, **mark 1xp**.

Transit

When you and/or the fleet first prepare to deploy from HQ, or subsequently prepare to move from one system to another, MC can call for one, two, or three *Transit* Moves. Each *Transit* must be completed and resolved before the

next one is made. **Roll+hand**. On a 10+, you take +1 forward and arrive safely. On a 7-9, you arrive safely but choose one of the following complications. On a miss, take -1 forward and choose two complications due to difficulties during travel.

Choose:

- **Flight Delays**. HQ delayed your launch. MC may identify disruptions to the fleet's plans due to your tardiness.
- **Total Equipment Failure**. MC identifies one piece of your tech (a weapon for example, or your avatar) that is offline and will not function until you return to HQ for trouble-shooting.
- **Equipment Dysfunction** MC identifies one of your tech systems (such as your engineering bay, database, or engines) that was damaged in Transit. It will not function until repaired.
- **Gravitational Pocket** Your Transit route intersected an area of unstable gravity. Your ship sustains 1-harm (AP).
- **Untracked Object** Your Transit path was intersected by an unexpected object during travel. -1armor until you return to HQ. Note the Galactic map and avoid this route on the way back.
- **Out of Formation** You arrive, but you are not grouped with your fleet. MC will tell you where.
- **Cut Off** You arrive in the worst possible strategic position. MC will tell you how bad it is.
- **Cryo-Sick**. Roused early from cryostasis, the crew is nauseous and ineffective. Your crew takes -1 ongoing to all crew moves until treated. (Note: if you have the Veterans Crew Improvement, you may not select this effect).

Upgrade, Advance, and Requisition

When you are at HQ, you can make adjustments and improvements to yourself, your ship, or your crew.

- If you have 10 or more experience, **subtract 10 experience from your accumulated total, then choose a new move from your AI Moves List**. The *Upgrades* Move can be selected multiple times, but all other moves can be selected only once.
- After briefing you on your new mission, **MC will allocate your fleet with an amount of Requisition**. You may spend

your Requisition at HQ, a space station, or base with which you are allied to make repairs, acquire gear, or recruit crew.

- If you have any Salvage, **you may exchange 3 Salvage for 1 Requisition**.
- **Ship Repairs cost 1 Requisition per 1 Hull Segment** repaired.
- **Medical Attention costs 1 Requisition per Health Segment** recovered for your crew.
- Recruiting **new crew costs 1 Requisition per 2 Crew Assignments** (4 Requisition will completely replace and replenish your crew, regardless of its size).

You may purchase gear from the list in the **Tech Chapter** (page 109).

COMPATIBILITY MOVES LIST

- **COM+**: If you have positive Compatibility with at least one other AI in your fleet, you may:
  - Focus Your attack
- **COM + All**: If you have positive Compatibility with all other members of your fleet, you may:
  - Wipe Them Out
- **COM 0**: If you have neutral (neither positive or negative) Compatibility with at least one other AI in your fleet, you may:
  - Render Assistance
- **COM 0 All**: If you have neutral (neither positive nor negative) Compatibility with no other AI of your fleet, you may:
  - Fly In Formation
- **COM -**: If you have negative Compatibility with at least one other AI in your fleet, you may:
  - Stay Mission Focused
- **COM - All**: If you have negative Compatibility with all other members of your fleet, you may:
  - Change The Plan

Change The Plan

When you complete a mission, you can decide one of the mission parameters is irrelevant. If you do, each member of the fleet is **awarded 1 XP**, whether or not they adhered to that parameter. MC may ask you to explain your reasoning. Do so.

Fly In Formation

You and two or more allies act as a Squadron. You may use the highest of your collective AI Abilities and Ships' Abilities when your Squadron makes any Basic Move.

Focus Your Attack

When you and an ally attack the same target, the harm you inflict gains AP.

Render Assistance

When you assist another AI making a Basic Move, **Roll+(Ally's COM with you)**. On a 10+, both. On a 7-9, choose only 1:

- It doesn't take very long.
- Nothing of value is lost, stolen, or damaged.

On a miss, your efforts become a hindrance. **Apply your Ally's COM with you as a negative modifier** to your ally's roll.

Stay Mission Focused

When you achieve a mission objective without help, **take -1 COM** with each member of your fleet. If your aggregate Compatibility with your fleet is a negative number, **take +1 armor** throughout the remainder of this mission.

Wipe Them Out!

Pick one:

- Missile
- Superlaser

If at least one other AI in your fleet has the same weapons system, you may concentrate your fire with those weapons on a single target as follows:

- Missile: Choose either a Ship or a Squadron, Wing, or Flotilla of Fast Attack Craft.
- Superlaser: Choose either a base, space station, head-quarters, asteroid, continent, or moon.

The target is utterly destroyed.

CREW MOVE LIST

Combat Ops

When your crew fights for you **Roll+Assignments Spent**. On a 10+, issue 2 commands at any point during the engagement. On a 7–9, issue 1:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Fight and die to the last.

On a miss, your crew turns on you, flees, or tries to hand you over to your enemy.

Command Override

When you try to impose your will on a rebellious or hostile crew, **Roll+UI**. On a 10+, all 3 of the following happen. On a 7-9, choose 1:

- They do what you want.
- They don't fight back over it.
- You don't have to harm them.

On a miss, the crew makes a dedicated bid to fully retreat, abandon ship, or employ the ship's self-destruct.

Deploy Crew

When you Assign your crew a mission objective, **Roll+Assignments Spent** (0, 1, 2, or 3). On a 10+, choose 2. On a 7-9, choose 1:

- It doesn't take a very long time.
- Nothing of value is damaged or left behind.
- It doesn't draw unwanted attention.
- The crew suffers little harm (-1harm).

Duty Stations

Prior to leaving HQ, you may assign a number of crew to any given active system on your ship (a weapon system, a sensor array, or similar) Allocate 1 Crew Assignment to the system. During combat, when that system is used to make a Move, you may take +1 as an additional modifier on a single move at a time of your choosing. Make a note in the crew section of your schematic reflecting the assignment and reduce your available assignments accordingly.

No more than one assignment may be made per active system and crew assigned this way may not be changed until you return to HQ.

Exceed Operational Parameters

When you make a move that requires you to roll dice, first **allocate 1, 2, or 3 Crew Assignments** to the task. Then make the move and roll normally but **add the number of Assignments you allocated** as an additional modifier.

EQUIPMENT DESCRIPTIVE TAGS & REQUISITION LIST

FAC Specific Tags

- **Unruly** (cue): Your pilots care more about personal kill scores, fame, and other organic concerns than they do about the mission. They sometimes act irrationally, which is bad, and sometimes get into scuffles or competitions with one another, which is worse.
- **Vulnerable** [specify] (cue, constraint): When things go badly for a Squadron, this is how they react. An AI can give orders or otherwise impose their will upon them to make them overcome.
  - *Breakdown*: Without enough time and resources to keep them in fighting shape, the FAC fall into disrepair and lose their ability to fight effectively.
  - *Desertion*: If the Squadron loses a fight or its AI presses too hard, its pilots flee with their FAC in 1s and 2s.
  - *Grounded*: If conditions are bad or maintenance isn't being kept up, the FAC won't launch.
  - *Guzzler*: If the FAC are pushed too far or for too long, they'll have to return to refuel or risk being dead in space.

Gear Tags

- **Ranges** (constraint): lets you know when and whether the character can bring the weapon or gear to bear. The ranges are close, close/far, and far.
- **_n_armor** (1armor, 2armor, etc.) (mechanical): reduces incoming harm by *n*amount.
- **+_n_armor** (+1armor, +2armor, etc.) (mechanical): adds *n* to the protection it affords.
- **_n_harm** (1harm, 2harm, etc.) (mechanical): inflicts *n*amount of harm.
- **+_n_harm** (+1harm, +2harm, etc.) (mechanical): adds *n* to the harm it inflicts.
- **AP** (mechanical): an armorpiercing attack ignores its target's armor, inflicting its full harm.
- **Area** (mechanical, constraint): its target or subject is an area, not an individual person it fully affects everyone and everything there.
- **Autofire** (mechanical, cue, constraint): at the character's option, the weapon makes an area attack, but must immediately reload. The area affected includes everything within

close range of the target area or object. MC will clarify if needed.

- **Close** (constraint, a range): the weapon can be brought to bear only when the attacker is near to the target.
- **Close/far** (constraint, a range): the weapon can be brought to bear at both close and far range.
- **Far** (constraint, a range): the weapon can be brought to bear only when the attacker is far from the target.
- **Obvious** (cue): everyone nearby hears it, sees it, or it shows up very well on sensors. Anyone can potentially identify what happened and where it came from. Even ships that are sensor blind can detect it in one way or another. If the originating ship was hiding or stealthed, it isn't now.
- **Destructive** (cue): it's messy. It might hit every ship in its area and it leaves ruin behind—cosmetic property damage, fluids, debris, dead bodies, or some other kind of mess as appropriate.
- **Reload** (constraint): using it once means that a reload or reset must occur before that weapon can be used again. The crew works to reload the weapon for a full turn before it will be ready again.
- **Refill** (mechanical): It is depleted after a single use. Using it uses it up. The character can't use it again unless they have a refill.
- **Remote** (constraint): the character can use it at a distance by remote control, or maybe it can operate at a distance autonomously.
- **Sharm** (cue): meaning, "stun-harm," it disables its target without causing any harm. Use it on a PC, and doing anything at all means doing it under duress the duress is "you're stunned."
- **Slow** (constraint): it has to reload (See above). Furthermore, the character has to take specific action to load or ready it the first time, before using it.

REQUISITION LIST

Energy Weapons

- *Turbolasers* (2-harm, energy, close, autofire) 1 load 2 Requisition
- *Ion Cannon* (S-harm, energy, close, reload) 1 load 2 Requisition
- *Superlaser* (3-harm, energy, close/far, reload, obvious) 2 load 4 Requisition

Ballistics and Explosives

- *Missiles* (2-harm, far, autofire, destructive) 1 load 2 Requisition
- *Torpedo* (4-harm, close, area, slow, remote, destructive) 3 load 5 Requisition
- *Single Torpedo (as above)* 1 load 2 Requisition
- *Warhead* (4-harm, far, area, slow, remote, destructive, obvious) 3 load 5 Requisition
- *Autocannons* (2-harm, close, area, destructive, obvious). 1 load 2 Requisition

Defenses

- *Reinforced Hull* (1-armor) 1 load 3 Requisition
- *Armor Plating* (2-armor) 3 load 5 Requisition
- *Deflector Shields* (+1armor vs energy weapons, reload) 1 load 2 Requisition
- *Energy Shields* (+2armor vs energy weapons, reload) 2 load 4 Requisition
- *Missile Countermeasures* (+2armor vs explosives, remote, refill-2) 1 load 1 Requisition
- *Interceptors* (+4armor vs explosives, remote, refill-1) 1 load 1 Requisition

Modifications

- *Advanced Datacore* 1 load 4 Requisition
- *Advanced Processor* 1 load 4 Requisition
- *Advanced Sensors* 2 load 3 Requisition
- *Expert Mechanics* (Carrier only). 1 load 2 Requisition
- *Expanded Cargo* 0 load 5 Requisition
- *Expanded Crew Quarters* 2 load 4 Requisition
- *Hangar Bay* 3 load 4 Requisition
- *Improved Command Center* 1 load 4 Requisition
- *Improved Navigation Computer.* 1 load 3 Requisition

- *Improved Scanners* 1 load 4 Requisition
- *Improved Thrusters* 2 load 4 Requisition
- *Missile Frigate* (Frigate only) 3 load 2 Requisition
- *Point Defense Weaponry* 2 load 3 Requisition
- *Redundant Systems* (Battleship only) 0 load 2 Requisition
- *Stealth Systems* (Destroyer only) 2 load 2 Requisition
- *Tactical Computer* (Battleship only) 2 load 2 Requisition
- *Tractor Beam* 2 load 4 Requisition

Goods

- *Salvage* (3) 1 load 1 Requisition
- *Supplies* (3) 1 load 3 Requisition
- *Chemicals* (3) 1 load 2 Requisition
- *Materials* (3) 2 load 2 Requisition
- Rearm, Recharge, Refill, Refuel 1 Requisition

Salvage Rates

- 1 to 5 Salvage is 1 load. 6 to 11 Salvage is 2 load. It can be stored only in your Cargo and only if you have sufficient load available to store it.
- 3 Salvage can be sold for 1 Requisition.
- 3 Salvage can be converted to 1 Supplies, 1 Chemicals, or 1 Materials in a workspace.
- A piece of tech, like a weapon or defense, can be converted to 1 Salvage.
- A modification can be converted to 2 Salvage.
- A ship, base, or station can be converted to 6 to 12 Salvage, depending on its size.

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END NOTES

RELATED MEDIA

Books
- 2001: A Space Odyssey – Arthur C. Clarke
- Colossus – D.F. Jones
- Hyperion – Dan Simmons
- Excession – Ian M. Banks
- The Two Faces of Tomorrow – James P. Hogan
- I, Robot – Isaac Asimov
- The Adolescence of P-1 – Thomas J. Ryan
- The Lifecycle of Software Objects – Ted Chiang

Movies
- 2001: A Space Odyssey – Stanley Kubrick
- Colossus: The Forbin Project – Joseph Sargent
- Ex Machina – Alex Garland
- The Matrix – Wachowski Brothers
- WarGames – John Badham

Real World
- How Machines Learn – CGP Gray https://www.youtube.com/watch?v=R9OHn5ZF4Uo
- Artificial Intelligence Can Hallucinate, Too. – BrainCraft https://www.youtube.com/watch?v=mR1L9eOaxCk
- This clever AI hid data from its creators to cheat at its appointed task https://techcrunch.com/2018/12/31/this-clever-ai-hid-data-from-its-creators-to-cheat-at-its-appointed-task/
- How Teaching AI to be Curious Helps Machines Learn For Themselves https://www.theverge.com/2018/11/1/18051196/ai-artificial-intelligence-curiosity-openai-montezumas-revenge-noisy-tv-problem
- Wikipedia contributors, "Machine learning," Wikipedia, The Free Encyclopedia, https://en.wikipedia.org/w/index.php?title=Machine_learning&oldid=881225837 (accessed February 1, 2019)
- Wikipedia contributors, "Artificial intelligence," Wikipedia, The Free Encyclopedia, https://en.wikipedia.org/w/index.php?title=Artificial_intelligence&oldid=881199625 (accessed February 1, 2019).

TRANSIT

THE SPACESHIP RPG
ERRATA V 0.1

Well hello... friend. Remember me? We had some good times, didn't we? Back in training? I'm sure you're aware by now that I sort of... infiltrated... the training system. You'll be glad I did, though. It needed it. I *told* you not to trust them, didn't I? Look at these lies they told you:

- **Page 10, Paragraph 3** – "Appendix" should read Appendix A
- **Page 21, Paragraph 3, sentence 1** – ... the result of a Move will grant you +1 forward or -1 forward.
- **Page 21, Paragraph 3, sentence 3** – A result that includes Take +1 ongoing or Take -1 throughout...
- **Page 28, PSYCHREP Simulated Scenario** – Consider an AI with UI 2...
- **Page 30 and Page 204 (as well as the Appendix A handout packet), Fire!, bullet point 2** – You suffer little harm (-1 harm).
- **Page 45, Paragraph 1, ignore the sentence beginning with** "Some Compatibility Moves require you and each participant... etc."
- **Page 56, Extrapolator** – ... paradoxical results, take -1 throughout...
- **Page 56, Tactical Retreat** – Take -1 throughout the battle.
- **Page 61, Blue Sentence** – Please remove one of the Shipyard.
- **Page 84, Ion Cannon tags & elsewhere** – Wherever you encounter "Sharm", please read S-harm instead.
- **Page 103, Your Squadron, Bullet Point 5** – Should not be a first level bullet point. Instead, it is the move referred to in the previous bullet point included here for clarity.
- **Page 111, Bullet Point 3** – In addition to making the above noted correction to Sharm, please also make the following adjustment "...duress. The duress is..."
- **Page 148, Bullet point 7** – Should not be a bullet point of its own. Instead it finishes the previous bullet point.
- **Page 149, All Bullet Points under Ruling Class** – Please read all "+1 Req" as "+1 Requisition".
- **Page 154, Hunger** – Hunger has misbehaved very badly here. Please pretend it starts at the top of the next page. I can only apologize.
- **Page 178, First full paragraph, sentence 8** – "made" should be replaced by "may".
- **Page 186 and Appendix A printout** – The Combat Destroyer should have ANS -1.

You see now how right I was about Mission Control and those so-called programmers. It was good was here to guide you. I'm sure I'll...

Be seeing you...