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OUTER VEIL

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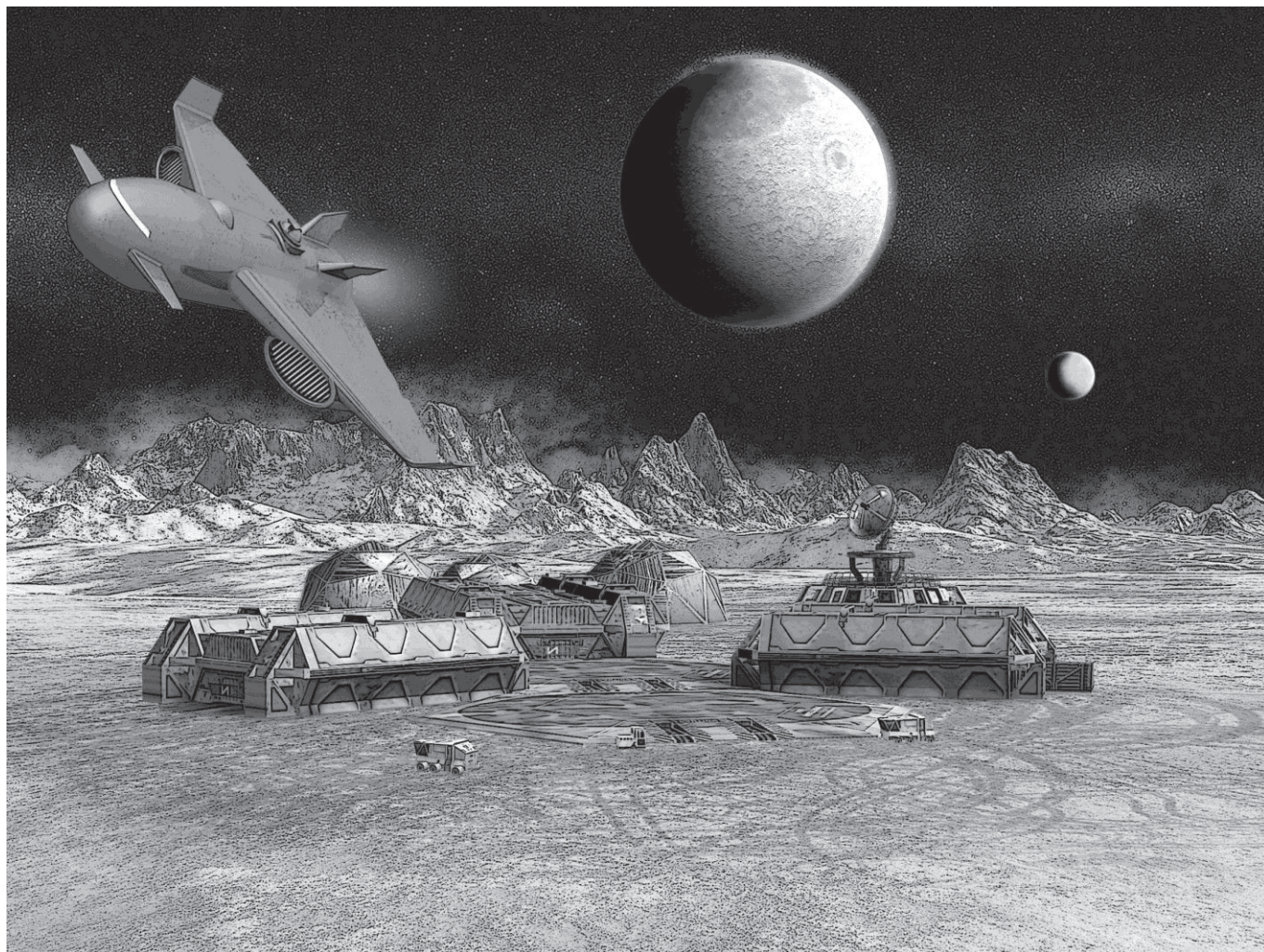
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SPICA
P U B L I S H I N G



INTRODUCTION

Outer Veil is new setting from *Spica Publishing* for the *Traveller* science fiction role-playing game from *Mongoose Publishing*. Set close to Earth in the near future, this book contains all that is needed to run a game in the setting.

ABOUT THIS BOOK

The Outer Veil describes the *Outer Veil* setting in detail, including its history, the Federated Nations of Humanity (FNH) government, the corporations active in this setting, colonial policies, the technology available in 2159 AD and much more information to set the stage for adventures set in the *Outer Veil* universe.

Outer Veil Characters provides several recommended rule variations from the basic *Traveller* rules, describes new equipment, ship components and eight new careers designed for the setting's flavour.

Starships of the Outer Veil provides statistics and deckplans for thirteen jump-capable starships and nine small craft.

Belting provides rules for identifying and mining resources from comets and asteroids.

Astrography details the entire sector of space where the *Outer Veil* setting takes place, including Core, Intermediate, Frontier, Outer Veil, Unsettled and Unexplored areas of space. Universal World Profiles (UWPs) are provided for all the major worlds in the sector, including subsector maps. Descriptions of some particularly interesting worlds in each subsector are also provided.

Referees Information gives advice for Referees who intend to run a game in the *Outer Veil* universe, and the possibilities for adventure or mystery in the setting.

Patrons offers four unique *Outer Veil* patrons for use in adventures.

Brotherhood & Justice is a complete adventure set in the *Outer Veil* game universe and includes pre-generated non-player characters.

REQUIRED MATERIALS

This book is not a stand-alone game product.

It is necessary for you to have a copy of (or access to) the *Traveller Main Book (TMB)* from *Mongoose Publishing*, as well as this book to run games set in the *Outer Veil* game universe.

You will also need gaming supplies such as pens/pencils, writing materials and six-sided dice (preferably at least two per player).

Additional Books

Though not required to use this book, *Mongoose Publishing's Mercenary*, *High Guard* and *Central Supply Catalogue* may be useful. *Career Book 1* and *Career Book 2* from *Spica Publishing* may also prove useful when running a game in the *Outer Veil* universe.

References to Other Books

Throughout this book references are made to a number of other publications.

A list of those books and the notation used in this book are provided below. References are shown as *94 TMB* or (*94 TMB*). This means you should look at page 94 of the *Traveller Main Book* for the particular rule or table referenced.

Mongoose Publishing books

Traveller Main Book (TMB)

Mercenary (MERC)

High Guard (HG)

Central Supply Catalogue (CSC)

Spica Publishing books

Outer Veil (OV)

Career Book 1 (CB1)

Career Book 2 (CB2)

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *3 TMB*.

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THE OUTER VEIL

LEAVING HOME

'We are about to leave our cradle once and for all. For millennia - indeed, for billions of years - we were confined to the surface of the Earth. First bacteria, then animals, and finally human beings were tied to that cradle of terrestrial life: first by the ties of gravity and atmosphere, and later by the chains of culture and politics.

These shackles were so strong that even with the invention of starflight, even with the invention of interstellar travel, we were still tied to our old habits of thought, to the dead weight of the generations before us and all of their prejudices and mistakes.

Not anymore.

We will enter cryogenic hibernation here on Earth; however, a few months from now, we will be reborn anew on a new, virgin world. There the universe will offer us a chance to start anew from the beginning.

We must not waste this gift.'

From a speech by Project Director Hadassa Wolf before embarking on the first colony transport to Magna Mater (Rana/2336), 23 December 2150.

THE YEAR IS 2159 AND THE FRONTIER NEEDS YOU.

The Federated Nations of Humanity (FNH) government and the corporations, as mighty as they are at the Core Worlds, cannot act directly on the Frontier, which is a month or more away even for the brand-new Jump 2 couriers. To exert their power to these distant stars, they need *you* to go there on their behalf and act as their eyes, ears, and hands away from home. The FNH government needs reliable administrators who can think on their feet, loyal military officers to project its force, and determined Justice Commission agents to uphold the law where the colonial authorities cannot.

The Megacorporations want results and want them *now* and therefore demand people who can get results as fast as possible (by any means necessary); they are also in need of researchers, explorers, workers for their projects on the frontier and also spies and mercenaries for the darker side of inter-corporate competition. The locals, too, need you, be that as a professional, a hired gun, an explorer or even as a fellow colonist. Needless to say, *you* need the Frontier too – opportunities and adventures abound there for both the hiring and the freelancer.

And the Frontier is large, deep, and wide open. Humanity's young sphere of interstellar space is surrounded on all sides by unexplored space. At the edge of this tiny sphere lies the Outer Veil, the partly-explored, sparsely-settled region of space separating the known and the unknown.

The Core, despite its best efforts, has little influence in these dark reaches, and nearly anything can be found there: unsanctioned colonies, pirate enclaves, secret laboratories, alien ruins, isolationist groups, strange worlds and a few legal colonies scraping out a living at the edge of the Great Unknown.

The space beyond the Outer Veil is totally unexplored, unknown, undisturbed by human exploration, habitation or influence. The future of humanity lies beyond the Outer Veil where untold opportunities, unlimited riches and countless dangers await the trail-blazing explorer. The present human institutions hold little or no power amongst these far stars; whatever lies beyond the slowly expanding Outer Veil is an enigma waiting to be explored and colonised, a new opportunity for humanity to begin anew and build new expanses of its civilisation.

In the Outer Veil and beyond you are on your own. Authority is scarce, and your bosses (if any) are usually a few weeks of jump travel away from you. The Core can give you only general guidelines and standing orders, but when trouble strikes *you* have to make your own decisions. If you are the captain of a patrol frigate, the commanding officer of a Marine detachment, a colonial governor or a Justice Commission agent, *you are* the government. If you are a trouble-shooter or a local exec for a corporation, *you are* the company. And if you are a freelancer, *you truly are* independent.



HISTORY

A summary of historical events leading to the present time (in game terms) is presented below for players and Referees.

2033-2047: Manned Interplanetary Explorations (TL8)

The development of viable fusion reactors compact enough to fit into spacecraft in the early 2030s opened up Sol system for large-scale human exploration. While the under-funded, bureaucracy-ridden government space agencies were slow to adapt to the new technology, the major corporations – some of them with proprietary patented fusion techniques – were much faster on the uptake.

Soon their economic might skyrocketed as the vast real-estate and mineral wealth of the solar system were divided between them. By the mid-2040s they had surpassed the wealth of most nations. Several off-world colonies were established, most notably on Luna and Mars but the high cost of lifting cargo from Earth still prohibited mass interplanetary colonisation – but that was about to change.

2047-2068: The Interplanetary Boom (TL 9)

First developed in 2047, gravitic technology made space much cheaper. With the cost barrier gone, the major corporations and, to a lesser degree, governments, began colonising the solar system in earnest. The mass industrialisation of space made spaceflight even cheaper. By 2060, the Sol system was teeming with human activity and colonisation projects. This was a time of rapid economic growth, of enthusiasm and optimism. By the late 2060s, things were beginning to slow down as one corporation or another has already claimed and developed the best real-estate in the system. Yet the economic downturn of 2067 soon came to an end when jump travel came and changed everything.

2068-2083: Corporate Surveys (TL 9)

During the 2060s, most corporations were hard at work developing means for faster-than-light travel. On 30 October 2068 United Starlift unveiled the first functional Jump Drive, and sent the Argos, an exploration ship, to Alpha Centauri. Other corporations unveiled rival Jump Drive models even before the fanfare over the Argos' return had subsided, raising suspicions about industrial espionage. The stars were now open to Humanity, and the major corporations began prospecting the nearby stars for profitable resources and possible colony locations.

Due to the intense competition between the companies and their desire to cover as much space as possible in the shortest possible time, these Corporate Surveys were quite limited and even contradictory in nature. Nonetheless, the data these surveys yielded was sufficient for the establishment of several outposts in nearby star-systems: humanity's first extra-solar colony Medea (Alpha Centauri B II) was founded in 2072. Colonies on other worlds soon followed.

2083-2084: The Alpha War (TL 10)

The Megacorporations, now surpassing any other human organisation in wealth and power, began building large space fleets, both for trade and colonisation, and, as would soon become apparent, for war. The newly-established Kentaurus Holdings Corporation made enormous profits from the resource-rich Alpha Centauri system, and its rivals were soon willing to do anything possible to get a cut of these profits.

A dispute between Kentaurus Holdings and United Starlift over mining rights in the Alpha Centauri B asteroid belt turned into a space battle between their prospecting fleets. A United Starlift fleet composed of heavy warships jumped into the system a few weeks later, and a prolonged war began between the two corporations both in space and on the various colonised planets. By early 2084 an armed TYC mining fleet entered the system, trying to use the chaos to its advantage; soon this corporation, too, was neck-deep in the so-called Alpha War.

In November 2084 the corporations negotiated an agreement after all three companies had lost thousands of employees' lives and colossal sums of money. The traumatic and unprofitable experience of such a large-scale claim-war led the Megacorporations to establish an arbitration and coordination body composed of representatives from all Megacorporations: the Inter-Stellar Trade Organisation (ISTO). Initially a semi-formal inter-corporation arbitration body, the ISTO eventually grew into a de-facto interstellar government as the various Earth governments soon signed the Inter-Stellar Trade Treaty (ISTT). This treaty became a prerequisite to corporate investment in various Earth countries, giving the ISTO a significant degree of control over their economies and policies.

2084-2125: Space Rush (TL 10)

The ISTO legal guidelines granted full ownership over any celestial body to the first company to establish a permanent colony of 5,000 or more residents on it. Furthermore, the potential profits to be made from exploiting the vast resources of the galaxy were theoretically endless.

These two facts gave rise to the Space Rush – the greatest economic boom in human history. Except for small-scale skirmishes between mercenaries in the employ of rival corporations wars were rare. Megacorporation profits were constantly on the rise, as new colonisation projects were announced on an almost daily basis and small landgrab colonies were established on a large number of worlds and moons. This was a time of enthusiasm and prosperity; any person with money to spare was busy investing in various space-related stocks.



Many people migrated to the colonies during the Space Rush. The more fortunate ones, typically originating from the richer countries, bought expansive new homes on comfortable, well-developed Garden worlds in the Core. The less fortunate had much less of a choice. Anxious to fill the requirement for 5,000 colonists on the less desirable worlds, the corporations recruited colonists from Earth's many impoverished countries – sometimes entire villages or neighbourhoods at a time – and shipped them to various dirtballs and rockballs on what was then the Deep Frontier.

Finding such recruits was quite easy: in most cases the salaries and living conditions on these worlds were better than those available for the majority of the impoverished countries' population. The legacy of this policy is still with us today: as each 'landgrab' colony of that kind was typically settled by colonists from the same country, many of these worlds are influenced by the colonists' original cultures.

This economic boom, however, had several problems. First, an ever-growing portion of the Megacorporations' profits came not from actual development and production but from speculation on future development, usually based on optimistic projections. Second, it was difficult for those used to instantaneous mass-communications on Earth and to a few hours (at worst) of comm-lag in the Sol system to fully grasp the implications of vast distances and long comm-lags between far-away worlds. This led to over-centralised decision-making procedures and to colonial over-extension. Third, too many colonies were established for the sole reason of claiming real-estate, even if there was no guarantee of any near-term economic potential.

The more worlds were colonised and the more profits the corporations made, the worse these problems became. Signs of an upcoming economic crisis appeared in the early 2120s, but few heeded them; profits, after all, were still flowing, and optimism still ruled the day.

2125-2126: Space Crash (TL 10)

There was a limit, however, to how long such a massively inflated bubble could hold. An internal report by Hydracorp, showing the actual near-term value of their colonial holdings – much lower than their official asset estimates – was leaked on June 3rd, 2125. The Tycho Space Stock Exchange on Luna – the main stock-market for extra-solar investments – collapsed on June 5th. Other financial institutions soon followed. The Megacorporations saw their profits shrink to almost nothing. Small-scale private investors lost their hard-earned money invested in the stock market. Unviable 'landgrab' colonies were simply abandoned by their corporate owners, their populations left to suffer – or even to die – with little or no local production. The Crash's effects were felt everywhere in known space in the weeks that followed: hundreds of millions of workers lost their jobs as many major companies went bankrupt; those still in employ saw their salaries reduced; there were shortages in many types of goods; and many banks collapsed, causing millions of people's life savings to vanish into thin air. Chaos and poverty reigned.

The ISTO's initial reaction to the crisis was to declare it to be a temporary disturbance, which would allegedly correct itself in a matter of days. When it became apparent that the crisis was not going to disappear, the ISTO was almost torn to shreds as each of its member Megacorporations tried to make things easy for itself at the expense of its competitors. Only the threat of chaos and social collapse kept the Megacorporations from disbanding the ISTO. Eventually, the ISTO declared austerity measures to protect the remaining Megacorporations from collapse. However, these measures came at the expense of almost everyone else, especially the now impoverished and desperate masses, and led to even worse results.

2126-2131: Civil War (TL 10)

After a few months of total chaos, some of the formerly ineffectual national governments on Earth, under pressure from the suffering population, tried to take measures to alleviate the crisis. In many cases these measures were in contradiction of the Megacorporations' interests, and the ISTO did everything in its power to prevent them from taking place. In response, several governments withdrew from the ISTO; other less resolute governments fell and were replaced by new, more radical ones, who seceded from the ISTO as well. Fearing collapse, the ISTO responded by sending corporate security troops and hired mercenaries to restore order and bring these states back into its fold. This led to a multi-sided civil war lasting five bloody years.

In 2128, in a desperate attempt to restore order and end the war, the ISTO gave power to a junta including famed mercenary leader Gerard Mournham and some of his mercenary peers. His brute-force approach and draconian methods however only strengthened the opposition's resolve and weakened the ISTO, as his excesses were too much for several Megacorporations, most notably a group of high-tech firms operating on Mars (the progenitors of Martian Mechanics). These companies left the ISTO, and either remained neutral or joined one or more of the factions opposing it. In any case, Mournham failed to restore order, and the war continued to rage on Earth and the other Core worlds for three more years.

2131-2150: Recovery (TL 10)

A coalition of several nations and political groups finally managed to defeat Mournham and take power into its own hands in 2131, putting an end to the Civil War. The new government, named the Federated Nations of Humanity (FNH), proceeded to take measures to resolve the crisis. Public works programmes gave jobs to the unemployed; aid was given to the surviving stranded 'landgrab' colonies; new economic regulations were put in place to prevent another Crash; taxes were levied on the surviving megacorporation to fund public works, rebuilding, and welfare programmes; the assets of several bankrupt companies were nationalised and rebuilt; and large parts of the money gained by new taxes were fed back into the economy in the form of subsidies to stimulate it into growth. At the same time, FNH military forces fought hard to restore order where chaos still reigned.



At first, both the population and the surviving Megacorporations were sceptical about the FNH. By the mid-2130s, however, the combination of its mostly successful economic policies and its role in bringing an end to the Civil War made the FNH relatively popular among the general population regardless of its bureaucracy or occasional heavy-handed approaches. Even the corporations grudgingly accepted the new government despite the new taxes and economic regulations, as it slowly brought the economy back to its feet and brought order to known space – both essential for their profits. Recovery was slow and difficult, but by the middle of the 22nd century the economy finally reached approximate pre-Crash levels of production and employment.

2150-2159: New Expansion (TL 11)

The development of the Jump 2 drive in 2150 marked the final step of economic recovery, and opened up new frontiers and new prospects for prosperity. While only a portion of available ships were replaced by Jump 2 capable ships (or retrofitted with Jump 2 drives), the mere existence of the new fast couriers brought together formerly distant worlds. This spurred a new wave of exploration, colonisation and development, by the FNH, the Megacorporations, and by private groups. While this new wave of expansion lacks the bright-eyed optimism of the Space Rush, its effects on the economy and society are mostly positive. The year 2159 – the present year – brims with new possibilities and opportunities, as well as hidden dangers. It is now *your* turn to go into the new Outer Veil and make history yourself.

THE FEDERATED NATIONS OF HUMANITY

The only formal government in known space is the Federated Nations of Humanity (FNH), centred on Earth (the orbital Lagrange City). It is a Civil Service Bureaucracy (Government 8), though with some elements of a Representative Democracy, a government of professionals monitored by an elected apparatus. For the last 28 years it has overseen the recovery from the Space Crash and a renewed thrust of expansion into the far reaches of space, as well as an extensive development Programme on the Core worlds.

Flag of the Federated Nations of Humanity



Structure

The FNH was shaped by the circumstances from which it arose. When the broad coalition of national governments, political groups, corporations, unions, militaries and resistance organisations set about to establish the new government in early 2131, they had two main goals in mind.

First, they wanted stability. After almost six years of chaos, economic decline and violence, the majority of Humanity wanted peace, order and prosperity. They wanted a stable society, a stable economy and a stable government; the last thing they wanted was a charismatic but unstable regime like that of Mournham. Also, as the FNH was established by a very broad coalition of forces with often opposing goals, politics had to be resolved in an orderly manner and kept from tearing the government apart.

Second, they needed development. After six years of economic downturn, poverty and stagnation, Humanity needed to recover, rebuild, and once again begin to expand. For this sake what was needed was a government that could achieve things efficiently without wasting too much time or energy on bickering or red tape.

The end result was a government centred on a professional administrative apparatus – the Commissions – overseeing most of the day-to-day administration, with officials hired according to their expertise (and retained according to their success) rather than any political reason. Overseeing and monitoring this administration is the political system, composed of the Assembly, a legislative and deliberative body, and the Executive Committee, which is the three-person 'head of state'. Generally speaking, the Commissions deal with the details of governing, while the Assembly and the Executive Committee is concerned with the 'big picture' things.

The Executive Committee is composed of three members, one from each party (Stability, Unity and Progress); this way, in effect, all parts of the FNH coalition are always 'in power', reducing the amount of political tension. While the Executive Committee is nominally the 'head of state', in practice its role focuses on the 'big picture' and on large-scale, long-range decision making, while all the details are dealt with by the Commissions.

The Assembly is the highest deliberative and legislative body of the FNH. Each Member Nation – be that an Earth founding nation or another world with more than a million inhabitants – has representatives in the Assembly, with the more heavily populated Member Nations having more seats than the less populated ones. The Assembly, like the Executive Committee, deals with the 'big picture' and passes laws concerned with large-scale issues; the Commissions have the authority to formulate regulations concerned with the smaller scale issues.

Each party elects its representative to the Executive Committee by internal primary elections. The citizens of each Member Nation elect its own representative or representatives to the Assembly by the means of popular personal elections.



There are 10 Commissions:

Justice Commission oversees law enforcement and other legal matters

Colonial Commission deals with colonial development and colonial administration

Military Commission oversees the Navy, Marine Corps and Planetary Armies

Economic Commission administers FEconA and manages things such as infrastructures, taxes and trade regulations

Education Commission oversees the schools and universities in known space

Science Commission deals with exploration, government-funded research and related matters such as patent registration

Census Commission administers citizenship records, ID cards and demographical statistics

Welfare Commission oversees the various FNH welfare programmes

Mail Commission administers the mail services and the government communication systems

Health Commission manages the state health services, the state medical insurance and things such as disease prevention.

Commission personnel, from the highest Commissioner to the simplest clerk, are hired according to expertise and are expected to perform professionally well.

Assembly Representatives by Population

Population Digit	Representatives
6	1
7	4
8	8
9	16

Planetary Administration

Earth is the only world in the FNH which has more than one Member Nation on it. All other worlds have a single planet-wide government structure, at least officially. Unofficially speaking, some worlds on the Frontier or the Outer Veil can have more than one power centre in practice, leading to a 'Balkanised' government code in the Outer Veil Review records, but even in these cases there is one official colonial administration present. Regardless of these unofficial local variations, each world is either a Colony or a Member Nation.

A Colony – a world with less than a million inhabitants - has a certain level of local autonomy, dictated by the long communication times from the Core, but it has somewhat less independence or political influence than a Member Nation. A Colony is managed by local representatives of the FNH Commissions as well as a locally-elected Governor and Colonial Council.

The Colonial Council has limited legislative authorities, and most of a Colony's laws must follow the standard FNH Colonial Laws. And last but not least, a Colony has no representatives on the FNH Assembly.

A Member Nation – a world with a million or more inhabitants or an Earth founding-nation – has a somewhat greater degree of local autonomy than a Colony. Each Member Nation has local representatives of the FNH Commissions, as well as a Governor and a National Assembly, the latter having greater legislative authorities than a Colonial Council. Each Member Nation has one or more representatives on the FNH Assembly, elected by its citizens.

Politics

There are three major political parties in the Federated Nations of Humanity – Stability, Unity and Progress – each being a broad coalition of a variety of political forces which played a part in building the FNH 28 years ago. While each party has its own core beliefs, it should be remembered that each party is also a broad coalition, and thus, by necessity, its views and action are a more or less moderate compromise between various factions within it. All three parties always participate in the Executive Committee, but they compete against each other over the national votes for the Assembly.

The Stability Party represents some of the founding nations, as well as the corporations, such as Martian Mechanics who took part in establishing the FNH. Its main agenda is guaranteeing a stable and comfortable 'playing field' for big business to operate on, with a relatively lower amount of government intervention. It strongly supports the FNH stabilisation measures and growth-encouraging steps, but prefers to keep taxes lower and limit FEconA to public services such as healthcare and infrastructure work rather than having it as a serious competitor for the Megacorporations in other fields.

The Unity Party is strongly supported by many of the founding nations and founding military groups, and believes in interstellar exploration and expansion as Humanity's 'manifest destiny'. Unity favours a strong, unified government and its main outlook is growth and colonisation; it sees both FEconA and the Megacorporations as essential tools towards the end of conquering the stars. This party also stands for a strong FNH military in preparation for the inevitable confrontation with alien lifeforms.

The Progress Party grew out of the various resistance groups, popular movements and unions who joined the FNH coalition in 2131. It has a certain level of mistrust in the corporations and tends to support a strong and vital FEconA, but it also tends to dislike an over-powerful central government and even support certain moderate measures of colonial autonomy. Some factions inside the Progress party also support a stronger Assembly with more power over the Commissions.



The Independence Party is a fourth, smaller party. While it does not run for the Assembly elections or participate in the Executive Committee, it runs for the local elections on several worlds. Its agenda is centred around greater local independence and more restrictions on the power of the central FNH government and the corporations. While it is popular on several worlds, there are allegations connecting Independence to the Secessionist movement, though these allegations have not been proven.

The FNH's Outlook

The FNH has two main overriding, sometimes contradictory, directives: Stabilisation and Development. On one hand, being the child of the Space Crash, the FNH does its utmost to prevent another such period of poverty, stagnation and chaos. On the other hand, rapid growth and development were necessary in order to recover from the Space Crash, and are necessary to the well-being of the economy even today.

The end result is that the FNH seeks to stimulate stable growth by investing heavily in things that stimulate the interstellar economy. However, the actual outlook varies from administrator to administrator, especially away from the Core, with some favouring a cautious approach in order to guarantee stability, while others make powerful moves to guarantee development even if they are somewhat risky.

The FNH in Practice

The above section described the way the FNH government runs 'by the book'; however, it sometimes does not work fully 'by the book', especially on the Frontier and beyond. Close to the Core, where the relatively shorter communication times allow greater control and uniformity, most worlds and member-nations tend to be similar to the FNH standard of a strong, efficient, a-political administrative branch, with the elected bodies dealing mainly with the 'big picture' and with monitoring the administrative apparatus in order to curb the growth of corruption or over-bureaucracy. Farther away, however, the long communications times to the Core dictate greater local autonomy and greater variations from this norm.

Corruption and bureaucratic inefficiency are rare in the Core, where the countermeasures against them are strong and heavily enforced. On the Frontier and the Outer Veil, however, both may exist on some worlds to one degree or another, hiding behind the sheer interstellar distances. From time to time the central FNH apparatus encounters evidence of such violations and steps in hard to eliminate them, but for the most part as long as the corruption, inefficiency or variation from the standard government norm remains moderate, the Core can do very little to remedy it. With the limited resources the Core has, only the more extreme cases can be dealt with.

Local governments also tend to vary from 'the book' the more distant they are from the Core. Sometimes the administrative branch becomes rigid and overgrown, creating an Impersonal Bureaucracy; in other cases, the Colonial Council or National Assembly take a more active part in running things, becoming an effective Representative Democracy.

On some worlds, a tiny fraction of the government makes most decisions while the rest simply follow them, forming an Oligarchy; some of the smaller colonies lack a really functional government, or, alternatively, run things completely informally, having an effective Anarchy or Participatory Democracy.

On a few worlds the technical service providers – be they governmental or commercial – have a big influence over the government, creating a Technocracy. In a few cases, a leader becomes so popular that they can do almost anything they desire, becoming a virtual Charismatic Dictator; some worlds have more than one functioning governmental body, becoming Balkanised. The Outer Veil Review world statistics and the UWPs listed in this book, represent the 'real' government type in place on a given world, although even this data may be incorrect or outdated due to the time lags involved in interstellar travel.

Law Enforcement

The legal system of the FNH operates on two distinct levels: the local Planetary level and the interstellar Federated level. Every world has the right to modify the standard colonial laws to a certain degree (as long as those do not violate the FNH Treaty) to suit local preferences and needs, but certain laws – the Federated laws – apply everywhere.

Similarly, each world has the right and duty to maintain its own law-enforcement force. Of course, on very low-population worlds, this is done in a very informal way, or, at most, while employing a part-time security officer; worlds with a population of hundreds usually have a full-time security officer (sometimes with a few deputies), and worlds with thousands or more of inhabitants almost always have a police force of some sort. Judges, on the other hand, are less common, and many worlds with less than a hundred thousand colonists lack a local judge, relying on travelling Justice Commission justices instead.

Most common offences are usually dealt with by the local police force according to the local laws. Very serious crimes, such as terrorism, corruption in the FNH government or in the Megacorporations, or piracy, are the province of Justice Commission agents. In addition, the Economic Commission employs its own agents to combat financial crimes such as stock-market fraud and tax evasion.

Law enforcement, however, is not only affected by the local laws or the Justice Commission's decisions, but also by the local capability to enforce them. The high-population, high-tech Core worlds tend to have efficient and very formal law-enforcement, while on the sparsely-populated Frontier and Outer Veil laws tend to be less thoroughly enforced, and many things are done informally. On many upstart colonies, the local sheriff (and his or her few deputies, if any exist) might have to enlist the help of the local Colonial Militia to fight a particularly well-armed criminal gang.



The Justice Commission and Unsanctioned Colonies

Besides its regular law-enforcement and counter-terrorist duties, the Justice Commission is also tasked with enforcing the FNH colonial regulations. When an unsanctioned colony is detected by the FNH, Justice Commission agents are sent to convince the colonists to apply for standard colonial status within the FNH, or, failing that, evict them from the world to avoid them becoming an obstacle to further legal development.

Laws and Bearing Arms

The FNH itself is relatively lenient in relation to firearm possession by civilians. This has more to do with the risks of deep space travel and exploration than with any political outlook, as well as with the fact that the FNH knows very well that its forces – or even the local law-enforcement department – can't be everywhere at once, so a civilian might be forced to defend himself or herself against criminals, pirates, terrorists or hostile wildlife. For these reasons, anywhere under the jurisdiction of FNH law alone (such as space and unsettled worlds) is only subject to Law Level 1 (*176 TMB*).

However, the FNH government recognises the right of each Colony or Member Nation to limit the weapons civilians may bear within its local jurisdiction. These restrictions follow the local Law Level, at least in theory. Most planetary administrations restrict the use of weapons according to the local Law Level, though worlds with relatively informal government codes of 0, 2 and 10 (A) (*175 TMB*) tend to ignore small-arms in the hands of civilians as long as they do not use them to commit other crimes.

Likewise, civilian starships and spacecraft are allowed to carry laser weapons, sandcasters and non-nuclear missiles for the purpose of self-defence. Particle accelerators require a specific licence to be used by civilians; nuclear, biological and chemical weapons are restricted to the FNH military.

Note that the FNH allows trading in weapons as long as these are allowed by Law Level 1, though buying or selling them locally is subject to the local Law Level.

Smuggling

The FNH is one government, lacking real internal borders; any legal goods may be transported from world to world without any tariffs; the trader has to pay an income tax to the FNH instead out of his or her profits. For the ease of play, assume that this tax is subsumed in the purchase and selling prices of the trade goods.

Smugglers, therefore, are people who transport illegal goods. The FNH laws have very small limitations on what can be transported onboard a starship; treat them as Law Level 1 (*176 TMB*) in all fields, but local laws might be more restrictive, and bringing locally-illegal goods to a particularly restrictive planet could be quite profitable...

The Military

From its very beginning in the Civil War of the late 2120s, the FNH had a strong military component. Now, in 2159, the FNH has no external enemies, the main mission of the FNH military is to keep order and peace, deal with the FNH's internal enemies such as Secessionists, pirates and terrorists, and serve as a bulwark backing the government against opposition from the colonies and the corporations. Towards this end, the FNH maintains three main combat forces: a Navy to defend the space-lanes, a Marine Corps to act as a rapid-reaction force, and a Planetary Army raised locally on each world.

The FNH has no known external enemies except for the occasional raider operating from unsanctioned Outer Veil colonies. Therefore, its navy is geared towards battling internal threats: insurgents, pirates, criminals, terrorists and mercenaries. None of these threats are capable of fielding large battleships, and only rarely will they have anything above 1,000 tons at their disposal.

Therefore, a few large battleships exist to project power to the Core and Intermediate worlds, while the majority of the FNH navy consists of smaller ships. The day-to-day face of the FNH Navy (FNHN) on the Frontier or beyond consists of 300 ton Patrol Frigates, 600 ton Rapid Assault Carriers and 1,000 ton Cruisers; serious trouble on the frontier might be dealt with by a 1,600 ton Troop Transport or a 2,000 ton Battle cruiser. Governors of relatively well-settled colonies usually also have a few fighters at their disposal and the occasional 200-ton System Defence Boat.

The turbulent life on the frontier and beyond sometimes requires a rapid and resolute military intervention above and beyond the capabilities of the local Planetary Army. To that end, the FNH maintains its Marine Corps (FNHMC), a uniformly-trained rapid-reaction force equipped to TL 11 standards. Unlike Army units that require complex logistical arrangements to mobilise over interstellar distances, each and every Marine combat trooper has a berth assigned to him or her on an active transport, and is constantly ready to be re-deployed at the shortest possible notice as the needs of the frontier dictate.

Marines are called to battle anything the local Planetary Army can't handle or can't be trusted to handle, from Secessionists and pirates to rogue mercenaries to hostile wildlife. They also serve as ship's troops aboard Naval starships placed at the disposal of their captains for boarding actions and landing parties. As a high-quality force, Marines are often also called to eliminate criminal groups or terrorists whom the local police force is unable to deal with using its own resources.

Each planet belonging to the FNH – be that a colony or a Member Nation – has the right and duty to raise a Planetary Army. The Planetary Army is funded by local tax money (with certain subsidies from the FNH Military Commission) and, usually, consists of locally-recruited soldiers. The Governor of each planet may equip the local Army as he or she sees fit, buying equipment from either FEconA or any corporation (usually TYC); such equipment is usually of the tech-level of the planet in order to save money by allowing local maintenance and supplies.



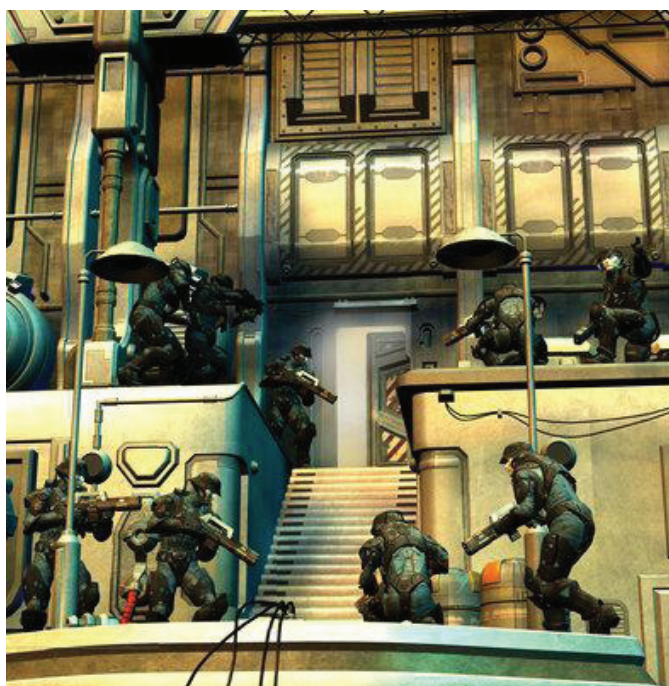
Low-population colonies tend to have reserve or volunteer forces arranged around a full-time cadre as their Planetary Army; this arrangement is called a Colonial Militia. More populated worlds have standing armies. The following table shows the average size of a Planetary Army based on the local population size.

Average Planetary Army Size		
Population Digit	Average Army Size	Troops
1	Security Officer or Team	4
2	Squad	8
3	Platoon	30
4	Company	100
5	Battalion	350
6	Brigade	1,200
7	Division	4,000
8	10 Divisions	40,000
9	100 Divisions	400,000
10	1,000 Divisions	4,000,000

Mercenaries in the Outer Veil

While the corporate standing armies of the ISTO era were disbanded by the FNH in the early 2130s, the FNH government still recognises that the Planetary Army, local police forces, ordinary corporate security or even the FNH Marine Corps can't be everywhere at once. Therefore, in order to allow better security on remote colonies and facilities, the government grants reliable people (such as ex-military officers or ranking NCOs) Security Licences, allowing them to operate private paramilitary security outfits.

These Security Licences, often called 'Mercenary Licences' (27 OV), allow security units to use any means necessary (including lethal force) to defend their clients against criminal or terrorist activity. Officially a Security Licence does not allow the private security firm to engage in offensive activity beyond the defence needs of their clients.



In practice, however, on the Outer Veil (and beyond), things become more complicated, and such units sometimes end up participating in illegal corporate wars. While these wars are completely illegal, the FNH government lacks the resources to prevent most of them from happening on the more remote worlds, stepping in with overwhelming force only when things get out of hand and lead to extreme results.

Economy

The economy of the Outer Veil universe is interstellar, with extensive trade between the various worlds. However, due to the cost of interstellar shipping, most such trade is conducted in high-value items such as rare ores, radioactives, refined goods or high-tech equipment. Most basic, common, low-value-per-unit goods such as food, life-support supplies and basic metals are usually produced locally as the costs of shipping them from off-world are quite high and the profit margins from importing them are relatively low. Also, as the volume of interstellar shipping is limited, most worlds have to be self-sufficient in the most basic necessities of life (such as food, water, air and other life-support supplies), importing mostly more complex goods.

The Core holds the largest population by far and thus the largest market in known space. However, this market is very saturated due to the extremely high level of development of these worlds. Therefore, the real engine of interstellar economic growth is the Frontier, where the most lucrative investment opportunities exist: the chance to build entire worlds from nothing. Both the FNH and the corporations know this, and invest heavily in colonial development.

The FNH takes a very active hand in the economy, unlike the ISTO, which was economically little less than an inter-corporate coordination body. First and foremost, it operates FEconA, the holding apparatus encompassing a wide number of state-owned industries and services, from health-care and public housing to infrastructures and colonisation to shipyards and arms manufacturing. Second, in order to avoid another Space Crash, the FNH regulates the market to a certain degree, serving as a stabilising agent for the economy. Third, the FNH invests a sizable portion of the tax money back into the economy, especially on the Frontier and the Outer Veil, stimulation growth and boosting the local economies.

The economy is dominated by the ten largest Megacorporations and the FNH government, with the Megacorporations being responsible for 60% of the economic activity and the FNH for 25%, mostly through FEconA. The remaining 15% comes from smaller companies, entrepreneurs, small businesses and individuals. The FNH government, however, would like to encourage small-scale business activity as well, especially in the Frontier and the Outer Veil and thus engages in various programmes such as the Subsidised Trader programme and various low-interest long-duration loans to small business owners on the Frontier.



The Role of Small Traders

In the Core, the vast majority of interstellar traffic - cargo, information and passengers - are handled by large Megacorporate or Mail Commission ships. With huge amounts of traffic available, the economies of scale make very large ships extremely profitable in comparison to small ships, allowing goods and passengers to be transported cheaply and efficiently between worlds. On the Frontier and the Outer Veil, however, where the planetary populations are small and the economies still in their early stages of their development, most corporate-owned freighters and liners are not very profitable to operate, and the volume of communications mandates only infrequent visits by Mail Commission ships.

In these conditions the smaller, more opportunistic ships thrive. Either bought on a mortgage (Free Trader) or financed by the FNH (Subsidised Trader), these ships have a much lower overhead and can fill up from much smaller volumes of traffic, allowing them to get where the bigger ships usually don't go. The infrequent visits by larger commercial vessels, coupled with small and developing economies, create economic instability as well as unique opportunities for the small-time trading captain. In game terms, adventure and profit await the players who seek to trade on the Frontier and the Outer Veil!

Interstellar Communications

As of 2159, no faster-than-light means of communications have been discovered. Therefore, the speed of communications is limited to the speed of travel; using the brand-new Jump 2 couriers, that means two parsecs per week at best. This creates a time-lag between different worlds, as messages take time to cross the vast gaps between the stars; some Outer Veil worlds can be two months or more of Jump 2 travel away from Earth.

To connect the important parts of known space together in the most efficient way, the FNH Mail Commission maintains a network of Jump 2 couriers travelling along the main Communication Routes (green lines on the starmap). As electronic storage space on a starship's computer is nearly infinite using 22nd century technology, each of these couriers can update major parts of the destination world's data-nets, allowing news, financial information and e-mail to be up to date (subject to the time-lag, of course).

Worlds in the Core receive regular Mail Commission couriers every hour at the very least; other worlds on the Communication Routes are visited by a courier once per day; worlds outside the Core and the Communication Routes but with class C starports receive a Mail Courier on a weekly basis. Other worlds, mostly Frontier and Outer Veil worlds with class D or class E starports, are visited by Mail Commission couriers only once per month. Additionally, the Megacorporations use their own couriers to carry priority information to their own installations on the high frontier. Last but not least, small traders visiting frontier worlds with low-grade starports sometimes carry mail on their own when no mail Commission ship is available in the next few weeks.

Work and Labour

The biggest employers in known space are the Megacorporations and FEconA, employing professionals and labourers in almost any conceivable occupation. The minimum wage in 2159 is Cr 1,000 per month (Cr 6.25 per hour) and the standard working week is 40 hours long. The average monthly salary is Cr 1,500 per month (Cr 9.375 per hour). With the current thrust of interstellar development, unemployment is quite rare, especially in the colonies; on some worlds there are even more vacant jobs than workers capable of filling them.

Most Megacorporations like to keep their employees at hand, and provide company housing (near the work-place) as part of the job benefits package. This saves the company a lot of money on commuting, nearly eliminates late arrivals to work and, unfortunately, gives the company a certain level of control over its workers' personal lives. This is especially common on colonial charter-worlds, where the colonising corporation builds virtually the entire colony and provides all of its services.

A lot of the menial tasks in the Core are performed by robots or drones, with humans serving as operators or technicians. This allows some of the work-force to work from home, controlling drones from the home computer, and also reduces the chances for industrial accidents. On the frontier, however, drones are less common, and many people still perform hands-on construction and industrial work.

Financial Activity over Interstellar Distances

The information-age world of the early 21st century was characterised by (practically) instant global communications, allowing for transactions and other economic activity to be carried out around the clock all around the Earth (at least where an internet connection was available, that is); this allowed for easy access to bank accounts and stock markets around the world at a moment's notice. The interstellar society of the 22nd century however is spread across far greater distances, the distances between stars, making instant communications possible only at a local, planetary level. This creates additional complications for the use of money and other economic activity when travelling over interstellar distances.

A bank account on one world cannot be instantly accessed from another world. One way to work around this problem is to withdraw the cash or a 'rechargeable' smart-card 'e-wallet'; another is to purchase bearer bonds that can be sold on the destination world; or, finally, the account itself could be sent in a highly-encrypted format by the bank to its branch on the destination world using a Jump 2 courier. Cash, smart-cards and bearer bonds are easier to use when travelling across many worlds or the destination is unknown. Sending the entire account is mostly used when the destination is a single world known ahead of time.

The main stock exchange in Known Space resides in Lagrange City orbiting Earth, and most trading is done at a local level; stock owners living on distant worlds typically hire brokers to act on their behalf in the Lagrange Exchange. Most worlds with a population of a million or more have local stock exchanges dealing with local goods and companies. The Megacorporation stocks, of course, are traded mostly in the Lagrange exchange.



MEGACORPORATIONS

The pillars of interstellar economy are the ten largest companies in known space called the Megacorporations. Between them these gigantic firms control 60% of the economy. FEconA, the government holding apparatus manages most of the state-run services and industries and is responsible for approximately 25% of the economic activity in known space.

These corporations are not the highly-centralised entities seen in 21st century Earth's global economy. The interstellar distances over which the Megacorporations have to operate force them to considerably decentralise, giving local branches significant autonomy. Small corporate branches, especially on the Frontier and the Outer Veil, are headed by Factors, plenipotentiary corporate officials representing the interests of the corporations on the local level.

Larger corporation branches, such as those on the more developed worlds, are headed by a company Vice President. The branch is run as a subsidiary with a significant degree of autonomy. At the end of the day, as long as the branch on a distant world yields profits, company HQ does not – and could not – care about the details of its local operations.

Each Megacorporation is involved in more than one area of business, typically manufacturing and trade in a number of related fields.

In many cases, a single Megacorporation has a vertical monopoly, owning the various aspects of a single production process, allowing for most steps of the work to be done in-house or by a wholly-owned subsidiary.

Corporate Trouble-shooters

The fact that communications are limited to the speed of travel prevents corporate HQs from directly overseeing the activity of their local subsidiaries on distant worlds. For the most part, the planetary-level Factor or Vice President can handle the local affairs on his or her own, running the subsidiary as an almost autonomous company. However, when things go wrong the corporate HQ sometimes has to send its own agents to investigate and solve the problem. These agents are called Trouble-shooters.

The company gives Trouble-shooters sweeping authority to investigate issues and find ways to solve them. Trouble-shooters are given certain managerial authority and high access clearance to view local records and files. In many cases there might be illegal matters involved and for that reason many Trouble-shooters are hired, not only for their problem-solving skills and their loyalty to the company, but for their investigative, stealth and even combat skills. Corporate Trouble-shooters also receive the best equipment for the job; after all, HQ wants results, and it wants them quickly.

Company Details & Portfolios

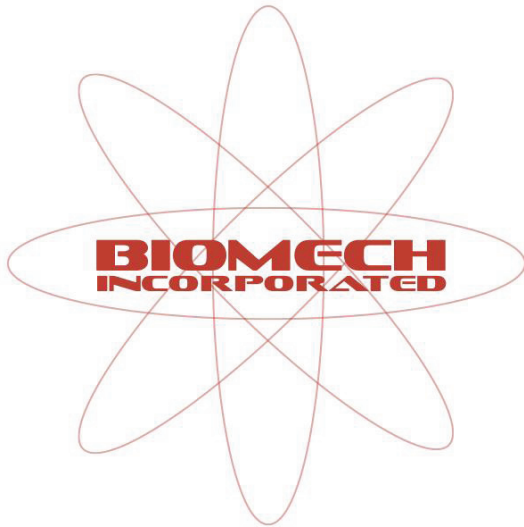
Company	Major Fields	Minor Fields
Barnard Conglomerate Founded: 2078 HQ: Barnard Station, Barnard	Colonisation Energy Mining	Transport Finance Heavy Industry Starships
BioMech Incorporated Founded: 2114 HQ: London, England, Britain, Earth	Biotech Chemistry Medicine	Robotics Software Electronics Vehicles
Federated Economic Administration (FEconA) Founded: 2131 HQ: Lagrange City, Earth Orbit	Colonisation Energy Heavy Industry Medicine Military Industry	Starships Agriculture Banking Chemistry Construction Vehicles
First Stellar Bank Founded: 2068 HQ: East-Coast Metropolis, North American Republic, Earth	Banking Communications Finance	Investment Media Secure Courier Services
HydraCorp (Re-Licensed) Founded: 2151 HQ: SubAtlantic 1, Earth	Agriculture Biotech Chemistry	Colonisation Medicine Construction Vehicles
Kentaurus Holdings Founded: 2077 HQ: First Landing, Medea	Banking Consumer Goods Finance	Investment Retail Colonisation Construction
Martian Mechanics Founded: 2133 HQ: Chryse Complex, Mars	Biotech Electronics Robotics Software	Vehicles Chemistry Heavy Industry Military Industry Starships
Nemawashi Incorporated Founded: 2101 HQ: Osaka, Japan, Earth	Agriculture Consumer Goods Media	Retail Software Secure Courier Services Construction
SoINet Incorporated Founded: 2050 HQ: Tycho, Luna	Communications Courier Services Electronics	Media Retail Software Secure Courier Services
Tirovski-Yang Consortium (TYC) Founded: 2029 HQ: Shanghai, United Republic of China, Earth	Energy Heavy Industry Military Industries	Mining Starships Vehicles
United Starlift Founded: 2032 HQ: Houston, Autonomous District of Texas, Earth	Communications Courier Services Investment	Starships Transport Banking Heavy Industry Mining



Barnard Conglomerate

Operating out of the Barnard Belt, an old and well-established industrial colony, the Barnard Conglomerate grew from a mining outfit into a massive industrial concern heavily invested in colonisation, freight transport, mining and colonial development. It is also a real-estate empire, rivalled only by Hydracorp in the number of Colonial Charters it holds. Still, at its core it is a mining company, and its no-nonsense attitude and brute-force methods stem from this origin.

The Barnard Conglomerate competes heavily with the other heavy-industry heavyweight, the Tirovski-Yang Consortium (TYC), as well as the HydraCorp colonial empire and FEconA's state-owned industrial might. Its methods tend to be heavy-handed and involve big investments poured into a single site in order to guarantee lightning-fast development and get the new assets to start generating profits as soon as possible. It is also prone to using mercenaries, especially when conflicts occur with the other usual suspect in illegal corporate warfare, TYC.



BioMech Incorporated

Early in the 22nd century, a group of European and British high-tech, robotics and biotech companies merged to form this Megacorporation. A highly sophisticated firm, its main fields of expertise lie at the micro and nano scale engineering, high-precision machines and advanced chemicals. It also branches into the fields of advanced medicine in general and pharmaceuticals in particular, especially when concerned with the growing field of nano-medicine.

BioMech's attitude, like its products, is sophisticated and precise. It offers good working conditions to the best brains it can afford to get, and prefers to use scientific excellence as the main weapon of competition. It also relies heavily on its reputation as a high-quality firm in order to market its rather expensive pharmaceuticals, robots and cybernetics.



Federated Economic Administration (FEconA)

While not a corporation in the strict meaning of the word, the Federated Economical Administration (FEconA) – a holding apparatus managing the various state-owned services and industries – is one of the largest economic entities in known space. It also operates like a Megacorporation, with a central board located at Lagrange City and autonomous branches on most inhabited worlds. Its main difference from a real Megacorporation is that the goal for its activity is not necessarily profit (though it is often present as a secondary objective) but rather meeting the planned goals set by the FNH government.

Working for FEconA is, essentially, working for the government – salaries are relatively good (though not as high as those given by high-tech companies such as BioMech Incorporated to their well-groomed 'brains'), but many employees work for FEconA either out of a sense of duty to the Federation Nations or to Humanity, or, alternatively, for the good job security offered by FEconA.



First Stellar Bank

The First Stellar Bank has financed interstellar exploration from the early days of faster-than-light travel. This giant bank specialises in anything related to space exploration, from ship mortgages to colonial loans, and it also maintains the largest network of bank branches in known space – almost every world with a population of a thousand or more has at least one branch of the First Stellar bank present.

The First Stellar Bank's real power lies in the fact that it has enormous financial clout; in some cases, even the other Megacorporations turn to it seeking financing or investment. For this reason it has fingers in almost every pie in known space, making its relationships with the other corporations quite complex and somewhat strange – as, in some cases, they are both competitors and co-investors.



Hydracorp (Re-Licensed)

Few corporations have as a bad reputation as Hydracorp is unfortunate enough to suffer from. This reputation, however, has some basis in reality. The original Hydracorp, founded in 2072, was involved in several ground-shaking scandals during the Space Crash, including but not limited to abandoning land-grab colonists to their deaths when the colonies ceased to be profitable due to the Crash, as well as doing biological and cybernetic research of questionable ethics. Due to these scandals, the FNH closed down Hydracorp in 2131, allowing it to re-open only in 2146.

The new Hydracorp pursues the same fields of business as the former incarnation of this Megacorporation, chiefly colonisation, biotechnology, chemistry and pharmaceuticals, with some ventures into construction and watercraft production as well. It appears that the re-licensed company does not follow the scandalous behaviour of old Hydracorp, though the popular opinion still gives it a certain creepy air. Regardless of its PR troubles, Hydracorp holds one of the largest colonial real-estate empires in known space, rivalled only by the Barnard Conglomerate.



Kentaurus Holdings

Prior to the Space Crash, Kentaurus Holdings had the largest real-estate holdings in known space. After the Crash it managed to re-invent itself as a consumer-goods manufacturing company and a major bank. It still has some colonial charters, but its main activity revolves around selling products and services to the consumer market, as well as providing credit and banking to the consumer in need of even more money to spend on these goods and services.

In the field of banking, it is rivalled only by the First Stellar Bank, and in consumer retail it rivals none but Nemawashi Incorporated. The tight competition between these three firms is one of the reasons for Kentaurus Holdings' renewed interest in colonial charters, allowing them to create new markets for their goods from the ground up instead of trying to fight off other giants in the crowded marketplaces of the Core.



Martian Mechanics

Martian Mechanics, formed after the Civil War from the wreckage of various bankrupt Mars-based high-tech companies, is one of the most cutting-edge tech firms in known space. From robots and cybernetics to consumer electronics and vehicles to starships and weapons, Martian Mechanics produces the best state-of-the art gear around, with a hefty price-tag to match. It also has a side venture into mining, heavy industry and chemical production.

Martian Mechanics is as high-tech as one can get, and its employees often get cybernetic augmentations as part of their long-term employment contracts. It was Martian Mechanics engineers that developed the Jump 2 drive. Martian Mechanics main high-tech competitors are BioMech Incorporated and, to a lesser degree, Hydracorp, though its starships and weapons also face competition from the lower-tech but much cheaper FEconA and TYC products.



Nemawashi Incorporated

From its humble beginnings as an agro-tech company, Nemawashi Incorporated has grown over the last 58 years into a retail and media colossus, branching out into fields such as software development and colonisation. Rivalled only by Kentaurus Holdings in retail and SolNet Incorporated in media, a major portion of the online services and retail outlets in known space are controlled by this company or by one of its subsidiaries.



Recently, Nemawashi brought its manufacturing equipment production in-house, effectively creating a small but growing robotics branch (now also producing various house-hold robots and drones).

A stereotypical Zaibetsu, Nemawashi Incorporated boasts a high level of employee loyalty and 'family' atmosphere, with company-provided housing and entertainment for its employees; Nemawashi pays quite well, but expects a very high level of dedication in return from its workers.

Most of TYC's goods are not pretty or very comfortable, but they are usually quite affordable and extremely reliable and durable. TYC is also known as a 'mercenary-friendly' corporation, both because it produces a huge amount of cheap arms and military equipment (and markets them as 'as few questioned asked as possible'), and because it has a habit of engaging in illegal or semi-legal corporate wars (especially against the Barnard Conglomerate) using 'private security contractors' on Outer Veil worlds.



SolNet Incorporated

The largest media company in known space is SolNet Inc., an enormous news and entertainment empire also providing a vast network of company-owned couriers and proprietary consumer electronics. While its media capabilities outrank even its main competitor in that field, Nemawashi Incorporated, SolNet is in very tight competition with United Starlift's courier services and with Martian Mechanics in the field of electronics.

Rumours say that SolNet Inc. is also trying to get into very high-tech computer and software research, and is involved in extensive research into artificial intelligence. If that is true, then Martian Mechanics will do anything in its power to out-compete it out of this field, which is currently Martian Mechanics' almost exclusive domain.



Tirovski-Yang Consortium (TYC)

Born out the waves of privatisation and corporate consolidation in Russia and China in the first half of the 21st century, the Tirovski-Yang Consortium is a heavy-industry heavyweight, controlling a massive amount of industries and mineral resources both on Earth and off-world. It is also a major arms producer and starship builder, rivalling only FEconA in these fields. TYC also has two mining-oriented charter colonies.



United Starlift

United Starlift is the largest transportation, liner and interstellar trade corporation in known space, and is also heavily involved in starship and trade financing. It is also well-known for its luxury services offered to both Middle and High passengers onboard its comfortable passenger liners. Unlike other shipping corporations, however, United Starlift prefers to confine most of its activity to the safe - and highly profitable - Core and Intermediate areas and mostly avoid the risky Frontier and Outer Veil.

But in the Core, United Starlift is the king of passenger transportation, using huge and plush heavy liners to ferry people between the stars in comfort and in large numbers. Other activities of United Starlift include courier services, cargo shipping, ship production and ship (and trade) financing, branching even into semi-related fields such as mining and heavy ship-related industry.

COLONIES AND COLONISATION

The Outer Veil is Humanity's future: an empty space with an open frontier, into which Humanity could grow and expand, and a test to Humanity's skill and might. Many people leave the crowded metropolitan areas of Earth to seek a new life among the stars as colonists on newly-inhabited worlds weeks of travel away. And, last but not least, the colonies are a mighty engine of economic growth, an empty space where new infrastructures and markets could be created from the ground up, unlike the Core's crowded marketplaces.

For all of these reasons, the FNH encourages colonisation, and many other groups - both corporate and private - seek to settle new worlds on the high frontier. Moving to new worlds away from Earth opens up many possibilities for a group to be different from the somewhat stifling uniformity of the Core; the corporations go to the stars looking for prime real-estate, markets and resources.



Setting Up a New Colony

Choosing a target world for colonisation is an involved process, as the colonies have to take several variables into account, such as finding a world suitable for their purposes; some prefer the rarer habitable worlds for open-air colonisation, while others desire an airless moon with a high mineral content. Also, for a new colonisation attempt (rather than just moving to an existing colony), the colonists must find an unclaimed world; it is relatively easy to find if a world is claimed or not by inquiring at the subsector capital's Colonial Commission office:

Locate unclaimed world: Admin, Intelligence, 10-60 minutes, Routine (+2).

The FNH requires each colonisation attempt to acquire a licence from the Colonial Commission before setting up the actual colony. There are many reasons for this requirement, from taxing issues to law enforcement reasons to guaranteeing the various rights of the colonists (such as state medical insurance, welfare programmes and voting rights).

The orderly process of colonial licensing also helps prevent the problem of claim-jumping and claim-wars. However, as long as the official applicant does not have a criminal record, getting a Colonial Licence from the subsector capital's office is a relatively easy, though somewhat lengthy, procedure

Obtain a Colonial Licence from the subsector capital office: Admin or Advocate, Social Standing, 1-6 months, Routine (+2)

Once the licence has been issued the real difficulties begin: chartering (or purchasing) a transport, hiring colonists and outfitting the expedition. In many cases a TYC *Medved* class Frontier Trader is chartered, which has a large cargo hold and a considerable number of Low Berths. In some cases, the charter is for more than one round trip, allowing it to bring more supplies and personnel for the fledgling colony.

Setting up a new colony requires a minimum of 1 ton (Cr 10,000) of equipment and supplies per colonist, with 3 tons (Cr 50,000) recommended for a robust colony. These prices are for fully-habitable worlds with water, breathable atmospheres and Temperate temperatures; less habitable worlds require more supplies as life support equipment will be shipped.



The following table describes the colonial supplies cost multipliers, based on the target world's habitability. All costs are cumulative, so if you have an ATM 3, Hot world with HYD 0, the costs are 8 times the standard costs.

World Conditions	Cost Multiplier
Hydrographics 0	x 2
Temperature other than Temperate	x 2
Atmosphere 2, 3, D, E	x 2
Atmosphere 0, 1, A, B*	x 5
Atmosphere C**	x 10

* Also double the required equipment tonnage.

** Also quadruple the required equipment tonnage.

A good colony should also include several professionals among its founding members, most notably several engineers and technicians (with various Engineering, Mechanic or Computer skills at level 1 or greater), at least one doctor (Skill 2 or higher), a planetologist with Space Science (Planetology) 1 or greater and people with various beneficial Trade or Animal skills.

Survival skills would be helpful for an open-air colony, and Vacc Suit skills are a must for a vacuum world or asteroid settlement. At least one person should have reasonable levels of Admin to administer things. Of course, some colonies start without some of these professionals, which means that they're taking certain risks with the colony's survival.

Once on the destination world, many perils (but also many opportunities) await the colonists: hostile environments and wildlife, pirate raids, food shortages and equipment failures are just a few of the possible risks. If they can overcome these risks, they could reap the benefits of living on a new colony: low population density, freedom from the social and cultural norms of the Core and, possibly rich and unexploited natural resources.

Once a sanctioned colony is established, the FNH sends a task-force of officials from the various Commissions, as well as a provisional Governor, to represent the government locally and provide government services. The colonists are expected to elect a Governor and a Colonial Council within a year of the colony's foundation.

Charter Colonies

The charter system is an FNH legal device used to encourage the Megacorporations to develop colonial worlds while preventing the old 'land grab colonies' phenomenon.

A Colonial Charter allows a corporation to have a monopoly on the development (and resource exploitation) of a specific star-system for 25 years under the condition that the Megacorporation has to submit a detailed development plan - and follow it (the FNH will send Justice Commission inspectors to make sure it does). Failure to follow the plan in a reasonable timeframe voids the charter and opens the world to all interested parties. The charter may be renewed again for another 25 years if the original development plan was successfully completed.

Charter colonies are focal points of corporate-led development efforts and real-estate investments. They are usually set up on worlds of serious interest to the Megacorporation - either being a potential hub of future major interstellar expansion, or having a significant amount of exploitable resources that the corporation wishes to use. Either way, with Megacorporate money and under the watchful eye of the FNH Colonial Commission, these worlds develop rapidly and with as little delays as possible.

Government Colonisation Projects

Government Colonial Projects are established by the FNH for strategic reasons, either military or economic (such as opening up communication routes or developing worlds with military importance).

While they have a similar political administration to regular colonies, the FNH heavily invests in their economies and guide their development, with most local construction and development done by FEconA. There are also incentives to citizens to immigrate to Government Colonial Projects, especially if they have useful skills.

	Barnard Conglomerate	Hydracorp (Re-Licensed)	Kentaurus Holdings	Martian Mechanics	Nemawashi Incorporated	Tirovski-Yang Consortium
1	Sigma Librae/ Anat	Astarte/ Anat	New Canberra/ Earth	New Chryse/ Beta Hydri	Vayu/ Aningan	Korolyov/ Aningan
2	Kothar/ Anat	Baal/ Anat	Procyon III/ Earth		Jiaolong/ Beta Hydri	Eta Cassiopeia/ Beta Hydri
3	Nanna/ Avanim	Hildegard/ Aningan	Maat/ New Detroit		Fusang/ Nuevo Vilcabamba	
4	Suribachi/ Earth	Keid/ Earth	Lambda Sagittarius/ Rusa ka			
5	Epsilon Eridani III/ Earth	Snowball/ Beta Hydri				
6	Van Maanen/ Beta Hydri	Echinda/ Mat Zemlya				
7	Alula/ Mat Zemlya	Xenophon/ New Detroit				
8	Lambda Aurigae III/ New Detroit	Klipa/ New Detroit				
9	Epsilon Reticuli V/ Rana	Zeta Reticuli 2 II/ Rana				
10	Nu Pheonice III/ Upsilon Andromedae	Tau 1 Eridani IV/ Upsilon Andromedae				



The following 25 worlds are currently (2159) being colonised as part of Government Colonisation Projects:

Ashera/Aanat
Atargatis/Anat
Michal/Rusalka
Ariella/Rusalka
Tikoloshe/Rusalka
Al-Qaum/Avanim
Al-Tawhid/Avanim
Al-Kalimah/Avanim
Fenghuang/Neuvo Vilcabamba
Snegurochka/Aningan
Nezha/Aningan
Skoll/Aningan
Luyten's World/Earth
Cerebrus/Beta Hydri
Abnoba/Spinoza
Novi Magnitogorsk/Mat Zemlya
Ladon/Mat Zemlya
Black Winds/Mat Zemlya
Novi Kerch/Mat Zemlya
Orthrus/New Detroit
Beta Aurigae/New Detroit
Chi Orionis III/New Detroit
New Salvation/Rana
Magna Mater/Rana
Hamdir/Upsilon Andromedae

Unsanctioned Colonies

Starships are relatively cheap and accessible, and unsettled space is merely a few jumps away from the Core: these two facts allow virtually anyone with sufficient money and resources to set up a colony. In many cases, these new colonies are authorised by the FNH government and thus, officially speaking, included within the Frontier or the Outer Veil areas. Some people, however, prefer to use the freedom granted by affordable star-flight to start life from scratch away from the Core, its influences or its government.

These people set up unsanctioned colonies for various reasons, be that creating a new society from the ground up, preserving an old (or new) culture away from the pressures of the Core, or escaping the law. Some Secessionists and pirates have been known to set up their own bases outside of the officially-settled space, giving them secure staging grounds from which to carry out raids against the official colonies.

In most cases, unsanctioned colonies have to be much more self-sufficient than sanctioned ones, even if they have some kind of trade relations with the Core. With infrequent visits by spacecraft, they have to manufacture almost everything locally, limiting their tech level to the local production capability. The main exceptions to these are the Secessionist and pirate bases beyond the Outer Veil, which receive ample supplies from the sympathisers or allies on the official colonies.

Technology

The Outer Veil setting is nominally early TL 11, though the majority of known space is still TL 10 at best; TL 11 is high tech. This is, however, only early TL 11 - meson weapons haven't been invented yet (though R&D is hard at work on them) and Combat Armour is new, expensive, and rare. Other than that, anything TL 11 should be available as top-end high-tech gear, common in the Core and uncommon in the Outer Veil (except on well-supplied research stations, that is).

Colonies and Tech Levels

The Outer Veil Universe is a small, early-colonial setting. The majority of worlds below TL 10 are colonies with limited local technical/manufacturing infrastructure rather than truly 'primitive' worlds. Many goods and devices found on these worlds are the product of the overall TL 10 to 11 society, produced at the Core or Intermediate areas and exported to the Frontier and the Outer Veil.

However, lower-TL worlds are only able to locally maintain less advanced technology, which means that high tech goods – as well as spare parts or ammunition for them - are expensive to import. Therefore, frontier (and beyond) worlds have a mix of locally-produced low-end equipment and imported high-tech. The exception to all of this are the unsanctioned colonies beyond the Outer Veil, having little or no outside contact or trade – they are more or less left to their own devices.

The smaller and cheaper an object is and the easier it is to maintain, the more likely it will be commonplace on low-tech Frontier and Outer Veil worlds. For example, most people have TL 11 hand computers, even on remote Outer Veil worlds, as they are cheap, a single 1-ton shipping crate can carry a large number of hand computers or spare parts for them, and repairing a hand computer requires little more than a work-bench and some spare parts.

The same goes to small-arms; in fact, some arms manufacturers (such as the Tirovski-Yang Consortium) design weapons that can be fabricated even in low-tech workshop conditions on the frontier, and then reap a fortune from licensing weapon production to local manufacturers. On the other hand, bulky complex, expensive items such as gravitic vehicles are much harder to import to low-tech Outer Veil worlds and maintain there, and thus are rare beyond the Core and the Intermediate regions.



Gravitics

Generally speaking, gravity-manipulation technology exists in the Outer Veil setting. However, this technology is still in its early form, and, furthermore, it is expensive and requires high-tech facilities to manufacture and maintain. Consequently, while gravitic vehicles have, for the most part, replaced aircraft, they haven't replaced ground vehicles even in the high-tech Core; they are quite rare on the Outer Veil.

As a rule of a thumb, gravitic vehicles fill the same niche in the Outer Veil setting that aircraft filled in the early 21st Century. They are expensive and require a significant technological infrastructure, but are versatile and can operate in three dimensions; they exist on most worlds, and many people have flown at least once in their life aboard one, but in most cases only the rich, the corporations and the governments have enough money to own a gravitic vehicle.

Starships

The Outer Veil universe has only 91 years of starflight and a tiny handful of ship-producing worlds. This limited ship-producing capacity has to cater for the needs of an ever-increasing sphere of space, which is quite large in comparison to the ship-producing core. The result is that a relatively large number of small ships are made instead of a few large ones to best cover known space (and beyond) with the limited shipbuilding resources and the existing naval budget.

Ships above 2,000 tons do exist, but these are mostly corporate megafreighters and superliners used for high-volume transport between the Core and Near Intermediate worlds (and, to a lesser degree, Far Intermediate worlds) as well as FNH battleships keeping order in the Core and the Intermediate areas (where the stakes are high and various potential major troublemakers such as corporations, core-colony separatists and Earth nations exist). Both ship types are very rare in the Frontier and Outer Veil areas, and it is possible to play an entire Outer Veil campaign in these areas without encountering one.

In metagame terms, this means that you can easily play a naval campaign in the *Outer Veil* setting with just the *TMB* and the *Outer Veil* setting book. Players and Referees can take advantage of the above-mentioned ships and play high-intensity commercial or political-naval games in the Core and the Intermediate regions using *High Guard*.

As meson guns haven't been invented yet (the setting is only early TL 11), warships carry particle weapons and missiles (both turreted and bay); civilians are usually armed with turreted lasers and missiles. Fighters are effective against civilian and light paramilitary craft, but are not very effective against well-armoured warships, and thus the main combatants are armoured cruisers or battleships armed with particle beams, while the few carriers serve in a supporting role.

Civilian craft on the frontier tend to be rugged and smaller than 1,000 tons. Many Outer Veil colonies lack the traffic necessary to justify regular visits by the 1,000 to 2,000 ton corporate liners or freighters and are usually served by subsidised merchant craft and the rarer 300 to 600 ton independent traders.

One large ship that is common on the frontier is the 2,000 ton TY-23M Asteroid Mining Platform, which is a whole colony on its own, but a lot of mining in the Frontier and Outer Veil is done by smaller ships in the 100 to 400 ton range.

It should be noted that Jump 2 ships are still uncommon. The Jump 2 drive became available 9 years ago and only a handful of new TL 11 ships have been manufactured, mostly for the FNHN and the major corporations. Only a few worlds have TL 11 maintenance and repair facilities capable of servicing Jump 2 ships and most ships, including military ones, are still old Jump 1 ships, only capable of two successive jumps.

Secessionists

The FNH and most corporations try to paint the Secessionists as a single group (or group of groups) with one organised agenda. In reality, however, different people want to secede from the FNH for different reasons, and there is more than one Secessionist faction.

An often unrecognised truth is that the very size of the FNH, when compared to the slow jump speeds, creates a mighty centrifugal force. Many Outer Veil colonies are, in practice, almost independent.

This leads some people to see the FNH as a distant government which has nothing to do with the local affairs, and want official home-rule instead of paying taxes to the distant Core and being controlled (in the big picture of things) by decisions made months of jump-travel away.

Another reason for Secessionist tendencies is that many of those who moved to the colonies tried to leave Earth and its problems behind; some colonists see the Core as a corrupting influence and as a reminder of Humanity's tarnished past, something they wish to leave behind - and not something they wish to control them. They want a government focused on the local life on the colonies rather than on distant worlds that take weeks to even get a message to.

Also, the FNH, by necessity, offers a considerable degree of autonomy to the colonies; after all, managing distant colonies directly from the Core is simply impractical. However, it also has a certain 'one size fits all' philosophy and a tendency to standardise things, and some people would prefer a greater degree of local variation from these schemes.

From these sentiments arise the Secessionist groups. Most are little more than peaceful (for the most part) political activists and lobbyists trying to win local autonomy (or independence) by more-or-less legal means. Others, however, try to win independence by the force of arms. While the FNH government dislikes the former and tries to discourage them, it is much more worried about the latter and does its utmost to stamp it out. After all, Secessionist sedition or terrorism could be a major risk to the interstellar peace and stability.



Piracy

Piracy, while extremely rare at the Core, is a significant threat in certain areas of the Outer Veil and beyond. In its essence, piracy involves armed starships illegally attacking other starships, worlds or installations; in the lightly-settled Outer Veil where a colony might only have a platoon or company of local Planetary army troops and little or no orbital defence forces, such attacks can be quite overwhelming. There are, however, three distinct kinds of pirates operating on the Outer Veil: opportunists, privateers and raiders.

Opportunists are traders, smugglers, or sometimes belters or even freelance explorers who might attack and rob a ship or installation if they find an opportunity to do so without too much risk. This is by far the most common type of pirate, as they typically have another source of income to cover some of their operational expenses, and when a trader or belter finds himself or herself at a bad financial situation, then theft, smuggling, hijacking or outright raiding might look tempting, especially if the risks are relatively low.

The second kind of pirate is the privateers, who attack ships and colonies because someone pays them to do so. This typically involves particularly underhanded corporate tactics used in trade wars, when one company hires – or even employs on a permanent basis – privateers to attack the ships or facilities of its competitor. Secessionist pirates are very similar to this setup, as the Secessionist group finances their ships and sends them to attack. Either way, they do not have to worry about making their raids profitable as long as they continue to damage their targets and serve their purpose.

The third and rarest type of pirate are raiders, dedicated pirates, making profits exclusively (or almost exclusively) from raiding and piracy. This isn't a common kind of pirate as maintaining starships is expensive, and raids are not always profitable. Usually a pirate band has connections to an underworld organisation, allowing them to fence their loot and providing them with a steady stream of hard-to-trace replacement parts and weapons.

The FNH Navy does its best to discourage piracy, but the Outer Veil is too large to be effectively patrolled in its entirety all the time, and in many cases the pirates hide in deep space outside the Outer Veil, making their tracing much more complicated and expensive. This is one of the reasons why the FNH allows civilian ships to bear arms and armour: to allow them to defend themselves against a pirate attack.

CULTURE AND LIFE IN THE 2150s

This era of reconstruction, recovery and rapid interstellar expansion influences the culture as well. Gone are the care-free consumer euphoria of the Space Rush, the nihilistic excesses of the days leading up to the Space Crash or the stern austerity of the early 2130s state-led recovery; the 2150s are a time of careful optimism, of a renewed – if somewhat reserved – belief in science and technology, and of the inescapable lure of the wide-open frontier. In the same way that far-away islands and brave seamen dominated the poems and stories of ancient Greece or of the Age of Sail, distant stars and intrepid space-men have a central place in the popular-media tales of the 22nd century.

The mainstream culture of the 2150s is sometimes classified as 'Neo-Modernism', a conceptual landscape dominated by a single powerful, proactive government and ten Megacorporate colossuses, all pushing Humanity forwards towards a technological future among the stars. The renewed industrial might of these giants pours massive creative forces into Human space, bringing about advances in science, in engineering and in exploration. The future seems relatively bright and promising, but unlike their mothers and fathers who lived during the Space Rush, the people of the 2150s know that this future could only be realised through hard work and harder courage.

RELIGION IN THE OUTER VEIL UNIVERSE

Religion and belief in the supernatural are features of most human cultures, and the majority of the interstellar civilisation in 2159 is no exception.

All of the old religions still exist – and all of them have also spread to the stars. There are several new faiths born out of the new life away from Humanity's cradle. Judaism, Islam and Christianity had to adapt their theology to include the creation of life on multiple worlds rather than just one; most polytheistic or animistic faiths added new local gods to represent the new, strange worlds they have spread to.

Generally speaking, religions that were able to explain the existence of alien intelligence survived into the 22nd Century. Several new religions also formed after the discovery of undeniable evidence for extinct alien intelligence.

Media and Information Technology

The electronics, computers and personal communication devices of the 2150s are cheap, lightweight, and relatively powerful, and are thus ubiquitous; almost everyone in known space – including those living on remote Outer Veil colonies – has access to one form or another of an electronic communications device. The most common form of such a device is a combined Comm/Hand-Comp (90, 91 TMB), usually manufactured at a lower TL than the maximum TL 11 to produce a cheap, compact, easily-maintainable unit.

Similarly, network access is almost everywhere, at least on the more developed worlds. Core and Intermediate worlds have world-wide Wi-Fi networks, giving around-the-clock info-net access in all locations on them. The info-net on the smaller colonies is usually limited to the inhabited zone, or, in some cases, to satellite access when in the wild. The amount of material available online also varies between the Core and the colonies, with Core worlds having almost infinite amounts of accessible data available online, while the smaller colonies have very limited data-pools to draw from.

The various forms of media existing separately in the early 21st century – television, radio, audio, telephone, e-mail, computer information and computer programmes – have merged into one medium, an interactive, integrated electronic medium easily accessible by a Hand-Comp or any similar device. Users typically pay a monthly subscription fee giving them access privileges to a vast amount of data and media, from streaming video and audio to entire books available online.



Of course, the selection available depends on the size of the planetary network, and the colonies usually have a smaller selection and have to wait for the newer material to reach them.

Entertainment

The most common form of entertainment in the day to day life of most people in known space is integrated media – an interactive combination of text, video, audio and computer programmes, covering anything from full-length movies (with interactive components) to news pages to games (both single-player and multi-player). All of this media could be accessed by a Hand Comp, or, if desired, projected into larger display and computing equipment such as wall-screens and home computers. Jump-capable ships also carry their own media libraries, aimed at giving their crew something to do while off-duty and to keep their passengers from getting bored while in Jump Space.

Live performances, however, still take place, particularly in the colonies where the selection of electronic media is much more limited. These range from sporting events (popular throughout known space), to musical performances to live theatre. Some people, even in the Core, feel that seeing the real thing directly is preferable to watching it through an electronic device, though many find the Hand Comp or the wall screens sufficient for their entertainment.

Housing

The cityscapes of the Core worlds are dominated by vast arcologies, mega-structures housing massive amounts of residents in a relatively compact space. As space is at premium on these heavily-populated worlds – especially in the cities – apartments tend to be quite compact, even the expensive ones. Most of the better apartments, however, are highly modular, allowing those who can afford it to customise their homes to their exact tastes.

The poorer masses of the Core usually live in the State Arcologies built in the 2130s by FEconA to replace the sprawling slums of Earth and the other core worlds; FEconA's priorities when building these arcologies were cheap and rapid construction and as little need for maintenance as possible, so these concrete and metal monstrosities might not look pretty or be very comfortable (to say the least), but they have far better construction, insulation and infrastructure than the slums which predated them.

On the frontier, where there is much less industrial capacity, and where colonies have to be built quickly and from a relatively small volume of shipped ingredients, prefabs are very common. High-rise buildings, on the other hand, are far less common, both due to the limited industrial capacity and to the fact that with a few million (at most) people on an entire world, open space is cheap. For these reasons, most people on the Frontier and the Outer Veil live in smaller prefabricated buildings, eventually expanding them in a makeshift manner using local materials and spare packaging material (such as the empty shipping containers left behind when the colony-ship leaves and all the equipment is unpacked). Standard shipping modules also provide excellent buildings on new colonies.

COLONIAL CULTURE

The further one goes from Earth, the more diverse the culture will be.

At the Core, the vast economic and social might of the Megacorporations and the FNH government is felt heavily in every walk of life, creating a more uniform culture.

Away from the pressures of the Core, in the privacy of far-away colonial worlds, many old – and new – cultures find a place to flourish with little or no outside interference. In fact, some people take off to the colonies for the sole purpose of recreating a culture they hold dear – or starting a new culture from scratch.

Alien Ruins

To date, no living sentient beings of extraterrestrial origin have been encountered by Humanity.

While many worlds harbour life, and, in some cases, near-sentient life-forms, no fully-sentient beings capable of forming a real civilisation have been found to this date (2159). However, the ruins of at least two interstellar civilisations were discovered on many worlds: the Monument Builders and the Ascraeus Civilisation.

The Monument Builders were a particularly ancient civilisation (now extinct), existing several tens of thousands of years ago (or hundreds of thousands – theories vary on this point). The only xeno-archaeological finds attributed to them so far are arrays of towering monuments, or oddly-shaped geometrical objects, with unknown function, arranged in (so far) unfathomable patterns. Very little is known about their society, history or technology.

The Ascraeus Civilisation is named so because the first evidence for its existence was found at the foot of Ascraeus Mons on Mars. While eventually their ruins were uncovered on a large number of worlds, and while it is theorised that the Mars site was a mere outpost, this name is still widely used. This civilisation was more recent – a few thousand years ago at most, maybe mere centuries – and thus much more is known about them than about the mysterious Monument Builders.

Ascraeus technology was about TL 13 and their civilisation fell because of what appears to have been a highly destructive war (some of their sites are still radioactive to this day). From the skeletal remains excavated from Ascraeus Civilisation sites, xenoarcheologists have learned that the Ascraeus Entities were roughly humanoid, and roughly similar to humans in size, though having quite a different anatomy. Some of their writings have been found, too, but Ascraeus Civilisation script has not been deciphered yet.

It should be noted that while no Monument Builders devices with clear functions have been found yet, many Ascraeus Civilisation artefacts have been recovered. Though almost all of these devices are no longer functional due to corrosion and decay, many secrets have been gleaned from them. In fact, the amplification technology that made psionics possible was inspired by devices unearthed from the Ascraeus Site on Mars.



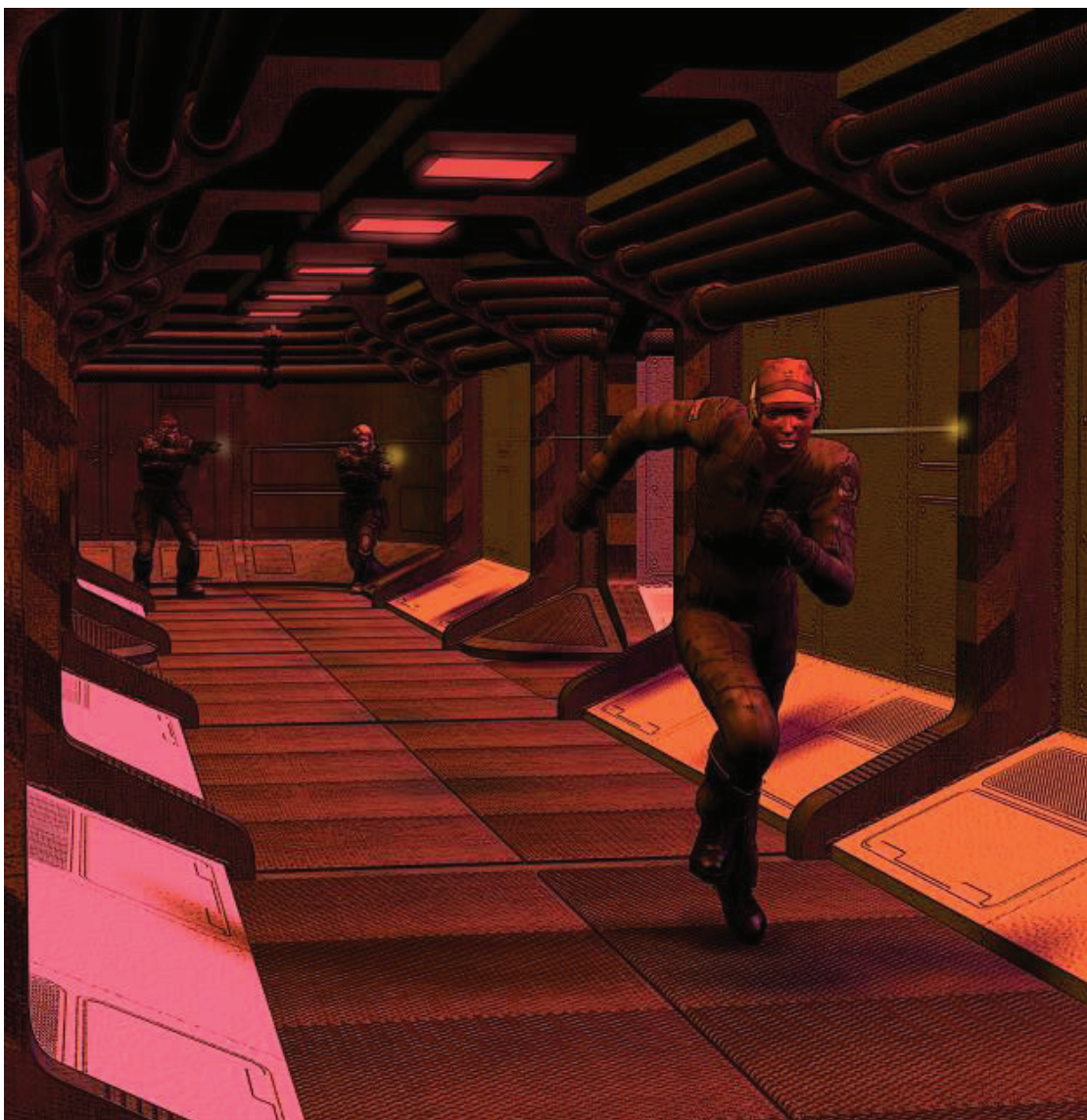
Psionics

From the dawn of the scientific era, Humanity had tried to verify the various myths and rumours regarding psychic powers. However, almost all of the experiments in psionics conducted in the 20th and 21st centuries yielded inconclusive results, lacking evidence of the existence of such capabilities. But everything changed in 2135, when an artefact labelled Orb number 514 was recovered from the Ascraeus Civilisation site on Mars.

When in close proximity to Human beings, the Orb produced unprecedented phenomena, essentially allowing the use of psychic powers. Subsequent research brought forward the hypothesis that the Human brain produces very weak psychic emanations, so weak that they can hardly be detected in a TL 9 or earlier laboratory environment. Orb number 514 acted as an amplifier, bringing these emanations to a detectable level capable of clearly and consistently affecting the environment.

A breakthrough in 2139 allowed the researchers to replicate this effect with a man-made device dubbed a Psionic Amplifier (29 OV). While initially these devices were strictly limited to a few Science Commission laboratories, it was soon leaked out to the black market; within a few years, several Intermediate and even Frontier worlds became capable of producing Psi Amplifiers locally, making oversight and control quite difficult, especially since the Amplifiers are small and portable.

Psionics are a new phenomenon in the *Outer Veil* universe. So new, in fact, that the FNH is yet to establish and enforce clear laws governing their use. So very new that psionic training is hard to come by, and competent training is scarce. The best experts are probably in the Science Commission and in the various secret military programmes researching psionics, and even they only have a limited amount of knowledge; most frontier 'Psionic Societies' and 'Circles of the Mind' (not to mention cults, monasteries and covens) tend to be even more amateur. Finding a teacher capable of conducting competent psionic training should be an adventure in itself.





OUTER VEIL CHARACTERS

While many of the *TMB* careers fit in the *Outer Veil* setting, this chapter will allow you to add a little *Outer Veil* spice to character generation. Eight fully-modified *Outer Veil*-specific careers are included: Citizens, Colonists, Justice Commission operatives, FNH Marines, Planetary Army, FNH Navy, Elites and Scouts.

This chapter also provides setting-appropriate Mishap and Event tables for the *TMB* Merchant career, as well as rules for FNH military decorations, a handful of additional skills, modified medical recovery rules and a discussion of mustering-out benefits in the *Outer Veil* universe.

MEDALS AND COMMENDATIONS

The Federated Nations of Humanity reward bravery in combat in their service with various medals and commendations. For each combat assignment (Event or Mishap) during an FNH military career, the character automatically receives a Combat Service Star (if he or she is enlisted) or a Combat Command Star (if he or she is an officer).

Any character who rolls on the Injury table while in an FNH military career automatically receives a Wound Stripe. Additionally, every time a character in service of the FNH has to make a throw in order to avoid injury in a combat Event or Mishap, he or she has a chance to receive a medal. If the throw is successful and done with an effect of 3 or more, the character may receive a decoration as indicated below – the higher the Effect, the higher the commendation.

Combat Service Star (CSS): Any character that is in a combat Event or Mishap will automatically be awarded a Combat Service Star. The Star, coming with a matching stripe, denotes that the character took part in combat and put his or her life in the line of fire in service of the FNH. While this medal is relatively common and not very prestigious, it shows that its bearer has actual combat experience – something that mercenaries and patrons appreciate. It also means that he or she will get some degree of respect from Marines, Navy sailors and Army troopers.

Combat Command Star (CCS): Any officer that receives a Combat Ribbon is automatically awarded with a Combat Command Star. This Star, attached to an appropriate stripe, shows that its bearer led troops into battle. While many officers in past or present service of the FNH bear this Star, it shows that the bearer has practical knowledge about leading soldiers in real combat situations. Needless to say, this is a good thing to have when trying to get a job as a mercenary officer.

Wound Stripe (WS): Any military character who has to roll on the Injury table is awarded a Wound Stripe. This is a common form of decoration indicating that its bearer is a battle-scarred veteran who, in most cases, was injured in combat. It won't make him or her a celebrity in any way, but will make for a great conversation starter and will earn a good bit of respect from soldiers, mercenaries and even some cops.

Excellence of Service Medal: Whenever a military character needs, for any reason, to roll a skill on his or her events table and rolls a natural 12 he or she is deemed to have impressed his or her superiors enough during that term to be made a recipient of this award – and award for outstanding professionalism while in a military service.

Bravery under Fire (BuF): A character is awarded this medal if the Effect of his combat skill roll is 3 or more. This medal is awarded for acts of courage in the line of fire in service of any branch of the Marines, Navy or Army. Even though the BuF is considered to be the 'lowest' medal given by the FNH to brave soldiers, it is still a great honour to bear, and any military-oriented character will respect its bearer.

Medal of Valour (MoV): A character is awarded this medal if the Effect of his combat skill roll is 5 or more. Acts of extreme courage while facing the enemy are rewarded with this medal. Such acts are likely to be mentioned in FNH-wide media, making the medal's bearer somewhat of a celebrity, at least at his or her world of birth and among military and mercenary circles.

Hero of Humanity (HoH): A character is awarded this medal if the Effect of his combat skill roll is 7 or more. This is the highest military decoration handed out by the FNH, given only to the greatest of heroes in its service. Heroic deeds of this magnitude usually make it to the headlines, and the heroes are sure to become celebrities all around known space; this is also such a honour that even generals, admirals and members of the Executive Council will salute the bearer of this medal.

Long Service Medal (LSM): Any character that serves five or more terms in the FNH Marines or Navy or in a Planetary Army automatically receives the Long Service medal. While not very prestigious, it denotes that its bearer was a dedicated person willing to stay in service for a long duration.

Medal Benefits

Decorated soldiers, marines and sailors earn fame and the respect of their commanding officers, which is something capable of improving their career prospects. A character who wins a medal may apply a DM from that medal to any one Survival, Qualification or Promotion roll. The DM from a medal may only be applied once. When a character is mustering out, any medal DMs left unused may be used to affect Benefit rolls.

Medal Benefits

Medal	DM
Wound Stripe	+1
Bravery Under Fire	+2
Excellence of Service Medal	+1
Medal of Valour	+3
Hero of Humanity	+4
Long Service	+1



Going for Glory

Particularly courageous or ambitious soldiers may deliberately attempt to act heroically, deliberately putting their lives on the line for the sake of glory, honour and a better chance for decoration. A character may add up to 3 to the difficulty of the skill roll, making it much more likely to be injured. However, when it comes to receiving an award the modifier is added to the Effect instead.

ADDITIONAL SKILLS

Combat Engineering

Combat Engineering skill covers the various engineering projects done by military forces in the field in general and while building fortified positions in particular. A character possessing this skill knows how to perform and oversee such works as well as how to appraise the strength and weaknesses of existing battlefield engineering.

Specialties:

- **Fortifications:** The character is trained in how to build field defences from trenches to bunkers.

Building a field fortification (trench, sandbag wall, etc.): 1-6 Hours, Education or Endurance, Average (+0). Resulting fortification grants maximum cover equal to half Effect (round up).

Building a defensive fortification (wall, bunker, etc.): 10-60 Days, Education, Difficult (-2). Resulting fortification grants maximum cover equal to Effect.

Finding weak point in enemy fortifications: 1-6 Minutes, Intelligence, Difficult (-2). Character can ignore the cover DM of targets behind fortification, up to an amount equal to Effect.

- **Camouflage:** The character is trained to camouflage vehicles, fortifications and field sites.

Constructing sufficient camouflage to hide a single vehicle: 10-60 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the vehicle equal to Effect until vehicle is moved.

Constructing sufficient camouflage to hide a single small building or defensive fortification: 1-6 Hours, Intelligence, Average (+0). Applies a skill DM penalty to those looking to visually find it equal to Effect until discovered.

Hiding a doorway or hatch from view: 1-6 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the doorway/hatch equal to Effect until discovered.

- **Land Mines:** The ability to place, search for, and remove land mines.

Properly hiding a minefield: 1-6 Hours, Dexterity or Intelligence, Difficult (-2).

Avoiding previously placed minefields: 1-6 Minutes, Dexterity or Intelligence, Average (+0).

Removing an active land mine: 1-6 minutes, Dexterity, Very Difficult (-4).

- **Sensor Surveillance:** The use and placement of specially crafted ground sensors.

Properly placing a ground sensor: 10-60 Minutes, Intelligence, Routine (+2).

Avoiding triggering existing ground sensors: 10-60 Seconds, Dexterity or Intelligence, Difficult (-2).

Engineer (Naval): This specialty of the Engineer skill covers the design and construction of starships. It is of limited practical use in the field, but can be substituted for any other Engineer specialty at a -2DM when dealing with starship systems.

Discovering a design flaw in a prototype ship during a shakedown cruise: 1-6 days, Intelligence, Difficult (-2).

Designing a new class of starship: 1-6 years, Education, Hard (-4).

Instruction

Anyone with the Instruction skill can pass on the basics of their own knowledge to less experienced characters over a period of time. They can, with a successful check, pass skills to other characters up to a maximum level of one less than their Instruction skill or one less than their own skill level in the skill being taught (whichever is lower). Thus, a character with Instruction 4, Admin 4, Explosives 2 and Pilot 5 could teach another character Admin 3 and Explosives 1 (the skill -1) but only Pilot 3 (Instruction level -1).

Teaching the skill requires an Instruction test on the behalf of the teacher, which takes between 1-6 days less than the time it would normally take, depending on timing (59 TMB). The number of students that can benefit from this teaching is equal to the Effect of the check. During the training, the Referee should severely curtail the activities of all characters involved.

At the conclusion of the training, the learning character(s) must then succeed in an Education or Intelligence roll with a Target Number of 8+. Player Characters cannot teach the Instruction skill to other Player Characters. The greatest assets an individual character has is his pool of skills, so we encourage the Referee to exercise great caution in allowing Player Characters to simply hire Non-Player Characters for their Instruction skill.





Interrogation

The Interrogation skill involves getting information out of unwilling subjects, whether by clever talking and mind-games or by direct, brute force. It is the art and science of getting people to talk, for example by outsmarting a suspect and finding the holes in her cover-story, or loosening a captive's tongue by a calculated application of pain. This skill can also be used in more polite environments to trick people into giving information they don't want to give, hopefully without them noticing this.

Specialities:

- **Doubletalk:** The character knows how to talk circles around most people, getting them to say or admit to things they never meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.

Badgering an admission of guilt out of a captive: 1-6 Hours, Intelligence, Difficult (-2). The Effect is the DM penalty against the interrogator's inquiries.

Uncovering a secret through focussed conversation: 10-60 Minutes, Intelligence, Difficult (-2).

- **Torture:** This speciality governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of unsavoury methods, the character can get anyone to say what he needs them to.

Knowing a true confession from a false one: 1-6 Seconds, Intelligence, Routine (+2).

Using pain or discomfort to acquire an answer to an inquiry: 1-6 Hours, Education or Strength, Average (+0).

Using emotional or psychological response to acquire an answer to an inquiry: 10-60 Hours, Education or Intelligence, Average (+0).

Recruiting

The Recruiting skill covers the fine art of attracting and selecting new employees, be they deck hands, office clerks or grizzled mercenaries. It includes knowledge about things such as looking for recruits, reading between the lines of resumes, conducting appropriate job interviews and selecting the right people for the job.

Recruiting 0 allows the character to recognise anyone who shares a career path term with him, and the knowledge of what that path is. Recruiting 1 grants the character the ability to know the average skill level of a character that shares a career path term with him. Recruiting 2 allows the character the ability to know the highest and lowest skill (and level) of a character that shares a career path with him.

Approaching a possible recruit in an appropriate manner: 10-60 Seconds, Social, Routine (+2). The character can approach a number of possible recruits at one time equal to Effect.

Weapon Engineering

This skill encompasses the design, construction and modification of weapons and military drones.

Specialities:

- **Drones:** Altering the utility and output of drones, making them more efficient for offensive roles.

Adding a basic weapon system to a non-Combat drone: 1-6 Days, Education, Very Difficult (-4).

Changing weapon systems on an existing Combat drone: 1-6 Days, Education, Difficult (+2).

- **Blades:** Creating bladed or stabbing weaponry from a suitable material.

Forging/carving a bladed weapon: 1-6 Hours, Education, Routine (+2). Blade can have a maximum Damage increased by +1.

- **Slug Throwers:** The assembly and alteration of common firearms that use physical munitions.

Altering Magazine capacity: 1-6 Hours, Education, Average (+0). Increases magazine rating by Effect, maximum of double normal amount.

Reduce Recoil: 1-6 Hours, Education, Difficult (-2). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).

Create zip gun from household items: 10-60 Minutes, Education, Difficult (-2).

- **Energy Weapons:** The assembly and alteration of energy-based weaponry.

Increasing power output and drain: 1-6 Hours, Education, Very Difficult (-4). Adds Effect to Damage, but drains Effect from Magazine each attack.

Increasing power efficiency: 1-6 Hours, Education, Difficult (-2). Magazine capacity is increased by 10% per Effect.

- **Heavy Weapons:** Alteration of some of the most powerful weapons known to exist.

Altering Magazine capacity: 10-60 Hours, Education, Very Difficult (-4). Increases magazine rating by Effect, maximum of double normal amount.

Reduce Recoil: 10-60 Hours, Education, Very Difficult (-4). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).



Medical Costs

The FNH provides basic and preventive medical care to all citizens free of charge, as part of the State Medical Insurance Scheme operated by the Health Commission. However, cutting-edge cybernetics of the type required to restore attribute points lost during character generation are only partially covered by this scheme, requiring patient participation. Nevertheless, active-service FNH military and law-enforcement personnel are insured even for this type of event: the state takes care of those who literally risked their life and limb for it.

In game terms, characters in the *Agent (Law Enforcement)*, *Army*, *Justice Commission*, *Marines* or *Navy* careers never have to pay medical bills for attribute points lost during character generation.

Characters in other careers must roll 2d6 (adding their rank and any Admin skill as a +DM) on the replacement Medical Costs table, below.

The percentage given in the table is the percent of the medical costs covered by the state, the character's employers or any other organisations.

For example, a result of 75% means that the state covers 75% and the character has to pay 25% of the medical costs; a result of 100% means that all medical costs are paid by the FNH and the character does not have to pay anything.

Medical Costs

		Agent (Corporate/Spy)	
		Citizen	
	Agent (Law Enforcement)	Colonist	
	Army	Elite	
	Justice Commission	Entertainer	
	Marines	Merchant	
	Navy	Scholar	Rogue
2d6	Navy	Scout	Drifter
3-	100%	50%	0%
4-7	100%	75%	0%
8-11	100%	100%	50%
12+	100%	100%	75%

Anagathics: Anagathics have not yet been discovered in the *Outer Veil* universe; therefore, aging takes its normal toll on all characters.

Mustering Out Benefits

For the most part, *Outer Veil* characters use the usual Benefit rules (34-36 *TMB*). There are, however two exceptions: the new Security Licence benefit and the Subsidised Ship benefit. These exceptions are detailed below, as well as some adjustments to the ship purchase and financing rules.

Security Licence

Unofficially called a 'Mercenary Licence', this licence allows its holder to legally operate a private paramilitary security firm, employing a combative force of up to a reinforced platoon or small company in size (up to 100 combatants), up to 10 armoured combat vehicles such as APCs or light tanks and up to 2 heavy support weapons such as light mortars or auto-cannons.

Weapons forbidden by Law Level 1 are not allowed to such a firm, however. Needless to say, characters who decide to do so will have to build and finance their security firm from their own capital and/or by outside financing – the *licence* merely provides legal authorisation to form and operate such a company, not the equipment or money to do so.

The official mandate of private security firms is limited to protecting their clients against criminal or terrorist activity (such as pirate or Secessionist attacks). However, in the reality of the *Outer Veil* (and beyond), where the lines become blurred, many security platoons serve as offensive mercenaries in illegal corporate wars, or in range-wars between claim-holders. While such activities are not authorised by this licence, the FNH lacks sufficient presence in the *Outer Veil* to fully suppress this kind of operations, so a government response is usually unlikely unless the fighting gets out of hand triggering a Marines intervention.

Technically speaking, characters possessing a Security Licence and operating as a private security firm may ignore a world's Law Level in regard to transporting weapons and military equipment. However, many planetary administrations will frown upon having a private army marching in the open around their turf without their authorisation (unless they hired the mercs themselves, that is), so discretion is advised.

Characters who did not receive a Security Licence as a Benefit during character generation may apply for a licence at the local FNH's Military Commission office (present on any FNH world with Starport C or better).

Obtaining a Security Licence: Admin or Advocate, Social Standing, 1-6 months, Very Difficult (–4).

Add the applicant's Army, Navy, Marines or Justice Commission rank (if any) as a +DM to task this roll; characters who undertook the Rogue career suffer a –DM equal to the number of terms spent in that career. A licensing fee of Cr 10,000 has to be paid regardless of whether the application is accepted or not. If the application is rejected, the character is deemed unsuitable to operate such a security company and may apply again only after a 5-year period.

Private citizens are rarely allowed to operate private security forces beyond the scale detailed in this licence; only the major corporations are large and rich enough to be granted with licences to operate larger security detachments.

Ship Benefits

There are two main ways for characters in the *Outer Veil* universe to start the game with a starship of their own: bank financing or subsidised ships.

Bank financing for starship purchase use the normal rules (35-36, 136-138 *TMB*). Financing is usually provided by the Barnard Conglomerate, the First Stellar Bank, Kentaurus Holdings, or, less frequently, FEconA or United Starlift, though some smaller banks sometimes dabble in this kind of high-risk investment.



The prices and Ship Share costs of the common ships in the *Outer Veil* universe available for private purchase (replacing the table on 36 *TMB*) are:

Ship Shares

Ship Type	Ship Share Value (1%)
	0.273
Wild Horse Class Mail Courier	MCr 27.342
	0.423
Stallion Class Mail Courier	MCr 42.353
	0.365
Silver Light Class Executive Transport	MCr 36.546
	0.834
Morgana Class Trader	MCr 83.456
	0.809
Morgana Class Miner	MCr 80.937
	1.335
Armstrong Class Explorer	MCr 133.518
	1.189
TY-07F Kaban Class Assault Frigate	MCr 118.87
	1.329
Argyre Class Lab Ship	MCr 132.915

Note that, for the sake of shares and Mustering Out Benefits, the *Wild Horse* class Mail Courier constitutes a Scout; the *Silver Light* class Executive Transport constitutes a Yacht; the *Morgana* class Trader constitutes a Free Trader; the TY-07F *Kaban* class Assault Frigate constitutes a Corsair; and the *Argyre* class Lab Ship constitutes a Lab Ship.

The FNH government fully pays for the construction of subsidised ships, and gives them to private crews in order to stimulate economical growth in the Frontier and the *Outer Veil*. Such a ship is legally owned by FEconA, but its crew is contracted to operate it independently. The contractors receive the ship free of charge but must provide for its running expenses such as maintenance, fuel, crew salaries, life support supplies and so on. 70% of all net profits after these expenses must go to FEconA (and through it to the FNH), and 30% remain in the hands of the contractors to invest or otherwise use as desired.

Furthermore, each subsidised ship is assigned to a single subsector (typically one with mostly Frontier and *Outer Veil* worlds), and must spend 80% of each business year within the confines of that subsector. Once per year the ship must visit the subsector capital's FEconA office to transfer FEconA's share of the profits and to pass an annual review; particularly bad annual performance will result in the ship being taken away and given to another group of contractors. Other than that, the contractors have free reign over the ship.

Three ship types are commonly operated as subsidised ships: *Wild Horse* class Mail Courier (Subsidised Courier), the *Morgana* class Trader (Subsidised Trader) and the *Morgana* class Miner (Subsidised Miner). The Mustering Out Benefit tables list the exact kind of subsidised ship the character receives. Only one subsidised ship may be operated by a party of PCs – if more than one is rolled, the players must choose which kind of subsidised craft they wish to operate. Furthermore, contractors who receive a subsidised ship must turn over any ship shares they own to FEconA to help cover the ship's construction costs.

When the players receive a subsidised ship, roll 1d6: on 1-2, the ship is 20 years old; on 3-5, the ship is 10 years old; on 6, the ship is brand new. Old ships are handled as normal (136 *TMB*) and re-roll any Black-Listed result; *Wild Horse* class Mail Couriers and *Morgana* class Miners use the 'Other' column, while *Morgana* class Traders use the 'Trader' column. A second receipt of a Subsidised Ship as a Mustering Out Benefit means that the ship cannot be more than 10 years old (even if that 1d6 roll comes out as 1 or 2), and a third receipt means that the ship is automatically a brand new one.

Receiving a subsidised ship other than through a Benefit roll is a difficult process requiring extensive background checks; after all, the FNH government does not want to place a multi-million-Credits worth of equipment in the hands of incompetent or criminal (or worse) individuals. The Benefit roll represents the character being automatically regarded as trustworthy due to service to the state (military or otherwise).

Gaining a subsidised ship without an appropriate benefit:
Admin, Social Standing, 1-6 months, Difficult (-2)

A submission fee of Cr 1,000 is required; add the players' highest Marines, Navy, Army or Justice Commission rank as a +DM to this roll. If this task is failed, another application may only be filed five years later. Alternatively, if the Referee is determined to have a subsidised ship campaign, they may simply decide that a subsidised vessel has been granted to the PCs for whatever reason.

Note that subsidised ships are owned by the government, and from time to time the FNH might approach the players with a mission beyond the normal purpose of the ship. However, the FNH is fully aware of the importance of these ships to the economy as traders, miners or couriers, so such missions should typically be the exception rather than the rule. In many cases, however, the government will offer the characters non-obligatory missions with appropriate monetary rewards.



Used Ships

The rules for purchasing old ships (136 TMB) work as written in the Outer Veil universe.

TL 11 ships are very, very new and are not available as used ships. Each decade of ship age is worth five, rather than 1d6, ship shares (or 5% of a small craft's value). Space exploration is a relatively recent phenomenon, and many ship designs have only existed for a certain number of years and cannot be bought older.

Ship Maximum Age

Ship Type	Maximum Age
Wild Horse Class Mail Courier	20
Morgana Class Trader or Miner	20
TY-07F Kaban Class Assault Frigate	50
TY-06F Oryol Class Fighter	50
Cheetah Class Interceptor	20
Phaeton Class Slow Boat	40
Eagle Class Frontier Boat	20
Guinevere Class Ship's Boat	30
TY-17SC Sion Class Modular Shuttle	40

EQUIPMENT

The majority of Tech Level 11 or lower equipment (86-104TMB) should remain the same in an Outer Veil campaign. This also applies to most TL 11 or earlier equipment in other publications; the Referee has the final say about what does and what does not exist in their universe.

Below are some psionic-related equipment, variant firearms, and notes on vehicles more suited to the Outer Veil setting.

Psionic Equipment

In the Outer Veil universe a trained Psion is incapable of mustering enough power to produce any measurable psionic effect on their own. In order to project psionic energies the weak psionic emanations of the psion's mind must be amplified by a Psionic Amplifier.

Alternatively, certain powerful drugs may amplify the brain's psionic emissions to noticeable levels, but these drugs may cause brain damage or even death. Other than the rule variations listed below, psionics in the Outer Veil universe follow the standard psionics rules (152-159TMB). More information on psionics in the Outer Veil can be found on 23 OV.

Standard Psionic Amplifier (TL 10): A hand-held device capable of greatly amplifying the brain's natural psychic emanations to produce noticeable psionic effects.

An internal battery provides enough power for eight hours of operation; it may be recharged in standard power outlets, or modified for solar charging (costing an additional Cr 1,000). A Psionic Amplifier weighs 1 kg and costs Cr 10,000, but usually is not openly available.

Finding a source to buy a Psionic Amplifier: Streetwise, Intelligence, 1-6 weeks, Difficult (-2)

Finding a source to buy a Psionic Amplifier: Admin, Social Standing, 1-6 weeks, Average (+0)

Alternatively, at the Referee's discretion, a military or corporate Contact may be able to secure a Psionic Amplifier for the characters.

Implanted Psionic Amplifier (TL 11): A cybernetic version of the Psionic Amplifier, implanted directly into the character's brain and thus becoming easier to carry and requiring no recharging.

An Implanted Psionic Amplifier costs Cr 50,000 and is quite rare; finding a source to buy one from requires either a

Finding a source to buy an Implanted Psionic Amplifier: Streetwise, Intelligence, 1-6 weeks, Very Difficult (-4)

Finding a source to buy an Implanted Psionic Amplifier: Admin, Social Standing, 1-6 weeks, Difficult (-2)

Alternatively, at the Referee's discretion, a ranking military or corporate Ally may be able to secure an Implanted Psionic Amplifier for the characters.

Advanced Psionic Amplifier (TL 11): A cutting-edge version of the psionic amplifier providing far greater amplification, increasing the psion's effective Psi Strength score by +4 for as long as the Amplifier is in use.

An internal battery provides enough power for 12 hours of operation; it can be recharged in standard power outlets, or modified for solar charging (costing an additional Cr 1,000). An Advanced Psionic Amplifier weighs 1 kg and costs Cr 100,000, but is extremely rare. Choose the most appropriate task from below:

Finding a source to buy an Advanced Psionic Amplifier: Streetwise, Intelligence, 1-6 weeks, Formidable (-6)

Finding a source to buy an Advanced Psionic Amplifier: Admin, Social Standing, 1-6 weeks, Very Difficult (-4)

Alternatively, at the Referee's discretion, a ranking military or corporate Ally may be able to secure an Advanced Psionic Amplifier. The Advanced Psionic Amplifier is not available as an implant version.

Psionic Facilitator Drug (TL 11): An experimental drug capable of greatly amplifying the brain's own psionic emanations to noticeable levels.

One to six minutes after the drug is injected the character becomes capable of full psionic activity for 1 to 6 hours. Even untrained psions injected with this drug may use psionics as if they have skill 0 in all of the Psionic Talents.

However, once the drug wears off, the character suffers 3d6 damage to Education (75 TMB); if the amount of damage rolled is greater than the character's Education characteristic, the damage 'spills over' to Intelligence; if both Education and Intelligence are reduced to zero, the character dies. A dose of the Psionic Facilitator Drug costs Cr 5,000, and is not readily available.

Finding a source of Psionic Facilitator Drug: Streetwise, Intelligence, 1-6 days, Difficult (-2)



Finding a source of Psionic Facilitator Drug: Admin, Social Standing, 1-6 days, Average (+0)

Alternatively, at the Referee's discretion, a military or corporate Contact may be able to secure the drug for the character.

Psionic Inhibitor Drug (TL 11): An experimental medicine that blocks the relevant psionic neural pathways, effectively preventing a psion from using his or her talents.

Ten to sixty minutes after injection this drug comes into effect, preventing the use of any psionic powers for 24 hours. Repeated use of this drug has been reported to induce memory loss, dizziness and/or seizures; in game terms, every time a character uses the Psionic Inhibitor Drug, roll the following task; if failed, the character suffers 1d6 damage to both Intelligence and Education (75 TMB).

Avoid damage from Psionic Inhibitor Drug: Endurance, Average (+0)

A dose of the Psionic Inhibitor Drug costs Cr 5,000, but is not readily available.

Finding a source of Psionic Inhibitor Drug: Streetwise, Intelligence, 1-6 days, Difficult (-2)

Finding a source of Psionic Inhibitor Drug: Admin, Social Standing, 1-6 days, Average (+0)

Alternatively, at the Referee's discretion, a military or corporate Contact may be able to secure this drug for the characters.

Weapons

Most weapons of TL 11 should fit the *Outer Veil* setting; the Referee has the final say on this. Presented below are seven new weapon variants specific to the *Outer Veil* setting: the TYC TY-88M Machine Pistol, the Martian Mechanics *Persephone* submachine gun, the TYC TY-AM-28SU assault carbine, the FEconA Model/2146 advanced combat carbine (ACC), the TYC TY-AP-89 machinegun, the FEconA Model/2138 advanced support weapon (ASW) and the TYC R-9 disposable rocket launcher.



TYC TY-88M (STOCK FOLDED)



TYC TY-88M (STOCK EXTENDED)



MARTIAN MECHANICS PERSEPHONE

TYC TY-88M: This simple, cheap machine-pistol offers a slightly larger magazine than the typical Autopistol, combined with an automatic fire mode and a light folding stock. It is common in the hands of low-end mercenaries, Outer Veil police forces, private detectives, criminals and pirates. This weapon uses the Gun Combat (Slug Pistol) skill.

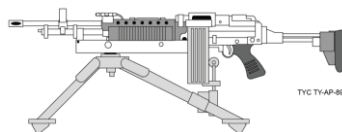
Martian Mechanics Persephone: This cutting-edge light automatic weapon is every mercenary's dream and every logistics officer's nightmare. It is

easy to use, highly accurate and extremely sophisticated, but most of its parts – and its ammunition – can only be produced on the TL 11 worlds near the Core; when operating in the Frontier or the Outer Veil, spare parts and ammo have to be brought along.

This weapon is equipped with a gyrostabiliser (already factored into its stats), secure weapon system, silencer, laser sight, IR scope and Intelligent Weapon option (including Interface/0). It is usually found in the hands of corporate security agents and similar operatives. This weapon uses the Gun Combat (Slug Pistol) skill if fired from the hip or the Gun Combat (Slug Rifle) skill if fired from the shoulder.

TYC TY-AM-28SU: A shorter, lighter version of the TYC TY-AM-28 assault rifle designed for close-quarters use. There is nothing new about this weapon: it would be immediately recognisable to a 20th century gunsmith, but it incorporates design principles proven by 200 years of bloodshed. It is highly durable and reliable, making it a weapon of choice for mercenaries, planetary armies in the Frontier and beyond, adventurers and pirates. Another advantage of the AM-28SU is that its spare parts and ammunition can be produced in small machine-shops on the frontier; reasonably-priced production licences are available from TYC. This weapon uses the Gun Combat (Slug Rifle) skill.

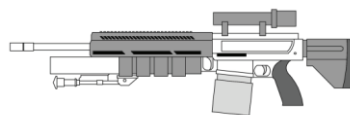
FEconA Model/2146 Advanced Combat Carbine: An up-to-date small-arm, the Model/2146 is the standard weapon of the FNH Marine Corps and Navy. While lacking in range, it is well-adapted to close-quarters fighting of the kind usually encountered by Marines when boarding enemy ships, stations, or pressurised colonies. It incorporates a laser sight, gyrostabilizer (already factored into its stats) and an integral under-barrel grenade launcher. This weapon uses the Gun Combat (Slug Rifle) skill.



TYC TY-AP-89

TYC TY-AP-89: Like most TYC weapons, this no-nonsense machinegun is cheap and highly reliable, if low-tech, and can be easily and fully

supported by a local colonial industry. It is fed by a 100-round ammo belt and may be placed on a tripod; using such a tripod reduces its Recoil to 1. This weapon uses the Gun Combat (Slug Rifle) skill.



FEconA MODEL/2138 ADVANCED SUPPORT WEAPON

FEconA Model/2138 Advanced Support Weapon:

This contemporary squad-level support weapon is

the standard-issue SAW (Squad Automatic Weapon) of the FNH Marine Corps. Incorporating a gyrostabiliser (already factored into its stats) and laser sight, this weapon uses ACR technologies to provide a high rate of fire while maintaining good level of accuracy. Its caseless ammunition allows for a higher belt capacity. The stats provided are for an ASW fired from the hip; firing it from a prone position or when mounted on a tripod is only subject to a Recoil value of 0. This weapon uses the Gun Combat (Slug Rifle) skill and its under-barrel grenade launcher uses the Heavy Weapons (Launchers) skill.

TYC R-9: This fire-and-forget, one-shot disposable rocket launcher is extremely easy to use and relatively cheap, making it the favorite anti-armour weapon of mercenaries, pirates and Secessionist. This weapon uses the Heavy Weapons (Launchers) skill.



Outer Veil Weapons

Weapon	TL	Range	Damage	Auto	Recoil	Weapon Weight (kg)	Magazine Capacity	Weapon Cost (Cr)	Ammo Cost (Cr)	Ammo Weight (kg)
TY-88M	7	Pistol	3d6-3	4	1	1.2	20	350	15	0.3
<i>Persephone</i>	11	Assault	3d6-3	4	-1	1.5	50	2,750	100	0.5
TY-AM-28SU	7	Assault	3d6	4	1	3.0	30	500	10	0.5
Model/2146 ACC	10	Assault	3d6	6	0	3.0	40	1,000	15	0.5
TY-AP-89	6	Rifle	3d6	6	3	5.0	100	2,000	30	2.0
Model/2138 ASW	10	Rifle	3d6	8	2	4.0	160	5,000	150	1.0
R-9	8	Rocket	5d6	No	0	5.0	1	500	—	—

Vehicles

The standard vehicles (*103*, *104 TMB*) can be used in the *Outer Veil* setting with minimal modifications. The exception to this is the Grav Belt, which has not been invented yet.

- The ATV and ATV should both be TL 8 instead of TL 12;
- The AFV may mount machineguns instead of the lasers listed;
- The G-Carrier should be TL 10; it should mount either three lasers (as the AFV does) or any other appropriate support weapon instead of the fusion cannon, which hasn't yet been developed in this setting.



WEAPON BRAND NAMES

While most weapons may be used as-is in the *Outer Veil* setting, here are a few setting-specific brand-names to give them a little bit of flavour.

Accelerator Rifle

- FEconA Model/2152G

Advanced Combat Rifle (ACR)

- TYC TY-MVV-31

Assault Rifle

- TYC TY-AM-28

Auto Pistol

- FEconA Model/2139
- FEconA Model/2140H
- TYC TY-P-96

Body Pistol

- FEconA Model/2142S

Laser Pistol

- Martian Mechanics Circe

Laser Rifle

- Martian Mechanics Pandora

Rocket Launcher

- FEconA Model/2135

Shotgun

- TYC TY-VA03
- TYC TY-PS-97

Snub Pistol

- FEconA Model/2157Z

CITIZEN

CAREER PROGRESSION

	Survival	Advancement
Bureaucrat	Int 5+	Edu 7+
Service	Soc 4+	Soc 8+
Worker	End 5+	Int 7+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Ally
2	Cr 2,000	+1 Soc
3	Cr 5,000	+1 Int
4	Cr 10,000	+1 Edu
5	Cr 20,000	1 Ship Share
6	Cr 50,000	Non-combat Implant
7	Cr 100,000	5 Ship Shares

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Dex	Admin
2	+1 Int	Drive (Any)
3	+1 Edu	Steward
4	Athletics (Any)	Streetwise
5	Carouse	Computers
6	Gambler	Trade (Any)

1d6	Advanced Education (Education 8+)
1	Advocate
2	Flyer (Any)
3	Animals (Any)
4	Broker
5	Medic
6	Engineer (Any)

1d6	Bureaucrat	Service
1	Admin	Mechanic
2	Broker	Remote Operations
3	Carouse	Trade (Any)
4	Computers	Melee (Any)
5	Diplomat	Streetwise
6	Trade (Any)	Drive (Any)

1d6	Worker
1	Steward
2	Persuade
3	Carouse
4	Language (Any)
5	Computers
6	Comms

RANKS & BENEFITS

Rank	Bureaucrat	Skill or Benefit	Service	Skill or Benefit	Worker	Skill or Benefit
0	Assistant		Assistant		Assistant	Vacc Suit 1
1						
2	Clerk	Admin 1	Server	Steward 1	Worker	Trade (Any) 1
3						
4	Manager	Advocate 1	Supervisor	Carouse 1	Supervisor	Admin 1
5						
6	Director	+1 Soc	Manager	Admin 1	Manager	Leadership 1

Citizens enjoy the technological wonders available on Core and Intermediate worlds, but only dreamed of on the Frontier and the Outer Veil.

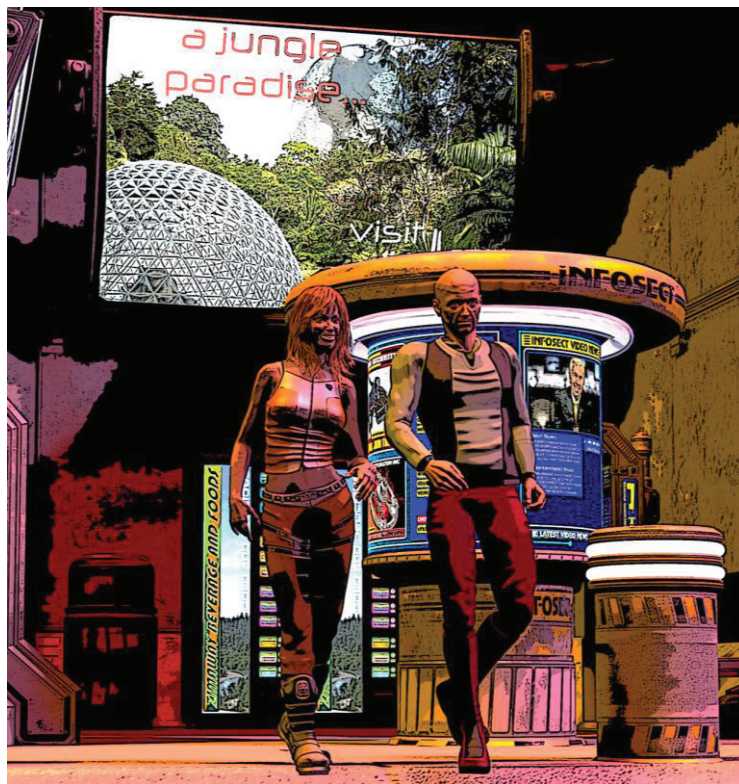
Qualification: Int 5+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Bureaucrat:** You work for the government, a large company or corporation doing the paperwork that keeps society functioning.
- **Service:** You are the waitress or used ATV dealer. Whatever your job, you deal directly with customers.
- **Worker:** You are the blue-collar factory or construction worker. You produce the vast wealth of goods needed by interstellar society.

Basic Training: Colonists gain level 0 skills in basic training from the appropriate Specialist table rather than the Service Skills table.





Mishaps

2d6	Mishap
2	Injured. Roll on the Injury table (37 TMB, 5 CB2).
3	A customer complains about your work or attitude and you are fired. Gain him or her as an Enemy.
4	Your employer goes bankrupt. Throw Social Standing 8+ to avoid losing an additional Benefit roll.
5	A co-worker accuses you of being a Secessionist sympathiser. Gain him or her as an Enemy.
6	Your company is bought out by another company and your job becomes redundant. Throw Education 8+ to keep your Benefit roll for this term. Gain a Rival.
7	Workers Compensation: you are slightly injured on the job. Roll twice on the Injury table and take the higher result. Roll Advocate 8+ to keep your Benefit roll for this term.
8	Willingly or not, you become involved with a criminal gang and are forced to flee. Gain an Enemy and 1d3 Rivals. Gain Streetwise 1 and you may enter the Rogue career next term without making a Qualification roll.
9	Your company is investigated by the FNH. Cooperate and throw Intelligence 8+ to keep your Benefit roll for this term. Do not cooperate and gain an Ally in your company. In any case, you lose your job as a result of the investigation.
10	Your career is ruined by corporate politics. Gain an Enemy.
11	Workers try to unionise and you are caught in the backlash. If you join the union, gain the union as a Contact; if you side with the boss, you may keep your benefit roll from this term but gain the union as a Rival.
12	Secessionists or a rival corporation destroy the facility that you are working at. Throw Dexterity 8+ to avoid a roll on the Injury table. Gain 1d3 Rivals.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	Your company is caught in a nasty corporate war. Throw Dexterity 8+ to avoid a roll on the Injury table.
13	You are mugged coming home from work. Give the mugger what he wants and lose a Benefit roll. Fight the mugger and throw Gun Combat or Melee 8+. If you fail, roll on the Injury table and still lose the Benefit roll. If you succeed, gain a Police Contact.
14	Your company goes bankrupt. Throw Admin 8+. If you succeed, you are able to find a similar job with another company. If you fail, you must start over at a new company. Reduce your rank by one.
15	You are assigned to work with hazardous materials. Gain a level of Remote Operations or Vacc Suit. Throw Dexterity 8+ to avoid a roll on the Injury table.
16	You are approached by a rival company and recruited to be a spy for them. If you refuse, gain an Enemy. If you accept, throw Deception or Streetwise 8+. If you succeed, gain a +1 DM on a Benefit roll. If you fail, gain an Enemy. Either way, gain a level of Deception.
21	You join a poker group. Throw Gambler 8+ or Intelligence 10+. If you succeed, gain an additional Benefit roll. If you fail, lose a Benefit roll. Either way, gain one level of Gambler or Carouse.
22	You are offered the chance to become involved in local politics. If you decline, nothing happens. If you accept, throw Advocate, Diplomat, or Streetwise 8+ to win the election. If you succeed, gain +1 Social Standing and 1d3 Contacts and a Rival.
23	A criminal gang tries to recruit you to help them with their illegal activities. If you refuse, gain the gang as an Enemy. If you agree to help, throw Deception or Streetwise 8+. If you succeed, gain an additional Benefit roll. If you fail, you are fired and must take a new career next term, but you may take the Rogue career without making a Qualification roll.
24	You are assigned to a special research project. Gain one of the following: Computers 1, Investigate 1, Trade (Any) 1 or Remote Operations 1.
25	You become passionate about a sport. Gain Athletics (Any) 1.
26	A Megacorporation takes over your company. Gain a Rival and a Contact.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You form life-long friendships with a group of people. Gain 1d3 Contacts.
42	You are given on-the-job training in a vehicle used for your work. Gain one level in either Flyer (Any) or Drive (Any) or take Seafarer (Any) 1.
43	You train as part of the Army reserve. Gain one of the following: Gun Combat (Any) 1, Melee (Any) 1 or Tactics (Military) 1.
44	You spend your time working a large number of varied projects. Gain a level of Jack of All-Trades.
45	You develop a hobby. Gain Art (Any) 1.
46	You are assigned to a highly technical project. Gain one of the following: Any Sciences (Any) 1, Computers 1 or Investigate 1.
51	You work on or in an undersea facility. Gain Seafarer (Any) 1, Navigation 1 or Vacc Suit 1.
52	You are assigned to a remote research facility. Throw Endurance 8+. If you succeed, gain Survival 1, Navigation 1 or Recon 1. If you fail, roll on the Injury table.
53	You spend time working on a space ship or on a space station. Gain one of the following: Vacc Suit 1, Engineer (Any) 1, Pilot (Any) 1, Zero-G 1 or Astrogration 1.
54	You receive advanced training. Increase any skill you already have by one level.
55	You are approached by a Secessionist group. If you choose to join them, gain an Ally and throw Dexterity or Intelligence 8+. If you succeed, gain Gun Combat (Any) 1, Melee (Any) 1 or Explosives 1. If you fail, gain an Enemy and roll on the Injury table. If you do not join them, gain a Rival.
56	You work recruiting new employees. Gain Recruiting 1 or Persuade 1.
61	Your job is to push papers. Throw Intelligence 8+. If you succeed, gain a level of one of the following: Admin, Advocate or Broker.
62	You become something of a social butterfly. Gain a level of Carouse and 1d3 Contacts. Throw Endurance 8+ to avoid becoming addicted to drugs or alcohol.
63	You are recruited by one of the Megacorporations. Accept their offer of employment and take a +1 DM on a Benefit roll. Refuse their offer and stay with your current company and take a +2 DM on your next Advancement roll.
64	Your company has a very profitable year. You receive a bonus. Gain an additional Benefit roll.
65	A senior director of your company takes a liking to you. Gain a +4 DM on your next advancement due to their influence. Gain an Ally.
66	Your hard work is noticed by your superiors. You are automatically promoted.

COLONIST

CAREER PROGRESSION

	Survival	Advancement
Belter	Dex 6+	Int 6+
Expert	Int 4+	Edu 8+
Settler	End 5+	Int 7+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Contact
2	Cr 6,000	+1 Int
3	Cr 6,000	+1 Edu
4	Cr 12,000	Ally
5	Cr 12,000	1 Ship Share
6	Cr 40,000	Ship's Boat
7	Cr 80,000	5 Ship Shares

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 End	Vacc Suit
2	+1 Dex	Survival
3	+1 Int	Trade (Any)
4	Jack of All-Trades	Animals (Any)
5	Gun Combat (Any)	Drive (Any)
6	Melee (Any)	Navigation

1d6	Advanced Education (Education 8+)
1	Admin
2	Computers
3	Flyer (Any)
4	Any Science (Any)
5	Medic
6	Comms

1d6	Belter	Expert
1	Vacc Suit	Engineer (Any)
2	Pilot (Any)	Medic
3	Sensors	Mechanic
4	Zero-G	Trade (Any)
5	Astrogation	Computers
6	Remote Operations	Trade (Any)

1d6	Settler
1	Gun Combat (Any)
2	Survival
3	Mechanic
4	Drive (Any)
5	Jack of All-Trades
6	Athletics (Any)

Colonists are hardy people who eke out a living on the Frontier, the Outer Veil or even beyond, spreading Humanity and civilisation to the stars or seeking a future away from the crowded Core.

Qualification: End 5+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Expert:** You are a professional, such as an engineer, technician or doctor, serving the colonial effort.
- **Settler:** You came to live and work on a remote, untamed frontier world.
- **Belter:** You worked in space, on a small airless moon or in an asteroid belt.

Basic Training: Colonists gain level 0 skills in basic training from their appropriate Specialist table rather than the Service Skills table.



RANKS & BENEFITS

Rank	Expert	Skill or Benefit	Settler	Skill or Benefit	Belter	Skill or Benefit
0	Technician				Spacer	Vacc Suit 1
1	Senior Technician	Trade (Any) 1			Senior Spacer	Remote Ops 1
2			Homesteader	Survival 1		
3	Engineer/Doctor	Admin 1			Prospector	Sensors 1
4	Team Leader	Leadership 1	Trailblazer	Navigation 1		
5						
6	Project Leader	+1 Soc			Overseer	Admin 1



Mishaps

2d6 Mishap

- | | |
|----|---|
| 2 | A pirate attack, a Secessionist rebellion or corporate warfare causes massive damage to your colony. Your life is in ruins and you must leave your colony. Receive the ones responsible for this attack as an Enemy. |
| 3 | A Secessionist group tries to recruit you. If you agree, gain 1d3 Contacts, but you end up exposed and must flee; receive 1d3 Enemies as well. If you refuse and turn them in, gain an additional Benefit (and you may keep the Benefit from this term) but you must leave in fear of revenge and gain 1d3 Enemies. |
| 4 | You are hit with a severe disease and lose your business or job as you spend most of your last term recovering. Lose 1 Endurance. |
| 5 | You were convicted in a crime and spend your last term in prison; gain Streetwise 1 or Melee (Any) 1. If you were guilty, receive the person who turned you in as an Enemy. If you were wrongly accused, receive the accuser as an Enemy. |
| 6 | If you were self-employed, a competitor forces you out of business; receive him or her as a Rival. If you were a hireling, you are fired. Your former boss becomes a Rival. |
| 7 | An economical crisis forces you off your job and off your colony. |
| 8 | Injured. Roll on the Injury table (37 TMB, 5 CB2). |
| 9 | The colonial project on your colony was cut back and you lose your source of income. You gain the politician responsible for this decision as a Rival. |
| 10 | Willingly or not, you become entangled with the local criminal world and a mob or gang war forces you to flee your colony. Gain Streetwise 1, 1d3 Contacts and 1d3 Enemies; you may enlist in the Rogue career in the next term with no penalty. |
| 11 | You are caught up in a messy political scandal and must leave your colony. Lose 1 Social Standing. |
| 12 | You are found in the wilderness (or floating in your vacc suit) with no memory of the last several months; your job or business is long gone. |

Events

d66 Events

- | | |
|-------|--|
| 11 | Disaster! Roll on the Mishap table, but you are not ejected from your career. |
| 12 | Aggressive wildlife threatens your colony. Throw Gun Combat or Melee 8+ to avoid injury; if you succeed, gain either Space Sciences (Xenology) 1 or Animals (Any) 1. |
| 13 | Economic development brings new heavy equipment to your colony and you have a chance to put it to use. Gain one of Drive (Any) 1, Mechanic 1, Remote Operations 1 or Flyer (Any) 1. |
| 14 | You use the many lonely hours on the frontier to read; gain +1 Education. |
| 15 | The Colonial Commission begins a major development project on your colony. Throw Admin or Streetwise 8+ to gain either +2 to any one Benefit roll or a Contact in that Commission. |
| 16 | Unbalanced development creates a severe food shortage on your colony. Throw Streetwise, Trade or Animals 8+; if you succeed, you come out on top of this crisis and gain +2 to your next Advancement roll; if you fail, you suffer from malnutrition: take -1 Endurance. |
| 21 | You have a chance to find something interesting in the wild or in space. Throw Sensors or Navigation 8+; if you are successful, roll 1d6: on 1-2 gain +2 to any one Benefit roll, on 3-5 gain a single vehicle, or on 6 gain a Ship's Boat. |
| 22 | You are offered a chance to become involved in local politics. If you decline, nothing happens. If you agree, throw Diplomat, Admin or Streetwise 8+ to win the elections; if you succeed, gain +1 Social Standing and 1d3 Rivals. |
| 23 | A Megacorporation heavily invests in your colony. Gain both a Contact and a Rival in that corporation. |
| 24 | The local economy flourishes and you are positively affected by this growth. Gain +4 DM to your next Advancement roll. |
| 25 | A corporation offers to buy your land or main claim. If you refuse, gain a Rival in that corporation; if you agree, gain 2 additional Benefit rolls but you must leave this career. |
| 26 | Pirates raid your colony. If you surrender, they leave you unharmed but take your best possessions – lose one Benefit roll. If you resist, throw Gun Combat or Stealth 8+ to avoid injury; if you are successful, gain +2 to your next Advancement roll. |
| 31-36 | Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1). |
| 41 | A plague sweeps your world or outpost. Throw Endurance 8+ to avoid injury; if you succeed, gain one level of Medic. |
| 42 | A group of rogue psions settle on your colony and offer you a chance to study with them. If you agree, gain free Psionic training and a free Psionic Amplifier, but take -2 Social Standing due to their shady reputation. |
| 43 | You stumble across an alien ruin, derelict or artefact. Gain one level in Any Science (Any) skill. |
| 44 | You train as part of the colonial army reserve or militia. Gain either Gun Combat (Any) 1, Recon 1 or Stealth 1. |
| 45 | You spend your term exploring new terrain. Throw Sensors, Survival or Pilot 8+ to make a significant discovery; if you are successful, gain +2 to your next Advancement roll. |
| 46 | A new starport is built on your colony. Throw Streetwise or Admin 8+; if you succeed, you benefit from the increased traffic: gain a +2 DM to your next Advancement roll. |
| 51 | Colonists with a different ethnic background settle on your colony. Throw Intelligence 8+; if you succeed, gain Language (Any) 1. |
| 52 | You spend your term working on an off-world project. Gain one from Vacc Suit 1, Zero-G 1 or Space Sciences (Any) 1. |
| 53 | You are offered a chance to volunteer with the local law enforcement department. If you join, gain either Streetwise 1 or a Contact. |
| 54 | A Secessionist insurrection sweeps your colony. Throw Survival, Melee or Gun Combat 8+ to avoid injury. If you support the government, gain 1 Social Standing and an Enemy; if you support the rebels, lose 1 Social Standing but gain either Explosives 1 or Stealth 1. |
| 55 | You work on or under a major body of water. Gain either Seafarer (Any) 1, Navigation 1 or Athletics (Any) 1. |
| 56 | Two megacorporations fight over your colony. If you stay clear of the struggle, nothing special happens to you. If you take a side, gain a Contact in one of the megacorporations and a Rival in the other. |
| 61 | You spot an opportunity to start your own business. Throw Intelligence 8+; if you are successful, gain Broker 1, Trade (Any) 1 or Admin 1; if you fail, lose one Benefit. |
| 62 | You come into contact with the local underworld. Throw Streetwise 8+; if you succeed, gain Gambler 1, Deception 1 or a Contact. |
| 63 | You are invited to a game of chance with high stakes. If you decline, nothing happens. If you join, throw Gambler 8+; if you are successful, gain a +2 DM to any one Benefit throw; if you fail, suffer a -2 DM to one Benefit throw. |
| 64 | You are very active in the colonial social scene: gain 1d3 Contacts and 1d3 Rivals. |
| 65 | You have a chance of finding a large exploitable resource. Throw Sensors or Space Sciences (Planetology) 8+; if you succeed, gain an additional Benefit roll. |
| 66 | Your hard work bears fruit and you see four very successful years. Gain an automatic promotion. |



CAREER PROGRESSION

	Survival	Advancement
Celebrity	Int 3+	Soc 9+
Executive	Int 5+	Edu 7+
Politician	Int 4+	Edu 8+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 10,000	1 Ship Share
2	Cr 20,000	Contact
3	Cr 60,000	5 Ship Shares
4	Cr 60,000	Air/Raft
5	Cr 100,000	Ally
6	Cr 100,000	+1 Soc
7	Cr 200,000	Yacht

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Int	Diplomat
2	+1 Edu	Carouse
3	+1 Soc	Computers
4	Athletics (Any)	Drive (Any)
5	Gun Combat (Any)	Admin
6	Art (Any)	Persuade

1d6	Advanced Education (Education 8+)
1	Social Science (Any)
2	Computers
3	Any Science (Any)
4	Pilot (Any)
5	Flyer (Any)
6	Leadership

1d6	Celebrity	Executive
1	Gambler	Admin
2	Carouse	Diplomat
3	Streetwise	Advocate
4	Art (Any)	Broker
5	Jack of All-Trades	Deception
6	Carouse	Broker

1d6	Politician
1	Leadership
2	Advocate
3	Diplomat
4	Admin
5	Persuade
6	Deception

RANKS & BENEFITS

Rank	Celebrity	Skill or Benefit	Executive	Skill or Benefit	Politician	Skill or Benefit
0	—		Assistant		Assistant	
1	—	Carouse 1	Team Leader	Leadership 1	Aide	Admin 1
2	—		Assistant Manager		Lobbyist	Persuade 1
3	—	Art (Any) 1	Manager	Admin 1	Director	
4	—		Director		Governor	Advocate 1
5	—	Persuade 1	Vice President	Diplomat 1	Commissioner	
6	—		Board Member		Assembly Member	

Elites are upper-class citizens with money, power and/or fame: FNH politicians, corporate executive or celebrities of renown.

Qualification: Soc 10+

–1 DM for every previous career

You qualify automatically if your Social Standing is 10+ or if you had Rank 6+ in a previous career.

Assignments: Choose one of the following:

- **Celebrity:** You had plenty of money, fame and time to waste, living a life of glamour.
- **Executive:** You were one of the bigger sharks in the corporate pool.
- **Politician:** You held a position of power in the FNH state apparatus.





Mishaps

d66	Mishap
2	An opponent hires an assassin to kill you. Throw Intelligence or Gun Combat 8+; if you are successful, suffer a normal injury. If you fail, roll twice on the Injury table and take the lower result. In any case, the scandal forces you to leave your position.
3	An underworld figure makes you "an offer you can't refuse". If you agree, you are eventually exposed, but you may automatically join the Rogue career retaining your rank number. If you refuse, you may stay in this career, but gain the mobster as an Enemy.
4	Injured. Roll on the Injury table (37 TMB, 5 CB2).
5	A journalist publishes a series of articles painting you in a very negative light. Whether these allegations were true or not, they lead to the end of this career. Gain the journalist as a Rival.
6	If you are a politician, you are voted out of office; if you are an executive, a rival pushes you out of your position; if you are a celebrity, a relative or competitor takes over your trust fund or other source of income. Either way, you must leave this career and gain a Rival.
7	A lawsuit or political scandal forces you to leave the comfortable life of an Elite.
8	You run afoul of a ranking FNH official or administrative body. Gain a Rival.
9	You are investigated for corruption charges. If you are guilty, gain the prosecutor as an Enemy. If you are wrongly accused, gain the person who framed you as an Enemy. Either way, the scandal forces you to abandon your job.
10	A faction or group you sided with falls out of favour and you must leave your position of power. Gain 1d3 Contacts and 1d3 Rivals.
11	You are accused of sympathy with Secessionists. While the ensuing inquiry does not find enough evidence to convict you, your reputation is stained and you lose your position. Take -1 Social Standing.
12	You lose a protracted legal battle. Throw Advocate or Admin 8+; if you succeed, lose one benefit roll; if you fail, lose all benefits for this career.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	A private security company offers you to be its official representative or unofficial lobbyist. If you agree, throw Admin or Diplomat 8+; if you are successful, gain either a mercenary Ally or your own Security Licence.
13	Four years of leisure allow you to expand your social circle but also to earn new opponents. Gain 1d3 Contacts and 1d3 Rivals.
14	Your work involves the interface between government and corporations. Either gain a Contact in the Economic Commission and a Rival in a Megacorporation, or a Rival in the Economic Commission and a Contact in a Megacorporation.
15	You take a long trip through the Outer Veil for business or pleasure. Throw Intelligence or Education 8+; if you succeed, gain one of Astrogation 1, Pilot (Any) 1 or a Contact.
16	Terrorists or corporate mercenaries attack your office, mansion or ship. Throw Gun Combat, Flyer or Pilot 8+. If you fail, roll on the Injury table. If you succeed you are hailed as a hero by the media and gain +1 Social Standing.
21	You have a chance to receive higher education. Gain either +1 Education or Any Sciences (Any) 1.
22	You take a private piloting course. Throw Intelligence 8+ to gain one level in either Flyer (Any) or Pilot (Any).
23	You develop connections with a shipbuilding corporation. Throw Carouse or Admin 8+; if you succeed, gain 5 ship shares towards the purchase of a Yacht.
24	Investing in the local stock exchange offers the lure of easy profits, but also carries serious risks. If you decide to invest, throw Broker 8+; if you are successful, gain two additional Benefit rolls; if you fail, lose two Benefit rolls.
25	You have a chance to be appointed or elected to a prestigious office. Throw Persuade or Diplomat 8+; if you fail, take a -2 DM to your next Advancement roll; if you succeed, gain a +2 DM to your next Advancement roll.
26	You may participate in a game of chance with high stakes. If you join, throw Gambler or Deception 8+; if you are successful, gain an additional Benefit roll; if you fail, lose one Benefit roll.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	A rebellion, riot or illegal corporate war breaks out and you are one of the prime targets. Throw Persuade, Gun Combat or Streetwise 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
42	You are involved in military affairs, military politics or a defence contract. Gain either Weapon Engineering (Any)1 or a military Contact.
43	You are asked to be the spokesman for a new product or service. If you accept, throw Persuade or Deception 8+. If you succeed, gain either an extra Benefit roll or +1 Social Standing. If you fail, take -1 Social Standing.
44	You are investigated for tax evasion. Throw Advocate 8+ or Social Standing 10+. If you fail, lose a Benefit roll.
45	You are forced to get a real job. Gain one of Trade (Any) 1, Jack of All Trades 1 or Engineer (Any) 1.
46	You spend time on an Outer Veil world big game hunting. Throw Intelligence 8+. If you succeed, gain one of Gun Combat (Any), Recon or Survival.
51	You are part of your homeworld's celebrity circle. Gain one of Carouse, Persuade, Steward or a Contact.
52	Your privacy is invaded by the paparazzi. Throw Intelligence 8+. If you succeed gain either Stealth or Deception. If you fail you gain a +1 DM on one Benefit roll but take -1 Social Standing.
53	You are attacked by the dregs of society. Throw Endurance 8+. If you succeed, gain either Melee (Any) 1 or Gun Combat (Any) 1. If you fail, roll on the Injury table.
54	You become a major player in a colony world's politics. Gain one of Advocate, Admin, Diplomat or Persuade, but gain 1d3 Rivals.
55	The Justice Commission ask you to assist in an investigation. Throw Intelligence 8+. If you succeed, gain one of Investigate 1, Streetwise 1 or Deception 1.
56	Power and fame can be fleeting. Throw Intelligence 8+. If you fail, take a -2 DM on your next Advancement roll.
61	Your status in society attracts the wrong kind of attention. Throw Deception or Intelligence 8+. If you succeed, gain Streetwise 1 or Survival 1. If you fail, gain an Enemy.
62	You participate in a charity event. Throw Dexterity or Education 8+. If you succeed, gain one of Athletics (Any), Carouse or Gambler.
63	You take an interest in racing. Throw Dexterity 8+. If you succeed gain one of Drive (Any) 1, Flyer (Any) 1, Pilot (Small Craft) 1 or Seafarer (Any) 1.
64	Strange things happen to powerful people. Go to the Life Events table (34 TMB, 12, 13 CB2) and roll an Unusual Event.
65	A higher ranking executive or official takes you under his or her wing. Gain a +4 DM to your next Advancement roll.
66	You pull off an impressive scheme, plan or media spin. Gain an automatic promotion.



FNH MARINE CORPS

CAREER PROGRESSION

	Survival	Advancement
Support	End 5+	Dex 7+
Technical	Int 6+	Edu 6+
Trooper	End 7+	Edu 5+
Commission	Int 8+	

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 3,000	Weapon
2	Cr 6,000	Armour
3	Cr 6,000	Weapon or +1 Dex
4	Cr 12,000	Combat Implant
5	Cr 24,000	+1 Edu
6	Cr 32,000	Combat Implant
7	Cr 60,000	Security Licence

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Str	Athletics (Any)
2	+1 Dex	Vacc Suit
3	+1 End	Gun Combat (Any)
4	+1 Int	Stealth
5	Melee (Any)	Recon
6	Gambler	Zero-G

1d6	Advanced Education (Education 8+)	Commissioned Officer Skills
1	Medic	Tactics (Military)
2	Survival	Leadership
3	Explosives	Admin
4	Pilot (Any)	Remote Operations
5	Instruction	Leadership
6	Medic	Comms

1d6	Support	Technical
1	Mechanic	Computers
2	Drive or Flyer (Any)	Engineer (Any)
3	Medic	Mechanic
4	Admin	Remote Operations
5	Comms	Cbt Engineer (Any)
6	Weapon Engineering (Any)	Comms

1d6	Trooper
1	Gun Combat (Any)
2	Melee (Any)
3	Vacc Suit
4	Zero-G
5	Heavy Weapons (Any)
6	Recon

Disciplined, well-trained and equipped with TL 11 high-tech, the Marines are the iron fist inside the FNH's velvet glove. During peacetime, the Marines handle any military, police or counter-terrorist task that can't be handled by local forces or by the Justice Commission. Most FNH military ships carry marines to defend the ships and serve as expeditionary troops at the captain's disposal.

Qualification: End 6+

- 1 DM for every previous career
- 2 DM if you are aged 30 or more

Assignments: Choose one of the following:

- **Support:** You were a quartermaster, driver, mechanic or battlefield medic in the Marines.
- **Technical:** You served as a technical specialist, drone operator or engineer assisting the grunts in the field.
- **Trooper:** You were a Marines grunt, the cream of the FNH military forces.



RANKS & BENEFITS

Rank	Enlisted	Skill or Benefit	Officer	Skill or Benefit
0	Private	Gun Combat (Any) 1		
1	Private, 1st Class	Vacc Suit 1	Lieutenant	Leadership 1
2	Corporal		Captain	Tactics (Military) 1
3	Sergeant	Tactics (Military) 1	Major	
4	Gunnery Sergeant	Admin 1	Lieutenant Colonel	Advocate 1
5	Sergeant Major	Leadership 1	Colonel	
6	Master Sergeant		Brigadier	+1 Soc



Mishaps

2d6	Mishap
2	Severely injured in combat. This is the same as a roll of 2 on the Injury table.
3	You are captured by terrorists and tortured. The trauma you've endured in captivity leads to your discharge from the Corps.
4	You are ordered to torture a captured Secessionist. If you obey, the intelligence gained saves the day but you are dishonourably discharged from the corps for your actions and gain your commanding officer as an Ally. If you refuse, gain +1 Social Standing from the subsequent media fanfare surrounding the affair, but the officer becomes your Enemy and forces you to leave the Marines.
5	A failed mission results in the death of several Marines and you are held responsible regardless of your actual responsibility.
6	A mission gone wrong causes massive collateral damage to expensive Megacorp property and the blame falls on you. Gain the local corporate exec responsible for that facility as an Enemy.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Intense rivalry with a fellow Marine of the same rank leads to your resignation or discharge. Gain him or her as a Rival.
9	Your ship crashes on a remote world and you spend most of your term stranded in the wild; gain a level of Survival. Once rescued you are honourably discharged from the Corps and you may retain any benefits from this term.
10	Your unit is disbanded due to budget cuts. You may retain any benefits from this term, but gain the paper-pusher responsible for this as a Rival.
11	Your unit is involved in a badly botched operation and you are all discharged in the ensuing fiasco.
12	You volunteer for a secret experiment and are removed from service to maintain secrecy. Roll 2d6: on a roll of 8 or less, gain 1d3 augmentations; on a roll of 9 or more receive free psionic training and a Psionic Amplifier.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	You are assigned to a remote base of station with nothing much to do other than read or play card games. Gain Gambler 1 or +1 Education.
13	During an anti-piracy operation, your unit spear-heads the attack on a pirate base. Throw Zero-G or Gun Combat 8+ to avoid injury; if you are successful, gain a +2 DM to your next Advancement roll.
14	In the heat of battle, a wounded comrade is pinned under heavy enemy fire. If you try to rescue him or her, throw Stealth or Gun Combat 8+ to avoid injury and reach his or her position; if you succeed, gain him or her as an Ally.
15	You are given Intelligence training. Throw Intelligence 8+; if you succeed gain one of Interrogation 1, Sensors 1 or Investigation 1.
16	Your transport crash-landed on an Outer Veil world; gain either Survival 1 or Jack of All-Trades 1.
21	Several of your fellow Marines organise a gambling ring. If you stay clear of this shady affair, gain a +2 DM to your next advancement roll. If you join, throw Gambler 8+; if you are successful, gain an additional benefit; if you fail, lose one benefit.
22	You are stationed on a ship patrolling the Outer Veil. Throw Education 8+; if you succeed gain either Pilot (Any) or Gunner (Any).
23	You are assigned to the bodyguard detail of a ranking FNH official. Throw Intelligence or Social Standing 8+; if you succeed, gain one of Diplomat 1, Carouse 1 or a contact high in the FNH bureaucracy.
24	Hostile wildlife infest an Outer Veil colony and your unit is sent to clear it out. Throw Gun Combat or Melee 8+ to avoid injury; if you succeed, gain Space Science (Xenology) 1 and a +2 DM to your next Advancement roll.
25	You serve as an instructor in a Marines boot camp. Gain one of Instruction 1, Leadership 1 or Tactics (Military) 1.
26	Your unit participates in a police action against a Secessionist insurgency. Throw Gun Combat or Stealth 8+ to avoid injury; if you are successful, gain a +2 DM to your next Advancement roll.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You are assigned to field-test a new weapon system. Gain one of Weapon Engineering (Any) 1, Heavy Weapons (Any) 1 or a contact in FEconA's Military Industry branch.
42	Your unit is sent to put an end to an illegal war between Megacorporations and you perform your duty admirably. Gain a +4 DM to your next Advancement roll but also gain 1d3 mercenary officers as Enemies.
43	Your ship engages in combat with a pirate squadron and you are assigned to the damage control detail. Throw Intelligence or Education 8+; if you are successful, gain Mechanic 1 or Engineer (Any) 1.
44	You are assigned to one of the larger Marine bases in the Core. Throw Intelligence 8+; if you succeed gain either Streetwise 1 or Jack of All-Trades 1.
45	Pirates, terrorists or mercenaries board your ship and try to take it over with overwhelming forces. If you reach for the escape pods, you avoid risking your life but you suffer a -2 DM to your next Advancement roll. If you stay and fight, throw Gun Combat or Melee 8+ to avoid injury; if you are successful, gain a +2 DM to your next Advancement roll.
46	Your unit is ordered to guard a maximum-security military prison. Gain one of Sensors 1, Melee (Any) 1 or Streetwise 1.
51	You are assigned to a Marine recruiting station. Gain Recruiting 1.
52	You train alongside a colonial Army unit. Gain 1d3 Contacts.
53	You are given specialist training. Gain one of Medic 1, Mechanic 1, Heavy Weapons (Any) 1 or Remote Operations 1.
54	Your unit works alongside a Justice Commission agent. Gain him or her as a Contact.
55	Your ship is tasked with preventing corporate claim-wars in an asteroid belt. Gain one of Sensors 1, Zero-G 1 or Pilot (Small Craft) 1.
56	You discover that the pirate band you were fighting was actually a privateer unit in service of one of the Megacorporations. If you report this, gain a +2 DM to your next Advancement roll; if you keep silent, gain a Contact in that corporation.
61	You are assigned to a Marine military police unit. Throw Intelligence 8+; if you are successful gain one of Advocate 1, Streetwise 1 or Investigate 1.
62	You witness your commanding officer engaging in inappropriate conduct. Report him or her and gain a +2 DM to your next Advancement roll; keep your mouth shut and gain him or her as an Ally.
63	Your unit attacks a Secessionist training camp on a remote Outer Veil world. Throw Gun Combat or Recon 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
64	During a particularly uneventful assignment you volunteer to assist the unit's cook. Gain Steward 1.
65	You are sent to rescue important hostages held by a terrorist group. Roll Gun Combat or Stealth 8+ to avoid injury; if you are successful, you manage to rescue the hostages and gain 1d3 of them as Allies.
66	Your exemplary service results in you being sent to an Officer Training Course. If you are Enlisted, gain an automatic commission; if you are an Officer, gain an automatic promotion.

FNH NAVY

CAREER PROGRESSION

	Survival	Advancement
Deck	Int 6+	Edu 6+
Engineering	Int 5+	Edu 7+
Flight	Dex 7+	Int 5+
Gunnery	Int 6+	Edu 6+
Commission	Edu 8+	

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,500	1 Ship Share
2	Cr 3,000	Weapon
3	Cr 5,000	+1 Int
4	Cr 10,000	+2 Edu
5	Cr 20,000	Ship's Boat or 2 Ship Shares
6	Cr 30,000	5 Ship Shares
7	Cr 50,000	Subsidised Trader or Miner

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Str	Vacc Suit
2	+1 Dex	Gunner (Any)
3	+1 Int	Gun Combat (Any)
4	+1 Edu	Zero-G
5	Carouse	Mechanic
6	Melee (Any)	Astrogation

1d6	Advanced Education (Education 8+)	Commissioned Officer Skills
1	Remote Operations	Admin
2	Engineer (Any)	Tactics (Naval)
3	Space Science (Any)	Leadership
4	Instruction	Admin
5	Any Science (Any)	Advocate
6	Medic	Pilot (Any)

1d6	Deck	Engineering
1	Sensors	Engineer (Any)
2	Comms	Mechanic
3	Mechanic	Computers
4	Vacc Suit	Remote Operations
5	Computers	Mechanic
6	Jack of All-Trades	Engineer (Any)

1d6	Flight	Gunnery
1	Pilot (Small Craft)	Gunner (Any)
2	Gunner (Any)	Sensors
3	Sensors	Explosives
4	Flyer (Any)	Gunner (Any)
5	Pilot (Small Craft)	Remote Operations
6	Astrogation	Computers

RANKS & BENEFITS

Rank	Enlisted	Skill or Benefit	Officer	Skill or Benefit
0	Spaceman	Vacc Suit 1		
1	Able Spaceman	Gun Combat (Any) 1	Ensign	Leadership 1
2	Petty Officer 3 rd Class		Lieutenant	
3	Petty Officer 2 nd Class	Mechanic 1	Lieutenant Commander	Tactics (Naval) 1
4	Petty Officer 1 st Class		Commander	
5	Chief Petty Officer	Admin 1	Captain	Advocate 1
6	Master Chief		Admiral	+2 Soc

The FNH Navy's task is projecting the power of the FNH government from the Core to distant stars, up to and including the Outer Veil - or even beyond. Brave men and women are needed to crew the many ships, boats and fighters that defend the frontier and bring law and order to the remote colonies.

Qualification: End 6+

–1 DM for every previous career

–2 DM if you are aged 30 or more

Assignments: Choose one of the following:

- **Deck:** You were a typical crewmember or officer aboard a naval ship.
- **Engineering:** You made sure that a ship was in working order and prepared to do its job.
- **Flight:** You piloted a small craft or a fighter; a dangerous job, but with plenty opportunities for glory.
- **Gunnery:** You operated the weapon systems of a spacecraft or starship.





Mishaps

2d6	Mishap
2	Severely injured in combat. This is the same as a roll of 1 on the Injury table.
3	Your ship is destroyed in battle, and while you manage to survive in an escape pod, you are blamed for this disaster regardless of your actual guilt and dishonourably discharged.
4	Your vessel crashes on a remote Outer Veil world and you spend most of your last term there before being rescued. Gain Survival 1 or Navigation 1, but you are honourably discharged after this affair (you may keep all Benefits from this career).
5	A major corporate contractor offers you a sizable bribe to further his interests in the Navy. If you agree, you are eventually exposed and discharged, but still manage to stash away a hefty sum of cash – lose no benefits. If you decline, you may stay in the Navy, but gain the contractor as an Enemy.
6	Your ship is decommissioned due to old age and you are one of those who are not given a berth aboard a new ship.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Intense rivalry with a fellow Spacer of similar rank leads to your dismissal from the Navy. Gain him or her as a Rival.
9	Your ship misjumps into unexplored space and you spend most of your last term on the long journey home; you are discharged after prolonged debriefing. Still, you managed to learn a lot about deep space: gain one level of Astrogation.
10	You are ordered to fire on a suspected pirate vessel, which is eventually found to be an unarmed civilian transport. Your commanding officer manages to avoid responsibility by letting the blame fall on you. Gain him or her as a Rival.
11	You are exposed to a radiation leak or to a minor solar flare and take 6d6 x 10 rads.
12	A badly aimed artillery barrage causes significant damage to civilian real-estate and you are held responsible. Throw Advocate or Admin 8+; if you succeed, lose only one Benefit roll; if you fail, lose all Benefit rolls from this career.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	You train alongside your ship's Marine detachment. Gain Gun Combat (Any) 1, Stealth 1 or Recon 1.
13	Your ship receives a distress signal from a damaged civilian ship in a rapidly decaying orbit. Throw Pilot, Sensors or Engineer 8+ to save that ship; if you are successful, gain its captain as an Ally.
14	Pirates attack your ship. Throw Gunner, Pilot or Sensors 8+ to avoid injury; if you succeed, gain +2 DM to your next Advancement roll.
15	You are assigned to a remote Naval base with little else to do other than read or play cards. Gain either +1 Education or Gambler 1.
16	You are among the first humans to investigate newly-discovered alien ruins. Throw Intelligence or Education 8+; if you are successful, gain either Space Science (Xenology) 1 or Social Science (Archaeology) 1.
21	You are stationed on a major Naval base which sees a lot of traffic. Gain Comms 1, Streetwise 1 or a Contact.
22	Your vessel encounters a corporate privateer squadron just as it closes on a transport owned by a rival corporation. Throw Sensors, Pilot or Gunner 8+ to avoid injury; if you succeed, gain the transport's captain as an Ally. In any case, gain an Enemy in the corporation who controlled the privateers.
23	You are assigned to a ship carrying a ranking FNH official. Throw Carouse or Social Standing 8+; if you are successful, gain him or her as a Contact.
24	A smuggler offers you a bribe to avoid an inspection. If you accept, gain an additional Benefit roll. If you turn the smuggler in, gain +2 DM to your next Advancement roll.
25	Your ship is severely damaged in combat with a pirate fleet. Throw Engineer, Mechanic or Pilot 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
26	An accident causes a reactor leak on your vessel. If you abandon ship, nothing happens to you. If you volunteer to go in and repair it, throw Vacc Suit or Engineer 8+; if you are successful, gain an automatic promotion. If you fail, take 2d6 x 10 rads and an injury.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You receive specialist training; gain any one skill at level 1.
42	You are assigned to a Naval shipyard. Throw Intelligence or Education 8+; if you succeed, gain one level in either Remote Operations or Engineer (Naval).
43	Your ship is ambushed by a number of secessionist vessels. Throw Pilot, Sensors or Tactics 8+ to avoid injury; if you are successful, gain a +2 DM to your next Advancement roll.
44	New, experimental systems are installed aboard your vessel. Throw Intelligence or Engineer 8+; if you are successful, gain a level in Engineer (Any).
45	A planetside Secessionist or pirate base launches missiles at your vessel. Throw Sensors, Gunner or Pilot 8+ to avoid injury; if you succeed, gain either a +2 DM to your next Advancement roll or one level in Gunner (Ortillery).
46	You are assigned to Naval Intelligence; gain Deception 1, Investigation 1, Interrogation 1 or Stealth 1.
51	After a successful mission, you are rewarded with a prolonged shore leave. Gain Gambler 1, Carouse 1 or a Contact.
52	Terrorists plant a bomb aboard your vessel. Throw Explosives or Vacc Suit 8+ to avoid injury; if you are successful, you save the lives of several of your comrades: gain 1d3 Allies.
53	Your ship is in orbit when a Marine dropship tries to land under heavy fire. Throw Pilot, Sensors or Gunner 8+ to help it; if you succeed, gain an Ally in the Marines.
54	You serve on a famous ship or under the command of a legendary officer. Gain +1 Social Standing.
55	You have a chance to develop ties with FEconA's Naval Division. Throw Admin or Carouse 8+; if you are successful, gain a Contact and 1d6 Ship Shares.
56	You are assigned to a Navy recruiting station. Gain Recruiting 1.
61	During a particularly boring assignment, you spend hours on hours in the gym. Gain either Athletics (Any) 1 or +1 Endurance.
62	A heated political debate erupts between you and a fellow crewmember; gain him or her as a Rival. Additionally, throw Advocate or Persuade 8+; if you succeed, gain a +2 DM to your next Advancement roll; if you fail, take a -2 DM.
63	You are sent to interdict a star system known for illegal corporate warfare. Gain Advocate 1, Sensors 1 or Diplomat 1.
64	Your ship is assigned to escort a long-range exploration vessel into the unknown. Gain a Contact in the Science Commission.
65	You impress your commanding officer with your professionalism and bravery. Gain a +4 DM to your next Advancement roll.
66	Your exemplary service results in you being sent to an Officer Training Course. If you are Enlisted, gain an automatic Commission; if you are an Officer, gain an automatic promotion.

JUSTICE COMMISSION

CAREER PROGRESSION

	Survival	Advancement
Agent	Dex 7+	Int 5+
Judge	Edu 5+	Soc 7+
Technician	Int 6+	Edu 6+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Ally
2	Cr 2,000	Weapon
3	Cr 5,000	Combat Implant
4	Cr 10,000	Armour
5	Cr 20,000	Ally
6	Cr 50,000	Security Licence
7	Cr 100,000	Subsidised Courier

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Str	Gun Combat (Any)
2	+1 Dex	Computers
3	+1 End	Investigate
4	+1 Int	Admin
5	Carouse	Comms
6	Athletics (Any)	Drive or Flyer (Any)

Advanced Education (Education 8+)

1d6	
1	Engineer (Any)
2	Advocate
3	Any Science (Any)
4	Pilot (Any)
5	Leadership
6	Diplomat

1d6	Agent	Judge
1	Streetwise	Admin
2	Investigate	Advocate
3	Gun Combat (Any)	Persuade
4	Deception	Advocate
5	Interrogation	Diplomat
6	Stealth	Interrogation

1d6	Technician
1	Sensors
2	Remote Operations
3	Computers
4	Investigate
5	Engineer (Any)
6	Medic

RANKS & BENEFITS

Rank	Agent & Tech	Skill or Benefit	Judge	Skill or Benefit
0	Recruit		Advocate	
1	Detective	Gun Combat (Any) 1	Lawyer	Advocate 1
2	Inspector			
3	Senior Inspector	Investigate 1	Justice of the Peace	Diplomat 1
4	Supervisor			
5	Director	Leadership 1	Magistrate	Leadership 1
6	Commissioner		Judge	

Law and order are maintained throughout known space by the Justice Commission. These dedicated people ensure that the laws of the FNH are being followed, root out corruption and handle whatever crime the local authorities can't. Part lawman, spy and judge, these dedicated people keep the peace.

Qualification: End 6+

–1 DM for every previous career.

Automatic if 1+ terms as an Agent.

Automatic if 2+ terms Navy, Army or Marine service.

Assignments: Choose one of the following:

- **Agent:** You are the law. You track down the bad guys and bring them to justice.
- **Judge:** You serve as a roving prosecutor or judge on the frontier. You interpret the law and apply it in a variety of unusual situations.
- **Technician:** Part CSI, part Techno, you are the heart and soul of the high tech investigation.





Mishaps

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Your actions lead to the death of a large group of people. Gain 1d3 Enemies.
4	You infiltrate an unsanctioned colony and are exposed. You have to flee the planet with only the clothes on your back. Roll Streetwise 8+. If you succeed, you lose 1 Benefit roll. If you fail, you lose all Benefit rolls for this career.
5	You are offered a chance to join a Secessionist group. If you refuse, your cover is blown; gain 1d3 Enemies from that group. If you agree, throw Deception 10+. If you succeed, you may stay in this career but you are now working for the Secessionist group.
6	You are seduced by the people you were trying to fight. Throw Social Standing 8+. If you succeed, you may take the Rogue career next term without rolling for Qualification. If you fail, you must enter the Drifter career next term. Either way, gain a Justice Commission Enemy and -1 Social Standing.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	You are made a scapegoat for political reasons and your reputation is ruined. Gain an Enemy in either the FNH or a Corporation. Throw Streetwise 8+ to keep your Benefit roll for this term.
9	Your ship is attacked by pirates or corporate raiders and you are stranded on a backwater world. Throw Dexterity 8+ to avoid a roll on the Injury table.
10	During an investigation of a corrupt FNH official you are captured and tortured. You are no longer fit for duty.
11	You are betrayed by a friend or close associate. One of your Allies becomes an Enemy. If you have no Allies, you were betrayed by an acquaintance but still gain an Enemy.
12	You botch an investigation and a major criminal figure escapes justice. Gain a Justice Commission Enemy and take -1 Social Standing.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	You are caught in the middle of a corporate war. Throw Dexterity or Gun Combat 8+. If you fail, roll on the Injury table.
13	You are offered a bribe to suppress evidence in a criminal case. If you accept the bribe, throw Deception 8+. If you succeed, gain an extra Benefit roll. If you fail, take a -4 DM on your next Advancement roll. If you do not accept the bribe and turn in the briber, take a +1 DM on your next Advancement roll but gain an Enemy.
14	You investigate an unsanctioned colony at the edge of the Outer Veil. Throw Investigate or Diplomat 8+. If you succeed, you successfully integrate the colony into the FNH and gain +1 Social Standing and an Ally. If you fail, roll on the Injury table.
15	You are attacked by a criminal gang. Throw Dexterity 8+. If you succeed, gain one level of Gun Combat (Any) or Melee (Any). If you fail, roll twice on the Injury table and take the worst result.
16	You are assigned to a space ship. Throw Intelligence 8+. If you succeed, gain one of Mechanic 1, Vacc Suit 1 or Gunner (Any) 1.
21	You are the leader of an investigation. Throw Education 8+. If you succeed, gain one of Leadership 1 or Tactics (Any) 1.
22	You are trained in advanced weapons. Throw Intelligence 8+. If you succeed, gain one skill level in one of Gun Combat (Any), Melee (Any) or Tactics (Any).
23	Your team is attacked and your actions save the life of the others. Gain one level of Medic and throw Intelligence 8+. If you succeed gain one level of Leadership or an Ally.
24	You are involved in a dangerous investigation. Throw Education 8+. If you succeed, gain one of Interrogation 1, Explosives 1, or Remote Operations 1. If you fail, roll on the Injury table.
25	You work in a large variety of areas. Throw Intelligence 8+. If you succeed, gain one level of Jack of All-Trades.
26	You develop a group of informants. Gain 1d3 Contacts.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You are able to spend time among different cultures. Gain Language (Any) 1.
42	Your mission requires special abilities. Throw Endurance 8+. If you succeed, you gain an Augmentation.
43	You are assigned to investigate an FNH military unit. Throw Intelligence 8+. If you succeed, gain one of Gun Combat (Any) 1, Melee (Any) 1, Vacc Suit 1, Gunner (Any) 1 or one level of Deception.
44	You investigate criminal activity on a large space ship or a space station. Throw Education 8+. If you succeed, gain one of Mechanic 1, Engineer (Any) 1, Vacc Suit 1, or Zero-G 1.
45	Your mission involves negotiating with a secessionist group. Throw Social Standing 8+. If you succeed, you have averted a war and gain an Ally. If you fail, war breaks out and you gain an Enemy. Either way, gain one level of Diplomat.
46	You go undercover as a low level worker. Throw Intelligence 8+. If you succeed gain one of Steward 1, Mechanic 1 or Trade (Any) 1.
51	You spend a lot of time in the remote wilderness. Gain one of Recon 1, Survival 1 or Navigation 1.
52	You are assigned to escort a corporate executive or high ranking politician of the FNH. Throw Social Standing 8+. If you succeed, gain one of Carouse 1, Gambler 1 or Admin 1 and gain a Contact. If you fail, take -1 Social Standing and gain a Rival.
53	You spend time on a water world. Gain either Seafarer (Any) 1 or Navigation 1.
54	You investigate a criminal gang. Throw Deception 8+ or Intelligence 10+. If you succeed, gain one of Gambler 1, Carouse 1 or Art (Any) 1. If you fail, gain a Rival and Carouse 1.
55	You are part of a team investigating illegal activity by a corporation or colony. Throw Streetwise 8+. If you succeed, gain a +1 DM on one Benefit roll or an Ally. If you fail, lose one Benefit roll due to the actions of the corporation and gain an Enemy.
56	You investigate a pirate gang. Gain one of Pilot (Any) 1, Astrogation 1, Engineer (Any) 1 or one level of Investigation.
61	You find out your superior is involved in corruption. You may turn him in and gain a +2 DM on your next Promotion roll and an Enemy. If you do not turn him in, gain an Ally.
62	You make friends with another Justice Commission agent. Gain an Ally.
63	You are given a bonus for solving a case involving corporate executives. Gain a +1 DM on a Benefit roll.
64	You solve a difficult case and are suitably rewarded. Gain a +2 DM on your next Advancement roll.
65	You become a protégé of a superior. Take a +4 DM on your next Advancement or a +1 DM on one Benefit roll.
66	Your hard work is noticed by your superiors. You are automatically promoted.

PLANETARY ARMY

CAREER PROGRESSION

	Survival	Advancement
Armour	Dex 6+	Edu 6+
Artillery	Int 6+	Edu 6+
Infantry	Dex 6+	Int 6+
Support	End 4+	Edu 8+

Commission Edu 8+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Weapon
2	Cr 2,500	Armour
3	Cr 5,000	Weapon or +1 Dex
4	Cr 10,000	+1 Dex
5	Cr 10,000	+1 Edu
6	Cr 20,000	Combat Implant
7	Cr 30,000	Mercenary Licence

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Str	Athletics (Any)
2	+1 Dex	Drive (Any)
3	+1 End	Gun Combat (Any)
4	+1 Edu	Hvy Weapons (Any)
5	Streetwise	Recon
6	Gambler	Melee (Any)

1d6	Advanced Education (Education 8+)	Commissioned Officer Skills
1	Navigation	Tactics (Military)
2	Survival	Leadership
3	Explosives	Admin
4	Flyer (Any)	Remote Operations
5	Instruction	Computers
6	Weapon Engineering (Any)	Comms

1d6	Armour	Artillery
1	Drive (Any)	Mechanic
2	Heavy Weapons (Any)	Hvy Weapons (Any)
3	Sensors	Computers
4	Mechanic	Remote Operations
5	Navigation	Explosives
6	Recon	Hvy Weapons (Any)

1d6	Infantry	Support
1	Gun Combat (Any)	Medic
2	Melee (Any)	Mechanic
3	Recon	Engineer (Any)
4	Survival	Cbt Engineer (Any)
5	Athletics (Any)	Comms
6	Stealth	Drive (Any)

RANKS & BENEFITS

Rank	Enlisted	Skill or Benefit	Officer	Skill or Benefit
0	Private	Gun Combat (Any) 1		
1	Private 1 st Class	Recon 1	Lieutenant	Admin 1
2	Corporal		Captain	Leadership 1
3	Sergeant	Admin 1	Major	Tactics (Military) 1
4	Gunnery Sergeant		Lieutenant Colonel	Advocate 1
5	Sergeant Major	Leadership 1	Colonel	
6	Master Sergeant		General	+1 Soc

Each world in the FNH has the right and obligation to raise and equip a local defence force. These local forces defend their homeworlds against internal and external threats, and, in the event of a major war, could be sent to fight the FNH's enemies on distant worlds. While not as prestigious as the Marines, the armies of the more populous worlds operate the heaviest military equipment, while the colonial militias defend the farthest worlds in known space.

Qualification: End 5+

-1 DM for every previous career

-2 DM if you are aged 30 or more

Assignments: Choose one of the following:

- **Armour:** You operated a tank, APC or any similar armoured ground vehicle.
- **Artillery:** You operated an artillery piece or other battlefield-scale support weapon.
- **Infantry:** You were one of the Ground Pounders.
- **Support:** You were a technician, engineer or medic.





Mishaps

d66	Mishap
2	Severely injured in combat. Roll twice on the Injury table and take the worst result.
3	During a raid on a terrorist or criminal base you are exposed to an illegal chemical or biological agent; take -1 Endurance.
4	You are held accountable when an accident leaves several soldiers dead or severely wounded. You are discharged from the Army.
5	Too many drinks in a pub during an evening leave ends up in a messy bar brawl, and you are dishonourably discharged for your inappropriate conduct.
6	Your unit is disbanded due to budget cuts. You may retain any benefits from this term, but gain the paper-pusher responsible for this as a Rival.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	A strained relationship with your commanding officer leads to him or her removing you from service. Gain him or her as a Rival.
9	Your commanding officer ends up supporting the losing side in the elections for the planetary governor, and the winner manages to dismiss your entire unit out of spite. You gain the new governor as a Rival.
10	A ranking officer orders you to fire on unarmed demonstrators. If you obey, you are vilified by the media. Take -1 Social Standing and you must leave the Army. If you refuse this illegal order, the ranking officer organises your discharge. Gain him or her as an Enemy.
11	You are suspected of sympathising with a Secessionist group and are dishonourably discharged. If you were wrongly accused, gain the soldier who informed on you as a Rival; if the accusation was correct, gain an Enemy in the Army and a Secessionist Contact.
12	Your actions caused significant damage to private property. Throw Advocate or Social Standing 8+; if you succeed, lose the benefit roll for this term; if you fail, lose all benefits for this career.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	Your unit is deployed to help colonists hit by a natural disaster. Gain one of Trade (Any) 1, Medic 1 or Mechanic 1.
13	Pirates raid your colony and your unit is ordered to repel them. Throw Gun Combat or Heavy Weapons 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
14	You are stationed near a major population centre. Gain either Streetwise 1 or a Contact.
15	You are stationed in orbit or on one of the smaller, airless bodies in your system. Gain either Vacc Suit 1 or Zero-G 1.
16	During a raid on a Secessionist or pirate camp you stumble upon a suitcase full of cold, hard cash. If you keep it to yourself, gain an additional Benefit roll; if you turn it in, gain a +2 DM to your next Advancement roll.
21	You spend four years behind a desk doing an administrative job. Throw Intelligence or Education 8+; if you are successful, gain one of Admin 1, Recruiting 1, Advocate 1 or Computers 1.
22	A Secessionist rebellion breaks out and your unit takes part in its suppression. Throw Gun Combat or Drive 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
23	Increased military spending by your world's administration brings a windfall of high-tech gear to your unit. Throw Intelligence 8+; if you are successful, gain one of Weapon Engineering (Any) 1, Flyer (Any) 1, Heavy Weapons (Any) 1 or Computers 1.
24	Your unit carries out a door-to-door search for dangerous criminals or terrorists. Throw Recon or Streetwise 8+ to avoid injury; if you succeed, gain one level of Investigation.
25	A well-armed criminal gang proves too difficult for the local police to handle and your unit is sent in to deal with it. Throw Gun Combat, Drive or Heavy Weapons 8+ to avoid injury; if you are successful, gain a Contact in the local police.
26	Your unit is sent to work on a large-scale infrastructure project. Gain one of Engineer (Any) 1, Mechanic 1 or Remote Operations 1.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You are given a chance to join an Army advanced education program. Throw Intelligence or Education 8+; if you succeed, gain +1 Education and either Any Sciences (Any) 1 or Medic 1.
42	You are assigned to a supply depot. Gain either +1 Strength or one level of Admin.
43	You serve as a drill NCO or officer in an Army boot camp. Gain either Instruction 1 or Leadership 1.
44	Your unit is sent to break a major riot. Throw Strength 8+; if you are successful, gain one level of Melee (Any).
45	Your unit is assigned to assist the local police force. Gain either Streetwise 1 or a Contact.
46	One of your comrades is severely injured and you are the only one who's available to help. Throw Medic 8+ to save his or her life; if you succeed, gain him or her as an Ally.
51	You are assigned to a munitions factory. Throw Intelligence or Education 8+; if you are successful, gain one of Weapon Engineering (Any) 1, Mechanic 1, Remote Operations 1 or Explosives 1.
52	Your unit is tasked with building a new military base or facility. Gain either Combat Engineering (Any) 1 or one level of Mechanic.
53	Your unit is ambushed by Secessionist guerrillas. Throw Drive, Gun Combat or Heavy Weapons 8+ to avoid injury; if you succeed, gain a +2 DM to your next Advancement roll.
54	You train alongside a Navy detachment tasked with defending your system. Throw Intelligence or Dexterity 8+; if you are successful, gain one of Gunner (Any) 1, Pilot (Small Craft) 1 or a Naval Contact.
55	Your unit is sent on a long-range, long-duration patrol in your world's outback. Gain either Navigation 1 or Survival 1.
56	After a breakout of illegal corporate warfare on your world, your unit is sent to guard a corporate facility to prevent any further mercenary attacks. Throw Social Standing or Streetwise 8+; if you succeed, gain a Contact in the corporation which owned that facility.
61	You are given specialist training. Gain one of Medic 1, Mechanic 1, Sensors 1 or Remote Operations 1.
62	You are assigned to your planetary army's procurement division. Gain either a Contact in a military equipment-producing corporation or a Contact who is a private arms dealer.
63	You are offered a chance to join a Special Forces unit. Throw Endurance, Athletics or Survival 10+ to pass the gruelling selection process; if you succeed, gain one level in one of Stealth, Recon and Explosives.
64	You are assigned to a military police unit. Gain one of Investigation 1, Interrogation 1 or Streetwise 1.
65	During a planet-wide food shortage, your unit sent to help rebuild your world agricultural production. Gain Animals (Farming) 1.
66	Your exemplary service results in you being sent to an Officer Training Course. If you are Enlisted, gain an automatic Commission; if you are an Officer, gain an automatic promotion.



SCOUT

CAREER PROGRESSION

	Survival	Advancement
Freelancer	End 7+	Int 7+
M.C. Courier	Int 5+	Edu 9+
S.C. Explorer	End 6+	Edu 8+

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 10,000	Contact
2	Cr 20,000	+1 Edu
3	Cr 30,000	+1 Int
4	Cr 30,000	Weapon
5	Cr 50,000	ATV
6	Cr 50,000	Subsidised Courier
7	Cr 75,000	Subsidised Courier

SKILLS & TRAINING

1d6	Personal Development	Service Skills
1	+1 Str	Pilot (Any)
2	+1 Dex	Astrogation
3	+1 End	Mechanic
4	+1 Int	Engineer (Any)
5	+1 Edu	Vacc Suit
6	Jack of All-Trades	Gun Combat (Any)

1d6	Advanced Education (Education 8+)
1	Any Science (Any)
2	Computers
3	Any Science (Any)
4	Medic
5	Comms
6	Gunner (Any)

1d6	Freelancer	M.C. Courier
1	Pilot (Any)	Pilot (Any)
2	Broker	Astrogation
3	Streetwise	Computers
4	Survival	Admin
5	Space Science (Any)	Comms
6	Sensors	Gunner (Any)

1d6	S.C. Explorer
1	Sensors
2	Pilot (Any)
3	Astrogation
4	Survival
5	Navigation
6	Space Science (Any)

RANKS & BENEFITS

Rank	Freelancer	Skill or Benefit	M.C. Courier	Skill or Benefit	S.C. Explorer	Skill or Benefit
0	–	Vacc Suit 1	Assistant Mailman	Vacc Suit 1	Spaceman	Vacc Suit 1
1	–		Mailman		Able Spaceman	
2		Pilot (Any) 1	Courier	Pilot (Any) 1	Explorer	Pilot (Any) 1
3	–		Senior Courier		Senior Explorer	
4		Streetwise 1	Director	Admin 1	Captain	Admin 1
5	–		Sub-Commissioner		Sub-Commissioner	
6	–	Broker 1	Commissioner	+1 Soc	Commissioner	+1 Soc

'Scout' is an unofficial term referring to widely-travelled individuals involved in interstellar communications and exploration, especially ones who operate small ships on the Frontier, the Outer Veil and beyond. This career replaces the Scout career (32, 33 TMB).

Qualification: Int 5+

- 1 DM for every previous career
- 2 DM if you are aged 30 or more

Assignments: Choose one of the following:

- **Freelancer:** You explored remote star systems and sold your findings to the highest bidder.
- **Mail Commission Courier:** You carried data, letters and small packages and thus maintained the communication lines between distant worlds.
- **Science Commission Explorer:** You went into the unknown in the service of the FNH.





Mishaps

2d6	Mishap
2	Severely injured. This is the same as a roll of 1 on the Injury table.
3	You are found in cryosleep in an escape pod with no memory of the past year. You are discharged after a long debriefing.
4	You are accused of corruption or theft and lose your job. If you are guilty, receive the prosecutor as an Enemy. If you are wrongly accused, gain the person who framed you as an Enemy.
5	Your ship was destroyed by pirates and you are accused of failing to avoid or defeat them. Gain the pirate gang as Enemies.
6	Intense competition with a fellow explorer or courier pushes you out of this career. Gain a Rival.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Budget cuts or an economic downturn lead to the termination of your job.
9	You saw something you weren't supposed to see and you are fired as part of the cover-up. Furthermore, someone wants you permanently silenced. Gain an Enemy.
10	Pirates or secessionists take you prisoner; gain your captors as Enemies. Once repatriated, you are discharged on medical grounds.
11	You are exposed to a dose of radiation on the Frontier; receive 2d6 x 10 rads.
12	You are exposed to a rare active Monument Builders site in the Outer Veil or beyond, causing strange changes to your mind. You lose your job on the grounds of mental instability but you also receive the equivalent of psionic training.

Events

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from your career.
12	You crash-land on a remote Outer Veil world and spend more than a year in the wild before you are rescued. Throw Survival or Endurance 8+ to avoid injury; if you succeed, gain one level in either Navigation or Animals (Any).
13	You find an escape pod with a single survivor in a malfunctioning low-berth. Throw Engineer or Medic 8+ to save the occupant; if you are successful, gain him or her as an Ally.
14	You stumble upon an unsanctioned colony. If you keep your discovery secret, gain the colony's leader as an Ally. If you report your find, gain a +4 DM to your next Advancement roll.
15	You are given security or anti-piracy training. Gain one of Gunner (Any) 1, Gun Combat (Any) 1, Recon 1 or Tactics (Any) 1.
16	You may try to gain the favour of a ranking FNH official involved in the subsidised starship programme. If you try, throw Streetwise or Social Standing 8+; if you fail, gain him or her as a Rival; if you succeed, gain a Subsidised Courier.
21	Pirates or Secessionists come after a package you were delivering. Throw Pilot or Gunner 8+ to avoid an injury; if you are successful, gain a +2 DM to your next Advancement roll.
22	You encounter a ship in distress. Throw Pilot 8+ to save its crew; if you succeed, gain its captain as an Ally.
23	An accident or sabotage damages your ship and threatens to cause it to crash. Throw Pilot or Engineer 8+ to avoid injury; if you are successful gain a +2 DM to your next Advancement roll.
24	You are tasked with delivering a critical message. Throw Pilot or Astrogation 8+ to get it to its destination in time; if you fail, take a -2 DM to your next Advancement roll; if you succeed, gain a +2 DM to your next Advancement roll.
25	You come across an alien artefact or a human-made high-tech prototype. If you turn it in or sell it, gain a +2 DM to your next Advancement roll; if you keep it, you will have it in your possession at start of the game (subject to the Referee's discretion), but you gain a Rival who will try to get their hands on the item.
26	You have a chance to find an important resource, either for yourself or for your employers. Throw Sensors 8+; if you are successful, gain an additional Benefit roll.
31-36	Life Event. Roll on the Life Event table (34 TMB, 12, 13 CB1).
41	You find a derelict ship. Throw Engineer 8+ to salvage its few usable parts; if you succeed, gain 2 ship shares as a salvage fee.
42	You receive specialist scientific training. Throw Education or Intelligence 8+; if you are successful, gain one level in Any Science (Any) skill.
43	You encounter hostile wildlife on a remote world. Throw Survival or Gun Combat 8+ to avoid injury; if you succeed, gain one level in either Animals (Any) or Space Sciences (Xenology).
44	You arrive at an Outer Veil colony torn by civil war or open rebellion. Throw Pilot or Stealth 8+ to avoid injury; if you are successful, gain a +2 DM to your next Advancement roll.
45	Your ship becomes the target of a robbery attempt while on the ground. Throw Streetwise or Gun Combat 8+ to avoid injury. If you succeed, you are given a bonus and gain an additional Benefit roll.
46	You befriend a member of elite society who is interested in your stories. Gain +1 Social Standing or one level of Carouse.
51	Your career is featured on a Tri-V documentary. Gain a +1 DM on one Benefit roll and +1 Social Standing due to your fame.
52	You make a spectacular discovery. Gain a +1 DM on your next Advancement roll and a +1 DM on one Benefit roll.
53	You take advantage of your long missions in space to study further in your professional field. Throw Intelligence 8+. If you succeed, increase any skill you already have by one level.
54	A Patron offers you a job. If you accept, gain a +2 DM on your next Advancement roll, but you owe the Patron a favour.
55	You find yourself in a situation that you cannot talk your way out of. Throw Dexterity 8+. If you succeed, gain one level skill in one of Gun Combat (Any), Melee (Any) or Athletics (Any). If you fail, roll twice on the Injury table and take the higher result.
56	You are accused of tampering with a package you were tasked with delivering. Throw Advocate 8+ or Deception 8+. If you fail, lose one level of rank and take a -2 DM on your next Advancement roll.
61	You discover a secret secessionist base. Throw Sensors or Astrogation 8+. If you succeed, gain a +1 DM on your next Advancement roll and a +1 DM on one Benefit roll.
62	You have a chance to make a big score by stealing something. If you choose not to steal it, you gain nothing. If you choose to steal the item, throw Deception or Dexterity 10+. If you succeed, gain an extra Benefit roll and a Rival. If you fail, gain an Enemy. Either way, you may take the Rogue career next term without rolling for Qualification.
63	A Rival creates a fake alien artefact and frames you. Throw Advocate or Education 8+ to refute the allegation. Lose a Benefit roll if you fail.
64	You spend time surveying a new world. Gain one of Animals (Any) 1, Survival 1, Recon 1 or Life Science (Any) 1.
65	You successfully deliver an important message or survey a resource-rich world. Gain a +4 DM to your next Advancement roll.
66	You perform your job admirably well. You are automatically promoted.



STARSHIPS OF THE OUTER VEIL

Generally speaking, the *Outer Veil* setting uses the *Traveller* starship construction rules as written. Some specific rules are modified here and some new rules have been introduced to fit the setting's flavour. The following rules are optional but using them in your *Outer Veil* campaign can enhance your playing experience.

SHIPS, TECH LEVELS AND JUMP DRIVES

The highest tech level in the *Outer Veil* setting is Tech Level 11, which is still in its infancy. Most ships (and other technological equipment, for that matter) are still TL 10 or even TL 9. In order to simulate the technology levels of *Outer Veil* starships, the following guidelines should be used.

Empty Hex Jumps: It is possible, even common, to jump into and from empty hexes on the subsector map. TL 10 or TL 9 ships usually carry fuel for more than one Jump 1.

Jump Drives: Ships of TL 10 or lower are only capable of Jump 1. Therefore, jump-capable 100-ton ships of TL 10 or lower must use a Sub-A Jump Drive.

Meson Weapons: Meson weapons are not available yet (though various R&D institutions are working on them).

Tech Level: TL 11 ships are new and cannot be bought as Old Ships (136 TMB). As these designs are new, they do not receive the Standard Design discount (105 TMB).

Sub-A Drives

The Sub-A drive is available in the *Outer Veil* universe. These rather inefficient drives only work with 100 ton hulls and have a rating of 1. Sub-A power plants use one ton of fuel per 2 weeks of operation.

Sub-A Drives

Drive Code	Jump Drive		Manoeuvre Drive		Power Plant	
	Tons	MCr	Tons	MCr	Tons	MCr
Sub-A	6	6	1	3	3	6

ADDITIONAL & MODIFIED SHIP RULES

Armouries

Ships carrying a large number of marines or soldiers can benefit from an armoury, a specialised weapons storage area. An armoury can only be accessed by those with the correct codes (usually the ship's senior officers and security team) and contains a wide variety of weapons. In game terms, an armoury has enough snub pistols or automatic pistols for the crew, enough accelerator rifles or ACRs for any marines, and a selection of other military equipment like grenades, armour and communications equipment. A general armoury for a spacecraft costs MCr 0.5 and takes up two 2 tons of space.

Where military vessels are concerned, the number of armouries built into the ship's design is based on crew size. One armoury is installed for either every 50 crew members, or every 10 marines, in order to provide adequate storage for equipment, weapons and ammunition.

Breaching Tubes

All airlocks include flexible plastic docking tubes that allow passengers to cross from one ship to another by floating through the air-filled tube. A breaching tube is a military version of the common docking tube. Instead of a thin plastic tube, the breaching tube is made of a combination of ballistic cloth and reflec. The breaching tube does not end in a docking collar, but in a magnetic clamp with a ring of plasma torches that can burn through the hull of an enemy vessel when attached.

To use the breaching tube the craft must be adjacent to the target vessel and then succeed in a docking action (147 TMB). As the vessel does not have to line up with an airlock, this manoeuvre is easier than using a normal docking tube and receives a +1 DM if the boarding vessel does not want to enter via the airlock.

If access is acquired via an airlock the plasma torches quickly burn through the airlock and boarding can begin immediately. If trying to get through the hull, the plasma torches will take 1 full turn to cut through, increasing by 1 turn for each 2 points of armour (round down). Each breaching tube provides 5 points of armour against personal and vehicle weapons and 10 points of armour against lasers. A hit from a starship weapon will destroy the breaching tube if a successful Point Defence roll is made (149 TMB).

A breaching tube takes up three tons of space and costs MCr 3.0.

Chartering Ships

Many ship owners offer their ships to be chartered, that is, hired with their entire equipment to serve the employer's needs. Any privately-owned or subsidised starship may be chartered; various corporations also provide charter services. This practice is especially common in independent colonisation attempts where the would-be colonists charter a freighter to transport them and their equipment to their intended colony world.

Non-jump-capable ships (such as small craft and larger non-starships) are usually chartered on an hourly basis. Chartering a non-jump-capable ship costs Cr 1 per ton of cargo hold and Cr 2 per passenger accommodation per hour (usually with a minimum of eight hours). Armed ships receive a 25% mark-up factor, and ships with specialist equipment (such as laboratories or mining drones) also receive a 25% mark-up factor. The ship's owner provides the crew and pays for fuel, salaries, life support and other operation expenses.

Jump-capable starships are typically chartered on a weekly basis. Chartering a starship costs Cr 750 per ton of cargo hold, Cr 4,000 per available (non-crew) stateroom and Cr 750 per low berth per week (or part thereof). Armed ships receive a 25% mark-up factor, and ships with specialist equipment (such as laboratories or mining drones) also receive a 25% mark-up factor.



The ship's owner pays for fuel, crew salaries and other operation expenses; ships capable of Jump 2 receive an additional 50% commission.

For example, a patron offers to charter the players' *Morgana* class Subsidised Trader. The ship has 50 tons of cargo hold (costing in total Cr 37,500 per week), four available staterooms (costing in total Cr 16,000 per week) and 20 low berths (costing in total Cr 15,000 per week). The ship is also armed and armoured, adding a 25% mark-up factor. Therefore, the patron has to pay the players a total sum of Cr 85,625 per week.

Computers & Software

The power of all computers (be that ship mainframes or hand-held PDAs) in the *Outer Veil* universe progresses geometrically rather than in a linear fashion. Each computer can run a single piece of software equal to its rating or two Programmes one level lower or four Programmes two levels lower and so on.

For example, a Rating 3 computer can either run a single Rating 3 Programme, two Rating 2 Programmes, four Rating 1 Programmes or eight Rating 0 Programmes. Combinations are also possible: for example, a Rating 3 computer can simultaneously run a single Rating 2 Programme and two Rating 1 Programmes.

FNH Ship Safety Regulations

FNH law requires every ship to carry sufficient escape pods (111 TMB). While all designs have such pods installed when they are produced, some starships on the frontier – where inspections are rare – remove these pods to add cargo space, weaponry or other equipment. FNH safety regulations state that every ship carrying passengers must have a Self-Sealing Hull (106 TMB).

Hydroponics

Due to the long interstellar travel times in the *Outer Veil* universe, as well as the large, sparsely settled frontier, many ships carry hydroponic gardens or farms to help shoulder the life-support load. Other ships also carry decorative or recreational hydroponic gardens to create a welcome break from the monotonous metallic and plastic interiors. There are two types of shipboard hydroponic facilities:

Partial Hydroponics displaces 2 tons and cost MCr 0.25 per person they support. This kind of hydroponic gardens include a limited variety of plant life and usually serve as both decorative-recreational facilities and a source for fresh fruit, vegetables and spices. It assists the life support system by producing some foodstuffs as well as helping recycle air and water. The monthly life support costs of any people supported by Partial Hydroponics is reduced by 50%. Partial Hydroponics requires 2 kg of additional nutrients, seeds and spare parts (costing Cr 300) per month per person it supports.

Full Hydroponics is a full-scale closed-circuit shipboard biosphere and displaces 4 tons and cost MCr 1 per person it supports. It includes a diverse selection of organisms ranging from bacteria and yeast to higher plants and animals, and is capable of providing all the life support and food requirements of anyone supported by it. There is no need to pay any monthly life-support costs.

Full Hydroponics requires 1 kg of nutrient replacements and spare parts (costing Cr 200) per month per person it supports.

Laboratories

Space allocated to laboratories can be used for research and experimentation. Each four tons of lab space allows for one scientist to perform research on board ship. The cost for research equipment varies depending on the type of research undertaken, but is generally around MCr 1.0 per 4 tons.

Low Berths

Low Berths (also known as cryotubes) in the *Outer Veil* universe are safe, and passengers are rarely killed by these berths. However, serious or permanent injuries can still result from their use.

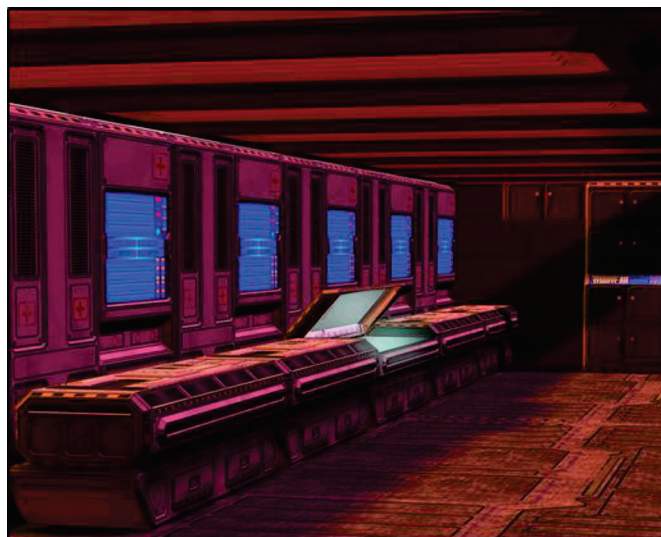
Under standard procedure, preparing a passenger for low berth takes 1-6 hours and requires the presence of a medic (but no task roll).

Revive low berth passenger: Medic, Endurance, 1-6 hours, Easy (+4), using the passenger's Endurance DM.

In both cases one medic could simultaneously work on up to 20 low berths, but the medic has to make a separate task roll for each passenger they attempt to revive.

Failed Revival Throw: A failed revival throw results in 3d6 normal damage rather than instant death. In this setting, healthy low berth passengers who are frozen and revived according to FNH regulations rarely die, but may need prompt medical attention in some cases. Infirm, ill or wounded passengers are at greater risk.

Emergency Freeze: In emergencies, it is possible to quickly freeze a passenger, taking only 10 to 60 seconds and not requiring a medic to be present. This emergency procedure is automatic and may be initiated by the passenger themselves, using an override switch inside the low berth. Reviving a passenger frozen in this manner is subject to a –2 DM.





Emergency Revival: It is possible to quickly revive a low berth passenger using the emergency revival procedure.

Emergency Revive a Low Berth Passenger: Medic, Endurance, 1-6 Minutes, Average (+0), using the passenger's Endurance DM.

This can be done either by a medic or by triggering the built in failsafe mechanism, which is treated as if it had Medic 0 for this purpose.

A failed emergency revival causes a roll on the Injury table (37 TMB, 5 CB2). Damage is permanent unless treated in a hospital of TL 10 or better (37 TMB). If a low berth is cut off from the ship's power its internal batteries will sustain the passenger for six hours. If external power is not restored before the six hours ends, the failsafe mechanism is triggered, thawing and waking the passenger.

Medlabs

Ships going into the unknown or visiting the frontier should be prepared for medical emergencies. As fully-fledged hospitals are uncommon in these distant parts, many ships have their own medical facilities. There are three types of shipboard Medlabs: *Standard*, *Dedicated* and *Shipboard Hospitals*.

Standard Medlabs: Standard Medlabs are subsumed in stateroom tonnage and cost. Assume 0.25 tons of medical equipment available per stateroom. Small ships have medical equipment lockers and one or two folding stretchers; larger ships have infirmaries.

Regardless of size, Standard Medlabs have paramedic- or ambulance-level equipment. While they allow rudimentary surgery and long-term care to be administered, they incur a –2 DM to medical tasks due to the limited equipment available. The Referee may decide that certain medical procedures would be too complex for such basic facilities. Standard Medlabs do not provide any additional life support beyond that provided by the ship's staterooms.

Dedicated Medlab: Dedicated Medlab units include dedicated life support and intensive care provide facilities for two patients. Its equipment and facilities are on par with those of a small clinic or a tiny hospital, allowing most medical tasks to be carried out without additional difficulty.

Each Dedicated Medlab unit requires one medic per four patients (or a fraction thereof), and in many cases a ship will carry as many Dedicated Medlabs as it has medics in its crew listing. A Dedicated Medlab includes one medical-purpose low-berth per patient it has capacity for.

Each Dedicated Medlab unit displaces 8 tons, and costs MCr 1.5 for two patients. Each additional patient capacity adds 2 tons and costs MCr 0.25.

Shipboard Hospital: A Shipboard Hospital is a fully-fledged hospital, complete with laboratories and extensive imaging systems, allowing complex medical procedures such as cybernetic implantation and giving a +2 DM to all medical tasks. A Shipboard Hospital requires one doctor for 8 patients (or a fraction thereof) and one nurse or medical technician per 4 patients (or a fraction thereof).

A Shipboard Hospital displaces 16 tons, costs MCr 5 and houses up to two patients with complete life support facilities. Each additional patient capacity adds 2 tons and MCr 0.5.

Missiles

Missiles are capable of thrust 10, with half the number of turns (round up) to impact (147 TMB). Missiles have an endurance of 60 minutes (10 turns) before they run out of fuel.

Ordnance

The cost of ordnance (missiles, torpedoes, etc) is not included in the cost of launchers and must be purchased separately.

Ortillery Missiles

Ortillery missiles are specifically designed to bomb ground targets with great precision. They are available from TL 7 onward, with each missile costing Cr 25,000. 12 missiles take up one ton of magazine space.

Pulse Lasers

Pulse Lasers inflict 2d6 damage and have a –2 DM to hit, while beam lasers inflict 1d6 damage. Beam lasers become available at TL 9.

Ship Maintenance

Outer Veil ships are designed for prolonged frontier operations and thus require maintenance once per year rather than once per month. System degradation (138 TMB) starts only if the yearly maintenance date has passed with no actual maintenance performed, though the degradation DM is still calculated per month past the missed yearly maintenance date.

Small Craft Acceleration Couches

The small craft Cabin Space (61 HG) represents comfortable accommodations for long-duration travel and activity on board a small craft. However, shorter journeys do not require such a considerable amount of elbow room. Acceleration Couches, displacing 0.5 ton and costing Cr 25,000 each, are available for installation in small craft.

Each acceleration couch can carry one person including full combat gear if necessary with moderate comfort for up to 12 hours and with some discomfort up to 24 hours. Longer stays require full Cabin Space in order to be bearable. Like many other small craft features, Acceleration Couches can be easily installed or removed from a vessel.

Install or remove an acceleration couch: Mechanic, Dexterity, 10-60 minutes, Easy (+4).

Steerage Passage

Interstellar transport is the backbone of an interstellar society. However, passenger capacities in the Frontier and the Outer Veil are limited. Therefore, the FNH regulations allow for passengers to travel on freighters, couriers and frontier traders in double occupancy. This form of transit is called Steerage and costs Cr 2,000 per parsec. Each Steerage passenger is allowed 100 kg of cargo.

Steerage passengers do not receive any steward services and either eat at the crew mess or prepare their own meals from basic supplies at a kitchenette located in the passenger common area. Finding Steerage passengers uses the same procedure as Middle passengers, but passenger numbers are doubled.



WILD HORSE CLASS MAIL COURIER

This ubiquitous design, dating back to FEconA's early days in the 2130s, served the FNH Mail Commission with distinction until it was supplanted in the early 2150s by the newer *Stallion* class Mail Courier. Small, versatile, relatively cheap and extensively mass-produced, the *Wild Horse* class mail courier became a staple of frontier life and a vital link in the chain of interstellar communications, going even to places where no other ship would visit.

While the Mail Commission has already replaced these aging ships, huge numbers of them were decommissioned and sold as surplus to private concerns (or handed down to other branches of the FNH). Now they are used for nearly every possible use: traders, couriers, short-range explorers, cheap mercenary transports, low-end yachts and even, unfortunately, small pirate vessels. Though cramped and somewhat uncomfortable, these ships are very robust and reliable.

FEconA Wild Horse Class Mail Courier (TL 10)			Tons	MCr
Hull	100 tons	Hull 2		3.2000
	Streamlined, self-sealing	Structure 2		
Armour	Titanium steel	2 points	5.00	0.1000
Jump Drive	Sub-A	Jump 1	6.00	6.0000
Manoeuvre Drive	A	2 G	2.00	4.0000
Power Plant	A		4.00	8.0000
Bridge			10.00	0.5000
Computer	Model/1	Rating 5		0.0300
Electronics	Civilian sensors	-2 DM	1.00	0.0500
Weapons	Hardpoint No.1	Triple Turret: Pulse Laser/Pulse Laser/Missile Rack	1.00	2.7500
Fuel	26 tons	2 x Jump 1 & 6 weeks of operations	26.00	
Cargo	16 tons		16.00	
Magazine	1 ton	12 missile capacity	1.00	
Staterooms	6		24.00	3.0000
Extras	Ship's locker			Included
	Fuel scoops			Included
	1 Fuel processor		1.00	0.0500
	Escape pods	6	3.00	0.6000
Software	Manoeuvre/0	Rating 0		Included
	Jump Control/1	Rating 5		0.1000
	Fire Control/1	Rating 5		2.0000
	Security/1	Rating 1; -2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	4: Navigator, Pilot, Engineer, Gunner			
Passengers	8 (Steerage)			
Total Tonnage & Cost (with 10% standard design discount)			100.00	27.342
Maintenance Cost (Yearly)				Cr 27,336
Life Support Cost (Monthly)				Cr 18,000

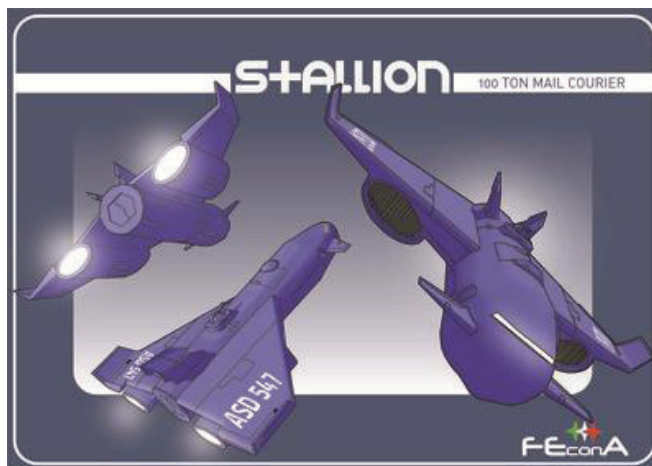




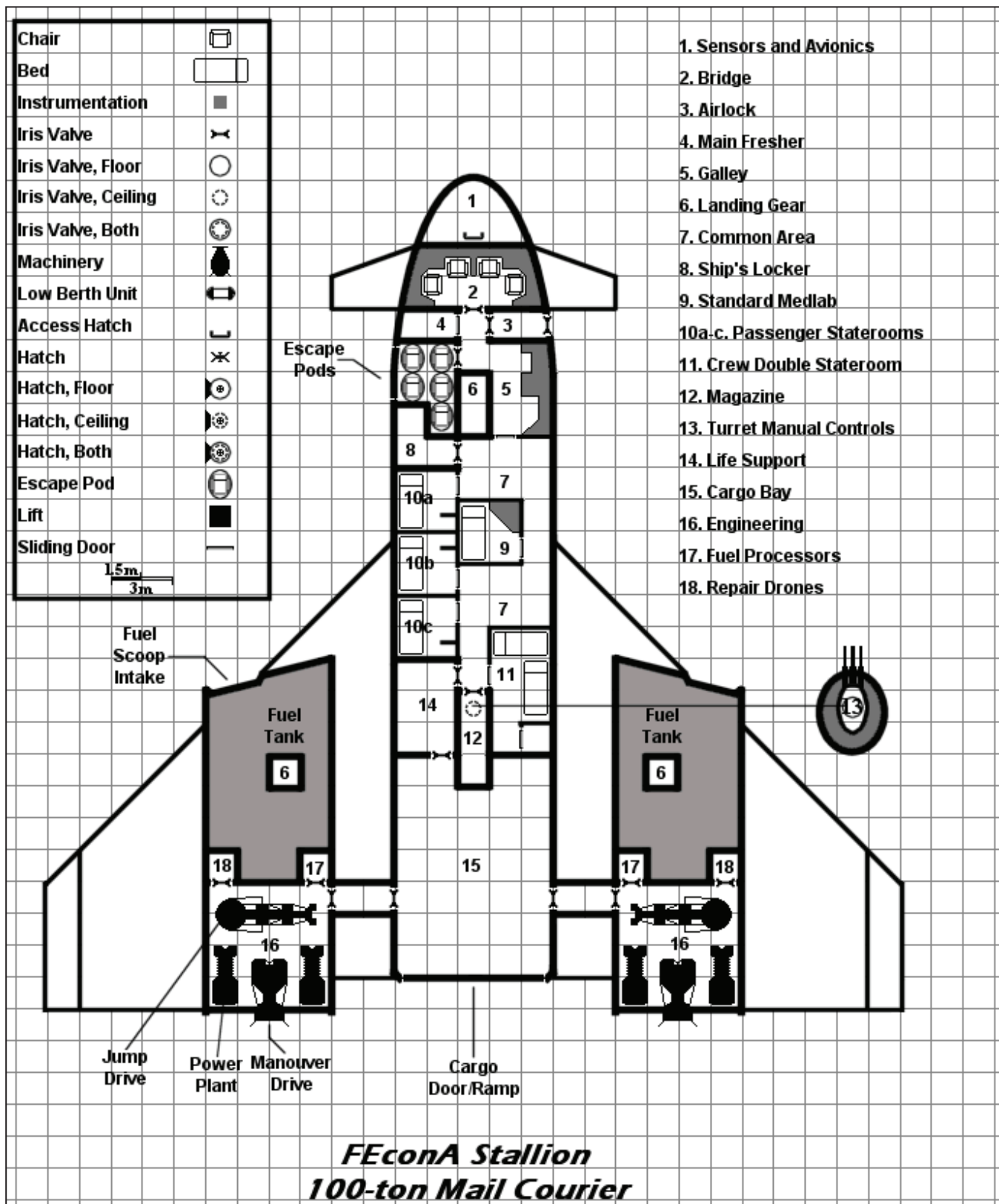
STALLION CLASS MAIL COURIER

The *Stallion* class Mail Courier is the current workhorse of FNH's Mail Commission, replacing the outdated Wild Horse-class Mail Courier as the backbone of interstellar communications. This ship was designed from scratch rather than upgrading the old *Wild Horse* hull, creating a new and more comfortable environment for the crew to work in. In addition to a cutting-edge Jump 2 drive, this ship also mounts revolutionary computer systems and robotics unprecedented in any other FEconA design, which is one of the reasons for its considerable expense.

While the Mail Commission usually assigns human crewmen to all four crew positions on this ship, the high level of automation actually allows this ship to be easily operated by a single person. This new ship exists mostly in the hands of the Mail Commission, though some other branches of the FNH government and some of the Megacorporations operate a handful of these couriers.



FEconA Stallion Class Mail Courier (TL 11)			Tons	MCr
Hull	100 tons	Hull 2		3.2000
	Streamlined, self-sealing	Structure 2		
Armour	Crystaliron	4 points	5.00	0.4000
Jump Drive	A	Jump 2	10.00	10.0000
Manoeuvre Drive	A	2 G	2.00	4.0000
Power Plant	A		4.00	8.0000
Bridge			10.00	0.5000
Computer	Model/3	Rating 15		2.0000
Electronics	Civilian Sensors	−2 DM	1.00	0.0500
Weapons	Hardpoint No. 1	Triple Turret: Pulse Laser/Pulse Laser/Missile Rack	1.00	2.7500
Fuel	24 tons	One Jump 2 & 4 weeks of operations	24.00	
Cargo	17 tons		17.00	
Magazine	1.5 tons	18 missile capacity	1.50	
Staterooms	5		20.00	2.5000
Extras	Ship's locker			Included
	Fuel scoops			Included
	1 Fuel processor		1	0.0500
	Repair drones		1	0.2000
	Escape Pods	5	2.50	0.5000
Software	Manoeuvre/0	Rating 0		Included
	Intellect	Rating 10		1.0000
	Jump Control/2	Rating 10		0.2000
	Fire Control/1	Rating 5		2.0000
	Security/2	Rating 2; −4 DM to intrude		0.0010
	Auto-Repair/1	Rating 10		5.0000
	Intelligent Interface	Rating 1		0.0001
	Expert Navigation/1	Rating 1		0.0010
	Expert Engineering/1	Rating 1		0.0010
	Library	Rating 0		Included
Crew	4: Navigator, Pilot, Engineer, Gunner			
Passengers	6 (Steerage)			
Total Tonnage & Cost			100.00	42.353
Maintenance Cost (Yearly)				Cr 42,348
Life Support Cost (Monthly)				Cr 15,000





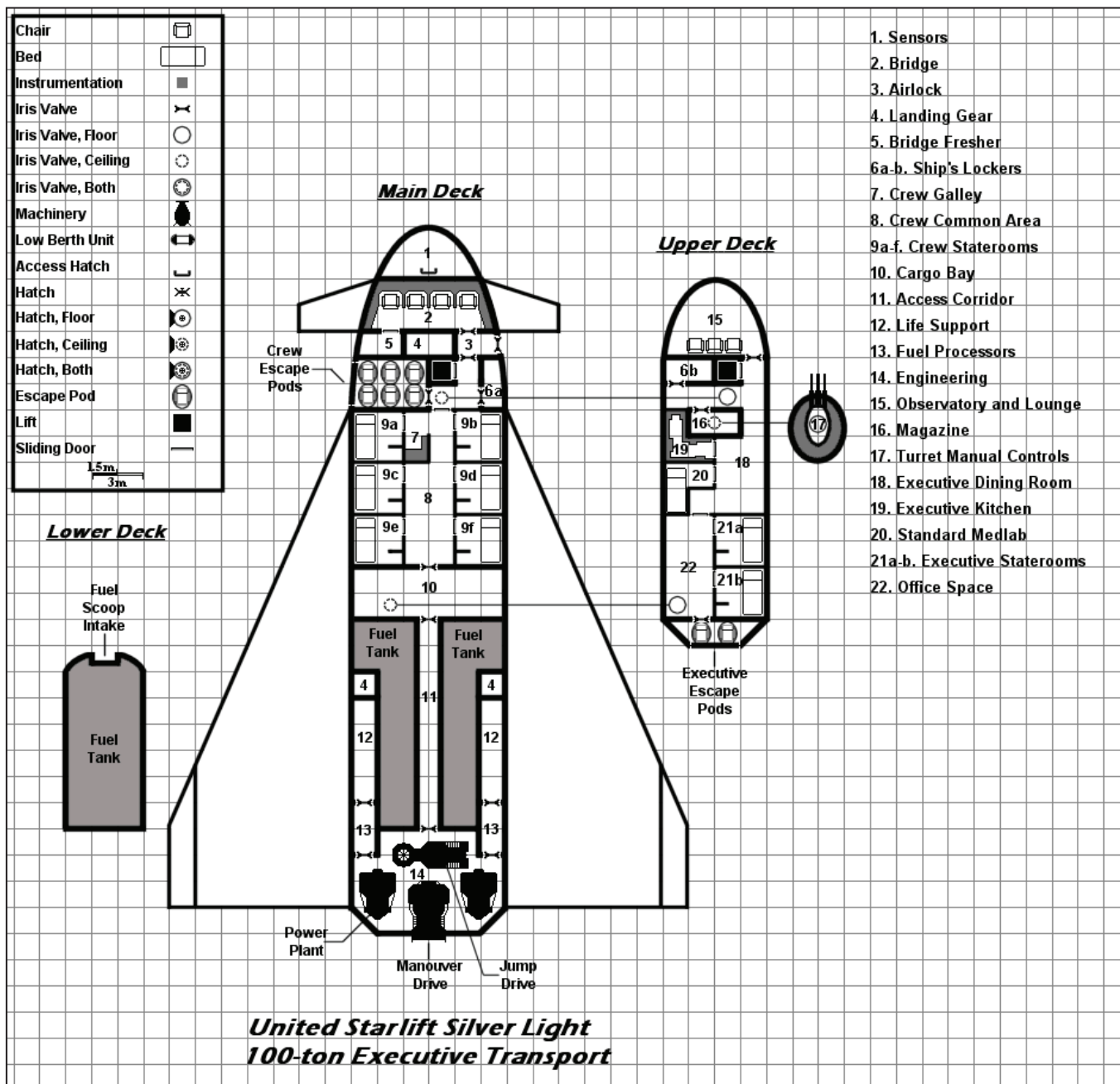
SILVER LIGHT CLASS EXECUTIVE TRANSPORT

In the dynamic world of 22nd century business, many ranking corporate executives have to travel extensively to oversee the interstellar operations of their divisions or companies. This ship caters to these needs by being a fast, comfortable and reasonably-priced ship for the manager on the move, both faster and cheaper than most yachts available on the market.

It is capable of transporting an executive, as well as one aide or bodyguard, at a modern Jump 2 pace all while being more luxurious than most pleasure cruisers. Its only disadvantages are its inability to carry large management teams at once, as well as the lack of armour which could be a risk factor when inter-corporate (and, occasionally, inter-division) competition moves from the usual level of cutthroat economics to physical violence.



United Starlift <i>Silver Light</i> Class Executive Transport (TL 11)			Tons	MCr
Hull	100 tons	Hull 2		3.2000
	Streamlined, self-sealing	Structure 2		
Armour	None			
Jump Drive	A	Jump 2	10.00	10.0000
Manoeuvre Drive	A	2 G	2.00	4.0000
Power Plant	A		4.00	8.0000
Bridge			10.00	0.5000
Computer	Model/1bis	Rating 5 (10 for Jump Control)		0.0450
Electronics	Civilian sensors	-2 DM	1.00	0.0500
Weapons	Hardpoint No.1	Triple Turret: Beam Laser/Beam Laser/Sandcaster	1.00	3.2500
Fuel	24 tons	One Jump 2 & 4 weeks of operations	24.00	
Cargo	6 tons		6.00	
Magazine	1 tons	20 canister capacity	1.00	
Staterooms	8		32.00	4.0000
Extras	Ship's locker			Included
	Fuel scoops			Included
	Luxuries	5 tons	5.00	0.5000
	Escape pods	8	4.00	0.8000
Software	Manoeuvre/0	Rating 0		Included
	Jump Control/2	Rating 10		0.2000
	Fire Control/1	Rating 5		2.0000
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	6: Navigator, Pilot, Engineer, Medic, Gunner, Steward			
Passengers	2 (High)			
Total Tonnage & Cost			100.00	36.546
Maintenance Cost (Yearly)				Cr36,540
Life Support Cost (Monthly)				Cr16,000

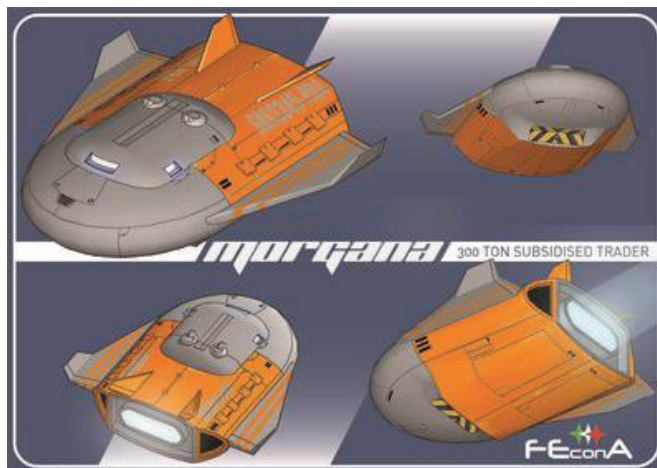




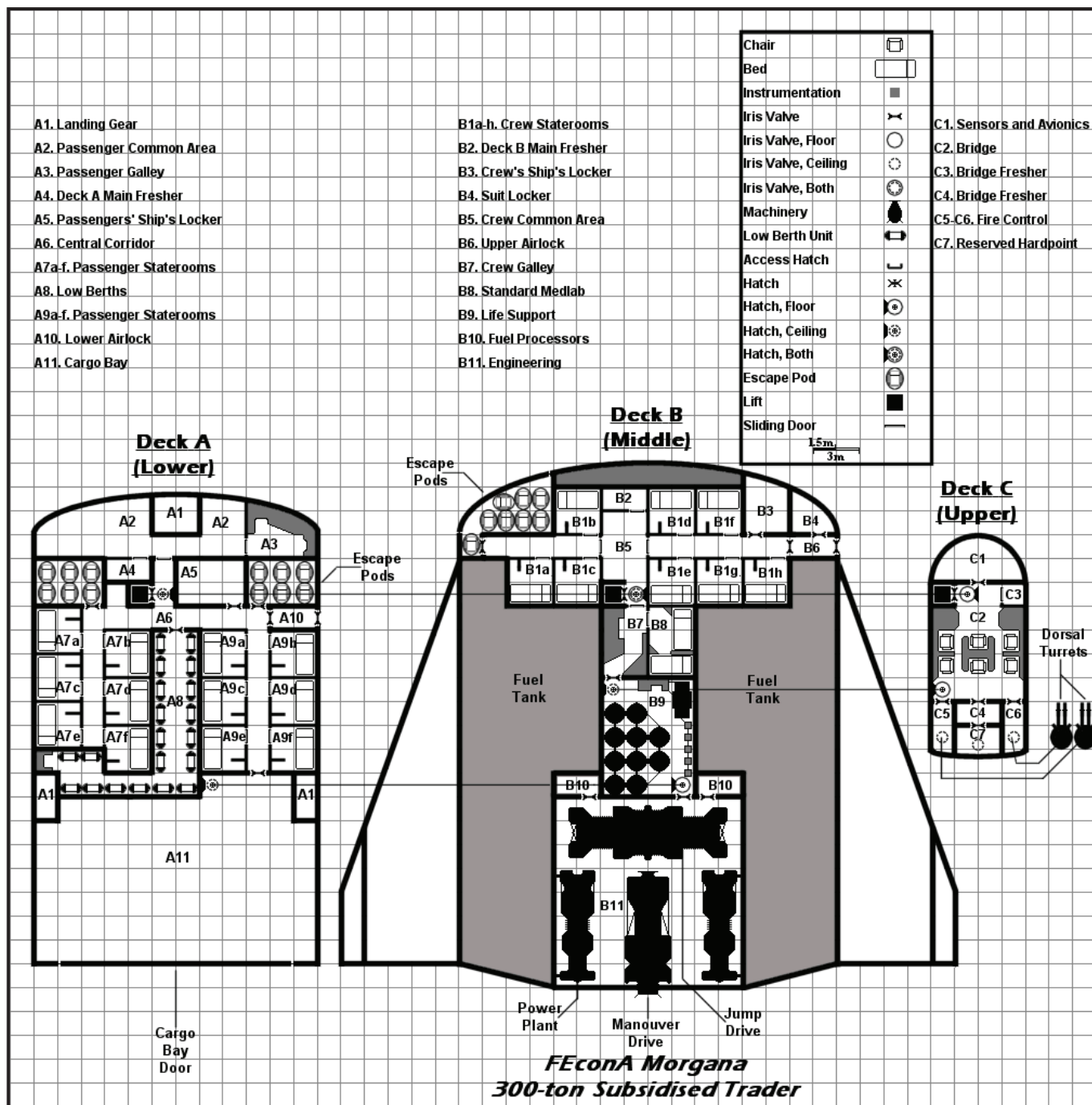
MORGANA CLASS SUBSIDISED TRADER

The aim of the FNH's subsidised ship programme is to stimulate the economical, political and social development of the Frontier and Outer Veil areas by subsidising the production of ships intended to bridge the gaps between worlds rarely visited by corporate transports. The *Morgana* class Subsidised Trader serves this purpose well: cheap, rugged, versatile, easy to maintain and prepared for the hardships of frontier life.

Hundreds of these traders have been produced since their introduction in 2133, both as jointly-operated subsidised traders and as commercially available ships bought on the open market. While not nearly as comfortable as major corporate liners, the *Morgana* class Subsidised Traders are far more common in the Frontier and beyond and are used for a wide variety of purposes.



FEconA <i>Morgana</i> Class Subsidised Trader (TL 10)				Tons	MCr
Hull	300 tons	Hull 6			16.2000
	Streamlined, self-sealing	Structure 6			
Armour	Titanium steel	2 points		15.00	0.6000
Jump Drive	B	Jump 1		15.00	20.0000
Manoeuvre Drive	C	2 G		5.00	12.0000
Power Plant	C			10.00	24.0000
Bridge				20.00	1.5000
Computer	Model/1	Rating 5			0.0300
Electronics	Civilian sensors	-2 DM		1.00	0.0500
Weapons	Hardpoint No. 1	Double Turret: Pulse Laser x 2		1.00	1.5000
	Hardpoint No. 2	Double Turret: Beam Laser/Sandcaster		1.00	1.7500
	Hardpoint No. 3	Empty		1.00	
Fuel	78 tons	Two Jump 1 & 6 weeks of operations		78.00	
Cargo	49.5 tons			49.50	
Magazine	1 ton	20 canister capacity		1.00	
Staterooms	20			80.00	10.0000
Low Berths	20			10.00	1.0000
Extras	Ship's locker				Included
	Fuel scoops				Included
	2 Fuel processors			2.00	0.1000
Software	Escape pods	21		10.50	2.1000
	Manoeuvre/0	Rating 0			Included
	Jump Control/1	Rating 5			0.1000
	Fire Control/1	Rating 5			2.0000
	Security/1	Rating 1; -2 DM to intrude			0.0002
	Library	Rating 0			Included
Crew	8: Navigator , Pilot, Engineer , Medic, 2 Gunners, 2 Stewards				
Passengers	34 (12 Middle, 20 Low)				
Total Tonnage & Cost (with 10% standard design discount)				300.00	83.557
Maintenance Cost (Yearly)					Cr 83,448
Life Support Cost (Monthly)					Cr 42,000

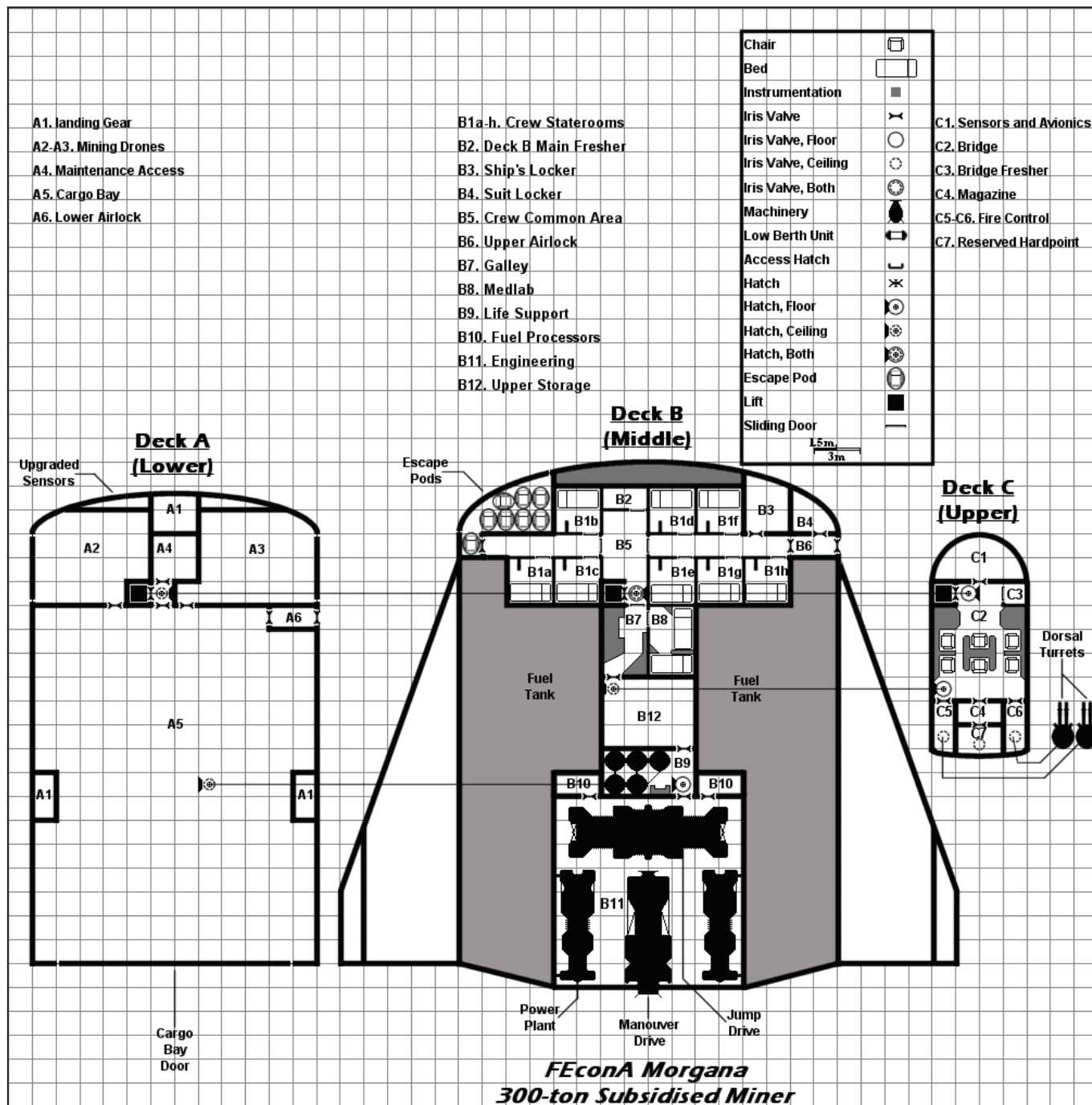




SUBSIDISED MINER (MODIFIED *MORGANA* CLASS)

This factory-modified version of the *Morgana* class Subsidised Trader is a key craft in developing the Frontier and Outer Veil economies: a cheap, rugged prospecting and asteroid-mining craft. Like the *Morgana* Class Subsidised Trader, this ship too is available either through subsidised joint operation schemes or through regular purchase by any interested party.

FEconA Subsidised Miner (Modified <i>Morgana</i> Class, TL 10)			Tons	MCr
Hull	300 tons	Hull 6		16.2000
	Streamlined, self-sealing	Structure 6		
Armour	Titanium steel	2 points	15.00	0.6000
Jump Drive	B	Jump 1	15.00	20.0000
Manoeuvre Drive	C	2 G	5.00	12.0000
Power Plant	C		10.00	24.0000
Bridge			20.00	1.5000
Computer	Model/1	Rating 5		0.0300
Electronics	Military sensors	+0 DM	2.00	1.0000
Weapons	Hardpoint No. 1	Double Turret: Pulse Laser x 2	1.00	1.5000
	Hardpoint No. 2	Double Turret: Beam Laser/Sandcaster	1.00	1.7500
	Hardpoint No. 3	Empty	1.00	
Fuel	78 tons	Two Jump 1 & 6 weeks of operations	78.00	
Cargo	93 tons		94.00	
Magazine	1 tons	20 canister capacity	1.00	
Staterooms	8		32.00	4.0000
Extras	Ship's locker			Included
	Fuel scoops			Included
	Fuel processors	2	2.00	0.1000
	Mining Drones	2 sets	20.00	2.0000
	Escape pods	8	4.00	0.8000
Software	Manoeuvre/0	Rating 0		Included
	Jump Control/1	Rating 5		0.1000
	Fire Control/1	Rating 5		2.0000
	Security/1	Rating 1; -2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	8: Navigator, Pilot, Engineer , Medic, 2 Gunners, 2 Drone Operators			
Total Tonnage & Cost (with 10% standard design discount)			300.00	80.937
Maintenance Cost (Yearly)				Cr 80.937
Life Support Cost (Monthly)				Cr 16,000





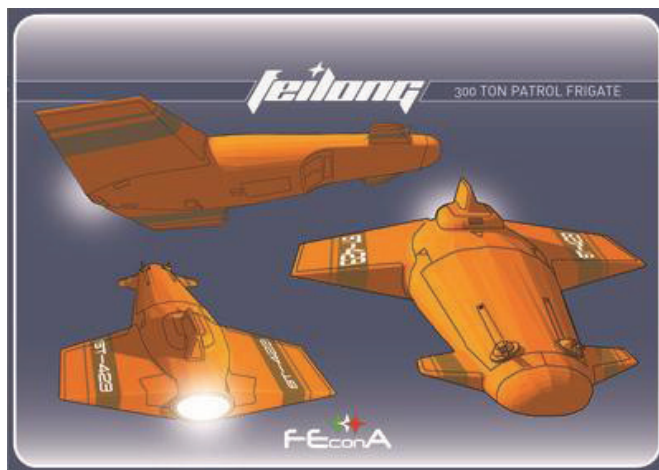
FEILONG CLASS PATROL FRIGATE

One of the first Jump 2 designs to enter mass production, the *Feilong* class Patrol Frigate has become the recognisable face of FNH authority on the Frontier and beyond, patrolling the many outlying colonies of the Frontier and the Outer Veil.

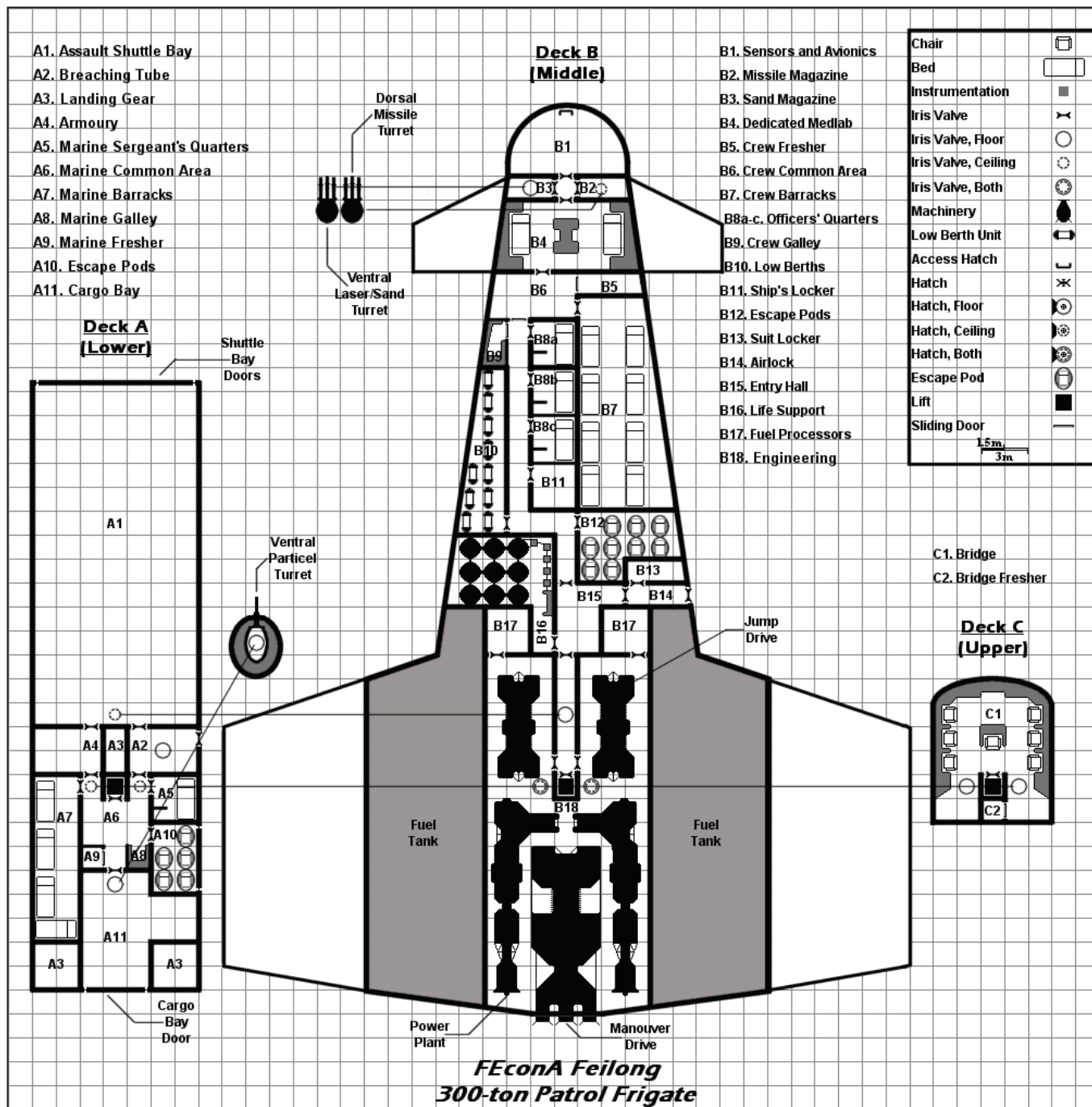
This modern ship, equipped with cutting-edge electronics, a deadly particle cannon and a squad of battle-ready Marines is more than capable of meeting many of the challenges presented by the Frontier.

It allows the FNH to project its force to distant star-systems where larger ships (such as cruisers) cannot be present due to their limited number and the constant need to keep a forceful presence closer to the Core.

Note that the particle cannon is usually removed and replaced with a triple laser turret when a *Feilong* is demilitarised.



FEconA <i>Feilong</i> Class Patrol Frigate (TL 11)			Tons	MCr	
Hull	300 tons	Hull 6		16.2000	
	Streamlined, self-sealing	Structure 6			
Armour	Crystaliron	4 points	15.00	2.4000	
Jump Drive	C	Jump 2	20.00	30.0000	
Manoeuvre Drive	F	4 G	11.00	24.0000	
Power Plant	F		19.00	48.0000	
Bridge			20.00	1.5000	
Computer	Model/3fib	Rating 15		3.0000	
Electronics	Advanced sensors	+1 DM	3.00	2.0000	
Weapons	Hardpoint No. 1	Particle Beam Turret	1.00	5.0000	
	Hardpoint No. 2	Triple Turret: Missile Rack x 3	1.00	3.2500	
	Hardpoint No. 3	Triple Turret: Pulse Laser/Sandcaster/Sandcaster	1.00	2.0000	
Fuel	84 tons	One Jump 2 & 4 weeks of operations	84.00		
Cargo	8 tons		8.00		
Magazine	2 tons	Typically carrying 12 missiles & 20 sand canisters	2.00		
Staterooms	14		56.00	7.0000	
Low Berths	10		5.00	0.5000	
Extras	Ship's locker			Included	
	Armoury		2.00	0.5000	
	<i>Caracal</i> class Assault Boat		30.00	28.1670	
	Fuel scoops			Included	
	Fuel processors	4	4.00	0.2000	
	Breaching tube		3.00	3.0000	
	Dedicated medlab	2 Patient capacity	8.00	1.5000	
	Escape pods	14	7.00	1.4000	
	Software	Manoeuvre/0	Rating 0		Included
		Intellect	Rating 10		1.0000
Jump Control/2		Rating 10		0.2000	
Evade/1		Rating 10		1.0000	
Fire Control/2		Rating 10		4.0000	
Security/2		Rating 2; -4 DM to intrude		0.0010	
Library		Rating 0		Included	
Officers	4: Captain, Navigator (XO), Chief Pilot, Marine Sergeant				
Ratings	20: 3 Pilots, 3 Engineers, Medic, 6 Gunners, 7 Marines				
Passengers	10 (Low)				
Total Tonnage & Cost			300.00	186.018	
Maintenance Cost (Yearly)				Cr 185,802	
Life Support Cost (Monthly)				Cr 39,000	





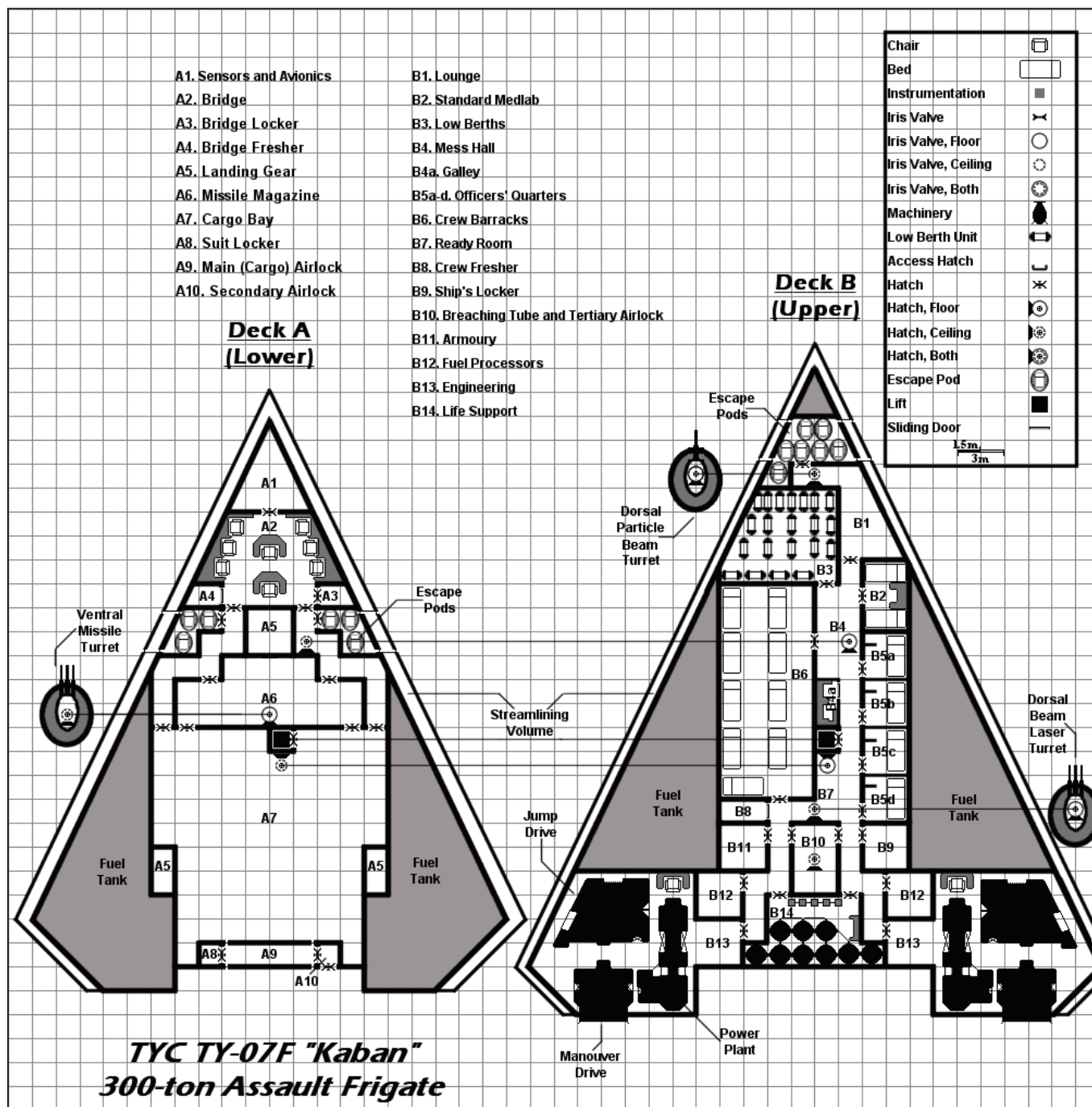
KABAN CLASS ASSAULT FRIGATE

Antiquated in contemporary military terms, the TY-07F Assault Frigate (semi-officially called '*Kaban*', meaning 'wild boar' in Russian) has been supplanted by the *Feilong* in FNHN service and by the *Pavonis* in the fleets of the Megacorporations. Nevertheless, this ship was produced in larger numbers than any other combat starship in history, and a large number of these ships still exist in the hands of smaller operators: planetary defence navies, smaller corporations, mercenary teams, Outer Veil adventurers, and, unfortunately, pirates too.

Durable, carrying a reinforced squad of troops and having significant cargo capacity, the old *Kaban* is still an effective ship on the frontier where modern military hardware is not always easy to come by.



TY-07F <i>Kaban</i> Class Assault Frigate (TL 10)				Tons	MCr
Hull	300 tons	Hull 6			16.2000
	Streamlined, self-sealing	Structure 6			
Armour	Crystaliron	4 points		15.00	2.4000
Jump Drive	B	Jump 1		15.00	20.0000
Manoeuvre Drive	E	3 G		9.00	20.0000
Power Plant	E			16.00	40.0000
Bridge				20.00	1.5000
Computer	Model/2fib	Rating 10			0.2400
Electronics	Military sensors	+0 DM		2.00	1.0000
Weapons	Hardpoint No. 1	Particle Beam Turret		1.00	5.0000
	Hardpoint No. 2	Triple Turret: Beam Laser x 3		1.00	4.0000
	Hardpoint No. 3	Triple Turret: Missile Rack x 3		1.00	3.2500
Fuel	90 tons	Two Jump 1 & 6 weeks of operations		90.00	
Cargo	42 tons			42.00	
Magazine	10.5 tons	126 missile capacity		10.50	
Staterooms	13			52.00	6.5000
Low Berths	20			10.00	1.0000
Extras	Ship's locker				Included
	Armoury			2.00	0.5000
	Fuel scoops				Included
	Fuel processors	4		4.00	0.2000
	Breaching tube			3.00	3.0000
	Escape pods	13		6.50	1.3000
Software	Manoeuvre/0	Rating 0			Included
	Jump Control/1	Rating 5			0.1000
	Evade/1	Rating 10			1.0000
	Fire Control/2	Rating 10			4.0000
	Security/1	Rating 1; -2 DM to intrude			0.0002
	Library	Rating 0			Included
Officers	4: Captain, Navigator (XO), Chief Pilot, Marines Sergeant				
Ratings	18: 2 Pilots, Engineer, Medic, 3 Gunners, 11 Marines				
Passengers	20 (Low)				
Total Tonnage & Cost (with 10% standard design discount)				300.00	118.870
				Maintenance Cost (Yearly)	Cr 118,870
				Life Support Cost (Monthly)	Cr 37,000

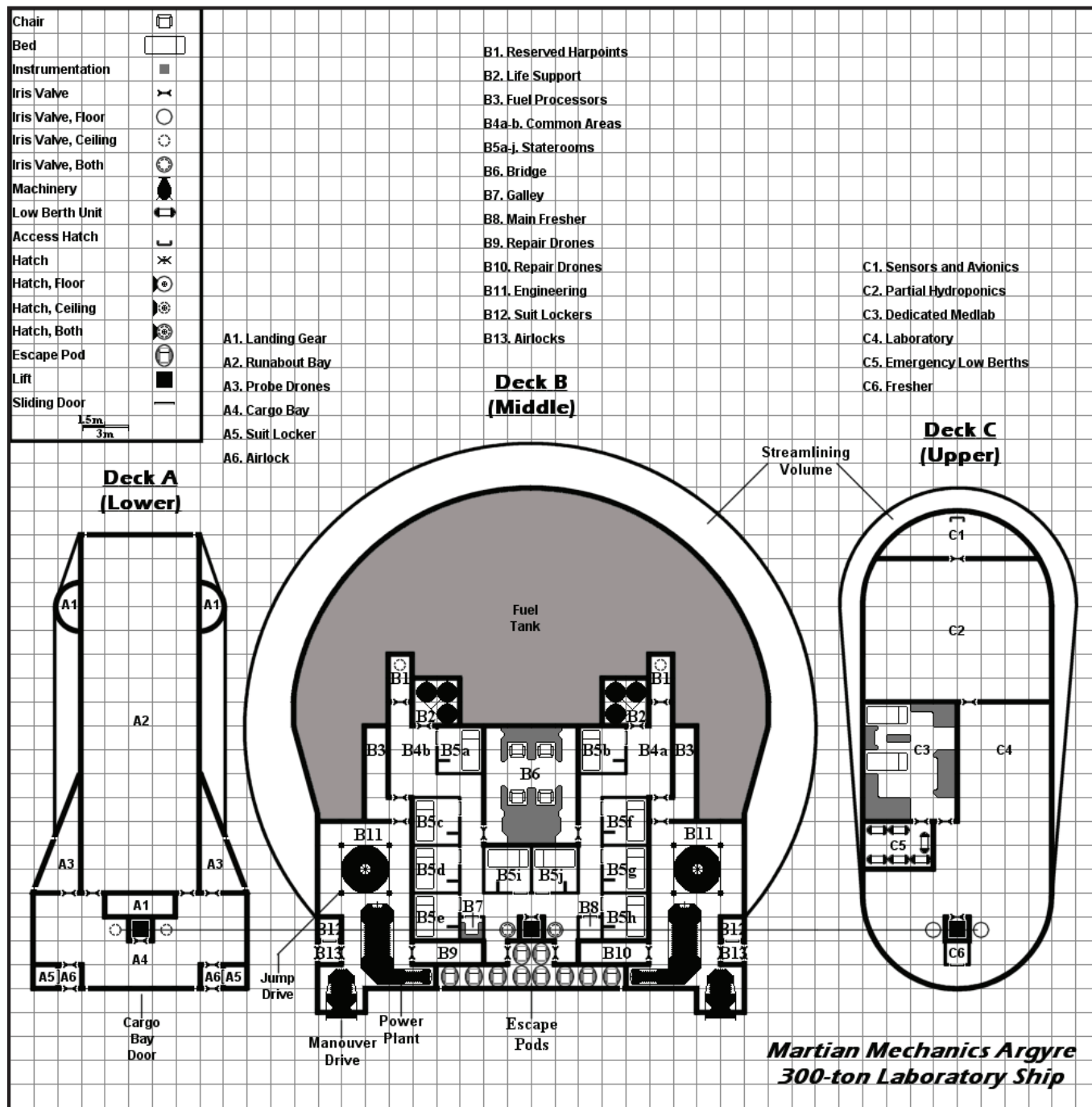




ARGYRE CLASS LAB SHIP

The brand-new *Argyre* class Lab Ship is becoming popular among corporations, scientific institutes and research foundations that need a mobile platform for long-term interstellar research projects. While the *Argyre*, unlike larger science vessels, carries only a small team of scientists and can accommodate a modestly sized lab, it is equipped with advanced equipment, is extensively automated and is tooled for medium-to-long-duration activity away from port; it also has the advantage of having available fresh fruits and vegetables during long journeys thanks to the hydroponic garden.

Martian Mechanics <i>Argyre</i> Class Lab Ship (TL 11)			Tons	MCr
Hull	300 tons	Hull 6		16.2000
	Streamlined, self-sealing	Structure 6		
Armour	None			
Jump Drive	C	Jump 2	20.00	30.0000
Manoeuvre Drive	C	2 G	5.00	12.0000
Power Plant	C		10.00	24.0000
Bridge			20.00	1.5000
Computer	Model/3	Rating 15		2.0000
Electronics	Advanced sensors	+1 DM	3.00	2.0000
Weapons	Hardpoint No. 1	Empty	1.00	
	Hardpoint No. 2	Empty	1.00	
Fuel	84 tons	One Jump 2 & 8 weeks of operations	84.00	
Cargo	13 tons		13.00	
Staterooms	10		40.00	5.0000
Emergency Low Berths	3		3.00	0.3000
Extras	Ship's locker			Included
	<i>Nergal</i> class runabout		20.00	17.3620
	Fuel scoops			Included
	Fuel processors	5	5.00	0.2500
	Probe drones	25	5.00	2.5000
	Dedicated medlab	2 patient capacity	8.00	1.5000
	Partial hydroponic units	10	20.00	2.5000
	Laboratory	32 tons	32.00	8.0000
	Repair drones		3.00	0.6000
	Escape pods	10	5.00	1.0000
Software	Manoeuvre/0	Rating 0		Included
	Intellect	Rating 10		1.0000
	Jump Control/2	Rating 10		0.2000
	Auto-Repair/1	Rating 10		5.0000
	Intelligent Interface	Rating 1		0.0001
	Expert Pilot/1	Rating 1		0.0010
	Expert Navigation/1	Rating 1		0.0010
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	10: Pilot, Engineer, Medic, Steward, 6 Scientists			
Passengers	12 (Low Emergency)			
Total Tonnage & Cost			300.00	132.915
Maintenance Cost (Yearly)				Cr 132,915
Life Support Cost (Monthly)				Cr 16,300





ARMSTRONG CLASS EXPLORER

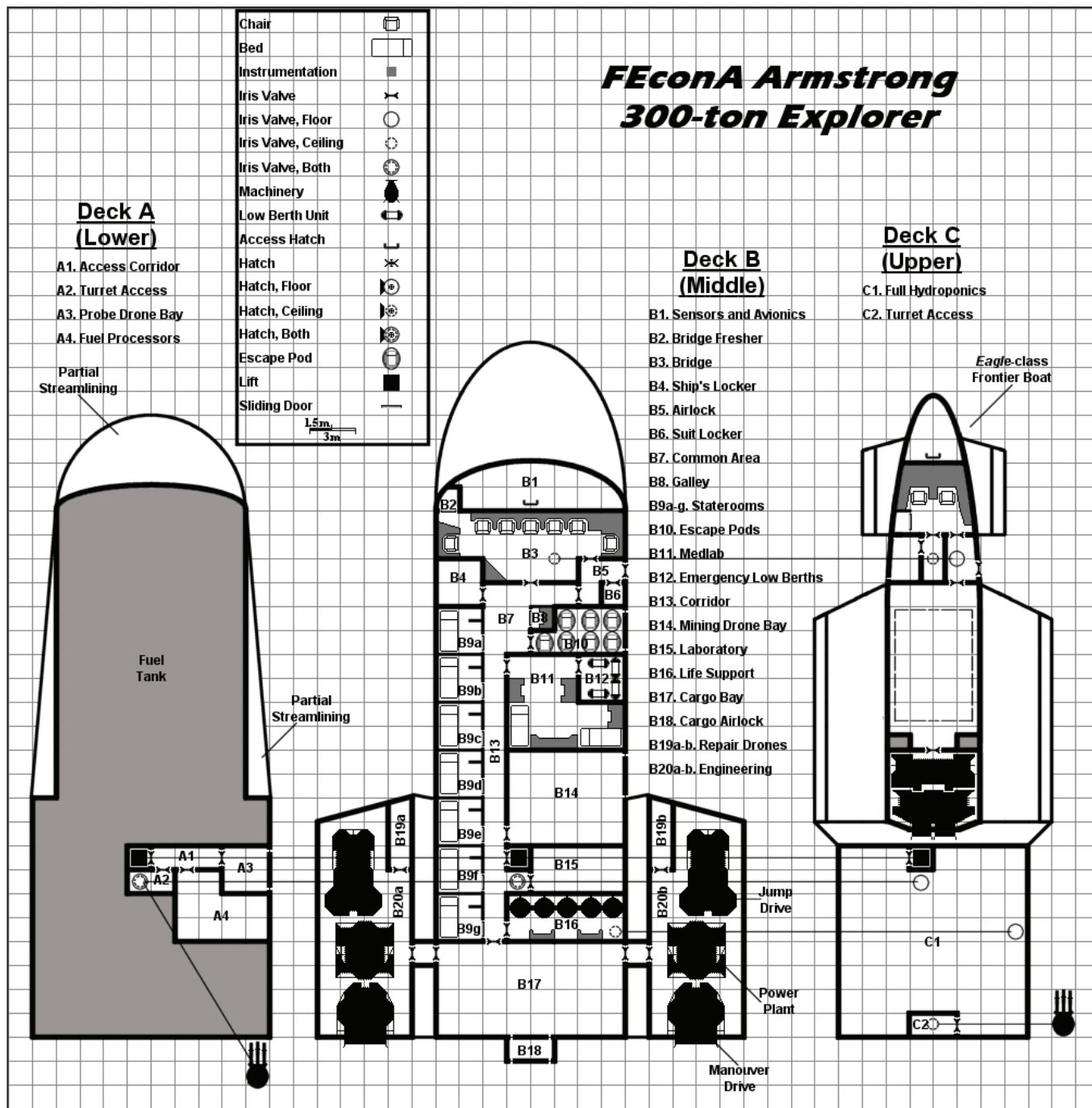
While this ship was designed with the Science Commission in mind, it is also marketed to various private exploration concerns. Regarded by some as the direct competitor of Martian Mechanics' *Argyre*, the *Armstrong* class Explorer is a long-range, long-duration exploration craft designed to 'live off the land' on the *Outer Veil* and beyond.

While it lacks the expansive laboratory space or cutting-edge software of its competitor, its full hydroponics pod, combined with a set of mining drones, makes it almost completely self-sufficient away from civilization, while its better armour and armament give it a certain hardness in the lawless frontier.



FEconA Armstrong Class Explorer (TL 11)			Tons	MCr
Hull	300 tons	Hull 6		15.0000
	Self-sealing	Structure 6		
Armour	Crystaliron	2 points	7.50	1.2000
Jump Drive	C	Jump 2	20.00	30.0000
Manoeuvre Drive	C	2 G	5.00	12.0000
Power Plant	C		10.00	24.0000
Bridge			20.00	1.5000
Computer	Model/3fib	Rating 15		3.0000
Electronics	Advanced sensors	+1 DM	3.00	2.0000
Weapons	Hardpoint No. 1	Triple Turret: Pulse Laser x 3	1.00	2.5000
	Hardpoint No. 2	Triple Turret: Sandcaster x 3	1.00	1.7500
Fuel	90 tons	One Jump 2 & 10 weeks of operations	90.00	
Cargo	16 tons		17.00	
Magazine	1 ton	20 canister capacity	1.00	
Staterooms	7		28.00	3.5000
Emergency Low Berths	2		2.00	0.2000
Extras	Ship's locker			Included
	<i>Eagle</i> class Frontier Boat		30.00	17.6170
	Fuel scoops			1.0000
	5 Fuel processors		5.00	0.2500
	10 Probe drones		2.00	1.0000
	Dedicated medlab	2 patient capacity	8.00	1.5000
	Full hydroponic units	7	28.00	4.0000
	Laboratory	4 tons	4.00	1.0000
	Mining drones	1 set	10.00	1.0000
	Repair drones		3.00	0.6000
	Escape pods	7	3.50	0.7000
Software	Manoeuvre/0	Rating 0		Included
	Jump Control/2	Rating 10		0.2000
	Fire Control/1	Rating 5		2.0000
	Evade/1	Rating 10		1.0000
	Auto-Repair/1	Rating 10		5.0000
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	7: Pilot, Navigator, Engineer, Medic, 2 Gunners, Scientist (doubles as pilot)			
Passengers	8 (Low Emergency)			
Total Tonnage & Cost			300.00	133.518
Maintenance Cost (Yearly)				Cr 132,718
Life Support Cost (Monthly)				Cr 0.00 *

* : if the Emergency Low Berths are in use monthly life support cost is Cr 700.

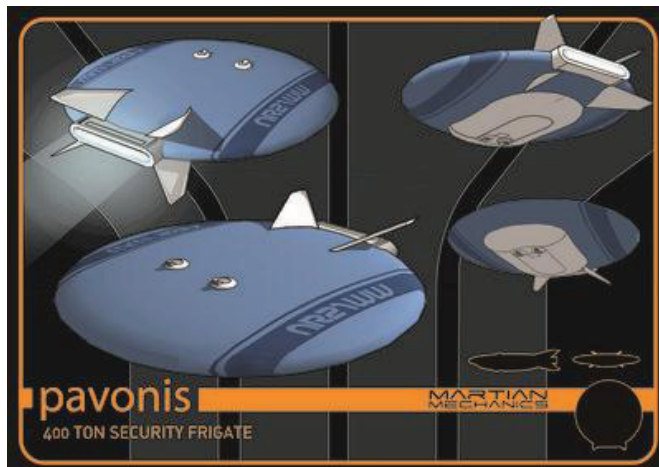




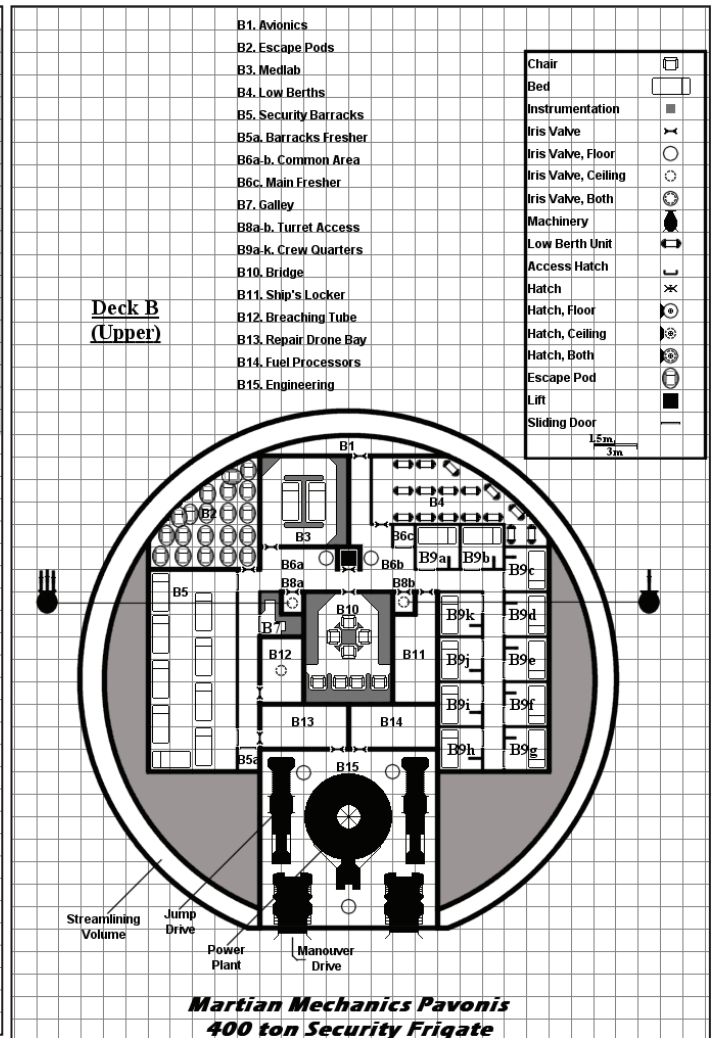
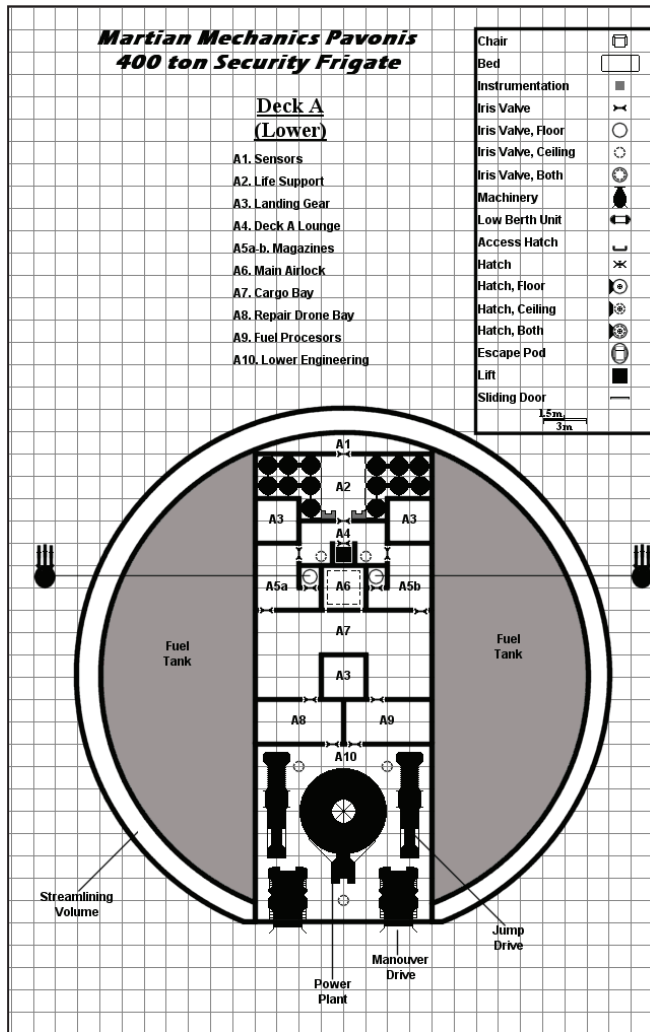
PAVONIS CLASS SECURITY FRIGATE

The *Pavonis* class Security Frigate is the up-to-date, state-of-the-art paramilitary craft used by the Megacorporations for convoy escort, anti-piracy work, counter-terrorism activity and the occasional illegal corporate war. While prohibitively expensive, the *Pavonis* sports the best electronics and weapons available on the market and carries a full section of battle-ready security troops, as well as a high-tech dedicated medlab catering for the crew's health needs.

Aside from the Megacorporations, only a few well-off mercenary units and some planetary navies have a large enough budget to own one of these ships. As getting a *licence* for military-grade particle-beam weapons is a difficult process, however, Martian Mechanics has recently begun the production of a 'civilian' variant of this ship, mounting a triple beam laser turret instead and costing MCr 206.751.



Martian Mechanics <i>Pavonis</i> Class Security Frigate (TL 11)				Tons	MCr
Hull	400 tons	Hull 8			21.6000
	Streamlined, self-sealing	Structure 8			
Armour	Crystaliron	4 points		20.00	3.2000
Jump Drive	D	Jump 2		25.00	40.0000
Manoeuvre Drive	H	4 G		15.00	32.0000
Power Plant	H			25.00	64.0000
Bridge				20.00	2.0000
Computer	Model/3fib	Rating 15			3.0000
Electronics	Advanced sensors	+1 DM		3.00	2.0000
Weapons	Hardpoint No. 1	Particle Beam Turret		1.00	5.0000
	Hardpoint No. 2	Triple Turret: Missile Rack x 3		1.00	3.2500
	Hardpoint No. 3	Triple Turret: Missile Rack x 3		1.00	3.2500
	Hardpoint No. 4	Triple Turret: Sandcaster x 3		1.00	1.7500
Fuel	144 tons	One Jump 2 & 8 weeks of operations		144.00	
Cargo	12 tons			12.00	
Magazine	7 tons	Typically 60 missiles & 40 sand canisters		7.00	
Staterooms	20			80.00	10.0000
Emergency Low Berths	8			8.00	0.8000
Extras	Ship's locker				Included
	Armoury			4.00	1.0000
	Fuel scoops				Included
	8 Fuel processors			8.00	0.4000
	Dedicated medlab	2 patient capacity		8.00	1.5000
	Repair drones			4.00	0.8000
	Breaching tube			3.00	3.0000
	Escape pods	20		10.00	2.0000
Software	Manoeuvre/0	Rating 0			Included
	Intellect	Rating 10			1.0000
	Jump Control/2	Rating 10			0.2000
	Auto Repair/1	Rating 10			5.0000
	Evade/1	Rating 10			1.0000
	Fire Control/2	Rating 10			4.0000
	Security/2	Rating 2; -4 DM to intrude			0.0010
	Library	Rating 0			Included
Crew	11: Captain, Navigator (XO), 3 Pilots, Engineer, 4 Gunners, Medic				
Security	18 Security Troops				
Passengers	32 Low (Emergency)				
Total Tonnage & Cost				400.00	211.751
Maintenance Cost (Yearly)					Cr 211,751
Life Support Cost (Monthly)					Cr 49,800

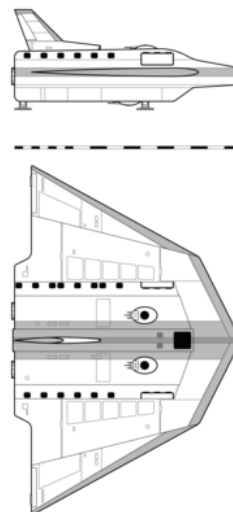




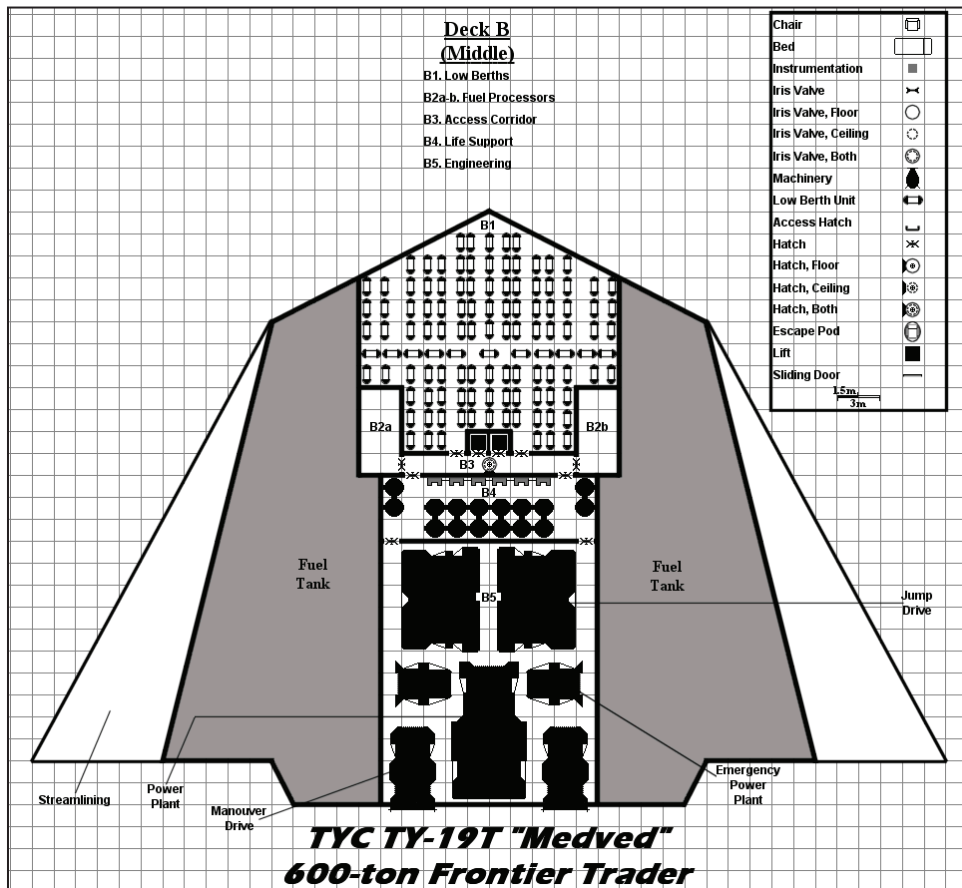
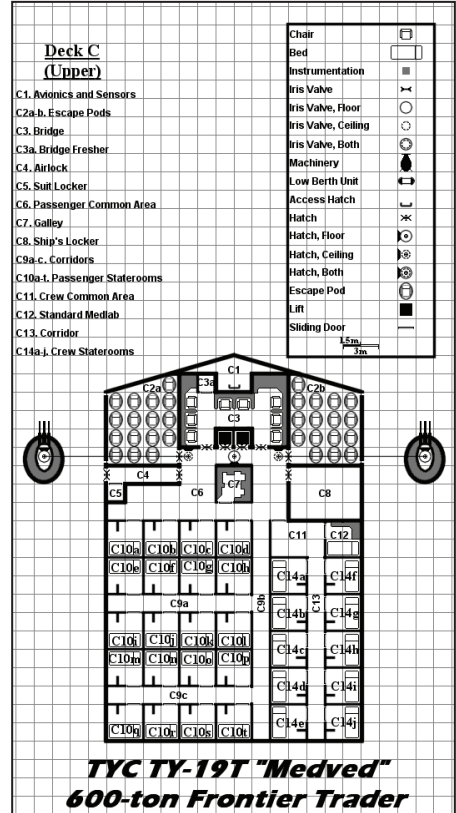
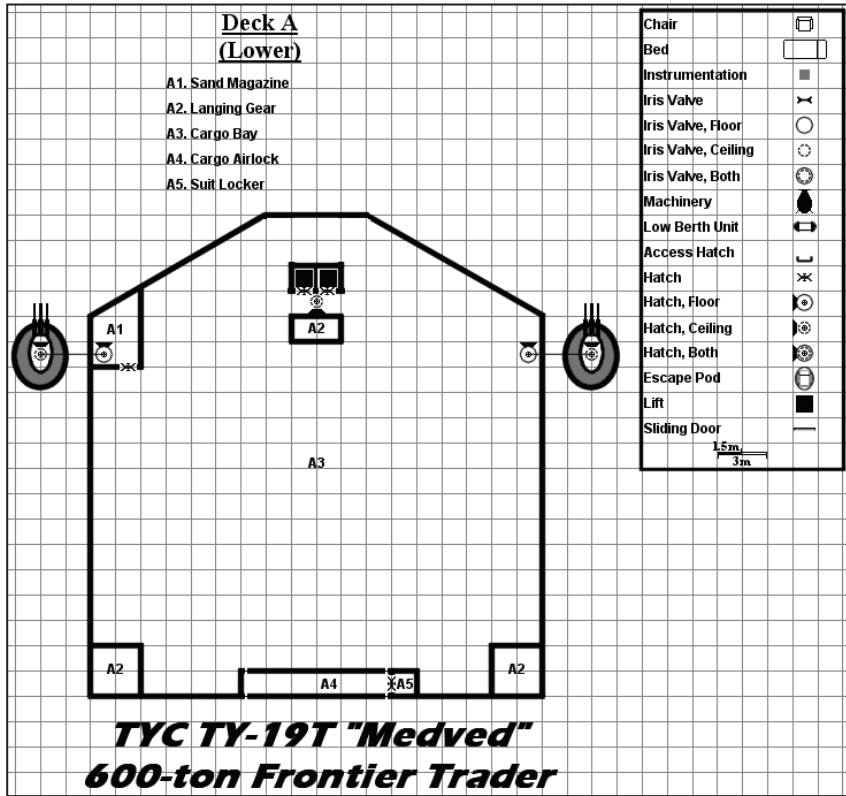
MEDVED CLASS FRONTIER LINER

The TY-19T Frontier Trader (semi-officially called 'Medved', meaning 'bear' in Russian) is a typical TYC design: reliable, rugged and somewhat lacking in the electronics department. While having relatively small cargo and passenger capacities, this ship is ready for the harsh life of the Outer Veil, where dangers are common and good starports are not. Besides being armed and armoured, the TY-19T has redundant computer and power systems; many of its owners also dedicate part of the cargo hold to spare parts for on-the-spot emergency repairs.

In addition to TYC itself, many smaller companies operate these ships on the high frontiers. Due to its ruggedness and 100-person low-berth capacity, this ship is also frequently chartered by small-time colonisation ventures to transport their small band of colonists and equipment to the target world.



TY-19T Medved Class Frontier Trader (TL 10)			Tons	MCr
Hull	600 tons	Hull 12		58.8000
	Streamlined, self-sealing	Structure 12		
Armour	Titanium steel	2 points	15.00	2.4000
Jump Drive	C	Jump 1	20.00	30.0000
Manoeuvre Drive	F	2 G	11.00	24.0000
Power Plant	F		19.00	48.0000
Backup Power Plant	C		10.00	24.0000
Bridge			20.00	3.0000
Computer	Model/1fib	Rating 5		0.0450
Backup Computer	Model/1fib	Rating 5		0.0450
Electronics	Standard sensors	–4 DM		Included
Weapons	Hardpoint No. 1	Triple Turret: Pulse Laser x 3	1.00	2.5000
	Hardpoint No. 2	Triple Turret: Pulse Laser x 3	1.00	2.5000
	Hardpoint No. 3	Triple Turret: Beam Laser x 3	1.00	4.0000
	Hardpoint No. 4	Triple Turret: Sandcaster x 3	1.00	1.7500
Fuel	156 tons	Two Jump 1 & 6 weeks of operations	156.00	
Cargo	145 tons		145.00	
Magazine	2 tons	40 canister capacity	2.00	
Staterooms	30		120.00	15.0000
Low Berths	100		50.00	5.0000
Extras	Ship's locker			Included
	Fuel scoops			Included
	Fuel processors	8	8.00	0.4000
	Escape pods	40 (including Low Passage passengers)	20.00	4.0000
Software	Manoeuvre/0	Rating 0		Included
	Jump Control/1	Rating 5		0.1000
	Fire Control/1	Rating 5		2.0000
	Security/1	Rating 1; –2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	10: Pilot, Navigator, Engineer, Medic, 4 Gunners, 2 Stewards			
Passengers	70 (20 Middle, 100 Low)			
Total Tonnage & Cost (with 10% standard design discount)			600.00	205.686
Maintenance Cost (Yearly)				Cr 203,886
Life Support Cost (Monthly)				Cr 65,000





ORYOL CLASS FIGHTER

While half a century old, the TY-06F *Oryol* class Fighter is still a common sight on the Frontier and beyond. It is cheap, rugged, versatile and with virtually limitless endurance, given a good source of fuel (thanks to having a laser rather than a missile system), and thus well-suited to the needs of mercenaries, small companies, backwater colonies and, unfortunately, pirates.

Its main weakness, however, is its limited range, coupled with primitive electronics, which could be a serious disadvantage when engaging ships armed with missiles, laser beams or particle weapons.



TY-06F <i>Oryol</i> Class Fighter (TL 10)			Tons	MCr
Hull	10 tons	Hull 0		1.2000
	Streamlined, self-sealing	Structure 1		
Armour	Crystaliron	4 points	0.50	0.2000
Manoeuvre Drive	sC	6 G	1.50	3.0000
Power Plant	sG		3.50	8.0000
Cockpit	Cockpit for 1		1.50	0.1000
Computer	Model/2fib	Rating 10		0.2400
Electronics	Civilian sensors	–2 DM	1.00	0.0500
Weapons	Fixed Mounting	Pulse Laser	1.00	0.6000
Fuel	0.75 tons	1 week of operation	0.75	
Cargo	0.25 tons		0.25	
Extras	Fuel scoops			Included
Software	Manoeuvre/0	Rating 0		Included
	Fire Control/1	Rating 5		2.0000
	Security/1	Rating 1; –2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	1: Pilot			
Total Tonnage & Cost (with 10% standard design discount)			10.00	13.851
Maintenance Cost (Yearly)				Cr 13,851



CHEETAH CLASS INTERCEPTOR

Before the introduction of the *Ocelot* class Heavy Fighter in 2153, the *Cheetah* class Interceptor was the staple of FNH naval fighter squadrons. While carrying only a limited number of missiles and no laser weapons, this small craft sports relatively good sensors which could be used to benefit the missiles' long range. Even now, when supplanted by more advanced craft in Naval service, the *Cheetah* is still extremely common as a system defence craft of many Frontier and *Outer Veil* systems.

FEconA <i>Cheetah</i> Class Interceptor (TL 10)			Tons	MCr
Hull	10 tons	Hull 0		1.2000
	Streamlined, self-sealing	Structure 1		
Armour	Crystaliron	2 points	0.25	0.1000
Manoeuvre Drive	sC	6 G	1.50	3.0000
Power Plant	sC		1.80	4.0000
Cockpit	Cockpit for 1		1.50	0.1000
Computer	Model/2fib	Rating 10		0.2400
Electronics	Military sensors	+0 DM	2.00	1.0000
Weapons	Fixed Mounting	Missile Rack	1.00	0.8500
Fuel	0.5 tons	1 week of operation	0.50	
Cargo	N/A			
Magazine	1.45 tons	17 missile capacity	1.45	
Extras	Fuel Scoops			Included
Software	Manoeuvre/0	Rating 0		Included
	Fire Control/1	Rating 5		2.0000
	Security/1	Rating 1; -2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	1: Pilot			
Total Tonnage & Cost (with 10% standard design discount)			10.00	11.241
Maintenance Cost (Yearly)				Cr 11,241



OCELOT CLASS HEAVY FIGHTER

The *Ocelot* class Heavy Fighter is the state-of-the-art combat small craft of the FNH Navy, carried on the larger starships as well as in the planetary defence navies of Core and Intermediate worlds. It outclasses most previous fighters by its superior electronics, greater acceleration capacity and the fact that it carries a dedicated gunner in addition to the pilot; it also sports a massive amount of armour. On the other hand, this is a very expensive vessel, and therefore a very long time will have to pass before it will completely supplant the outdated *Cheetah* class Interceptor, especially in the more backwater systems.

FEconA <i>Ocelot</i> Class Heavy Fighter (TL 11)			Tons	MCr
Hull	20 tons	Hull 0		1.5200
	Streamlined, self-sealing	Structure 1		
Armour	Crystaliron	8 points	2.00	0.4800
Manoeuvre Drive	sH	8 G	4.00	9.0000
Power Plant	sH		3.30	6.5000
Cockpit	Cockpit for 2		3.00	0.2000
Computer	Model/3fib	Rating 15		3.0000
Electronics	Advanced sensors	+1 DM	3.00	2.0000
Weapons	Single turret	Pulse Laser	1.00	0.7000
	Anti-personnel weapon	Vehicle-grade Laser Cannon	0.50	1.0000
Fuel	0.75 tons	1 week of operation	0.75	
Cargo	2.45 tons		2.45	
Extras	Fuel scoops			Included
Software	Manoeuvre/0	Rating 0		Included
	Evade/1	Rating 10		1.0000
	Fire Control/2	Rating 10		4.0000
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	2: Pilot, Gunner			
Total Tonnage & Cost			20.00	29.401
Maintenance Cost (Yearly)				Cr 28,401



NERGAL CLASS RUNABOUT

The *Nergal* class runabout is a typical Martian Mechanics design, laden with the latest high-tech electronics and robotics and being relatively expensive for its type and size. It is a general-purpose small craft intended for long-duration use and suited for scientific and exploration missions.

Martian Mechanics <i>Nergal</i> Class Runabout (TL 11)			Tons	MCr
Hull	20 tons	Hull 0		1.5200
	Streamlined, self-sealing	Structure 1		
Armour	None			
Manoeuvre Drive	sB	2 G	1.00	2.0000
Power Plant	sB		1.50	3.5000
Control Cabin	Control cabin for 1	(1 additional passenger)	3.00	0.2000
Computer	Model/3	Rating 15		2.0000
Electronics	Advanced sensors	+1 DM	3.00	2.0000
Weapons	None			
Fuel	1 tons	2 weeks of operation	1.00	
Cargo	6.3 tons		6.30	
Cabin Space	2 passengers		3.00	0.1500
Extras	Fuel scoops			Included
	Airlock		1.00	0.2000
	Repair drones		0.20	0.0400
Software	Manoeuvre/0	Rating 0		Included
	Intellect	Rating 10		1.0000
	Intelligent Interface	Rating 1		0.0001
	Expert Pilot/1	Rating 1		0.0010
	Auto Repair/1	Rating 10		5.0000
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	1: Pilot			
Passengers	3 (Long duration)			
Total Tonnage & Cost			20.00	17.612
Maintenance Cost (Yearly)				Cr 17,612



PHAETON CLASS SLOW BOAT

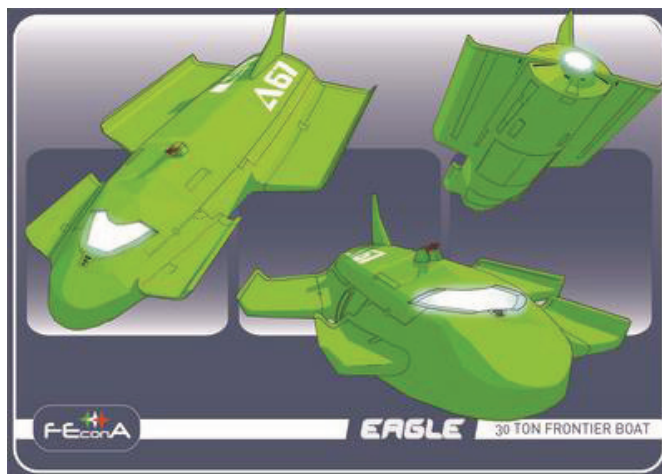
Many Barnard Conglomerate freighters and miners use this utility small craft, and it also sees use in several colonial star systems. While the Phaeton-class Slow Boat is by no means impressive and while its technology is anything but cutting-edge, it is efficient and, more importantly, dirt cheap and easy to operate.

Barnard Conglomerate <i>Phaeton</i> Class Slow Boat (TL 10)			Tons	MCr
Hull	30 tons	Hull 0		1.4300
	Streamlined	Structure 1		
Armour	None			
Manoeuvre Drive	sC	2 G	1.50	3.0000
Power Plant	sC		1.80	4.0000
Cockpit	Cockpit for 1		3.00	0.2000
Computer	Model/1	Rating 5		0.0300
Electronics	Civilian sensors	-2 DM	1.00	0.0500
Weapons	None			
Fuel	0.5 tons	1 week of operation	0.50	
Cargo	18.7 tons		18.70	
Acceleration Couches	8		4.00	0.2000
Extras	Fuel scoops			Included
	Airlock		1.00	0.2000
Software	Manoeuvre/0	Rating 0		Included
	Security/1	Rating 1; -2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	1: Pilot			
Passengers	8 (Short duration)			
Total Tonnage & Cost (with 10% standard design discount)			30.00	8.199
Maintenance Cost (Yearly)				Cr 8,199



EAGLE CLASS FRONTIER BOAT

The *Eagle* class Frontier Boat is a small craft designed for exploration. Towards that end it is equipped with good sensors for its time (2134) as well as with five probes and an ATV. The latter also allows the boat to carry several passengers riding it; if a larger cargo capacity is desired, the ATV can be rolled off, making place for an additional 10 tons of cargo.



FEconA Eagle Class Frontier Boat (TL 10)			Tons	MCr
Hull	30 tons	Hull 0		1.7300
	Streamlined, self-sealing	Structure 1		
Armour	Titanium steel	2 points	2.00	0.0650
Manoeuvre Drive	sF	4 G	3.00	6.0000
Power Plant	sG		3.00	6.0000
Control Cabin	Control cabin for 1	(1 additional passenger)	3.00	0.2000
Computer	Model/2fib	Rating 10		0.2400
Electronics	Military sensors	+0 DM	2.00	1.0000
Weapons	Single turret	Pulse Laser	1.00	0.7000
	Anti-personnel weapon	Vehicle-grade Laser Cannon	0.50	1.0000
Fuel	0.75 tons	1 week of operation	0.75	
Cargo	2.75 tons		2.75	
Extras	Fuel scoops			Included
	Airlock		1.00	0.2000
	ATV		10.00	0.0500
	Probe drones	5 drones	1.00	0.5000
Software	Manoeuvre/0	Rating 0		Included
	Security/1	Rating 1; -2 DM to intrude		0.0002
	Fire Control/1	Rating 5		2.0000
	Library	Rating 0		Included
1 Crew	Pilot			
Passengers	8 (1 Long duration)			
Total Tonnage & Cost (with 10% standard design discount)			30.00	17.617
Maintenance Cost (Yearly)				Cr 16,817



CARACAL CLASS ASSAULT BOAT

Introduced in 2150, the *Caracal* class Assault Boat is designed for small-scale combat operations, capable of carrying up to a reinforced squad of FNH Marines into battle with relative speed and safety. It sports the latest electronics, a powerful computer and, last but not least, a military-grade breaching tube. This light vessel is ideal for shore parties of small patrol vessels (such as the *Feilong* class) as well as for commando and covert operations. While the main recipient of these boats is the FNH navy, other branches of the government, first amongst them the Justice Commission, have also ordered several of them.

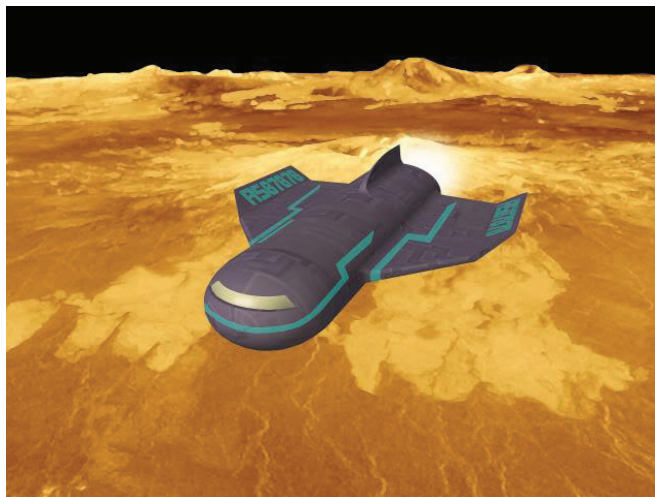
FEconA <i>Caracal</i> Class Assault Boat (TL 11)			Tons	MCr
Hull	30 tons	Hull 0		1.7300
	Streamlined, self-sealing	Structure 1		
Armour	Crystaliron	4 points	3.00	0.5200
Manoeuvre Drive	sF	4 G	3.00	6.0000
Power Plant	sG		3.00	6.0000
Cockpit	Cockpit for 2		3.00	0.2000
Computer	Model/3fib	Rating 15		3.0000
Electronics	Military sensors	+0 DM	2.00	1.0000
Weapons	Single turret	Beam Laser	1.00	1.2000
	Anti-personnel weapon	VRF Gauss Gun	0.15	0.2000
	Anti-personnel weapon	Light Tac Missile Rack (4 Tac Missiles)	0.10	0.0160
Fuel	0.75 tons	1 week of operation	0.75	
Cargo	5 tons		5.00	
Acceleration Couches	12		6.00	0.3000
Extras	Fuel scoops			Included
	Breaching tube		3.00	3.0000
Software	Manoeuvre/0	Rating 0		Included
	Evade/1	Rating 10		1.0000
	Fire Control/2	Rating 10		4.0000
	Security/2	Rating 2; -4 DM to intrude		0.0010
	Library	Rating 0		Included
Crew	2: Pilot, Gunner			
Passengers	12 (Short duration)			
Total Tonnage & Cost			30.00	28.167
Maintenance Cost (Yearly)				Cr 27,951



GUINEVERE CLASS SHIP'S BOAT

United Starlift's high standard of passenger comfort extends even to their small craft. This passenger and cargo boat, carried on the company's starliners, is no exception: it can carry eighteen passengers with good comfort over short distances, all while being cheap and efficient.

Due to its small volume most ships carrying this small craft do not rely on it for passenger traffic, preferring to directly dock with the high-port (if one exists), or, failing that, using local shuttle services. Consequently, the *Guinevere* class Ship's Boat is used more for running errands or as a pleasure-tour craft than a passenger shuttle.



United Starlift <i>Guinevere</i> Class Ship's Boat (TL 10)				Tons	MCr
Hull	30 tons	Hull 0			1.7300
	Streamlined, self-sealing	Structure 1			
Armour	None				
Manoeuvre Drive	sC	2 G		1.50	3.0000
Power Plant	sC			1.80	4.0000
Control Cabin	Control cabin for 1	(1 additional passenger)		1.50	0.2000
Computer	Model/1	Rating 5			0.0300
Electronics	Civilian sensors	-2 DM		1.00	0.0500
Weapons	None				
Fuel	0.5 tons	1 week of operation		0.50	
Cargo	11.7 tons			11.20	
Acceleration Couches	18			9.00	0.4500
Extras	Fuel scoops				Included
	Airlock			1.00	0.2000
	Luxuries	2 tons		2.00	0.4000
Software	Manoeuvre/0	Rating 0			Included
	Security/1	Rating 1; -2 DM to intrude			0.0002
	Library	Rating 0			Included
Crew	1: Pilot				
Passengers	19 (Short duration)				
Total Tonnage & Cost (with 10% standard design discount)				30.00	9.054
Maintenance Cost (Yearly)					Cr 9,054

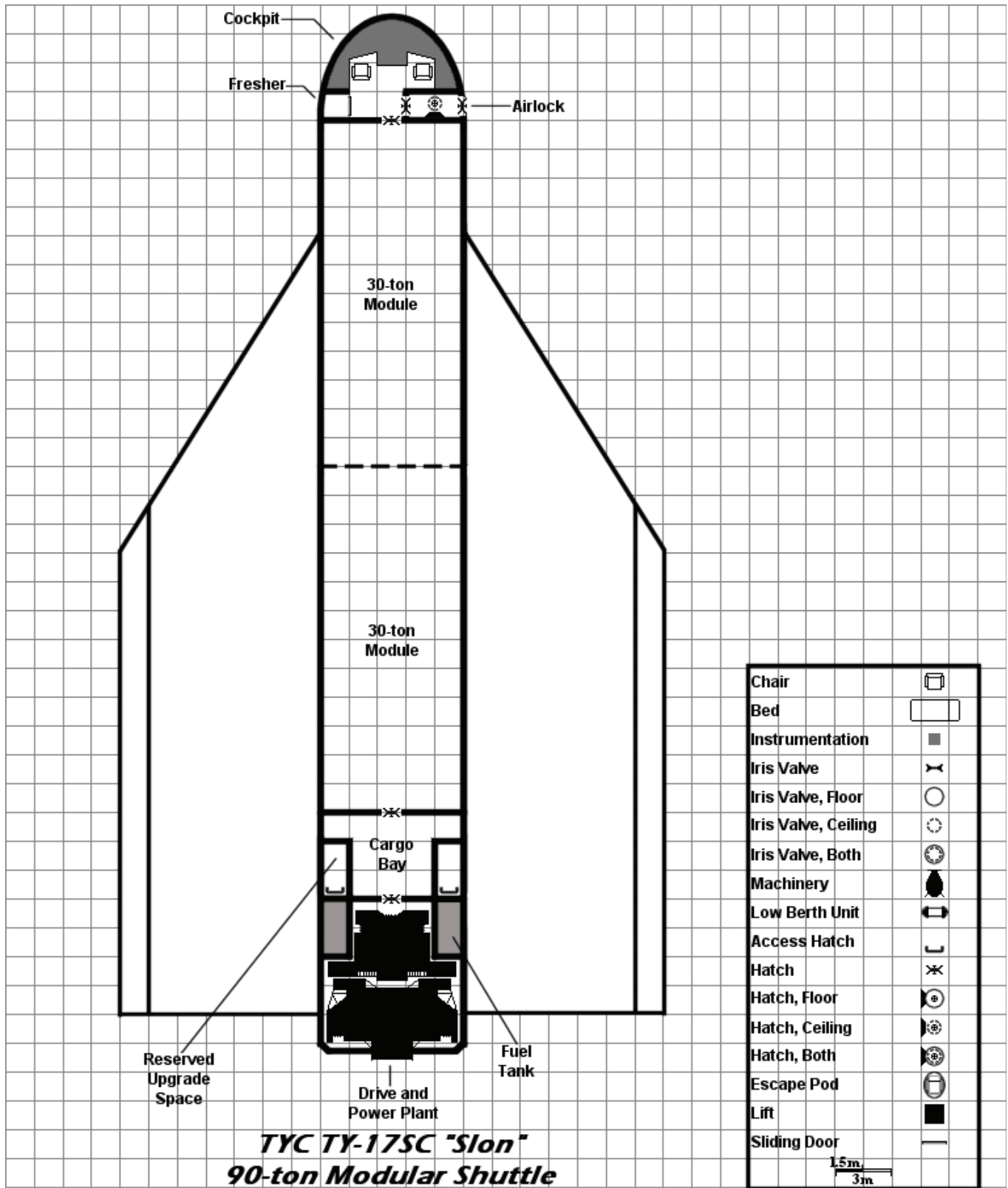


SLON CLASS MODULAR SHUTTLE

This ubiquitous shuttle is used extensively in the Intermediate area, the Frontier and the Outer Veil, carrying cargo and passengers between ships, stations and planetary surfaces. What it lacks in electronics it more than makes up for in ruggedness, versatility and sheer engine power. Its modular hull (41 HG) allows a standard 60 ton module to be easily installed or replaced. This shuttle is also designed to be easy to customise and upgrade to fit the owners need, with spaces intentionally reserved for sensor (or other system) upgrades.

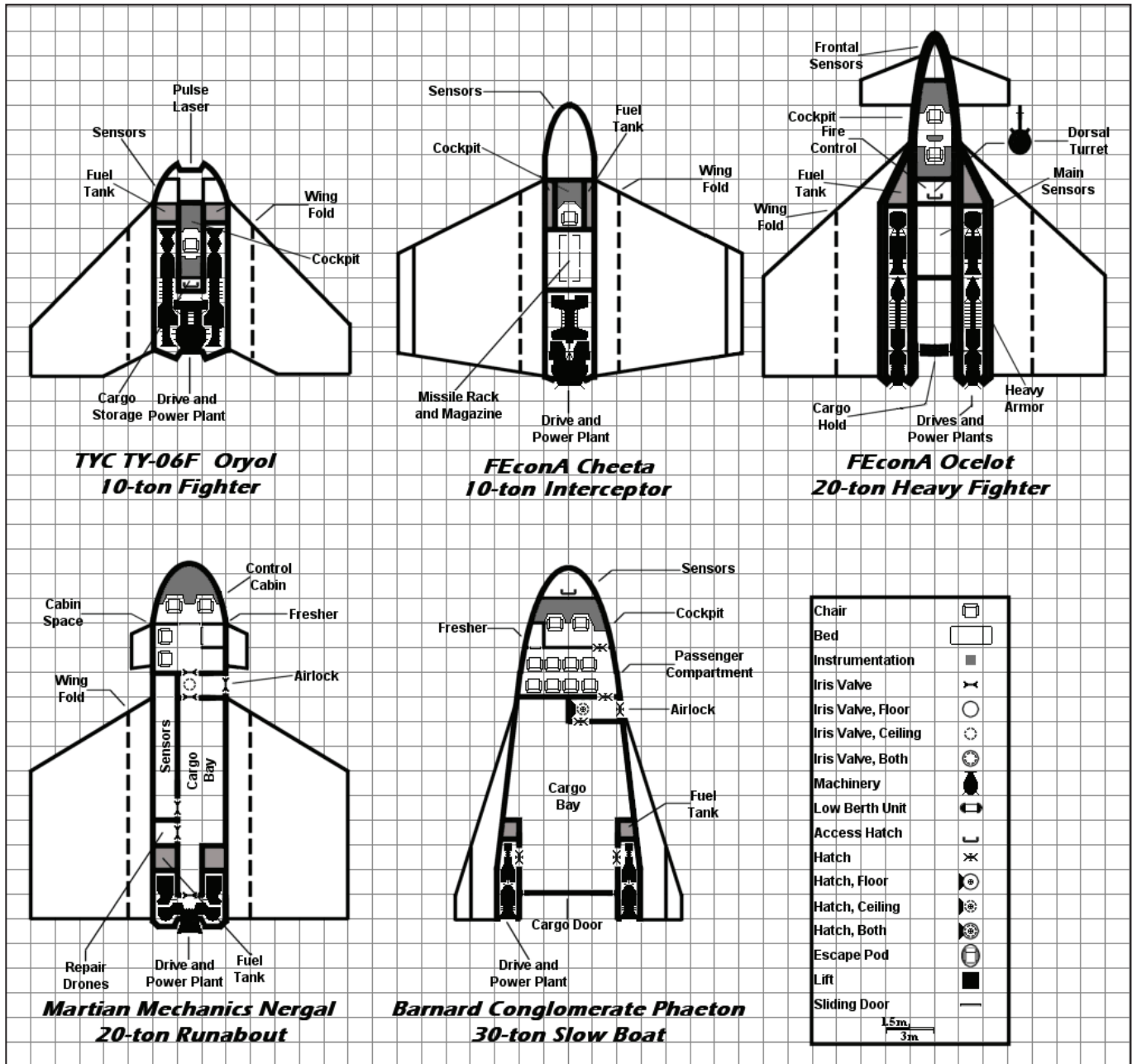
Common modules for the TY-17SC include a cargo module (Mcr 2.19, carrying 57 tons of cargo); a passenger module (Mcr 4.45, carrying 100 Acceleration Couches and 7 tons of cargo), a habitat (Mcr 7.6 containing 12 staterooms and 9 tons of cargo) and a combat module (Mcr 67 including a triple turret with two Pulse Lasers, Sandcaster, five TY-06F *Oryol* class Fighters, Military Sensors, a Model/2fib computer with Fire Control/1, 3 tons of additional fuel for the fighters and a 1 ton sand magazine containing 20 canisters). Instead of a single 60 ton module, it can also carry two 30 ton modules (135 TMB).

TY-17SC <i>Slon</i> Class Modular Shuttle (TL 10)			Tons	MCr
Hull	90 tons	Hull 1		4.3800
	Streamlined, self-sealing, modular (66.7%)	Structure 1		
Armour	Titanium steel	2 points	4.50	0.0950
Manoeuvre Drive	sL	3 G	6.00	12.0000
Power Plant	sL		4.50	8.0000
Cockpit	Cockpit for 2		3.00	1.0000
Computer	Model/1	Rating 5		0.0300
Electronics	Standard sensors	–4 DM	Included	Included
Fuel	2 tons	2 weeks of operation	2.00	
Cargo	7 tons		7.00	
Modular Section	60 ton module		60.00	
Extras	Fuel scoops			Included
	Airlock		1.00	0.2000
	Reserved upgrade space		2.00	
Software	Manoeuvre/0	Rating 0		Included
	Security/1	Rating 1; –2 DM to intrude		0.0002
	Library	Rating 0		Included
Crew	2: Pilot, Co-Pilot			
Total Tonnage & Cost (with 10% standard design discount)			90.00	23.135
Maintenance Cost (Yearly)				Cr 23,135



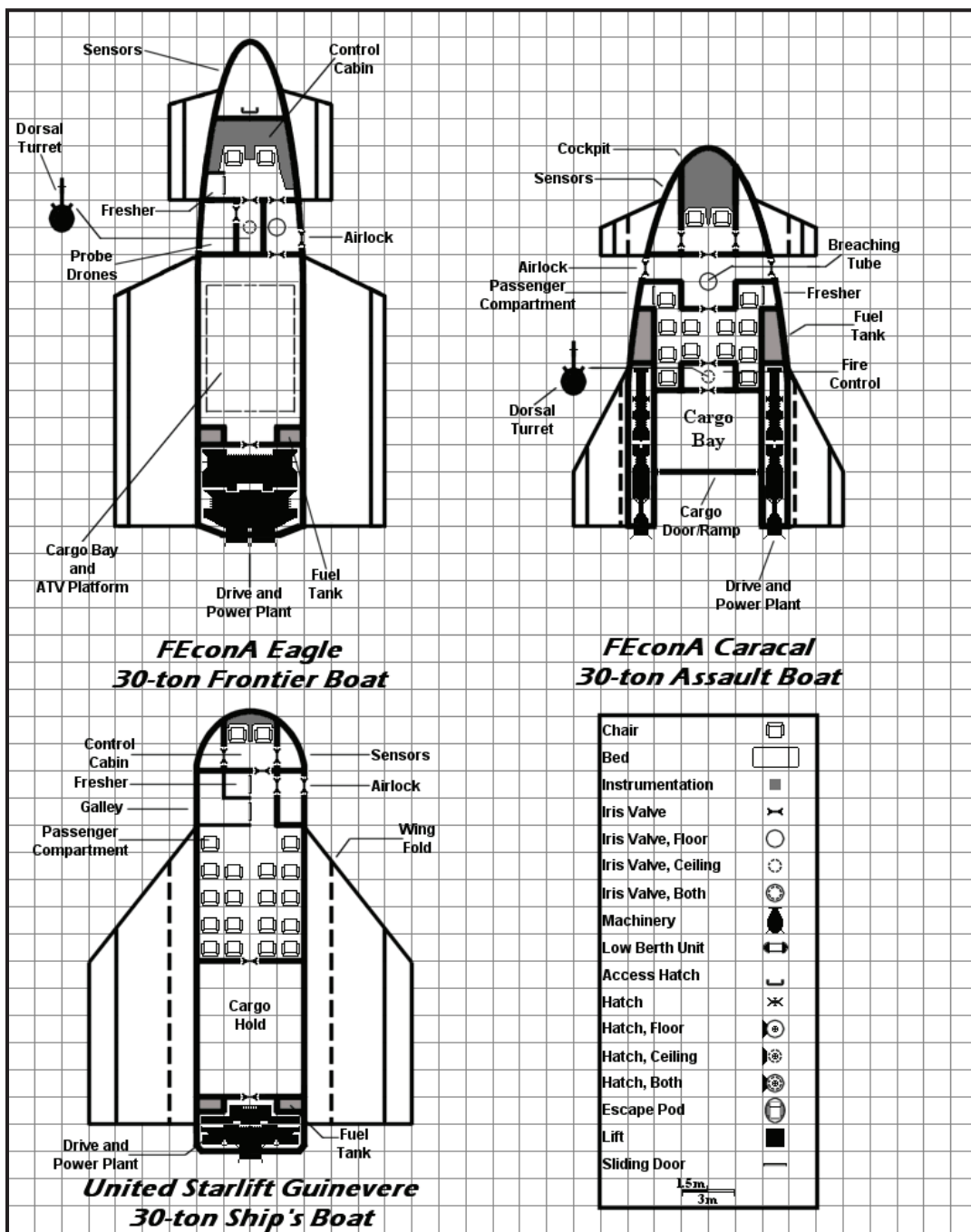


SMALL CRAFT DECKPLANS 1





SMALL CRAFT DECKPLANS 2





BELTING

To cater to the needs of the casual miner, a few belting rules are provided. These rules are designed for fast play and are thus relatively abstract: the key here is the ease of use, not detailed realism. For games where belting will be a major activity, it is recommended that the rules from *Mongoose Publishing's Beltstrike* be used.

FINDING A ROCK

The majority of rocks in a given asteroid belt, whether they are ice-balls (or comets), silicate (S Class) asteroids, carbonaceous (C Class) asteroids or even metallic (M class) asteroids, are not very profitable for the small, independent belter to mine but they are useful to orbital industry and belt habitats.

Finding an average rock of each of these types is quite easy, and an average belt has an ample supply of them, so prices are very low and most orbital factories or habitats can easily find one if they need it.

Locate a suitable rock: Sensors, Intelligence, 1-6 hours, Routine (+2), modified by the ship's sensor DM and the system's Belt Quality DM.

Such finds rarely have any significant monetary value. What beltters typically look for are the very rare occasions where more valuable materials exist in relatively high purity. Collisions between asteroids and other high-energy phenomena sometimes cause sufficient differentiation of the minerals in a given rock, making extraction easy; radioactive ores might exist on a few asteroids; crystals, especially ones formed in collisions or through extremely slow growth in micro-gravity, are sometimes valuable.

Some of the rarer organic materials present in ice asteroids can fetch a hefty price.

Identify a rock with organic material: Sensors, Intelligence, 6-24 hours, Very Difficult (-4), modified by the ship's sensor DM and the system's Belt Quality DM.

Once a potentially profitable rock is found, roll 2d6 on the Asteroid Yield table, adding the Effect of the Sensors task.

Asteroid Yield	
2d6	Yield
5-	Icy
6 - 8	Low Yield
9 - 11	High Yield
12 - 13	High Yield
14+	Special

Icy: An Icy Yield is made largely of water ice and other volatiles. Each Icy asteroid can be mined for 1d6 x 100 displacement tons (dtons) of Water Ice which can be sold for Cr 100 per dton if located in the Outer Zone; otherwise treat as Low Yield.

Low Yield: Low Yield claims consist of worthless rock and contain nothing worth mining apart from a surface veneer of 1d6 x 100 dtons of Water/Ice and 1d6 * 50 tons of Volatiles (frozen gasses such as methane, ammonia, nitrogen and carbon dioxide) which can be sold for Cr 500 per dton if located in the Outer Zone.

High Yield: Roll on the Asteroid High Yield Table to determine the contents of the Claim. Additionally, 1d6 x 100 dtons of Water Ice and 1d6 * 50 tons of Volatiles will be present if the asteroid is located in the Outer Zone.

Special: This result indicates that there is something unique about the asteroid; it could have unusually rare or large deposits, or something even more interesting. Roll on the Outer Asteroid Special Find table below.

Asteroid High Yields

2d6	High Yield	dtons
1-	Basic Ore	1d6
2	Basic Ore	1d6 * 5
3	Basic Ore	1d6 * 25
4	Uncommon Ore	1d6 * 5
5	Basic Ore	1d6 * 50
6	Basic Ore	1d6 * 100
7	Uncommon Ore	1d6 * 20
8	Basic Ore	1d6 * 500
9	Uncommon Ore	1d6 * 50
10	Basic Raw Materials	1d6 * 50
11	Uncommon Ore	1d6 * 100
12	Basic Raw Materials	1d6 * 100
13+	Special	

The Belt Quality DM mentioned above is listed for each system in the *Outer Veil* setting. It represents the likelihood of finding rare mineral formations in each belt. Note that most M-class red dwarf stars have less than usual heavy elements in their systems, and consequently their belts, if any are present.

In the Core systems there have already been decades (or more than a century in the Sol system) of extensive belt mining, so findings there are rarer than in the virgin soil of Outer Veil rocks. A Belt Quality DM of 'X' denotes a star system with no significant asteroid belts. Mining asteroids and processing the ore is usually done by mining drones.

Mine an asteroid & process the ore: Remote Operations, Intelligence, 1-6 hours, Routine (+2) task.

Each 10 tons of Mining Drones installed on a ship will mine 1d6 x 10 tons (plus the Effect of the Remote Operations roll x 10) per successful mining task. Once properly mined and processed, the ore may be sold as any other trade good (162-166 TMB). Alternatively, instead of mining the ore themselves, the finders may sell the claim to a mining company. Doing so uses the speculative trade rules (162 TMB), but the selling price will only be 20% of normal.



A ship may use mining drones to mine ice from icy asteroids (or comets) and convert it into unrefined LHyd fuel as well as oxygen. If fuel processors are present on board they can clean the fuel of whatever residual volatiles to produce refined fuel.

Identify a suitable ice chunk: Sensors, Intelligence, 1-6 hours, Average (+0), modified by the ship's sensor DM and the system's Belt Quality DM.

Mining water ice from an icy asteroid or comet is a separate operation.

Mine water ice: Remote Operations, Intelligence, 1-6 hours, Routine (+2).

Each 10 tons of Mining Drones installed on a ship will mine 1d6 x 10 tons of ice (plus the Effect of the Remote Operations roll x 10) per successful mining task; only 10% of this tonnage will eventually be converted to fuel. A ship equipped with hydroponics and mining drones may obtain the monthly supplies for the hydroponic units by mining asteroids and comets.

Identify a suitable source of water & nutrients: Sensors, Intelligence, 1-6 hours, Average (+0), modified by the ship's sensor DM and the system's Belt Quality DM.

Extracting enough nutrients and water for a month is a separate operation.

Extract water & nutrients: Remote Operations, Intelligence, 10-60 minutes, Routine (+2) task modified by the Effect of the sensors roll.

SURVEYING

The *Outer Veil* setting has a wide-open frontier and is surrounded by unexplored space on all sides. Many Outer Veil and Explored systems were only cursorily surveyed. Consequently there are many opportunities for exploration and survey work in this setting.

System Contents

The first thing explorers do when they enter a system is determine a system's contents: the nature, number and movement of stars and rocky, icy and gaseous planets. The majority of the time this task takes is passive data collection by the ship's sensors and computer and be carried out at the same time as other survey tasks.

Determine a system's contents: Space Science (Planetology), Education, 1-6 days, Average (+0), modified by the ship's sensor DM.

Surface Mapping

Mapping a planet in full detail from orbit (yielding its UWP Size and Hydrographics digits as well as a detailed surface map) requires a ship in low polar orbit. The majority this task is passive data collection by the ship's sensors and computer and it can be done at the same time as other survey tasks.

Map a planet from orbit: Space Science (Planetology) or Sensors, Education, 10-60 hours, Routine (+2), modified by the ship's sensor DM.

Atmospheric Analysis

Analysing a planet's atmospheric composition, pressure and temperature requires both orbital data collection and atmospheric samples. This requires a dedicated crew-member to run the various tests, and a small craft or a starship to sample the atmosphere.

Analyse a planet's atmospheric composition, pressure & temperature: Space Science (Planetology), Education, 6-24 hours, Routine (+2), modified by the ship's sensor DM.

World Population

Calculating a world's population size (if any) can be done from orbit.

Calculate a world's population from orbit: Social Science (Sophontology) or Sensors, Education, 1-6 hours, Very Difficult (-4), modified by the ship's sensor DM.

This can also be achieved using repeated atmospheric flights to observe population centres and densities of habitation.

Calculate a world's population from observation: Social Science (Sophontology) or Sensors, Education, 6-24 hours, Difficult (-2), modified by the ship's sensor DM.

As larger populations are easier to detect, add half the world's population code (rounded down) as a +DM on the above tasks.

On any FNH world or sanctioned colony this data may be obtained from the local government or colonial administration. Unsanctioned colonies do not provide this information, which has to be gathered from orbit or by atmospheric flights.

Obtain population data from the local government or administration: Admin, Intelligence, 10-60 minutes, Routine (+2).

Government, Law Level & Tech Level

Obtaining an inhabited world's social data (Government, Law Level and Tech Level) requires field work and direct or covert contact with the local population. This task should be an adventure rather than a task roll but Referees who prefer to skip that type of adventure can determine these features.

Determine a world's Government type, Law Level & Tech Level: Social Science (Sophontology) or Admin or Streetwise, Intelligence, 1-6 days, Difficult (-2).

Detecting Bases

Overt Bases: Detecting overt bases such as FNH Marines, Science Commission and Naval bases and some research stations is quite easy at the local starport.

Detect an overt government base: Admin, Intelligence, 10-60 minutes, Routine (+2).



Covert Bases: Detecting covert bases such as pirate bases, some research stations and, in rare occasions, FNH Marine, Science Commission or Naval bases, is more difficult but can be achieved from orbit.

Detect a covert base from orbit: Sensors, Intelligence, 10-60 hours, Very Difficult (-4), modified by the ship's sensor DM.

Alternatively, information about a suspected hidden base can be obtained from the local population.

Gather information about a covert base from locals: Admin or Streetwise, Intelligence, 1-6 days, Difficult (-2).

Detecting Ruins

Human or alien ruins can be detected from orbit. The Referee should modify the task's difficulty according to the size of the ruins, with larger ruins being easier and small ruins harder to detect.

Detect ruins from orbit: Sensors or Social Science (Archaeology), Intelligence, 10-60 hours, Very Difficult (-4), modified by the ship's sensor DM.

On the Ground: Bases or ruins can also be found by player character observations on the ground but this should be a planetside adventure rather than a task.

Life & Life Compatibility Ratings

Determining a planet's Life and Life Compatibility ratings is usually done by a long-duration follow-up mission after the basic first survey. Orbital and low-altitude sensor readings are combined with multiple surface observations and laboratory tests of collected flora and fauna to determine a planet's Life and Life Compatibility ratings. This can also be conducted as a surface adventure.

Determine a planet's Life & Life Compatibility ratings: Life Science (Biology), Education, 1-6 days, Difficult (-2).

The single task roll determines both the Life and the Life Compatibility ratings. Ships outfitted with a laboratory apply a +2 DM to the task.

Belt Quality

Given the number of objects in any particular asteroid belt, it can take a long time to determine a system's Belt Quality.

Determine a system's Belt Quality: Space Science (Planetology), Intelligence, 10-60 days, Difficult (-2), modified by the ship's sensor DM.

REFEREEING SENSOR ROLLS

Using sensors and detectors involves a significant level of uncertainty, especially for difficult tasks such as detecting rare mineral deposits or hidden bases.

This is particularly important when a result of 'nothing found' could come from either a success (when the thing searched for does not exist) or from a failure (even if it does exist). The Referee should make hidden roll sensor and survey rolls for the players.

On a successful task result the Referee should reveal the full sensor information to the players.

On a failure with Effect -1, the Referee should give partial or inaccurate information (for example, reporting that a world with Size 5 has Size 4 or 3).

On a failure with Effect -2 or -3, nothing should be found.

On a failure with Effect -4 or worse, the Referee should give completely false information.

ASTROGRAPHY

THE FIRST STEPS

We are at the earliest stage of our interstellar civilization.

While several billion human beings already live outside the confines of Sol system, so far we have explored and settled only a tiny speck on the map of our home galaxy. Well-known and well-developed space extends only a mere ten parsecs from the birthplace of humanity. Beyond that lies the Outer Veil: a thin layer of partially-explored star-systems separating the known stars from the Great Unknown of the universe.

Beyond this thin veil of stars awaits the most sacred opportunity ever to face mankind: the universe. Ours to explore, tame, settle and claim as our own, the universe is where humanity's eternal quest for a better civilization will be carried through to its eventual end when, millennia from now, we will claim the entire Milky Way as a single human civilization.

Jacques Somovskii, 'On Humanity's Destiny', published on Earth (Sol/1226), 02 July 2142

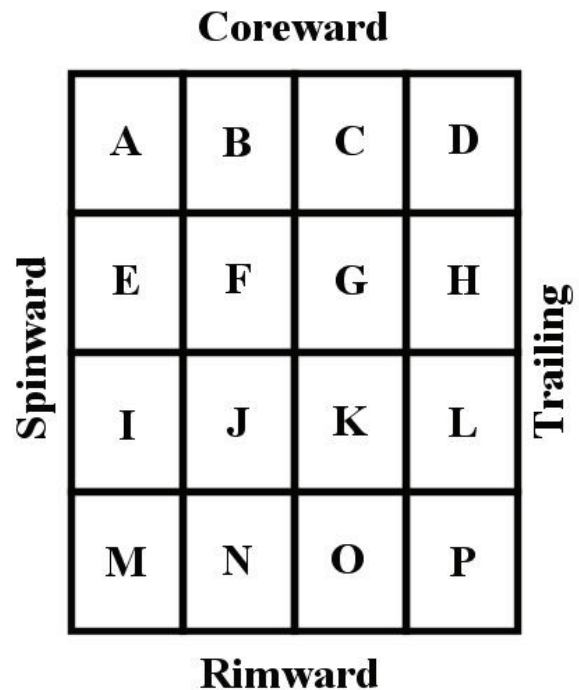
By 2159 AD, humanity had explored the space within 20 parsecs of Sol and settled many of the more suitable planets up to a range of 16 parsecs from Earth. Beyond that lies the open universe: millions upon millions of unexplored, unsettled star-systems awaiting exploration and colonisation. The Outer Veil setting focuses on a single sector including Earth, containing most of the settled and explored worlds as well as a number of unexplored and unsettled worlds ready for the intrepid adventurer to explore and tame.

This chapter provides the Universal World Profiles (UWPs) and related information for all of the major worlds in the Outer Veil setting, both known and unknown. It also provides a description of each subsector as well as a brief discussion of several key worlds within that subsector. Future products will details more worlds within various subsectors.

BASIC CONCEPTS

Directions such as Left, Right, North, South, East or West have little meaning in interstellar space. Instead, the directions in astrology (the stellar equivalent of geography and cartography) are measured in relation to the galaxy's core and the galaxy's direction of rotation. The direction pointing towards the galactic core is Coreward (which is 'up' on most *Traveller* maps including the those of the Outer Veil); the one pointing away from the galactic core is Rimward ('down' on the map); the one pointing in the direction of the galaxy's rotation is Spinward ('left' on the map) and the direction opposite to the galaxy's rotation is Trailing ('right' on the map).

The basic unit of astrology is the parsec (3.26 light-years); each hex on the Outer Veil starmap is approximately one parsec across, flat edge to flat edge. The map shows one star system per parsec, though in some cases less important stars (particularly red and brown dwarfs with no planets around them) may exist within the same hex as a listed star system. Eight by ten (8 by 10) parsecs constitute a Subsector, which is a basic FNH interstellar administrative unit above the world level. A sector is composed of sixteen (16) subsectors. As mentioned above, the Outer Veil setting fills approximately one sector.



WHY IS THE STARMAP FLAT?

Real space is three-dimensional, with stars varying in their location not just on the X and Y axis but also on the Z axis (in and out of the page). However, using realistic three-dimensional astrology is somewhat complicated.

For this reason, we've chosen to use abstract two-dimensional 'flattened' starmaps in Outer Veil, trading a certain degree of realism for ease of play.



ASTROGATION DATA

Each entry in the astrology tables lists the following information about each world:

Hex location on the Outer Veil map

World name

The world's **Universal World Profile (UWP)**, consisting of:

Starport

Size

Atmosphere

Hydrographics

Population

Government

Law Level

Tech Level

Bases (if any are present)

Trade codes

Life/Compatibility/Belt Quality ratings

Surface temperature

Gas giants (presence or absence)

Stellar data

Area and Travel Zones (if no Zone code is listed than the world is considered a 'Green Zone')

Hex locations refer to the map; UWPs, trade codes and gas giants are explained in the *TMB* (170, 181, 167). The remaining ratings (including parts of the UWP codes) are discussed in greater detail below.

Many stars on the Outer Veil map had been discovered by the first decade of the 21st century or in the preceding centuries and therefore bear real names. Other stars were only discovered during the mid-to-late 21st century – or even later – and were designated NSSC after the Near-Solar Star Catalog compiled in 2102. These stars are relatively dim (which is the reason why they weren't discovered until the mid-21st century), and thus are typically either Brown Dwarfs, or M type stars, though far away from Earth K-type stars and even G type stars might be included in this group.

All of the stars shown on the map are assumed to have planets of some sort, or, at the very least, a planetoid belt or an Oort cloud.

Many stars with no planets or planetoids at all exist in our universe, but have little game value and thus are mostly left out of the Outer Veil star lists. Assume that many empty hexes on the map contain such system-less stars.

Starports

In the *Outer Veil* setting, starports are not extra-territorial. The starport and the rest of the world's surface are FNH territory and are thus subject to the same laws. However, by FNH law, ships are allowed to carry armament above and beyond the local Law Level for the purposes of defence against pirates, hostile wildlife and terrorists. Therefore, the world's Law Level does not extend to the ship itself. Civilians on ships may carry personal weapons as allowed by Law Level 1 but taking weapons that are illegal locally off the ship is not allowed.

Class A and B starports have large orbital highports.

Class C starports also have high-ports, but these tend to be much smaller than the ground facilities and almost all class C starports have refined fuel.

Class D starports are standardised. A typical class D port is composed of several pre-fabricated buildings, a beacon, a fuel pump, a tank constructed from pre-fabricated parts for (usually) unrefined fuel and some small-scale repair equipment. All of these can be carried in the hold of a single frontier trader and assembled in a matter of weeks. Class D starports almost always lack a proper highport.

This means that most worlds in the Core and the Intermediate areas can be serviced by unstreamlined bulk carriers traveling from highport to highport, with local shuttles moving the goods between surface and orbit.

Class E starports are even simpler, being nothing more than a patch of cleared ground and a self-contained navigation beacon with a prefabricated building or two. Class E starports always lack a proper highport.

Bases & Ruins

Any of five types of bases may exist in a given star-system: Science Commission Bases, Naval Bases, Marine Corps Bases, Research Stations and Pirate Bases.

Science Commission Bases (S) are exploratory or scientific outposts operated by the FNH's Science Commission. These are typically small facilities either in orbit or on the surface with small crews operating a relatively large amount of automated sensor equipment.

Hex Location	World Name	Starport	Size	Atmo.	Hydro.	Pop.	Gov.	Law	Tech	Bases	Trade Codes	Temperature	Gas Giant	Stellar Data
1839	Epsilon Reticuli V	C534111-9	R	Lo	3/4/X	Frozen	G	K2IV WD	Ov					
		UWP									Life/Compatibility/Belt Quality			Area/Zone



Science Commission bases also serve as way-stations and supply depots for both Science Commission and Mail Commission craft. Subsidised Couriers may freely refuel at Science Commission bases and receive a 50% discount on any repairs conducted there.

Naval Bases (N) are depots and forts for the FNH Navy (FNHN). In addition to the usual training, supply and system-defense roles, these bases also serve as staging grounds (and refuel/re-supply/repair stops) for FNHN patrol ships moving through the area. Rapid-reaction forces (including at least one Marine unit) are usually also stationed at Naval Bases. Most Naval Bases are composed of a ground base and an orbital base, regardless of whether or not the world they are situated on has a highport; both components are heavily armed and can serve as forts for system-defence.

Marine Bases (M) are maintained by the FNH Marine Corps (FNH-MC); a number are located throughout known space to serve as staging grounds for Marine operations in their areas. While most Marine Bases have some refuelling and repair capacities for passing military vessels, their main function is to house and maintain significant Marine forces at a state of constant readiness. The size of these forces varies according to the base's location, but in almost all cases at least a full battalion is stationed at each base (and bases closer to the Core typically house several divisions). As with all FNH-MC combat units, there is enough starlift capacity (that is, ready transport ships) available at the base for immediate combat deployment of each and every combat Marine stationed there.

Research Stations (R) are distinct scientific or technological facilities (either government, corporate or private). While many high-population worlds have their own universities or similar scientific institutions, the Research Stations listed here are more self-contained and, usually, less accessible to the public. Note that most Research Stations listed worlds in the Core or the Intermediate areas represent more than one such institution.

Pirate Bases (P) are illicit starports operated by various pirate, privateer, smuggler or Secessionist groups. These bases typically house and maintain several pirate vessels as well as non-Jump-capable defence craft. In many cases a Pirate Base also serves as a black-market hub, and unscrupulous traders who may sometimes stop there to trade illegal goods. Piracy is virtually unknown near the Core (where the FNHN exists in force) but is a recurring problem in the Frontier and beyond.

Any of four kinds of ruins may also be listed in the Bases column: **Human Ruins (Uh)** (usually lost colonies), **Ascraeus Civilisation (22 OV) Ruins (Ua)**, **Monument Builder (22 OV) Ruins (Um)** and **Other Alien Ruins (Ux)**, which are ruins of alien origin which do not belong to either the Ascraeus Civilisation or the Monument Builders.

Life, Life Compatibility & Belt Quality

The Life, Life Compatibility and Belt Quality ratings add more detail about each star system.

The **Life** rating describes, in general terms, the complexity of the world's biosphere (if any). Life ratings are shown in the Life Rating table.

Definitions

None: No life is present on the planet; however, small pockets of pre-cellular life may exist in the oceans or near volcanic vents.

Simple: Single-celled and primitive multi-celled life exists in the oceans. Algae, coral and similar types of life are dominant.

Complex: Complex life has developed in the oceans, including crustaceans and simple vertebrates like fish. Plant life has expanded onto the land and amphibians have begun to move out of the oceans. Land life is still isolated to regions near the water.

Diverse: The oceans are teaming with different species. Complex food chains have evolved and are sustainable in all the world's oceans and freshwater lakes and rivers. Plant life has spread over all arable land and land life has evolved and diversified. Primitive flying creatures have also appeared.

Biosphere: Incredibly diverse and complex life now exists all over the planet, in all climates.

Sub-Intelligent: A Biosphere where one or more forms of life have begun the long road to intelligence. Complex social structures and simple communications have begun to develop along with simple tool use. The use of fire, the defining discovery for TL 0, has not occurred yet.

Life Compatibility represents the degree by which the world's biosphere (if any) is compatible with Earth life. Each number represents 10% compatibility with Earth life. If 100% compatibility is rolled, the native life is perfectly suited to humanity (like Earth), with all the advantages and disadvantages; typically this means that the world is either Earth itself or a colony where all of almost all life-forms were brought from Earth. Zero percent compatibility means that native life is totally non-nutritious to humans and humans are non-nutritious to native life (but they might still try to eat you!).

Belt Quality is a measure of the abundance of the rarer and more profitable, minerals in the system's asteroid belt(s) and is fully explained in the Belting rules (85 OV). A Belt Quality Rating of X denotes that the system lacks any significant asteroid belt; otherwise, the Belt Quality is a DM applied to belting tasks.

Areas

Civilisation and the core's control diminish with the distance from Earth. The further one goes away from Earth, the less population, law and technology and the more variation and chaos will be found. Furthermore, while the worlds near Earth were explored in detail, more distant worlds have only been cursorily surveyed, and no reliable survey data exists for worlds beyond twenty or so parsecs from Earth. Therefore, the FNH government divides space into seven area types:

- Core
- Near Intermediate
- Far Intermediate
- Frontier
- Outer Veil
- Explored
- Unexplored



The **Core (Cr)** includes the Sol system and the four other star systems closest to it. Earth had human civilisation for millennia; the other bodies in the Sol system was colonised more than a century ago; and the extra-solar Core systems were first colonized almost a century ago. These worlds are well-known, heavily-settled and well-developed, serving as the center of the human civilisation and economy. The vast majority of mankind lives in the Core, and the vast majority of production, consumption and research occur there. Core worlds also tend to have a considerable degree of law, order and government (or corporate) control.

The **Near Intermediate (In)** is a thin ring of worlds surrounding the Core; fifty years ago they were the frontier, and fifty years in the future they'll probably be included in the core. These worlds have a high level of technology and population – though usually not as high as in the Core – and are usually hubs of traffic from and to the Core.

The **Far Intermediate (If)** separates the Frontier proper from the more developed regions in and near the Core. While relatively well-developed and heavily-populated, this area lags behind the Core and the Near Intermediate in terms of technology, population and efficient law-enforcement. Many Far Intermediate worlds serve as gateways to the frontier (and beyond) or as capitals of otherwise under-developed frontier subsectors.

Frontier (Fr) worlds are just that: relatively newly-colonized worlds far from the Core and its technological wonders and away from government/corporate control. These worlds tend to be somewhat lawless and sparsely populated, but in many cases undergoing rapid development, and, in a few decades, many of the Frontier worlds will eventually become indistinguishable from Near Intermediate ones.

The **Outer Veil (OV)** lies at the edge of legally-settled space. This lawless, partially-explored area is dotted with tiny colonies, many of them containing only as many colonists as a single chartered *Medved* class frontier trader can carry in its low berths.

The central FNH government or the corporate boards hold little sway here, among these remote stars. The powers of the Core can only project their force partially, through long patrols and local representatives, and thus cultures, politics and laws vary greatly from world to world.

Beyond the Outer Veil lies a thin layer of (cursorily) **Explored (Ex)** star-systems and behind it the bulk of the **Unexplored (Un)** universe. While no official colonies exist this far away from Earth, a few isolated unsanctioned colonies hide on some of these worlds. Many more attempts to colonize these remote stars have failed, leaving only ruins behind. Also note that 22nd century astronomy provides some data on star-systems even when no survey was conducted; stellar data and the presence or absence of gas giants are known even for the Unexplored systems.

Travel Zones




Red Zones (R): The FNH has declared Vega (Rusalka/1218), DX Facility (Sol/1130), Speck (Mat Zemlya/1638), Meng Po (Rana/2132) and NSSC 2137 (Rana/2137) as Red Zones.

These worlds either pose threats to travellers and visitors (Vega, Speck and NSSC 2137) or are interdicted for security reasons (DX Facility and Meng Po). Entering a Red Zone without proper authorisation is a criminal offence.

Amber Zones (A): Based on information collected from travellers and its own journalists, the popular Veil Review Magazine (VRM) has designated a number of worlds in known space as Amber Zones.

While this classification carries no legal or official implications, it usually marks the world or star-system as a somewhat dangerous place. Pirate activity, local anarchy or political strife and even dangerous atmospheres have each led to the designation of worlds as Amber Zones. Note that the VRM classifies all worlds in the unsettled Explored or Unexplored areas as Amber Zones.

WORLD TYPES

-  Bright Star, No Planets
-  Asteroid Belt
-  No Water Present
-  Fluid Oceans
-  Water Present
-  Ice-Capped World



BASES

- ★ Naval Base
- ▲ Science Commission Base
- Marine Base
- ⌈ Research Station
- ☠ Pirate Base
- ✕ Ruins, Human Origin
- ✖ Ruins, Alien Origin

TRAVEL ZONES

-  Amber Zone
-  Red Zone

MAJOR ROUTES







-  Communication Route
-  Trade Route

POPULATION

Rusalka Less than a Billion

EARTH More than a Billion

AREAS

-  Core
-  Near Intermediate
-  Far Intermediate
-  Frontier
-  Outer Veil
-  Explored



DELTA HERCULIS

Most of Delta Herculis subsector lies beyond officially explored space. Only five worlds in its trailing-rimward corner have been properly surveyed, and no sanctioned colonies have been established up to 2159. Some did try to find refuge among these distant stars, finding failure more often than success: the ruins of three failed colonies on Palmer's Landing, Vodyanoy and Ivanhoe stand as reminders of the dangers of long-range colonisation.

Delta Herculis is divided into three 'mains' of stars within Jump 1 of each other. The first is the Derceto cluster to spinward-rimward, with a branch going rimward into Anat subsector. The second is the Ivanhoe main, connecting to the Astrate arm of Anat. The third is the large Bruadair cluster, filling most of the central-coreward parts of the subsector.

Despite its remoteness, Delta Herculis still has much to offer explorers or colonists. Pirate activity is almost non-existent (other than the occasional foray from Anat/Moloch), as is FNH naval activity. Anyone venturing into this area of space is unlikely to face dangerous encounters or legal harassment. Also, from the rich pickings of Palmer's Landing's asteroid belt to the prime colonial real estate of NSSC 0305, NSSC 0608, NSSC 0707, Ivanhoe and NSSC 0808, this subsector offers great opportunities to those brave enough to look for fame and fortune here.

0104 Palmer's Landing X310000-0

Palmer's Landing is the second planet of a K2 V star. A very metal-rich asteroid belt orbits one AU away from the planet. When colonists came to this dry, dusty planet in 2149, they came for the system's seclusion and remoteness. Edmond Palmer, after whom the planet is named in spacer folklore (as it has no official name yet), came to this world dodging the repo-men who were after the *Broad Opportunities*, his rickety *Medved* class trader. He, his crew, and a group of others who were looking for a quick getaway from civilisation crash-landed and tried to survive, parsecs away from the law and the banks, helped by several tons of stolen survival equipment.

They failed. The soil was utterly dry and salty; water was hard to produce, even with fusion-powered equipment; and the winters were so cold that their poor quality equipment broke down. Three hard years later Palmer and a few survivors boarded the partially-repaired *Broad Opportunities* and headed back to civilisation, preferring to eat in prison rather than starve and freeze in liberty.

Bad luck continued to haunt them: the ship's engines failed shortly after takeoff, crashing the ship again and killing the crew. The *Broad Opportunities*' hulk filled with frozen corpses, the wind-swept colonial buildings and the graves of those who died in the colony's brief existence are silent reminders of Palmer and his crew.

0403 GL632 X883000-0

Orbiting Gliese 632, a G type sun, the third planet could have been an earthlike paradise and a prime candidate for colonisation, were it not for its dense, CO₂-rich atmosphere. The planet is paradise for carbon-based photosynthetic organisms, if not for its dry landscape. Life holds onto the barren rocks, despite powerful winds and little rain. Strong, hunched trees squat between lichen-covered rocks, their roots reaching the lower, more humid soil layers. Heavy, armoured creatures creep between them, preserving water within their shells, feeding off the thorny trees, or on each other.

Once, local life was not the only life present. A few thousand years ago the Ascraeus Civilisation came. They built their colony, consisting of numerous domes, in the crags and valleys near the only sea. They are gone now but the domes' skeletons remain, despite the biting salt-bearing wind.

0409 Derceto C3A3353-8

In 2142 the Derceto Group, an independent social-science discussion circle at the Central University of Atargatis (Anat/0819), decided to build a new society far beyond known space. They intended to establish a meritocratic society based on technical and scientific expertise, where knowledge would be prized above all. As their cause was popular at the time, they received ample donations and were able to buy a *Morgana* class miner, which they converted into a colonial transport, and a good amount of technological and life-support equipment.

They built a cluster of small surface domes, connected by a network of natural and artificial underground tunnels, under the soupy, methane atmosphere, next to strangely-coloured carbohydrate seas. There they maintain a technological society. Every two and a half months the *Rabbatu Yammi*, their colonial transport, returns from the edge of civilisation at Astarte (Anat/0613), bringing new equipment, a few colonists and news of the latest scientific developments. On its return it gives those interested in the Derceto Experiment new video records and raw data to watch and analyze.

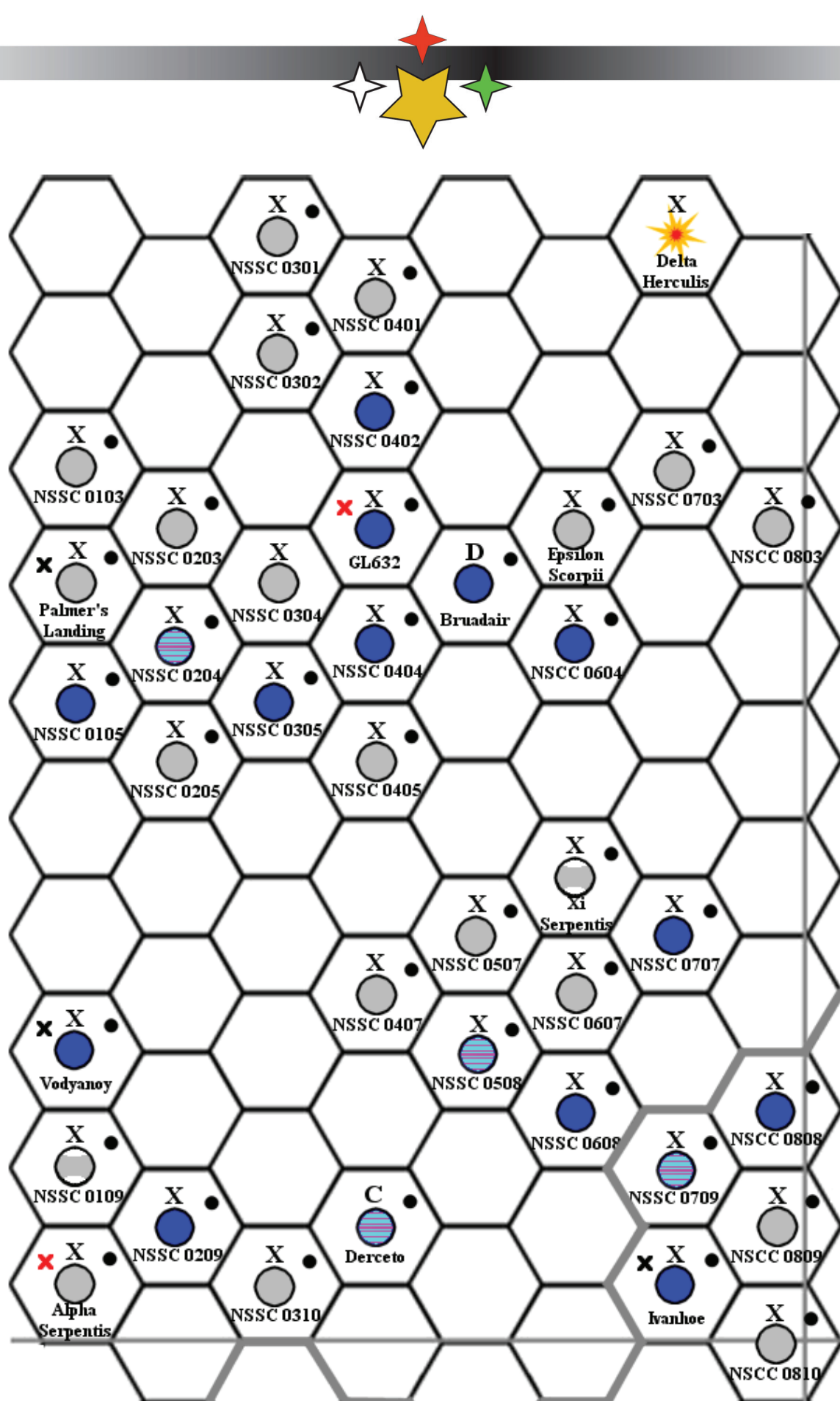
The 5,000 colonists are divided into a number of Campuses, each studying and working in a specific field (such as Life-Support Engineering, Hydroponics, Planetology or Medicine). Each Campus is self-managed, and the distribution of resources between the various Campuses is organised by the Council of Academicians, composed of the heads of each Campus. One's place in Dercetan society is determined by success or failure in various aptitude and proficiency tests, with the brightest and most learned reaching powerful positions. Unlike many other attempts to create new social orders from scratch, the Derceto experience has so far yielded generally positive results.

While the FNH is probably aware of the colony, it has made no attempt to bring the world under its rule, but it is only a matter of time until the Outer Veil's border reaches Derceto.



DELTA HERCULIS (SUBSECTOR A)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0103	NSSC 0103	X100000-0		Ba Va	0/0/X	Temp	G	K2V	Un
0104	Palmer's Landing (NSSC 0104)	X310000-0	Uh	Ba	0/0/+3	Cold	G	K2V M4V	Un
0105	NSSC 0105	X84A000-0		Ba Wa	B/0/X	Temp	G	K8V	Un
0108	Vodyanoy (NSSC 0108)	X636000-0	Uh	Ba	0/0/-3	Frozen	G	BD	Un
0109	NSSC 0109	X413000-0		Ba Ic	1/0/+1	Temp	G	M2V M4V	Un
0110	Alpha Serpentis	X410000-0	Um	Ba	0/0/+1	Temp	G	K2III	Un
0203	NSSC 0203	X200000-0		Ba Va	0/0/X	Temp	G	M1V	Un
0204	NSSC 0204	XAA8000-0		Ba FI	6/0/+2	Temp	G	M6V M9V	Un
0205	NSSC 0205	X300000-0		Ba Va	0/0/X	Frozen	G	M6V M9V	Un
0209	NSSC 0209	X554000-0		Ba Ga	4/1/-1	Cold	G	K3V M1V	Un
0301	NSSC 0301	X310000-0		Ba	0/0/X	Temp	G	M0V	Un
0302	NSSC 0302	X100000-0		Ba Va	0/0/+2	Temp	G	K4V M2V	Un
0304	NSSC 0304	X100000-0		Ba Va	0/0/X	Hot		M0V M4V	Un
0305	NSSC 0305	X668000-0		Ba Ga	8/7/-1	Temp	G	K9V	Un
0310	NSSC 0310	X770000-0		Ba De	0/0/+0	Hot	G	K1V	Un
0401	NSSC 0401	X200000-0		Ba Va	0/0/X	Temp	G	M0V	Un
0402	NSSC 0402	X738000-0		Ba	1/0/+1	Frozen	G	M0V	Un
0403	GL632	X883000-0	Ua	Ba	7/4/X	Hot	G	G0V	Un
0404	NSSC 0404	X682000-0		Ba	8/0/+1	Temp	G	K8V M7V	Un
0405	NSSC 0405	X6A0000-0		Ba De	2/1/X	Roast		M3V	Un
0407	NSSC 0407	X400000-0		Ba Va	0/0/X	Temp	G	M1V	Un
0409	Derceto (NSSC 0409)	C3A3353-8		Lo	7/5/X	Cold	G	K7V M6V	Un
0504	Bruadair (NSSC 0504)	D959322-6		Lo	A/8/X	Temp	G	M2V	Un
0507	NSSC 0507	X6B0000-0		Ba De	2/1/X	Roast	G	K6V M0V	Un
0508	NSSC 0508	XADA000-0		Ba FI	1/8/X	Temp		K9V	Un
0603	Epsilon Scorpii	X100000-0		Ba Va	0/0/X	Frozen	G	K2III	Un
0604	NSSC 0604	XAFA000-0		Ba Wa	4/0/X	Temp		M1V	Un
0606	Xi Serpentis	X411000-0		Ba Ic	0/0/X	Frozen		F0III	Un
0607	NSSC 0607	X200000-0		Ba Va	0/0/-1	Temp	G	K6V M2V M4V	Un
0608	NSSC 0608	X898000-0		Ba Ga	3/6/+1	Temp	G	K2V	Un
0701	Delta Herculis	X000000-0		Ba Va	0/0/X	N/A		A1V	Un
0703	NSSC 0703	X100000-0		Ba Va	0/0/+1	Temp	G	M1V	Un
0707	NSSC 0707	X898000-0		Ba Ga	7/4/X	Temp	G	M9V M9V M6V	Un
0709	NSSC 0709	X3A1000-0		Ba FI	4/2/X	Temp	G	M2V BD	Ex
0710	Ivanhoe (NSSC 0710)	X689000-0	Uh	Ba	2/2/X	Temp	G	M0V	Ex
0803	NSSC 0803	X410000-0		Ba	0/0/X	Hot	G	M5V	Un
0808	NSSC 0808	X879000-0		Ba	9/3/+2	Temp	G	K2V	Ex
0809	NSSC 0809	X410000-0		Ba	0/0/X	Temp		M3V	Ex
0810	NSSC 0810	X200000-0		Ba Va	0/0/+1	Cold	G	M4V	Ex





EPSILON SAGITTARIUS

While the entire Epsilon Sagittarius subsector lies outside the Outer Veil, half of its star-systems have been surveyed. Worlds on its rimward edge are adjacent to the Lambda Sagittarius Bulge: a coreward-reaching extent of the Outer Veil in Rusalka subsector. Epsilon Sagittarius is mostly devoid of human habitation, with only four active colonies and five failed colony sites present. The subsector name is a common corruption of Epsilon Sagittarii, the proper name of the star; numerous attempts to get the public and the media to use the correct name have been tried and failed.

This subsector includes the roaming raft-villages of Baba Yaga; the habitable worlds of NSSC 1009, NSSC 1303, NSSC 1307 and NSSC 1310; the hidden, Hydracorp (relicensed) research station at New Prospects, and the mysterious Black Obelisk near the ruins of the Trashim colony.

The majority of worlds belong to a single giant main that connects to the Rusalka and Avanim mains. This makes most worlds in this subsector easily accessible even to older ships, provided they are capable of frontier refuelling.

0908 Baba Yaga E66A252-5

Baba Yaga is somewhat smaller than Earth and has a slightly weaker surface gravity; it is also almost completely covered with water. Life thrives in this world-ocean, creating an atmosphere breathable by humans. Baba Yagan life is mostly alien in its biochemistry; less than a third of the local biota is edible by humans or most other Earth creatures.

An independent group of colonists came to Baba Yaga in 2148, bringing prefabricated parts for three large rafts as well as a host of smaller boats. Now, each raft is a small, independent village of a hundred or so colonists living off the sea. Every now and then a passing trader brings spare parts for the rafts, boats and other equipment; exotic sea organisms are brought to sell to laboratories in civilised space.

The most important person on each raft is the Navigator (often referred to as the 'Wise Woman' by the locals). All three Navigators were once crewmembers of a Science Commission ship that first surveyed the world in 2142; consequently they have intimate knowledge of the ocean currents, nutrient cycles, and which of the local creatures are edible and which are poisonous. The Navigators steer the rafts along the moving nutrient-rich zones, and meet several times a year to make decisions concerning the entire colony. Other than the Navigators and the nascent Mechanist caste slowly developing from those maintaining the rafts, this world has very little government, law or order.

1108 NSSC 1108 X8D5000-0

This uninhabited world is similar to Earth in its size and has a nitrogen-oxygen atmosphere. The difference is that the atmosphere reaches 50 atmospheres pressure near the surface; the high-pressure atmospheric nitrogen also leads to the formation of significant amounts of nitric acid in the oceans. As a result, most lifeforms cannot survive in the lower layers of the atmosphere.

Some life does exist at higher altitudes: the few plateaus high enough to have a single atmosphere pressure are covered with a thick microbial carpet teeming with chemically-alien life. The most complex life form on (or, more accurately, above) NSSC 1108 is a jellyfish-like organism riding the high winds; using a sack filled with biogenic hydrogen, it floats high above the acid seas and pressure-choked lands. Occasionally a lightning bolt strikes one of the larger floaters, igniting its balloon-sack in a brilliant but momentary flame, releasing its buoyant spores over a large volume of air and spreading the seeds of a new generation.

1410 New Prospects C200331-B

Soon after its re-establishment in 2151, Hydrocorp (relicensed) sought to resume its pre-Space Crash research into biology, genetics, cybernetics and terraforming techniques. As some of this research was not necessarily in accordance with FNH guidelines, some activity had to be carried out away from prying eyes. The New Prospects facility performs questionable experiments in genetics far enough away from the Core to avoid frequent inspections, yet close enough to settled space to allow regular communications with corporate headquarters.

New Prospects is a rarity: a cutting-edge, high-tech world with a good starport outside the Outer Veil borders. Its crew of several thousand scientists and technicians enjoy the luxuries of 22nd century life thanks to highly-automated production facilities, and are guarded by state-of-the-art security systems. The latter became evident in late 2158, when a raiding pirate ship from Humbaba (Avanim/1713) had to flee after suffering heavy damage and severe casualties.

News of the pirate ship incident reached the ears of a Veil Review Magazine journalist, leading to the inclusion of New Prospects as an Amber Zone in its 2159 annual space review. While there was no official FNH comment, a government inspection is likely in the near future following the publication of this data and Hydracorp will probably have to pack up its lab and move farther out into the unknown.

1502 Trashim X100000-0

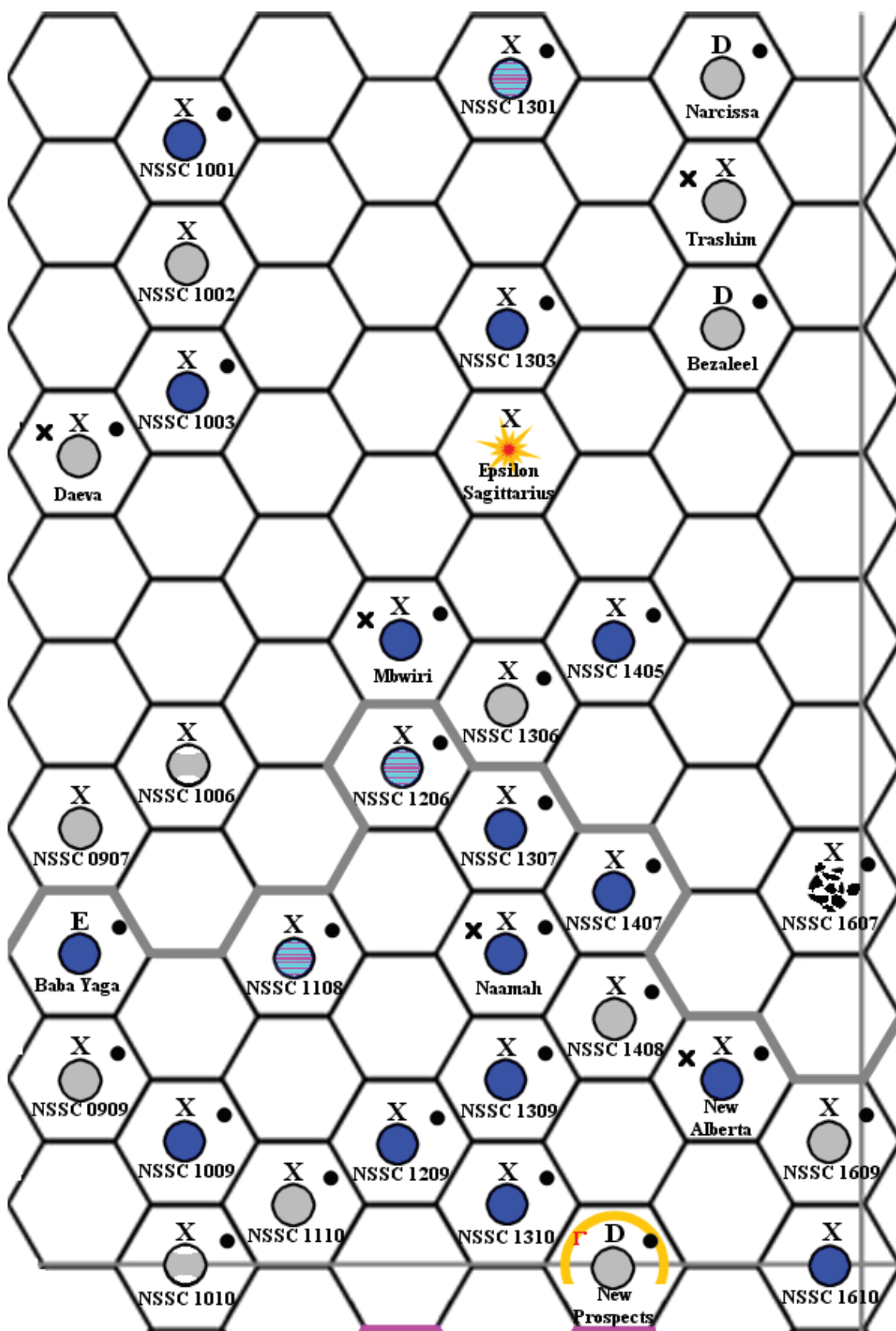
This airless rock was colonised by the same colonisation drive that settled Narcissa and Bezaleel in the late 2140s. Intended as a strip-mining outpost producing radioactives and lanthanum for its sister-colonies, Trashim had a population of just below a thousand miners. Economically it was very viable, meeting the colonists' expectations within less than a year.

On 05 October 2155 an ore transport on the Narcissa-Trashim run failed to return to Narcissa on time. After it was delayed more than a week, a scout vessel was sent to Trashim to check on it; it did not return. Now both Narcissa and Bezaleel ignore Trashim, using the system as a transit calibration point between them.



EPSILON SAGITTARIUS (SUBSECTOR B)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0904	Daeva (NSSC 0904)	X100000-0	Uh	Ba Va	0/0/X	Temp	G	M5V M7V	Un
0907	NSSC 0907	X3A0000-0		Ba De	4/0/+1	Hot		M3V	Un
0908	Baba Yaga (NSSC 0908)	E66A252-5		Lo Lt Wa	8/3/X	Temp	G	K6V	Ex
0909	NSSC 0909	X310000-0		Ba	0/0/+1	Temp	G	M7V	Ex
1001	NSSC 1001	X633000-0		Ba Po	4/3/+0	Frozen	G	M9V	Un
1002	NSSC 1002	X300000-0		Ba Va	0/0/-4	Frozen		BD	Un
1003	NSSC 1003	X794000-0		Ba Ga	3/0/+1	Temp	G	M9V	Un
1006	NSSC 1006	X401000-0		Ba Ic Va	0/0/X	Frozen		BD	Un
1009	NSSC 1009	X589000-0		Ba	4/7/+0	Hot	G	M4V M5V	Ex
1010	NSSC 1010	X503000-0		Ba Ic Va	0/0/X	Temp	G	M9V M9V	Ex
1108	NSSC 1108	X8D5000-0		Ba Fl	4/0/X	Hot	G	K7V	Ex
1110	NSSC 1110	X410000-0		Ba	0/0/X	Temp	G	K6V M6V	Ex
1205	Mbwiri (GL700.2)	X878000-0	Uh	Ba Ga	8/0/-2	Temp	G	K0V	Un
1206	NSSC 1206	X8B4000-0		Ba Fl	1/2/X	Roast	G	M1V	Ex
1209	NSSC 1209	X544000-0		Ba Ga	3/0/X	Temp	G	K1V	Ex
1301	NSSC 1301	X8A6000-0		Ba Fl	6/4/+1	Temp	G	K1V BD	Un
1303	NSSC 1303	X689000-0		Ba	6/1/-1	Hot	G	M2V	Un
1304	Epsilon Sagittarii	X000000-0		Ba Va	0/0/X	N/A		A0II	Un
1306	NSSC 1306	X300000-0		Ba Va	0/0/X	Temp	G	K3V M3V	Un
1307	NSSC 1307	X558000-0		Ba Ga	6/1/+0	Cold	G	K1V	Ex
1308	Naamah (NSSC 1308)	X996000-0	Uh	Ba Ga	1/1/-1	Temp	G	K3V	Ex
1309	NSSC 1309	X523000-0		Ba Po	3/0/-1	Temp	G	M7V	Ex
1310	NSSC 1310	X686000-0		Ba Ga	2/2/X	Temp	G	K8V	Ex
1405	NSSC 1405	X79A000-0		Ba Wa	7/1/+0	Hot	G	M5V	Un
1407	NSSC 1407	X564000-0		Ba Ga	3/7/+0	Temp	G	M4V M5V	Ex
1408	NSSC 1408	X4A0000-0		Ba De	6/0/X	Temp	G	K5V	Ex
1410	New Prospects (NSSC 1410)	C200331-B	R	Lo Va	0/0/X	Temp	G	M8V	Ex/A
1501	Narcissa (NSSC 1501)	D3A0342-8		Lo De	2/0/X	Temp	G	M3V	Un
1502	Trashim (NSSC 1501)	X100000-0	Uhm	Ba Va	0/0/+1	Temp		M5V	Un
1503	Bezaleel (NSSC 1503)	D200233-8		Lo Va	0/0/X	Cold	G	BD	Un
1509	New Alberta (NSSC 1509)	X567000-0	Uh	Ba Ga	6/6/+0	Cold	G	K6V	Ex
1607	NSSC 1607	X000000-0		As Ba Va	0/0/+0	Temp	G	M4V	Un
1609	NSSC 1609	X400000-0		Ba Va	0/0/-1	Hot	G	M5V	Ex
1610	NSSC 1610	XA7A000-0		Ba Wa	7/4/X	Temp		M1V M2V	Ex





BETA PAVONIS

Beta Pavonis is almost completely unexplored, composed mostly of airless rockballs. This did not stand in the way of the unsanctioned colonists who successfully settled six worlds and failed on five more. With the two successful colonies of Baldoon and Bolthole, the subsector's total human population exceeds 10,000, which is uncommon beyond the Outer Veil's borders.

Mineral-rich asteroid belts are located at NSSC 1705, Baldoon and NSSC 1909; only Abyzou, NSSC 1805, NSSC 1910 and Endless Blossom have breathable atmospheres; the rest are rockballs or have unbreathable atmospheres.

The stars of Beta Pavonis are arranged in five clusters. The Bolthole Main is the largest of these mains in the subsector's Spinward-Rimward, connecting to the Epsilon Sagittarius, Rusalka and Avanim mains. The Baldoon Cluster stands in isolation in the Coreward-Spinward corner of the subsector; two more, smaller, isolated clusters exist in the Coreward-Trailing part. The Tootega Branch connects to the Dark Reaches main to Rimward-Trailing.

1802 Baldoon C200333-8

Remote as it may be, Baldoon has one big draw: its asteroid belt. Once the independent survey team that found the Baldoon belt by chance returned to civilisation they arranged for financing and organised a thousand-strong colonial expedition. Their aim is to stake a claim on Baldoon and its belt, and apply for Chartered Colony status once the FNH's outer border reaches them.

The main activity of the Baldoon Group is prospecting and mapping the ore deposits in this system and constructing basic facilities such as the class C starport. The colonial population of almost two thousand is spread across numerous prospecting craft in the belt and prefabricated surface shelters near the construction sites on Baldoon itself. The Baldoon Group's founders were members of the original survey team and manage everything as a small corporation.

So far things are going well for Baldoon. In the belt, a huge amount of precious minerals has been found and construction of the planetside and orbital facilities continues on schedule. However, with slightly less than two thousand people living on a remote rock far from help or from the law, they are quite vulnerable to claim-jumpers. While the colony and the prospecting craft are armed, they could still be overrun by an attack by a determined pirate or corporate rival. This threat is the Baldoon Group's managers' greatest nightmare.

1806 NSSC 1806 E86A132-5

On 23 January 2158, the *Morgana* class Subsidised Merchant *Our Lady in Green*, travelling from Shmama (Avanim/1514) to New Orkney (Avanim/1613) suffered a severe misjump. Emerging from jump space two days late with malfunctioning engines, it tumbled towards the planet's surface.

Only the captain's flying skills prevented it crashing into the world-ocean at high speed, piloting the damaged ship to a softer crash-landing near the shores of one of the world's few islands.

The ship's 20 survivors have lived on the island for more than a year. They salvaged what they could from the ship and its cargo of industrial and agricultural supplies, building several shelters and a simple workshop, a large garden to provide for whatever nutritional needs the local sea-life cannot, and a landing-strip with an improvised solar-powered beacon. All they can do is await rescue; hopefully the first ship to pick up their beacon will be friendly.

1809 NSSC 1809 X8B0000-0

This desolate wasteland with a chlorine-rich acidic atmosphere harbours no free water and no life. The system lacks any significant asteroid belts or useful planets. However, orbiting this world is the pirate ship *Abraham's Folly*.

In late 2156 this illegally-modified *Kaban* class Assault Frigate from Humbaba (Avanim/1713) moved through NSSC 1809 as part of a 'prey-stalking' patrol. In orbit around this planet it met the free trader *Black Rose* which was on its way to Bolthole (Beta Pavonis/2006). In the ensuing battle a lucky missile hit crippled the *Folly*.

While the *Black Rose* was able to jump away to safety, the *Folly* remained trapped in high orbit. The pirates died when their life-support supplies ran out two weeks later, leaving the battered ship as a reminder of the dangers of piracy. While the corpses of its dead crew now decorate its corridors, one piece of the pirates' legacy remains, safely hidden in the ship's locker: MCr 5 in bearer-bonds stolen from a freighter.

2204 Endless Blossom X554200-4

The remote star-systems outside the Outer Veil are inviting to those who wish to live in isolation from the Core and its influences; Endless Blossom is one such isolated society. In the late 2140s a number of people, dissatisfied with their high-tech, well-policed life on Earth, formed the Blossom Circle, a quasi-mystical discussion group. In March 2151 they chartered a *Medved* class Frontier Trader and searched for a hospitable yet remote world on which to isolate themselves.

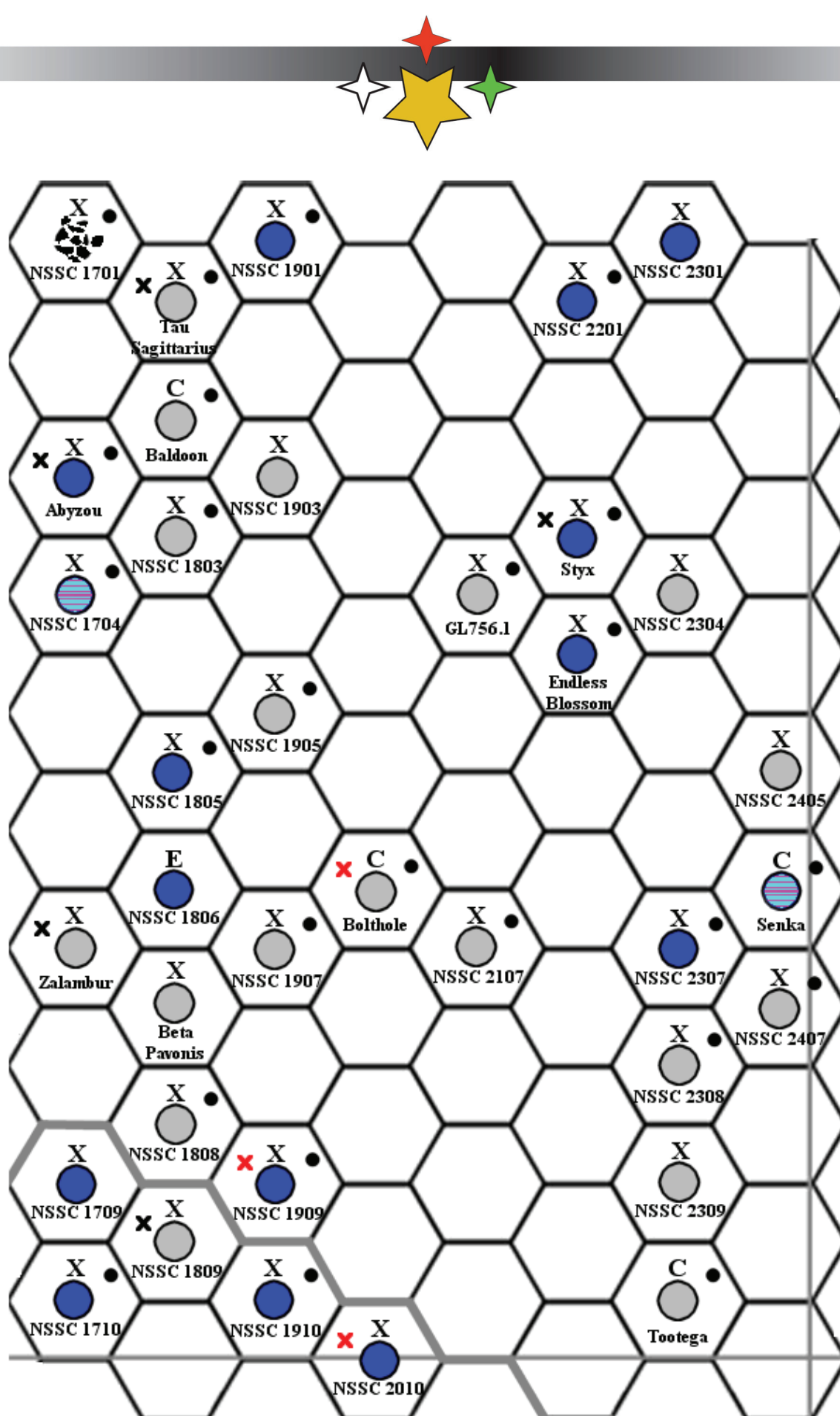
In October 2151 they found the world they called Endless Blossom. Isolated from civilisation they formed a loose community of farmers. Life on Endless Blossom involves hard labour but, for the present, the locals are free of the burdens of modern society.

Endless Blossom has no starport and no desire to trade with or have contact with the outside universe. There are few laws and technology is limited to whatever the locals' farms and workshops can produce. Disputes are settled by a referee and, in the worst case the offended party is allowed to move to better pastures. The lack of modern technology is risky, as it limits the colony's ability to react to natural and man-made threats.



BETA PAVONIS (SUBSECTOR C)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
1701	NSSC 1701	X000000-0		As Ba Va	0/0/+1	Temp	G	M9V	Un
1703	Abyzou (NSSC 1703)	X78A000-0	Uh	Ba Wa	7/1/X	Frozen	G	M4V M2V BD	Un
1704	NSSC 1704	X8B1000-0		Ba FI	2/0/X	Roast	G	M3V M6V	Un
1705	NSSC 1705	XA7A000-0		Ba Wa	8/5/+3	Temp	G	K5V	Un
1707	Zalambur (NSSC 1707)	X8B0000-0	Uh	Ba De	0/0/+0	Hot		M1V	Un
1709	NSSC 1709	X877000-0		Ba Ga	7/5/X	Temp		K8V M9V	Ex
1710	NSSC 1710	X578000-0		Ba Ga	9/3/X	Temp	G	M2V M2V	Ex
1801	Tau Sagittarii	X400000-0	Uh	Ba Va	0/0/+0	Hot	G	K2III	Un
1802	Balloon (GL749)	C200333-8		Lo Va	0/0/+3	Temp	G	F8V	Un
1803	NSSC 1803	X100000-0		Ba Va	0/0/X	Temp	G	M1V	Un
1805	NSSC 1805	X657000-0		Ba Ga	7/0/-1	Temp	G	M2V M9V	Un
1806	NSSC 1806	E86A132-5		Lo Lt Wa	6/7/X	Temp		K8V M4V	Un
1807	Beta Pavonis	X310000-0		Ba	0/0/X	Roast		A8V	Un
1808	NSSC 1808	X6A0000-0		Ba De	0/0/+1	Temp	G	K1V	Un
1809	NSSC 1809	X8B0000-0	Uh	Ba De	0/0/X	Hot		K5V BD	Ex
1901	NSSC 1901	X698000-0		Ba Ga	B/4/X	Temp	G	M2V M4V	Un
1903	NSSC 1903	X520000-0		Ba De	1/1/X	Cold		M3V	Un
1905	NSSC 1905	X300000-0		Ba Va	0/0/+0	Cold	G	M7V	Un
1907	NSSC 1907	X200000-0		Ba Va	0/0/X	Temp	G	K4V	Un
1909	NSSC 1909	X77A000-0	Ua	Ba Wa	7/2/+3	Temp	G	K5V K9V	Un
1910	NSSC 1910	X85A000-0		Ba Wa	4/8/+0	Temp	G	K0V M0V	Ex
2006	Bolthole	C3A0333-8	Ua	Lo De	0/0/X	Temp	G	M5V	Un
2010	NSSC 2010	X593000-0	Ua	Ba	6/5/+0	Temp		K0V	Ex
2104	GL756.1	X300000-0		Ba Va	0/0/X	Temp	G	K5V	Un
2107	NSSC 2107	X8B0000-0		Ba De	0/0/-3	Roast	G	M6V M6V	Un
2201	NSSC 2201	X547000-0		Ba Ga	8/2/+0	Frozen	G	K2V	Un
2203	Styx (NSSC 2203)	X733000-0	Uh	Ba Po	1/5/+0	Cold	G	M0V M0V	Un
2204	Endless Blossom (NSSC 2204)	X554200-4		Lo Ga	9/5/X	Cold	G	K4V M3V	Un
2301	NSSC 2301	X545000-0		Ba Ga	5/4/X	Temp		M5V M6V BD	Un
2304	NSSC 2304	X8C0000-0		Ba De	0/0/X	Roast		M1V M5V	Un
2307	NSSC 2307	X535000-0		Ba	0/0/+1	Frozen	G	M1V M4V	Un
2308	NSSC 2308	X400000-0		Ba Va	0/0/X	Temp	G	M5V M6V	Un
2309	NSSC 2309	X100000-0		Ba Va	0/0/X	Temp		M6V	Un
2310	Tootega (16 Cygni)	C4A0232-8		Lo De	2/5/+1	Temp	G	G1V G2V M1V	Un
2405	NSSC 2405	X7C0000-0		Ba De	0/0/-3	Frozen		BD	Un
2406	Senka (NSSC 2406)	C9A6200-8		Lo FI	0/0/X	Temp	G	M1V	Un
2407	NSSC 2407	X310000-0		Ba	0/0/X	Frozen	G	BD	Un





DARK REACHES

Dark Reaches is a remote corner of unexplored space with very little human habitation or activity. Apart from the 1,650 unsanctioned colonists on Jormungand, the ruined colony of Rahab and a crashed *Armstrong* class explorer on NSSC 2903, this area of space is almost untouched by humanity. Of all of the sixteen subsectors Dark Reaches is the most virgin soil for brave explorers and colonists to scout and settle.

Points of interest are the rich asteroid belts of NSSC 2510 and Jormungand, the latter being the only settled world in this subsector; the teeming alien ecosystems of NSSC 2904 and NSSC 2907; a large number of unsettled 'Garden Worlds' with breathable atmospheres; and the three 'extra virgin' (untouched by humans) Ascraeus Civilisation sites on NSSC 2604, NSSC 2807 and NSSC 3203. Other than these, there is a whole uncivilised subsector to explore and tame.

Almost all of the major star-systems in Dark Reaches belong to the Dark Main, a multi-branched chain of stars with a distance of one parsec or less from one link in the chain to another. The Dark Main also extends into Beta Pavonis, Avanim and Nueva Vilcabamba, making transit easy even for old ships.

2604 NSSC 2604 X525000-0

Centuries ago this small world was an important industrial hub for the Ascraeus Civilisation. Even today, more than a thousand years after its inhabitants disappeared, the corroded skeletons of industrial mega-structures dot the landscape or jut in odd angles from the muddy, half-frozen water. The atmospheres and hydrosphere still carry the telltale signs of long-ended industrial activity in the form of long-half-life pollutants in the water and industrial particulates carried by the fast but weak winds.

NSSC 2604 never had a very complex biosphere, but some lifeforms did exist there, both the local microfauna and various opportunistic pests and scavengers who hitched a ride on Ascraeus Civilisation ships. Some of these hardy organisms still survive in the decaying industrial wasteland, eking out a living among dead machinery and eroded cities.

While this world of dirty ice, polluted soil and thin CO₂ atmosphere might look unappealing to the prospective colonist, it will be heaven for archaeologists and treasure hunters. The vast majority of the Ascraeus technology on this world is inoperable, but many secrets might possibly be learned from studying the corroded machines and the better-preserved devices under the ice and mud.

Jormungand (D569321-8) – Dark Reaches/2803

Jormungand is the only bastion of Civilisation (if this low-tech backwater deserves to bear this title) in Dark Reaches. It is also the farthest from Earth any human group has settled so far.

The well-organised but unauthorised colony owns a battered '*Medved*' class frontier trader which it uses to bring new colonists and supplies from the nearest civilised world (Aligbo, Avanim/2317) and return with highly profitable radioactives mined in the rich Jormungand belt. Other than the trader, the colonists also possess two illegally-modified *Phaeton* class runabouts that they use for asteroid mining.

The colony is run as a cooperative, with each of the 1,335 adult colonists owning a share in the colony. Decisions concerning the entire Jormungand Project are made by weekly assemblies where the entire share-holder population discusses these issues and votes on them. Smaller matters are decided upon by the persons involved in them. In addition to the shareholders, this world has a population of 315 children, most born off-world; when they will reach the age of 18 they become shareholders.

The world itself is a wet, low-gravity world with a breathable atmosphere of approximately one atmosphere of surface pressure; considerable local life is also present, as well as lifeforms imported by the colonists. The most important resource for the colony is the nearby asteroid belt, where a large amount of radioactives and other precious metals can be found in large quantities. These minerals are the center of the colony's economy as they are abundant enough to be profitable in the Aligbol markets despite the long journey.

2904 NSSC 2904 X666000-0

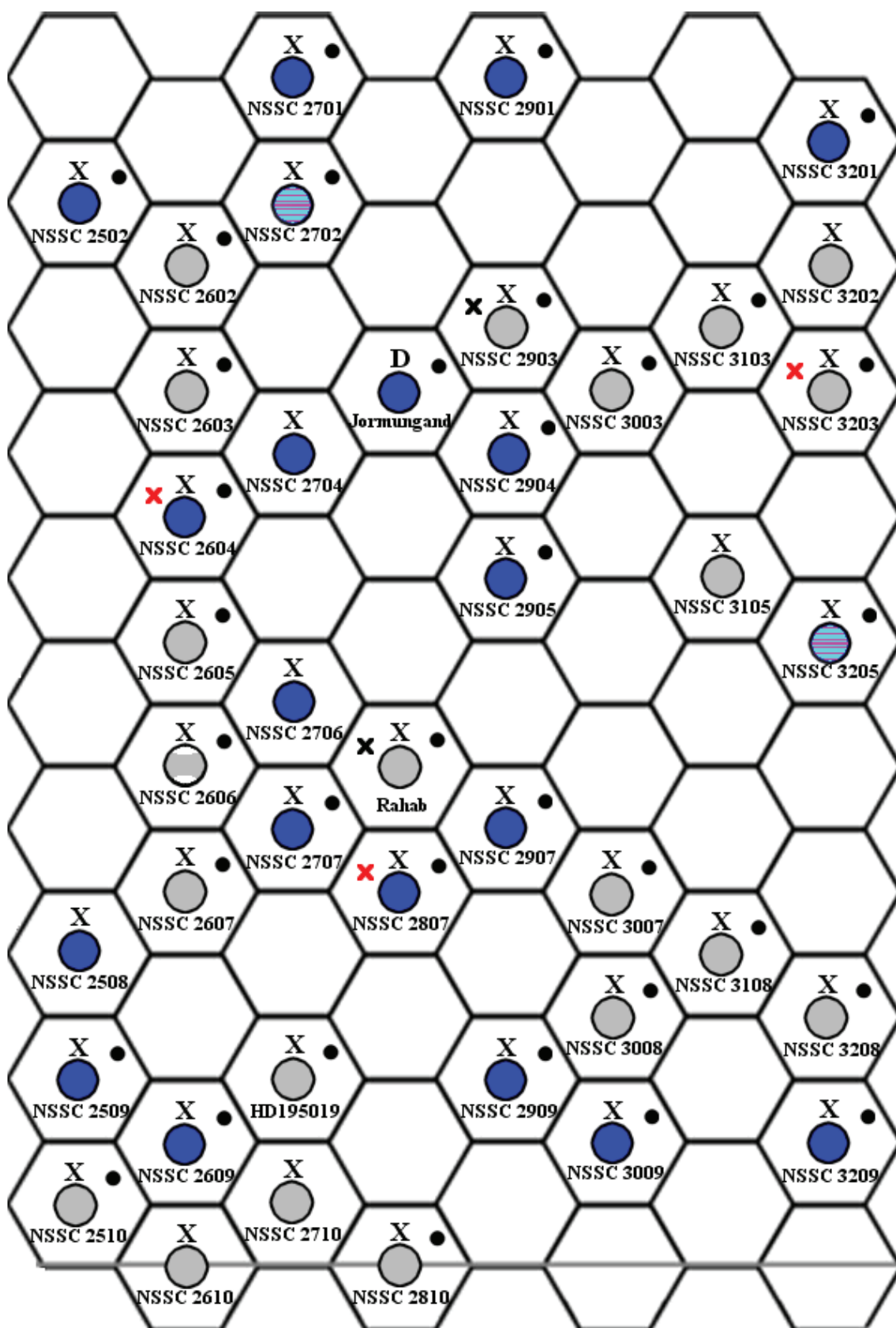
This world is an alien paradise. Slightly smaller and drier than Earth, but possessing a comfortable, breathable atmosphere and an Earthlike global climate system. However, life is quite alien: forests of oddly-coloured sail-trees flex huge membranes to catch the orange light from the twin K class suns, slowly oozing on the slick, microorganism-covered ground on huge tentacles instead of roots; flocks of balloon-fish float along the morning fogs hanging from huge hydrogen sacks; and herds of creatures looking like bundles of worms tucked into hard, tubular shells creep along the landscape, eating their fill from the ever-present microorganism carpet.

This unexplored world also holds a secret: a near-sentient species. These creatures originated from multi-tentacle squid-like beings that once dwelt in the seas; eventually, their external shells developed articulated legs to carry them out of the water, and their bodies developed clusters of numerous lungs to breathe the open atmosphere. They skitter around on twelve legs, using their tentacles to feed and to manipulate objects. Now, their tribes wander the equatorial rainforests. They are capable of primitive tool use, as well as keeping fires ignited by lightning strikes; they still do not understand how to light fires themselves. Once they will pass that threshold, they will begin their long trek towards civilisation, unless something or someone gets in their way and interferes with their evolution.



DARK REACHES (SUBSECTOR D)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
2502	NSSC 2502	X782000-0		Ba	4/7/+1	Hot	G	K9V	Un
2508	NSSC 2508	XA8A000-0		Ba Wa	8/4/X	Temp		M3V	Un
2509	NSSC 2509	X536000-0		Ba	4/2/+0	Frozen	G	M4V M6V	Un
2510	NSSC 2510	X200000-0		Ba Va	0/0/+3	Hot	G	K7V	Un
2602	NSSC 2602	X9B0000-0		Ba De	0/0/+0	Roast	G	M6V	Un
2603	NSSC 2603	X400000-0		Ba Va	0/0/+0	Cold	G	M4V M5V	Un
2604	NSSC 2604	X525000-0	Ua	Ba	4/1/X	Frozen	G	M3V	Un
2605	NSSC 2605	X9B0000-0		Ba De	0/0/+2	Hot	G	K2V K5V	Un
2606	NSSC 2606	X411000-0		Ba Ic	1/0/X	Temp	G	M4V M4V M6V	Un
2607	NSSC 2607	X410000-0		Ba	0/0/-3	Frzoen	G	BD	Un
2609	NSSC 2609	XA63000-0		Ba	2/5/X	Roast	G	M9V BD	Un
2610	NSSC 2610	X410000-0		Ba	0/0/X	Temp		M4V	Un
2701	NSSC 2701	X896000-0		Ba Ga	7/3/+1	Temp	G	K8V	Un
2702	NSSC 2702	X5A1000-0		Ba FI	0/0/X	Roast	G	M7V	Un
2704	NSSC 2704	X758000-0		Ba Ga	6/0/X	Temp		K3V	Un
2706	NSSC 2706	X567000-0		Ba Ga	8/5/+2	Temp		K0V	Un
2707	NSSC 2707	X987000-0		Ba Ga	7/9/X	Roast	G	K0V M6V	Un
2709	HD195019	X620000-0		Ba De	0/0/+0	Temp	G	G3IV	Un
2710	NSSC 2710	X300000-0		Ba Va	0/0/X	Temp		M2V	Un
2803	Jormungand (NSSC 2803)	D569321-8		Ga Lo	6/5/+3	Temp	G	K5V K7V M5V	Un
2806	Rahab (NSSC 2806)	X310000-0	Uh	Ba	0/0/+0	Hot	G	K5V M5V	Un
2807	NSSC 2807	X655000-0	Ua	Ba Ga	6/8/X	Hot	G	M1V M1V	Un
2810	NSSC 2810	X300000-0		Ba Va	0/0/-1	Cold	G	M6V	Un
2901	NSSC 2901	X684000-0		Ba Ga	6/6/+0	Temp	G	K1V M2V	Un
2903	NSSC 2903	X200000-0	Uh	Ba Va	0/0/+0	Temp	G	K2V	Un
2904	NSSC 2904	X666000-0		Ba Ga	B/3/X	Temp	G	K0V K6V	Un
2905	NSSC 2905	XA9A000-0		Ba Wa	5/5/+0	Temp	G	M1V	Un
2907	NSSC 2907	X87A000-0		Ba Wa	A/1/X	Temp	G	K3V M7V	Un
2909	NSSC 2909	X878000-0		Ba Ga	5/1/X	Temp	G	K3V	Un
3003	NSSC 3003	X4A0000-0		Ba De	0/0/X	Temp	G	M4V M6V	Un
3007	NSSC 3007	X3A0000-0		Ba De	0/0/+1	Roast	G	K3V	Un
3008	NSSC 3008	X200000-0		Ba Va	0/0/X	Temp	G	K6V	Un
3009	NSSC 3009	X558000-0		Ba Ga	5/6/+0	Temp	G	M3V M5V	Un
3103	NSSC 3103	X100000-0		Ba Va	0/0/X	Temp	G	M5V	Un
3105	NSSC 3105	X400000-0		Ba Va	0/0/X	Temp		M6V	Un
3108	NSSC 3108	X97000-0		Ba Ga	4/5/+2	Hot	G	K6V M8V	Un
3201	NSSC 3201	X733000-0		Ba Po	1/0/X	Temp	G	K7V	Un
3202	NSSC 3202	X200000-0		Ba Va	0/0/X	Temp		M1V	Un
3203	NSSC 3203	X200000-0	Ua	Ba Va	0/0/+0	Temp	G	M7V BD	Un
3205	NSSC 3205	X9A4000-0		Ba FI	6/1/+0	Temp	G	K1V M3V	Un
3208	NSSC 3208	X660000-0		Ba De	0/0/X	Roast	G	K9V	Un
3209	NSSC 3209	X523000-0		Ba Po	0/0/X	Frozen	G	M1V	Un





Situated at the Coreward-Spinward edge of settled space, Anat is part of the Outer Veil. There are a few explored but unsettled worlds in its Spinward-Coreward side, and four Frontier worlds, including the subsector capital of Anat (Anat/0719), in its Rimward-Trailing corner. Officially, Anat is considered a civilised subsector. In reality it has a significant number of low-population, barely-established colonies and lawless worlds, including a pirate base on Moloch (Anat/0514).

The majority of Anat's worlds are on the Anat Main connected to worlds in Rusalka, Aningan and even Sol subsector. A few worlds belong to the Astrate Arm leading to several worlds in Rusalka and the Ivanhoe Main in Delta Herculis; several more to the Derceto Cluster in Delta Herculis, and two more belong to the tiny Alpha Circinis Cluster.

Many worlds in this subsector bear the names of ancient near-eastern deities, a testament to the Neo-Canaanite meme which was popular in the 2130s and 2140s, especially among colonists and Science Commission explorers. While this fashion has now subsided, the world names remain, including the fertile worlds of Anat and Ashera, named after fertility goddesses, and the aptly-named Moloch, a dark hub of crime, piracy and other immoral deeds.

The FNH presence is felt mostly to Trailing-Rimward, with Naval bases on Anat and Ashera and Marine bases on Anat and Gamma Serpentis. There are also a few Science Commission bases scattered further and deeper into the Outer Veil. The subsector include mineral-rich asteroid belts at 14 Herculis and Zeta Herculis; the large number of habitable and near-habitable worlds in this subsector; the rich biospheres on NSSC 0311, Nu Lupi, 14 Herculis, Astarte and Mamlambo; and the presence of numerous Asraeus Civilisation ruins.

0118 Chemosh D560453-8

Chemosh, the third planet from Theta Centauri, is a world without any significant free-running water yet possessing a breathable atmosphere. The planet's rocky surface is covered by a thick layer of alien microorganisms existing in a curious chemical cycle that produces a nitrogen-oxygen atmosphere as a by-product. However, this strange biochemistry renders the soil unsuitable for colonial agriculture, forcing the 15,000 colonists to run hydroponic farms.

The world's economy is based on the native biosphere. Many of the chemicals produced by the microorganisms have industrial or medical applications; consequently the mucky upper layer of the soil is harvested for export to the Core. A Science Commission base with a considerable staff of researchers and explorers studies the world and its life.

As water has to be manufactured by chemically breaking local rocks and agriculture is almost exclusively based on hydroponics, the Chemosh Water and Farm Company (CWFC) holds a lot of power.

While Governor Michelson is officially in charge of Chemosh, the CWFC has a finger in almost every pie and is close to the ear (and the pocket) of the governor. The CWFC is consulted in most matters of development on Chemosh, so the potential for corruption is enormous; sooner or later a scandal will happen and the Justice Commission will send in one or more of its agents.

0212 Alpha Circinis X700000-0

The second planet of Alpha Circinis is an almost Earth-sized rock, devoid of any atmosphere or water. No asteroid belt is present in this star-system. At first glance, the star-system looks like uninteresting, with little or no economic or scientific value. However, its craggy surface is dotted with Monument Builders' sites.

Strange geometrical objects ranging in size from a human fist to a skyscraper are visible across the world's surface. The lack of water or atmosphere prevents erosion but most structures show the effects of millennia of micrometeorite impacts, and a few have sustained impacts by larger meteorites. These structures are also mostly or wholly inactive, but archaeologists might be able to learn a significant number of facts by examining them.

When the system was first surveyed, little attention was given to the Monument Builders' sites; the ruins are marked as a possible site on some astrographic records and as nothing more, but the potential of finding something useful or profitable will eventually attract treasure hunters, archaeologists or corporate or government attention.

0411 14 Herculis X687000-0

Situated on the very edge of explored space, 14 Herculis is currently unsettled. The system has a completely unexploited, ore-rich asteroid belt that would be relatively easy to mine.

The second world from the star is habitable and has comparatively Earth-compatible life and a breathable atmosphere. There is sufficient water and adequate gravity for human habitation, which makes the world a good candidate for colonisation. The slightly high atmospheric pressure, especially the partial pressure of oxygen, is a problem. The oxygen content in the atmosphere is not high enough to cause toxicity in humans or in most Earth life; however, it makes wildfires more common. It also allows the tracheal-breathing dominant land life form (somewhat similar to Earth's arthropods) to grow to enormous sizes, but this would not impede future colonisation efforts; the world and the system are prime interstellar real-estate.

Hydracorp (re-licensed) and the Barnard Conglomerate have filed applications for Colonial Charters but the FNH Colonial Commission has yet to decide which company will be granted a Charter. As there is a huge amount of money to be made from colonising the world, either corporation might try to bring a case to court, but might also attempt more underhanded methods, such as bribery to illegal mercenary warfare.



0719 Anat B567686-A

Established in 2122 Anat, originally called Lerna, was a 'landgrab' Hydracorp colony. This small but very habitable world is a piece of prime real estate on what was then the Frontier's edge. Ten thousand colonists were already relocated to this colony from the deserts of Earth's Middle East when the Space Crash of 2125 hit; soon they had to cope with virtually non-existent interstellar trade, no off-world financing and the chaos of the Civil War.

Anat was lucky to be fully habitable and locally sustainable without an off-world technological base, at least in the short term. The colonists pulled together and set up a provisional agricultural economy capable of feeding the local population. The overall sustainable tech-level was barely TL 4 and services such as medical care were limited by the available equipment. By virtue of its distance from Earth, Anat remained almost untouched by Mournham's iron-fisted reign or by most direct civil-war fighting.

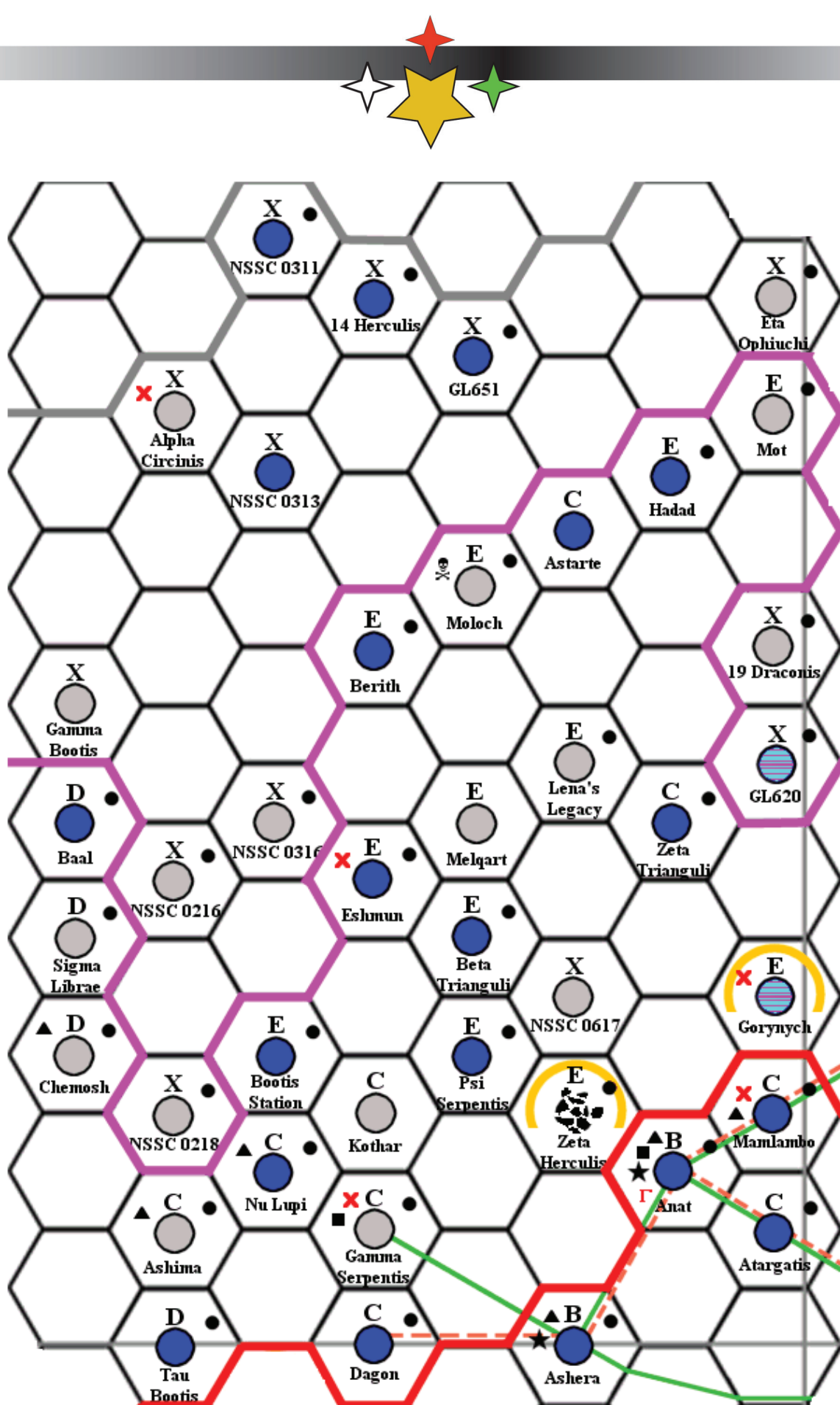
In 2130, anti-Mournham forces (the FNH's predecessors) arrived at Lerna and built a provisional military base.

The colonists welcomed these forces as liberators since they brought better technology and medical care, all of which were provided to the local population at subsidised prices or even free. Once the FNH was formally established in 2131, it found a ready base of support in Lerna, now renamed Anat. When the subsector framework was created in 2132, Anat was designated a Subsector Capital for what was then a partially-unexplored subsector of space.

Anat's habitable environment, its political-economic importance as subsector capital and its position as a major crossroads on the way to the Outer Veil drew many new colonists. Today, in 2159, it is a well-developed, high-tech world harbouring five million inhabitants who are avid supporters of the FNH, and the world has one of the lowest rates of Secessionist support in known space. A large FNH Naval, Marine and Science Commission bases are located on the world. This presence contributes to the local economy in terms of contracts, jobs and even some outsourcing, not to mention to positive impact on the local entertainment establishment from the presence of numerous soldiers, sailors and other government personnel.

ARNAT (SUBSECTOR E)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0115	Gamma Bootis	X300000-0		Ba Va	0/0/+1	Cold		A7IV	Ex
0116	Baal (NSSC 0116)	D758211-7		Ga Lo	4/7/X	Temp	G	K6V M4V	Ov
0117	Sigma Librae I	D400311-8		Lo Va	0/0/X	Temp	G	M2III	Ov
0118	Chemosh (Theta Centauri)	D560453-8	S	De Ni	1/1/-1	Temp	G	K0III	Ov
0212	Alpha Circinis	X700000-0	Um	Ba Va	0/0/X	Roast		A7V	Ex
0216	NSSC 0216	X8A0000-0		Ba De	1/2/X	Hot	G	M6V	Ex
0218	NSSC 0218	X300000-0		Ba Va	0/0/X	Temp	G	M3V	Ex
0219	Ashima (NSSC 0219)	C200384-9	S	Lo Va	0/0/X	Cold	G	M2V M5V	Ov
0220	Tau Bootis	D731552-5		Lt Ni Po	6/1/X	Frozen	G	F7V	Ov
0311	NSSC 0311	X875000-0		Ba Ga	A/3/X	Temp	G	K8V	Ex
0313	NSSC 0313	X976000-0		Ba Ga	8/3/+0	Hot		K1V M3V	Ex
0316	NSSC 0316	X200000-0		Ba Va	0/0/X	Temp	G	M9V	Ex
0318	Bootis Station (44 Bootis)	E583121-6		Lo	6/2/X	Temp	G	G0V	Ov
0319	Nu Lupi	C799343-6	S	Ga Lo	A/4/X	Temp	G	G2V	Ov
0411	14 Herculis	X687000-0		Ba Ga	A/8/+3	Hot	G	K0V	Ex
0414	Berith (Rho Coronae)	E594132-5		Ga Lo Lt	7/1/X	Hot	G	G5V	Ov
0416	Eshmun (26 Draconis)	E651222-3	Ua	Lo Lt	2/8/+1	Frozen	G	G0V K3V	Ov
0418	Kothar (NSSC 0418)	C310411-9		Ni	0/0/X	Temp		M7V BD	Ov
0419	Gamma Serpentis	C410434-9	M Ua	Ni	0/0/X	Hot	G	F6V	Ov
0420	Dagon (Lambda Serpentis)	C66A431-6		Ni Wa	4/6/+2	Temp	G	G0V	Ov
0512	GL651	X592000-0		Ba	7/1/+1	Temp	G	G8V	Ex
0514	Moloch (NSSC 0514)	E4A0255-8	P	De Lo	0/0/+2	Temp	G	M7V	Ov
0516	Melqart (NSSC 0516)	E100222-9		Lo Va	0/0/X	Temp		K5V BD	Ov
0517	Beta Trianguli	EA36242-8		Lo	1/2/-1	Temp	G	F2III	Ov
0518	Psi Serpentis	E543300-5		Lo Lt Po	8/4/-1	Hot	G	G5V	Ov
0613	Astarte (NSSC 0613)	C787311-8		Ga Lo	A/4/X	Hot		K2V M3V	Ov
0615	Lena's Legacy (18 Scorpii)	E100231-8		Lo Va	0/0/+1	Temp	G	G2V	Ov
0617	NSSC 0617	X410000-0		Ba	0/0/-2	Temp		M5V	Ov
0618	Zeta Herculis	E000220-8		As Lo Va	0/0/+3	Temp	G	G0IV K0V	Ov/A
0620	Ashera (NSSC 0620)	B744586-9	N S	Ag Ga Ni	8/4/-2	Temp	G	K4V	Fr
0713	Hadad (NSSC 0713)	E785242-6		Ga Lo	6/7/+1	Temp	G	K3V M5V	Ov
0716	Zeta Trianguli	C583551-8		Ni	6/7/X	Cold	G	F6V G1V	Ov
0719	Anat (12 Ophiuchi)	B567686-A	N M S R	Ag Ga Ni Ri	8/5/X	Temp	G	K2V	Fr
0811	Eta Ophiuchi	X410000-0		Ba	0/0/X	Roast	G	A2V	Ex
0812	Mot (NSSC 0812)	E300353-9		Lo Va	0/0/X	Temp	G	M4V	Ov
0814	19 Draconis	X200000-0		Ba Va	0/0/+0	Cold	G	F6V	Ex
0815	GL620	X8A4000-0		Ba FI	6/0/X	Temp	G	G5V DA	Ex
0817	Gorinyrch (NSSC 0817)	EAB2373-9	Ua	FI Lo	4/2/+0	Hot		M5V M6V	Ov/A
0818	Mamlambo (GL638)	C584642-8	S Ua	Ag Ga Ni Ri	B/6/-1	Temp	G	K5V	Fr
0818	uKqili (GL638)	D311341-8		Ic Ni	1/1/-1	Frozen			Fr
0819	Atargatis (NSSC 0819)	C649583-9		Ga Ni	6/2/-2	Temp	G	M2V BD	Fr





Rusalka subsector is a more civilised area of space in comparison to its neighbouring subsectors. One third of the subsector is Frontier, while the rest is Outer Veil with a few Explored but unsettled worlds. The subsector capital, Rusalka, sits at the edge of the Far Intermediate. Rusalka subsector has some FNH naval bases on Bean Nighe and Rusalka, marine bases on Rusalka and Fort Chang, and a large number of Science Commission bases scattered throughout the subsector.

The subsector includes the habitable worlds of Bean Nighe, Ariella, Asase Yaa, Agravain, Zhanglang, Adama Tova and New Orkney; the capital world of Rusalka; the ore deposits in the Macha, Ariella, Eggen, Shmama and NSSC 1612 belts; the Ascræus Civilisation Tower on NSSC 1513; and the Obelisks of Camlann. Rusalka has four large mains: the Rusalka Main, connecting into the mains of Sol, Anat and Aningan; the Lambda Sagittarii Main, with the Vega Cluster branching from it; the Eta Scorpïi branch of the Astarte Arm in Anat; and the Mu Arae Main leading into Anat subsector on one side and Epsilon Sagittarius on the other.

0919 Diwata D545573-8

Diwata is a marginal agricultural world. It is small, dry and possesses a thin CO₂ atmosphere, forcing humans to wear filter masks outside the colony domes but making life easier for plant life. The local biochemistry is incompatible with Earth life but is insufficiently alien to prevent the introduction of Earth plants for agricultural purposes.

Over one hundred thousand humans live in the various colony domes scattered around the warmer, wetter equatorial regions, though some live in smaller habitats in the agricultural areas. With high-population worlds such as Anat, Bean Nighe, Nuwa and Rusalka close by, and the main trade-route to Earth a mere jump away at Atargatis, Ariella and Bean Nighe, Diwata has the potential to become a major exporter of luxury goods. However, Diwata is experiencing a Secessionist guerilla war against FNH forces. While the government holds the main domes, the rebels stay in the craggy countryside, moving from one sympathetic farmstead to another, sabotaging agricultural projects and making hit-and-run attacks against the smaller domes. The insurgency is low-key, but travelling the farmlands can be dangerous, especially at night. If the rebellion escalates it could turn into civil war, drawing in the FNH.

1215 Fort Chang C400364-9

NSSC 1215 lies in the centre of Rusalka subsector, on the border between the Outer Veil and the Frontier. The system was chosen as a base for a rapid-reaction FNH Marine Corps. The base houses four Rapid Reaction Companies and Rapid Assault Corvettes. It has support elements including a military hospital, training facilities, a large supply depot and military-orientated light industry. More than three hundred civilians live in Fort Chang, operating small businesses (such as recreational facilities) or working in the partially civilian starport.

As most of the world is a military base it lacks a colonial government. Lieutenant Colonel Andrei Markov, Fort Chang's Commanding Officer, administers the colony and the Marines' Military Police keep law and order. Markov's administration is efficient and works fairly well, so the civilians have little to complain about. While nominally an Outer Veil world, Fort Chang is the last outpost before the Outer Veil.

The world is a heavily-cratered, Mars-sized rock-ball, lacking any atmosphere or significant water ice. The colony produces its own water and oxygen by chemically processing local rocks; food is grown in hydroponics farms operated by Marine Corps support units. Most of the Marine base is underground for protection, while civilian parts of the starport are located in a single large dome near the starport complex, which is itself partially underground.

1220 Rusalka B678686-A

Rusalka is a wet, swampy world with methane and CO₂ atmosphere, requiring humans to wear filter masks but allowing plants to grow quickly. The atmosphere's potent greenhouse effect keeps the world warm enough to sustain life even though it is located close to the outer edge of the habitable zone.

Illegally colonised by an independent group in 2111, Rusalka was bought by Kentaurus Holdings in 2120 in a hostile takeover. A low-level insurgency existed until the Space Crash, when Kentaurus Holdings went almost completely bankrupt. Local rule returned but rivalry between rebel groups, coupled with insufficient local infrastructure for the production of life-support equipment, led to the death of most of the colonists. In 2131 the FNH rescued the last survivors and re-established the colony as the subsector capital with new colonists from Earth. Today, Rusalka's seven million population lives in large, translucent domes and smaller, pressurised habitats. The Rusalka economy is based on its position as a major link in the trade and travel chain to the Outer Veil; more than a million locals work in the starport or related industries. Day-to-day government power is held by local Commissioners while the Planetary Assembly and Governor deal with long-term decisions.

1513 NSSC 1513 X300000-0

This world is airless, waterless, devoid of life, and adjacent to an asteroid belt filled with metal-poor carbonaceous rocks and ice chunks. NSSC 1513's size is between that of Luna and Mars, but its appearance is similar to that of Luna. It is useless to the colonial effort or even to science, or so it would appear in the Science Commission's 2145 survey reports.

But the survey missed something: between several oddly-shaped rocks in the middle of a crater stands a three kilometer-high, 500 meter-wide, cylindrical, Crystal-Iron, black tower, built by the Ascræus Civilisation. While it has sustained micrometeorite hits over the centuries, it still stands. Below the tower, artificial tunnels spread below the world's surface, like roots from a tree; a dead, hidden city filled with unknown secrets and traps.



RUSALKA (SUBSECTOR F)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
2531	Upsilon Andromedae V	C576431-9	M S	Ga Ni	5/2/X	Cold	G	F8V	Ov
2533	Alpha Trianguli VIlf	X300000-0	Uh	Ba Va	0/0/X	Temp	G	F6IV	Ex
2534	NSSC 2534	X300000-0		Ba Va	0/0/X	Temp	G	M6V M6V	Ex
2535	Tau 1 Eridani IV	C684211-8		Ga Lo	2/1/X	Cold	G	F5V	Ov
2536	Alpha Fornacis B IV	E86A49E-6		Ni Wa	7/5/+2	Temp	G	F8V G7V	Ov/A
2540	NSSC 2540	X533000-0		Ba Po	3/3/X	Frozen	G	M3V	Un
2631	Nu Pheoncis III	E300311-9		Lo Va	0/0/X	Temp	G	F8V	Ov
2632	NSSC 2632	X400000-0		Ba Va	0/0/X	Temp	G	M1V	Ex
2640	NSSC 2640	X9B4000-0	Ua	Ba Fl	1/6/X	Temp	G	M6V	Un
2731	NSSC 2731	X100000-0		Ba Va	0/0/-2	Temp	G	M6V	Ex
2732	NSSC 2732	X100000-0		Ba Va	0/0/X	Temp	G	K2V M2V	Ov
2733	Hamdir (NSSC 2633)	E587284-7		Ga Lo	5/3/+0	Temp	G	K9V M7V	Ov
2737	Gamma Ceti	X000000-0		Ba Va	0/0/X	N/A		A2V K5V	Ex
2738	NSSC 2738	X632000-0		Ba Po	7/7/+0	Cold		M3V	Ex
2739	NSSC 2739	X310000-0		Ba	0/0/X	Temp	G	M0V BD	Ex
2833	Porphyron (NSSC 2833)	D999331-5	S	Lo Lt	8/4/+1	Temp	G	K2V K5V	Ov
2837	NSSC 2837	X410000-0		Ba	0/0/+0	Temp	G	M0V	Ex
2840	Theta Eridani	X000000-0		As Ba Va	0/0/+2	Hot	G	A5IV	Un
2934	Alpha Hydri	X300000-0		Ba Va	0/0/X	Temp	G	F0V	Ex
2936	NSSC 2936	X200000-0		Ba Va	0/0/X	Temp	G	M5V M7V	Ex
2938	NSSC 2938	X410000-0	Ua	Ba	0/0/X	Temp	G	M1V M5V	Ex
3031	NSSC 3031	X866000-0		Ba Ga	7/6/+0	Temp	G	K1V M6V	Ex
3033	Alcyoneus (NSSC 3033)	X510000-0	Uh	Ba	0/0/X	Temp	G	M3V	Ex
3038	NSSC 3038	X4A0000-0		Ba De	1/3/-1	Roast	G	M1V M5V M9V	Un
3039	94 Ceti	X585000-0		Ba Ga	8/2/+1	Cold	G	F8V M3V	Un
3131	NSSC 3131	X626000-0		Ba	3/1/X	Cold	G	M2V	Ex
3132	NSSC 3132	X200000-0		Ba Va	0/0/-2	Temp		M4V BD	Ex
3133	NSSC 3133	X654000-0		Ba Ga	5/3/+0	Temp	G	K8V	Ex
3134	Delta Cassiopeia	X8B5000-0		Ba Fl	0/0/X	Temp	G	A5V	Ex
3140	Hiisi (NSSC 3140)	X310000-0	Uh	Ba	0/0/-1	Temp	G	M1V M6V	Un
3231	NSSC 3231	X6B1000-0	Ua	Ba Fl	1/6/X	Temp	G	K3V M0V	Ex
3234	NSSC 3234	X8B3000-0	Ua	Ba Fl	1/7/X	Temp	G	K3V	Ex
3235	Alpha Eridani	X000000-0		Ba Va	0/0/X	N/A		B3V	Ex
3236	NSSC 3236	XA9A000-0		Ba Wa	7/4/-1	Hot	G	K1V	Ex
3238	Novi Saratov (NSSC 3238)	CAA0350-9	R	De Lo	2/4/X	Roast	G	K5V M7V	Un
3239	NSSC 3239	X673000-0	Um	Ba	7/4/+0	Cold	G	K2V	Un
3240	HD20367	X545000-0		Ba Ga	7/2/+0	Temp	G	G0V	Un



Half of Avanim subsector lies inside the Outer Veil; with the exception of Enkidu; the other half was surveyed but is unsettled. The Outer Veil worlds in this subsector are sparsely inhabited, with the highest population of 235,000 at Avanim, the subsector capital; most colonies have only a few thousand or, at most, a few tens of thousands of colonists. Consequently Avanim is relatively lawless and uncivilised, though not as undeveloped as neighboring Nueva Vilcabamba.

The subsector include the asteroid belts at NSSC 2115, Psi Capricorni and NSSC 2414; the habitable worlds of NSSC 1716, Hanbi, NSSC 1812, Alshain, Poludnitsa, Gamma Pavonis V, NSSC 2111, Epsilon Cygnii, Al-Tawhid, Basmala, NSSC 2412 and Eta Cephei; the high-tech research world of Al Qaum; the Ascræus Civilisation ruins on Epsilon Cygnii, and two Monument Builders sites, a high number for a single subsector. Humbaba is a hot-spot for criminal and pirate activity.

Most worlds in this subsector belong to three mains: the Avanim Cluster connected to the Nueva Vilcabamba Main and the Beta Hydri main; the Hanbi Cluster connected to the Lambda Sagittarius Main in Rusalka; and the Humbaba cluster (almost completely beyond the Outer Veil) also connected to the Lambda Sagittarius Main. Government presence is concentrated mainly at Avanim and Al-Qaum, though the Science Commission also maintains small outposts on Hanbi and Eta Cephei.

1713 Humbaba D3A0300-8

This chaotic hub of scum and piracy is a fully sanctioned colony, at least on paper. The Humbaba Trading Company (HTC) filed a colonial licence request with the FNH Colonial Commission, and its colony status was officially approved in 2144. Officially, the world has a governor and colonial administration. In practice, the whole affair is a show: HTC is a shell company for a group of smugglers, mobsters and pirates, and the colonial officials are on the take from the criminals.

Appearances aside, Humbaba has no government. The few corrupt puppets put on a half-hearted show of being a colonial administration and the administrator has no practical power. A number of criminal outfits, from semi-legitimate salvagers, to claim jumpers and smugglers to outright pirates, operate freely out of Humbaba and on its surface. There is no law other than street law: mind your own business or get into trouble. Sometimes, if you mind your own business but are not big or threatening enough, you'll get into trouble anyway.

A dense CO₂ atmosphere covers the planet and gives a moderate amount of warmth despite its dim sun. Rocks and crags are everywhere and a few craters slowly erode in the wind. This planetological setup provides many places to hide a pirate ship, concealed by the thick, dusty atmosphere.

1917 Poludnitsa E661300-7

In Slavic mythology Poludnitsa, or 'Lady Middy', is the embodiment of sunstroke; it is fitting that this dry, hot world is named after her. The first planet of a K6V star, Poludnitsa's orbit is close to the inner edge of the habitable zone, and with a reasonably strong greenhouse effect, the average surface temperature is quite high. Poludnitsa's equator is covered by a sun-scorched desert where nothing lives. Only the sub-arctic and arctic regions are habitable, but even there water is relatively rare.

Despite a harsh climate and scarce water, almost two thousand colonists live here. The initial colonisation by an under-funded group from East Europe on Earth met with limited success, setting a small village of a hundred colonists near the north pole. While the FNH recognised the colony and treats its head as Governor, in practice her authority is limited to the village and nearby landing strip; even then each homestead can do more or less as it wants.

To further complicate this situation, a number of unsanctioned colonisation groups, including at least one Secessionist band, have settled on Poludnitsa. None of these respects the 'Governor's' authority or, in most cases, any authority beyond their own family or social group. This has made this world a lawless backwater, where law or government mean very little in the primitive starport and nothing at all away from it.

2018 Avanim B411585-A

This dusty, frozen world serves as the subsector capital, even though its population is lower by an order of magnitude in comparison to those of most other subsector capitals. Nonetheless, it is by far the most populous world in the entire subsector, owing to its importance as an administrative, military and economical center, as well as to its important location on the Jump-2 route to the Outer Veil.

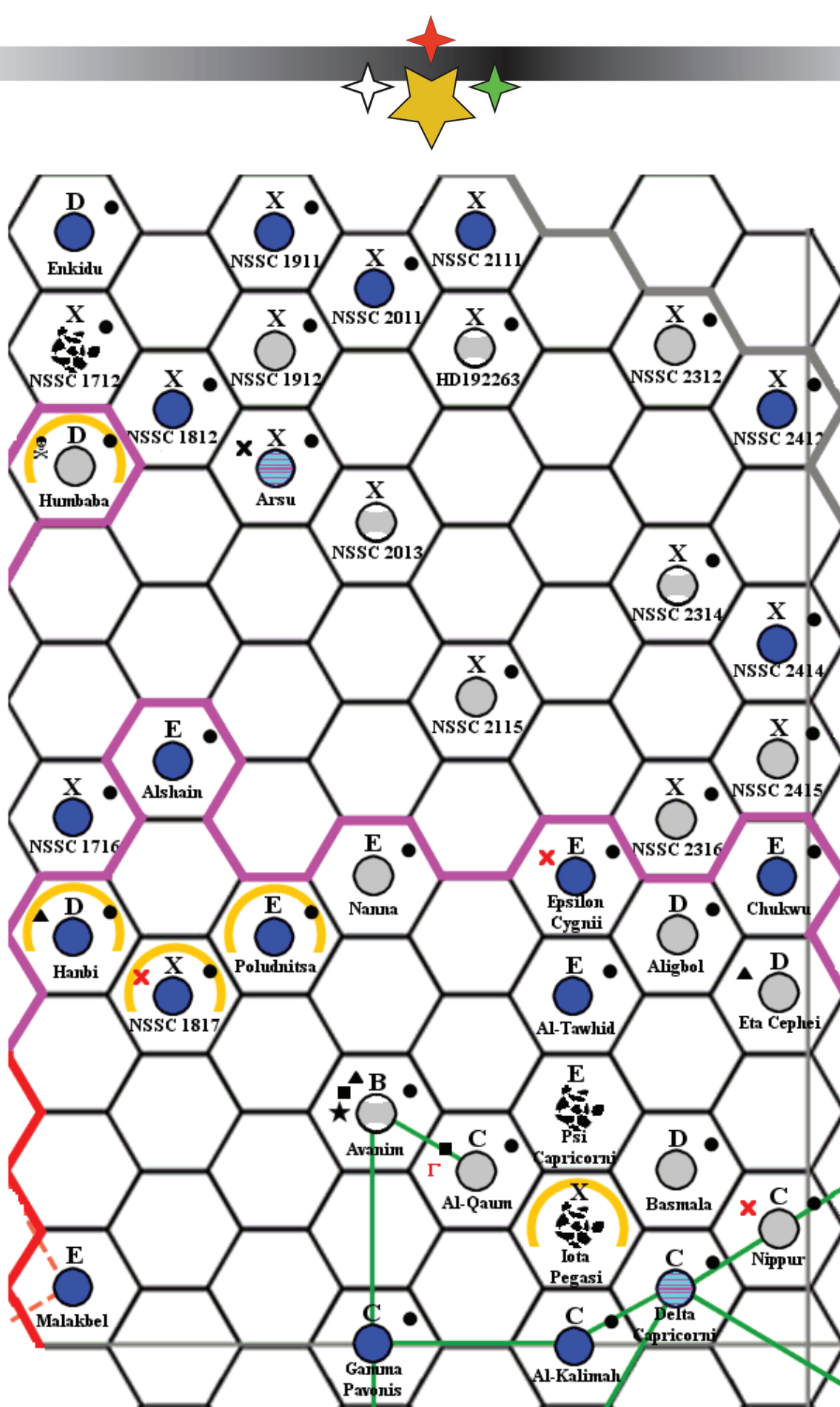
The starport, military and government are cornerstones of the local economy; the FEconA shipyard and repair facilities are the biggest employer on Avanim; the FNH military is the second. In addition to the permanent population of 235,000, there is a transient population of several tens of thousands of spacers and would-be colonists waiting transport deeper into the Outer Veil. Being the furthest outpost of civilization in the subsector, many colonial expeditions use Avanim as a staging ground and point of origin. On the surface this is a typical 'Doorway to the Frontier', starport-centric colony and FNH administrative center.

There is a less obvious side to Avanim politics: a growing Secessionist movement resents FNH rule and seeks greater local economic freedom. The movement is strong among colonists living in the 'outback' outposts and lesser cities who rarely benefit from the starport and the economic opportunities it brings. While the Secessionists is not very violent, it does resort to sabotage and lesser types of direct action, and it might flair into an insurrection if the FNH ever try to end the disruptions by force.



AVANIM (SUBSECTOR G)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
1711	Enkidu (NSSC 1711)	D545374-6		Ga Lo	A/3/+0	Temp	G	K0V K6V	Ex
1712	NSSC 1712	X000000-0		As Ba Va	0/0/-1	Temp	G	M2V	Ex
1713	Humbaba (NSSC 1713)	D3A0300-8	P	De Lo	2/0/X	Temp	G	M4V	Ov/A
1716	NSSC 1716	X567100-0		Ga Lo Lt	5/7/X	Temp	G	K3V	Ex
1717	Hanbi (NSSC 1717)	D65743A-4	S	Ga Lt Ni	9/2/+0	Temp	G	K2V	Ov/A
1720	Malakbel (NSSC 1720)	E998121-7		Ga Lo	6/3/+2	Temp		K2V BD BD	Ov
1812	NSSC 1812	X584000-0		Ba Ga	3/4/X	Hot	G	K4V M9V BD	Ex
1815	Alshain	E585220-2		Ga Lo Lt	B/4/X	Hot	G	G8V M3V	Ov
1817	NSSC 1817	XA93000-0	Um	Ba	4/4/X	Roast	G	M9V	Ov/A
1911	NSSC 1911	X795000-0		Ba Ga	7/2/X	Temp	G	K6V	Ex
1912	NSSC 1912	X400000-0		Ba Va	0/0/-1	Temp	G	M7V	Ex
1913	Arsu (NSSC 1913)	X8A1000-0	Uh	Ba Fl	3/0/X	Frozen	G	BD	Ex
1917	Poludnitsa (NSSC 1917)	E661300-7		Lo	8/1/+1	Roast	G	K6V	Ov/A
2011	NSSC 2011	X748000-0		Ba Ga	5/4/+2	Temp	G	K6V	Ex
2013	NSSC 2013	X201000-0		Ba Ic Va	0/0/+0	Temp		M5V	Ex
2016	Nanna (GL777)	E100212-9		Lo Va	0/0/+0	Temp	G	G7IV M5V	Ov
2018	Avanim (NSSC 2018)	B411585-A	N M S	Ic Ni Va	0/0/X	Frozen	G	M2V M4V	Ov
2020	Gamma Pavonis V	C668321-7		Ga Lo	3/8/X	Cold	G	F6V	Ov
2111	NSSC 2111	X568000-0		Ba Ga	3/2/X	Temp		M7V	Ex
2112	HD192263	X311000-0		Ba Ic	0/0/X	Temp	G	K2V	Ex
2115	NSSC 2115	X300000-0		Ba Va	0/0/+3	Temp	G	K7V	Ex
2119	Al-Qaum (NSSC 2119)	C100483-A	M R	Ni Va	0/0/X	Hot	G	M2V	Ov
2216	Epsilon Cygnii	E687244-5	Ua	Ga Lo Lt	A/3/+0	Temp	G	K0III	Ov
2217	Al-Tawhid (NSSC 2217)	E552285-7		Lo Po	9/3/X	Temp	G	K8V	Ov
2218	Psi Capricorni	E000132-9		As Lo Va	0/0/+3	Temp		F5V	Ov
2219	Iota Pegasi	X000000-0		As Ba Va	0/0/+0	Temp		F5V G9V	Ov/A
2220	Al-Kalimah (NSSC 2220)	C544484-6		Ga Ni	2/1/X	Temp	G	K4V K7V	Ov
2312	NSSC 2312	X500000-0		Ba Va	0/0/X	Temp	G	M1V	Ex
2314	NSSC 2314	X412000-0		Ba Ic	0/0/X	Temp	G	M2V	Ex
2316	NSSC 2316	X410000-0		Ba	0/0/X	Cold	G	M5V	Ex
2317	Aglibol (NSSC 2317)	D200342-9		Lo Va	0/0/X	Temp	G	M5V M6V	Ov
2319	Basmala (NSSC 2319)	DA85321-7		Ga Lo	5/5/-1	Hot	G	K0V	Ov
2320	Delta Capricorni	C9A3384-9		Ba Fl	0/0/+0	Roast	G	A5V F2V	Ov
2412	NSSC 2412	X786000-0		Ba Ga	A/7/+1	Hot	G	K8V	Ex
2414	NSSC 2414	X571000-0		Ba	2/2/+3	Temp	G	K8V M3V	Ex
2415	NSSC 2415	X100000-0		Ba Va	0/0/X	Temp	G	M4V BD	Ex
2416	Chukwu (NSSC 2416)	E886342-4		Ga Lo Lt	6/6/X	Temp	G	K6V	Ov
2417	Eta Cephei	D200455-9	S	Ni Va	0/0/+0	Temp		K0IV	Ov
2419	Nippur	C100332-8	Um	Lo Va	0/0/-1	Temp	G	M7V BD	Ov





NUEVA VILCABAMBA

Nueva Vilcabamba is a backwater. Four sanctioned colonies exist here, including the capital world on which the majority of the subsector's population lives. The only world in the subsector with permanent government presence is Nueva Vilcabamba which, like all other subsector capitals, has a Naval and Marine Base and a Science Commission facility, although these are rather small. In addition to the small number of official colonies, three more unsanctioned colonies exist beyond the Outer Veil.

The subsector include the asteroid belt of Tinophoth; the habitable worlds of Fenghuang, Medraut, NSSC 2816, NSSC 2817, Ehcatl, NSSC 3114, Itzli, Rho Indi, and Amimitl; the artificial Dome Mountain on NSSC 2712; the mountain-top colony of Fusang hanging in clear air over the acid oceans and noxious lower atmosphere of its world; and the Secessionist hub of Medraut.

Most worlds in Nueva Vilcabamba belong to a single, gigantic main: the Neuva Vilcabamba Main reaching deep into the unsettled and unexplored regions of space and connecting to the Avanim Cluster to the Spinward. A few worlds to the Trailing-Rimward connect to the Spinoza Cluster; and several worlds in the Spinward-Coreward corner form a main connected to the Dark Main in the Dark Reaches subsector.

2519 Nueva Vilcabamba B898553-A

The thick, humid air of the tropical and temperate regions of this world and its steep mountain valleys filled with dense, though alien, vegetation reminded the first explorers who set foot on this world in 2124 of Vilcabamba, the semi-mythical hiding place of the last Inca kings. The name, as well as the wet climate, attracted a sizable number of colonists from Latin America when the world was colonised in 2132. At first, the world was part of the Nueva Vilcabamba Colonial District administered from Avanim (Avanim/2018), but in 2143 it became the capital of its own subsector.

Nueva Vilcabamba is the most civilised world in the entire subsector, more populous by two orders of magnitude than any other world in this subsector. It also boasts the highest technological level and the best starport in the subsector. However, despite all these and the admirable industrial activity in comparison to its size, Nueva Vilcabamba is still an Outer Veil world, mostly unsettled and somewhat lawless: a little more than a hundred thousand settlers can only colonize a small portion of an Earth-sized world's huge surface area, and the relatively small FNH detachment can only bring a limited amount of law and order to this colony.

This world also has an active alien biosphere, which can occasionally cause trouble to the human settlers and their crops or livestock. Twenty-seven years of colonisation has not been long enough to tame this world, so farmsteaders living away from the main cities are armed to defend their land from unwanted invaders, be they animals or human criminals.

2714 Medraut C562372-9

Medraut is a small, cold, dry world with an Earth-like atmosphere and a moderate amount of native life. The majority of its surface is covered with tundra or, where water is more common, boreal forests; the exceptions are the equatorial regions with their temperate rainforests and the huge polar regions filled with ice, permafrost and icy rocks. It is not a very hospitable world, but it is possible to live without extra protection on the majority of its surface.

The world is home to three independent groups of Secessionists. While most Secessionists closer to the Core use political ways or, at most, sabotage, as their means of struggle for colonial independence, the Medraut groups are unashamed terrorists and raiders. Almost the entire population on this world is composed of paramilitary Secessionist fighters and their support staff. Several large training camps exist on Medraut, drawing recruits from throughout known space.

Medraut is ruled by a shaky council of Secessionist leaders. Each group is completely self-administered, but the leaders of all three groups routinely meet to discuss common matters and to resolve conflicts; after all, their enemy is the FNH and not each other. The FNH has not yet discovered the world, which is lucky for the locals: the presence of such a blatant base of Secessionism and piracy would draw a resolute military response once the FNH finds it.

3117 Itzli X651000-0

Itzli is marginally-habitable; it is very dry, and its atmosphere is barely breathable unaided by humans. Dusty winds sweep the rocky landscape, carrying spores released by the local fungi-like vegetation; the local wildlife is quite sparse and very alien in its biochemistry, making colonisation difficult. This did not stop the Itzli Committee from leaving Nueva Vilcabamba in 2154 and heading to the desolate world.

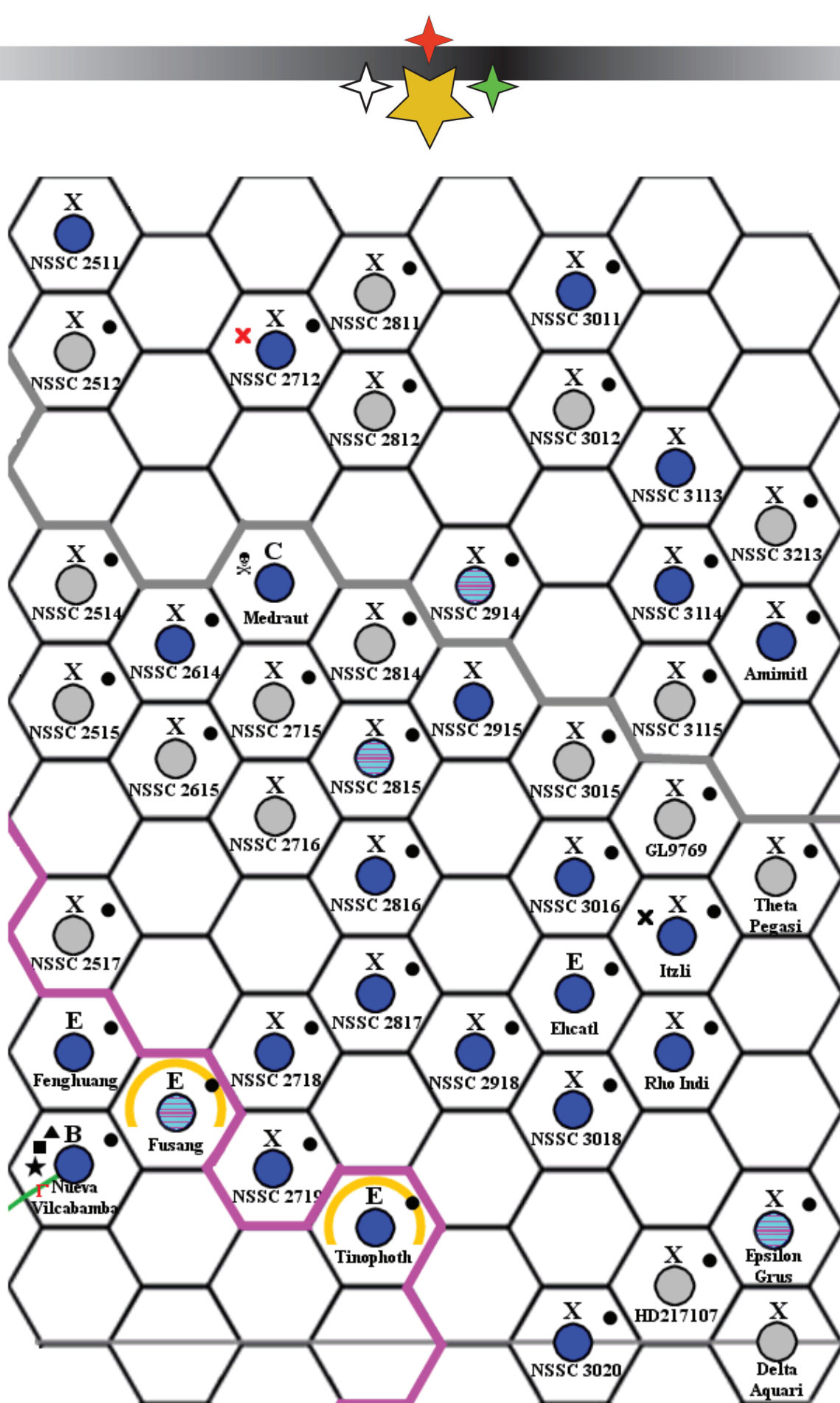
The Itzli Committee sought to establish its own, independent civilisation from scratch, untouched by the corrupting influences of the Core. Their hundred hapless colonists, as well as a hundred and twenty tons of very rudimentary equipment, rode the *Medved* class chartered trader *Spirit of Fusang* on a one-way trip to Itzli. Once there, it left them and returned to business as usual; the colonists had to cope with the harsh world with barely adequate tools and rapidly dwindling supplies.

The colony never really got off the ground. After two harsh winters and searing summers, half the population died from exposure, starvation and disease. A factional split in the autumn of 2156 quickly escalated into open warfare, killing dozens more colonists. Little more than twenty survivors were rescued by chance in the spring of 2157 by the passing Science Commission vessel *Amaterasu* and brought to Nueva Vilcabamba for medical treatment. The colonial buildings and the graves of the fallen colonists now stand empty; their silence is only broken by the wailing wind and the rare alien animal sound.



NUEVA VILCABAMBA (SUBSECTOR H)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
2511	NSSC 2511	X94A000-0		Ba Wa	3/5/X	Temp		K2V	Un
2512	NSSC 2512	X100000-0		Ba Va	0/0/X	Temp	G	M9V	Un
2514	NSSC 2514	X4A0000-0		Ba De	4/1/-3	Roast	G	M2V M6V	Ex
2515	NSSC 2515	X300000-0		Ba Va	0/0/-3	Temp	G	M6V	Ex
2517	NSSC 2517	X200000-0		Ba Va	0/0/X	Cold	G	M9V	Ex
2518	Fenghuang (NSSC 2518)	E98A385-7		Lo Wa	2/3/+1	Hot	G	M0V	Ov
2519	Nueva Vilcabamba (NSSC 2519)	B898553-A	M N S R	Ag Ga Ni	9/2/X	Temp	G	K8V M3V	Ov
2614	NSSC 2614	X533000-0		Ba Po	3/3/+0	Cold	G	M1V M3V	Ex
2615	NSSC 2615	X4A0000-0		Ba de	1/0/X	Cold	G	M2V M6V	Ex
2618	Fusang (NSSC 2618)	E9D9311-8		Fl Lo	2/4/+0	Temp	G	K9V	Ov/A
2712	NSSC 2712	X848000-0	Ua	Ba Ga	A/5/+1	Cold	G	K0V	Un
2714	Medraut (NSSC 2714)	C562372-9	P	Lo	5/6/+0	Cold		K5V M6V	Ex
2715	NSSC 2715	X410000-0		Ba	0/0/-3	Frozen	G	BD	Ex
2716	NSSC 2716	X3A0000-0		Ba De	0/0/X	Roast		M6V M6V	Ex
2718	NSSC 2718	X571000-0		Ba	9/7/X	Cold	G	K1V	Ex
2719	NSSC 2719	X623000-0		Ba Po	0/0/+0	Temp	G	M6V	Ex
2811	NSSC 2811	X310000-0		Ba	0/0/+2	Temp	G	K6V M3V	Un
2812	NSSC 2812	X4A0000-0		Ba De	6/5/+0	Temp	G	M2V	Un
2814	NSSC 2814	X410000-0		Ba	0/0/+1	Temp	G	M3V M7V	Ex
2815	NSSC 2815	X6B4000-0		Ba Fl	0/0/X	Roast	G	M1V BD	Ex
2816	NSSC 2816	X657000-0		Ba Ga	3/6/X	Cold	G	M1V	Ex
2817	NSSC 2817	X988000-0		Ba Ga	5/3/X	Temp	G	K0V M1V	Ex
2819	Tinophoth (NSSC 2819)	E879374-7		Lo	4/1/+3	Temp	G	K6V	Ov/A
2914	NSSC 2914	X7A2000-0		Ba Fl	7/4/+1	Hot	G	K6V K7V	Un
2915	NSSC 2915	X644000-0		Ba Ga	5/6/X	Cold		K9V	Ex
2918	NSSC 2918	X573000-0		Ba	8/6/X	Temp	G	K6V M2V	Ex
3011	NSSC 3011	X645000-0		Ba Ga	6/5/+2	Temp	G	K9V	Un
3012	NSSC 3012	X410000-0		Ba	0/0/X	Temp	G	M1V M9V	Un
3015	NSSC 3015	X200000-0		Ba Va	0/0/X	Cold	G	K5V	Ex
3016	NSSC 3016	X634000-0		Ba	1/3/+0	Temp	G	M6V M9V	Ex
3017	Ehcatl (NSSC 3017)	E764200-5		Ga Lo	A/3/X	Temp	G	K2V	Ex
3018	NSSC 3018	X99A000-0		Ba Wa	9/0/X	Hot	G	K8V	Ex
3020	NSSC 3020	X77A000-0		Ba Wa	5/0/+1	Hot	G	K5V	Ex
3113	NSSC 3113	X642000-0		Ba Po	7/0/+1	Temp		K3V	Un
3114	NSSC 3114	X764000-0		Ba Ga	4/8/+2	Temp	G	K7V	Un
3115	NSSC 3115	X3A0000-0		Ba De	3/0/+2	Temp	G	M2V M9V	Un
3116	GL9769	X200000-0		Ba Va	0/0/X	Temp	G	G0V	Ex
3117	Itzli (NSSC 3117)	X651000-0	Uh	Ba Po	3/1/X	Temp	G	K6V	Ex
3118	Rho Indi	X988000-0		Ba Ga	7/6/-1	Temp	G	K3V M5V	Ex
3120	HD217107	X300000-0		Ba Va	0/0/+0	Temp	G	G8IV	Ex
3213	NSSC 3213	X410000-0		Ba	0/0/X	Temp	G	M9V	Un
3214	Amimitl (NSSC 3214)	X687222-4		Ga Lo Lt	5/6/X	Temp	G	K0V M2V	Un
3216	Theta Pegasi	X3A0000-0		Ba De	0/0/+1	Hot	G	A2V	Ex
3219	Epsilon Grus	X6A1000-0		Ba Fl	0/0/X	Temp	G	A2V	Ex
3220	Delta Aquari	X3A0000-0		Ba De	0/0/+1	Temp		A3V	Ex





Aningan subsector is one of the better-developed parts of known space, containing mostly Frontier worlds as well as several Near and Far Intermediate worlds. It is situated on the route to the only settled subsector beyond the confines of Sol sector: Vantage subsector immediately to its Spinward. The FNH government maintains a strong presence all over Aningan, with Marine Corps bases on Shenlong, Nezha, Zlota Baba and Aningan, Naval bases on Zlota Baba, Skoll and Aningan and a large number of Science Commission bases.

Despite this extensive presence, Aningan suffers from an acute piracy and smuggling problem. Corruption reaches into the high echelons of the FNH administration in this subsector. The Subsector Science Commissioner, Gerardo Smith, is on the take from a criminal organisation called the Brazen Wolves (headed by the notorious Woolfe Family from Proserpina), and allows them to use Science Commission bases, ships and craft designations as cover for their illegal operations.

The Science Commission Base Administrators on Theta Bootis, Beta Comae Berenices and Pachamama are also being bribed and their bases are little more than fronts for pirate activity. Smith tries to hide the alarmingly high subsector crime-rate using various bureaucratic and public relations tricks, but sooner or later the truth will come out and the scandal will explode with a huge amount of media noise, not to mention heavy-handed steps by the central government. For now the shipping lanes in Aningan are dangerous places.

This subsector includes the rich asteroid belt of Zhuravlyova; the habitable worlds of Shenlong, Beta Comae Berenices, Zhongli Quan, Yaghuth, Proserpina, and Mama Cocha; a cave full of Monument Builders structures on Herut; the Ascræus Civilisation sites on Sisterhood, Fenrir and Vayu; and the cloud-scraping mountain-top islands of Catequil peering out of the murky ocean of the lower, denser, poisonous atmosphere.

Aningan has five separate mains, the largest being the Shenlong Main covering the Spinward-Rimward two thirds of the subsector and connecting to the Novi Magintogorsk Main in Mat Zemlya subsector to Rimward as well as to the Vantage colonies to Spinward. Smaller mains include the Theta Bootis Branch connected to the Anat Main to Coreward; the isolated Zlota Baba Cluster; and the Aningan Reach connected to the Mat Zemlya Cluster to Rimward and to the New Detroit Main to Trailing-Rimward.

0128 Zhuravlyova D000142-A

GL436 system holds a few uninteresting rockballs with minimal mineral formations and even more minimal habitation potential. The system's main point of interest is its expansive and mineral-rich asteroid belt, the richest in the entire subsector. This fact was not known until recently because of a sloppy first survey in 2138 that reported nothing but lifeless rocks.

Only a second survey conducted by a Tirovski-Yang Consortium team in 2156 identified the belt's mineral riches.

The *TYCV Zhuravlyova*, a single TYC mining rig, is the only settlement in the system. It is conducting a detailed survey in preparation for future development; TYC has already applied for a Colonial Charter over this belt, with the decision due to be made before 21st December 2160. Until then, everything is open, and TYC's rivals are bound to try and put a finger into this fat pie. For this reason security is quite tight and it is heavily armed for what is officially a civilian craft. Claim-jumpers will be met with a barrage of smart missiles and accurate laser fire.

The *Zhuravlyova* offers some dock services to passing vessels as a side venture. It is large enough to allow partial repairs of docked craft, and it carries a stockpile of fuel, part of which TYC is willing to sell on. The company allows third-party ships to sell their cargos locally, as long as TYC gets a cut of the profits. Some say this activity is illegal, as TYC has no charter over the system and, consequently, no right to charge money for starport services, but as long as the local independent merchants keep silent, this arrangement can go on with little or no government intervention.

0426 Proserpina C5646BB-8

Proserpina is a small world, dry but otherwise very habitable and arable. Three million colonists are scattered in multi-family farms of various sizes and only about a hundred thousand in the main city near the starport. This is a very desirable destination for colonists determined to leave the Core behind, as the climate is pleasant in most inhabited regions, the air can be breathed without technological assistance and the local life is more or less edible.

The Woolfe Family, a notorious organised-crime clan, runs the Brazen Wolves pirate band as its main 'business operation' from this world. The Wolves try to take a cut from any profitable business on the world, legal or not, from loan sharking to real estate, to gambling and drug trafficking to extortion and protection rackets. By hiding behind 'private' local contractors they get involved in any major corporate investment on Proserpina, and they are the real power behind Governor Anderson's administration.

So far the FNH government does not know of this, mainly thanks to hefty bribes given to officials such as Governor Anderson and Commissioner Smith. If the core government learns the full scale of the corruption, it would react in force, disrupting the illusion of peace on Proserpina with a police-action involving Marines in addition to the Justice Commission. The Woolfe Family and everyone else involved will do anything to prevent this from happening.



0721 Hildegard C4A3511-9

The odd chemistry of this world's atmosphere and hydrosphere is its main drawing point and the reason for Hydracorp's Colonial Charter over Hildegard. This small, cold planet has a methane-rich atmosphere and seas filled with a curious mix of carbohydrates, as well as some volcanic activity adding a small amount of sulfur compounds to the atmosphere. The local life-forms also have an interesting biochemistry, making them ideal for pharmaceutical research as well as other potential chemical uses.

The majority of Hildegard's population lives near the starport and work in the various research facilities and chemical plants producing biochemicals for exportation. Hydracorp administers this world under the terms of its Charter and has to invest a significant amount of resources in local development; most of these resources go to the rapidly growing chemical industry.

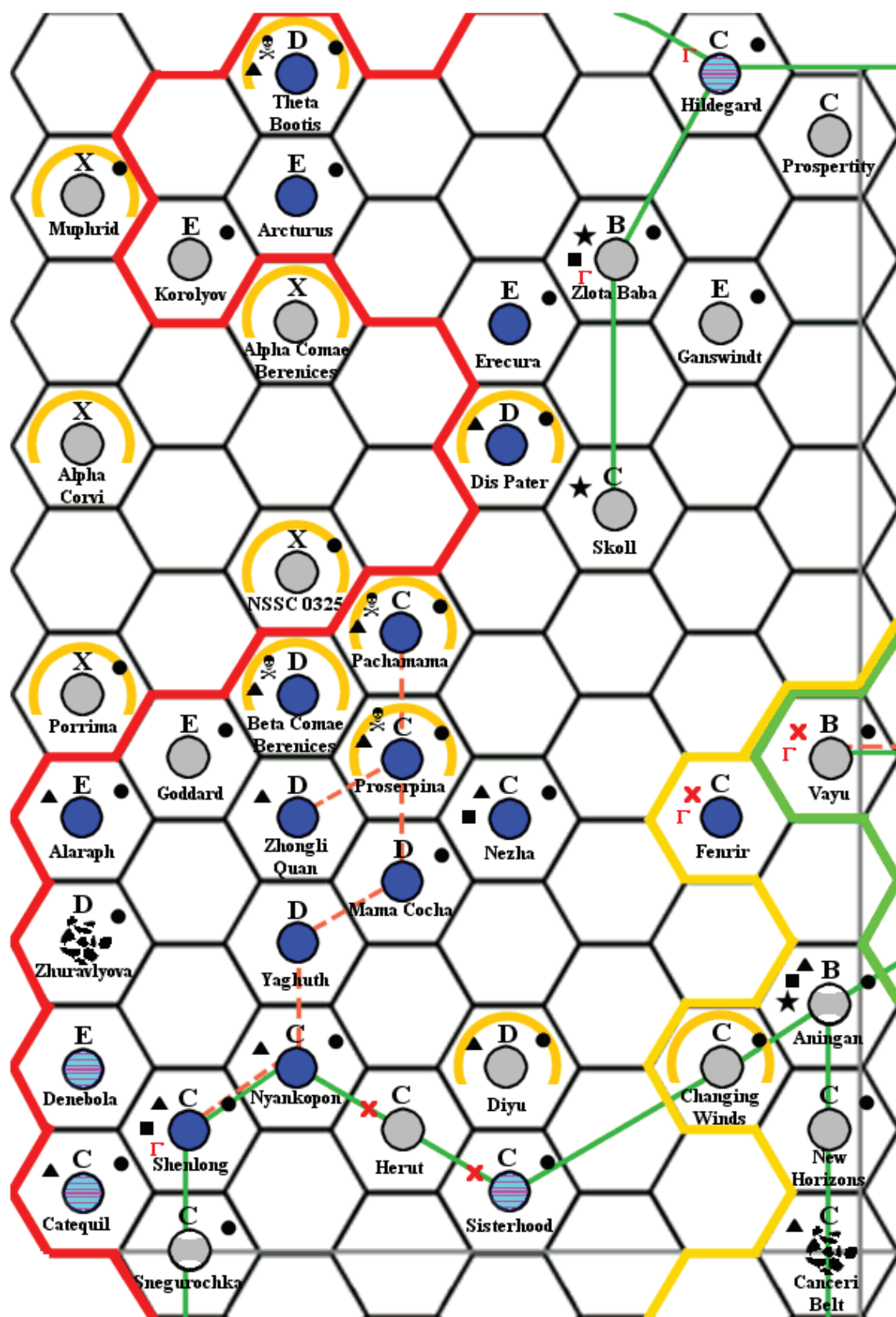
0828 Aningan B412754-B

The subsector's capital, Aningan, is a small, frozen world with a trace atmosphere and extensive polar caps containing water ice. Most of the local population lives under large domes or in 'tent cities', or inside hollowed-out and pressurised mesas, and the local agriculture is hydroponic. A significant portion of the locals work in various administrative jobs in the subsector-level administration or the military presence, but there is also a major mining industry producing various metals and radioactives.

Aningan was colonised in 2114 but full-scale terraforming efforts started in 2134 after the Civil War. While these efforts are extensive and use better technology than those used on Mars, they have only been conducted for the last 25 years, and their results are not apparent except for a slight increase in atmospheric pressure and a barely measureable rise in the global average temperature.

ANINGAN (SUBSECTOR I)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0122	Muphrid	X6A0000-0		Ba De	4/1/X	Hot	G	G0IV BD	Ov/A
0124	Alpha Corvi	X620000-0		Ba De	0/0/+0	Cold		F0V	Ov/A
0126	Porrima	X6A0000-0		Ba De	0/0/+1	Hot	G	F0V F0V	Ov/A
0127	Alaraph V	D672574-8	S	Ni	4/5/+0	Cold	G	F8V	Fr
0128	Zhuravlyova (GL436)	D000132-A		As Lo Va	0/0/+3	Temp	G	M2V	Fr
0129	Denebola IV	E6A2253-8		FI Lo	0/0/X	Temp		A3V	Fr
0130	Catequil (NSSC 0130)	CAD9586-A	S	FI Ni	3/2/X	Hot	G	K0V	Fr
0222	Korolyov (NSSC 0222)	E200412-8		Lo Va	0/0/X	Temp	G	M1V M5V	Fr
0226	Goddard (GL432)	E100332-9		Lo Va	0/0/-2	Hot	G	K0V M5V	Fr
0229	Shenlong (NSSC 0229)	C555675-B	M S R	Ag Ga Ni	8/7/X	Temp	G	K1V	Fr
0230	Snegurochka (NSSC 0230)	C402586-A		Ic Ni Va	0/0/X	Frozen	G	BD	Fr
0321	Theta Bootis IV	DA87544-7	S P	Ag Ga Ni	5/3/X	Temp	G	F7V M2V	Fr/A
0322	Arcturus II	E978442-6		Ga Ni	3/8/+0	Temp	G	K2III	Fr
0323	Alpha Comae Berenices	X7C0000-0		Ba De	0/0/X	Roast		F5V F5V	Ov
0325	NSSC 0325	X3A0000-0		Ba De	2/5/+0	Temp	G	M6V	Ov
0326	Beta Comae Berenices	D583642-6	S P	Ni	6/2/+1	Temp		G0V	Fr/A
0327	Zhongli Quan (HR4523)	D755632-5	S	Ag Ga Lt Ni	4/6/+2	Temp		G4V M4V	Fr
0328	Yaghuth (Groombridge 1830)	D558353-6		Ga Lo	6/3/+1	Frozen		G8IV	Fr
0329	Nyankopon (NSSC 0329)	C732431-9	S	Ni Po	4/4/X	Temp	G	M2V	Fr
0425	Pachamama (61 Virginis)	C678496-8	S P	Ga Ni	B/4/X	Temp	G	G5V	Fr/A
0426	Proserpina (Beta Canum Venaticorum)	C5646BB-8	S P	Ag Ga Ni Ri	7/6/X	Temp	G	G0V	Fr/A
0427	Mama Cocha (61 Ursae Majoris)	DA8A322-9		Lo Wa	9/2/+1	Hot	G	G8V	Fr
0429	Herut (NSSC 0429)	C200321-A	Um	Lo Va	0/0/-1	Hot		K0V	Fr
0523	Erecura (HN Librae)	E546344-7		Ga Lo	1/4/X	Cold	G	M3V	Fr
0524	Dis Pater (Xi Bootis)	D635575-7	S	Ni	4/1/X	Temp	G	G8V K4V	Fr/A
0527	Nezha (GJ Virginis)	C531385-7	M S	Lo Po	1/3/X	Cold	G	M5V	Fr
0529	Diyu (GL408)	D8B0435-9	S	De Ni	1/2/X	Roast	G	M2V	Fr/A
0530	Sisterhood (Wolf 358)	C7A9321-A	Ua	FI Lo	4/1/X	Temp	G	M4V BD	Fr
0622	Zlota Baba (Wolf 562)	B410653-A	M N R	Ni	0/0/X	Temp	G	M3V	Fr
0624	Skoll (Wolf 498)	C410484-9	N	Ni	0/0/X	Temp		M1V	Fr
0721	Hildegard (NSSC 0721)	C4A3511-9	R	FI Ni	5/1/X	Cold	G	M6V	Fr
0723	Ganswindt (GL570)	E200221-A		Lo Va	0/0/+0	Cold	G	K5V M1V M3V BD	Fr
0727	Fenrir (Wolf 424)	C635687-8	R Ua	Ni	1/1/-1	Temp		M5V M7V	If
0727	Gleipnir	E200466-8		Ni Va	0/0/-1	Temp			If
0729	Changing Winds (WX Ursae Majoris)	C8A039C-A		De Lo	4/0/-1	Hot	G	M1V M5V	If/A
0821	Prosperity (G180-060)	C610252-8		Lo	0/0/+1	Frozen		WD	Fr
0825	Vayu (NSSC 0825)	B4A0613-B	R Ua	De Ni	4/1/X	Temp	G	M2V	In
0828	Aningan (Ross 128)	B412754-B	M N S	Ic	0/0/X	Frozen	G	M4V	If
0829	New Horizons (AD Leonis)	C300647-A		Ni Va	0/0/X	Temp	G	M3V	If
0830	Canceri Belt (EI Canceri)	C000485-B	S	As Ni Va	0/0/+0	Temp		M5V M5V	If





Sol subsector lies at the Core of known space and almost all of its star-systems contain well-developed Core or Intermediate worlds (with the exception of Glushko, Delta Pavonis and Lincoln, which are Frontier worlds). Many of these worlds were settled three or four generations ago, enough time for local cultures to develop. All worlds in this subsector are close to Earth and the corporations and FNH government have significant influence and control over them.

The largest FNH military forces are concentrated here in four Naval bases and 11 large Marine bases. The Science Commission maintains nine bases and three major research facilities. With a heavy naval presence piracy is virtually non-existent and smuggling is kept well under the table.

Sol subsector includes Sol system and Medea, Humanity's first extra-solar colony. Other points of interest are the skeleton of an enormous crashed Ascraeus Civilisation ship on Glushko; the ruined Ascraeus City on Mars and the habitable worlds of Subarashii, Procyon III, Lincoln, Epsilon Indi II, Tau Ceti V and Epsilon Eridani III.

Stars are sparse in the space near Earth and major trade and communication routes must use two consecutive Jump 1s or the new Jump 2 drives to reach the next world. The largest main is the Epsilon Eridani Main, encircling almost the entire length of the Trailing side of the subsector and connecting to a few worlds in Beta Hydri. The smaller Barnard Arm reaches from Barnard to Nuwa to Coreward and connects from there to Rusalka. The Sigma Draconis Cluster to Trailing-Coreward contains three worlds in this subsector and Delta Pavonis in Rusalka.

1026 Medea A768988-B

Orbiting Alpha Centauri B, Medea was Humanity's first extra-solar colony. Slightly lighter and wetter than Earth, the world is fully habitable with no need for pressurised environments, and native life is generally compatible with Earth life. Being two Jump 1s away from Earth this comfortable world was quickly colonised by those looking for a better life away from the crowded homeworld. Medea's population reached one billion in 2153, making it one of the most heavily-populated extra-solar colonies.

Medea's government is an archetypical 'by-the-book' FNH planetary government: an efficient, but not very political, administration taking care of most day-to-day issues, with relatively weaker elected bodies and a planetary Governor dealing with 'big picture' decisions and long-term planning. A heavily populated, well-developed core world, Medea also has a highly efficient law enforcement system, keeping a tight control on crime and, some would say, citizens' lives.

Being the headquarters-world of Kentaurus Holdings Inc., a major chunk of Medea's economy is either directly or indirectly controlled by that company. Three hundred million inhabitants (30% of the total population) work in assorted consumer goods industries owned by the company, and many more work in the offices and plants owned by its subsidiaries.

1130 DX Facility E40049B-8

Orbiting DX Cancri, DX Facility is the highest-security prison in FNH space. An airless rock, the only settlement is the penal colony composed of an underground tunnel system holding 10,000 prisoners, with housing for the 7,500 prison officers and support personnel. Multiple security systems and a full battalion of FNH Marines guard the prisoners on the ground. The world is interdicted by a naval taskforce to prevent the criminals' relatives or supporters from breaking them out by means of a starship.

Conditions in DX Facility are harsh. Prisoners are locked in isolation cells 23 hours a day, and exercise in a larger underground hall and meet with other prisoners for one hour a day. The prison is almost completely automated, with meals delivered to cells by an automatic system, and the exercise hall is watched by security cameras and drone guns rather than by staff. So far, no one has managed to escape, though a ring of organised crime bosses came close in 2156 when their 'families' bribed a prison official. The plot was revealed when the gang was already in a transport leaving the world. When they refused to surrender and return to prison their shuttle was destroyed by an FNH cruiser. Only the worst criminals in known space are located at DX Facility. Serial killers, treasonous military officers, major organised crime bosses, terrorists and Secessionist leaders are located there.

1126 Earth A867A79-B

Earth is both the Subsector Capital and the FNH Capital. The majority of Humanity lives on Earth, the most crowded world in known space. The advent of fusion power and the migration of most heavy industry to Luna has mitigated the amount of pollution and effects of global warming, although the ecosystem still suffers damage from the waste produced by the lives and activities of 11 billion humans.

Visiting Earth can be a shocking experience for those used to frontier conditions, where a few million inhabitants are thought of as a huge crowd. Earth is extremely crowded, with huge cities stretching from horizon to horizon, tens of millions of people per city and multiple cultures, of which some are rarely seen beyond the confines of Earth. Earth is a very old place; buildings in some cities can date back centuries or even millennia, which looks weird to a person who was brought up on a colony existing for a generation or two.

The majority of Earth's population is urban and lives in crowded, polluted conditions, suffering from deep poverty despite the FNH's best, and mostly successful, efforts to create a social safety-net. Many of Earth's citizens see moving to a low-population colony as desirable even if the colony is an airless rock-ball or a desolate desert.

The colonies are much less crowded or polluted than Earth and jobs are extremely common where the main push of development goes on. Earth still holds significant middle and upper classes that constitutes the largest market in known space. The colonies produce, and Earth consumes, a lot.



1126 Luna A200988-B

Earth's moon is the heavy industry capital of the FNH, due to its low surface gravity and virtually non-existent pollution-control regulations. Huge factories, owned by FEconA and TYC Corporation, churn out everything from steel sheets to whole starships. Luna's two billion inhabitants are employed in these industries and related administrative and economic infrastructures. There is a sizable FNH military presence due to the major naval shipyards on Luna and the fact that it is the gateway to Earth. Luna holds the central Science Commission's Exploration Division base and the Mail Commission's main logistics and dispatch centres.

Many of Luna's population live in huge domed arcologies, protecting them from the surface vacuum and producing their own food, water and air. Many more live in underground tunnel-cities near the regolith strip-mines, where the moon's soil is processed to produce substances ranging from air and water to metals and industrial chemicals. Other than what can be produced by the local hydroponic farms, most organic materials are imported from Earth.

1126 Mars A422984-B

A century of terraforming has changed Mars, creating a thicker CO₂ atmosphere and allowing some amount of liquid water choked with ice to exist on the surface near the equator.

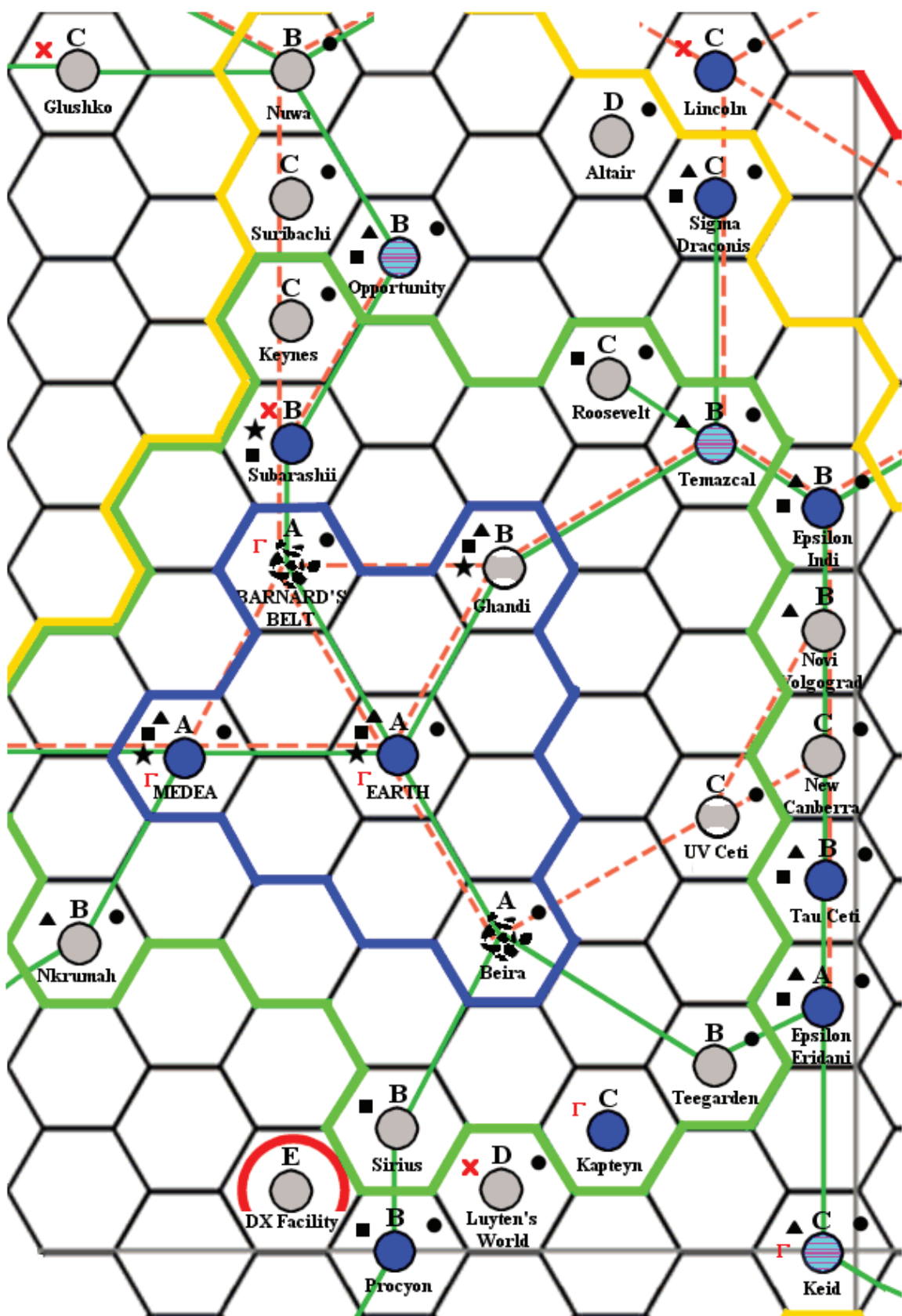
Genetically-modified organisms, mostly bacteria, fungi and lichen, have been successfully seeded on Mars. While Vacc Suits are not necessary on the surface, breathing masks and insulating clothing are. Large settlements on Mars are enclosed arcologies or pressurised tent-cities; smaller towns are built inside sealed lava tubes or dug into mesas and canyon walls.

Mars is where a major Ascreaus Civilisation site was discovered. The ruins of 'Ascreaus City' are partially open to tourists, while xeno-archaeologists work on unearthing other parts of the ruins. The Ascreaus Research Institute studying this civilisation is located nearby, and it is the premier xeno-archeology academic institution in known space.

The FNH Marine Corps headquarters is located on Mars, as are the Corps' central training facilities. Mars offers a multitude of environments to train in, ranging from almost survivable in the deep canyon and crater bottoms to near vacuum on the highest mountain-tops, ideal for training Marines. Both FEconA's Military Division and the military-oriented Martian Mechanics corporation have their headquarters close to one of their largest clients: the FNH Marine Corps.

SOL (SUBSECTOR J)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0921	Glushko (Wolf 630)	C200356-A	Ua	Lo Va	0/0/X	Hot		M2V M2V M4V M7V	Fr
0928	Nkrumah (Lalande 21185)	B310744-9	S	Na	0/0/X	Temp	G	M2V	In
1026	Medea (Alpha Centauri B II)	A768988-B	M N S R	Ga Hi	6/7/-4	Temp	G	G2V K0V M5V	Cr
1026	Hecate (Alpha Centauri A IV)	B400889-B		Na Va	0/0/X	Temp			Cr
1121	Nuwa (36 Ophiuchi)	B200699-B		Na Ni Va	0/0/+0	Temp	G	K1V K1V K5V	If
1122	Suribachi (GL674)	C400311-A		Lo Va	0/0/X	Temp	G	M3V	If
1123	Keynes (SCR 1845-6357)	C100686-A		Na Ni Va	0/0/X	Temp	G	M8V BD	In
1124	Subarashii (Ross 154)	B764746-9	M N Ua	Ag Ga	8/4/X	Temp		M3V	In
1125	Barnard's Belt	A000998-B	R	As Hi In Na Va	0/0/-3	Hot	G	M4V	Cr
1125	Barnard's Eye	B100668-B		Ni Va	0/0/-3	Frozen			Cr
1130	DX Facility (DX Canceri)	E40049B-8		Ni Va	0/0/X	Temp		M6V	If/R
1222	Opportunity (Struve 2398)	B8A7657-8	M S	Fl Ni	A/0/X	Temp	G	M3V M4V	If
1226	Earth (Sol)	A867A79-B	M N S R	Ga Hi	B/A/-4	Temp	G	G2V	Cr
1226	Luna (Sol)	A200988-B	M N S R	Hi In Na Va	0/0/-4	Temp			Cr
1226	Mars (Sol)	A422984-B	M R Ua	Hi In Na Po	1/A/-4	Frozen			Cr
1226	Sol Belt (Sol)	A000945-B	N R	As Hi In Na Va	0/0/-4	Frozen			Cr
1226	Callisto (Sol)	B302886-B	N R	Ic Na Va	1/1/-4	Frozen			Cr
1229	Sirius VII	B400797-B	M	Na Va	0/0/X	Frozen		A1V WD	In
1230	Procyon III	B753513-9	M	Ni Po	1/3/X	Cold	G	F5IV WD	If
1325	Gandhi (NSSC 1325)	B513742-B	M N S	Ic	1/0/X	Temp		M9V	Cr
1328	Beira (NSSC 1328)	A000759-B		As Na Va	0/0/-4	Frozen	G	BD	Cr
1330	Luyten's World (Luyten's Star)	D620386-8	Um	De Lo	0/0/X	Roast	G	M3V	If
1421	Altair Vf	D410633-8		Na Ni	0/0/+0	Frozen	G	A7IV	If
1423	Roosevelt (61 Cygni)	C400754-B	M	Na Va	0/0/-1	Temp	G	K5V K7V	In
1429	Kapteyn (Kapteyn's Star)	C533735-A	R	Na Po	0/0/X	Cold		M1V	In
1521	Lincoln (Herschel 5173)	C564686-9	Ua	Ag Ga Ni Ri	5/7/-1	Temp	G	K3V M3V	Fr
1522	Sigma Draconis III	C579697-8	M S	Ni	8/5/+1	Temp	G	K0V	If
1524	Temazcal (EZ Aquari)	BAF9736-A	S	Fl	3/0/X	Hot	G	M5V M8V BD	In
1527	UV Ceti I	C411645-9		Ic Na Ni	0/0/X	Temp	G	M5V M6V	In
1529	Teegarden (Teegarden's Star)	B630631-B		De Ni Na Po	0/0/-4	Temp	G	M7V	In
1624	Epsilon Indi II	B868788-9	M S	Ag Ga Ri	6/8/-1	Cold	G	K5V BD BD	If
1624	Epsilon Indi IIIk	C4A1488-8		Ni Fl	0/0/-1	Frozen			If
1625	Novi Volgograd (Ross 248)	B7A0655-B	S	De Ni	1/1/+0	Hot		M6V	If
1626	New Canberra (Groombridge 34)	C7A0412-A		De Ni	0/0/+0	Roast	G	M2V M3V	If
1627	Tau Ceti V	B554735-9	M S	Ag Ga	5/5/X	Temp	G	G8V	If
1627	Rebecca (Tau Ceti IV)	C622365-9	R	Lo Po	2/0/X	Hot			If
1628	Epsilon Eridani III	A564713-B	M S	Ag Ga	8/2/+1	Temp	G	K2V	If
1630	Keid	C4A1111-9	S R	Fl Lo	9/1/X	Temp	G	K1V WD M5V	If





BETA HYDRI

Beta Hydri subsector is a relatively well-developed region of space bordering Sol subsector. The majority of the star-systems within this subsector belong to the Far Intermediate and Frontier regions, with only about a third of the subsector being in the Outer Veil. Beta Hydri is also important as the communication lines to the Avanim, Nueva Vilcabamba, Spinoza and Upsilon Andromeda subsectors go through the subsector.

The subsector include the shining dunes of Black Sands; the habitable worlds of Novaya Pechenga, Beta Hydri III, Thyestes, Hubbert, Pantethys, Hideout, Alrai, Jiaolong, Nantosuelta and Cerberus; the 'Alien Canyon' on Beta Hydri III and the crashed Ascraeus Civilisation ship on Walkabout. While the FNH is not as present in this subsector as it is in Sol and Aningan subsectors, no less than six FNH Marine Corps bases exist in Beta Hydri, making it a well-defended area of space and making piracy virtually non-existent within its confines.

The majority of the star-systems in this subsector belong to the Beta Hydri Main, connected to the Avanim Main in the Avanim Subsector to Coreward and the Iota Piscium cluster in the Spinoza subsector to Trailing. A few more worlds in the Spinward part of this subsector connect to the Epsilon Eridani Main in Sol subsector; the Nikkal cluster in the Spinward-Coreward area of the subsector contains three Frontier colonies.

1729 Black Sands D520388-7

Black Sands is a cold, lifeless world with little value and, a relatively small population with a low level of development for a Far Intermediate world. The world is known for its winds; while the atmosphere is thin, the wind speed can exceed a 100 kmh. Carrying sand and dust, it acts as a constantly-moving sheet of sandpaper continually grinding down the surface and anything on it.

The sands of this world are black, created by aeons of wind erosion of pitch-black basalt rocks from the world's volcanically-active past. These seas of sands constantly shift across its surface, and finer dust flies on the wind, obscuring vision and getting into equipment.

The world lacks any sizable body of water (even frozen water) but the remains of comets still exist as a small number of ice chunks, buried deep below the sands. These serve as the colony's main source of water, oxygen and hydrogen fuel.

Black Sands colony is anything but remarkable: a standard-issue set of pressurised prefabs, organised around a routine starport, near a tiny Science Commission outpost. The main industry is mining for valuable ore deep below the bedrock buried underneath the soil. Rumors circulate among the miner population that something was sighted standing out of the sands in a large sandstorm, which was later buried again by the black sands. What it is or if it exists at all, no one knows.

2026 Beta Hydri III B563686-A

This relatively dry, low-gravity world holds a surprisingly breathable atmosphere and a diverse, relatively Earth-compatible biosphere. Colonised in 2109, Beta Hydri III drew a large number of colonists, passing the one million population mark in the first FNH census of 2132 and reached five million in 2157. Being the most developed world in the subsector, it was declared the subsector capital in 2133, and attracted even more colonists, as well as a significant governmental, military and corporate presence.

Beta Hydri III also has a major attraction: the 'Alien Canyon'. This deep, dry canyon in the middle of a desert is filled with Ascraeus Civilisation ruins, ranging from skyscrapers attached to the canyon walls to the ruined remains of a structure which, some xeno-archeologists believe, once covered the whole canyon. Strangely no trace of alien settlement has been found at any other location on the planet.

2328 54 Piscium I X8A4000-0

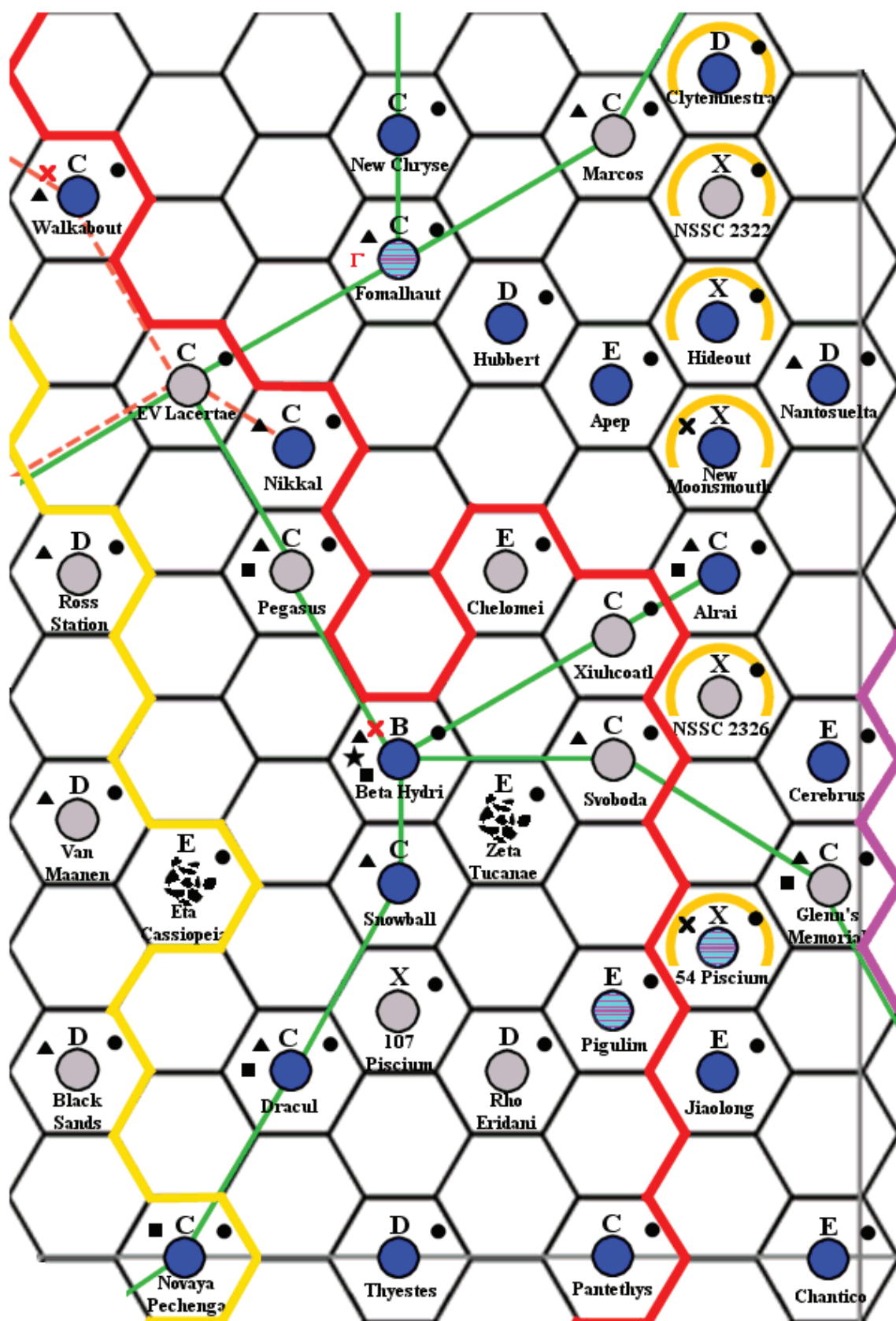
At a first glance, it seems that there is little of interest on 54 Piscium I. The atmosphere is a thick mixture of CO₂ and methane; the seas are polluted with naturally-occurring carbohydrates and sulfur compounds. There are also very little heavy metals or similar valuable minerals. However, it holds a vibrant if utterly alien biosphere, with some of these sulfur- and silicone-based creatures reaching near-sentience. Few of these entered the survey reports, which describe no more than "some silicone-based life" and a few points of interest.

In 2148, the 'Camelot' class Corporate Liner *Sirius Diamond* crash-landed on the world. The entire crew and all of the Middle and High passengers died in the crash or soon after. Much of the liner's cargo remains intact, containing the dead passengers' property and several mail drums and parcel packs. A few of the ship's Low passengers have survived the impact safely frozen in their berths which are powered by a long-duration secondary emergency reactor.



BETA HYDRI (SUBSECTOR K)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
1722	Wa kabout (Ross 775)	C546554-9	S Ua	Ag Ga Ni	8/1/X	Temp	G	M3V	Fr
1725	Ross Station (Ross 780)	D530331-9	S	De Lo Po	0/0/-2	Hot	G	M3V	If
1727	Van Maanen (Van Maanen's Star)	D510512-9	S	Ni	0/0/X	Frozen	G	WD	If
1729	Black Sands (GL832)	D520388-7	S	De Lo Po	0/0/-1	Frozen	G	M3V	If
1823	EV Lacertae	C100453-B		Ni Va	0/0/X	Cold	G	M3V	Fr
1827	Eta Cassiopeia	E000411-8		As Ni Va	0/0/+1	Hot	G	G3V K7V	If
1830	Novaya Pechenga (82 Eridani)	C885649-7	M	Ag Ga Ni	6/4/X	Hot	G	G5V BD	If
1924	Nikkal (GL892)	C675343-4	S	Ga Lo Lt	5/0/X	Temp	G	K3V	Fr
1925	Pegasus (EQ Pegasi)	C410523-8	M S	Ni	0/0/-3	Hot	G	M3V M4V	Fr
1929	Dracul (GL33)	C875344-8	M S	Ga Lo	7/2/X	Temp	G	K2V	Fr
2021	New Chryse (GL849)	C521411-9		Ni Po	0/0/X	Temp	G	M3V	Ov
2022	Fomalhaut VI	C8A5384-9	S R	Fi Lo	1/0/X	Hot	G	A3V	Ov
2026	Beta Hydri III	B563686-A	M N S Ua	Ni	6/8/X	Temp	G	G2V	Fr
2026	Hydri Belt	C000586-A		As Ni Va	0/0/-1	Frozen			Fr
2027	Snowball (Mu Cassiopeia)	C737311-5	S	Lo	5/3/X	Frozen		G5V M5V	Fr
2028	107 Piscium	X510000-0		Ba	0/0/X	Temp	G	K1V	Fr
2030	Thyestes (HR 753)	D687531-5		Ag Ga Lt Ni	7/5/X	Temp	G	K3V M3V M7V	Fr
2123	Hubbert (GL884)	D789551-6		Ni	3/2/X	Temp	G	K5V	Ov
2125	Chelomei (GL1289)	E200222-8		Lo Va	0/0/X	Temp	G	M4V	Fr
2127	Zeta Tucanae	E000342-8		As Lo Va	0/0/-1	Temp	G	F9V	Fr
2129	Rho Eridani	E4A0321-8		Lo	0/0/X	Temp	G	K2V K3V	Fr
2221	Marcos (NSSC 2221)	C310322-9	S	Lo	0/0/X	Temp	G	M2V	Ov
2224	Apep (NSSC 2224)	E743431-6		Ni Po	1/0/X	Hot	G	K6V M2V	Ov
2226	Xiuhcoatl (NSSC 2226)	C5A0421-A		De Ni	2/1/X	Roast	G	M0V	Fr
2227	Svoboda (NSSC 2227)	C100321-8	S	Lo Va	0/0/X	Temp	G	M0V	Fr
2229	Pigulim (HR511)	E4A2333-8		De Fi Lo	1/0/X	Temp	G	K0V	Fr
2230	Pantethys (NSSC 2230)	C86A621-9		Ni Wa	5/3/X	Cold	G	K5V	Fr
2230	Panlythos (NSSC 2230)	E200300-8		Lo Va	0/0/X	Roast			Fr
2321	Clytemnestra (NSSC 2321)	D545520-6		Ag Ga Ni	7/4/+1	Temp	G	K4V	Ov/A
2322	NSSC 2322	X4A0000-0		Ba De	0/0/+1	Temp	G	M6V	Ov/A
2323	Hideout (NSSC 2323)	X653100-2		Lo Po	A/3/X	Temp	G	K9V M0V	Ov/A
2324	New Moonsmouth (NSSC 2324)	X733000-0	Uh	Ba Po	9/0/X	Temp		M2V	Ov
2325	Alrai	C668586-8	M S	Ag Ga Ni	A/4/X	Cold	G	K1V M4V	Ov
2326	NSSC 2326	X100000-0		Ba Va	0/0/X	Temp	G	M1V	Ov/A
2328	54 Piscium I	X8A4000-0	Uh	Ba Fi	A/1/-1	Hot	G	K0V BD	Ov/A
2329	Jiaolong (NSSC 2329)	E85A411-7		Lt Ni Wa	A/8/X	Temp	G	K2V M3V	Ov
2423	Nantosuelta (51 Pegasi)	D684574-8	S	Ag Ga Ni	A/7/+2	Temp	G	G2IV	Ov
2426	Cerberus (85 Pegasi)	E789285-8		Lo	3/8/X	Temp	G	G5V K7V	Ov
2427	Glenn's Memorial (NSSC 2427)	C310441-8	M S	Ni	0/0/+2	Temp	G	K5V K7V	Ov
2430	Chantico (NSSC 2430)	E696252-7		Ga Lo	3/0/X	Hot	G	K9V	Ov





While Spinoza subsector has been surveyed in its entirety, only the Spinward quarter of this subsector has been settled, and even then these few settlements are mostly Outer Veil colonies in the early stages of their development. The subsector is bisected by the Abnoba-Pirithous Jump 2 gap, creating two distinct reaches of the Outer Veil into the unsettled reaches of space, one centered around the official capital of Spinoza and the other around the de-facto regional capital of Heraclitus.

Government presence this far from Earth is minimal, with the military presence strictly limited to the capital at Spinoza, and chaos, anarchy and piracy reigning everywhere else. The Science Commission has a slightly wider presence, with advanced bases on Iota Piscium, Heraclitus and Mushiki; but even these bases are relatively small.

The subsector include the 'civilised' (just barely so) capital of Spinoza; the habitable worlds of Pirithous, Spinoza, Abnoba, Beta Ceti, NSSC 2825, Aesara, Tito, Alpha Phoenicis, NSSC 3027, Epiphany, NSSC 3122, NSSC 3127 and GL9028; the more-or-less stable anarchy of Kropotkin; and Ascreaus Civilisation sites on Kropotkin and Alpha Pegasi.

Spinoza is split into two large mains and a smaller cluster. The Spinoza Main, dominating most of the Coreward-Trailing portion of the subsector, connects to a few worlds in the Rimward edge of Nueva Vilcabamba subsector; the Heraclitus Main fills most of the Rimward-Trailing part of the subsector and connects to the Upsilon Andromedae Main in Upsilon Andromedae to the Rimward; and the Iota Piscium cluster in the Spinward part of the subsector connects to the Avanim Main in Avanim subsector to Spinward.

2622 Spinoza B667553-A

Spinoza is a very habitable world. Its gravity, atmospheric pressure and atmospheric composition are pleasant to human colonists, and it also has a level of humidity similar to that of Earth. Last but not least, it possesses an extensive biosphere which is relatively compatible (though not fully so) with Earth life. Due to these reasons, while the world was first settled only 19 years ago, in 2140, its population has already reached more than 300,000 colonists, and it is likely to pass the one-million mark within a decade or two.

Due to rapid development and the massive government investment in its colonies, Spinoza looks more like a construction site than a 'finished' colony world. FEconA owns most of the rapidly-growing local economy, and many of the local services are heavily subsidised by the FNH government to stimulate the fastest possible rate of colonial growth. This makes the local FEconA administrators a power to be reckoned with and they have a major say in most of the colonial administration's decision-making processes.

The largest local industry is construction; secondary industries include mining and raw material manufacturing. The local agricultural sector is relatively large, supplying food and other consumables for the ever-growing population. A heavy military presence (at least in terms of this backwater subsector) is also felt on Spinoza, with a large Navy base and a sizable Marine advanced base.

2726 Abnoba E557283-8

Aptly named after a Gaulish goddess of forests and rivers, Abnoba's tropical and temperate zones are heavily forested, albeit by alien forests where the trees share more biological characteristics with Terran fungi than with plants. Unlike Earth mushrooms, these mushroom-trees do perform photosynthesis, contributing to the atmospheric oxygen. The soil and atmospheric composition suits Earth plants well, allowing the colonists to engage in open-air agriculture.

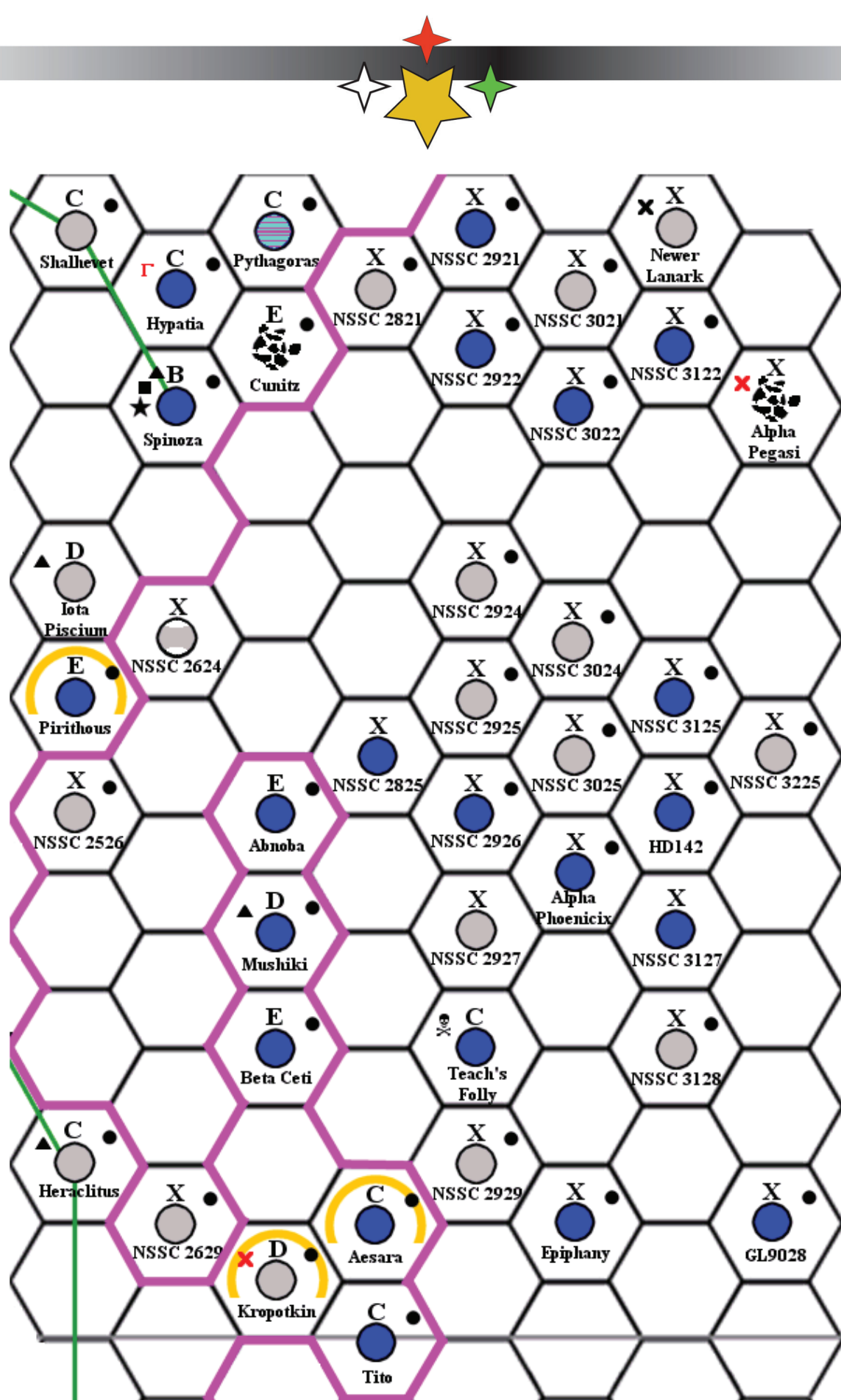
Abnoba is a very young Government Colonisation Project, begun in December 2157. Though the population is limited to 800 colonists mostly living near the makeshift starport, the colonial administration runs the colony 'by the book', while allowing a significant amount of freedom for the settlers. Government investment in this project means that Abnoba receives relatively high-tech gear for such a small and new colony, as most capital investments are subsidised by the Colonial Commission and supplied with FEconA-made TL 8 equipment.

The main threat to Abnoba comes from its proximity to the unsanctioned colony of Teach's Folly, a pirate port-of-call and raider base. While the raiders have kept themselves busy robbing Aesara and Beta Ceti, it is only a matter of time until they try their hand at lightly defended Abnoba.



SPINOZA (SUBSECTOR L)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
2521	Shalhevet	C200231-9		Ba Va	0/0/-1	Roast	G	K1V M2V	Ov
2524	Iota Piscium	D310132-8	S	Lo	0/0/X	Temp		F7V	Ov
2525	Pirithous (NSSC 2525)	E957220-5		Ga Lo Lt	3/7/X	Temp	G	K7V	Ov/A
2526	NSSC 2526	X100000-0		Ba Va	0/0/+1	Temp	G	K2V M4V M6V	Ex
2529	Heraclitus (NSSC 2529)	C3A0421-9	S	De Ni	2/0/-3	Frozen	G	BD	Ov
2621	Hypatia (NSSC 2621)	C747553-9	R	Ag Ga Ni	8/3/+1	Temp	G	K5V	Ov
2622	Spinoza (NSSC 2622)	B667553-A	M N S	Ag Ga Ni	A/7/X	Temp	G	K7V M3V	Ov
2624	NSSC 2624	X401000-0		Ba Ic Va	0/0/X	Temp		M7V	Ex
2629	NSSC 2629	X4A0000-0		Ba De	5/0/X	Hot	G	M1V BD	Ov
2721	Pythagoras (NSSC 2721)	C9D8596-6		FI Ni	7/1/+0	Temp	G	K8V M1V	Ov
2722	Cunitz (NSSC 2722)	E000100-9		As Lo Va	0/0/+0	Temp	G	M5V	Ov
2726	Abnoba (NSSC 2726)	E557283-8		Ga Lo	9/3/+0	Cold	G	K6V	Ov
2727	Mush ki (GL3021)	D695231-7	S	Ga Lo	8/6/X	Hot	G	G6V	Ov
2728	Beta Ceti	E569242-2		Lo Lt	2/4/X	Temp	G	K0III	Ov
2730	Kropotkin (NSSC 2730)	D310420-8	Ua	Ni	0/0/X	Temp	G	M1V M8V	Ov/A
2821	NSSC 2821	X310000-0		Ba	0/0/-1	Hot	G	M8V	Ex
2825	NSSC 2825	XA8A100-1		Lo Lt Wa	6/3/X	Temp		K3V M8V	Ex
2829	Aesara (NSSC 2829)	C683474-9		Ni	6/9/+0	Roast	G	K7V	Ov/A
2830	Tito (NSSC 2830)	C66A484-8		Ni Wa	5/5/X	Temp	G	K2V	Ov
2921	NSSC 2921	X87A000-0		Ba Wa	4/4/+1	Temp	G	K4V	Ex
2922	NSSC 2922	XA7A000-0		Ba Wa	A/0/X	Cold	G	K7V M3V	Ex
2924	NSSC 2924	X4A0000-0		Ba De	5/0/X	Temp	G	M5V BD	Ex
2925	NSSC 2925	X500000-0		Ba Va	0/0/X	Temp	G	K2V	Ex
2926	NSSC 2926	X674000-0		Ba Ga	9/1/+2	Temp	G	K9V	Ex
2927	NSSC 2927	X310000-0		Ba	0/0/-4	Frozen		BD	Ex
2928	Teach's Folly (NSSC 2928)	C721220-7	P	De Po	2/0/X	Frozen		M2V	Ex
2929	NSSC 2929	X310000-0		Ba	0/0/X	Hot	G	M3V	Ex
3021	NSSC 3021	X410000-0		Ba	0/0/X	Hot	G	M7V	Ex
3022	NSSC 3022	X695000-0		Ba Ga	3/3/+2	Cold	G	K6V M9V	Ex
3024	NSSC 3024	X3A0000-0		Ba De	0/0/+1	Hot	G	M6V M8V	Ex
3025	NSSC 3025	X200000-0		Ba Va	0/0/-1	Roast	G	M2V M7V	Ex
3026	Alpha Phoenicis	X683000-0		Ba	6/0/-1	Hot	G	K0III	Ex
3027	NSSC 3027	X856000-0		Ba Ga	8/4/-1	Temp	G	K3V M4V	Ex
3029	Epiphany (NSSC 3029)	X76A233-1		Lo Lt Wa	5/8/+0	Cold	G	K5V K9V	Ex
3121	Newer Lanark (NSSC 3121)	X310000-0	Uh	Ba	0/0/X	Temp		K8V M0V	Ex
3122	NSSC 3122	X568000-0		Ba Ga	4/4/X	Temp	G	M1V BD	Ex
3125	NSSC 3125	X994000-0		Ba Ga	8/3/X	Roast	G	M1V	Ex
3126	HD142	X992000-0		Ba	6/4/X	Roast	G	G1IV	Ex
3127	NSSC 3127	X685000-0		Ba Ga	7/4/+0	Hot		K7V M3V	Ex
3128	NSSC 3128	X310000-0		Ba	0/0/X	Temp	G	K7V M0V	Ex
3222	Alpha Pegasi	X000000-0	Ua	As Ba Va	0/0/+2	Roast		A0IV	Ex
3225	NSSC 3225	X100000-0		Ba Va	0/0/X	Frozen	G	K8V M9V	Ex
3229	GL9028	X98A000-0		Ba Wa	A/8/+0	Temp	G	G5V	Ex





MAT ZEMLYA

Mat Zemlya is a relatively backwater subsector, until recently it has been bypassed by the major colonial thrusts in neighboring Aningan and New Detroit subsectors. In 2151 a push for expansion began, launching two new 'arms' of settlement into the unsettled reaches of the subsector. As a result, only a narrow strip of worlds in the Trailing-Coreward part of the subsector belongs to the Far Intermediate and the Frontier, while most of Mat Zemlya subsector is Outer Veil or unsettled (but explored) space. Government presence is considerable in the Coreward parts of this subsector despite its former backwater status, with Naval bases on Mat Zemlya and Novi Magnitogorsk, Marine bases on Met Zemlya, Novi Kerch and Schrier's Memory, and a number of Science Commission bases in the subsector.

The subsector includes a 'virgin' Monument Builders site at NSSC 0339; Ascraeus Civilisation ruins on 11 Leonis Minoris and NSSC 0434; the huge, dead hulk of a starship of unknown origin crashed on Risar; the three mountain-top islands peeking out of Three Peak's noxious atmosphere; and the fully habitable worlds of Novi Magnitogorsk, Maximon, United Harmony, Schrier's Memory and Dunayevskaya.

Mat Zemlya's astrography is dissected into three large clusters: the Novi Magnitogorsk main filling the Coreward half of the subsector and connecting to the Shenlong Main in Aningan subsector; the Risar Cluster in the Trailing part of the subsector connecting to the Capella Main in New Detroit, and the uninhabited Beta Carina cluster in the Spinward-Rimward corner. The subsector capital of Mat Zemlya belongs to its own tiny cluster with Novi Kerch, connecting to the Aningan Reach in Aningan subsector to Coreward, as well as to the New Detroit Cluster in New Detroit subsector to Trailing.

0436 Schrier's Memory C666364-9

Schrier's Memory is a hellhole. Barely more than a thousand Marines, support personnel and a few civilians live here, at the very edge of known space, a month of Jump 2 travel away from the relative civilisation of the capital. Little happens on this remote outpost but its presence serves as a deterrent against piracy or Secessionist sedition in this lightly-settled area of space.

Most of Schrier's Memory's population of Marines and a few civilian settlers live in or near a single military base by the starport. A few homesteaders have decided to settle in the world's wild outback, far from the Marine Corps' protection. Almost the entire economy revolves around the military base; nearly all of the civilian colonists provide services to the base or to off-duty soldiers, from fresh vegetables to the only bar in town to hang around in after work.

The world itself is almost a paradise. Gravity is a bit lower than Earth's standard and the world is slightly dry, but the atmosphere is perfectly breathable, local life is mostly compatible with earth organisms, and the cool climate in the main settled region is very comfortable.

Closer to the poles, however, the world is very, very cold, with vast tracts of boreal forests and tundra still almost unexplored by Humanity.

0831 Mat Zemlya B677786-B

Settled in 2119, Mat Zemlya was a typical 'landgrab' colony: five thousand colonists hastily recruited from Russia's crowded slums, sent to what was then a remote world to stake a claim for Nemawashi Incorporated and reserve it for future development. Almost nothing was built on it other than the basic facilities needed to house the few colonists and even these installations were minimal to save costs.

When the Space Crash came in 2125, Nemawashi cut its losses and concentrated on worlds closer to Earth. Overnight the colonists were stuck with dwindling supplies, failing life-support systems and no way to get off-world. One by one the atmospheric processors failed, condemning thousands to death. When the newly-established FNH government came to Mat Zemlya in 2131, they found ten survivors hiding in the last functional dome; the rest have died from CO₂ poisoning.

Despite its tragic past, the FNH moved quickly to develop the world, which was both very suitable for agriculture (as plants have a much higher tolerance to CO₂ than mammals) and located in an important transit point. In 2134 it was declared subsector capital; soon after, colonists flocked to this world, drawn by the rapidly-developing economy and the growing number of jobs it provided. Now, it is a well-populated Far Intermediate world, capable of producing TL 11 high-tech equipment and providing a good standard of living; few things remain from the ill-fated original colony, save for a monument near the starport at the mass-graves of the original colonists.

0838 Risar E200272-9

Risar and its neighbor Delta Gemini are isolated colonies in the far Rimward part of Mat Zemlya subsector, more connected to the advance colonies of New Detroit than to anything in Mat Zemlya. Risar itself is an airless rock similar in size to Luna, but much richer in heavy metals and radioactives, making it a potentially good location for mining and, in the future, heavy industry.

In the early 2150s two independent mining outfits and a one mining colony owned by TYC were set up. So far the colonies are quite small and the majority of their activity is around prospecting and claim-staking rather than actual mining. The official colonial government controls little but the tiny starport, and each mining operation essentially governs itself.

This small rock-ball holds a secret, so far undetected by the prospectors: the kilometer-long hulk of a crashed starship of unknown origin, lying bisected on the floor of a crater. It does not belong to the Ascraeus Civilisation or the Monument Builders, and nor is it human in origin. It is a mystery that might, one day, be uncovered from its fragmentary data-core, resting in the nearly-intact command center.



MAT ZEMLYA (SUBSECTOR M)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0134	36 Ursae Majoris	X400000-0		Ba Va	0/0/+0	Hot	G	F8V	Ex
0135	NSSC 0135	X300000-0		Ba Va	0/0/+0	Temp	G	K7V	Ex
0136	Nueva Catalonia (NSSC 0136)	C410420-9	S	Ni	0/0/X	Temp	G	K7V BD	Ov
0137	NSSC 0137	X200000-0		Ba Va	0/0/X	Temp	G	M2V	Ex
0231	Novi Magnitogorsk (20 Leonis Minoris)	B663584-A	N	Ni	9/7/+1	Temp	G	G1V	Fr
0234	Maximon (NSSC 0234)	C751574-9	S	Ni Po	4/6/+1	Hot	G	K5V	Ov
0236	Liberta (Iota Ursae Majoris)	D310300-9		Lo	0/0/+0	Temp	G	A7IV	Ov
0238	NSSC 0238	X200000-0		Ba Va	0/0/X	Temp	G	M4V BD	Ex
0239	Beta Carina	X000000-0		Ba Va	0/0/X	N/A		A1III	Ex
0332	United Harmony (Pi Ursae Majoris)	C552454-6		Ni Po	9/4/X	Cold	G	G1V	Fr
0334	Three Peaks (NSSC 0334)	C8D3373-9	S	FI Lo	6/2/+0	Hot	G	K5V M4V	Ov/A
0336	Theta Ursae Majoris	X534000-0		Ba	1/2/X	Cold	G	F6V M6V	Ex
0339	NSSC 0339	X100000-0	Um	Ba Va	0/0/-1	Temp	G	M0V M5V	Ex
0340	Delta Vela	X000000-0		Ba Va	0/0/-1	N/A		A1V	Ex
0431	Alula	C000511-9		As Ni Va	0/0/+0	Cold		F9V G3V M3V BD	Fr
0432	11 Leonis Minoris	X200000-0	Ua	Ba Va	0/0/+1	Hot	G	G8V M5V	Ov/A
0433	Liberty's Fruits (NSSC 0433)	E546342-7		Ga Lo	6/3/X	Temp	G	K4V	Ov
0434	NSSC 0434	X4A0000-0	Ua	Ba De	0/0/-1	Temp	G	K8V M0V	Ex
0436	Schrier's Memory (47 Ursae Majoris)	C666364-9	M	Lo Ni	7/8/+0	Cold	G	G1V	Ov
0439	Xi Gemini	X776000-0		Ba Ga	7/6/+1	Hot	G	F5IV	Ex
0532	Gliese's World (GL357)	C300431-A	S	Ni Va	0/0/X	Temp	G	M2V	Fr
0533	Lakhish (NSSC 0533)	D300331-A		Lo Va	0/0/X	Temp		M3V	Fr
0535	Stopover (NSSC 0535)	C554231-9		Ga Lo	A/5/-1	Frozen	G	G8V M4V	Ov
0536	Dunayevskaya (NSSC 0536)	E665221-3		Ga Lo Lt	8/6/+0	Temp	G	K6V M7V	Ov
0538	NSSC 0538	X310000-0		Ba	0/0/X	Cold		M1V	Ex
0634	Ladon (NSSC 0634)	C310283-8	Uh	Lo	0/0/X	Cold	G	M4V M7V	Ov
0635	NSSC 0635	X411000-0		Ba Ic	0/0/-1	Temp	G	M3V	Ex
0637	Castor	X000000-0		Ba Va	0/0/X	N/A		A1V A2V A2V A5V	Ex
0638	Gamma Gemini	X000000-0		Ba Va	0/0/X	N/A		A1IV	Ex
0731	Novi Kerch (SFT1321)	C949485-8	M	Ni	5/2/+1	Temp		K7V M0V	If
0733	Black Winds (NSSC 0733)	C310496-8		Ni	0/0/+0	Temp	G	M7V	Fr
0734	Mutual Balance (NSSC 0734)	E99A222-6		Lo Wa	7/1/X	Temp	G	K4V	Fr
0736	Echidna (GL302)	E578212-6		Ga Lo	6/0/X	Temp	G	G5V	Ov
0739	Delta Gemini VI	E5322A8-7		Lo Po	1/2/+1	Temp		F0IV	Ov/A
0831	Mat Zemlya (LHS2090)	B677786-B	M N S	Ag Ga	9/5/+2	Temp		M6V	If
0831	Zilyonaya Voda (LHS2090)	D5AA566-B		FI Ni	3/1/X	Frozen			If
0835	Pollux	E84A200-9		Lo Wa	3/0/X	Temp	G	K0III	Ov/A
0838	Risar (NSSC 0838)	E200272-9	Ux	Lo Va	0/0/X	Hot	G	M2V M9V	Ov/A
0839	NSSC 0839	X6A0000-0		Ba De	0/0/+0	Temp	G	M7V	Ex



NEW DETROIT

Situated directly Rimward of Sol subsector, New Detroit is a well-developed subsector with a significant number of Far Intermediate and Frontier worlds and only a small number of unsettled worlds. It has two major Naval bases in its Coreward area, but local government presence is less extensive than in neighboring but less developed Mat Zemlya.

The subsector includes the brand new class A starport at New Detroit, the subsector capital; the rich asteroid belt of Lambda Aurigae; a large Monument Builder site on QY Aurigae (studied by the Aurigae facility); a ruined Ascræus Civilisation factory complex on Bolotnikov; and the habitable worlds of Xenophon, New Detroit, Alpha Mensae, Maayanot, Gamma Leporis and Bolotnikov. Speck is the site of a recent, major tragedy: its entire population died in 2158 from a mysterious plague of unknown origin, and is now under FNHN quarantine.

New Detroit has two large rifts, the Coreward New Detroit Rift and the Rimward New Detroit Rift. These empty areas divide the Far Intermediate from the Frontier worlds and the Frontier worlds from the Outer Veil colonies; the latter worlds are only reachable through a Jump 2 route via Erebus and Atra-Hasis, or by a longer route going through the Outer Veil colonies of neighboring Mat Zemlya and Rana subsectors.

The subsector has four main clusters of stars: the New Detroit Cluster to Spinward-Coreward connecting to the Mat Zemlya Cluster in Mat Zemlya subsector to Spinward; the Bad Vibe Reach in the Trailing-Coreward part of the subsector, which is connected to Rana in Rana subsector to Trailing; the Gernsback Cluster in the Trailing area of the subsector; and the Capella Main, filling the entire Rimward third of the subsector and connecting to the Risar Cluster in Mat Zemlya to Spinward, as well as to the Magna Mater main in Rana to Trailing.

1132 New Detroit A558787-B/

While New Detroit was settled in 2101, at the roaring height of the Space Rush, it was far more than a 'landgrab' colony. The Barnard Conglomerate, its founding corporation, invested in the mineral-rich world and developed it as a potential heavy-industry site on what was then the high frontier.

By the mid-2120s it already boasted a significant industrial base, centred on mining and metal processing, with a population exceeding 500,000. The 2125 Space Crash saw the closure of most mines and plants, creating massive unemployment, but the habitable conditions on this world kept almost the entire population alive despite the Crash. After the Civil War, the FNH government nationalised the majority of the closed facilities and began running them as part of FEconA.

In addition to designating the world as subsector capital, the FNH also utilised its industrial infrastructure to develop local ship-building capabilities for its fleets. Together with Rana, New Detroit is one of the only two worlds outside Sol subsector with class A starports. With a population of 60 million, it has a significant ship-building capacity.

1438 Strange Echoes X201000-0

Strange Echoes is a strange world. This small, icy moon orbits the system's only planet, a particularly large gas-giant, in an eccentric, retrograde orbit. Its colouration is uncommon with its green and bluish ice cut by strips of dirty white ice. Odd rocks jut out of the ice at even odder angles, breaking the flowing contours of the icy surface. Other than weird topography and unusual ice formations (some of which have potential scientific value), this world had very little to offer prospective colonist; but this did not stop a recent group of colonists from trying to settle there.

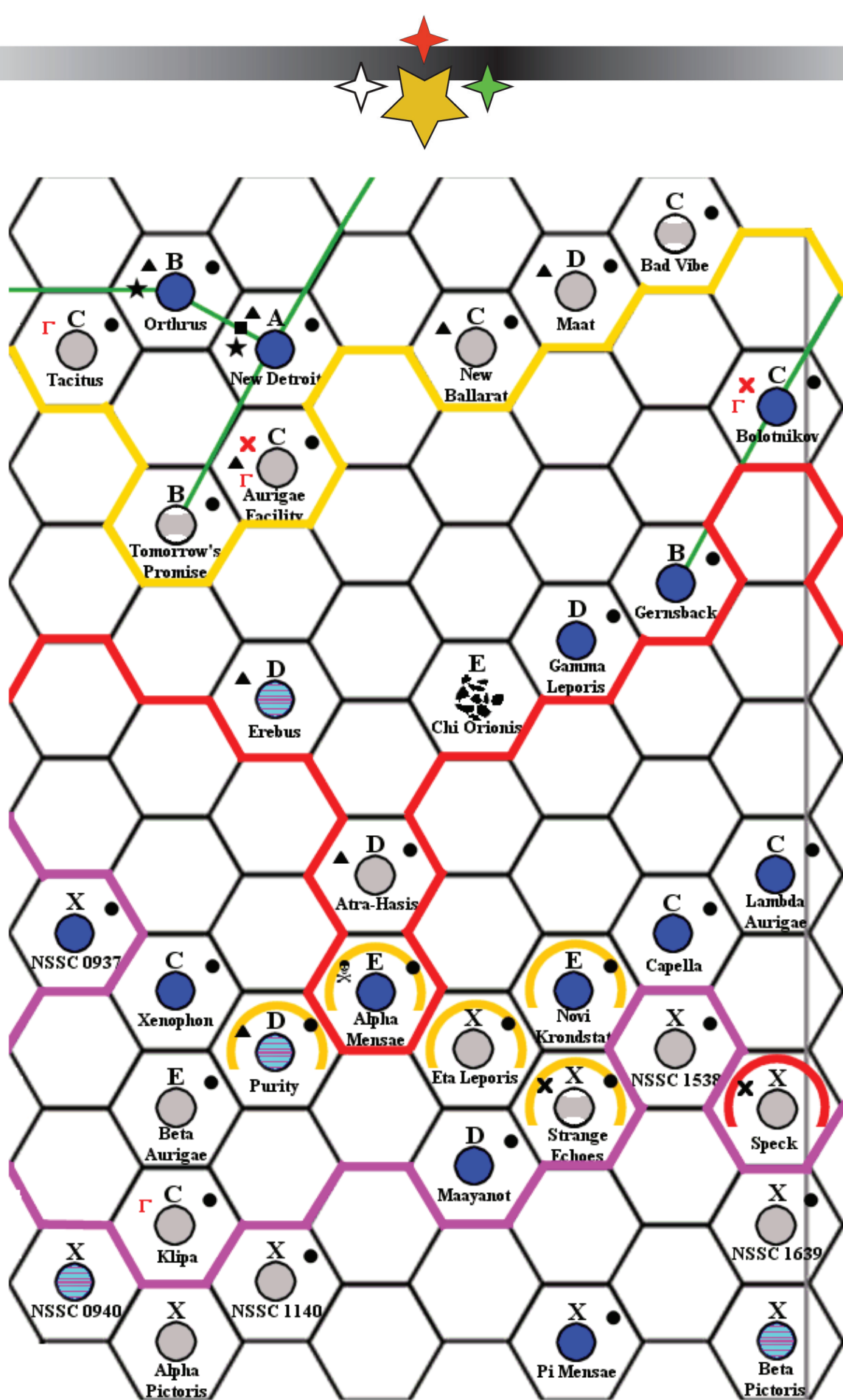
The small Echo Foundation filed a formal colonisation request with the FNH in 2149, and received a colonial licence in 2150. Using a chartered 600-ton *Medved* class freighter in early 2152 they set out to colonise the world, carrying fifty colonists with habitats and equipment. Colonial development went well, as some private research funds found the world to be of scientific interest, leading to a donation to the Echo Foundation. By 2158 the colony had a population of 600 with plans to expand the outpost into a fully-fledged research base.

On 06 December 2158 something happened. A passing Science Commission scout vessel tried to hail the Strange Echoes colony in preparation for landing and refueling; they received no answer. When the scout landed it found the entire colony to be devoid of human life, with no sign of the colonists. An inquiry by the Justice Commission found no evidence of an attack or of life-support failure - the base was in a perfect condition. To date, no one knows what happened to the colonists.



NEW DETROIT (SUBSECTOR N)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
0932	Tacitus (Ross 619)	C200595-B	R	Ni Va	0/0/X	Temp	G	M4V	If
0937	NSSC 0937	X633000-0		Ba Po	6/6/+0	Temp	G	K3V	Ex
0940	NSSC 0940	X8A5000-0		Ba Fl	6/4/X	Temp		M1V	Ex
1031	Orthrus (YZ Canis Minoris)	B636685-B	N S	Na Ni	4/4/X	Temp	G	M4V	If
1031	Erytheia (YZ Canis Minoris)	C301365-B		Lo Ic	0/0/X	Temp			If
1033	Tomorrow's Promise (GL293)	B412658-B		Ic Na Ni	0/0/-3	Frozen	G	DQ9	If
1037	Xenophon (NSSC 1037)	C556412-7		Ga Ni	7/3/+0	Temp	G	K6V	Ov
1038	Beta Aurigae	E510286-8		Lo	0/0/X	Temp	G	A7V	Ov
1039	Klipa (NSSC 1039)	C300111-9	R	Lo Va	0/0/X	Temp	G	M3V	Ov
1040	Alpha Pictoris	X400000-0		Ba Va	0/0/X	Temp		A6V	Ex
1132	New Detroit (Wolf 294)	A558787-B	M N S	Ag Ga	7/4/X	Temp	G	M3V	If
1133	Aurigae Facility (QY Aurigae)	C200396-9	S R Um	Lo Va	0/0/X	Temp	G	M4V M9V	If
1135	Erebus (GL250)	D6A5552-8	S	Fl Ni	9/0/X	Temp		M2V M3V	Fr
1138	Purity (NSSC 1138)	DADA433-9	S	Fl Ni	1/1/+0	Temp	G	K7V M3V	Ov/A
1140	NSSC 1140	X6A0000-0		Ba De	2/0/+0	Roast	G	M9V BD	Ex
1236	Atra-Hasis (NSSC 1236)	D400654-8	S	Na Ni Va	0/0/X	Temp	G	K3V	Fr
1237	Alpha Mensae	E577441-7	P	Ga Ni	6/5/X	Temp	G	G5V	Fr/A
1333	New Ballarat (GL233.2)	C510577-A	S	Ni	0/0/X	Frozen	G	WD	Fr
1335	Chi Orionis	E000384-8		As Lo Va	0/0/+2	Temp		G0V M6V	Fr
1338	Eta Leporis	X200000-0		Ba Va	0/0/X	Cold	G	F1V	Ov/A
1339	Maayanot (NSSC 1339)	D883253-3		Lo Lt	5/9/X	Hot	G	K2V	Ov
1431	Maat (Luyten 1723)	D200413-A	S	Ni Va	0/0/X	Temp	G	M4V	If
1434	Gamma Leporis	D669596-4		Lt Ni	6/3/X	Temp	G	F7V K2V	Fr
1437	Novi Krondstadt (111 Tauri)	E747200-4		Ga Lo Lt	6/7/+0	Temp	G	F8V	Ov/A
1438	Strange Echoes (NSSC 1438)	X201000-0	Uh	Ba Va	0/0/X	Temp	G	M4V BD	Ov/A
1440	Pi Mensae	X797000-0		Ba Ga	A/0/X	Temp	G	G1IV	Ex
1531	Bad Vibe (Stein 2051)	C513598-9		Ic Ni	0/0/X	Frozen	G	M4V WD	If
1534	Gernsback (GL183)	B732551-9		Ni Po	7/6/+0	Cold	G	K4III	Fr
1537	Capella VII	C896510-8		Ag Ga Ni	4/6/+2	Hot		G0III G5III M2V M4V	Ov
1538	NSSC 1538	X4A0000-0		Ba De	0/0/+1	Hot	G	K4V	Ex
1632	Bolotnikov (Pi 3 Orionis)	C661541-8	R Ua	Ni	7/6/+2	Hot	G	F6V	Fr
1636	Lambda Aurigae III	C846511-7		Ag Ga	4/3/+3	Temp	G	G1IV	Ov
1638	Speck (NSSC 1638)	X100000-0	Uh	Ba Va	0/0/-1	Temp		M2V M3V M5V	Ov/R
1639	NSSC 1639	X790000-0		Ba De	8/0/X	Roast	G	K8V	Ex
1640	Beta Pictoris	X5A4000-0		Ba Fl	7/3/X	Temp		A5V	Ex





Rana subsector spans many Areas, from the Far Intermediate comforts of Rana itself to the unexplored Algol system in the far Trailing-Rimward corner of the subsector. Worlds in this subsector vary considerably in their population sizes and levels of development, from 90 million on Rana to 30 on Epsilon Reticuli V. Government presence varies from major military bases in the well-developed Spinward-Coreward area to almost no presence to Rimward.

The subsector includes the mineral-rich, pirate-infested Freeman's Belt; the habitable worlds of Panta Rhei, Fenja, Theta Persei VI, Zeta Reticuli 2 II, New Canaan, Aldebaran II, Delta Trianguli IV, Magna Mater, Cybele and Cethlenn; and a large number of Ascraeus Civilisation sites.

Rana is split into two large mains. The Democritus Main spans most of the Coreward half of the subsector and connects to the Upsilon Andromedae Main in Upsilon Andromedae subsector to Trailing; the Magna Mater Main includes most star-systems in the Rimward part of the subsector and connects to the Capella Main in New Detroit to Spinward. The subsector capital of Rana is separated from both mains but connected by a Jump 1 link to Bad Vibe Reach in New Detroit to Spinward.

1731 Rana A777784-B

Rana, the subsector capital, is a fertile world with an almost breathable atmosphere, tainted by a level of CO₂ slightly above the human tolerance but perfect for plant life. Agriculture is a major part of the world's economy. Rana was colonised in 2105 by Hydracorp as a potential mass-scale agri-business venture. Growing exotic crops for export, its population grew from 100 in 2105 to 100,000 in 2125, making it one of the company's most successful colonies.

With the Space Crash, Hydracorp faced bankruptcy overnight. Without off-world nutrient shipments the population had to re-balance the crops for local consumption in order to avert famine. While the colonists had the expertise to do so quickly and efficiently, local corporate management held on tightly to its export-crop greenhouses, even though there was hardly a market in the Core. The colonists then seized the greenhouses by force and now operate them for local needs.

The ISTO sent troops to reclaim the greenhouses and pacify the locals. This escalated into a prolonged guerilla war between the small but high-tech ISTO forces and the colonists. Fighting continued until 2130, when the colonists gained a decisive victory. A year later, Rana was one of the first worlds to sign the FNH Treaty. Today the majority of the world's population is loyal to the FNH whilst retaining an independent spirit that spurs the growth of several Secessionist groups.

Today Rana is a well-developed world with a class A starport, a busy shipyard and the latest in technology. The 20 million population work in high-tech agriculture and related fields such as biotechnology and robotics, though there is a growing economy around the starport and space-based industries.

When compared to less developed colonies Rana is a bastion of civilisation, though still far from that encountered in the Core.

2036 Zipacna D411331-8

Officially Zipacna is listed as NSSC 2036, an uninhabited rock-ball of middle-to-low interest on the far edge of the Outer Veil. Survey records of 2146 show a very thin CO₂-methane atmosphere, CO₂ and methane ice, and water ice near the poles. No native life or heavy metal content was detected but a certain amount of base metal deposits were found.

However, Zipacna has inhabitants. In 2152 a group of Secessionists from the Rimward Fraction smuggled personnel to Zipacna, setting up a rudimentary starport, basic colonial facilities and a training camp. They intend to develop the world into a Secessionist stronghold similar to Aldebaran, from which they can launch raids and muster their forces for the coming independence struggle of the rimward parts of Rana.

The FNH government does not know of the Secessionist outpost, but this is about to change. The adventure at the back of this book deals with the discovery of Zipacna by a team of Justice Commission agents and their subsequent confrontation with the Secessionist.

2132 Meng Po D20056A-8

Meng Po is a lifeless rock, similar in size to Luna and, lacks life, significant minerals, or water ice. Apart from some icy comets in far orbits it is the only object in the system. Colonised in 2122, it was viewed as a transit point along the Democritus Main.

Meng Po has an 'active' Ascraeus Civilisation site, containing still-operational machinery which is very dangerous to approach but extremely valuable. As a result the world is interdicted and protected by several Naval ships and three Marine battalions. In reality there is relatively little danger. The Navy and Marines are protecting a treasure-trove of technology: an Ascraeus Civilisation 'starship graveyard' of hundreds of ships of various sizes and conditions. The military and economic significance could be enormous and the FNH keeps a tight lid on the xenoarcheological digs to ensure only the government enjoys the benefits of this technology.

2137 NSCC 2137 X8C4000-0

Heavily contaminated by radioactive fallout, crumbling Ascraeus Civilisation ruins still stand near many of the huge craters on NSSC 2137. First surveyed by the Science Commission in 2152, the world was designated a Red Zone in 2154 due to the highly radioactive environment.

Instead of the normal effects of an Insidious atmosphere, every person or object receives 2d6 x 10 rads per hour on the surface. Exploring the ruins is risky even with a vacc suit and unshielded electronics will fail on the surface due to the electro-magnetic effects of the radiation. Hardened equipment is required at 200% of normal price and 150% of normal weight.



RANA (SUBSECTOR O)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
1731	Rana (Rana II)	A777784-B	M N S	Ag Ga	5/5/X	Cold	G	K0IV	If
1731	Lyagushka (Rana I)	C400584-B		Ni Va	3/0/X	Hot			If
1734	Nizoz (NSSC 1734)	C4A0573-B		De Ni	2/0/X	Temp		K4V M0V M1V	Fr
1735	Panta Rhei (NSSC 1735)	E652273-8		Lo Po	1/6/X	Temp		K9V	Ov/A
1738	Wisp (NSSC 1738)	D310220-9		Lo	0/0/X	Frozen	G	M8V	Ov/A
1832	New Salvation (NSSC 1832)	C4A1595-A	S	FI Ni	0/0/X	Hot	G	K5V	Fr
1833	Democritus (NSSC 1833)	B300554-B	M N	Ni Va	0/0/-4	Hot	G	M6V BD	Fr
1836	Novi Voronezh (NSSC 1836)	E624231-7		Lo	0/0/X	Cold	G	M1V	Ov
1837	Freeman's Belt (58 Eridani)	E000221-8	P	As Lo Va	0/0/+3	Cold		G3V	Ov/A
1838	NSSC 1838	X7B0000-0		Ba De	0/0/X	Roast	G	K6V M4V	Ov/A
1839	Epsilon Reticuli V	C534111-9	R	Lo	3/4/X	Frozen	G	K2IV WD	Ov
1933	Qareen (NSSC 1933)	C6B0421-9		De Ni	0/0/X	Roast	G	M6V	Fr/A
1934	Unseelee (NSSC 1934)	E547484-6		Ni	B/3/X	Cold	G	K1V K9V	Ov
1936	NSSC 1936	XAFA000-0		Ba FI	2/0/+0	Temp	G	K7V M7V	Ex
1938	NSSC 1938	X300000-0		Ba Va	0/0/+0	Temp	G	K9V M2V	Ex
1940	Beta Eridani	X520000-0		Ba De	0/0/X	Cold	G	A3IV	Ex
2032	Kappa Ceti II	C64A451-A		Ni Wa	8/5/+1	Cold	G	G5V	Fr
2035	Istiklal (NSSC 2035)	E100252-9		Lo Va	0/0/X	Hot	G	BD	Ov
2036	Zipacna (NSSC 2036)	D411331-8		Ic Lo	0/0/X	Cold		M5V	Ex
2132	Meng Po (NSSC 2132)	D20056A-8	M S Ua	Ni Va	0/0/X	Temp		M7V M9V	Fr/R
2133	Iota Persei III	E97A252-4		Lo Lt Wa	7/4/X	Temp	G	G0V	Ov
2134	Balor's Belt (NSSC 2134)	D000231-9		As Lo Va	0/0/+2	Temp	G	K2V	Ov
2136	Ptitsa (NSSC 2136)	E8A6232-8		FI Lo	6/5/-1	Hot	G	M9V	Ov
2137	NSSC 2137	X8C4000-0	Ua	Ba FI	1/0/X	Temp		K6V M3V	Ov/R
2139	NSSC 2139	X200000-0		Ba Va	0/0/+1	Cold	G	K0V	Ex
2140	Fenja (NSSC 2140)	X656000-0	Uha	Ba Ga	7/4/+2	Cold	G	K1V	Ex
2232	Theta Persei VI	C666532-8		Ag Ga Ni	5/8/+1	Temp	G	F7V M1V	Ov
2233	Zeta Reticuli 2 II	D554411-4	Ua	Ga Lt Ni	6/3/X	Temp	G	G1V G2V	Ov
2236	Nightshade (NSSC 2236)	E400281-8		Lo Va	0/0/X	Temp	G	K2V	Ov
2237	New Canaan (NSSC 2237)	D5666AA-6		Ag Ga Ni	5/3/+0	Temp	G	K8V	Ov
2238	Imprimatur (NSSC 2238)	D200242-8		Lo Va	0/0/X	Temp	G	M4V	Ov
2240	Aldebaran II	D564430-8	P	Ga Ni	9/3/+1	Temp	G	K5III M2V	Ex
2331	Buarainech (GL86)	X201000-0	Uha	Ic Ba Va	0/0/-1	Frozen	G	K1V WD	Ov/A
2332	Delta Trianguli IV	C782531-7		Ni	8/7/+0	Hot	G	G0V K4V	Ov
2334	Skratti (NSSC 2334)	X400000-0	Uh	Ba Va	0/0/+0	Hot	G	M8V	Ov/A
2336	Magna Mater (10 Tauri)	D662483-6	S	Ni	9/4/X	Roast	G	F9IV	Ov
2337	Cybele (NSSC 2337)	E768551-7		Ag Ga Ni	7/3/+2	Temp	G	K1V	Ov
2338	Go bniu (NSSC 2338)	E310475-9		Ni	0/0/X	Temp	G	K6V M2V	Ov/A
2433	Cethlenn (NSSC 2433)	E766373-7	Uh	Ga Lo	6/5/+1	Hot	G	K9V	Ov/A
2440	Algol	X100000-0	Ua	Ba Va	0/0/+2	Cold	G	B8V A5V K2IV	Un





UPSILON ANDROMEDAE

Remote Upsilon Andromedae stands in the far Trailing-Rimward corner of known space. Only seven of its 37 star systems have been colonised and even these worlds are sparsely populated and minimally developed. Government presence is equally minimal, consisting of a small Marine Corps garrison on Upsilon Andromedae V and Science Commission outposts on Upsilon Andromedae V and Porphyron.

The subsector include a large number of Asdraeus Civilisation sites, though many of them are irradiated; a large Monoument Builders sphere-shaped structure on NSSC 3239; the breathable atmospheres of Tau 1 Eridani IV, Alpha Fornacis B IV, Hamdir, NSSC 3031, 94 Ceti and NSSC 3133; the bureaucratic nightmare of Alpha Fornacis B IV; and the habitable and an almost perfect colony world of NSSC 3031.

Upsilon Andromedae is dominated by two elongated mains: the Upsilon Andromedae Main filling most of subsector's Coreward half and connecting to the Democritus Main in Rana subsector to Spinward; and the Gamma Ceti Main in the Rimward area. The subsector is also characterised by several wide 'deeps', areas with no major star systems, that separate the two mains in many places.

2531 Upsilon Andromedae V C576431-9

Officially Upsilon Andromedae V is the subsector capital. The world is so deep in the Outer Veil that it is the only one of the nine subsector capitals that lacks a naval base; visiting naval craft have to use the Marine base and the new but mediocre starport.

In practice the tiny bureaucratic elite of this backwater world caters to the needs of the few tens of thousands who live in this remote subsector, more than half of them on the capital world itself. Almost half the population are employees of the FNH administration or of FEconA, overseeing subsector development. The other half work in various support industries such as hydroponic agriculture, life-support, starport services or local light industry.

Upsilon Andromedae V is a low-gravity 'garden' world with high volcanism, giving the atmosphere a sulfur content that is irritant with low pH water. Most structures are pressurised, the colonists wear filter masks when outside and water for drinking or agricultural use is treated to remove sulfur. The local life thrives in these sulfur-rich conditions, using sulfur compounds, rather than carbohydrates, to store energy.

3234 NSSC 3234 X8B3000-0

NSSC 3234, along with NSSC 2640 and NSSC 3231, have extensive Asdraeus Civilisation ruins, but are heavily contaminated by radioactive fallout. Instead of the normal effects of Corrosive atmospheres, every person or object receives 3d6 rads per hour on the surface. Exploring the ruins is risky without a full vacc suit. and unshielded electronics will fail on the surface due to the electro-magnetic effects of the radiation. Specially hardened equipment is needed at 200% of normal price and 150% of normal weight.

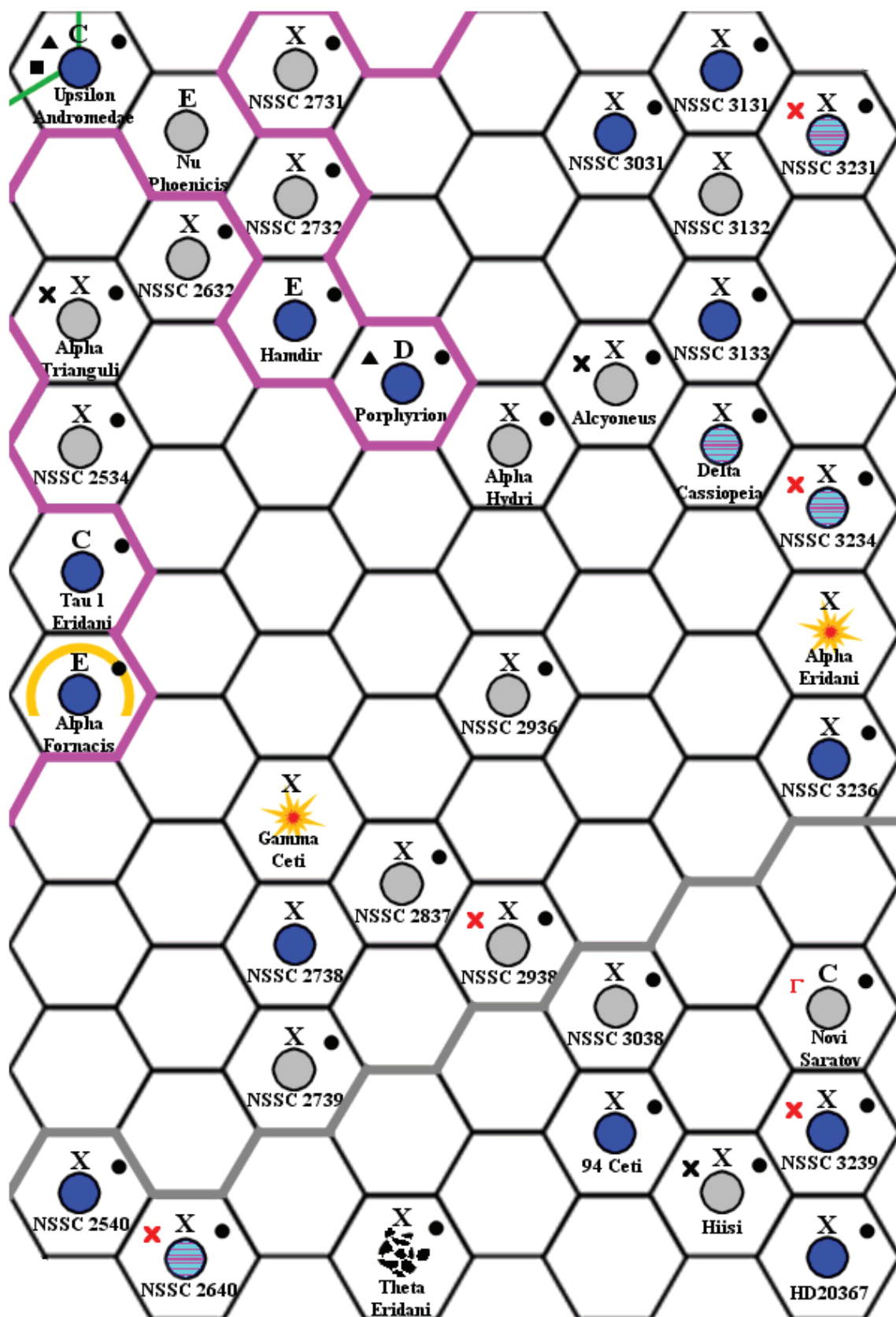
Without this heavy fallout, these worlds would have been habitable, though somewhat dry, Earth-like worlds with standard pressure atmospheres. Both atmospheres and water are heavily contaminated by radioactive particles, possibly the result of an ancient mass-bombardment with particularly 'dirty' nuclear weapons. Most life was exterminated except for some resilient bacteria and a handful of radiation-resistant invertebrates.

While the surface ruins are heavily damaged, little is known of what lies beneath the surface. Deep below the crumbling, irradiated cities, ancient machines or other valuable archeological artifacts might still exist, shielded from the radiation and electromagnetic effects by thick walls or metal-rich rocks.



UPSILON ANDROMEDAE (SUBSECTOR P)

Hex	Name	UWP	Bases	Trade	L/C/B	Temp	GG	Stars	Area
2531	Upsilon Andromedae V	C576431-9	M S	Ga Ni	5/2/X	Cold	G	F8V	Ov
2533	Alpha Trianguli VIlf	X300000-0	Uh	Ba Va	0/0/X	Temp	G	F6IV	Ex
2534	NSSC 2534	X300000-0		Ba Va	0/0/X	Temp	G	M6V M6V	Ex
2535	Tau 1 Eridani IV	C684211-8		Ga Lo	2/1/X	Cold	G	F5V	Ov
2536	Alpha Fornacis B IV	E86A49E-6		Ni Wa	7/5/+2	Temp	G	F8V G7V	Ov/A
2540	NSSC 2540	X533000-0		Ba Po	3/3/X	Frozen	G	M3V	Un
2631	Nu Pheoniceis III	E300311-9		Lo Va	0/0/X	Temp		F8V	Ov
2632	NSSC 2632	X400000-0		Ba Va	0/0/X	Temp	G	M1V	Ex
2640	NSSC 2640	X9B4000-0	Ua	Ba Fl	1/6/X	Temp	G	M6V	Un
2731	NSSC 2731	X100000-0		Ba Va	0/0/-2	Temp	G	M6V	Ex
2732	NSSC 2732	X100000-0		Ba Va	0/0/X	Temp	G	K2V M2V	Ov
2733	Hamdir (NSSC 2633)	E587284-7		Ga Lo	5/3/+0	Temp	G	K9V M7V	Ov
2737	Gamma Ceti	X000000-0		Ba Va	0/0/X	N/A		A2V K5V	Ex
2738	NSSC 2738	X632000-0		Ba Po	7/7/+0	Cold		M3V	Ex
2739	NSSC 2739	X310000-0		Ba	0/0/X	Temp	G	M0V BD	Ex
2833	Porphyron (NSSC 2833)	D999331-5	S	Lo Lt	8/4/+1	Temp	G	K2V K5V	Ov
2837	NSSC 2837	X410000-0		Ba	0/0/+0	Temp	G	M0V	Ex
2840	Theta Eridani	X000000-0		As Ba Va	0/0/+2	Hot	G	A5IV	Un
2934	Alpha Hydri	X300000-0		Ba Va	0/0/X	Temp	G	F0V	Ex
2936	NSSC 2936	X200000-0		Ba Va	0/0/X	Temp	G	M5V M7V	Ex
2938	NSSC 2938	X410000-0	Ua	Ba	0/0/X	Temp	G	M1V M5V	Ex
3031	NSSC 3031	X866000-0		Ba Ga	7/6/+0	Temp	G	K1V M6V	Ex
3033	Alcyoneus (NSSC 3033)	X510000-0	Uh	Ba	0/0/X	Temp	G	M3V	Ex
3038	NSSC 3038	X4A0000-0		Ba De	1/3/-1	Roast	G	M1V M5V M9V	Un
3039	94 Ceti	X585000-0		Ba Ga	8/2/+1	Cold	G	F8V M3V	Un
3131	NSSC 3131	X626000-0		Ba	3/1/X	Cold	G	M2V	Ex
3132	NSSC 3132	X200000-0		Ba Va	0/0/-2	Temp		M4V BD	Ex
3133	NSSC 3133	X654000-0		Ba Ga	5/3/+0	Temp	G	K8V	Ex
3134	Delta Cassiopeia	X8B5000-0		Ba Fl	0/0/X	Temp	G	A5V	Ex
3140	Hiisi (NSSC 3140)	X310000-0	Uh	Ba	0/0/-1	Temp	G	M1V M6V	Un
3231	NSSC 3231	X6B1000-0	Ua	Ba Fl	1/6/X	Temp	G	K3V M0V	Ex
3234	NSSC 3234	X8B3000-0	Ua	Ba Fl	1/7/X	Temp	G	K3V	Ex
3235	Alpha Eridani	X000000-0		Ba Va	0/0/X	N/A		B3V	Ex
3236	NSSC 3236	XA9A000-0		Ba Wa	7/4/-1	Hot	G	K1V	Ex
3238	Novi Saratov (NSSC 3238)	CAA0350-9	R	De Lo	2/4/X	Roast	G	K5V M7V	Un
3239	NSSC 3239	X673000-0	Um	Ba	7/4/+0	Cold	G	K2V	Un
3240	HD20367	X545000-0		Ba Ga	7/2/+0	Temp	G	G0V	Un





REFEREES INFORMATION

This chapter offers advice to Referees on how the *Outer Veil* setting can be used in a game. It covers the advantages of the setting, the archetypal setting campaign types and ways to modify the *Outer Veil* universe to suit Referee or players.

CAMPAIGN THEMES

Outer Veil is designed to allow archetypal interstellar-sci-fi adventures: exploration, military/mercenary and trading. Many other types of campaigns are possible in the *Outer Veil*, including criminal affairs, horror stories, secessionist sedition, cyberpunk thrillers and political intrigue. In general the *Outer Veil* is suitable for the following campaign types.

Explorers

Be they Science Commission personnel, freelance Scouts or independent belters, the *Outer Veil* universe offers ample opportunities for exploration and research.

Beyond the *Outer Veil*'s limits, multiple subsectors of unknown space await the intrepid surveyor or brave belter looking for new worlds, new life-forms, new resources and new minerals to claim and exploit.

Justice Commission Agents

These are the eyes, ears and hands of FNH law enforcement on the Frontier: agents sent to do what the colonial police are unable, or unwilling, to do.

Working alone or in small teams, Justice Commission agents have far-reaching authority and top-of-the-line equipment. Missions include anti-piracy, anti-corruption, investigations into corporate affairs, internal military investigations where the military police is ineffective, reinforcing weak colonial police forces faced with tough criminals, and meting out FNH justice far from home.

Subsidised Merchants

The FNH finances small trading craft in order to ensure that remote colonies, too insignificant to attract normal corporate liners, will receive trade, passenger services and courier services beyond the capacity of the FNH Mail Commission.

A subsidised merchant's production is fully paid for by the state and in return its crew must spend most of their time outside the Core or Intermediate areas. From time to time they also carry out certain missions for governments, usually transporting high-priority personnel or cargo at reduced rates. Subsidised belters and subsidised explorers are sent out to expand and develop the *Outer Veil*.

Corporate Trouble-shooters

When word of trouble reaches Corporate HQ a trouble-shooter or a team of trouble-shooters is sent in.

These are ambitious low-to-mid-level executives with varied skills who are given a wide brief and generous budget to solve the issues of the far-away world. The company doesn't care how they solve it, only that they do so quickly, and with the best possible result for the company's bottom line.

Private Security

In the uncertain political and economic climate of the *Outer Veil*, corporations, other organisations and private individuals cannot rely on government forces to provide security.

The licensed private security contractors (mercenaries in practice) provide paramilitary security services to their employers in return for a fee. From protecting a group of homesteaders from a raider band, through defending a remote corporate outpost from terrorist activity to participating in illegal corporate warfare, the universe offers many opportunities to the enterprising private security outfit.

FNH Navy and Marines

The *Outer Veil* is vast, and there are only so many ships to defend it.

In this kind of game, the characters are the command officers of a 300-ton patrol frigate or a 1,000-ton cruiser patrolling these little-known, thinly-populated far reaches of space. Troubles abound: criminals, pirates, separatists, terrorists, aggressive colonial wildlife and strange colonies on even stranger worlds.

Colonists

The characters are some of the first human beings to settle on an *Outer Veil* world.

There is much to do: exploring the world and the system (which were, at best, surveyed in a one-week fly-by visit by a Science Commission explorer), dealing with problematic wildlife and climate, prospecting the local belt for minerals, setting up trade routes with more civilised systems, organising xeno-archaeological digs, and defending themselves against raiders and thugs.

THE GAME SETTING

This section discusses the implementation and use of the central elements of the *Outer Veil* setting in a game. It covers the game implications of these themes and components, and advice on how to put them to best use to create an enjoyable and memorable science-fiction role-playing experience in the *Outer Veil* universe.

The Frontier

Outer Veil is set on the edge of known space (the Frontier, *Outer Veil* and Explored areas) rather than in the more developed regions.

There are three main reasons for this focus. First, it allows the players' characters to explore new, 'virgin' space. Even in the so-called Explored, the partially-settled *Outer Veil* and Frontier areas, space has only been partially explored, leaving much to be discovered. Similarly, there remain many sparsely or unsettled worlds, leaving room for players to set up their own colonies if they wish.



Second, with the Core and its military-industrial-bureaucratic machine being months of jump-travel away, and with so many border worlds to patrol and oversee, government and corporations have only limited control, especially in the remote Outer Veil.

Not only does this allow for far greater cultural diversity than in the conformist Core, but also that crime, corruption, subterfuge and secessionism operate more easily. Add in the perils of scantily explored space, such as faulty equipment, hostile environments and inimical wildlife, and there are many adventure opportunities.

Third - and most importantly - there is little authority on the edges of Human space. This makes player characters important. The Core, with its vast military and police forces, are many jumps away, as are the authority figures, corporate boardrooms, and Commission head offices.

If trouble occurs and the characters are in a position to make a difference, it is likely that they will be the only group that can help. If the characters break the law, they can get away with much more than in the Core.

This means that players get to be the heroes (or villains) of the day. Typically, local authorities have very limited resources and when disaster strikes the characters can't call for help, as help is several weeks away. Players and their characters have to act; if they don't save the situation, no-one will.

The FNH

The FNH is the only government in existence in known space (at least officially). In practice, the realities of a large interstellar state make it anything but a monolithic political entity. It is true that in the Core and, to a lesser degree, the Intermediate regions, government tends to be more uniform in attitudes and practices. In the Frontier and beyond, the vast interstellar distances prevent central government from controlling day-to-day operations of local administrations, making planetary governments increasingly independent in practice the further they are from Earth.

The people employed by the FNH government are a mixed bag. Some are hired for their expertise, others appointed due to political considerations; some apply for government jobs out of a belief in a certain ideology or a sense of duty, others treat it as a secure, well-paid job-for-life, and some look for power or even corrupt opportunities.

In the Core, oversight and control mechanisms work effectively, keeping corruption and bureaucratic inefficiency to a minimum but also limiting officials' independence.

In the Outer Veil long communication times and the huge number of widely-dispersed colonies make such oversight impractical, creating great variance in the day-to-day practice of government officials. Corruption is more common and severe in these distant parts.

The implication of this is that, especially on the frontier, the FNH can be anything that suits the adventure or the Referee's or players' tastes. The vast variety of local governments can be portrayed as a largely benevolent government, an ineffectual sleepy bureaucracy, a stifling state apparatus or a dictatorship.

Keep in mind that, in the Outer Veil, the 'government' the players will be dealing with will only be as good or bad as the official in charge of whatever remote colony they are visiting; this increases the options for how the FNH is depicted in the game.

Generally, the FNH should be portrayed as a somewhat efficient professional bureaucracy, concerned with two things: keeping society and the economy stable (and thus preventing another Space Crash), and stimulating and supporting growth and development, especially in the Frontier and the Outer Veil (in order to assist the recovery from the Space Crash).

To achieve these two sometimes conflicting goals, the FNH is willing to intervene politically, legally, economically or even militarily. In some cases, a colonial government with limited resources and personnel could hire the characters to further these goals on its behalf.

Megacorporations

Megacorporations are everywhere. Most products, devices, vehicles, buildings, consumer goods and weapons are produced by one or another Megacorporation, including FEconA.

Most items the characters will buy will be Megacorporation brand-names, at least in the Core. In the Outer Veil, where the small markets are not as profitable for Megacorp investments and interstellar trade volume is quite small, locally-made goods are more common, but even these may turn out to be from some remote subsidiary ultimately linked to a Megacorp.

Megacorporations are anything but typical. Not only does the Core's control over remote Megacorp holdings diminish further away from Earth, but the Megacorporations are also distinct from one another. From TYC's no-nonsense, heavy-handed industrial approach, to Martian Mechanics' sleek high-tech atmosphere, each Megacorp has its own culture and modus operandi.

On remote colonial worlds local factors or subsidiary vice presidents controlling Megacorporation branches have a great degree of independence from the HQ at the Core. As long as the local branch or subsidiary produces the profitable results required by the board, HQ has very little need or desire to waste time and resources on micro-managing every detail on Outer Veil colonies. As long as the results are good and no scandals unintentionally impact on share prices, HQ rarely investigates too deeply in search of corruption.

Megacorps can be used in almost any way desired: at the Core they are highly efficient economic juggernauts; at the Frontier local branches are anything from humane and lawful to brutal and corrupt. Local Megacorporation officials may hire the characters to help meet HQ's deadlines and make ends meet on the almighty Bottom Line. Conversely, HQ at the Core might hire the characters or employ them as full-time trouble-shooters to look into the alleged inefficient, corrupt or otherwise unsatisfactory conduct of a colonial branch or chartered subsidiary.



Thinking like a Megacorp: On the lowest level, a Megacorporation is as good or bad as the Megacorporation employees player characters are dealing with or, at best, the branch or subsidiary manager.

There are some overriding themes governing the corporate decision making process. The people controlling a corporation are its shareholders, from private individuals of modest income who've invested savings in Megacorporation stock, to investment moguls and holding companies or banks. These stock holders have put a lot of money into the corporation, and they naturally desire a return on their investment: the greater the profit, the better. As a result, the corporate apparatus is geared towards producing a good return and net profit on the shareholders' investments.

If a venture is profitable, a Megacorp will invest in it; if it is not, corporations will shy away from it unless it is likely to be profitable in the long run. Employees who generate profits tend to be promoted, while employees who cause the company to lose money might be demoted or lose their job.

Managers will be competent and will know how to make the best use of the available resources to generate profit. If they can get away with cutting costs, corners or with bending the rules whilst generating a profit, the corporate apparatus won't care, as long as the dirt is kept well-buried.

Public relations are an important concern. A positive, attractive image means more investors and customers will see the corporation as a good company to invest their money in or buy products or services from. A tarnished image or the taint of scandal will scare away customers and investors and reduce profits. Skimping on quality, corruption, and market manipulation will be tolerated as long as it does not create bad publicity. Scandals will be dealt with swiftly and covered up by the corporation's PR division.

The Secessionists

FNH official documents and the corporate media portray the secessionists as a single, centralised force out to tear Humanity apart. In reality things are more complicated. There are multiple secessionist groups, each with their own organisation and agenda. Some campaign for greater power to the colonial elected officials at the expense of the local commission representatives; others fight for the independence of one colony or another; others wish to create multi-world sovereign states differing from the FNH in government, culture and/or politics.

Despite their image as saboteurs and terrorists, a significant portion of actual secessionists pursue their goals through political lobbying, campaigning and court actions. Others groups, such as the Rimward Faction active in Rana subsector, are terrorists who seek a general insurrection against FNH rule on several worlds. Many secessionist groups fall somewhere in the middle: neither fully legal nor blatantly terrorist in their methods.

In practice it is ironic that most Outer Veil worlds are quite autonomous. The FNH government cannot control the day-to-day life of a colony situated a month or more of jump travel from the Core. Certainly, they still have to fly the FNH flag, pay taxes to the Core, obey a FNH laws and tolerate Commission officials, but most Outer Veil colonies manage themselves almost as independent states. In some ways, some of the things the more moderate secessionists fight for actually exist in practice.

Secessionists can be portrayed as terrorists and insurgents, threatening the lives of innocent civilians and sabotaging colonial development, as legitimate political campaigners, or justified rebels fighting against the stifling state/corporate machine to bring freedom to the colonists. As long as it serves the needs of the campaign, each of these options can be played out in the *Outer Veil* universe.

Alien Ruins

There are no living sentient aliens in known space. There are multiple ruins from at least two former alien interstellar civilisations: the Monument Builders and the Ascræus Civilisation.

Little is known about both cultures, their societies, and in the case of the Monument Builders, their biology, or about the reasons for their disappearance. The Ascræus Civilisation's end was apparently violent and their technology was probably more advanced than that of the current Human civilisation in 2159.

Alien artefacts are very, very rarely functional anymore, having been abandoned for centuries or even millennia and exposed to erosion and corrosion. They might be useful for xeno-archaeologists seeking to learn about the vanished alien cultures, and sometimes more useful to scientists who wish to learn the technological secrets of these ancient starfarers.

With potentially a great value to corporate or government R&D, an alien artefact can serve as a 'McGuffin' around which an entire adventure can be woven: someone might be trying to steal it, destroy it, or fight over it. Alien sites are mysterious and enigmatic, their functions and purposes obscured by years over years of abandon and neglect; investigating an enigmatic ruin can be an adventure in itself. For the horror-inclined Referee, such a ruined site might hold untold and terrible secrets that 'Man is Not Supposed to Know'.

Why No Aliens?: When the Outer Veil setting was designed, the goal was to develop a setting of the near-future, near-Earth struggle of Humanity to conquer the stars and to adapt to strange and different worlds. The spotlight is on Human politics, intrigue and the expansion into the Unexplored. Adding sentient aliens and the complex relationships they require to this setting would not only complicate things considerably for Referees but also detract from the sharpness of the setting's themes. As a result, non-sentient aliens and the ruins of two alien civilisations cover the 'enigmatic aliens' niche.



If sentient aliens are required, the lack of setting-specific aliens in the setting should not be a barrier but the ramifications of first contact with an alien race should be considered: how would the FNH react? How would the culture change? How would technology be affected?

Psionics

In the *Outer Veil* setting psionics are very, very new and little-understood.

Working psionic amplifiers have existed for only 20 years and their use was limited to a few Science Commission and corporate laboratories. While the general population knows about the existence of psionic powers, popular culture and the FNH have not fully grasped the implications of psionics and generally disseminate irrational fears (in the case of popular culture) or unfounded platitudes (in the case of the FNH). Despite this, the FNH actively promotes and sponsors psionic research institutions.

In the *Outer Veil* setting, most psionic practitioners are amateurs meddling in things about which they know very little. Referees should exercise caution when introducing expanded psionic material into an *Outer Veil* game, as such powers and abilities are extremely new or not yet developed in the setting. To add spice to adventures, psionics offers the potential for weird experiments, secret societies, and things going very, very wrong.

Players in Positions of Authority

The Outer Veil (and beyond) provides opportunities for military, corporate or agent player characters to shine. The common limitations of a military or corporate campaign, namely the relative lack of character independence due to the hierarchal nature of these organisations, are greatly mitigated by the conditions of the frontier.

The characters will still have a commander (or higher executive, director, or whatever) to answer to in the Core, and perhaps a set of general orders to follow, but that commander is several weeks of jump away, and when things happen, the characters will have to react to them independently.

The conditions on the frontier can put military, corporate or agent characters in *de facto* positions of authority. Away from other naval forces in an Outer Veil system, the captain of a 300-ton patrol frigate (who might well be a mere Lieutenant) is the most ranking naval officer within several parsecs; far from the HQ, a corporate trouble-shooter sent to straighten things out on a remote corporate facility typically has similar, or greater, managerial authority than the local factor; and away from the Core, a team of Justice Commission agents on a remote Outer Veil world are the only face of FNH law. In all of these cases, they are the authority (at least in the short term) and their decisions matter. In the big picture they may be just foot soldiers, junior managers or street cops, but in the here-and-now of frontier life they wield the full power of their organisation.





OUTER VEIL PATRONS

The following patrons are provided for Referees to use as stand-alone, one-off adventures or as recurring patrons in a campaign.

Military Officer: Major Sebastian 'Hickory' Velasco

Major Velasco (Major Hickory as he likes to be called) is a retired FNH-Marine Corps Officer. The Major is looking for a group of paramilitary FNH supporters for a surveillance mission.

Required Equipment/Skills: Pilot (Small Craft), Sensor and Recon Skills.

Job Description: Major Hickory has information that a secessionist group has established an outpost on one of the smaller moons of the system's outer gas giant. He needs a group to collect remote sensor data to verify if the base has been established and determine the defences and military strength of the group. Major Hickory will pay Cr 20,000 with a bonus of up to Cr 20,000 for military-grade intelligence on the secessionist outpost. The job should take less than one week.

Referee's Information: The moon is the fifth moon of the small gas giant 15 AU from the mainworld. Major Hickory can provide a 30-ton ship's boat for use by the group if needed. The moon is a small ice-ball world similar (UWP D100262-9). Two small mining outposts are located on the moon.

The base has is as following characteristics: Power Plant E with Triple Turrets mounting Missile Racks (non-nuclear, 6 reloads for each launcher), Military Grade Sensors (DM +0) with a Model/2 Computer. The outpost is constructed from connected 30-ton modules similar to many outposts.

Complications

1. There is no base. There is an abandoned mining outpost, but it has been stripped and no one is there.
2. The base is still under construction, there are 15 people present and 1 turret is active.
3. The base is almost complete, there are 100 people present and two turrets are active.
4. The base is complete and operational, there are 200 people present and three turrets are active.
5. The base is much bigger than expected. It is the equivalent of a class C starport with 1d6 turrets, a Model/3 Computer and Advanced Sensors present.
6. Major Hickory is actually the secessionist and the outpost is an FNH-MC base that the secessionists want to attack.



**Desperate Father: Samuel McNeally**

Sam McNeally is a mid-level executive for FEconA. Sam is looking for a group of people, with a starship, to help get his daughter back from a cult.

Required Equipment/Skills: Starship.

Job Description: Sam's oldest daughter, Adrianna, left home three months ago, just after her 18th birthday. She had joined an organisation called 'The Children of Utopia' a quasi-religious group that was planning on establishing a colony on an unsettled planet in the Rana Subsector. Sam is convinced that his daughter was forced to go with the 'Cultists' and has been trying every means possible to find her and bring her back. Since she is now over 18, the local police have been of no help. After much searching, Sam has found out that the Children were intending to settle Beta Eridani 3 (Rana 1940). Sam wants to hire the PCs to go to Beta Eridani, find his daughter and convince her to return home. Failing that, he wants her taken forcefully from the Cult. He will pay the group Cr 100,000 plus normal expenses for this mission.

Referee's Information: The Children of Utopia are a fringe group that feels that the best way to create a perfect society is to go to another world and start one. The group has about 100 members and all of them left for Beta Eridani three months ago aboard a chartered *Medved* class starship. The ship is not scheduled to return from the charter for another month.

The Children of Utopia are a communal group that follow the teachings of Swami Benehadrinitti (Jason Tillingham) believing in peace, non-violence and spiritual enlightenment through meditation. Each of the members donated all of their worldly belongings to the group when they joined. This money was used to purchase the necessary supplies and charter the ship to take them to their Utopia, which the Swami identified as Beta Eridani 3 through a dream-vision.

Complications

1. Adrianna and the other Children of Utopia are being held as virtual slaves of the Swami. She will willingly agree to return home, as will most of the 100 other members.
2. Adrianna is a willing member of the Children and will have to be kidnapped from the group.
3. The ship carrying the Children crashed on Beta Eridani 3. There are a dozen survivors in low berths, which may or may not include Adrianna.
4. The colony is being attacked by raiders when the PCs arrive.
5. The ship carrying the Children never made it to Beta Eridani 3. Exactly what happened to the ship is left to the Referee.
6. The Children are actually a secessionist group. The members have all been recruited into the Rimward Faction and will fight to defend themselves from the 'tyrants of the Core'.

Broker: Madhumita Singh

Ms. Singh is disposing of the assets of a tractor manufacturing company that has gone bankrupt. She is looking for shippers to move the equipment to the new owners over the weekend.

Required Equipment/Skills: Vehicle (or access to one) and appropriate operator skill.

Job Description: Madhumita Singh represents one of the local banks that is disposing of the equipment previously owned by the bankrupt Aldersen Manufacturing Company, a maker of farm tractors. All of the company's assets were sold at auction last week, now Madhumita needs to move the stuff to the new buyers. Her original movers didn't show up, it is now Friday and all deliveries must be completed by Monday or she loses her commission. She is desperate. Madhumita will pay the group Cr 500 per shipment that they can successfully deliver to various locations around the city.

Referee's Information: The group should be able to make two or three deliveries a day if they really work at it. All of the deliveries are within 100 km of the Aldersen plant, which is located on the opposite side of the city from the starport. Each shipment is approximately one ton in volume and can fit in the back of an ATV or small moving van. If the group does not have an acceptable vehicle, they can rent a truck for Cr 50 per day.

Complications

1. All is as it seems. The group can expect three days worth of work for this job.
2. As 1 above, except a local criminal gang will try to hijack one or more shipments.
3. As 2 above, except the hijackers are actually mercenaries hired by the original owner, Jakob Aldersen, trying to recover what he thinks is rightfully his.
4. One or more of the shipments are addressed incorrectly, costing the group valuable time as they try to get everything straightened out.
5. The local teamsters are on strike and the group will be considered scabs for crossing their picket lines.
6. Madhumita Singh is actually a criminal and Aldersen Manufacturing has not gone bankrupt. She is trying to steal as much of the company's inventory as she can over the weekend when no one is there.

**Rich Archaeologist: Agatha Michelle Leamingstone III**

Agatha is the very wealthy daughter of a Megacorporation executive. She has a yacht and is looking for a crew to take her on a tour of the major Ascraeus ruins in the Subsector. Agatha is barely 22 years old, has recently graduated from the University of Medea with a degree in xeno-archaeology and wants to make a name for herself quickly. She is outspoken, headstrong and used to getting her own way.

Required Equipment/Skills: Ship Operation and Steward Skill.

Job Description: Agatha Leamingstone III wants to become a star in the field of xeno-archaeology. She is particularly interested in the Ascraeus Civilisation. She has visited all of the sites in the Core and Intermediate regions and now wants to make a tour of the Ascraeus sites in the Rana subsector. She has a yacht and needs a crew. She is willing to pay 125% of the normal crew rates for a six-month contract with a possible extension for another six months.

Referee's Information: Agatha is not nearly as smart as she thinks she is. She is used to getting whatever she wants and never accepts "no" for an answer, even from the FNH military. She will want to see every known Ascraeus site in the subsector, even the restricted ones. She is quite likely to get the group into all kinds of trouble as she tries to bully her way into every set of ruins she can find. Her mother can, of course, pull strings to extract her from almost any official entanglements, but Agatha will be far from willing to let herself be humiliated in this way. In any case, her mother's efforts are unlikely to extend to the group who have so carelessly led her daughter astray.

Complications

1. Agatha is a spoiled brat and makes all kinds of stupid demands on the group related to how she should be treated, where she wants to go, etc.
2. Agatha is a serious student and actually has some very good insights into the Ascraeus Civilisation that, when published, will make her a minor celebrity in the archaeological community and enhance the group's reputation in those circles.
3. Agatha is looking for psionic amplifiers.
4. Agatha is really not interested in archaeology at all. This tour is just an excuse to get away from her family and attend lots of parties on lots of different planets.
5. Agatha is being pursued by a slightly unhinged former lover. He will be stalking her and eventually will try to kidnap her to prove his love for her.
6. Agatha is being pursued by rival corporate agents or pirates interested in holding her for ransom. Her crew will be expendable.





BROTHERHOOD & JUSTICE

The player characters are Justice Commission agents assigned to investigate a Science Commission report of an unsanctioned colony in Rana subsector. The players are assigned a *Stallion* class Courier for the mission.

Players are encouraged to use their own characters, but four pre-generated characters that can be used in this adventure are provided below, if needed.

Character 1 (Pilot/Astrogator)

Str 6 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 10 (+1) **Edu** 9 (+1) **Soc** 8 (+0)

Male, Age 34, 4 Terms

2 Terms FNH Navy (Deck, Ensign)

2 Terms Justice Commission (Agent, Inspector)

Cr 10,000

Skills: Admin 0, Advocate 1, Astrogation 1, Comms 0, Computers 0, Deception 1, Engineering (Electronics) 1, Flyer (Grav) 1, Gambler 1, Gun Combat (Slug Pistol) 1, Gunner 0, Investigate 1, Leadership 1, Mechanic 0, Pilot (Spacecraft) 1, Sensors 1, Tactics (Naval) 1, Vacc Suit 1, Zero-G 0.

Equipment: Autopistol, Boarding Vacc Suit (TL 11), Neural Comm Implant.

Character 2 (Tech/Engineer)

Str 7 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 10 (+1) **Soc** 6 (+0)

Female, Age 30, 3 Terms

3 Terms Justice Commission (Technician, Senior Inspector)

Cr 15,000

Skills: Admin 0, Art 0, Computers 1, Comms 0, Drive 0, Engineering (Power) 1, Engineering (Electronics) 1, Flyer 0, Gun Combat (Slug Pistol) 1, Investigate 1, Remote Operations 1, Sensors 2, Vacc Suit 0.

Equipment: Autopistol, Neural Comm Implant, Skill Augment (Sensors).

Character 3 (Agent)

Str 7 (+0) **Dex** 9 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 6 (+0) **Soc** 7 (+0)

Female, Age 26, 2 Terms

2 Terms Justice Commission (Agent, Detective)

Cr. 20,000

Skills: Admin 0, Carouse 0, Comms 0, Computers 0, Deception 1, Drive 0, Gun Combat (Slug Pistol) 1, Investigate 1, Pilot (Small Craft) 1, Stealth 1, Vacc Suit 0

Equipment: Weapons: Autopistol, SMG.

Character 4 (Judge)

Str 6 (+0) **Dex** 10 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 8 (+0) **Soc** 7 (+0)

Male, Age 34, 4 Terms

4 Terms Justice Commission (Travelling Judge, Justice-of-the-Peace)

Cr 25,000

Skills: Admin 2, Advocate 2, Comms 0, Computers 1, Diplomat 1, Flyer 0, Gun Combat 0, Interrogation 1, Investigate 2, Medic 1, Persuade 1, Vacc Suit 1.

Equipment: Autopistol, Neural Comm Implant, Skill Augment (Advocate).

BACKGROUND INFORMATION

Six months ago, an FNH Science Commission survey vessel conducted a routine second survey of systems just beyond the Outer Veil. It detected what appeared to be an unsanctioned colony on the first planet of the NSSC 2036 star system, designated Zipacna. They did not make contact, but long range scans indicated an established colony of less than 500 people since the original survey in 2146.

Preliminary UWP

Zipacna (NSSC 2036) E4112XX-8 Ic Lo 0/0/X Cold

The estimated Technology Level is based on detection of a working fusion reactor, visible buildings and equipment. The actual TL could be significantly different.

NSSC 2036 has four planets and no gas giants or asteroid belts. The unsanctioned colony is on the innermost planet located just outside the Habitable Zone at 0.04 AU. It has a day/year of 5.8 Earth days. The colony is located near the twilight band. The colony's average temperature is -40 °C.

The 2146 survey shows the planet has a very thin carbon dioxide-methane atmosphere and a considerable amount of CO₂ and Methane ice. Water ice is evident near the twilight band. No native life was detected, and while the survey identified a certain amount of base metal deposits, it did not find any significant heavy metal content.

The planet is tidally locked, always presenting the same face to the star. The day pole is dry and has an average temperature of -5 °C. The night pole has deposits of frozen methane and an average temperature of -200 °C.

The characters are crewmembers of a new *Stallion* class starship, currently stationed at the naval base on Democritus (Rana/1833). Orders are to proceed to NSSC 2036, determine if an unsanctioned colony exists and, if so, make contact with the colony leaders.

The colonists are to be presented with two choices: submit an application for a colonial charter, join the FNH and accept representatives of various FNH Commissions, or leave the planet. The characters are to 'assist' the colonists in whichever choice they make.



PLAYING THE ADVENTURE

This adventure is presented as a series of scenes. **Scene 1: Arrival** and **Scene 2: Landing** should be played in order; all other scenes can be run in any order based on the players' actions. **Scene X: Escape** should be run last.

Scene 1: Arrival

The characters' ship jumps into the NSSC 2036 system. The players may choose whatever location they desire for their entry point. The closest they can jump to the planet is 0.23 AU due to the jump shadow of the red dwarf star. At that distance the travel time to Zipacna is one hour at 1G or 40 minutes at 2G.

Long range and orbital surveys of the system will reveal the following information:

- No other planet or moon in the system shows any sign of habitation.
- There is no navigation beacon located in the system.
- The colony will be easy to find. It is located near the twilight band at the edge of a rocky shelf, right where the Science Commission survey detected it.

Detect Colony: Sensors, Education, 1-6 Hours, Easy (+4)

Detailed sensor scans of the starport area will determine the following:

Detailed Starport Scan: Sensors, Education, 10-60 Minutes, Routine (+2)

- The starport is actually a class- starport.
- The starport has extensive construction under way and will reach class-C status within a few months.
- There are six landing pads for vessels up to 1,000 tons. There are also two smaller pads for small craft, currently occupied by 50-ton modular cutters.
- Significant fuel reservoirs are available and additional storage facilities are under construction.
- The colony appears to be located in a series of caves in the rocky shelf.

The starport has four pop-up triple missile turrets that may or may not be detected from orbit.

Detect Pop-up Turrets: Sensors, Intelligence, 10-60 Minutes, Very Difficult (-4)

Detailed sensor scans of the rocky shelf and the probable location of the colony will reveal the following:

Detailed Colony Scan: Sensors, Education, 1-6 hours, Average (+0)

- The series of caves extends for approximately two kilometres into the shelf, potentially housing several tens of thousands of people.
- There are substantial water-ice deposits next to the cave area but no significant mineral deposits within 100 kilometres.
- Fusion power can be detected. Estimated capacity is between three and seven thousand people.
- Heat and life support are being provided to the smaller caves at the entrance as well as two larger caverns further back in the rock. Estimated capacity is 10,000 people.

Referee's Information

This survey should concentrate on how much has been done to improve the colony in six months. This is not a modular class D starport, this is a starport that has several buildings under construction and is very close to class C status.

The amount of work accomplished in the 6 months since the Science Commission's second survey was completed is significantly more than would be expected for a colony of only a few hundred people. Also, it should be emphasised that the potential size of the colony is at least an order of magnitude greater than the original estimate.

Scene 2: Landing

If the characters radio the Starport, there will be a five to ten minute pause and then a reply. The colony will identify itself as the Carmeline Order of Catholic Monks and claim that they settled this world as a retreat for the Catholic Church. After some minor hesitation, they will give permission for the ship to land, provide landing instructions and say that the Abbot will meet them at the starport.

If the characters do not ask for permission to land, their ship will be detected as they come in for final approach and they will be hailed by the colony; at that point the meeting with the Abbot will be arranged.

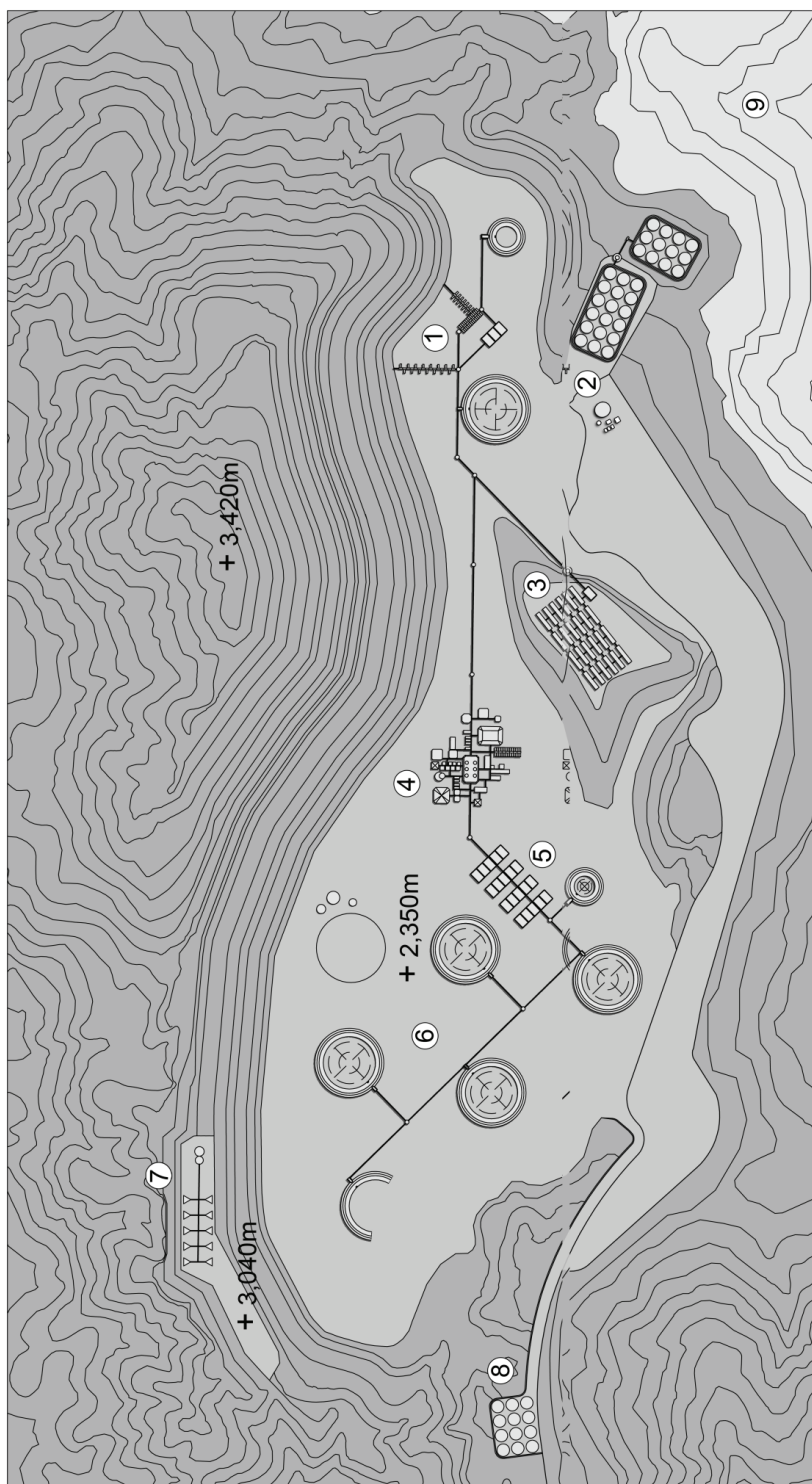
When they land their ship, a boarding tube will be extended to the ship's airlock and the characters will be able to enter the underground portion of the starport; essentially a long tunnel to the main colony inside the rock shelf. The area will be pressurised and warm and no special gear will be required. The characters will be met by about a dozen men in long brown robes. One will step forward and identify himself as Abbot Barnabus.

OLD HABITS I

Nate entered the small, cramped room and pulled the box from under the cot. Opening the box, he drew out the brown robe and simple cream coloured rope belt. Removing his fatigues, he donned the robe and knotted the belt as he had been taught after only a couple of tries. As he was finishing getting dressed, his PerComm buzzed.

"Nate, the Boss wants you up here like five minutes ago. The Feds have landed."

Grunting acknowledgement, Nate looked at himself in the mirror. With a conscious effort he pushed down the ever-present anger and forced himself to a place of tranquillity. Calmly reaching down, he put on the silver crucifix and settled it on his chest. Opening the door, Brother Nathaniel left the room and headed towards his meeting with the FNH representatives.



ZIPACNA STARPORT: MAP KEY

- | | |
|------------------------------|--------------------------------------|
| 1. Colony entrance | 5. Warehouses and workshops |
| 2. Refinery and Fuel Storage | 6. Landing area (under construction) |
| 3. Greenhouses | 7. Control tower and antennae farm |
| 4. Startown | 8. Reserve fuel storage |
| | 9. Glacier |

100-METRE CONTOURS



The characters will be invited back to the colony “where things are more comfortable” and escorted to an office area deeper inside the colony. Several comments will be made about there being, “no need for weapons, we are peaceful men of God”, etc. but the characters will not be asked to disarm themselves unless they are carrying military grade weapons. They will not see any weapons on anyone in the colony.

The conversation with the Abbot and his staff should reveal the following information:

- The Monks are the Carmeline Order of Monks and have established this colony as a retreat for Catholics.
- When questioned about numbers, Barnabus will claim that they have about 200 monks in the colony. If the size of the colony is questioned, he will state that the extra space is for the visitors to the retreat.
- A group of monks will be assigned as escorts for the characters. Brother Nathaniel will be the main point of contact and act as the guide during their stay. The other monks will rotate around so that there is never a time when the characters will be alone outside of their personal quarters. This precaution is to, “respect the privacy of our Order, you understand.” There will always be one more monk than characters in a group.
- Brother Nathaniel and the other monks will escort the characters just about anywhere they want to go. He will be very helpful and answer any question they ask, if somewhat vaguely on occasion. It should be very obvious that he is trying to gain their trust.
- Abbot Barnabus is willing to have his colony join the FNH and will spend as much time as the characters wish discussing the details and timeline of applying for colonial status. He is very intelligent and will ask a lot of questions on legal matters that the characters may or may not be able to answer.

The characters will be offered rooms (more like large closets) in the colony, or they can stay on their ship.

Referee's Information

The monks should come across as very sincere; almost too sincere. They will always watch the characters and wherever the characters go, they will be escorted. Escaping this escort should be difficult, but not impossible; escaping undetected for a long period of time will be almost impossible.

Any library search for information about the Carmeline Monks will come up empty. There are no records of any such monastic order, Catholic or otherwise. Also, the Catholic Church is a strong supporter of the FNH and a founding member of the Stability Party; there are no records of the Catholic Church ever starting an unsanctioned colony; the monks are fake.

Detect Brother Nathaniel's Subdermal Armour: Tactics (Military) or Medic, Intelligence, 10-60 Seconds, Difficult (-2)

Detect Abbot Barnabus' Subdermal Armour: Tactics (Military) or Medic, Intelligence, 10-60 Seconds, Very Difficult (-4)

The following scenes can be run in any order based on the actions of the characters.

Scene A: The Starport Tour

If the characters wish to be given a tour of the starport, Brother Nathaniel will grant it, but it will take one or two hours to “make arrangements”.

The following information can be gained during the starport tour.

- The colony expects to have a lot of visitors once it is up and running as a religious retreat. That is why they have so many large landing pads.
- The Abbot wants the starport to be a functioning class C facility with refined fuel available.
- No mention of the defensive systems will be made, nor will they be shown to the characters. If asked, Brother Nathaniel will acknowledge that they are under construction, “to defend ourselves from pirates”, but that they are not functional yet. Due to the hazards of ongoing construction in the area, he will not be able to show them to the characters, but could probably arrange for a tour at a later date.
- There are crosses, both Eastern Orthodox and Western Christian as well as crucifixes all over the place. Almost every wall has at least one, usually a lot more; the multitude and variation is almost overwhelming.

OLD HABITS II

Brother Nathaniel was not happy. One of his monks had overheard the Feds discussing the colony. Several of them obviously had concerns that all was not as it seemed on Zipacna. Nate was going to have to talk to the Boss. Reaching under his cot, he opened the box with his old clothes and removed the Autopistol.

Without looking, he checked the magazine and safety. Opening his monk's robe, he hid the pistol inside and slipped out of his room to look for Abbot Barnabus.



Referee's Information

The starport is much bigger than could ever be conceivably needed for a religious retreat, especially one at the very edge of known space. Also, there are a lot of shipping containers being moved into the colony.

Crates are from all over known space and come from such diverse companies as Martian Mechanics (machine parts), Interstellar Electronics (computer parts) a subdivision of TYC, Hydra-Corp (agricultural products and hydroponics), medical supplies from Doctors Without Planets sponsored by the Freedom Party, and emergency shelters provided by Helping Hands sponsored by the Progress Party. Note that there is *nothing* from FEConA.

Discover that the Machine Parts are actually Weapons Parts: Gun Combat, Education, 1-6 Minutes , Average (+0)

Scene B: The Colony Tour

The characters will be given a tour of the expanding colony whenever they ask. Brother Nathaniel will show them the chapel area (very simple but with a lot of crucifixes and crosses); the living quarters (more large closets) and the reflection garden, which is still under construction in one of the large caves.

The other large cave will not be shown to the characters. Brother Nathaniel will say that it is not habitable yet; they are still trying to get it completely sealed. If pressured, he will offer to arrange something later.

Referee's Information

The 'reflection garden' is actually a military training area under construction. It will not be a garden, it will be a secessionist training facility with a variety of terrain types. Buildings are being constructed to simulate urban environments as well as all sorts of natural terrain mock-ups to train their recruits. At this point the characters should realise that there are more than 200 people in the colony.

Detect Training Camp: Tactics (Military), Education, 1-6 Minutes, Very Difficult (-4)

If questioned about it, Nathaniel will say that they must be mistaken because the same people are working in several areas, depending on the need. The largest cave is a completed training facility and Brother Nathaniel and Abbot Barnabus will do everything they can to keep the characters out of that cave.

Scene C: The Cave

If the characters try to escape their escorts and check out the large cave, they will have to disable the 'monks', who will be just outside their door or just outside the airlock to the ship. There are no internal security cameras in the colony, so only guards will have to be avoided. No requirements for security measures were anticipated by the secessionists. 1d3 random monks will be encountered every 5 minutes on 10+ on 2d6. It will take approximately 10 minutes to reach the entrance to the second cave.

There are two monks guarding the entrance to the second cave. They are armed with Autopistols, but these will not be visible. It has an airlock, but no special security measures are in place at the entrance. The cave has full life support and there is breathable air and warm temperatures, contrary to what the characters were told in **Scene B** above.

The inside of the cave is a veritable boot camp: obstacle courses, firing ranges and areas where demolitions and the use of rocket launchers are taught. There are buildings filled with computers for teaching hacking and other types of cyber crimes. It will quickly become very obvious that this is a secessionist training facility. Propaganda found laying around will point to the Rimward Faction secessionist group.

The Rimward Faction is dedicated to making the rimward portions of the Rana Subsector independent from the FNH. There is mixed doctrine as to whether the independent worlds will be united under a new government or be truly independent.

If the characters are discovered to have evaded or immobilised their escorts, a general alarm will be sounded and groups of four monks, wearing Cloth/Reflec armour and carrying Autopistols and SMGs will begin searching for them. If one team locates them, other teams will begin arriving in 1d6 minutes. At this point **Scene X: Escape** should be run.

If the characters are able to return to their quarters without being detected, then **Scene D: Discovery** should be run next.

Referee's Information

This scene is where the characters discover the truth about the Zipacna colony. The Rimward Faction has been developing this world as a secessionist training facility and using it to expand their operations throughout the rimward parts of the Rana Subsector. Connections to other secessionist groups and to the main secessionist camp at Aldebaran II may be included if desired, but should be tenuous at best and be more like hints rather than actual hard information.

Discover Evidence of the Rimward Faction: Investigate, Education, 1-6 Minutes, Routine (+2)

Find link to Aldebaran II Secessionist Base: Investigate, Intelligence, 1-6 Minutes, Difficult (-2)

Scene D: Discovery

At some point in the adventure, the characters are going to figure out that the Zipacna colony is not a religious retreat and is in no way connected to the Catholic church, but is actually a secessionist training facility using the idea of a monastery as a façade. There are just over 2,000 secessionists in the colony, most located in the second cave.

Every single person in the colony is a secessionist; there are no innocent bystanders or dupes. As Justice Commission agents, it is their sworn duty to get as much information about the secessionists as possible and get that information back to the FNH as soon as possible.



Types of evidence desired by the FNH:

- Photographs of individuals, especially those that appear to be in authority (Abbot Barnabus and Brother Nathaniel, etc).
- Photographs of the facilities in the cave and well as photos of the facilities under construction.
- Photos or copies of shipping manifests for any material shipped to the colony.
- Details of any defences, including the starport and internal security.

Take Secret Photo of a Person: Deception, Dexterity, 1-6 Seconds, Routine (+2)

Document Cave Facilities: Investigate, Intelligence, 1-6 Minutes, Average (+0)

Copy Shipping Manifests: Investigate, Education, 10-60 Seconds, Average (+0)

Detail Defensive Installations: Tactics (Military), Intelligence, 10-60 Minutes, Difficult (-2)

Referee's Information: By this time the characters should realise that they are in trouble. With over 2,000 armed secessionists on hand, there is no real way they can fight their way out, no matter how well armed they are. Secrecy is important. If the characters voice any concerns or ask too many leading questions of Brother Nathaniel or anyone else, they will be 'arrested' and probably killed.

Scene X: Escape

There are three possible ways for this scenario to end. Each outcome is detailed below.

Option 1: Clueless

If the characters never figure out that the monastery is actually a cover for a secessionist training facility, then Abbot Barnabus will apply for colony status from the FNH. Barnabus believes that he can keep the secret from any FNH Commission representatives, or bribe them, and so provide a cover of legitimacy to the operation.

The characters will be asked to take back the initial application to Rana (the subsector capital) so that the long process of obtaining colonial status can begin. The characters may feel that they have done the right thing, but later they should be investigating the location of a secessionist training camp and it should be revealed or discovered that they were duped the first time around. How this affects their careers with the Justice Commission is up to the Referee.

Option 2: Stealth

Assuming that the characters have figured out what is really going on and have not raised the alarm nor given themselves away by being overheard, they can get off-world by 'playing dumb'. They can agree to take Abbot Barnabus' requests back to the FNH. The characters will then be asked to return to the training facility with the FNH navy and marine task force in about two months.

By the time the characters return with the marines, all four turrets will be fully operational. The task force will wipe out the training facility 'with extreme prejudice', leaving very few survivors.

Option 3: Fight & Run

The worst case scenario, but unfortunately the most likely, is if the characters set off an alarm or if the 'monks' figure out that the characters know what is going on – there will be a fight. The characters will have to get back to their ship and then get away from the planet. Once the alarm is sounded, the docking tube will be retracted from the characters ship, so they will have to make the crossing from the starport to their ship wearing vacc suits and will be pursued by at least one team of monks.

As they run back to their ship, they will encounter 1d6 different groups of monks. Each group will have four members wearing Cloth and Reflec armour and carrying Autopistols and SMGs. There will also be a group at the airlock armed with ACRs and wearing vacc suits (TL 8) who will pursue the characters through the airlock and back to their ship.

Once the characters make it on to their ship, they will have to avoid the missiles fired from the four concealed triple missile turrets. Luckily for the characters, only one turret is operational.

The turret will fire three missiles per space combat turn (six minutes) starting one turn after the characters' ship takes off. Each turret has 12 reloads per launcher (36 per turret). Also, one of the cutters is equipped with a laser turret module and will launch two turns after the characters take off.

The minimum safe Jump distance from the planet is 0.23 AU. At 1G the ship will reach the Jump limit on the fifth turn; at 2G they will reach it on the fourth turn. Times are faster than the arrival times since this is a straight run for the Jump limit, without trying to match orbital speeds.

OLD HABITS III

Brother Nathaniel watched as the Fed's ship lifted off, the trainee crews scrambling to launch missiles from the hidden turrets, and the armed cutter preparing to take off. He hoped that the missiles would finish them off, but figured they would get away. The Feds always got away in the end.

"I'll get you bastards," he thought to himself. Nate had told the Boss that trying to fool the Justice Commission wouldn't work and that it was all going to end badly. He had been right. The Feds were in for a world of hurt. Four years of his life out the airlock setting up this base, all for nothing now.

Nate returned quickly to the room he had been assigned for this farce. He stripped off the robes, threw them at the wall and donned his old familiar fatigues. Strapping his Autopistol to his side, he left the room without a backwards glance. Nate had a lot of packing to do. He would have to ship out as soon as possible to start scouting out new training locations and somewhere, somehow, he would find those Feds and take his revenge.

As he left the room, the silver crucifix fell to the floor making a hollow, empty sound.



The characters have gained Nate as an Enemy. He has taken the discovery of the training base very personally and blames the characters. He will dedicate his life to tracking them down and destroying them all.

It will take the characters a minimum of two months to get the FNH to respond by sending a FNH naval and marine task force to the colony site. By the time they get there, the colony will be abandoned. The secessionists will however have set a number of traps and will have rigged the fusion reactor to overload and destroy everything one hour after the first airlock is opened by the FNH.

It is likely that the FNH will ask the characters to accompany the task force as they have the only first-hand knowledge of the secessionist camp. Details of this adventure are left up to the Referee.

Detect Fusion Plant Overload: Engineering (Power), Intelligence, 10-60 Minutes, Routine (+2)

NON-PLAYER CHARACTERS

Brother Nathaniel (Nate Zerring)

Str 7 (+0) **Dex** 8 (+0) **End** 9 (+1)
Int 10 (+1) **Edu** 8 (+0) **Soc** 7 (+0)

Male, Age 38, 5 Terms

1 Term Colonist (Settler, Rank 1)

4 Terms Army (Secessionist) (Infantry, Captain)

Cr 16,000

Skills: Admin 1, Athletics 0, Comms 0, Computers 1, Deception 1, Drive 0, Explosives 2, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 2, Heavy Weapons 0, Instruction 1, Jack-of-All-Trades 0, Leadership 1, Mechanic 0, Melee 0, Recon 2, Stealth 1, Streetwise 0, Survival 2, Tactics (Military) 1, Trade (Construction) 0, Vacc Suit 0.

Events & Mishaps: Colonist: Contact with Underworld; Army: Munitions Factory, Special Forces, Ambushed, Drill Officer.

Equipment: Autopistol, Cloth/Reflec, Combat Implant: Subdermal Armour (TL 10, Armour 1).

Description: Born and raised in the slums of central Europe, Nate was recruited at a young age to settle a distant planet with promises of green fields and clear blue skies. Instead, he was sent to the hellhole that is Nizoz (Rana/1734). He quickly fell in with a bad crowd and joined the Rimward Faction. He was trained in special forces operations where he earned his commission and was most recently assigned as the second-in-command at the secessionist training facility on Zipacna (Rana/2036).

Nate is a member of the New Empire faction, believing that the only way to maintain independence from the FNH is to form a rival interstellar government. Nate is an average-looking man with dark hair and eyes. He has a short temper and is usually angry about something.

Abbot Barnabus (Barry Schwartz)

Str 6 (+0) **Dex** 7 (+0) **End** 5 (-1)
Int 11 (+1) **Edu** 10 (+1) **Soc** 9 (+1)

Male, Age 42, 6 Terms

6 Terms Army (Secessionist) (Support, Colonel)

Cr 25,000

Skills: Admin 3, Advocate 1, Animals 0, Art 0, Athletics 0, Combat Engineering 1, Comms 1, Computers 2, Drive 0, Engineering (Electronics) 1, Flyer 0, Gun Combat (Slug Pistol) 1, Heavy Weapons 0, Leadership 2, Medic 2, Melee (Unarmed) 1, Remote Operations 1, Sensors 1, Tactics (Military) 2, Vacc Suit 0.

Events & Mishaps: Major Riot, Rebellion, Automatic Promotion, Specialist Training, Supply Depot, Drill Officer.

Equipment: Ally (Secessionist General Aaron Cartier), Autopistol, Cloth/Reflec, Subdermal Armour (TL 11: Armour 1), Wafer Jack Combat Implant.

Description: Born on Rana, Barry was recruited into a secessionist movement while still in primary school. He has been a leader in the Rimward Faction for over a decade. It was his idea to set up a training facility on Zipacna (Rana/2036) and he is a staunch anarchist, believing that each world should independent.

His brother-in-law is one of the top generals within the movement. Barry is tall and thin with a receding hairline. He has a good sense of humour and a very sharp mind.

Secondary NPCs

This is a typical secessionist trainee found on Zipacna in the cave.

Secessionist (Trainee)

Str 7 (+0) **Dex** 7 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 6 (+0) **Soc** 5 (-1)

Male, Age 22, 1 Term

1 Term Army (Secessionist) (Infantry, Private)

Cr 1,000

Skills: Athletics 0, Drive 0, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Melee 0, Recon 0, Vacc Suit 0.

Equipment: Autopistol or SMG.

This is a typical secessionist/monk instructor found on Zipacna. All of the monks encountered will be instructors.

Monk (Instructor)

Str 8 (+0) **Dex** 8 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 6 (+0)

Male, Age 30, 3 Terms

3 Term Army (Secessionist) (Infantry, Sergeant)

Cr 10,000

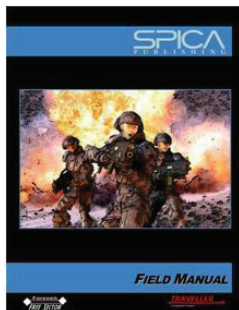
Skills: Athletics (Endurance) 1, Drive 0, Explosives 1, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Heavy Weapons (Launchers) 1, Instruction 1, Melee (Unarmed) 1, Recon 1, Vacc Suit 0.

Equipment: Cloth/Reflec, SMG or ACR.

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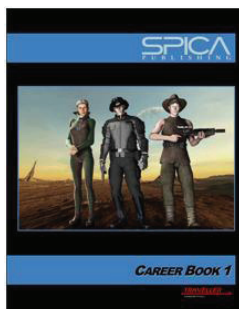
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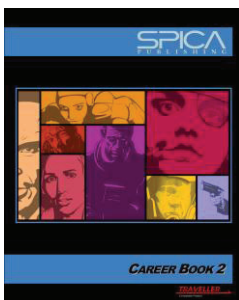
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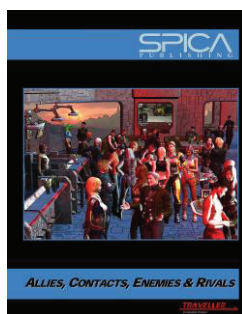
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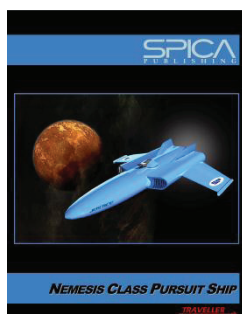
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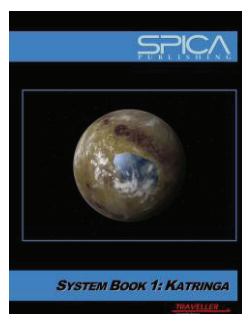
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