

★ **JOVIAN**
CHRONICLES

SOLAPOL

SOURCEBOOK



FROM DREAM POD 9

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★ JOVIAN CHRONICLES



The SolaPol Sourcebook is a Silhouette sourcebook for Dream Pod 9's exciting Jovian Chronicles science fiction game. This manual describes the structure and duties of the Solar Police, the interplanetary police arm of the United Space Nations. SolaPol agents roam the solar system on the lookout for criminals and mad scientists, bringing law and order to the cold frontier of deep space. Viewed with suspicion by the governments of the solar system, the courageous men and women that serve in the ranks of SolaPol may nonetheless be all that stands between Mankind and an inexorable descent into anarchy and war.

Within these covers you will find:

- A complete overview of the Solar Police
- A description of each division, along with their duties
 - New Careers and Archetypes
- Gamemastering advice on investigative campaigns
- Guidelines for creating unforgettable villains
- The ten "Most Wanted" criminals of 2213
 - Assorted affairs in progress
 - New equipment and weaponry



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JOVIAN
CHRONICLES



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The use of the male gender throughout this manual should in no way imply the exclusion of the female gender or suggest that the game is intended exclusively for a male audience. It is our hope that female gamers will find this product just as interesting as their male counterparts.

Dream Pod 9 can be reached through the Internet. Check out our web site at <http://www.dp9.com>. We can also be reached through the newsgroups rec.games.mech and alt.games.dp9. Your feedback is welcome!

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INTRODUCTION

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Welcome to the Solar Police sourcebook. This manual will teach you the basics about the interplanetary police force that keeps the peace in the solar system.

DEFENDERS OF MANKIND ◀

The solar system of the twenty-third century supports a vast number of corporations and interest groups, many of which have influence over the entire spread of human expansion. Some, like the Solar Cross and the United Space Nations (USN), exist to serve the need for neutral peacekeeping forces in the solar system, providing common ground for healing or diplomacy.

The United Space Nations is a chartered organization whose purpose is to promote humanitarian relations between nations and settlements for the good of all Mankind. It evolved out of the various government councils that were first assembled in the early twentieth century. Though the USN has some legislative power of its own, it is more concerned with the politics between planets than on them.

The founders of the USN realized that, unlike its predecessor, this new international organization would need more than a World Court and a few peacekeeping troops to maintain order among the solar nations. Since the old United Nations had obviously failed in its task of encouraging civility among humans, the USN would have to take the next logical step and force the solar nations to behave, while still maintaining a group of USN Guards for use as standard peacekeeping forces.

The Solar Police, often shortened to SolaPol, is the end result of this doctrine, acting as the eyes, ears and hands of the USN as it attempts to manipulate the solar nations towards its own ends. The USN and SolaPol are both popular (among the public) and highly respected organizations that draw their membership from the entire human race. Recent events have forced these organizations to go against their basic mandates in order to keep up with the rapidly changing flow of politics. They are finding themselves increasingly pressured from all directions to choose sides in the conflicts between nations.



BOOK CONTENT ▼

SolaPol is a great way for Player Characters to see the solar system; it offers numerous heroic opportunities and allows for a campaign that integrates action, political intrigue, humanitarianism and exploration seamlessly, all unified under one general theme.

This manual contains a wealth of information about the mandates and operations of the Solar Police. Chapter 1 is the *Introduction*: it explains the origins of the USN and the formation of SolaPol, and also includes some brief background notes on the Edicts. This is followed by Chapter 2, *SolaPol Overview*, which showcases the basic structure of SolaPol, along with its duties, jurisdiction, basic laws and trial procedures and punishments.

Chapter 3, titled *SolaPol Organization*, lists the basic organization and departments of the Solar Police. Each of the major field bureaus is examined and discussed. It is followed by Chapter 4, which introduces various character packages and design tips, plus some Archetypes and first assignments for newly-designed SolaPol Player Characters. Chapter 5, *Gamemaster Resources*, has numerous tips for running a fast-paced SolaPol campaign. It includes enemy Archetypes and stat guidelines, basic Campaign Elements such as styles, intrigues, pacing, giving clues and combat, and finally the sections on Ten Most Wanted and Ongoing Investigations, both designed to supply ready-made ideas for adventures and springboards for entire campaigns.

Chapter 6, the final chapter, contains equipment and additional rules for use by the SolaPol characters and their opponents. Standard sidearms, SWAT weaponry, hi-tech spy gadgets, one exo-suit and other useful items can be found there. The chapter also contains game stats for a custom boat/cutter, a quickship, a patrol cruiser and a typical field office.

1.1.1

end of section 1.1 defenders of mankind

▶ THE SOLAR POLICE

SolaPol is an interplanetary organization which has coordinated interplanetary co-operation between the member settlement police forces since the mid-twenty-second century. Its purpose is to uphold the law through the investigation of criminal violations; to protect the human worlds from terrorist activities; to provide law enforcement assistance to state, local and international agencies; and to perform these responsibilities in a manner that is responsive to the needs of the public and Mankind as a whole.

The Solar Police is the principal investigative arm of the United Space Nations. It has the authority and responsibility to investigate crimes assigned to its jurisdiction by the United Space Nations council or the member states. SolaPol actually investigates local cases from time to time, but most basic investigations are conducted by the national police forces of member states under their own sovereign laws.

SolaPol is authorized to provide other law enforcement agencies with cooperative services, such as fingerprint, retinal or DNA identification, laboratory examinations and police training. SolaPol plays a vital role in supplying criminal information of a transnational nature to the local police forces. In many cases, personnel will be detached to help the local forces as well. All Solar Police personnel must obey local laws when investigating a case or pursuing a suspect.

▼ BASIC FUNCTIONS

SolaPol collects information on interplanetary criminals. Each Member Settlement has one or more branch offices staffed by SolaPol personnel, and communicates via an independent computerized electronic data exchange network which covers the solar system. This network is fully independent of the SysInstruum and provides a (mostly) secure and rapid means of communication using complex encryption methods.

The SolaPol General Secretariat, which is located in Pyrea Station, Earth Orbit, has established a database on all interplanetary wanted criminals or missing individuals, with their photographs, fingerprints and DNA code (whenever possible). These records can be accessed automatically from the branch offices. Night and day, police forces from all over the system may access these records online via the Automated Search Facility (ASF) within a matter of seconds (connection speed can vary wildly, depending heavily upon circumstance).

SolaPol has a unique notice system, which permits memorandums to be circulated electronically to all Member States. At the request of a member, the General Secretariat will issue a 'Red Notice' throughout the system, which contains sufficient details of the case, description, personal details, criminal history, photograph, fingerprints and DNA markers of an interplanetary wanted criminal to enable a Member State to locate, arrest and detain a suspect pending an extradition application by the requesting country. The SolaPol notice system is also used to request information on suspected criminals, missing individuals and unidentified bodies, or for evaluating information concerning stolen property.

SolaPol has been granted Neutral Observer Status by the United Space Nations and has working relations with various bodies and sister organizations such as the Solar Cross. Though it is not their primary duty, SolaPol personnel are sometimes found in war zones acting as mediators or ensuring that cease-fires are observed. They also investigate any report of war crimes or atrocities, and enforce the Edicts (see page 22).

Lastly, SolaPol contributes to the prevention and deterrence of crime by holding regional meetings to coordinate the law enforcement efforts of all settlements within the solar system. In addition, the General Assembly encourages its members to adopt a coordinated and uniform approach to combating crime, within the limits of the existing laws, by adopting new laws to complement those of other members.

GM'S NOTES

The presence of a neutral interplanetary police force may seem highly unrealistic at first glance. Who would pay for such a force, and why would they? Who would watch the watchers?

The truth is, the Solar Police is needed. Someone has to keep track of what is going on in the solar system, and no government trusts any of the others to do the job properly. In many ways, SolaPol operates as a protection racket. Settlements that refuse to pay their share of the budget might find themselves under repeated investigation, or their rivals might suddenly find themselves free to act because SolaPol doesn't have the budget to stop them. Given the ambitions of the current leaders of the solar system, a moderating influence such as SolaPol may well be the only thing keeping the peace... for the time being.

SOLAPOL HISTORY ◀

There have always been social structures or organizations dedicated to the protection of the group and to the maintenance of good order in all human societies. At first it was often the tribesmen themselves, keeping order by simply removing the troublemakers from the tribe; then, when the first armies were formed, the task was entrusted to them. Eventually, para-military groups were put in place to fight crime and maintain order in the towns and cities — the first police forces.

The roots of the twenty-third century organization that would become known as the Solar Police can be found as far back as the mid-nineteenth century. The first truly organized police forces were put together at that time to deal with the ever increasing crime rate in the rapidly mushrooming cities of the Industrial Revolution. These brave men would often face terrible dangers on a daily basis with little more than their wits and street-sense to protect them.

Many of the modern police procedures were first developed then, often by trial and error. These first true police forces would eventually evolve into complex nation-wide investigative agencies. They attempted to halt an ever-increasing crime rate with an arsenal of technological means that their colleagues of the past would have envied.

THE SPACE COPS ▼

The second half of the twentieth century was rich in scientific improvements and social revolutions. For the first time in recorded history, Mankind set foot into space. This began with tiny, hesitant steps, which rapidly grew more confident. By the end of the century, low orbit was filled with satellites of all kinds and primitive permanent stations had been put into space. Access to space was still very expensive and thus tightly controlled, and astronauts were chosen by a grueling selection process that allowed no troublemakers aboard a space vehicle. There was thus no need for security personnel of any kind.

This all changed in the mid-2020s: as the conquest of space accelerated, the need for cheap construction material kept growing, forcing governments and corporations alike to send ever increasing numbers of people into orbit. These new space workers were not always the disciplined military pilots and schooled scientists that were sent on the first missions: they were salt-of-the-earth workers, highly trained, yes, but without any higher ambition than making a large amount of money in a short time. The “boom town” style economy that developed in these off-world mines had its share of trouble and incidents.

The first permanent lunar base was established in January 2024, and with it the first extraplanetary security force. The “space cops,” as they were mockingly called by the media, numbered only two during the first year and split their time between their regular duties and the security work. Facilities were extremely limited, consisting of a closet-sized security office with a link to the main police databanks back on Earth. There was no holding facility: offenders were to be confined to quarters or kept sedated in the sick bay.

Nevertheless, the space cops found themselves faced with a surprising amount of criminal activity, mostly in the form of drug smuggling (boredom was a constant problem in the first large outposts). The first ever “space murder” occurred in 2025, when one of the Moon base researchers abandoned a jilted lover to die out on the surface. The culprit attempted to disguise the whole incident as an accident. The vigilance of Dr. Dave Bergan, acting chief of security, allowed him to solve the affair, capture the perpetrator and gain some much needed respect for the beleaguered space police force.

NEW SCIENCE ☆

An event that would have far reaching consequences occurred in November 2027. That year, Yokohama-Grubb, a multinational company specialized in pharmaceuticals, announced the first successful human cloning experiment. The baby was an offshoot of the company's organ-regeneration research, and although its birth was not planned (or approved) by the board of directors, there was little they could have done once it was born. The public uproar was enormous, causing the corporation's stock to plunge to catastrophic levels.

The whole affair sparked a raging debate in the governments and medias about the ethics of manipulating the human genome; the specter of mass-produced workers and engineered super-men, forced to serve Mankind as slaves, forced most governments to impose severe restrictions on research and biotechnologies. These restrictions were the precursors of the Edicts, which would not be drafted until nearly a century later.

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HISTORICAL FACT

▼ EXPANSION

The first manned mission to Mars left in early 2027, and with it a contingent of the newly formed Space Security Corps. The Corps was an ad-hoc organization, officially answering to Interpol but whose members also reported to one of their own national police and security agencies (for example, the Americans reported back to the FBI, the British to Scotland Yard, and so on). This would cause a number of jurisdiction problems over the next twenty years, though nothing serious; the environment of space was still too new and dangerous to allow for serious dissention between crewmates.

The service record of the first security force on the Moon base had quelled most of the critics, and although all the space policemen still had to share their time between two assignments, they nevertheless helped to maintain civilization and order far from the Earth. Burrough City, the first permanent Martian settlement, was officially founded in 2033. At the time, the town was little more than a collection of landing modules left by previous missions and housed a mere 85 people, but it had a police station (office, actually). To quell national disputes over jurisdiction once and for all, the latter was officially made part of Interpol, an international police service.

In 2034, a small mining/scientific mission was sent to Mercury. Funded solely through private efforts, a base was established and soon its massdrivers started throwing rocks at Venus. The true intentions of the pioneers (the terraformation of Venus) would not be known for many more years, but the event is notable in that it was the subject of the first investigation into possible interplanetary terrorism. A complaint deposited at the United Nations by a group of astronomers and planetary geologists prompted the investigation, which was closed five years later with little progress.

▼ INTERPOL TO TERRAN SECURITY ORGANIZATION

By the middle of the twenty-first century, the expansion into space was well underway. It was paralleled on Earth by ever increasing environmental decay and ever present overpopulation problems, especially in the poorer countries and the larger metropolises of the world. Police forces often became little more than underfunded armies, waging a constant guerrilla war against brutal bands of thugs and criminals against a backdrop of urban decay and misery.

Those that could afford it often moved to gated communities in or near the larger cities; the more daring headed to orbit, preferring to brave the unknown and discomfort of space rather than face the constant stage of siege that most cities found themselves under. By that time, most of the space treaties from the twentieth century (notably the Moon Treaty of 1979) were considered expired, opening the door to a host of social and economic problems in the cislunar space and beyond.

The population troubles of the world and the increasing gap between rich and poor nations led to anxiety and a desire for increased security for the richer countries and citizens. In March of 2067, a special meeting of the leaders of the major nations in the Boston metroplex authorized the formation of the Provisional Terran Security Organization (PTSO) from the overworked and underfunded assets of Interpol. The new organization, although still officially concerned with international police cooperation, was in fact little more than a gestapo-style police force keeping third world countries and near-Earth colonies in line. They were to handle the illegal immigration waves that swept periodically across the land, the smugglers and the organized gangs trying to take advantage of this new concentration of riches.

▼ EXODUS

Many were willing to go even further than the Moon to escape the crowded environment of Earth. The cyclers, specially excavated asteroids placed on circular orbits between the Earth and Mars, could carry nearly 220,000 people to Mars every two years in a self-sustaining environment. By the late years of the twenty-first century, hundreds of thousands of people emigrated every year to colonies throughout human-occupied space.

Though the PTSO attempted to keep track of the travelers and their actions through marshals placed aboard each cycler and outgoing space ship, in practice the officials served little purpose other than to help track down the occasional criminal or fugitive that managed to pass through the emigration inspection and space control network. A few of the latter tried their luck nonetheless, and fiction about the time period often features romanticized running battles fought with comm lasers in near-Earth orbit between police cutters and customized smuggler ships.

Further out, the first permanent nomad settlements were established in the Asteroid Belt by ex-orbital colonists heading out in home-built spacecraft to the new frontier. These new settlements wanted nothing to do with Earth and its authority, and between 2070 and 2090 existed as de facto havens for a variety of colorful criminal figures. The embryo of the Nomad culture first took shape there, along with their rough brand of frontier justice. Once the colonists overcame their distaste of Earth by the late years of the century, irregular collaboration with the PTSO allowed them to find and throw the worst criminals of the time out the airlock. Unsurprisingly, the criminal exodus to the outer system came to a rapid stop. Some criminals, with nowhere to go, are said to have entered the primitive emergency hibernation capsules available at the time, and may still be floating about in the Belt.

THE FALL ▼

The transition between the twenty-first and twenty-second centuries was painful. The entire epoch was tumultuous: the social and environmental pressures caused the collapse of several nations, and civil war, epidemics and balkanization provoked a major exodus towards space and the colonies. Entire villages pooled their life savings to buy a patch of land on a colony somewhere in the solar system with the hopes of improving their living conditions, often taking their own customs and laws with them.

The era was a true nightmare for law enforcement officers everywhere. Infrastructures were crumbling, crime rates soaring and the few police departments remaining fought a constant battle for supplies and justice. In space, the situation was marginally better but complicated by the arrival of entire populations, each with their own ideas of right and wrong. Though resources were often lacking and the environment outside deadly, these new immigrants still counted themselves luckier than those who remained behind.

RISE OF THE PROVISIONAL TERRAN GOVERNMENT ▼

Not everyone had given up on Earth, however. A group of visionaries, led by Secretary Ling Xia of the United Nations, had put together an alternate contingency plan years before, in preparation for this sort of situation. They had foreseen the collapse of the larger nations and thus had already negotiated separate agreements with smaller governments and local officials as well as preparing alternates means of communicating with the authorities of the larger regions. Assets were slowly moved to Pyrea Station so as not to attract attention, often with the complicity of friendly PTSO officials.

In early 2081, the provisional Terran government, an evolution of the United Nations council, officially took refuge in orbit and announced its presence to the solar system. Thanks to negotiations conducted in the greatest secret in the months before there was no opposition or bloodshed, though spontaneous riots broke out in several cities and stations. It only helped that the new group claimed little direct authority, preferring to serve instead as a common meeting ground for all parties. The nations of Earth, wary and exhausted, welcomed the assistance from above.

The inhabitants of Mars declared their independence in the summer of 2085. Despite their best efforts, there was little the beleaguered Earth nations and corporations could do to stop them, and by 2086, all Terran authorities had been removed from the red planet. Local police and intelligence forces were replaced by local equivalents, often with the same personnel, often locally born, who simply switched allegiance. This did not solve any problems, however, and civil conflicts would rage for many years before a native Martian political structure evolved and stabilized. The new authorities almost immediately requested the opening of formal diplomatic relations with Earth, and the provisional government seemed like the best choice. It was certainly more stable than the ever-changing groups warring on the surface of the Mother Planet.

FORMATION OF THE UNITED SPACE NATIONS ▼

By the 2090s, the governments of Earth had lost any remaining authority they might have held over the space colonies. The fall of the last superpowers and the subsequent loss of most of their spacefaring capacity isolated the Earth from the rest of Mankind. Several of the more prominent nations of Earth (or what was left of them) were already members of the Provisional Government, which also included members from orbital colonies. When the Martians asked for representation, the goals and duties of the organization crystallized as never before. They could not hope to unify the nations of Earth — not yet, at any rate — but the provisional government could certainly serve as a unified representative body for the human race. To reflect this change in philosophy, the council officially took on the name of United Space Nations (USN).

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During the early rough years of the twenty-second century, the USN did little, though its structure solidified and its main attention remained focused on trying to restore some sanity on the blue world below them. Hands were extended in friendship to the communities of both the inner and outer solar system, which responded with guarded enthusiasm.

The Provisional Terran Security Organization, long associated with the law everywhere in the solar system, slowly mutated into an organization more suited to the present needs of Humanity. By 2120, the PTSO had been completely reformed to be the police and intelligence instrument of the USN, and was formally re-named the Solar Police in June of that year. The first bureaus and structures were designed and put in place at that time.

▼ THE EDICTS

During the chaotic years of the second half of the twenty-first century, many nations attempted to gain military and economic advantages over their neighbors by devoting ever-increasing amounts of money and resources to scientific research, especially in new fields of study. Speed and results were the two keywords, and authorities didn't much care how the work progressed as long as it did. Security precautions were vague, sometimes non-existent, and casualties were always high.

The consequences were terrible in many instances: plagues, atrocities and implements of mass destruction were created and unleashed by scientists playing at being gods. Fortunately for the future of the species, most of these dangerous experiments were carried out in distant locations on Earth or in isolated orbital laboratories and workshops, and not everywhere at once.

The horrors of these troubled years made it clear that unrestricted research into the basic nature of life and the universe was a recipe for disaster. In an extraordinary meeting of the United Space Nations council in July 2128, the Edicts were first formulated. A covenant written into the codes and laws of every place of learning in every settlement in the solar system, they regulated all access to high-level information pertaining to bioengineering and nanotechnology, and likewise forbade research into these areas without specific government approval and constant public scrutiny.

A new Solar Police division was created specifically to ensure that the Edicts would be observed: the Edicts Enforcement Bureau. Its people would become famous throughout the system only a few short years later, when they made a series of spectacular arrests during the dismantling of the Ertol Trading Group's robotic strike force.

Amendments were added in the following years to place new research domains under the control of the Edicts, such as research into artificial intelligence. Punishments were intentionally made very harsh; a single accident had the potential to kill billions, as the Shergol Explosion of 2101 proved (the crater is still visible from orbit today). The Edicts seemed at first to be terrible, a step toward a new dark age. The number of mistakes and atrocities committed during the last century, however, showed only too well that these rules were needed.

The Edicts were not always uniformly enforced, especially in the early years of the program; though the situation is somewhat better today, the Edicts are still not perfectly applied. Pockets of facilities flouting the Edicts must flourish in different areas of the solar system even now, especially in places that may arrogantly feel that the Fall is behind them. In many ways, the Edicts are less of a law, now, and more of a severe warning. Unless the group committing the infraction is very small and thus susceptible to an EEB operation, political and public pressures are often the only mean of forcing a government or corporation to dismantle a dangerous operation.

For example, the Jovian Confederation is known to have used fusion-powered automated self-replicating factories and robots for most of the first half of the twenty-second century. These were deployed in large numbers in Jupiter's orbit, under heavy security and supervision, from 2116 to roughly 2170. The Confederation stopped this research after the resumption of contact with most of the rest of Mankind. They had learned that a malfunctioning autofac system on Earth had, in fact, gone wild during the Fall and produced a vast supply of nerve toxin, which was subsequently used in mass quantities by dozens of factions, adding to the chaos. Having gotten all it needed out of its own autofacs, the Confederation happily signed the international covenant of the Edicts before they could get in trouble.

SOLAR RENAISSANCE ▼

The resolution of the troubles on Earth signaled the end of a dark period for all, as contact slowly resumed between settlements. It was the beginning of a new age of peace and prosperity. Once again, spaceships started making regular runs between planets, exchanging high technology products and specialized items that could not be produced locally. Even tourism saw a renaissance of sorts, though the high cost of space travel restricted it to the wealthy or those ready to save for the trip of a lifetime.

The period of civil conflicts and unrest on Earth had degenerated into outright war in many regions as diverse groups competed for the same dwindling resources. Before long, a league of small nations had banded together under one flag and were methodically taking over as many territories as possible. The Union, as it was called, consisted mostly of European and North American states. Their aim was to unify the entire planet under one government, by negotiated alliance or by force, if necessary. Its leaders wanted to stop the bloodshed and give people the means they needed to restore the planet and earn a good living from its rapidly diminishing capacities. The Unification War, as the drawn-out conflict came to be known, ended in 2182. On January 1st, 2184, the Central Earth Government and Administration was founded by the victors of the Unification War. Although they did not control the entire planet, CEGA did administer North America, Europe and large parts of Africa and Asia.

1-3-9

THE PRESENT ▼

The Solar Police is now widely recognized as the finest intelligence agency in the solar system. Its agents are everywhere, working undercover as deterrents to any misbehavior. Although every nation wants to know what its enemies are up to, none want to be spied on in return. Consequently, several settlements are leery of SolaPol's meddling and are taking measures to restrict its activities.

Since the renaissance of the solar system, the United Space Nations council has been trying to promote cooperation between settlements but has been often unable to do so. The council is now trying to prevent a major war and defuse the time bombs it knows are ticking politically. The need for SolaPol and its dedicated agents is greater than ever.

During, and now after, the renaissance it has very successfully enforced the Edicts, pursued interplanetary criminals across all jurisdictions (these two being its fully official roles) and thus made itself publicly very popular. Unofficially its intelligence and politicking have made it highly suspicious to all solar governments, without distinction. Only time will tell how SolaPol will evolve.

1-3-10



SOLAPOL OVERVIEW



The Solar Police: defender of Mankind, or overgrown paragonmental agency?

GENERAL OVERVIEW ◀

SolaPol is widely recognized (and resented) as the finest intelligence agency in the solar system. Its agents are everywhere, working undercover as deterrents to any misbehavior. The Solar Police acts as the eyes, ears and hands of the USN as it attempts to manipulate the solar nations, and, naturally enough, has made many enemies along the way.

The agency is tasked with performing the impossible, with little support or external help, on a daily basis. Its primary mission is to help keep the peace among the settlements of the solar system, to uncover plots and misunderstandings and take steps to counter them before they are impossible to stop.

If a possible violation of interplanetary law under the jurisdiction of SolaPol has occurred, the agency will conduct an investigation. The information and evidence gathered in the course of that investigation are then presented to the appropriate official or agency, who will determine whether or not prosecution or further action is warranted. Depending on the outcome of the investigation, evidence is either returned or retained for court; some of it may be confiscated by SolaPol.

Its agents also investigate criminal acts that reach across frontiers, be they the work of individuals or organizations. Local law enforcement agencies have little choice but to turn to the Solar Police when their quarry escape their jurisdiction and flee to another settlement.

The main weapon of the agency is information, more so than firepower or politicking. They discover and reveal the agendas of hostile parties, among other things that many would prefer stayed hidden.



PUBLIC FUNCTION ▼

The public function of the Solar Police is three-fold: the agents investigate crimes committed by non-residents, pursue criminals across interplanetary jurisdictions and make sure the Edicts are respected. In the course of these goals, they investigate a wide range of criminal acts, ranging from assassination to interplanetary smuggling.

This represents only part of their work, however. Both the USN and SolaPol are known to favor a stable solar system, and are ready to take action to maintain the peace. They investigate rumors of arms build-ups and war crimes, and generally act in the interests of peace everywhere.

2-1.1

POLITICAL FUNCTION ▼

The political function of the organization is not advertised, but it is equally vital. The Solar Police is the main source of intelligence and other data for the USN council, keeping the politicians up to date on the plans and agendas of the various governments and groups throughout the solar system.

Though many governments see SolaPol as little more than an hostile intelligence agency, the agency serves to maintain equilibrium between the settlements by ensuring that no one group gains the upper hand over its neighbors. The Solar Police and the USN themselves are kept in check by their limited means and resources, resulting in a balanced system that tends to remain constant.

One little known function of the Solar Police, which remains buried in one of the final paragraphs of their charter, is to help keep mankind united to face possible dangers from within or without. Though no one believes in extrasolar invaders, the founding members took no chances.

2-1.2



▼ LEADERSHIP

2-1.3

The Solar Police is attached to the United Space Nations and answers directly to the Council. Nevertheless, in practice the SolaPol offices are given quite a bit of leeway in their daily operations. As a result, Directors-General and other high-placed personnel are hand-picked and thoroughly tested by various means before being assigned to their posts, and are virtually always exceptional people. While nepotism certainly exists, it is extremely rare when SolaPol is compared to other governmental organizations.

Though a strong governing body is in place (see *General Assembly*, page 28 of this manual), each director can assign specific tasks to discrete teams of agents as he sees fit.

▼ STRUCTURE

2-1.4

The overall structure of the agency was based loosely on the older Interpol (since they used to do more or less the same job, only limited to Earth) and the various national law enforcement agencies of the largest countries in the world (since the latter were the ones who first helped to establish the United Space Nations). A greater emphasis is placed on actual investigation at the lower levels than in the older structures, however, since the Solar Police has only limited assets and cannot afford to waste manpower on the many administrative tasks that can be handled by computers.

SolaPol is organized along a typical hierarchical structure, though the lower levels of the pyramid are much more flexible than most large organizations. SolaPol has nine divisions and four offices at its headquarters. They provide program direction and support to a hundred and sixty branch offices, approximately seven hundred satellite offices known as field offices, four specialized field installations (such as the Academy where the new agents are trained) and thirty-two foreign liaison posts.

◇ STAFF AND PERSONNEL

The Director-General is supported by his staff and the Deputy Director. Each division is overseen by an Assistant Director. The offices are headed by an Inspector in Charge or General Council. The Assistant Directors, Inspectors in Charge and General Council are supported by Deputies, Section Chiefs, Unit Chiefs and Supervisors. Each field office is overseen by a Special Agent in Charge who is assisted by at least one Assistant Agent in Charge. Depending on the personnel assigned to a given field office, a Supervisory Special Agent, who manages squads of Special Agents, and an Office Services Manager, who administers support operations, may also be present. The branch offices in New Berlin and Elysée are each managed by an Assistant Director in Charge, who is supported by other, lower level assistants. Regional task forces are sometimes established to deal with peculiar problems. Each of the regional task forces is managed by a Resident Agent, or a Supervisory Resident Agent, who reports to the director overseeing his territory.

SolaPol's political role forces them to sometimes do unsavory things. A publicly supported police force should not get visibly associated with political intelligence and the occasional assassination, and thus these operations are carried out by agents detached from their assigned offices. Only the best agents (either solo or in teams) are considered for such assignments, and they are never integrated back into the mainstream structure of the organization. They report directly to the Director-General's office, and have large discretionary powers.

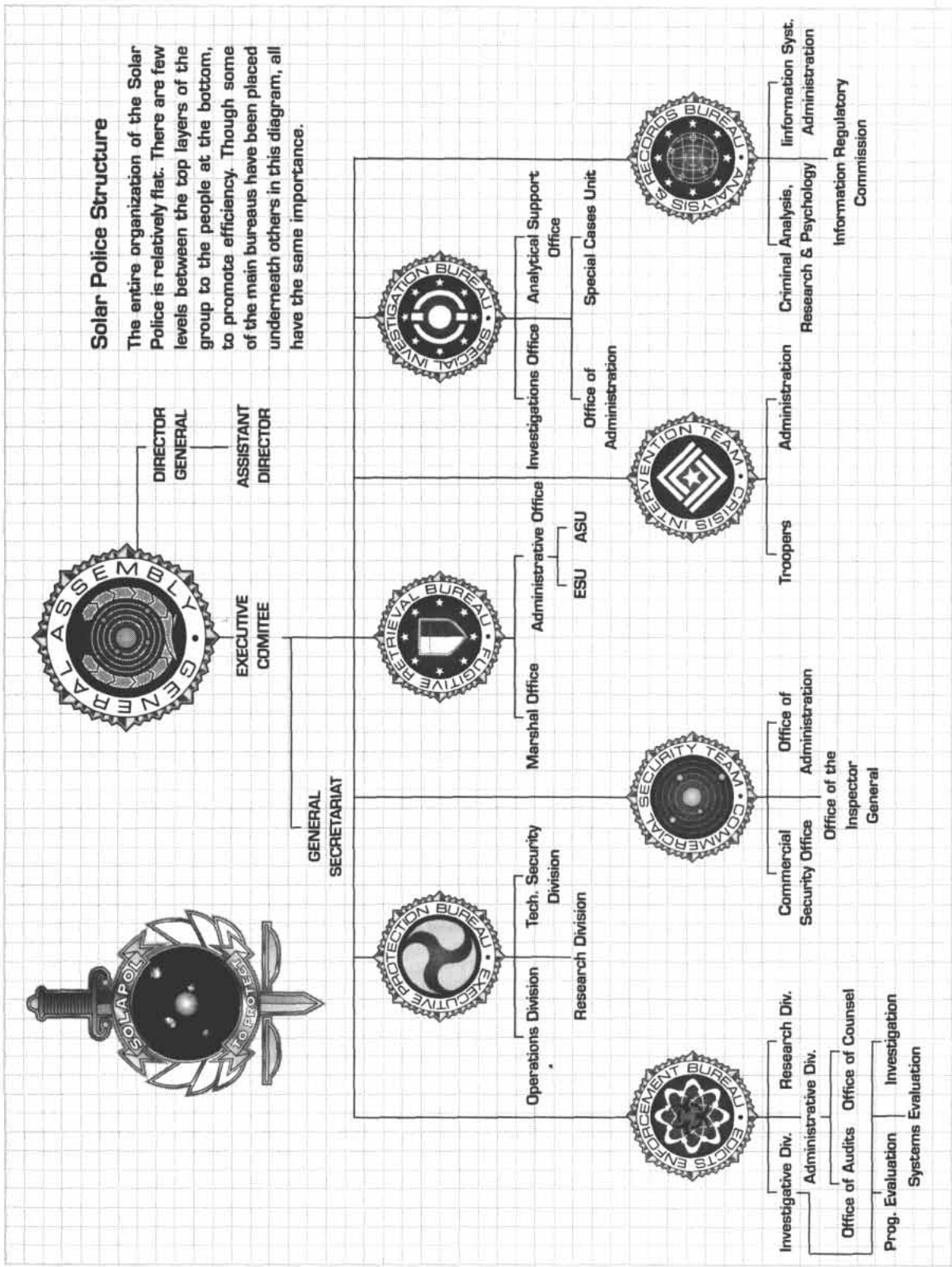
▼ RESOURCES

2-1.5

Though all the settlements of the solar system agree that a general police force is a good thing for all, none of them want to pay for it, and no one ever wants to become the target of an investigation or other operation. The Solar Police is perpetually cash-strapped; it must fight for its budget every year in council, and the upper leadership of the organization has become skilled at playing political games, setting politicians against one another and using thinly veiled threats and blackmail to secure funds for yet another year. The media, who are often quite willing to expose whatever SolaPol manages to dig up, often act as wonderful allies in this.

All bureaus have learned to cope with this, using creative means and enforced cooperation to get around any type of resource problem. Agents often rely on local law enforcement authorities to do the grunt work for them. This can sometimes cause trouble if the locals have been ordered not to cooperate, or to actively interfere. Fortunately, this does not happen too often.

2.1.6 TABLE OF ORGANISATION ▼





► AUTHORITY AND PROCEDURES

2-2

There are limits to what a SolaPol team can and cannot get away with, at what times and where. Its members must obey the local law codes at all times, and respect the established investigative procedures. They must also make sure they have the proper jurisdiction in an affair, keeping in mind that "concurrent jurisdiction" may exist, whereby a crime may be a local, state and solar violation all at the same time. Diplomacy is a vital skill when dealing with cranky or petulant local officials.

The powers conferred to the Solar Police are derived from USN statutes that have been ratified by all major solar system settlements. Title 33, United Space Nations Code, Section 005, authorizes the Council to appoint officials to detect and prosecute crimes against Mankind. Title 36, USN Code, Section 008, specifically authorizes agents and officials of SolaPol to make arrests, carry firearms and serve warrants; Section 017 empowers agents and officials to make seizures under warrant for violation of law statutes.

The Solar Police's authority to investigate specific criminal violations is reiterated by numerous other statutes, many of them voted in by member settlements. In addition, other regulations outline the investigative and record keeping responsibilities of the Solar Police, including the collection of fingerprint, retinal and DNA identification records; the training of state and local law enforcement officials at SolaPol's St. Cloud Academy and the operation of the various law information networks.

▼ SOLAPOL CHARTER

2-2-1

SolaPol's charter, which is the broadest of all investigative agencies, authorizes it to investigate all criminal violations that have not been specifically assigned by the Council or General Assembly to another agency. SolaPol's investigative functions fall under the categories of applicant matters, civil rights, counterterrorism, foreign counterintelligence, organized crime, violent crimes and major offenders and financial crime.

Although SolaPol is responsible for investigating possible violations of interplanetary law, it does not give an official opinion or decide if an individual will be prosecuted. The prosecutors employed by the Solar Court or the local authorities are responsible for making this decision and for conducting the prosecution of the case.

▼ JURISDICTION

2-2-2

SolaPol agents may make arrests for any offense committed within the member states and their territories (all the settled planets, plus the Moon and the Orbitals) in their presence, or when they have reasonable grounds to believe that the person to be arrested has committed, or is intending to commit, a violation of interplanetary laws. Arrests in non-member settlements, such as most of the Belt installations, are also possible, though agents generally do not have authority except in certain cases where, with the consent of the host, the USN has granted SolaPol extraterritorial jurisdiction.

If an individual is being sought by local police for committing a crime, a call will be placed to the SolaPol databank and the suspect will be placed on an alert list. The fugitive's name and identifying data also will be entered into a computerized database which is accessible to law enforcement agencies everywhere. Any agency which subsequently inquires about this individual will be informed of his or her fugitive status. Local police will be notified immediately upon the receipt of any additional information on the fugitive. In addition, SolaPol will generate an arrest warrant against the individual if there is reason to believe the person has left a settlement.

▼ PROCEDURES

2-2-3

SolaPol, being a law enforcement agency, must adhere to a number of procedures while carrying out its duties. Agents may not use illegal means to gather information on a suspect, nor violate private property or rights while in pursuit of a fugitive.

While many agents chafe under these restrictions, most understand their purpose; without them, the Solar Police would be little more than the USN's hired thugs. Some don't always comply, but they are either quickly removed or have learned to cover their tracks. If they get results on top of this, then they shouldn't have any problem with their superiors, outside of the occasional speech about procedure.

SolaPol is primarily an investigative body; though they generally have the authority to make arrests on their own, agents often leave the task to local officers on the scene. Offenses must be directly witnessed, or sufficient evidence gathered, before an arrest can be made.

LIMITS ON LETHAL FORCE ◊

Agents may use deadly force only when necessary — when the agent has a reasonable belief that the recipient of such force poses an imminent danger of death or serious physical injury to the agent present or another person. If feasible, a verbal warning to submit to the authority of the Solar Police shall be given prior to the use of deadly force.

EXTRADITION AND RIGHT OF PURSUIT ◊

Most of the settlements will readily give up a foreign fugitive if he is arrested on their territory, unless they consider that his crime is not a crime at all (the Martian Free Republic has often clashed with the Solar Police on issues such as this). They will be much more difficult to deal with if the fugitive is a local citizen, especially if he is wanted by another settlement that is seen as hostile.

PENAL AGREEMENT ◊

Under the Penal Agreement Treaty of 2192, criminals may be allowed to fulfill part or all of their sentence elsewhere (generally the place of their arrest) if it is deemed too dangerous or costly to move them. Some settlements have been known to invoke the treaty to ensure that perpetrators get a much more severe sentence locally, rather than get off lightly elsewhere. This has forced SolaPol agents into delicate negotiations more than once, generally in conjunction with a legal advisor from the local branch office.

EDICT POWERS ◊

Being the main enforcer of the Edicts (see p. 22 for a more complete discussion of these), SolaPol has broad discretionary powers while investigating possible Edicts violations. This includes, but is not limited to, surveillance, searches and seizures of equipment and data. The use of physical force may also be ordered if it is believed the suspect(s) will oppose significant resistance, or if an urgent intervention is required. The Edicts Enforcement Bureau must then request the assistance of the Crisis Intervention Team who will spearhead the assault. Exo-suited forces are also available if need be; their use is generally avoided whenever possible, unless rogue machinery, such as independent combat robots, is believed to be present on the premises.

JURISDICTIONAL LIMITS ▼

If a crime is committed that is a violation of local laws, local law enforcement agencies are not subordinate to SolaPol personnel, and the Solar Police have no authority to supervise or usurp local investigations. Through cooperation, however, the investigative resources of SolaPol and local agencies are often pooled in a common effort to investigate cases. In fact, many task forces composed of SolaPol agents and local officers have been formed to find fugitives and to address serious, recurring crimes such as terrorism and organized violence.

Limited information from the central records system is disseminated in response to requests by other entities lawfully authorized to receive it. These entities include national law enforcement or intelligence agencies and local agencies within the criminal justice system. The central records system contains information regarding applicants, personnel, administrative actions, criminal records and security/intelligence matters. Dissemination of this information is made strictly in accordance with SolaPol security provisions.

Detailed information about current investigations is not available to the public at large. This policy preserves the integrity of the investigation and the privacy of individuals involved prior to any public charges for violations of the law. It also serves to protect the rights of people not yet charged with a crime.

EXTRA-JUDICIAL OPERATIONS ◊

With some few (and very discrete) exceptions, SolaPol acts within the confines of the local laws. Its activities are closely and regularly scrutinized by a variety of entities. The United Space Nations Council, through several watchdog committees, reviews the yearly budget appropriations, programs and selected investigations if complaints are filed. The results of many SolaPol investigations are reviewed by the judicial system during court proceedings to ensure that the agency has worked within the rules of law. Additionally, SolaPol's activities are regularly tracked and reported by the news media. All these factors combine together to make secrecy a factor of paramount importance should any Solar Police personnel find themselves in a potentially illegal or damaging situation.

2-24

end of section 2.2 authority and procedures



► LAW SYSTEMS

The close confines of the early space settlements soon forced the colonists to design ways to deal with troublemakers rapidly and efficiently. Unlike the cities of old Earth, a station offered a poor environment for concealed crime: most people knew one another, and it was impossible to use the fruits of *criminal* activities without being recognized by all.

Each settlement and station has its own legal code and maintains its own police force. While most patrol officers are equipped with non lethal weapons such as tasers and tranq guns, SWAT teams are heavily armed with military-issue automatic weapons. The larger stations sometimes have emergency teams trained to use customized combat exo-suits to quell incidents involving rogue heavy machinery or exo-vehicles.

The legal system remains centered on a human judge who presides over the trial, where the suspect is represented by a defending lawyer (self-chosen or assigned) and prosecuted by a government-appointed individual. Juries are employed only on Earth and occasionally on Venus, Mars and the Jovian Confederation; most citizens do not have time to spare from their duties. There have been attempts to use expert systems to replace components of the judicial system, but they have met with only limited success.

Punishment are scaled to the gravity of the crime, as perceived by the local morality. For lesser crimes, community service and additional classes at universities or schools are usually considered to be sufficient, with the object of bringing the convict to accept the *error* of his ways.

The necessity of removing violent offenders from the public eye has, however, resulted in a graded series of holding facilities. Most colony has at least one rehabilitation center, where serious offenders are incarcerated; daily therapy sessions are combined with forced-attendance re-education classes. Only a few settlements still have the death penalty. Nations either kill their undesirable citizens (like the Martian Federation) or set them free at the drop of a hat (a common barb directed at the Martian Free Republic). Some space settlements offer criminals the option of exile rather than face rehabilitation, imprisonment or even death.

▼ CRIMES

Most modern law codes divide crimes into three general categories: low priority, serious and very serious (see page 20-21). The category of the crime depends greatly on the values of the individual settlement, and is not necessarily the same everywhere.

Low priority crimes include stealing, possession of stolen goods, disorderly conduct, basic hacking, minor smuggling or trafficking, gambling (*where illegal*), arson, destruction of property, etc. These are all dealt with by the local authorities. They are well below SolaPol's notice, and their agents are never assigned to these cases (*though they can conceivably come across them in the course of investigating a more serious offense*).

More serious crimes, such as embezzlement, counterfeiting, major fraud, assault, extortion or robbery may be dealt with on rare occasions if the perpetrator is an offworlder, or if the crime (or crime spree) involves more than one settlement. SolaPol may be called to investigate if these activities are the work of an organized criminal group, or appear to be chronic and serial in nature.

Very serious crimes, such as murder, rape, kidnapping, espionage and major terrorism are all within the scope of SolaPol's work, especially if committed by an offworlder or a major criminal organization.

☆ SOLAR COURT OF JUSTICE

Not all settlements have viewed the formation of the Solar Police as a beneficial thing. Early on, many worked to put together an instrument that would give them some measure of control over the new police force. The result was the *Solar Court of Justice*, a multinational body that oversees the most high profile investigations. The Court also looks into alleged abuses of power by SolaPol's agents and representatives.

The Solar Court of Justice is used only to try high-profile cases and make final judgements on long-running appeals. Justices go through a mental and psychological screening process as stringent as those of most security agencies and intelligence services. They set down the final word in trials, *deciding alone what evidence or witnesses are to be permitted*. While an appointed jury makes the final decisions, the judges are permitted to truncate presentations and speeches in order to expedite the process. The *Solar Court* is allowed to throw out cases without trying them if they believe the evidence to be non-conclusive (a power that is sometimes used against the Solar Police if it is convenient).

PLANETARY LAW ▼

Each settlement has its own set of laws, all of which must be observed in the course of an investigation. Though there are certain similarities between the various law codes (all settlements have laws dealing with thieves and murderers, for example), the cultural differences between the various societies may cause one type of crime to be given a different emphasis. As a result, many SolaPol agents specialize in the law of one specific location and remain assigned there for long periods of time. They are then assigned to assist visiting agents in the pursuit of criminals.

2-3-2

MERCURY ◇

Trade-related activities are the major source of revenue for the tiny Mercurian state, so it is no wonder that tax and trade codes make up a sizable portion of its laws. Mercury is well-known for its extremely restrictive and severe non-disclosure agreements and other intellectual property laws, which rival only the Venusians' in completeness. There are few crimes that outrage Mercury's citizens more than commercial espionage.



Mercurians must by necessity spend a great deal of time close to one another, and privacy laws are very complete. They also frown upon unnecessary risks, and involuntary homicide charges carry almost as great a penalty as intentional murder. In many ways, they share these traits with the space and nomad colonies.

VENUS ◇

Venus is a settlement that is cloaked in conflict and power. As a result, laws have been put in place to seemingly facilitate intrigue. The court system is just another arena to establish dominance over one another. On Venus, ambition is valued, but not at any cost. Murder and blackmail are both dealt with harshly; it does not mean they are not used by ambitious social climbers, merely that practitioners must cover their tracks a little more thoroughly.



THE EARTH SYSTEM ◇

Earth, as it has ever been, is fragmented. CEGA rules the Earth and its surroundings, but nations in the middle-east, Africa and Asia all maintain independence from their imperialist neighbor. This has created a mosaic of legal codes, and a nightmare for the law enforcement officer who has to track his quarry across several frontiers. The average CEGA citizen is generally poor, and kickbacks (generally known as a "bakshis," a bastardization of an ancient term for bribe) form an important part of the revenue. Most criminal offenses, unless they have been committed against CEGA personnel, can generally be "forgotten" with a gift to the proper person.



THE MOON ◇

The culture that developed among the Moon's settlers emphasizes discipline and hard work. The Selenites occasionally "party hard," but only in private bars or apartments, never in public, where loud and boisterous behavior is a social taboo and carries stiff penalties. Bringing grief or harm to another by failing to perform one's duties is treated as a crime and dealt with accordingly.

A growing discontent is spreading through the poorest segment of the population, who have begun to feel that hard-won profits should be used to relax and eke a little bit of enjoyment out of life. As a result, penalties for rioting and other unruly conducts have recently been increased.



MARS ◇

Martians like their personal space, and consider kidnapping and other unwilling confinement to be extremely grave offenses. Republican citizens have the constitutional right to bear arms without a permit, and almost all take advantage of it. The people often take the law into their own hands; if there are sufficient witnesses to testify in favor of the accused, charges of murder are rarely (if ever) applied.



The legal system of the Federation is nearly the complete opposite. There are frequent identity checks and the weight of numerous rules of conduct is crushing. Unlike Republicans, Federate citizens do not have the right to bear arms and don't really mind; the police are everywhere and equipped with enough firepower to deal with most threats effectively. Overall, Federation justice is swift and merciless, and citizens dutifully follow the rules.



2.3.3

▼ SPACE LAW

Though the laws of physics ensure that all space-based societies share some basic rules and customs based on survival in space, they have nonetheless evolved into distinct cultures that are as vibrant and vivid as any civilization on Old Earth. Each has its own set of values and taboos, and has evolved a set of laws which takes them into account.



◇ ORBITAL SETTLEMENTS

The Orbitals have a sheltered way of life, and their laws reflect this. People who cause social disturbances are quickly removed and often shamed into atonement. Repeat offenders will likely find themselves with a one-way ticket to Earth.

Like all space-based societies, the Orbitals take emergency procedures very seriously. To endanger life or otherwise cause harm by breaking these rules (stealing an emergency space suit from a safety locker, for example) is seen as a grave offense.



◇ JUPITER

The court system of the Jovian Confederation has been expressly designed to ensure swift and just punishment for criminals, as long as the offense is serious. Citizens are encouraged to work out differences between themselves for minor offenses, since there are penalties built into the law for those who engage in frivolous pursuits (as determined by the courts).

Jovian society has been built by free thinkers, and anyone who would violate the freedom of others is in dire trouble. Crimes such as rape and murder are dealt with in the harshest manner possible, often sending the perpetrator to a reeducation center for the rest of his life. The efficiency and speed of the Jovian court system means that mistakes sometime happen; most Jovian citizens are thus very careful to remain on the good side of the law.



◇ NOMADS

Nomads don't exactly have a homogenous culture, but they share similar characteristics which stem from similar environments. The small size of most communities has led to an informal "town council" type of justice, where all members of the group decide upon the punishment of the guilty party.

Nomads are very serious about their duties and safety, and they despise laziness. Those who fail to properly learn the lessons soon find themselves in serious trouble: there are no "involuntary" infractions among the Nomads.

▼ INTERPLANETARY LAW REFERENCE

2.3.4

The various societies that exist in the solar system all have different approaches to law enforcement: some will have a very formalized approach (such as the Venusians and the Jovians), others will prefer a more direct — and usually more violent — frontier-style justice (such is often the case in the Martian Free Republic). The various settlements have been forced, nonetheless, to agree on certain rules to ensure that criminals may not seek a safe haven simply by boarding a shuttle. The table shows some of the most common punishments applied in criminal cases. The chart on the next page gives the usual level associated with a crime and a location. Note that individual cases may vary; the penalties below are proposed as examples only.

▣ TYPICAL PUNISHMENT

Level 1:	1d6 weeks community service; therapy with personal psychiatrist; repayment of damages; 1d6 months probation
Level 2:	minor fines; 1d6 months community service; extensive therapy with psychiatrist; any combination of the above; 1d6 years probation
Level 3:	1d6 months incarceration in rehabilitation center; large fines; charge entered on permanent record
Level 4:	1d6 years incarceration in rehabilitation center; huge fines; charge entered on permanent record
Level 5:	permanent incarceration [25 to 50% chance of parole after 10+1d6 years]
Level 6:	permanent incarceration, no parole; death (if applied)

For each repeat offense and/or every five years of unsuccessful rehabilitation (i.e., another crime is committed), adds a cumulative 50% chance of permanent incarceration.

COMMON CRIMES AND PUNISHMENTS

Crime	M	V	E	O	L	Mf	Mr	N	J	SolaPol?
Arson	2	3	2	3	2	2	2	2	2	N
Assault with deadly weapon	3	3	3	3	3	3	3	3	3	N
Assault, major (permanent damage)	4	4	4	4	4	5	4	4	4	N
Assault, minor (no hospitalization)	3	3	3	3	3	4	3	3	3	N
Blackmail	3	4	3	3	3	3	4	3	3	N
Breaking and entering	4	2	2	3	2	3	3	2	2	N
Burglary	3	3	3	3	3	3	3	3	3	N
Communication jamming	3	3	3	4	3	3	3	3	3	Y
Counterfeiting	3	4	3	3	3	3	3	3	3	Y
Destruction of property	3	3	3	3	3	3	3	3	2	N
Destruction of resources	4	3	1	3	3	3	2	4	2	Y
Disorderly conduct	1	1	1	2	2	3	1	1	1	N
Embezzlement	4	4	3	3	3	3	3	3	3	Y
Espionage	6	5	4	5	5	5	5	5	5	Y
Evasion	3	3	3	3	3	4	3	3	3	Y
Extortion	3	3	3	3	3	3	3	3	3	N
Fraud, major (more than 1000 cr.)	4	3	3	3	3	4	3	3	3	Y
Fraud, minor (less than 1000 cr.)	2	1	1	1	1	2	1	1	1	N
Gambling (where illegal)	-	-	-	-	1	2	-	-	-	N
Gross negligence (hospitalization)	4	4	4	5	5	4	4	5	4	N
Gross negligence (no injury)	3	3	3	4	4	3	3	4	3	N
Hacking, major	4	4	4	4	4	4	4	4	4	Y
Hacking, minor	3	2	2	2	2	2	2	2	2	N
Harassment, non-sexual	2	2	2	3	2	3	2	2	3	N
Harassment, sexual	3	3	3	3	3	3	3	3	4	N
Hijacking	4	4	4	4	4	4	5	4	4	Y
Kidnapping	4	3	4	4	4	4	5	4	5	Y
Manslaughter	5	4	4	5	4	5	4	5	4	N
Murder	6	6	6	6	6	6	6	6	6	Y
Navigation offenses	3	3	3	4	3	3	3	3	3	Y
Obscenities	1	1	1	2	2	2	1	1	1	N
Piracy	5	4	4	4	4	5	4	4	4	Y
Possession of stolen goods	4	3	3	3	3	3	3	4	3	N
Public disturbance, major (more than 1000 cr. Dem.)	2	2	2	3	3	3	2	2	2	N
Public disturbance, minor (less than 1000 cr. Dem.)	1	1	1	2	2	2	1	1	1	N
Rape	5	5	5	5	5	5	4	6	6	Y
Sabotage	4	4	5	5	4	5	4	4	4	Y
Stander	1	2	1	1	1	2	2	1	1	N
Slavery	5	5	4	5	5	5	5	5	6	Y
Smuggling, major (non-edicts, large amounts)	4	4	4	4	4	4	4	4	4	Y
Smuggling, minor (contraband less than 1000 cr.)	2	2	2	2	2	3	2	2	2	N
Terrorism	5	5	5	5	5	5	5	5	5	Y
Theft, grand (more than 1000 cr.)	4	3	3	3	3	3	3	3	3	Y
Theft, petty (less than 1000 cr.)	3	2	2	2	2	3	2	2	2	N
Threat	1	1	1	2	1	1	1	1	1	N
Treason	5	5	6	5	5	6	5	5	5	Y
Trespassing	1	1	1	1	1	2	2	1	2	N
Unlawful use of authority	2	2	2	2	2	2	3	3	2	N
Vice crimes	2	2	2	2	2	2	2	2	-	N
Weapon w/o permit	2	2	2	2	2	2	2	2	2	N

The chart gives an idea of how each crime is perceived in the various settlements. The columns give the penalty level (see previous page) for that particular crime and location: Mercury (M), Venus (V), Earth (E), Orbitals (O), Luna (L), Mars Federation (Mf), Mars Republic (Mr), Nomads (N), Jovian Confederation (J). The last column indicates whether SolaPol will usually get involved in this type of crime.

end of section 2.3 law systems



▶ THE EDICTS

The horrors of the twenty-first century made it clear to Humanity that *unrestricted research* into the basic nature of life was a formula for certain disaster. The result was the Edicts, a covenant written into the codes and laws of every place of learning in every nation in the solar system. Though they are disliked and even hated by many in the scientific community, all agree (even if reluctantly) that some form of control is necessary for the safety of all.

The Edicts prohibit all access to high-level information pertaining to *bioengineering and nanotechnology*, and likewise forbid research into these areas without specific government approval and constant public scrutiny and project revision. The Edicts also apply to research into artificial intelligence; creating new self-aware life would be even more potentially devastating to humanity, considering the vast number of computers used in the twenty-third century.

Offenders receive the most severe punishments possible, ranging from the loss of prestige and research privileges to imprisonment or even death, if the offense is grievous enough. These restrictions and penalties are intentionally harsh; a single accident may have the potential to kill billions, and no one is taking any chances given the odds.

The Edicts are not always uniformly enforced. Pockets of facilities flouting the Edicts must flourish in different areas of the solar system. Although every nation maintains several "illegal" research facilities, these are always heavily safeguarded, and most feature safety procedures that are above and beyond anything that the Edicts require. Even so, one of the Solar Police's major efforts goes towards keeping an eye on such installations.

▼ APPLICATIONS

The Edicts were drafted as an "open" document, intending that new areas of research and development may be placed *within the Edicts* if they are deemed a threat to the security of Mankind. These amendments are voted on by a scientific security committee appointed by the United Space Nations council in collaboration with the Edicts Enforcement Bureau (see page 30).

The Edicts contain provisions to deal with the following research fields. Research into these areas requires specific government and scientific approval, demands explicit and full disclosure and remains under constant public scrutiny.

◇ ARTIFICIAL INTELLIGENCE

The Edicts contain strict restrictions and procedures in regards to the development of artificial intelligence. Such entities are known to be feasible, and expert systems that can pass for sentient beings can easily be manufactured. Their production is being strictly controlled for fear that a super-intelligence might eventually evolve and cause undue harm to the human race in the process. It might never gain a sense of morality, and regard humans as merely another component of the universe, to be used without more regard than rocks or water. There are ways to prevent this from happening, of course, but until the risks are reduced to near-nothing, no one is ready to take the plunge.

◇ BIOENGINEERING

In addition to being very dangerous (slow acting mutated viruses could escape and kill virtually everyone they come into contact with), bioengineering brings severe moral and ethical choices into play. Manipulation of the human genome is one of the bioengineering technologies that is closely monitored by all, and especially by SolaPol. The potential for ethical conflicts and human rights abuse is just too high, and any mistake would be transferred to future generations.

◇ HIGH ENERGY PHYSICS

The engine of even a small spaceship uses and produces enough energy to fulfill the needs of a city — or flatten it completely. The human race's appetite for ever increasing amounts of energy means that new sources must be found and then precisely controlled. Experiments are strictly supervised to ensure that no one will inadvertently release a cloud of anti-matter particles on a major trade route, or cause the Sun to superflare or even go nova.

NANOTECHNOLOGY ◊

Though nanotechnology holds great promise for the future, the dangers it may cause cannot be ignored. Even a single runaway nanomachine is a threat if it has the capacity to reproduce itself using the resources of its environment. Though the basic technology has been available to manufacturers since the middle of the twenty-first century, micro- and nano-sized tools are extremely regulated. They must be programmed to operate only in certain conditions, such as the environment of a special manufacturing vat, and be incapable of reproducing themselves. Many manufacturers err on the side of caution and incorporate multiple safeguards into their designs as well, such as an auto-shutdown feature if a regular radio check is failed or missed.

FRINGE TECHNOLOGIES ◊

The so-called fringe technologies, such as research into dimensional exploration, faster-than-light drives or other unproved or otherwise "far out" scientific theories, generally receive little or no attention from the academic community. They are, however, kept under scrutiny by those who apply the Edicts, just in case something does emerge from these unlikely endeavors.

THE EDICTS AS LAW ▼

The Edicts are the natural outgrowth of the Geneva Protocol of 1925 and the Biological Weapons Convention of 1972. Instead of stopping governments and corporations, it hits at the source (i.e. universities, laboratories and libraries) because such research and development is relatively easy to perform and conceal. If anything, educators and researchers are even more eager to help than the governments are; their purpose is to ensure a brighter future for everyone. While painful for scientists to enforce, the Edicts have kept the misuse of new technologies to a minimum.

The committees appointed to apply the Edicts control access to high-level information; the latter is not restricted, but all uses must be properly logged and approved by an accredited panel of scientists active in that particular domain.

Everyone has illegal research stations. The trouble required to actually go and get the necessary materials and information, and then perform the research in total secrecy, means that people will be very careful, and locations and staffing are never common knowledge.

KANSAS CITY SCARE ☆

The Kansas City Scare of 2037 was one of the events that would eventually lead to the Edicts. Although there were few victims, the potential for disaster was so staggering that regulations were put into place virtually overnight.

A small engineering lab on the outskirts of Kansas City was working with a batch of new Yamashita material processing microrobots that had just been shipped over from Japan. During an all night run, most of the batch was accidentally destroyed while working on a particularly hard ore. The lab's manager, whose name has (thankfully for him) been forgotten by history, decided to reprogram the remaining bots to build copies of themselves rather than order a new batch and blow his budget. The crew dumped the reprogrammed robots in a tank of suitable raw material and went home for the weekend.

When they returned two days later, they made a routine check of the microrobots before putting them back to work. The total count came up short, however, by nearly twenty robots. No one thought much of it until one of the technicians went to the storage room and discovered that most of the ore samples were now crawling with microrobots, busily seeking new material to build yet more of themselves. The authorities quickly sealed the building and methodically cleaned it floor by floor. The lab received a scalding reprimand and a fine.

Three weeks later, microrobots turned up in five different locations around the neighborhood. Civil authorities closed the city limits to avoid additional contamination. Panicked rioters descended in the street, facing soldiers determined not to let anyone who may have become "infected" through the barricades. The riot lasted for two full weeks, until it was discovered that the microrobots were degenerating with each "generation;" they had never been designed for self-reproduction, and had been doing a poor job all along. The entire disaster ground to a halt by itself.

Nevertheless, the whole episode scared the entire world, and safeguards were immediately put into place to prevent future reoccurrence. These would be continually revised and updated by various agencies throughout the years, until they were incorporated in the Edicts as the latter were drafted.

2.4.2

HISTORICAL FACT



2.4.3



▼ INVESTIGATION AND TRIALS

The Edicts have been established as a set of safety rules. Most everyone agrees that some sort of procedure is required to enforce them. What makes the Edicts a problem is that the transparency required for them to work comes in direct opposition to the goals of many engaging in research, which is to develop new products for military and commercial applications. In both cases, secrecy is paramount, to prevent opponents and competitors from uncovering plans and results.

This gives a strong incentive for those engaged in "special" research to keep a low profile. If the experiment works, SolaPol will most likely be presented with a "fait accompli" and will be placated by the sacrifice of a suitable patsy; if the test doesn't work, all traces vanish in the depth of space, and no one is the wiser.

◇ INVESTIGATING

Because of the secrecy of their quarries, the agents assigned to uncover the various Edicts violations must rely, for the most part, on crossindexing and tips from interested parties. Expert systems analyze science digests daily, trying to find new correlations between data; sometimes, this leads to new discoveries. In addition to the above, universities and research centers exchange information on a regular basis with the Edicts Enforcement Bureau. It is easier to get difficult research approved if you're completely honest about it.

◇ THE TRIALS

Bringing someone to court over an Edicts violation can be easy or very difficult, depending on the case at hand. If the violations are gross (like a scientist performing vivisection on children), then a condemnation will be swift and severe. Taking a big corporation to trial over the development of a new strain of genetically engineered lichen for the farms of Mars will be a lot more difficult. SolaPol will have to prove there is a risk to Mankind as a whole, a difficult proposition at the best of times.

▼ PUNISHMENT AND CONTAINMENT

Anyone found guilty of illegal or immoral research faces dire consequences. The restrictions and penalties are intentionally harsh. Offenders receive the most severe punishments possible in their nation. Depending on the actual offense, the penalty can be as damaging as permanent expulsion from any professional order, revocation of any degrees earned and severe fines. More serious offenses, such as experiments on human guinea pigs or (for example) in high power vacuum energy physics in the vicinity of an inhabited station, will result in life imprisonment or even death.

2.4.4

▣ EDICTS TABLE

Crime	Punishment
Artificial Intelligence, creating	permanent expulsion from professional order; revocation of degrees; severe fines
Artificial Intelligence, releasing	permanent incarceration *
Artificial Intelligence, smuggling	10+1d6 years in rehabilitation center
Bioengineering, human experiments	permanent incarceration *
Bioengineering, human genome modifications	10+1d6 years in rehabilitation center
Bioengineering, smuggling	1d6 years in rehabilitation center
Bioengineering, viral weapons	20+1d6 years in rehabilitation center
Fringe Technologies	varies; generally, confiscation if judged threatening
High Energy Physics, unsanctioned anti-matter production	2d6 years in rehabilitation center
High Energy Physics, unsanctioned experiments	10+1d6 years in rehabilitation center
High Energy Physics, unsanctioned studies	permanent expulsion from professional order; revocation of degrees; severe fines
Nanotechnology, creating	20+1d6 years in rehabilitation center
Nanotechnology, releasing	permanent incarceration *
Nanotechnology, smuggling	1d6 years in rehabilitation center
*Permanent incarceration in rehabilitation center until judged "rehabilitated" by psychiatrists	
Each repeat offense and/or every five years of unsuccessful rehabilitation adds a cumulative 50% chance of permanent incarceration.	

EXTERNAL RELATIONS ◀

Though the Solar Police attempt to remain uninvolved with the politics of the solar system, the crimes they investigate nonetheless puts them in daily contact with both the governments and people of all the settlements of Mankind. Some see them as saviors, others as unwelcome meddlers; regardless of the point of view, everyone holds an opinion of some kind about the USN's police force. SolaPol agents must tread lightly as they attempt to navigate the increasingly tense political climate of the 2210's.

5.2

MERCURY ▼

The Mercurians currently have an excellent opinion of the Solar Police, especially the Commercial Security Bureau. Though they may sometimes come afoul of some of the Merchant's Guild's more shady operations, in general their activities are beneficial to the Guild as a whole. For this reason, the government of Mercury is one of the great contributors to the Solar Police's war chest.

1.5.2

VENUS ▼

The Venusian authorities and the SolaPol General Assembly distrust one another, knowing that their agendas are completely opposed, and are bound to clash sooner or later. The corporations are careful to maintain good public relations with the rest of the human worlds and impeccable business dealings (at least on the surface).

2.5.2

CEGA ▼

CEGA, despite its proximity to the seat of the United Space Nations, has always held the organization in high suspicion. According to its plans, the USN should have been integrated freely into the Earth government's structure a long time ago, and its continued existence is a constant thorn in CEGA's side.

5.5.2

ORBITAL SETTLEMENTS AND THE MOON ▼

The United Space Nations emerged within the Orbital settlements, and as a result it has always been viewed with a sense of pride. The USN's mission of stability and peace is in line with the needs of both the Orbitals and the Moon. SolaPol agents are often viewed as heroes and champions of justice by the population, and they are usually enthusiastically welcomed wherever they go. Getting the cooperation of the local authorities to investigate a crime is never a problem.

4.5.2

MARS ▼

Neither the Martian Federation nor the Free Republic are on good terms with the Solar Police, though they will work with them if need be to avoid trouble with the other settlements. The former considers SolaPol a group of meddlers who get involved in affairs that should not concern them, while the latter group view with a skeptical eye the efforts of an external body trying to impose outsider's laws on its population.

5.5.2

THE BELT AND NOMADS SETTLEMENTS ▼

The Solar Police have next to no authority in the Belt. Individual Nomad groups may recognize them and offer some help, but they are more likely to request payment in exchange. In general, the only groups that venture into the Belt are the people of the Fugitive Retrieval Bureau and the inspectors of the Edicts Enforcement Bureau. The Commercial Security Bureau's ships often frequent the Inner Belt, but they rarely interact with Belters unless the Nomads are suspected of committing a crime.

8.5.2

JOVIAN CONFEDERATION ▼

The Confederation is carefully neutral toward the Solar Police, like they are with most other large organizations in the solar system. Their faraway location removes them from most of SolaPol's daily operations, and they are usually able to control the movement of agents within its territory. They supply a large part of SolaPol's annual budget, since it is a (relatively) inexpensive way to keep an eye on CEGA and the rest of the inner system.

1.5.2

SOLAPOL ORGANIZATION

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Like all government-level organizations, SolaPol is built around a large hierarchical structure, but with a surprising level of independence for the lower echelons.

ORGANIZATION ◀

The Solar Police, while formally part of the organization of the United Space Nations, has its own separate chain of command that is joined only at the top level with the USN's. The entire agency is built around the traditional pyramidal structure, with the Director-General on top exercising his authority through Assistant-Directors and several bureaus and committees. A high degree of independence is nonetheless granted to the personnel working in the field and at the lower levels, a concession made necessary by the difficulty of coordinating operations and communications over remote interplanetary distances.

SolaPol's governing bodies are its General Assembly and its Executive Committee; these are deliberative organs, with decision-making and supervisory powers, which meet periodically to put together the policies of the organization. The Director-General sits on both, though the decision-making process is centered around the General Assembly. The Executive Committee, as its name indicates, mostly serves to implement and formalize the various policies decided by the Assembly.

The organization's permanent departments constitute the General Secretariat, which is responsible for implementing the decisions and recommendations adopted by the two deliberative organs and whose close contacts with the SolaPol branch offices in the various member countries provide the framework for day-to-day interplanetary police co-operation.



BASIC STRUCTURE ▼

The Solar Police's effective forces are composed of seven field-oriented bureaus, each one specialized in a given field of police or investigative work. They are the Edicts Enforcement Bureau, who look into dangerous/forbidden science, the Executive Protection Bureau, who are bodyguards and security personnel for USN officials and diplomats, the Commercial Security Bureau, who investigate affairs connected with trade (such as piracy), the Fugitive Retrieval Bureau, who hunt fugitives from settlement to settlement, the Crisis Intervention Team, which provides some muscle to SolaPol, the Special Investigations Bureau, who handles cross-Settlement crime investigations and any other special tasks, and the Analysis & Records Bureau, which collates data from the many different police forces across the Solar System.

The following chapter examines these major bureaus, since they constitute the investigative arm of the Solar Police. Many of the purely administrative divisions, such as Legal Affairs and the main administration bureau (which comprises the Documentation Sub-Division, the Accounts and Finance Department, the Personnel and Social Welfare Sub-Division, the General Services Section, and the Missions Office), have been omitted due to a lack of space. These divisions are no less important to the good function of SolaPol than any of the more field-oriented bureaus, however.

BASIC RELATIONS ▼

Due to limited law enforcement resources and increasingly complex criminal organizations, efficient use of the resources available is essential. The various bureaus must routinely cooperate and work closely with local law enforcement agencies on joint investigations and through task forces that address broad crime problems. Agents may be detached to another bureau or loaned to a local force to assist in the resolution of an affair, and information is liberally exchanged between all those working on the case.

That is the theory — in practice, not everything works as planned. Local police forces do not always appreciate the presence of outsiders in their investigation, and jurisdictional conflicts are common. Local authorities, afraid that SolaPol may actually be spying on them and their activities, may sometimes restrict the information available to the agents; likewise, SolaPol may keep some data to itself if the field office deems it unconnected with the case.

3.1.1

3.1.2
end of section 3.1 Organization



3-2



▶ GENERAL ASSEMBLY



The General Assembly is composed of delegates appointed by the governments of the USN Member States under the auspices of the United Solar Nations' assembly; it meets once a year. The Assembly is SolaPol's supreme governing body and makes all the major decisions affecting general policy: resources needed for interplanetary co-operation, working methods, finances and programs of activities. Generally speaking, the Assembly makes decisions by a simple majority in the form of resolutions or recommendations. Each Member State represented has one vote.

The current Director-General of SolaPol is Janus O'Grady, who has held the position for twenty years. Of mixed Irish and Greek descent, the sixty-year old O'Grady is outwardly cheerful and friendly; however, a blistering temper lurks just beneath the facade. Rumor has it that O'Grady was a special ops operative in his earlier years, working for an unnamed interest or government. His mastery of four martial arts and his affection for sharp objects seem to bear out this theory, although no confirmation or denial has ever passed his lips.

▼ ORGANIZATION

3-2-1



The Executive Committee has thirteen members who are elected by the General Assembly from among the Member States' delegates. The Director-General of the Organization is elected for a four-year term of office. He chairs General Assembly sessions and Executive Committee meetings and ensures that decisions taken by the Organization's governing bodies are implemented. The technical and administrative support unit which assists the Director-General in his work is comprised of the Executive Office itself, the Public Relations Department and a secretariat.

Three Directors and nine ordinary members are all elected for three-year terms of office. The Executive Committee members are elected on the basis of equitable geographic distribution and must be from different settlements.

The Executive Committee usually meets three times a year, sometimes by teleconferencing. It ensures that General Assembly decisions are implemented, prepares the agenda for General Assembly sessions, approves the program of activities and draft budget before they are submitted to the Assembly and supervises the management of the Secretariat.

The Secretariat is the permanent administrative and technical body through which SolaPol operates. It implements the decisions taken by the General Assembly and the Executive Committee, co-ordinates actions designed to combat interplanetary crime, centralizes information on crime and criminals, and maintains contact with national and interplanetary authorities.

The General Secretariat is staffed by the Secretary General and the technical and administrative personnel needed to carry out the organization's work. The Secretariat is administered by the Secretary General who is appointed by the General Assembly for a five-year term of office. He is answerable to the General Assembly and the Executive Committee for the Organization's general and financial management.



► EDICTS ENFORCEMENT BUREAU

Ever since the twentieth century, science has evolved to a point where mistakes can be very costly, both in terms of resources and lives. As Mankind learns to control ever more powerful forces and intricate life forms, the possibility that something could go wrong either through malice or incompetence cannot be dismissed with a wave of the hand. Safety regulations must be put in place and severely enforced to ensure that no harm will come through misapplied technology, often much to the chagrin of governments and corporations who are always seeking an advantage over others.

This is where the Edicts Enforcement Bureau comes in. Its investigators and science staff look into dangerous or forbidden science, trying to steer research away from discoveries or inventions that could be used as weapons of mass-destruction. Many scientists distrust the Bureau, seeing them as little more than modern Luddites determined to turn back the clock and keep Mankind from advancing. They point out the terrible costs exacted on Mankind, with advances being slowed down in medicine, food and energy production, and ecological technologies. Most often, they are the ones that gave the EEB its frightening reputation as the "Men in Black." Most scientists, however, readily see the dangers of unchecked progress and are usually more than willing to work with the Bureau — especially if they are looking into the works of a competitor.

▼ ORGANIZATION

The Edicts Enforcement Bureau is composed of a main investigative divisions and two support divisions. These divisions are further broken down into offices, each specialized in one particular field of activity.

The Investigative Division proper is comprised of the Office of Program Evaluations, Office of Systems Evaluations and the Office of Investigations. The three offices do most of the visible work of the bureau, keeping track of developments and new discoveries.

The Office of Program Evaluations conducts operational inspections designed to give the bureau timely information about research operations, including current and foreseeable problems. The operatives also work to detect and prevent fraud, waste and mismanagement while encouraging effective and efficient operations, generally in coordination with local government offices. Lastly, they analyze specific management, technical, or policy issues that might affect their work. These program evaluations take an in-depth look at management issues, policies, or programs.

The Office of Systems Evaluation conducts reviews of the technical, management and contractual issues associated with the development, acquisition and operations of computer hardware and software, automated information systems and computer-based communications, as well as other technologies. It closely monitors all artificial intelligence research to ensure that any AIs developed remain under strict confinement and feature built-in moral restraints.

The Office of Investigations conducts investigations of alleged or suspected wrongdoing by employees, contractors and financial assistance recipients, which may involve violations of the Edicts, criminal laws, civil statutes or local regulations.

▼ SUPPORT DIVISIONS

The Administrative Division is composed of two offices and a small administration pool. The Office of Audits performs audits of commercial operations and financial data related to research and development activities. Its regional offices conduct financial-related audits of external activities funded by the various governments and corporations through contracts or financial assistance, particularly grants and cooperative agreements. The Office of Counsel provides legal assistance for auditors, inspectors and field investigators and reviews proposed and existing legislation and regulations.

The last division is the Research Division. These scientists are purely an internal division and never venture out into the field. They conduct their own research, exploring the ramifications of new discoveries and establishing what is a real threat and what isn't. They examine confiscated discoveries and inventions and also conduct advanced research of their own; for these reasons, their laboratories are often well isolated and distant from any human settlement. There are two on the far side of the Moon and three known ones in the Belt.

3-3-1

3-3-2

PERSONNEL ▼

The people of the Edicts Enforcement Bureau are quite unmistakable: they affect dark suits and sunglasses (often with extra electronics, such as infra-red, built into them), and rarely seem to have facial expressions. They put most people ill at ease; whether this is due to the rather direct nature of their questions, the suspicions they seem to harbor toward anyone not being entirely clear about their research or the large exosuits of the Crisis Intervention Team standing behind them matters little.

The Bureau, despite its fearsome reputation, does not have unlimited power. They require warrants from the Solar Court or the local authorities in order to search private premises, just like any other police officer (though they can often get a warrant faster than any other groups if they have suspicions that something dramatic is about to occur). If push comes to shove, they are well-equipped to deal with troubles: most agents replace their standard sidearms with a considerably more powerful weapon. And if more power is needed, some whisper that the Bureau keeps some of the more bizarre weaponry they discover... just in case.

CURRENT CONCERNS ▼

The Edicts Enforcement Bureau is always on the lookout for fringe scientists and unscrupulous merchants who might be tempted to make a quick buck by opening a Pandora's Box, to the detriment of the rest of Mankind. They will investigate any rumor of wrongdoing, sometimes by sending agents from other bureaus to scout out the location while avoiding suspicion. They have been known to work with both military and civilian authorities on cases, and the cold-fish facade of the EEB's people has sometimes crumbled to reveal friendly and dedicated agents.

The recent worsening of the relations between the inner and outer solar system has put the bureau's higher officers into great turmoil. They are fearful that the frictions could escalate into a full-blown conflict, where both sides would no doubt attempt to gain the upper hand by using progressively more advanced and dangerous weaponry. The added difficulties of keeping track of military research laboratories, which are already hard to visit and which would gain additional secrecy to be protected from prying enemy eyes, does nothing to reduce their worries. The bureau will cooperate fully on any mission aiming to defuse a potentially conflict-starting situation.

THE FACE MORPH AFFAIR ☆

The little known Face Morph Affair of 2202 is a classic incarnation of the worries that drive the Edicts Enforcement Bureau. A string of politically-oriented murders took place on Earth in the early years of the twenty-third century. The murders were often committed in broad daylight and in front of many witnesses; yet, every time the assassin vanished without a trace. The investigation was going nowhere until Max Asparian, a young analyst in the EEB's research offices, stumbled over a report filed three years before about a raid on an underground nanotech lab in Calcutta. The report told of machines that could reshape a thin polymer shape within minutes, making it mimic almost any material. The resulting morphing mask would be the perfect tool for a political assassin to disguise himself with. The team that finally caught up to the perpetrator used the minute amounts of DNA shed by the skin of the suspect to test everyone in the station where the latest murder took place, having blocked all departing flights. The assassin could change his appearance at will, but he could not change his core DNA.



3.3.3

3.3.4

HISTORICAL FACT

end of section 3.3 edicts enforc.



► EXECUTIVE PROTECTION BUREAU

Truly effective diplomacy requires security and stability, both of which seem to have become increasingly scarce. The Executive Protection Bureau is descended from the various VIP protection and diplomatic security organizations of Earth. The USN Charter charges the Bureau with the safety of the Assembly Chairperson and delegates, the SolaPol Director-General and their immediate families. Former Chairpersons and their spouses, widows and minor children of former Chairpersons are also entitled to EPB protection.

Most of the work of the Executive Protection Bureau, however, is to ensure the protection and continued safety and comfort of visiting heads of states or governments and their spouses. They are also assigned to safeguard other distinguished visitors and official representatives of the USN performing missions abroad. The perceived neutrality of the Solar Police allows them more freedom to perform the task; other governments are often leery of letting possibly hostile personnel carry weapons in their facilities, and no one quite trusts another.

The protective mission of the bureau involves managing a complex range of security programs designed to shield USN personnel, facilities and information from hostile intent. The Executive Protection Bureau also manages SolaPol's witness security program, which hides important witnesses and informants until they can testify at trial, after which they are relocated to restart their lives under a new identity.

In addition to their normal activities, Executive Protection personnel are involved in supporting a number of programs of the other Bureaus. For example, they ensure witness security for Edicts Enforcement and Special Investigations trials and secure high-level prisoner transportation (a task they sometimes share with the Fugitive Retrieval Bureau, leading to some friction as to jurisdiction).

▼ ORGANIZATION

The Executive Protection Bureau has three major Divisions: Operations, Technical Security and Research (commonly referred to as "Intelligence"), all of which are further broken down into Offices and Departments. Although there is much functional overlap and cross-assignment, in general the Technical Security and Research Division specialists are subordinate to agents of the Operations Division and both Divisions have an Agent-in-Charge.

Executive Protection personnel fall into one of four categories. The coordinator, the agent in charge of operations, manages all security activities during an event or at a site. Physical security agents are the bodyguards directly protecting or supervising other assets involved in protecting people or facilities. Technical security specialists provide technical expertise and hands-on support. Support personnel provide the "mundane" services — administrative, access control, medical and vehicle drivers and mechanics — critical to mission accomplishment.

The Technical Security specialists include people trained in environmental security (NBC/CBR, HAZMAT, fire, etc. — anything that might harm their charges through a change in the environment), surveillance techniques (direct surveillance, countermeasures, intrusion detection/prevention), information/electronics/communications (i.e. computers, telecommunications, etc.), explosives and emergency medical procedures. In general, there is significant cross-training among the members of the Tech Security Division so that fewer agents can be assigned to a case.

The last Division, Research, includes agents that specialize in profile investigations (also referred to as "protective research"), document analysis, fingerprints/identification, psychological profiling and other fields. They provide background data the agents in the field might need in the course of their work, and try to plan ahead for any pitfall.

▼ DETACHED MISSIONS

Groups of EPB bodyguards are often seen surrounding visitors, and the public most often assume they work only in groups of two or more. While this is technically most often the case, it is not unknown for agents to be assigned to special detached missions where they have to protect one person all by themselves. This is often the case when SolaPol wishes to protect someone against their will (in which case the agent must go undercover as well), or when discretion is required and a large group of guards would be too conspicuous. Agents assigned to "solo jobs" tend to see more action and excitement than others, and this is reflected in their abilities and attitude.

T-4-E

E-4-2



► COMMERCIAL SECURITY BUREAU

The Commercial Security Bureau monitors the huge amounts of money and resources that travel through the solar system and power the interplanetary economy. They investigate frauds, illicit trade, counterfeiting and piracy, as well as most datacrimes. Basically, they are responsible for keeping the flow of trade open between the various settlements.

The Commercial Security Bureau combats all types of financial and commercial crimes. A plan is in place to target credit fraud and counterfeit negotiable instruments by organized groups. The bureau also investigates loan brokers, appraisers, accountants and attorneys engaged in conspiracies to defraud lending institutions (especially over interplanetary distances, which make prosecution difficult) and on conspiracy to sell worthless goods, investments, or services (again, crimes made much easier by the delays forced by the huge distances).

The bureau also acts as an interplanetary coast guard and custom office, checking cargo and registry notices of the ships it comes across. All commercial transports are required to file a flight plan for safety and security reasons. The bureau also provides survey services and registers claims of salvage (in the case of the latter, they will look into the history of the wreck to try and trace the previous owner).

The bureau uses a variety of laws, asset forfeiture statutes and sophisticated investigative techniques in its interplanetary cases to fight commercial and organized crime. These investigations frequently utilize undercover operations, electronic surveillance, informants, cooperating witnesses and consensual monitoring. Many of these are conducted in conjunction with local police agencies. For obvious reasons, the bureau works closely with the Analysis & Records Bureau, which provides them with extra analysis capabilities to handle the data generated by these operations.

▼ ORGANIZATION

The Commercial Security Bureau is composed of several divisions and offices, each tasked to investigate a particular type of crime or criminal activity. They are all interlinked through the bureau's main database, of course, so that information on one case may serve in another.

The Commercial Security Office constitutes the main body of the bureau and accounts for nearly half its manpower. They are the ones that look into the piracy cases that inevitably come up every year, or look for the *unknown attackers* that ransacked a distant ore extraction and production facilities out in the Belt. They also track organized crime, especially those organizations or groups that extend out into space and across several settlements.

The Office of the Inspector General conducts and supervises audits, inspections and investigations of interplanetary trade programs and operations, generally as part of a multi-settlement task force. Its goals are to promote economy, efficiency and effectiveness, and to prevent and detect fraud, waste, abuse and mismanagement in commercial operations.

The Office of Administration handles matters related to acquisitions, budget, human resources management, information technology, publications, security and quality assurance. It also manages the flight plan registry and the Resource Claims Office.

▼ RESOURCE CLAIMS OFFICE

The neutral position of the Solar Police made it a perfect candidate when the time came to establish a general registry of all current valid resource claims in the solar system. These were originally registered by a number of offices and agencies on the individual settlements, but as the population in space grew and the number of prospectors increased exponentially, it became necessary to have a central databank to help sort out the various claims.

Today, all prospectors are required to register a claim to an asteroid or comet before they can start exploiting it. It is not sufficient to merely detect the celestial body; to prove ownership, one must first place a claim marker on it, then do a complete basic survey which will be radioed back to Earth. Provide the asteroid or comet has not previously been claimed and does not pose a threat, a right of exploit and ownership will then be filed in the database. *Normad groups* helped establish the system, and they have a very poor opinion of claim jumpers.

PERSONNEL ▼

The dress code and equipment of the Commercial Security Bureau personnel varies according to their assignment. Those who serve aboard the cutters and quickships wear a durable uniform that consists of a dark blue jumpsuit with numerous pockets and the bureau's badge on the right shoulder. A large SolaPol insignia is placed on the left breast, and the letters "SolaPol" are printed in white on the back. The rest of the bureau personnel tend to wear conservative business suits, or whatever is currently popular for merchants. CSB agents rarely wear sidearms, and when they do they are generally non-lethal weapons.

Commercial Security Bureau people are generally well-versed in administration, and many possess a law degree of some kind. Field agents tend to be shrewd observers of human nature as well as being skilled negotiators and tradesmen themselves.

3.5.3

CURRENT CONCERNS ▼

Of all the major SolaPol bureaus, the Commercial Security Bureau is the only one never lacking in funds or manpower. Because of its mandate and activities, the bureau receives extensive funding from the Mercurian Merchant Guild, who profit the most from the Bureau's actions. It is said that the Guild likes to think of the CSB as its own little security agency and often tries to impose cases upon its agents or steer their investigations toward what the Guild perceives as a threat.

The bureau investigates computer-related crimes involving both criminal acts and security issues. Those using the data network to commit fraud on an interplanetary scale, or to tamper with a settlement's computerized banking, financial or telecommunications systems, are specific targets. Petty crimes are generally left to local authorities, unless they point to a larger conspiracy at work.

The bureau also investigates spying against private companies. The espionage activities in question may involve the acquisition of classified, sensitive, or proprietary information, or seek to unlawfully or clandestinely influence sensitive economic policy decisions. The ever-increasing value of proprietary economic information and the corresponding spread of technology have combined to significantly increase both the opportunities and motives for conducting disruptive economic espionage. The CBS sometimes uses applicable local laws to investigate corruption of public officials in local governments, particularly those engaged in foreign or trade policies.

3.5.4

A SIMPLE TRANSACTION ☆

Agent Wilcox had been tasked with overseeing a transaction between an Australian biolab and CEGA's Agriculture and Natural Resources Office for a new strain of super wheat that could grow in the decimated American Mid-West. Seemed straightforward enough, but the biolab was hidden in the desert of the continent for fear of having its secrets stolen. The agent was led there drugged to prevent any security leak. The transaction went well, but there were complications. A rival biolab, who was interested in securing the contract, tried to use the agent as a pawn to get access to the data. The Resources Office didn't much care who they were buying the seeds from, as long as they got them. A three-way chase across half the Australian continent took place, terminated by a climatic, last-minute rescue by a Crisis Intervention team vectored thrust vehicle at the edge of a cliff.

HISTORICAL FACT



... end of section 3.5 commercial sec.



► FUGITIVE RETRIEVAL BUREAU

The Fugitive Retrieval Bureau is somewhat smaller than the other SolaPol departments, but no less important. The marshals of the FRB are tasked to hunt fugitives from settlement to settlement and bring them back to face judgment for their crimes, regardless of how far they run or where they hide. They represent the long arm of the Law, ready to reach out to strike down all criminals, and are often seen as a symbol of the inexorability of punishment for the guilty.

This function has been entrusted to the Solar Police because no government wanted to allow law enforcement representatives of other settlements to operate on their territory with little supervision; the Solar Police's acknowledged neutrality made them a natural choice for the task. The bureau occupies a unique position in the solar justice system, for its work forces it to get involved in many types of law enforcement initiatives and operations. This sometimes cause frictions when the local authorities are unable to capture a suspect and must call in some help from the Solar Police.

The Fugitive Retrieval Bureau has primary jurisdiction throughout the solar system in conducting and investigating matters involving escaped prisoners and probation, parole and bond default violators, primarily those crossing settlement borders to escape justice. The bureau's marshals are also tasked to serve some of the warrants generated by other departments if these cannot be served by local authorities for whichever reasons.

▼ ORGANIZATION

The backbone of the Fugitive Retrieval Bureau has always been the individual Marshal. Idealized in the public eye as figures of legendary heroics in the face of lawlessness, they carry out their daily assignments with dedication and professionalism. The typical public image of the marshal is a square-jawed hero or an athletic beauty, and though not all marshals quite fit the picture, all are remarkably fit and in good health (a side effect of spending one's time running after fugitives).

Criminals sought by the law are apprehended by teams in which marshals and investigators work as equal partners alongside agents from a host of local law enforcement departments. For decades, law enforcement officials have relied on the detailed knowledge of local authorities to help locate and arrest fugitives. Task force cooperation is reciprocal in most human settlements: SolaPol intelligence resources and personnel now routinely assist local police forces with their fugitive cases.

Investigations carried out by the men and women of the Fugitive Retrieval Bureau result in the annual apprehension of thousands of fugitive felons. On the international front, the bureau has become the primary agency responsible for returning fugitives wanted in foreign settlements, though they must often compete with the local authorities to get their man first. It has happened that a fugitive had to be smuggled out to face charges elsewhere because he was under a worse sentence locally.

The bureau depends mostly on information gathered by other departments within SolaPol's structure, though it has its own Electronic Surveillance Unit. The ESU provides covert support such as communication monitoring, electronic tracking and audio-video evidence recording. The ESU investigators also help prepare court orders, analyze electronically-gathered information and review requests for surveillance equipment and training.

The ESU teams work in concert with the Analytical Support Unit, a group of analysts attached permanently to the Fugitive Retrieval Bureau. They provide tactical and strategic expertise to the branch offices of the bureau and research information during fugitive investigations. They also oversee the bureau's central law computer system and communications center.

▼ REPUTATION

Of all the Solar Police divisions, the Fugitive Retrieval Bureau is probably the one which is best known to the public at large. Marshals often become romanticized figures in the eyes of the public, mostly since their exploits are often publicized by the media whenever they catch a dangerous offender. SolaPol marshals are often featured in action and police shows created by the media houses across the solar system, where they are represented as defenders of the law and all around good-guys. Many of the young hopefuls who ask to join the Solar Police every year request to be assigned to the bureau in the hope of becoming one of their childhood heroes.

PERSONNEL ▼

Agents of the Fugitive Retrieval Bureau are said to share a single-minded intensity toward their work that borders on fanaticism in certain cases. They tend to have burning, passionate eyes as they track their prey across the solar system. Most of the agents have a cool, assured demeanor that is said to strike fear in the feeble-hearted. The marshals can afford to take their time: they will get their man, sooner or later. They are meticulous, often finding clues and hints where others have missed them. Local enforcement authorities call them "bloodhounds" — a term that is half-derogatory, half-respectful.

Fugitive Retrieval Bureau agents tend to dress in rugged, casual clothes. They are often on the move, so they try to carry as little baggage as possible; what they do have with them is often very personal in nature. They will generally carry only one trusted sidearm for personal defense. Their connections with local offices let them acquire heavier weaponry on site, but only if needed: they pride themselves on taking down a target without undue violence.

3.6.3

CURRENT CONCERNS ▼

Like most other SolaPol divisions, the bureau has maintained its own "Most Wanted" fugitives list, separate from the main SolaPol one, since its formation. The high-profile list includes some of the most dangerous career criminals and terrorists that roam the solar system; what makes it different from the main list is that they have all eluded the marshals at one point or another, or have killed one of them (an offense the marshals never forget or forgive). The list is updated daily, based on information received from the local field offices.

The Fugitive Retrieval Bureau is also becoming more and more worried about the state of cold war that exists between the Earth government and the Jovian one. War and conflict make movement between the various settlements more difficult, but they also allow perpetrators to disappear more easily into nature. Records can be destroyed, witnesses killed, and marshals generally find themselves at a higher risk when they have to do their job in a hostile environment.

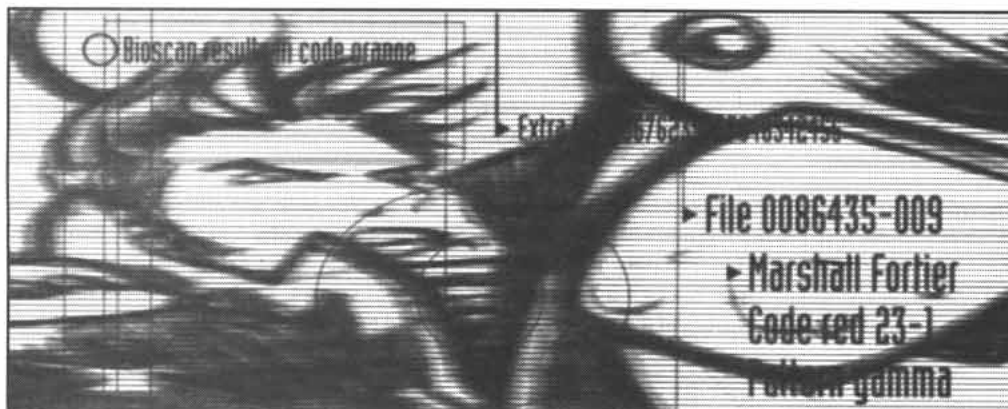
Though it does not involve itself in politics, the bureau is keeping a close eye on the relationships between the settlements of the solar system. The marshals know they may some day be called to pursue war criminals as well as petty thieves, and they do not look forward to it.

3.6.4

MOON WALKER ☆

One of the most spectacular cases involving the Marshals from the Fugitive Retrieval Bureau took place in 2204 on the Moon. Doctor Harold Blair was arrested following the murder of his wife with a high powered laser through her window. Despite his plea of innocence, he was subsequently tried and condemned to death. The affair took a strange turn when Blair escaped during a freak airlock accident, successfully surviving decompression and managing to reach the safety of a storm shelter. He subsequently eluded the police team that went after him and disappeared. At this point, a SolaPol marshal and his team were called in to help track the fugitive down. What followed was a cat-and-mouse chase that saw the marshal and Blair fight a mental battle of colossal proportions, with Blair always staying just one step ahead of his pursuers. By the time the marshals caught up to him, Blair had not only discovered the identity of the culprit but had cornered him. Blair was subsequently released by the courts.

HISTORICAL FACT



end of section 3.6 fugitive retr.



► CRISIS INTERVENTION TEAM

The Crisis Intervention Team, the paramilitary special operations group of the Solar Police, provides SolaPol with a scalpel for those occasions unsuited to either the cudgel of the USN Guard's peacekeepers or the subtleties of diplomatic rhetoric. The Crisis Intervention Team performs a number of services for the Solar Police, including counter-terrorism and direct action — which are military jargon for strike, raid and similar combat operations. They are also asked to perform some search and rescue operations in hostile territories, and they may be called to do some disaster intervention (both of a "proactive" and "preventative" nature). Some of the specially trained squads are also assigned, though much more rarely, to intelligence gathering and psychological warfare operations (also known as covert activities and "dirty tricks").

In addition to the tasks listed above, the Crisis Intervention Team was established to supply emergency response to terrorist activities, hostage taking and other critical incidents where local authorities are unable or unwilling to act. The Hostage Rescue Team is a respected component of the CIT and is responsible for planning and executing tactical plans for the arrests of fugitives (in conjunction with the FRB) or the release of hostages. Expert assistance is available in cases involving abduction or mysterious disappearance of people, and for crisis management, hostage negotiation, criminal investigative analysis and special weapons and tactics operations.

The Crisis Intervention Team recruits most of its personnel from the ranks of armed forces throughout the solar system: USN Guards, military special ops and police SWAT teams. The CIT troopers receive additional training in advanced hand-to-hand and blade combat (see page 98 for more) and are taught various techniques more in line with their new duties (such as how to stuff just liberated hostages into survival spheres in less than thirty seconds). In addition, CIT officers assist in the assessment, selection and training of all SolaPol undercover employees.

▼ ORGANIZATION

The Team is a rather small division of SolaPol in terms of manpower and is divided into two main entities: the troopers who do the field work, and the administration pool, who tend to the paperwork (they are few in number, since most of the task is automated through expert systems anyway). Unlike similar military units, the paramilitary crisis intervention teams have no fixed structure; police work tends to a more "flexible" approach than the military.

The various troopers are generally organized into functional groups based on classic Special Ops troop organization, whether in the fields of counter-terrorism, SAR, PsyOps, etc. Groups have subordinate squads and teams, with a roughly pyramidal structure: four to six persons per team, four to six teams per squad, four to six squads per group. Squads and groups have headquarters/support elements of varying sizes, normally equivalent in size to the next lower element (i.e. squad support team, group command squad). "Special duty" personnel concealed within the headquarters and support structure (i.e. within the Counter-Terrorism Group Research Squad) are operatives hand-picked for special activities like covert surveillance or data penetration.

▼ FIELD TEAMS

Field teams are normally composed of agents with very different skills in order to cover every possible eventuality. Personnel include specialists in fields such as shooters, demolition, medical, intelligence/psyops, hacker, electronic warfare and many others. Recruitment and training for these teams is first assured by the higher-ups at the division level, but in practice they are transferred to the team itself within a few weeks. The team leader has to draw up training schedules and must handle any personnel transfer or assignment requests.

The typical CIT team is composed of between four to six members. The skills and abilities of the people within reflect the task the team is more likely to perform. For example, an entry team — those that go in first — is usually made up of four troopers, three of which are shooters and one a specialist in demolition and breaching charges. Support teams may be made up entirely of snipers. All, however, have received some crosstraining to be proficient in more than one field, should they be called to fulfill other functions in an emergency.

PERSONNEL ▼

CIT troopers usually wear a dark blue jumpsuit with the letters "SolaPol" in white on the back. It is very similar to the uniform used by the ship crew of the Commercial Security Bureau, but noticeably darker. Numerous pockets and loops allow the trooper to attach body armor piece, weapons, extra clips and other pieces of equipment without any problem. The uniform can be worn under the CIT assault suit if needed. When operating in space, the troopers wear dark blue lightweight vacuum suits (see page 109 for game stats). All troopers are fully trained in the use of these lightweight suits, which were created especially for the Crisis Intervention Team.

The Team is perpetually undermanned and underfunded. As a result, it tries to maintain a technological and training edge. Since the troopers are "always outnumbered," they must capitalize on any advantage they can in order to ensure the success of the mission at hand. CIT troops have access to high tech guns, always customized for the individual and the environment it will be operating in. Most of the teams have access to demo charges to allow quick entry to an hostile building or construct. Several troopers are fully qualified as demolition specialists, and most teams will include someone with the knowledge to use explosive. Depending on the particular objectives they are faced with, they can also carry sas openers and power cutters (see Equipment on page 108 for more detail).

3.7.3

CURRENT CONCERNS ▼

The troopers of the CIT are potentially (and usually) the most controversial of all SolaPol Bureaus, a dubious honor the Team shares with the spooks from either the Edicts Enforcement and Special Investigations Bureaus, depending on the affair. Their high level of training and the fact that they report only to the Solar Police makes them a potential threat in the eyes of many governments. The troopers do not have a high opinion of the local forces, either, though they will usually keep their comments to themselves.

The CIT is portrayed more as a group of military commandos than a police SWAT team by CEGA-Venus bloc propaganda. Most nations are concerned by outside paramilitary forces potentially operating on their terrain, and prefer to handle tactical ops with local troops whenever possible. This often leads to jurisdictional conflicts between the troopers present on the scene, sometimes even under fire.

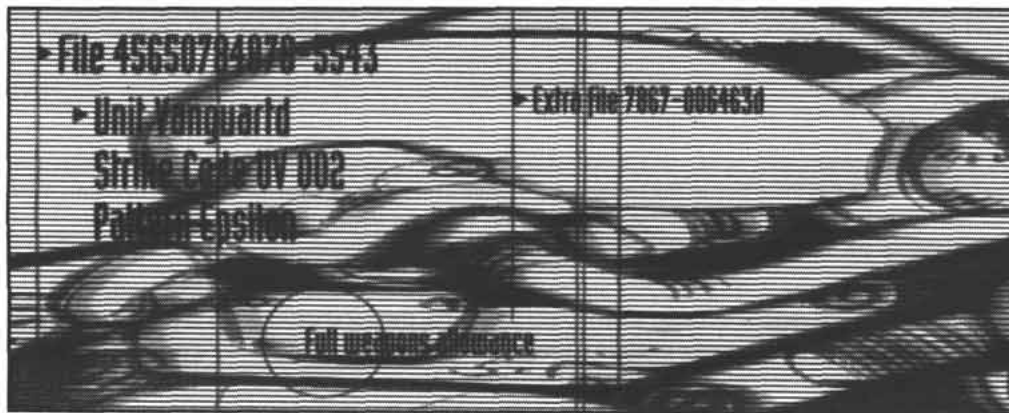
3.7.4

MARTIAN RALLY ☆

The operations performed by the troopers of the CIT are rarely publicized. The higher-ups do not like the idea that their methods may become public knowledge. Still, the Martian Rally (as the affair came to be called) of 2207 will remain one of the most spectacular and media-blitzed cases handled by the bureau.

One of the surface trains that was used to carry ores and supplies between the larger Martian communities had been taken over by an unnamed group (which was never properly identified) who used it as a mobile base of operations. Neither Martian governments wanted to do anything about it, so a CIT group was dispatched to free the hostages. In a spectacular cross-desert run, they managed to board the train and take it over section by section while evacuating the hostages to an hovering support craft.

HISTORICAL FACT



end of section 3.7 crisis interv.



► SPECIAL INVESTIGATIONS BUREAU

The Special Investigations Bureau is a jack of all trades, set up to handle major cross-settlement crime investigations and any special task forces set up publicly to deal with specific affairs. They are often called in to do the preliminary work on any case without clean-cut borders, after which they call in the other bureaus as needed, depending on their findings. Their broad field of expertise also includes war crimes and terrorism, both of which they investigate and report on to the United Space Nations council and the Human Rights tribunal.

Most of the current investigations of the bureau are centered around terrorism and politically-motivated acts of violence. Terrorism has no universal definition, despite the efforts of SolaPol, the United Nations and other interplanetary organizations, but everyone agrees that it is a grave crime characterized by violence or intimidation, usually against innocent victims in order to obtain a political or social objective. Modern technology gives these groups the power to cause considerable damage, and they are kept under close surveillance.

▼ ORGANIZATION

The Special Investigations Bureau is composed of several divisions, each tasked to investigate a particular type of crime or criminal activity. Of the three, only the Investigation Office and the Analytical Support Office are considered field divisions, which perform actual investigative work; the Office of Administration is almost entirely a support division.

The Investigations Office constitutes the main body of the bureau and accounts for nearly half of its total manpower. The IO agents are the ones that look into the special cases that do not fall under the mandates of the other bureaus, such as investigating major terrorist attacks or very specialized smuggling rings. They also look into organized crime groups in coordination with the Commercial Security Bureau; the Office is mostly interested in those organizations or groups that extend across several settlements and are engaged in violent activities.

The Investigations Office is also involved in the search for data concerning war crimes and atrocities, which they list in the same category as terrorism (indeed, sometimes they are one and the same). Any major conflict (and quite a few minor ones) is closely monitored by Bureau observers whenever possible for irregularity and violations of human rights protocols. These field observer teams are sometimes placed in great danger if they are witness to something they were not supposed to see, but there are no shortage of volunteers nonetheless.

The Analytical Support Office provides tactical and strategic expertise to the various branch offices of the bureau. Its agents are the ones doing basic research and information recoupements during investigations; they also do most of the "grunt" legwork, getting preliminary testimony from witnesses and opening files for new cases. They also oversee the bureau's central law computer system and the communications center, and co-ordinate data exchange with the Analysis & Records Bureau.

The third division, known as the Office of Administration, handles matters related to acquisitions, budget, human resources management, information technology, publications and general security. Though mostly a purely administrative body, its personnel are sometimes called upon to help out with research or other manpower-intensive tasks.

▼ SPECIAL CASES UNIT

The Special Investigations Bureau has one last division, but it is fairly small and seldom publicized: the Special Cases Unit. It is there that all the unwanted or bizarre cases end up. Files that have not been resolved after twenty years are also sent down to the SC, to be filed and largely forgotten. Few agents look for assignments to the SC, as it is seen as a career dead end.

The SC agents tend to be a strange bunch and they are given considerable leeway in their work. They are the ones investigating reports of secret alien installations in the Belt, or ritual murders in the basements of the Venusian arcologies. They even manage to close a file once in a while, though they often start three new investigations at the same time.

1-8-1

2-9-E

PERSONNEL ▼

The personnel of the Special Investigations Bureau tend to dress conservatively, like most of the people in the administrative arms of SolaPol. Field agents are left with much more leeway, however, and will often wear the latest fashion. This is especially true of both the undercover agents and the Political Crime agents, who must often get close to a certain milieu in the course of their work where standing out would be an hindrance (sometimes a fatal one). Other than his badge, there is little to distinguish a SIB agent from any of the other investigators of the Solar Police. Unless their duties demand otherwise, they will generally only carry a standard sidearm.

Part of the bureau's personnel is constituted of solo operatives, agents who work on their own to uncover the more delicate affairs and strange cases. These agents try to keep a low profile, but they have a general mystique about them that makes them popular with the public at large. While the common image of a dashing young agent boldly uncovering the fiendish conquest plans of a power-mad CEGA general — all the while wearing the best clothes, visiting exotic places and cities, using numerous gadgets and seducing the general's beautiful assistant — is somewhat exaggerated, solo operatives do lead eventful lives.

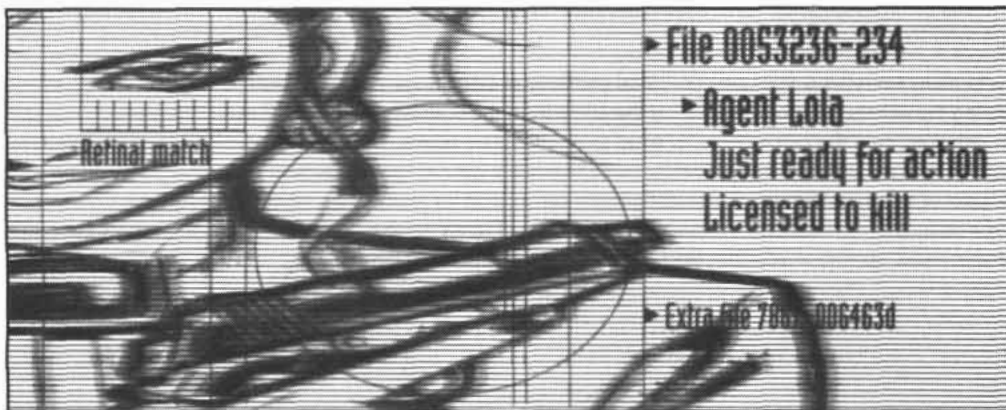
CURRENT CONCERNS ▼

Recent trends in terrorism are characterized by ever more violent and catastrophic events, and the bureau has thus stepped up its operations to keep up with this new development. No settlement is immune from terrorism: history is replete with examples of this. Terrorism is, by its nature, a phenomenon which has the potential to strike any time or any place. Unlike organized crime, which has a profit motive, terrorism's goals are normally not primarily for financial gain and are thus harder to accurately predict.

The bureau has determined that the most effective means of combating terrorism and organized crime is to focus investigations and prosecutions on entire criminal structures rather than on individual perpetrators. Through this process, all aspects of the criminal operation can be identified. This allows not only the prosecution of the criminal group, but also the seizure of the enterprise's assets and structure so that it cannot be restarted easily with new personnel. Hopefully, this will disrupt or dismantle entire criminal organizations, removing them completely as a threat to human society.

THE SPACE ELEVATOR AFFAIR ☆

The biggest dossier currently being looked into by the bureau remains the destruction of the Martian space elevator in 2210. While the agents in the charge of the affair have interrogated as many people as possible, they remain unconvinced that STRIKE agents were responsible for the catastrophe. The most likely suspects are Free Republic special ops operatives, but the Republic suffered almost as much as the Martian Federation from the physical and economic aftershocks of the attack. The presence of Jovian citizens and at least one confirmed squad of CEGA personnel in the direct vicinity of the elevator minutes before the whole thing came crashing down still has not been adequately explained by either Earth or the Jovian Confederation.



3.8.3

3.8.4

HISTORICAL FACT

end of section 3.8 special inves.



► ANALYSIS & RECORDS BUREAU

The Analysis & Records Bureau is a complicated body that performs post-crime investigations and analysis, criminal psychology and criminal laboratory support, as well as handling the *efficient allocation and security* of the SolaPol's vast information systems. The bureau evaluates and coordinates all information from all other bureaus within the SolaPol organization. It controls the growth and breadth of the SolaPol's knowledge base on all the solar nations and known organizations.

The bureau has access to almost every piece of information in the USN, and thus a great deal of security is enforced with all levels of the organization. Still, many of the ARB's initiatives are left in the planning levels due to a complex bureaucracy and inefficient management resources. There are also other bureaus of SolaPol that have removed themselves from monitoring, concealing themselves under the guise of black operations and organizational security. They instead only supply what they consider necessary information to the ARB.

▼ ORGANIZATION

The Analysis & Records Bureau is perhaps the largest organ of the SolaPol organization, organized into three key divisions. These divisions are CARP (Criminal Analysis, Research and Psychology), IRC (Information Regulatory Commission), and ISA (Information System Administration). Within these divisions is a vast bureaucracy of office staff, administrators and field personnel that extends its reach throughout the entire solar system from the haven of USN embassies. There are a small number of satellite offices that operate secretly and maintain more localized data collation due to the nature of their investigations, namely on Earth, Venus and the Jovian colonies.

All information gathered by the ARB is routed locally and also transported securely across a vast dedicated computer network for integration into the SolaPol's IAPETOS datacore (see page 109). The great majority of the ARB personnel are staffed at Pyrea Station where they handle the vast amounts of information stored there. The enormous complex occupies a substantial section of the USN's allocated volume in the station.

▼ CRIMINAL ANALYSIS, RESEARCH AND PSYCHOLOGY

A newer ARB division, CARP maintains central offices and criminology labs on Pyrea Station, as well as field personnel distributed in regional offices throughout the solar system. Organized to be a facilitator to other bureaus, the CARP is comprised of both psychologists and scientists who aid and assist all the other bureaus in their criminal investigations, providing valuable psychology and criminology expertise.

At the start of SolaPol, CARP was not a single entity. Each bureau fielded its own psychologists and criminologists in their bureau offices. Under advisement of present CARP director, Michael Heisel, the bureaus were restructured to place such staff under the CARP within ARB, allowing the analysts to function independent of the other bureaus, creating a better system of support for the needs of the other bureaus.

The organizational hierarchy of CARP is very flat with little overarching leadership. This is a natural evolution of the highly educated demographics within CARP. CARP is chiefly comprised of scientists and professors, who are more interested in representation than organization. Instead, each section is managed through a method of representative committees. Though inefficient at times, it does get the job done by placing authority closer to the bottom.

Performing everything from psychological profiling to DNA fingerprinting, CARP is responsible for ascertaining the events that occurred during the crime from the scientific evidence. These actions are conducted far removed from the crime scene, in small cross-discipline teams. Through an examination of investigative reports, images and physical evidence, these teams are able to quickly deduce the nature, motivation and suspect of the crime. Sometimes investigations can extend for many years, where the suspect is known, but the evidence is inconclusive. However, most CARP staff rarely involve themselves outside their labs and the case at hand, leaving any further field investigations to the other bureaus.

There is a rumor that a team of prominent psychologists is working secretly with the SIB in conducting psychological forecasting through advanced AI profiling of prominent criminals in virtual reality simulations. However, these conjectures have never been substantiated, and CARP flatly denies such activities, calling them sensationalist 'science fiction' propaganda.

3.9.1

3.9.2

INFORMATION REGULATORY COMMISSION ▼

A primary target for espionage, the ARB is constantly dealing with infiltration from solar nation and criminal spy networks. The main function of the IRC is to provide security from these threats. The most powerful division of the ARB, the IRC has grown to manage this security for the entire SolaPol organization, able to flex its muscle against other bureaus that are not in compliance with their security protocols. Frequent occurrences of espionage attacks over the years have forced the expansion of the IRC's capabilities, building the complicated and suspiciously unchecked organization that exists today.

Computer security is the largest task of the IRC. For this task, the IRC recruits hackers and computer security engineers, who maintain constant watch over the security of SolaPol's computer systems and network transmissions. These agents work very closely with the ISA, coordinating issue ticketing and monitoring service dropouts through a distributed chain of security measures and checks. Most interference episodes in ARB communications are merely technical issues. However, a few are attributable to hacking and network infiltration. These are isolated and traced, with the incident being escalated to the appropriate bureau of investigation. In this regard, the IRC has served an important role within the ARB, many times helping to apprehend some criminals that had eluded other bureaus due to the nature of their crimes, computer espionage.

Outside of Pyrea Station, the IRC also maintains hundreds of undercover cosigners that ferry information, documentation and physical evidence between SolaPol locations. These men and women are often contracted on an as-needed basis while retaining regular salaries from the IRC or ISA. There is a tremendous amount of corruption within this organizational structure due to internal espionage and piracy. While the ARB has tried to place stricter enforcement on these security leaks using background checks and frequent surveillance reviews, the amount of internal corruption of the division prevents any effective action. The result is that internal security is a constant issue.

In addition to maintaining internal security, IRC security experts also serve temporary assignments to other bureaus in need of breaking criminal security networks. Experts at multiple encryption techniques, they provide the means to infiltrate almost any criminal or government computer network. Most of these jobs are black operations, but a few operations, contiguous to the fall of the orbital elevator and involved in the Martian Civil War, have utilized politics and media attention to attain their goals.

INFORMATION SYSTEMS ADMINISTRATION ▼

The ISA is the division that handles the efficient allocation and assurance of the SolaPol's vast information systems. They monitor and maintain all the data and communications infrastructure of the ARB, working under the watchful eye of the IRC, to maintain data security. From the point of view of the other bureaus, they are the worker staff that manage every data terminals, as well as ensuring that the vast computer array that is the information backbone of the SolaPol is up and operational. This might seem mundane and unimportant, but the ISA performs perhaps the most important function of the SolaPol. This importance often goes unnoticed by the rest of the organization, much to the division's disdain. Comprised of an extensive staff of data clerks, technical support analysts, programmers, systems engineers and project managers, the ISA continually replaces and upgrades the many components of the ARB's information network.

Originally fielding some of the best computer engineers in the solar system, the ISA has created a brilliant system-wide communications network. This distributed information network uses everything from satellite relays to simple memcards. All these methods combine to allow the exchange of information between datacores across the solar system. A sophisticated traffic management infrastructure, ISA staff and IRC cosignors manage the flow of this data. While field offices chiefly maintain their own data on local and neighboring operations, the primary datacore, IAPETOS, consolidates almost every byte of information into a central datapool.

As could be anticipated, information transfers are at a premium due to limited network bandwidth and slow intra-solar transport, thus this process of centralizing all newly acquired data can take weeks sometimes. Also, sensitive and vital information is often sent via an IRC cosignor to the appropriate locations. The management requirements necessary to accomplish this are mind-boggling and some information does get lost, misfiled or even stolen. However, there are several checks and balances within ARB's policies and procedures that ensure that data integrity and security is maintained. Still, zero-credit budgets and increased lack of funding causes delays and loss of network service from time to time.

3.9.3

3.9.4

end of section 3.9 analysts & records bureau

SOLAPOL CAREERS

P Y Ó 2 4 5 6 7 8 9



It is not easy becoming a SolaPol agent, but the excitement (and the social advantages) make it more than worth it.

CAREERS IN THE SOLAR POLICE ◀

The Solar Police has been entrusted with large responsibilities, and its personnel are correspondingly chosen with great care in order to shoulder the huge burden that has been placed upon them. Many are called, but few are chosen. Of those that are chosen, not all will stay once they discover just how demanding the work is.

SolaPol personnel may be called upon to move about a lot, especially field agents. This makes it hard to put down roots outside the organization, which often become a surrogate family of sorts. Though official policy discourages it, many form relationships with their co-workers and fellow agents; those are typically intense and short-lived, victims of the intense pace of SolaPol's tireless work. The organization often becomes the only element of stability in the agents' lives. As a result, officers and agents tend to have long careers, and few will leave before retirement. Those that do are often snatched up as security consultants by security firms or by governments eager to profit from their insider knowledge and experience.

The organization faces many unknowns in the course of its work; any skill may come in handy during an investigation. As a result, SolaPol applicants come from an eclectic background. In addition to the SolaPol agent position, other posts are offered under the administrative, technical and clerical categories. Individual field offices might need an attorney, chemist, personnel psychologist, or contract specialist. Administrative personnel, such as intelligence research specialists, computer specialists, management analysts, language specialists, evidence technicians and accounting technicians, are all required for the proper daily functions of the organization.



RECRUITMENT ▼

To qualify for training as a SolaPol agent, an individual must be a citizen of one of the member settlements and have reached his twenty-first birthday (SolaPol has no upper age limit, provided one can pass the required physical exams). Candidates must be completely available for assignment anywhere; all must pass a polygraph examination, a drug test and a complete vision test. In addition, candidates must hold a degree obtained in a college or university that is accredited by one of the major governments of the solar system.

Specific knowledge, skills and abilities are defined for each position and sought in applicants. Relevant education and experience will be evaluated and individually assessed during the selection process. Law degrees are well regarded because agents will more easily identify the elements of a criminal violation and collect the necessary evidence for successful prosecution. An accounting degree or experience with financial systems is also a desirable asset since tracing financial transactions and analyzing complex accounting records may be called for during an investigation to aid in uncovering sophisticated financial crimes.

SolaPol attracts a wide range of applicants, generally enough to maintain the balance between the various services and still leave some leeway for the individual's preferences. There may be transfers and/or temporary duty assignments wherever the needs of the organization dictate, however, if one service lacks manpower. Applicants are made aware that they may be called upon to transfer to a second field office or department, depending on the staffing needs. Personnel with more than eight years' experience generally will not be considered for a non-voluntary rotational transfer, unless they make themselves specifically available for it.

SolaPol offers challenging and rewarding opportunities with a variety of career paths that could eventually lead to management positions. Any individual may apply for reassignment or additional training in fields other than those in which they are currently established if there are vacancies and after he has established a satisfactory work record. All applicants are given an equal opportunity to compete for vacancies.



► TRAINING

4-2

SolaPol is always looking for new agents, and though the preference is for skilled recruits, it still maintains a strong training establishment. In the long training process one trait is valued above all else: loyalty, loyalty to SolaPol and to the greater cause of humanity that it serves.

SolaPol maintains recruitment sections in all its regional offices, and works to ensure it attracts recruits from every solar region. While recruits with experience in useful fields are especially targeted, no potential recruit is turned away; even former criminals are not necessarily excluded. As long as a person is dedicated to SolaPol's cause and offer useful skills, they are not discriminated against because of past mistakes. All initial testing and interviews take place in the regional office. If the recruit proves suitable, they swear the oath of allegiance and ship out for Pyrea Station and SolaPol's training school, Academy St. Cloud.

▼ BASIC TRAINING

4-2.1

The first six weeks at Academy St. Cloud are unrelentingly brutal, the first test in a long process. Its physical and mental demands come as a rude shock to most recruits, and more than half of each class washes out. Apart from improving trainees' physical fitness, the first weeks are meant to see how recruits handle unrelenting pressure. SolaPol agents often work alone and unsupported in the field, deep under cover and surrounded by enemies. Only the strong survive, so SolaPol weeds out the weak early. Those that survive the "Six of Hell" are strong and self-reliant, ready for the next part of the program.

The next seventeen weeks are far more leisurely, and the Academy takes on a more congenial atmosphere. Training is divided between field and academic skills. The first priority is to train every recruit in basic armed and unarmed combat, in both gravity and zero gee. The trainers are all veterans of the USN Guards and they make sure every recruit gains a thorough understanding of how to defend himself. Other field training includes instruction in covert entry, escape and evasion, navigation and various vehicle skills.

Recruits are given a basic understanding of forensic science, human relations, Solar law, and the traditions of the Service. The eighteenth and final week of basic training is a series of aptitude tests which, along with previous performance, set the specialist path recruits will follow in advanced training. This program is designed to ensure new agents have the knowledge and skills to be effective when assigned to a field post. After graduating from the academy, agents have a year-long probationary period (see Ranks, next page), which provides opportunities for on-the-job training. Throughout their careers agents periodically attend seminars and courses to enhance their knowledge and abilities.

▼ ADVANCED TRAINING

4-2.2

SolaPol advanced training takes eight months and seeks to make recruits experts in three core areas. Investigation is almost always one of the three, though recently espionage is rivaling it in popularity. Other core skills include combat assault, advanced computing, behavioral sciences, diplomacy, ethics, forensic investigation, interrogation techniques, life and physical sciences, linguistics, psychology, solar laws and surveillance techniques.

There are many secondary courses, covering less central skills, including: authority and situation control, business studies, communications, criminal sociology, covert operations, first aid, political science, seduction, space piloting and navigation and undercover operations (other, more obscure skills may be taught as well for specialist positions). A modular approach is used to present material to agents, after which students are expected to periodically demonstrate what they have learned. Complex practical exercises are often staged at the virtual simulator facility at the Academy.

Training is initially done under simulated conditions, but in the last three months of the formation period training is increasingly done in the field. The first training assignments are in the controlled environment of Pyrea Station, but eventually recruits find themselves on the harsh streets of Earth. Academy staff carefully observe the assignments, and success or failure in the field is highly important in determining whether a recruit graduates.

Continual, but subtle, emphasis is placed on the SolaPol traditions of honesty and loyalty. The team-orientated environment of the Academy deliberately fosters close ties amongst recruits and helps promote the loyalty SolaPol desires. Just to be sure, however, SolaPol puts recruits through a final test of integrity and skill: the pre-graduation assignment.

PRE-GRADUATION ASSIGNMENTS ▼

SolaPol rigorously tests recruits throughout training, but there is always a chance that field operations will find a weakness where training did not. To find such weaknesses, SolaPol puts recruits through a final test, a small team assignment in the weeks just before graduation. This is explained away as helping out the local, overworked regional office. The truth is that the assignments are carefully picked to test the recruits and very closely monitored by Academy staff.

The assignments are small missions with very limited and focused objectives, generally set up to take place within a given area (a city, station, or even a building). They are not difficult or dangerous, though the trainees won't be made aware of that fact. They will be shadowed by backups and instructors who may try to force their hand or blow their cover, just to see how they will react. The cadets are given little equipment (usually none) and no weaponry, so they won't be tempted to go in with guns blazing and accidentally hurt someone. Some instructors have been known to let cadets take non-lethal weaponry with them, just to see how much they will rely on their equipment rather than their wits.

The pre-graduation assignments are more than just field tests. Their purpose is to give the cadet a chance to apply what he has learned in classroom in the field and thus gain a little confidence in his new abilities (but not too much — cockiness is not a survival trait). The following pages outline four such pre-graduation assignments. The first one is fairly easy, while the second and third ones test the cadets' limits and are thus better reserved for more advanced characters. Assignment number four is the most challenging of all, a deep space survival test that will separate the weak from the strong.

RANKS ☆

SolaPol field agents use a system of ranks to determine who's in charge during a given operation. The ranks are similar to the ones used by the various armed forces but are not equivalent; a SolaPol captain will have to rely on his personal charisma rather than his badge if he wants to give orders to a group of soldiers. The ranks are as follows:

Cadet: this rank is used only at the academy and during the six-month probationary period. Pay is low — only 600 credits per month on average — but it is the only way to become a full agent. Once cadets have completed all their tests and gone through their probationary period without getting demerits, they are assigned to one of the field divisions where they do grunt work. Unless there is a critical shortage of manpower, one can usually request the assignment. Monthly pay becomes around 1000 credits, plus benefits (free medical care, expense account on occasion).

Agent: this rank is obtained after a new series of tests are passed. Typically, an agent has to have at least one year of service under his belt. The promotion brings back a 10% increase in wage and allows the agent to take the investigator test, which is required to be assigned to ongoing field investigations.

Senior Agent: making senior is a little more difficult. One has to have a spotless record and have served for at least three years, and show a marked proficiency in his assigned tasks. Senior agents are given command of a group of cadets or agents, or the supervision of a small sub-department. They are paid between 2500 and 3000 credits per month, depending on their assignment.

Lieutenant: to be considered for this rank, one must have served for at least two years as a Senior Agent and have a spotless record. Leadership abilities and proven expertise in one's chosen field is required. Lieutenants are placed in charge of entire sections and supervise the cases being worked by the field agents. Lieutenants are also sometimes assigned to field teams where their skills are needed, though they rarely operate alone. Lieutenants pick up between 3500 and 5000 credits per month, though they generally have little time to spend it.

Captain: the rank of Captain is the highest field rank. It is also very hard to reach, since SolaPol will only consider the best for the limited number of positions that open each year through promotion, retirement or death. Captains supervise entire sectors, with numerous agents and officers under their command. They handle administrative tasks such as local budget allocations, and answer directly to the assistant director of their division. They are paid rather well (up to 10,000 credits a month, plus benefits), but the workload alone is a crusher.

One can get promoted higher than Captain, but this usually means a permanent desk job in one of SolaPol administrative divisions, where they do not use the rank system.

▼ LADY OF LEISURE

Drug smuggling is a rare occurrence between settlements. It is usually more profitable and less risky to manufacture the chemicals locally. Some complex drugs, however, are so difficult to synthesize and potent in such small quantities that importing them becomes an interesting prospect. SolaPol's Special Investigation bureau has been tasked to control this small but persistent problem.

During a major drug bust, the team of trainee agents is assigned to help at the spaceport in Novo Minsk Station. The team's assignment is surveillance of the main concourse: anything unusual is to be reported and they are to do nothing unless ordered. Senior Agent Albert Montague will provide the team with the details of the operation. The smuggling gang is made up of beautiful members of the fair sex, using the cover of a model agency. The charismatic and well-known model Corinne Dunne leads the gang.

The Novo Minsk spaceport is very large, and the concourse has hundreds of shops and thousands of visitors in transit every day. All the team has to do is circulate and watch for smugglers that slip through the bust. After watching for a few hours, one of the team will spot a disguised woman who could well be Dunne. When the team tries to contact Senior Agent Montague they find their communications are jammed. Now they have a decision to make: trust their judgment and follow the suspected drug dealer, arrest her, try another way to contact Montague, or follow orders and just sit tight.

Dunne has been deliberately let through the SolaPol cordon. The first test is to see if the recruits blindly follow orders or use their initiative. If the team follows Dunne they find her skillful at evasion, but not beyond their abilities. Dunne heads to a luxurious penthouse where she remains. If the team enters the apartment they find the drugs easily. The next test is Dunne's considerable wiles and sexual charisma. Can anyone on the team be tempted from their duty? Probably not, but SolaPol wishes to be sure. Except for corruption, the team cannot fail the assignment, but the more aggressive they prove the better their chances of getting an interesting first posting upon graduation.

▼ A FRIEND IN NEED

The team of trainee agents is given leave for a few days in New Berlin, and they are free to spend their time as they wish. At some point during the week, a stranger approaches them. The man introduces himself as Andre Louis, a local businessman, and he generally makes himself friendly. Suspicious recruits should be put off guard when Louis explains that SolaPol recently broke up a gang that had been extorting protection money from him. He is grateful to the organization and a friend there has told him of the recruits' presence, and he wishes to help them have a good time. At some point Andre will offer to show the team the sights the next day, leaving them his card so they can call him.

Whether or not the team accepts the offer, their sleep that night is interrupted when the CEGA People's Paramilitary Police kick their hotel door in and rush to immobilize the cadets. They immediately place them under arrest, and they will not answer any questions about charges; nor can they be reasoned with. Unbeknownst to the trainees, Louis is actually an undercover SolaPol agent and they are being used to distract CEGA from his extraction. The team is roughly hustled into waiting vehicles, with any attempt to resist resulting in blows.

Eventually, the team will be confined in a communal cell in an unknown building. One at a time they are removed from the holding cell and grilled as to their knowledge of Louis, a suspected spy. If they plead they are SolaPol agents, their announcement will be met with derision; demands to see the local Liaison Officer, or any other form of authority, will be ignored. Such a situation was expected by the SolaPol local office, who keep the trainees under surveillance with the help of a sympathizer in the local police force. The test here is to see how the recruits stand up to their interrogation and the overall situation.

It should become clear that escape is the only option, since no one back at headquarters knows of their predicament. Electronic security in the jail is rudimentary: CEGA prefers cheap manpower to expensive technology, and a dozen guards are on duty. Once out of jail, the team has to successfully navigate a kilometer of arcology tunnels to reach the safety of the nearest regional office. If the recruits fail to escape (a likely outcome), SolaPol is standing ready to intervene and get them released, but the Academy staff will be very impressed if the team succeeds in evading capture.

DISCRETION IS THE KEY ▼

The USN Financial Committee is meeting during the coming week, and the team of trainee agents is assigned to provide security for the Venusian representative, Giovanni Borgia. Borgia is the archetypal arrogant Venusian, treating the team like servants and making unwanted advances towards some team members. Over the week Borgia attends the committee, and boredom becomes a constant problem for the team as they spend hours waiting. A more difficult problem are the journalists dogging Borgia's every step. Mostly anti-Venusian, they try hard to harass and heckle Borgia with questions, even going so far as to try and break into his hotel room.

After the dinner that closes the committee, Borgia announces he wishes to have a night out, and is surprisingly gracious and friendly. As soon as he has put the team off guard, however, he disappears. Astute trainees will be able to follow him as long as their actions are sensible. While the team can easily catch him again, Borgia will be indignant about it and loudly order them to leave him alone. This will be the start of a frustrating evening for the team as he tries to continually lose them. Borgia will eventually get away, or they may choose the easier option of simply shadowing him. In either case, Borgia leads them to a dingy back street and a quiet house which he quickly enters.

A check with the local databank will reveal that the house is the Au Bonde Pain, an infamous S&M establishment. Borgia's idea of a night out is not illegal, but when the team discovers a journalist poking around they are faced with a moral dilemma. A story like this would destroy Borgia's career and likely embarrass Venus. The team has a duty to their charge above their dislike for him, yet the journalist also has legal rights they can't infringe. There are two tests here: to keep their personal opinions separate from their assignment, and show their ability to deal with discrete matters such as freedom of the press and potential political scandal. If the team can prove their discretion, SolaPol will be more confident of their ability to handle sensitive cases in the future.

4.3.3

A SLOW BURN ▼

The team of trainee agents is practicing in one of the Academy's pursuit ships, under the watchful eye of a senior instructor, when suddenly a major malfunction causes an explosion. The damage is extensive and it leaves both the instructor and the ship disabled. The instructor is only faking a commotion, but without proper medical equipment the trainees will not be able to clearly diagnose his injuries. It certainly looks bad as the instructor theatrically moans and writhes. To make matters worse, communications are out and the ship is slowly falling out of orbit, pushed by the explosion.

Navigation rolls will determine that the ship has about two hours before it enters the Earth's atmosphere and burns up. Investigating the other damage will reveal that both of the pursuit ship's engines are off-line but that each is damaged in a different way. If the trainees work closely as a team and combine their technical experience, they should be able to jury rig one engine using parts from the other. One engine will be more than enough to push them into higher orbit and enable them to return to Pyrea Station. This will take at least six combined rolls in Mechanics, Computer, Electronics and Tinker, at a level set to test the team.

Another option is to repair the communications suite. Electronics rolls will reveal that while the internal systems can be repaired after half an hour's work, and some simple Electronics and Computer rolls, the main transmitter is also damaged. A spare is carried, but to replace the transmitter will require at least two trainees to space walk and manage the delicate job in bulky emergency space suits. Difficult electronics rolls and Zero-G maneuver rolls are required to succeed in replacing the transmitter.

The team should be allowed reasonable leeway if they can argue a case for more imaginative solutions; rigging a solar sail, turning one of the pursuit ships' lasers into a jury-rigged communications device, or something even more ambitious. The test here is to see how well the trainees cope under extreme stress when they have to handle extremely technical problems. The more imaginative and productive the trainees prove, the higher SolaPol will regard their ingenuity, calm professionalism and technical competence. Naturally, a tug is waiting just out of visual range in case the trainees fail to rescue themselves.

4.3.4

end of section 4.3 pre-grad assignments



4.4

► BUILDING A SOLAR POLICE TEAM

The teams formed by the SolaPol authorities to lead investigations make great playing groups. They eliminate many of the difficulties that Gamemasters face, namely, finding an excuse to get the Player Characters together (they were ordered to), giving them something interesting to look into (again, because they are assigned to the affair) and providing them with powerful weapons, tools and vehicles (they represent authority, and are allowed to carry all this material).

Solving a SolaPol affair sometimes requires a number of very different skills, which may not be all found in the same kind of people. It is not uncommon for SolaPol teams to be made up of people from all over the solar system, and from very different backgrounds. This removes yet another common Gamemaster's proverbial thorn in the foot, to believably bring together people from different backgrounds — often very dissimilar ones, given the average Player.

The episodic nature of the assignment process and the fact that no case is like the previous one means the style of the game can be changed in mid-campaign without having to scrap all that has been accomplished before. This can even be built into the campaign from the beginning, letting the story move from one style to the other; depending on the case at hand, the ambiance can be shaped to please all Players.

▼ THE BASICS

4.4.1

A Solar Police team is based around a small number of agents: exactly how many depends on the case at hand. The smaller teams are made up of two people, obviously, but task forces of up to eight people are not unheard of. The average is four, with extra agents assigned as needed. This is a great tool for the Gamemaster to bring in the occasional Non-Player Character love interest, or the young rookie that will later get killed off to show how ruthless the villain is (see *Adding Non-Player Characters*, below).

Once the number of agents has been decided, it is time to put the team together. By this time, the Gamemaster and the Players should have already decided upon the style of campaign they are going to put together. The GM may have a plot in mind, and the Players will most certainly have ideas about the characters they will play. It is now time to let those ideas loose.

◇ CHARACTER TYPE

Each Player should have a rough idea of the type of characters he wants to play. He can then choose a Career or an Archetype (see page 53; Archetypes in previous books can also be adapted) or build his character from scratch. It may be helpful to see which bureau the character is most likely assigned to, but it is not a requirement: the Gamemaster will assign a bureau based on the character himself if need be (the character could be a recent transfer, or he might have worked there for a long time, either way, there is plot material there!).

◇ ADDING NON-PLAYER CHARACTERS

With luck, the various characters will complement each other fairly well. If not, there are always ways to make up for it. Non-Player Characters can be assigned to the mix to provide additional skills (and they make perfect foils for whatever plots or subplots the Gamemaster can conjure up, as discussed above). Some Players may accept modifications to their characters, but they should not be forced to. If all Players choose different bureaus and wildly different roles, it makes it a little harder to bring them together, but not impossible (see further). For the moment, let's assume that the group is fairly homogenous.

◇ HOW IT ALL STARTS OUT

Origin stories are fairly simple: the characters were assigned together, so they need only get introduced and begin working. It will be more interesting to get them to meet right in the action, though: perhaps they are investigating the same person or organization for different reasons, and they stumble unto one another by accident. The Gamemaster does not even have to tell them that the other players are the future teammates for added confusion (private pre-game briefings are a must).

Due to the organized structure of a SolaPol team, someone will have to be put in charge. Conflicts about jurisdiction and personality between characters are okay (and may be great fun to sort out), but conflict between Players is not. Gamemasters should remain alert.

MISMATCHED TEAM ◊

If all Players choose different bureaus and wildly different roles, the Gamemaster will have to get creative with his first case to give them a believable reason to get together. Once the characters have worked together once, though, they may remain together without problems. Movies and television shows are full of instances of mismatched people forced to work together on a string of cases — why should a roleplaying campaign be any different?

The first case the group tackles should have some elements to interest everyone and give them a chance to use their special abilities. For example, if the Players' group consists of an Edicts investigator, a marshal and a Commercial Security Bureau trade specialist, a case which begins innocently enough with an escaped financial advertiser might turn out to be the tip of the iceberg of a conspiracy to finance some illegal Edicts-violating research on combat robots in the Belt. Once the marshal and the trade specialist have done their bits, they can stick around for the big finale when the investigator, who cannot wait for his back-ups, must assault the hidden laboratory before the technicians can activate and release their deadly new robotic doomsday weapon.

THE LONE SOLAPOL OPERATIVE ▼

Some Solar Police personnel operate best alone. This is often the case of some of the marshals and of many political crime agents, who are often closer to the gadget-laden super-spies of fiction than police officers anyway. While this makes them the perfect choice for a solo game, it does create a number of problem to the Gamemaster if one of the Players insists on playing this type of agent.

The lone operatives can generally be dropped into a non-police campaign very easily (see *Campaigns*, page 64). The character is simply assigned to help out the rest of the group, or vice-versa. He will have the resources of SolaPol to call on, plus numerous contacts due to his work in the organization, but he has to obey a number of rules that could get the rest of the group in trouble. He may also be called upon to perform additional tasks while he is in a certain location, which again could cause some trouble for the unwary partners.

If the rest of the party is "freelance" (mercenaries, Nomads, etc.), the lone agent will have to find another way of associating with them; if the Gamemaster agrees, the Player may not have to tell the other Players about the true nature of his character! Just the implications of this can bring great excitement and numerous new subplots.

Some fudging might be required if an extended campaign is desired. After all, once the marshal has caught up with his escaped quarry with the help of a group of JAF exo-pilots, why should he stay with them? The answer is simple: either the end of the current plot line can be pushed back (one need only consider the old television series *The Fugitive*, which delayed the arrest of the one-armed man for a couple of seasons), or another affair can come up, and the group is forced together again (the show *Due South* is a good example of this).

GM'S NOTES ▣

It is often mentioned but worth repeating: in all roleplaying groups, everyone should have a chance to bask in the spotlight during a game session. Not only will everyone get something out of the play session, but it will force some Players out of their complacency and into the game. It's hard to be shy and withdraw when the immediate survival of the team is at stake!

The corollary to this, of course, is to make sure that everyone either plays a useful character or that the action flows to allow the Players to use their character's special abilities once in a while. The latter option — though it includes a risk of "railroading" — has the added benefit of letting Players choose unorthodox characters. After all, roleplaying is supposed to be about being somebody different for a little while.



► CAREERS AND ARCHETYPES

The range of careers within SolaPol is limited only by the scope of its activities, and thus almost infinite in scope. This being the case, four sample characters follow to give Players a few standard careers to base their own ideas on, or allow for quick character creation. The characters represent typical members of SolaPol but are not complete. They have the basic spread of Skills and Attributes (and costs) along with a general idea of how they view the world and the world views them, but Players will need to adjust the stats, flesh out the character description, and develop a character history.

Gamemasters will likewise wish to have a large number of SolaPol Non-Player Characters on hand to populate their game. Ten Archetypes are provided right after the sample careers to represent typical members of SolaPol with all the required details for them to interact with player characters. Many of these Archetypes could easily cover other roles and a list of similar roles is provided with each. They can also serve as good templates to base similar characters upon, though PCs will likely have a broader Skill spread and most probably have higher Attributes.

Gamemasters should allow reasonable leeway to Players who wish to create their own type of character. Exo-pilots do serve in SolaPol, as do former entertainers, criminals, beggars and scientists. Almost any background can be made to fit into a SolaPol campaign, and as long as a useful skill set is taken and a believable history is developed, there should be no problems. A good idea of useful skills is given in the training section; if a character has at least one of the major and two of the minor skills, then they are likely to fit in easily.

One final note, however: while SolaPol agents are often very individualistic, they are also members of a highly disciplined organization. While the 'lone wolf' is a staple of crime fiction, it is an archetype a Gamemaster should be careful allowing into a SolaPol game. Not only do such characters tend not to work in teams, but SolaPol must work under many diplomatic restraints. Agents who repeatedly, or publicly, break restrictions and rules will soon find themselves on the wanted list no matter how successful they are, unless they are very good at covering their track. SolaPol operates in too delicate a political situation to tolerate loose cannons for long.

☆ BADGES AND INSIGNIAS

Although the Solar Police is not an armed force, it relies on an internal hierarchy to provide a leadership structure to agents in the field. This takes the form of a number of ranks adapted from the military (see page 47). Though a series of rank pins have been designed for agents in the field, they are rarely used; teams and offices are generally small enough that everyone knows the ranks of the others. The pins are rather discrete, being a series of small metal pips worn on the collar. They are part of the dress uniform, which is rarely used except for ceremonial purposes.

SolaPol agents are issued a personalized identity badge when they are first assigned to a bureau. The badge is rectangular and made of black plastic, soft but resilient to the touch. A Solar Police logo is emblazoned in metal on one side, just above the agent's name and his personalized identification bar code. The center of the logo is actually a holographic plate that contains special chemoreceptors which respond to the agent's skin when he presses his thumb against it. The plate then changes color, proving the identity of the agent. The whole system responds to DNA traces and its manufacture remains one of the Solar Police's best kept secrets. It is extremely hard to reproduce, and few agencies have ever managed to do so properly.

During operations, it is not uncommon for SolaPol agents to wear dark blue jackets with a large "SolaPol" emblazoned in white on the back. This serves to identify agents to other members of an assault force and help distinguish friends from foes at a glance. The tradition has carried over to the force's exo-suits and other vehicles, which are white and dark blue with prominent white "SolaPol" markings.

EDICTS INVESTIGATOR ◀

With many agents having at least one degree in the life or physical sciences, Edicts Investigators regard themselves as the intellectual elite of SolaPol. This elitism is reinforced by their role, as they see it, of defending humanity from the worst of evils. Clean cut, black suited and disciplined Investigators work to uncover scientific abuses ranging from hidden labs where unwilling people are guinea pigs to research that risks destroying humanity in a biological or high energy Armageddon.

The investigators' fervor often descends into near-puritanism, and many have accused them of verging on being an inquisition. Yet they have widespread public support: the horrors of the past, when entire stations and cities were wiped out by unseen viral weapons or experiments gone awry, are well remembered, and governments make sure they are publicly seen as fully supportive.

Much of an Investigator's time is spent in laboratories doing research. Despite their intellectualism, though, there is little subtlety about Investigators' actions. With the force of the Edicts behind them, they use every means at their disposal, and according to critics are too eager to use violence. Every scientist fears the thought of invading exo-suited assault teams followed by sunglasses-wearing, black-suited Investigators.

4.5.1



TYPICAL ATTRIBUTES □

AGI	0	APP	0	BUI	+1	CRE	0	FIT	0
INF	0	KND	+1	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	2	AD	2

TYPICAL SKILLS □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Communications	1	1	Computer	1	1	Dodge	1	0
Grooming	1	0	Heavy Weapons	1	0	Intimidate	1	1	Investigation	1	+1
Life Sciences	2	1	Notice	1	1	Medicine	1	1	Physical Sciences	1	1
Small Arms	1	0									

EQUIPMENT AND COST □

Typical Equipment:	Black Suit, Sunglasses, NBC Sensors, pistol, communicator
Salary:	50,000 to 100,000 credits/year
Basic Costs:	21 Attribute points and 25 Skill points

ACTION CAMPAIGN USES □

Edicts Investigators are a blunt instrument in action campaigns. They tend to carry big guns and can call up even bigger ones if necessary. They also have the right to use them if they suspect the Edicts are being infringed, a right they are liberal in interpreting. Investigators tend to run into well-sponsored operations, and so the action often erupts in very large explosions.

INTRIGUE CAMPAIGN USES □

With the force of the Edicts behind them, Investigators don't have to be subtle, and most of the time they are not. There are always exceptions to the rule, however. Investigators may find themselves deep undercover in secret government programs or hidden corporate research facilities. Naturally, assault teams are on standby in case any breach of the Edicts is found.

POSSIBLE VARIATIONS □

Stern, young, and dedicated — this common image of the Edicts Investigator ignores the older veteran agents who handle the most sensitive cases. Cynical, these older Investigators are often engaged in illegal activities to restrict scientific research, and make excellent villains. More disturbingly, a few engage in illegal research themselves, fatally tempted by the forbidden.

POSSIBLE SUBPLOTS □

Not all research that breaks the Edicts is necessarily evil — sometimes it has provided an important medical breakthrough. This delicate, moral balancing act is one investigators sometimes fail. Isolating a settlement and trying to calm panicked inhabitants while working to find the source of contamination challenges even the most seasoned agent.



4.5.2



► LIAISON OFFICER

No task is more difficult than handling SolaPol's always-sensitive relations with other police and intelligence forces. Liaison Officers have many onerous tasks; they arrange access for investigation teams, limit the political damage of Edict Enforcement raids, and organize the provision of SolaPol aid and cooperation. Above all, Liaison Officers are always working to improve the reputation and public standing of SolaPol in their region.

SolaPol recognizes the hard work and importance of the Liaison Officer position, and only experienced agents are promoted to fill the role. The prestige of a successful field agent also helps secure cooperation from reluctant local authorities. Liaison Officer duty is also the stepping stone to higher rank in SolaPol, because an understanding of SolaPol's delicate political position prepares agents for more senior posts.

Younger agents often discount Liaison Officers as paper pushers, but veterans understand how much help an experienced and influential Liaison Officer can be to an investigation. They also understand the danger Liaison Officers are in, since they are often the sole representatives of SolaPol in a city or station and thus easy targets for the service's enemies.

▣ TYPICAL ATTRIBUTES

AGI	0	APP	0	BUI	0	CRE	+1	FTT	-1
INF	+1	KNO	0	PER	+1	PSY	0	WIL	0
STR	0	HEA	-1	STA	20	UD	3	AD	3

▣ TYPICAL SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Computing	1	0	Etiquette	2	1	Dodge	1	0
Drive	1	0	Foreign Language*	2	0	Human Perception	2	0	Interrogation	1	1
Investigation	2	0	Law	1	0	Notice	1	1	Small Arms	1	0
Streetwise	1	1	* (specific)								

▣ EQUIPMENT AND COST

Typical Equipment	Business attire, briefcase, datapad, pistol, concealed vest
Salary	45,000 to 50,000 credits/year plus living allowance
Basic Costs	18 Attribute points and 28 Skill points

▣ ACTION CAMPAIGN USES

Despite appearing to be bureaucrats, Liaison Officers are all veterans, and most chafe at their desk-bound status. Given the chance, most will jump at the prospect of being in the thick of the action again. Eagerness combined with well-developed field skills makes them formidable teammates.

▣ INTRIGUE CAMPAIGN USES

Politicking, espionage and backroom deals are the day-to-day grind for Liaison Officers. Whether it is dealing with intransigent local officials, intelligence agents, or investigating strange activity, they are never far from the shadows. Unfortunately, the fact that their presence is not just well known but openly advertised puts them and their companions at great risk.

▣ POSSIBLE VARIATIONS

Assignments to New Berlin or Olympus are a sign that an agent is destined for greater things. On the other hand, an assignment to a rural Martian border post or distant trading station is reserved for those who publicly embarrass the service. Some are assigned to groups like the Martian Free Republic Rangers, or people like USN Chairwoman Mogesha Johari.

▣ POSSIBLE SUBPLOTS

Not all threats are directed against the Liaison Officer himself. On long postings, families usually come along, and protecting them is often the Officer's highest concern. Going native is also a problem, especially where the locals are being oppressed and politics forces SolaPol — and hence the Liaison Officer — to support an immoral regime.

MARSHAL ◀

Empowered by USN Charter to apprehend felons wherever they might be found, there are few if any places a criminal can hide from the Solar Marshals. Alone and in teams, they are relentless, following the faintest trails and returning to a chase years after a criminal thought himself safe. Through it all, Marshals maintain such a reputation for politeness, strength and competence that they are SolaPol's recruiting poster's favorites.

Marshals have to be generalists as they travel the solar system constantly, always facing different cultures, languages and dangers. In this context, the polite front of imperturbable strength that the Marshals present is often their best defense, convincing criminals to give up without a fight. Part of the Marshals professional persona is the tradition of carrying large handguns.

A Marshal's job is not an easy one, however, with many of the criminals they hunt only chargeable in one or two states. No two solar powers share a common legal code, and what is a right in one state can be highly illegal in another. Apart from the moral dimension, legal differences mean Marshals often face long extradition battles. Unsurprisingly, Marshals therefore tend to be excellent jurists.



TYPICAL ATTRIBUTES ▢

AGI	+1	APP	-1	BUI	+1	CRE	0	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	0
STR	+1	HEA	+1	STA	35	UD	7	AD	5

TYPICAL SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Bureaucracy	1	0	Combat Sense	1	1	Dodge	1	1
Drive	1	1	First Aid	1	0	Hand-to-hand	2	1	Interrogation	1	0
Intimidate	1	1	Investigation	1	1	Law	1	0	Notice	1	1
Security	1	0	Small Arms	2	1	Stealth	1	1			

EQUIPMENT AND COST ▢

Typical Equipment	Boots and ten gallon hat, large revolver, stern mien
Salary:	30,000 to 35,000 credits/year
Basic Costs:	21 Attribute points and 27 Skill points

ACTION CAMPAIGN USES ▢

Marshals try to avoid violent situations, usually calling in support from other SolaPol bureaus. Violence often finds them, however, when they chase down a criminal who has no desire to come quietly. Not all violence comes from the criminal: sometimes when the arrest is repugnant to the local opinion, a Marshal faces violence from unruly mobs or official thugs.

INTRIGUE CAMPAIGN USES ▢

Unlikely as it seems with their big guns and bigger than life personas, Marshals quite often become caught up in intrigue. Chasing criminals leads Marshals into places no SolaPol agent would have been expected to appear, and this forces them into surprising situations. Marshals are also expert investigators, and this alone may lead them to stumble into criminal intrigues.

POSSIBLE VARIATIONS ▢

To casual observers, the Marshals appear to be a bland group; appearances are deceiving, though. Some Marshals work undercover, while others specialize in secret grab-and-run missions. A select few work as assassins, killing those criminals who cannot be brought to justice but cannot be allowed to continue endangering the human settlements of the solar system.

POSSIBLE SUBPLOTS ▢

A Marshal's duties can be a simple case of pursuing a con-man hiding out on Ceres, or a more a complex puzzle where a criminal turns out to be a secret operative returning home. With the increasing conflicts between settlements, the Marshal's traditional freedom of passage is also being restricted, and they may have to start using nefarious methods to get their man.

4-5-4



► POLITICAL CRIME AGENT

The amoral world of arms dealing, terrorism and political manipulation is hidden just below the surface of solar politics. The Political Crime agent steps into this gray world of semi-legitimate deals, brutal oppression, vicious attacks and ideological righteousness with nothing more than the ambiguous charter of the USN to guide him. Someone's terrorist is another person's freedom fighter, and what was legitimate today can be disowned by a government tomorrow.

Few agents survive in this shadowy and brutal environment. Those that do become cynical beyond their years, hardened to the immoral self-interest that drives political decisions. Some try to make a difference, to bend the rules to favor the underdog, making powerful enemies in the process. Most just try to get by, working to minimize the most blatant breaches of the USN Charter, but mostly trying to stay alive.

Eventually, the Political Crime Agent will become caught up in the intrigue that surrounds every case they investigate. Slowly, they become more spies than agents, and more than one has turned on SolaPol to serve *himself or another* master. Those that remain loyal become SolaPol's most famous operatives however, cool and dangerous legends revered by younger agents.

▣ TYPICAL ATTRIBUTES

AGI	0	APP	+1	BUI	0	CRE	+1	FIT	0
INF	+1	KNO	0	PER	+1	PSY	-1	WIL	0
STR	0	HEA	-1	STA	20	UD	3	AD	3

▣ TYPICAL SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Business	1	0	Disguise	2	1	Dodge	1	0
Etiquette	2	1	Foreign Language	1	0	Forgery	1	1	Human Perception	1	-1
Investigation	2	1	Notice	1	1	Security	1	0	Seduction	1	1
Small Arms	1	0	* (specific)								

▣ EQUIPMENT AND COST

Typical Equipment	Dinky Coat or flashy suit, hidden pistol, numerous identity papers
Salary	20,000 to 75,000 credits/year, with added benefits in bribes and lifestyle support
Basic Costs	21 Attribute points and 31 Skill points

▣ ACTION CAMPAIGN USES

Of all SolaPol agents, those investigating political crime are the least restricted by the injunction against lethal force. No one weeps when a terrorist dies, or when one sees the occasional body hidden in the shadows. Of course, violence can also catch up with Political Crime Agents unexpectedly when they investigate.

▣ INTRIGUE CAMPAIGN USES

Terrorists, spies, arms merchants and other *dubious individuals* are the suspects hunted by Political Crime Agents, and intrigue is the shadowy word they all live by. Sometimes investigations target prominent figures, such as politicians and diplomats; these investigations are even more Byzantine than usual, as everyone maneuvers to keep matters from the media.

▣ POSSIBLE VARIATIONS

Political Crime Agents tend to be very individualistic: an agent who excels at tracking political activism on Olympus won't be suited to the grubby corridors of a Mercurian station. Those who survive find a *particular niche*. The very best report directly to the Director, though, and investigate whatever interests Janus O'Grady, even if it means breaking the USN Charter.

▣ POSSIBLE SUBPLOTS

From local political rallies to the meetings of the Venusian Bank board of directors, Political Crime Agents are interested in it all. Terrorism is their biggest target, closely followed by espionage and arms dealing. Their biggest hindrance is the way they find themselves being left out on a limb by a sudden lack of support from the politicians in the USN.

ADMINISTRATOR ◀

Every investigation creates a seemingly infinite amount of paper work. Agents must be paid, evidence recorded, local officials informed and every detail tracked until at last a criminal is convicted. SolaPol administrators direct this paperwork with skilled ease, experts in the bureaucratic processes of every solar nation. Many administrators probably know more about solar legal processes than most lawyers do. Looked down upon by agents, administrators remain smug in the knowledge that it is they who ultimately make SolaPol work.



ATTRIBUTES ☐

AGI	0	APP	0	BUI	0	CRE	+1	FIT	-1
INF	+1	KNO	+1	PER	+1	PSY	0	WIL	0
STR	-1	HEA	-1	STA	20	UD	2	AD	2

SKILLS ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Business	1	1	Computer	1	1	Etiquette	1	1
Grooming	1	0	Haggling	1	1	Law	1	1	Notice	1	1
Social Sciences	2	1									

Other possible skills: Dance, Drive, Forgery, Gambling, Human Perception, Psychology.

EQUIPMENT ☐

Stylish suit, personal communicator, 1d6 x 500 credits

SIMILAR ARCHETYPES ☐

SolaPol Prosecutor, Analyst, Councilor

ANALYST ◀

A large segment of SolaPol's office staff is composed of analysts. There are few minds in the solar system that are sharper than an analyst's when it comes to making sense of jumbled reconnaissance data. In conflict situations, however, the analysts are next to useless. Their training is focused on mental abilities, and puts little or no stress on battle skills. What little they have managed to learn at the Academy is extremely rusty.



ATTRIBUTES ☐

AGI	-1	APP	0	BUI	-1	CRE	+1	FIT	-1
INF	0	KNO	+1	PER	+1	PSY	+1	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	3

SKILLS ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Human Perception	2	1	Hand-to-Hand	1	-1	Computer	2	1
Law	1	1	Notice	1	1	Etiquette	1	0			

Other possible skills include Foreign Language, Haggling, History, any Science.

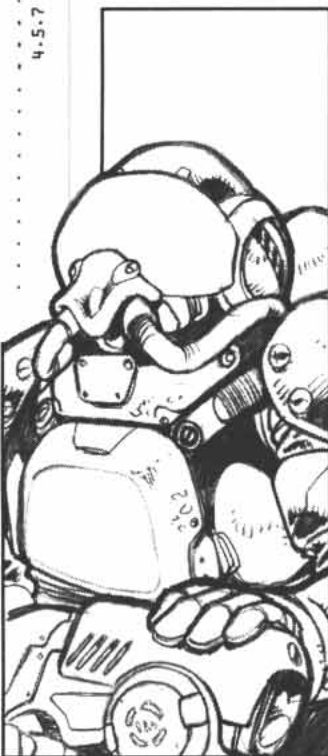
EQUIPMENT ☐

Stylish Suit, personal communicator, 1d6 x 500 credits

SIMILAR ARCHETYPES ☐

Councilor, Field Advisor

4-5-7



► BIOCHEM HAZARD SPECIALIST

The nightmares of science created BioChem Hazard Containment Agents. They clean up after industrial disasters, seal up labs infected by illegal research, and are responsible for assaulting sites suspected of breaking the Edicts. With strong technical and military skills, containment agents are SolaPol's preeminent paramilitary force, often acting in major terrorist incidents on top of their normal duties. The work is hard however, and few agents last more than three years before being burnt out by the constant operations.

▣ ATTRIBUTES

AGI	+1	APP	-1	BUI	+1	CRE	0	FIT	+1
INF	0	KND	0	PER	0	PSY	0	WIL	+1
STR	+1	HEA	+1	STA	25	UD		AD	

▣ SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Camouflage	1	0	Dodge	2	1	Drive	1	1
Hand-to-Hand	2	1	Heavy Weapons	2	1	Life Sciences	1	0	Notice	1	0
Security	1	0	Stealth	1	1	Small Arms	2	1			

Other possible skills: Combat Sense, Electronic Warfare, Melee, Zero-G Combat

▣ EQUIPMENT

Fatigues, Exo-suit, Variety of weapons, Biochem sensor, 1d6 x 1000 credits

▣ SIMILAR ARCHETYPES

Crisis Team Trooper, Veteran Bodyguard, USN Guardsman

4-5-8



► CRISIS TEAM TROOPER

Crisis Team troopers are the foot soldiers of the paramilitary special operations group of the Solar Police. They provide a number of capabilities to the Solar Police, including counter-terrorism strikes, raids and similar combat operations, search and rescue, disaster intervention — of a "proactive" and "preventative" nature, and intelligence gathering and psychological operations (covert activities and "dirty tricks").

▣ ATTRIBUTES

AGI	+1	APP	0	BUI	+1	CRE	0	FIT	+1
INF	-1	KND	0	PER	+1	PSY	0	WIL	0
STR	+1	HEA	0	STA	30	UD	7	AD	6

▣ SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Interrogation	1	0	Notice	2	1	Combat Sense	1	1
Intimidate	1	1	Security	2	0	Dodge	1	1	Small Arms	2	1
Hand-to-Hand	2	1	Melee	1	1	Stealth	1	1			

Other possible skills include Camouflage, Exo-Pilot, First Aid, Law, Navigation, Survival, Zero-G (both).

▣ EQUIPMENT

Sidearm, uniform, personal comm gear, flashlight, restraints cuffs, 1d6x100 credits.

▣ SIMILAR ARCHETYPES

Policeman, Bodyguard, Nomad Sheriff

FORENSIC SCIENTIST ◀

In space, science is integral to human survival, and naturally it has also become ever more a part of death. Forensic scientists have to be able to piece together bodies damaged by vacuum or determine which particular system failed first in a damaged spacecraft. Mostly generalists, backed by occasional specialists, forensic scientists crawl over crime sites and labor in labs, perfecting techniques they can trace back to pre-orbital Earth. Eccentric and stressed, they are a key part of any investigation.

ATTRIBUTES ▢

AGI	-1	APP	0	BUI	0	CRE	+1	FIT	-1
INF	0	KND	+2	PER	+1	PSY	0	WIL	0
STR	-1	HEA	-1	STA	20	UD	2	AD	2

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	2	Electronics	1	2	Medicine	1	2	Notice	2	1
Primary Field*	2	2	Psychology	1	2	Social Sciences	1	2	Secondary Field*	1	2
Small Arms	1	-1	Tinker	1	1	* Choose any Science skill					

Other possible skills: Demolition, Electronics, Mechanics, Streetwise, Theatrics.

EQUIPMENT ▢

Laboratory, high-powered computer, 1d6 x 500 credits.

SIMILAR ARCHETYPES ▢

Bomb Disposal Expert, Academy Lecturer



INVESTIGATOR ◀

Field investigators are typically resourceful and independent. They are capable researchers, investigators and law officers, all wrapped in one. Their long term offworld assignments and frequent travels mean they often have to forego personal relationships for the duration of their assignment, and many are loners by nature.

ATTRIBUTES ▢

AGI	0	APP	0	BUI	0	CRE	+1	FIT	0
INF	+1	KND	+1	PER	+1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Etiquette	1	1	Investigation	2	1	Combat Sense	1	1
Human Perception	1	-1	Notice	1	1	Communications	1	1	Interrogation	2	1
Streetwise	2	1	Law	1	1						

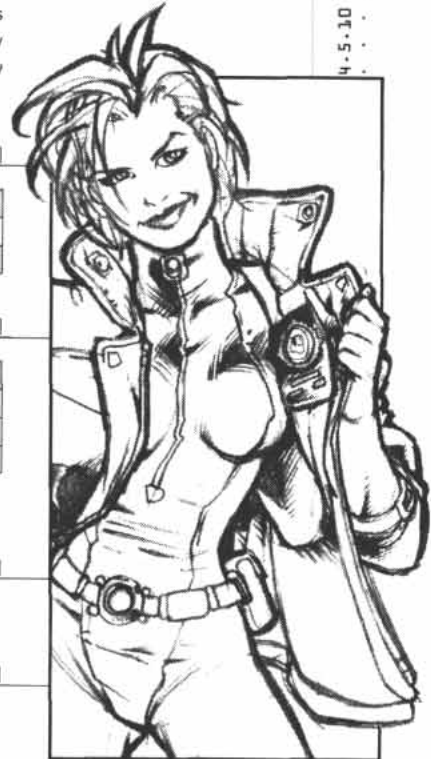
Other possible skills include Computer, Electronics, Foreign Language, History, Dodge, Visual Arts.

EQUIPMENT ▢

portable audio/video equipment, personal computer, 1d6 x 100 credits.

SIMILAR ARCHETYPES ▢

Reporter, Camera Technician



4-5-10



► PATROLMAN

The streets of Pyrea Station are clean and ordered, and Patrolmen make sure they stay that way. Tourist attractions in themselves with their black and gold SolaPol dress uniforms, Patrolmen are a constant presence, especially around the USN buildings and Pyrea station's essential facilities. Many are recruited for their imposing size and Patrolmen have an undeserved reputation for being dumb. For every man in uniform however, another two lurk out of sight, watching for threats to Pyrea Station and the USN.

▣ ATTRIBUTES

AGI	0	APP	-1	BUI	+2	CRE	0	FIT	+1
INF	0	KND	-1	PER	0	PSY	0	WIL	0
STR	+2	HEA	0	STA	35	UD	9	AD	8

▣ SKILLS

Skill	Level	Astr.	Skill	Level	Astr.	Skill	Level	Astr.	Skill	Level	Astr.
Athletics	1	1	Communications	1	-1	Dodge	1	0	Drive	1	0
First Aid	1	-1	Grooming	1	-1	Hand-to-Hand	2	0	Intimidate	1	2
Melee	1	0	Notice	1	0	Security	1	-1	Small Arms	1	0

Other possible skills: Combat Sense, Heavy Weapons, Investigation, Law, Zero-G Combat

▣ EQUIPMENT

Heavy Composite Armor, Automatic pistol, datapad, 1d6 x 100 credits

▣ SIMILAR ARCHETYPES

Protective Service Bodyguard, Quarantine Enforcers

4-5-12



► ROOKIE AGENT

Brash, full of energy and purpose, Rookie Agents are looked on with amused disdain by their more experienced colleagues. Academy training and dedication make up for much that Rookies lack in experience, but older agents relish the stories of rookies being conned by wily criminals. Rookies bring a new perspective however, and more than one rookie has made a reputation by a spectacular arrest. Idealists untarnished by experience, Rookies also tend to exceed their authority when bringing a criminal to justice.

▣ ATTRIBUTES

AGI	+1	APP	0	BUI	0	CRE	0	FIT	+1
INF	0	KND	0	PER	+1	PSY	0	WIL	+1
STR	+1	HEA	+1	STA	30	UD	5	AD	4

▣ SKILLS

Skill	Level	Astr.	Skill	Level	Astr.	Skill	Level	Astr.	Skill	Level	Astr.
Athletics	1	1	Communications	1	0	Dodge	1	1	Drive	1	1
Hand-to-Hand	1	1	Human Perception	1	0	Investigation	1	1	Law	1	0
Notice	1	1	Security	1	0	Stealth	1	1	Small Arms	1	1

Other possible skills: Business, Hagglng, Life Sciences, Navigation, Space Pilot, Streetwise

▣ EQUIPMENT

Automatic Pistol, Tidy suit, handcuffs, SolaPol credit account

▣ SIMILAR ARCHETYPES

Technical Investigator, Trainee, Prison Guard

VETERAN AGENT ◀

Years of experience makes veteran agents weary and jaded. Yet their dedication keeps them going, working towards the distant goal of making the solar system a better place. Their skills are honed by constant application, and they possess lists of contacts that allow them to gather information anywhere and on anyone. Hard-eyed veterans oversee the investigative teams that are SolaPol's core, watching over younger agents. Their long history ensures that veteran agents have a long list of enemies as well.

ATTRIBUTES ▢

AGI	0	APP	0	BUI	0	CRE	0	FIT	0
INF	+1	KND	+1	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Communications	1	1	Dodge	1	0	Drive	1	0
Hand-to-Hand	1	0	Human Perception	1	0	Investigation	2	1	Law	1	1
Notice	2	1	Stealth	1	0	Small Arms	1	0	Streetwise	2	1

Other possible skills: Combat Sense, Foreign Language, Leadership, Psychology

EQUIPMENT ▢

Gauss Pistol, Rumpled suit, backup pistol, SolaPol credit account

SIMILAR ARCHETYPES ▢

Private Detective, Police Sergeant, USN Guards Officer



UNDERCOVER AGENT ◀

Undercover agents live life on the edge, trying to discover the truth behind secret military operations, or digging up the guilty parties in cases of illegal (and dangerous) scientific research. They work alone by necessity, and often report directly to the Assistant-Director (or even the Director) of the bureau they are assigned to.

ATTRIBUTES ▢

AGI	+1	APP	0	BUI	0	CRE	+1	FIT	0
INF	0	KND	+1	PER	+1	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	3

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	1	1	Etiquette	1	0	Notice	1	1	Bureaucracy	2	1
History	1	1	Psychology	1	1	Communications	1	1	Human Perception	2	0
Tactics	1	1	Computer	2	1	Investigation	1	1			

Other possible skills include Business, Electronics, Intimidate, Interrogation, Small Arms.

EQUIPMENT ▢

Datapad, SolaPol credit account.

SIMILAR ARCHETYPES ▢

Intelligence Agent



4-5-14

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GAMEMASTER RESOURCES



The Solar Police offers many extremely interesting opportunities to create an exciting roleplaying campaign.

PLAYING SOLAPOL ◀

A roleplaying campaign based around the Solar Police can take on many different forms, thanks to the wide responsibilities shouldered by the organization. Some groups may play field agents pursuing fugitives across the dust fields of Mars, while others will prefer to carefully investigate the murder of a CEGA diplomat in the hallways of power of Venus. Still others will stalk a killer in the shadowy streets of a Jovian colony, and some will hunt down an irresponsible scientist, creator of an incurable viral warfare agent. The possibilities are endless.

Because of the way the organization must rely on many different abilities to investigate and fight crime effectively, a SolaPol campaign is just perfect to mix unconventional character types together in the same party without having to rely on a contrived excuse. SolaPol teams are routinely sent across the system to chase leads — giving a perfect opportunity for the Gamemaster to allow players to travel to many different places without having to give them their own space ship. Both of these facts remove the two greatest problems the Gamemaster faces during the campaign design stage.

Last, but not least, SolaPol agents have access to hardware beyond what is currently available on the civilian market, which should greatly appeal to the more hardware-oriented Players out there. Of course, their opponents often have them as well, but that just raises the stakes.



5.1.1

PUTTING A TEAM TOGETHER ▼

SolaPol has always been understaffed and undersupported. As a result, the organization has always had to rely on ingenuity and resourcefulness rather than number, and over the decades has become quite adept at making the most of its limited resources.

This applies to personnel as well as money and equipment. Understaffed investigative teams are sometimes assigned available agents from other departments or even other bureaus to bolster their ranks. While unorthodox (and often complicated from a jurisdiction and administrative standpoint), the method works extremely well. From a gaming standpoint, this means that a skilled Gamemaster can readily accommodate the desires of everyone in the playing group, with few limits on the type of characters.

5.1.1

CHARACTER STEREOTYPES ▼

Stereotypes are extremely useful for a Player because they provide a basic template which can be used "as is" for a little while until he can give it a better and more intriguing twist. Four basic types have been staples of roleplaying games for many years; all have their places in a SolaPol campaign. See the **Gamemaster Guide**, page 8.

The Fighter: this character relies primarily on firepower to solve problems. He is usually strong and agile, and needs some level of action to be useful. Fighter characters are common and will be at home in Crisis Intervention teams or in campaigns with lots of gunplay.

The Tinkerer: this character gets things done through research, planning and careful study of the available data. Such characters will be useful to investigate troublings affairs and sort out complicated clues.

The Socialite: this character has charisma, social skills and a glib tongue. He mingles with people, makes contacts and finds both resources and information whenever required. Socialites will require numerous contacts, but their contribution to any party will often be immense.

The Rogue: rogues are characters who rely on agility and wit to overcome obstacles and achieve their goals. They often (but not always) perform less-than-honest deeds when all else has failed. Rogues will generally portray rogue cops, those that don't always follow the rules but get results nevertheless.

5.1.2

end of section 5.1 playing solapol



► BASIC CAMPAIGN ELEMENTS

In addition to a good story and interesting Non-Player Characters, which are needed for all roleplaying campaigns, a successful SolaPol campaign will hinge on four main campaign elements: Intrigue, Technology, The Exotic and Action. They are what will make a SolaPol campaign different from a simple anything-goes, generated-on-the-fly hack-and-slash session.

While each element is useful and important in and of itself, it is a careful combination and balancing of the four which makes a campaign truly come alive. Intrigue without at least a small sense of other-ness quickly devolves into a squabbling town-hall meeting, and a string of combat sequences, while entertaining in their own right, can lose their appeal when not backed with a strong sense of purpose. Granted that working these elements into a campaign can call for a little more work than simply launching countless waves of exo-armors at the PCs, but they can make the difference between a memorable, exciting story and 'just another gaming session.'

◇ INTRIGUE

Intrigue will play a role in most campaigns, even the most action-oriented ones. Villains plot behind the scenes, departments fight over jurisdiction and criminals hide their crimes behind alibis and deceit. Even debriefing the characters after the assignments presents an opportunity to discover or hide a secret, which may lead to destruction of ideals or reversals of fortunes. Not all intrigue needs to be caused by the case at hand, either: office politics and relationships might also be a source of more plots within plots, as anyone who has ever been in love knows.

◇ TECHNOLOGY

Technology and its influence over human civilization is one of the main themes of the Jovian Chronicles. Technology and science will be all around the characters, all the time. It is technology that allows them to visit the various locations in the solar system, and again it is technology that keeps them alive. Whatever they do, the characters won't be able to ignore it.

While sophisticated technology often fades into the background, it can be used to great effect. The Edicts provide the perfect springboard for a thousand tales of corrupt or idealistic researchers and officials trying to manipulate the very fabric of the universe.

◇ THE EXOTIC

SolaPol teams are often on the move. With someone else footing the bill, they are able to jump around the solar system on a schedule that would make most private citizens broke in a short time. The corollary to this is that they will visit many wonderful places, and this should be reflected in the Gamemaster's descriptions. They won't just travel to Venus — they'll visit Dante's Inferno. They won't just land on Mars — they will drop in the middle of a sea of red-ochre dust, with wave-like dunes gently shifting in the wind. Clothes will be different, accents will be different, even the smells will vary a lot from one place to the other. All of these elements can be used to give the Players a sense of being in a place they have never been before, one which is completely different from home.

People will be different, too. Interrogating a Martian terraformer will be a very different experience than grilling a Venusian one. The attitude of a poor farmer in the highlands of South America will be very different from the poor Jovian citizen living in the slums of Joshua's Station.

◇ ACTION

Last, but not least, action will certainly be present in all campaigns. From a tense shoot-out with Edicts-violating DNA-leggers in the twisting zero-G corridors of a space station to the high speed landrover chase on the burning surface of Mercury, there should be plenty of opportunity to get the Players' blood pumping. Action can take many forms: it does not have to automatically be a blazing gun battle with high tech fire-arms. A foot pursuit, a chase sequence or even a tense and dangerous infiltration will all do the trick. The important thing to remember is to keep the Players on edge: action often equals tension. Never let up the pressure until the sequence is over, and don't be afraid to use sound effects. See page 66 for yet more action-related ideas.

CAMPAIGN STYLE ▼

The overall style of a campaign depends on many different factors, all of which need to be decided upon beforehand by the Gamemaster and the Players. If things are not settled before the game starts, one or more participants might find himself stuck in something that has little appeal for him, or few opportunities for his character to become involved, resulting in intense boredom or resentment.

The Gamemaster should be prepared to let the Players adjust their characters after the first few game sessions. They may find that they have neglected to buy skills that would be essential to their character concept, or have bought some which did not really fit the basic character after all. While a complete rewrite or change of character is out of the question, the GM should not feel threatened by a few tweaks if they are intended to make the game better.

An ongoing campaign differs dramatically from a set of one-shots. Not only do simple actions have far-reaching repercussions, but the feel of the universe (usually) remains very stable over the course of the set of adventures. One thing vital to choose beforehand is the campaign's main theme. Choose a few adjectives that best describe the feel of your intended game before your Players begin character creation, to give them an idea of where things will be heading.

MORALITY ◇

Some of the cases the PCs face are fairly straightforward. Good guys and bad guys are well established when the target of the investigation is a suspected mass murderer whose favorite technique is to let his victims slowly suffocate in an isolated airlock, all the while filming their agony. Other cases won't be as clear cut, and will be more difficult to play. Not only can the clues be harder to find, but the case will likely force the Player Characters to make some moral choices that might not always be as easy or clear as they first seem.

REALITY DISTORTION LEVEL ◇

Suspension of disbelief — a process by which a viewer or reader voluntarily agrees to be fooled by premises which he knows may not be entirely realistic — is as important a concept in roleplaying as it is in literature or movies. The required suspension of disbelief is an important style element for a campaign.

Gamemasters and Players must agree on what level of reality they prefer before the game starts. In *Jovian Chronicles*, three Reality Distortion Levels are used to describe the various genres available. These are fully explained in Chapter 10 of the *Jovian Chronicles Rulebook*, so they won't be re-explained here. They are a means to control the realism level of the campaign without altering the basic rules. It is important to make sure that all the Players agree on the actual level used, since it will influence their style of play, as well as basic character concepts.

CONFLICT ◇

Conflict is at the base of all good stories. Without conflict, there is no drama. It does not automatically mean violence, but merely an opposition of viewpoints that prevents the character(s) from immediately accomplishing his goal or fulfilling his needs. Conflict comes in many forms, some of it external to the group, some internal. Both can be used to great effect.

When planning the campaign, the level and form of conflict should be decided upon. Most of the time, conflict will come from a readily identifiable source: the criminals and other villains. If the campaign has a more intimate style, though (an old-style murder investigation, for example), conflict is more likely to be provided by the interaction of the characters' personalities.

SCALE ◇

The scale of the game is an important consideration. The logistics and plot requirements of a case about a murder in an isolated outpost will be much different from the ones needed to play out a huge conspiracy spanning two planets and involving hundreds of people. Some player groups won't be satisfied by solving a small affair, no matter how challenging, intriguing and involving the story is. The Gamemaster should be aware, however, that saving the solar system every game session will quickly force him to resort to larger and larger plots in order to keep the Players interested.



▼ ACTION

Most Solar Police campaigns, even the most intrigue-oriented ones, will feature high-adrenaline action at some point. All police or espionage dramas have a gunfight or chase scene once in a while, even though these are relatively rare in real life. The purpose of these action scenes is to wake the Players up and get their blood pumping, and to bring their attention fully back to the game (ever notice how regularly, say, every ten minutes or so, action scenes appear in movies and television shows?). Action can also be used to either break or increase the tension, depending on its timing and implementation.

It is important to be entertaining, and the action sequences should be no different from the rest of the game. The Player Characters are the heroes, so they should look good and be daring. Having them remain behind while the Crisis Intervention team is storming the villains' stronghold might make sense from a purely logical standpoint, but it is rather boring for the Player group. Danger should remain present: it can be poor form to kill off a PC recklessly, but there is nothing preventing a GM from making ample use of psychological torture and high anxiety.

◇ VARIED ACTION

It is important to vary the type of action throughout the game. If the characters find themselves repeatedly under fire, they will get used to it, turning off their sensibility and hardening themselves to the consequences. Action does not have to automatically mean gunplay; chase scenes, foot pursuits, hand-to-hand melee, evasion from a prison, shadowing a dangerous suspect, even simple accidents, all are valid alternatives to get the Players involved and excited.

Action sequences should never be the same, especially not in the same game session. Think how dull a movie would be if the characters kept chasing one another in cars along the same street. Throw in special elements — the pursued party has just grabbed a powerful motorcycle, for example, or he has just jumped on top of a monorail that is pulling out of the station. You can also change the setting: a foot pursuit in a mall can be exciting; the same chase, on the catwalks high over the churning atmospheric processors on Venus, filled with lava and toxic gases, becomes even more so.

◇ ADDED PERIL

One way to add spice to an action sequence is to throw in an added complication that the players have to take into account: a timed situation, innocents in danger, unknown enemy, framing, traps or whatnot. Often, they will have to resolve the complication before they can give their attention back to the villain — one cannot leave the bus full of kids tethering precariously on the brink of the bridge, but you can't let the international terrorist reach the conference with the nuke, either!

By placing more than just their characters' lives at risk, the Players can be brought to feel a real sense of urgency. The heroes in television and movie dramas don't usually die, but supporting characters can, and they do so with astonishing regularity (often showcasing the villain's cruelty or ruthlessness). Guilt and fear can be powerful motivators, provided they are not overused.

◇ FUDGES

To the dismay of many Gamemasters and Players, the dice sometimes collapse a carefully plotted and exciting storyline by refusing to collaborate, sometimes even killing a character in mid-intrigue. Though mechanisms are in place to help prevent this (Emergency Dice, to name one), it may be necessary for the GM to "fudge" the results once in a while. It is important not to do it too often, else it removes the element of risk. It is important not to let the players rely on this — if they get into trouble, they'd better have a plan to get out of it!

The fudge doesn't always have to be about dice, either. If the characters are captured by a villain known to execute all those that come after him, all is not lost. Perhaps a henchman has last minute scruples and set the characters free. The important thing is to let the Players think about their predicament for a few minutes, and see if they can think of a way to get out of trouble by themselves first — and then give them a tiny glimmer of hope, or a flimsy perch (like the henchman mentioned above).

PACING ▼

Pacing is critical to everyone's enjoyment of any roleplaying campaign. Too much opposition or too many clues too soon in a scenario can be as destructive as too little too late. Some opposition should be present during every segment of the game session and the campaign (beginning, middle and end). Usually, that opposition tends to increase, either in strength, cunning or numbers, as the scenarios progress. It's generally a good thing to have at least two fights or major discoveries during the game, one after the first third of the scenario, and one near the end. The first one should foreshadow the last one and hint at how much opposition the characters will face in the end.

You should also ensure that the pacing reflects the campaign's stated style and theme. A frantic romance is as jarring as a languid and leisurely action sequence. Keep this in mind at all times, and don't be afraid to use tone and tempo in your voice when describing things to maintain the correct pace.

GIVE THE PLAYERS WHAT THEY WANT ◇

Not all Players enjoy the same kind of game, and Gamemasters are well advised to take this into account when planning their new campaign. Players should have similar expectations going into the game, since the style will vary greatly between an Action game and an Intrigue-oriented one. Action focuses on chases, exchange of gunfire and mechanized combat; a series of extremely fast and furious encounters moves the story forward, interspersed with some plot-revealing events. Intrigue relies on brains more than brawn and revolves around unveiling hidden information; victory is achieved not by defeating the master villain in combat but by outmaneuvering him on his own turf. When in doubt, ask the Players first!

SUBPLOTS ◇

Subplots are a great way to control the pacing of the game. They represent minor storylines that develop during the course of game play, sometimes because of the characters' actions. The characters are moving too fast? Throw a subplot or two at them to slow them down. Not going fast enough? Perhaps an informer suddenly remembers a crucial piece of information.

Among the classic subplots, stories revolving around love are certainly the most common. Romance is one of the strongest character motivations, and often reinforces a PC's determination towards his goal. It becomes particularly interesting when the character's loved one becomes involved with one of his enemies or vice versa. And if the loved one is the criminal...

Player Characters who have a broad network of friends and contacts will often call upon them for favors, but usually forget that favors should go both ways. Sometimes, it's a friend or a contact who comes to them with problems and requests. The possibilities are numerous — see the GM Guide for more ideas. Involving the Player Characters on a romantic or sentimental level almost invariably adds depth to their characters, and gives meaning to their life goals.

ALTERING THE PACE WITHOUT ALTERING THE WORLD ◇

Travel is a great campaign killer. If the characters are sent to investigate the murder of a Terran engineer on a distant asteroid research station, it might take them weeks to get there. It is perfectly all right to do a fastforward to compensate. This can also be used to gloss over the recuperation period after a wound.

Alternately, this is a good opportunity to develop the various subplots that have been waiting on the campaign backburner. Let the PCs interact during this downtime, and throw in some foreshadowing for good measure. A young ensign met en route could someday be a valuable ally or a feared enemy, depending on the PCs' actions today..

CHARACTER HOOKS ◇

Like plot hooks, these are plot twists that are specific to each character and can be used to bring the character back into the group or give a little action to a character whose concept is not vital to this week's session. Whether they focus on personal, public or political arenas of the PC's life, they can provide valuable fuel for solo-time adventures and character growth.



▼ CAMPAIGN COHERENCE

Consistency is sometimes neglected in roleplaying campaigns. It is nonetheless vital, since nothing kills the ambiance faster than some story element that suddenly breaks the established rules of the game universe or contradicts something that has been established before. Some coherence and continuity is needed to keep the campaign together throughout several game sessions.

This is where a stable theme and description-words can come in very handy. One should not be afraid to take notes, either. Having a short reference list available at all times can get both GMs and Players back on track (see *Importance of Notekeeping*, below).

◇ CONSISTENCY OF STYLE

No one expect the meticulous super sleuth to suddenly start acting like a martial arts hero in television shows, movies or books. It would be jarring (though doubtlessly entertaining to some) to see Sherlock Holmes start using brute force methods and interrogations, and would turn off the mystery reader quite quickly. Style should be maintained throughout a campaign, though it can (and should) evolve to keep up with the Players' expectations. If a Player wants a drastic change of style, run a separate adventure, or invite a "guest star" character who will correspond to the desired style.

Note that it is possible to go too far in the opposite direction, too. Keeping the style and the format rigid might lead to repetitive game sessions which will quickly become tiresome as the Players go over too familiar ground. There has to be some room left for change, to account for the evolving taste of the group. If the group wants to put more action into the game, short action sequences can be gradually introduced, their presence taking on more and more importance over time. Such a gradual evolution of style like this allows a great degree of control over the campaign and ensure that everyone remains immersed in the imaginary world their characters are living in.

◇ IMPORTANCE OF NOTEKEEPING

Important Non-Player Characters and places should not change name in mid-game. Not only does this break the suspension of disbelief, it usually makes the Players suspicious and may throw them onto a side track that will totally stall the game while they look for a non-existent reason for the change, believing it to be an important clue. Gamemasters should never underestimate their Players — they will look for the little things like this, especially in an investigative campaign.

The Campaign Tracking Form on page 34 of the **Gamemaster Guide** has been designed to help Gamemasters keep track of the various events and intrigues in their campaign. The form is filled after each game, using as many copies as needed to cover all significant events which occurred during the session. This will prove invaluable later on to pick up on loose threads or simply to fill in absent Players on what happened during the previous game.

◇ FORESHADOWING

Foreshadowing works well as a method of consistency of style, since it establish links between what happened before and what is yet to occur. Foreshadowing is difficult to do in roleplaying, however. Unlike writers, who have a perfect knowledge of the plot of the story and equally perfect control over the actions of the characters, the GM must deal with a constantly-evolving story led by improvising and independent characters. This makes it difficult to establish things in advance, but not impossible.

Smart GMs will plant numerous seeds through clues and tidbits of information, only some of which may actually later develop into a piece of the puzzle. After all, the entire world does not revolve around whatever task the characters have set out to do; it has a life of its own. Often, these seeds can later develop into the focus of a scenario. Not only is it good foreshadowing, it also gives Player Characters an opportunity to get involved before minor trouble becomes a big problem.

THE INVESTIGATIVE PROCESS ▼

Most SolaPol games will feature some investigative work, even if it is only to uncover the current location of the latest quarry. The Gamemaster will thus have to put a few elements together in advance to help the Players along, since winging it is a dicey proposition in an investigative campaign. The trick here is to strike a balance between a good package of clues and leads and a totally railroaded adventure where Players are pushed onto a single track towards the resolution of the affair.

Gamemasters should prepare three items: clues, red herrings and some contacts. The latter might have already been taken care of during character creation; all that remains is to decide what each contact knows.

CLUES ◇

Clues are the signposts of an adventure. It is by uncovering them that Players can figure out a way to progress along their investigation or adventure. Clues can come in many disguises — they don't always have to be an obvious fingerprint or matchbook with an address inside of it.

They tend to be a necessary evil for most Gamemasters: too complex and the players can't find them, too simple and the Players rush through the adventure, missing most of the story and development along the way. For this reason, it is often better to have more clues than not enough, just in case. They can always be turned into red herrings if necessary (see below).

Props and gaming aids can be used to present the clues and liven up the game, though they often require a bit more work. They can come in many guises: documents (mission orders, autopsy report, business cards, newsheet, maps, pictures), objects (fake bullets/shells, tools, fragments of machinery or documents), or even a custom Web site for the more ambitious!

RED HERRINGS ◇

Red herrings are false trails and planted clues that serve to keep the Players guessing and throw them off the track of the investigation (hopefully, only momentarily). They help the Gamemaster control the flow of the action, one of the numerous mechanisms available to do so. Best not to rely on it too often, though, or the Players will start to treat every potential clue as a Red Herring and will start to miss important venues of investigation.

All Red Herrings should include something that proves them to be a dead end after a while, so Players won't spend whole game sessions completely lost.

CONTACTS ◇

Everyone interact with other people, and this can be a helpful source of information. Over the course of the game, the Player Characters will no doubt meet a lot of people who can help them along in their investigation. Savvy Players will cultivate a large web of such contacts, which, although cumbersome to keep track of, can actually facilitate the life of both the Gamemaster and the Players. Contacts were first discussed in the **Gamemaster's Guide**.

A contact can be anyone — an old friend from the academy, the brother of a guy who owes you a favor, a well-connected journalist, etc. Depending on their status, they might be able to pull some strings, provide equipment or just facilitate access to a restricted location. Others might have little to offer except information, but in some cases this can prove more useful than anything else.

Contacts can be used like mobile clues. They can show up when the Players are stumped, or disappear when they are going too fast. Some affairs might be impossible to solve without talking to a certain person. This gives the Gamemaster another tool to control the pace of the game (see *Pacing*, p. 65). It is important not to pull this one too often, though, or Players will start to expect their contacts to do the legwork for them!

5.2.5



▼ INTRIGUE

Regardless of the overall style chosen for a SolaPol game, the very nature of the organization means that somewhere, sometime, intrigue is going to find its way in. Whether it comes in the form of a dangerous murderer covering his tracks or a complex conspiracy attempting to keep their work secret until they are ready, the agents will not be able to solve all their problems by shooting at them: they will have to use their heads as well.

Intrigue can be seen as action for the mind and soul. It often needs to be carefully orchestrated by the Gamemaster, but it can be extremely rewarding. The Gamemaster faces a difficult task, in that he holds most of the cards: most of the plots and sub-plots are known to him, and he is privy to all of the NPCs' "conversations" and inner thoughts. This gives him an unfair advantage over the Players, who have only a partial view of the larger picture to base their theories and actions on. This makes it doubly important for the GM to play the Non-Player Characters fully, including what the characters don't know (even if it forces the NPCs to take unwise actions once in a while).

◇ PLOT USES

Adding some intrigue to the game makes even simple scenarios more challenging. Arresting a known murderer is fairly straightforward. Making the arrest while he's holed up in the Venusian embassy is a more chancy proposition, and the agents cannot simply go in with all guns blazing. They'll have to think of an alternate way to get him out of there, or get themselves inside without arousing suspicions. And if the identity of the murderer is unknown (beyond the fact that he is a high-placed diplomat), then the real fun is just beginning.

Intrigue can be used as a clue and an adventure motivator, too. When a known Non-Player Character starts acting in strange ways, it may arouse the Players' suspicions. Why does he suddenly cannot meet them for dinner as usual? How come he doesn't know about the whereabouts of his best friend all of a sudden, or just won't talk about it? Perhaps something is going on behind the scenes...

◇ OPPORTUNITY FOR NON-COMBAT CHARACTERS

Most of the people populating the Jovian Chronicles game world have little or no combat ability, much like the majority of the population in real life. When a loud explosion is heard, or when a violent crime or chase happens right beside them, they stand around gawking; if a firefight breaks out, they scream and throw themselves into the nearest cover, and stay there. Perfectly sensible reactions, but not much fun in an action-packed game session.

Everyone can use their heads and hide something, however (how well is irrelevant), so the scope of an intrigue-oriented game is potentially much larger. To make it so, however, those PCs have to be given opportunities to put their talents to good use: it will be hard to get involved if a firefight breaks out every two minutes, sending the very people who need to be contacted scurrying for cover.

◇ INTER-PLAYER CONFLICT

The need to keep secrets from one another, or even to seemingly betray the team, might very well arise in an Intrigue-oriented campaign. While this will surely lead to some great (and tense) storytelling, if badly handled this may put strain on the relationship between the Players themselves.

While some conflict or rivalry between Player Characters is acceptable (and in some cases even desirable to put a little spice into the game), personal conflict between Players is not. It is important to resolve any early problems between Players before they evolve into something nasty and ruin the game for everyone. Rivalry between Players is often due to the fact that one of the parties is not getting enough attention or the another one is getting too much. Regardless of personal preferences, everyone should be put under the spotlight once in a while.

LINKS WITH OTHER CAMPAIGNS ▼

Because they have to stick their noses in many different affairs, SolaPol teams can usually be dropped in the middle of almost any type of Jovian Chronicles campaign, regardless of its location or theme. The agents themselves can be played by new Players, or they can be NPCs brought in by the Gamemaster, depending on the general orientation of the original campaign. Regardless of the way the agents are introduced and the reason why they are brought in, not everyone will be glad to see them, and therein lies the beginning of an interesting story or sub-plot.

One interesting possibility is a "cross-over" campaign where the regular characters are temporarily put on hold while an investigative team looks them over — these investigators being played by the usual Players, of course, while their characters are either under the control of the Gamemaster or put "on vacation" until the affair is resolved. It allows for a change of pace and outlook without having to design a brand new campaign, with all the extra design work this entails.

LINK WITH MILITARY CAMPAIGNS ◇

In its role as the investigative arm of the United Space Nations, SolaPol is sometimes tasked with looking into war crimes and violations of the conventions of warfare. This makes them highly unpopular with certain armed forces, and decidedly hated by war crime perpetrators (who may not see their own actions as wrong to start with).

Agents may find themselves assigned to a joint operation with the local armed forces, either because the army officers are suspected of a crime or violation, or because they need the resources of the army to make the case move forward. Setting nets for smugglers, for example, might require a large number of spacecraft to cover a useful portion of space.

Crimes perpetrated on property controlled by an army is normally investigated by the military police or a special officer committee. If the victim came from another settlement, or if the circumstances warrant it (the murdered man was cut in half with a weapon that violates the Edicts, for example), a SolaPol team may well be dispatched to "help out."

LINK WITH COMMERCIAL CAMPAIGNS ◇

A good portion of the cases handled by the Solar Police would fall under the heading of commercial or economic crimes. Whether they investigate unlicensed manufacturing of high tech weaponry or claim-jumping in the Asteroid Belt, the agents can get involved in a wide range of merchant-based campaigns. And, although the Commercial Security Bureau does not like to admit it publicly, they sometimes send their agents on undercover missions to root out criminal groups, taking them down from the inside.

SolaPol can even be used as the bad guys, hunting down the heroes as they try to smuggle some vital medicines or pieces of equipment to a beleaguered group of rebels in the steaming jungles of Africa. In addition to the standard action and intrigue associated with the game, there will be ethical conflicts in abundance.

LINK WITH INTRIGUE CAMPAIGNS ◇

Due to the nature of their trade, it is easy for SolaPol agents on a mission to get involved in the machinations of the governments and corporations of the solar system. They do not even have to be directly interested or assigned to the clandestine capers to stumble upon them while snooping about for something else.

Another way to mix a regular campaign with SolaPol is to throw in some kind of Edicts violation. The spooks of the Edicts Enforcement Bureau will show up sooner or later (whether they are used as good guys or bad guys is left to the Gamemaster). This type of crossover also lets Players have some fun with a higher technology level than would normally be featured in the Jovian Chronicles. As long as the technology is somewhat believable, anything goes!



► VILLAINS AND OPPONENTS

Villains are the lifeblood of a roleplaying campaign. Drama and storytelling need conflict in order to be interesting, and you need to have an opponent for conflict to occur. The villain does not have to be an evil person: he may just happen to have different goals from the Players, which force him to oppose them in order to reach his objective. If the Gamemaster does his job well, it is the villain that will be remembered the best, long after the campaign has been completed.

Too often, villains in a campaign are given little complexity. Opposition should be dangerous and deadly, not just cannon-fodder. In many campaigns, villains are treated as incompetent and harmless. This is often due to the Gamemaster's inability to give them successful schemes and tactics on a level similar to those used by Player Characters. As a result, enemies are often scorned and dismissed as a minor threat. The Players will have a greater sense of achievement if they encounter adversaries who are devious and wily, and do not give them a break simply because it's convenient and "it's in the script."

Physically powerful characters are not needed to provide strong opposition to Player Characters. In fact, they can be challenged with even the weakest of adversaries, if he's cunning and ruthless enough. The hazard here, though, is to avoid making the Players feel inadequate or incompetent by having them repeatedly defeated by comparative weaklings. Some Gamemasters root and cheer for their villains, which is all right if they want to give their Players a scare, but ultimately, they shouldn't be sincere. The game isn't a competition between the GM and the Players, but an exercise in collaborative storytelling.

◇ CREATING SUITABLE VILLAINS

Giving the bad guys higher Attributes, Skills and equipment than the Players is the easiest way to make them more dangerous, but it's also the most annoying one. The villains can be made more threatening through other, more subtle ways, if the Gamemaster is willing to put a little time and thought behind them - much like he would if he were creating a character of his own for a game.

The first element to decide upon is to choose the *crime*. It is generally the first thing the characters will learn about the villain, and will to some extent color their perception. Once the crime (or crimes) has been selected, a motivation — a reason for the villain to do it — must be found. The more heinous the crime, the more complex the motivation; don't be afraid to dig into the psychology of the perpetrator.

The rest of the character can then be filled in: physical and mental traits, game stats (if needed), resources, connections, etc. He should have some interesting traits to make him more memorable: a particular habit or signature move, or an affectation of some sort. When in need of inspiration, look up famous historical or fictional criminals and ruthlessly copy them.

◇ MOTIVATION

Confrontation usually stems from conflicting interests. Gamemasters are encouraged to spend a bit more time delving into the minds of their villains and finding out what makes them tick. It is acceptable to have a master villain who just wants to kill the Player Characters because he is an amoral psychotic, but it is far more dramatic and interesting if he does it because he thinks his cause is just. While there are people who are inherently "evil," most of the opposition in Jovian Chronicles is composed of individuals with very specific, human (and often selfish) motivations.

◇ WEAKNESSES

In order to make for more interesting storytelling, no "bad guy" should be without flaws. It is the weaknesses of a villain, not his strengths, which ultimately make him interesting and memorable. All master villains are, by definition, superlative in skills and attributes. Providing them with flaws is a good way to keep them vulnerable and to make them feel more "human." It also gives the Players an opportunity which they can use to defeat the villain, or provides the Gamemaster with a valid reason not to kill the Player Characters in certain situations.

ATTITUDE ▼

Gamemasters often under-play the opposition. Enemies are real people who want to accomplish their missions, and live through them. Like the Player Characters, they use their intellectual resources to their limits and take advantage of every break offered to them (unless they're not particularly bright). They don't particularly relish the thought of physical harm and take appropriate action to prevent it. They will use armor, cover, ambush, sneaky tactics, anything that will keep them alive while eliminating the threat. Whatever the Players can think up, the bad guys can also do.

The villain, just like the Players, wants to come out on top and live to reap the rewards of his work. They may accept to lay down their lives if their cause demands it, but only the most fanatical of villains will resort to such extreme tactics. Most enemies will notice when their chances of winning have become ridiculously low, and try to flee. This way, they can come back later and avenge the deaths of their comrades, or get their revenge on the ones who foiled their plans. The wincing of the Players as they realize that their quarry is coming back to face them once again is music to the ears of the Gamemaster.

THE TEN MOST WANTED ▼

All SolaPol field offices maintain their own internal "Most Wanted" list: career criminals, psychopaths, renegades, all can be found on them at any given time. Each field office arranges its own copy of the list to reflect the local crime scene and their latest leads, and thus no two offices have quite the same priorities (though all criminals are listed in their databank, ready to move onto the local list should they relocate to a new area).

There is one list, however, that is shared by all the branch and field offices around the solar system: the Ten Most Wanted. It is updated every day based on any new information made available to the Solar Police or the local authorities. The people found on this list have passed beyond the realm of petty larceny and street-level crime. Their deeds have affected the lives of countless people, or they pose a threat to human society as it currently exists. Either way, they have caused enough trouble to be placed at the top of the list, where everyone in the law enforcement community is just hitching to take them down.

The motives behind the actions of these "super-criminals" vary greatly, but all are generally convinced that their cause is just (or at least, that they are entitled to the money and resources they are taking from others). All will kill without hesitation if pressed, though not all will rely on such drastic measures if other avenues of action are available.

GM NOTES

The following bad guys are obvious targets — they have been mentioned time and again in previous Jovian Chronicles books, or their actions are so repulsive, or they have made so many enemies, that Players will likely have heard of them in the past.

Though they might be tempted to simply give chase immediately, Players should be made aware of a few facts. These criminals are on the list because they are masterminds. They are well trained, intelligent and have extensive resources or connections to draw upon to get them out of trouble. Rookies will not be sent after them - not only are they likely not to find them, but they would in all probability end up dead, or at the very least completely outclassed should they manage to confront the target.

There is also the fact that there is lot of manpower after these criminals already, and if SolaPol has not succeeded in the past, they won't take well to upstarts stealing their thunder. Players attempting to track down the Ten will likely spend as much time cajoling information and leads out of other agencies than they will in actually doing field work, and may find themselves fighting numerous jurisdictional squabbles with the local authorities.

The alternative is to create a less visible, but no less dangerous, new bad guy for the Players to deal with. The Most Wanted list is in constant flux, and it is conceivable that a new threat can appear seemingly overnight. Creating your own "most wanted" also allows you to give a more personalized adversary to the Player Characters, one more suited to their abilities and to the type of campaign the Players wish to participate in.

TIPS

S-E-2

HOOKS AND TIPS

Gina

Age: between 20 and 30
 Height: 155 cm
 Weight: 55 kg
 Hair Color: Black
 Eye Color: Green
 Complexion: Average
 Birth Date: Unknown
 Birthplace: Unknown
 Distinctive Marks: None



Description

Little is known of the rogue spy for hire who identifies herself only as Gina. Elusive and well-trained in a variety of infiltration techniques, she is the prime suspect in a series of daring heists and espionage operations across the solar system. Little is known about her or her background; she is believed to have been trained by an intelligence agency, though the techniques she uses cannot be traced back to any specific school. Her attractive appearance and command of the social graces have permitted her access to the highest echelons of society, and she has been known to use that access to gain vast amounts of privileged information from her unwitting dupes.

The sensitive nature of her methods have put a damper on tracing her movements. Those in the circles of power are often very reluctant to admit - even off the most classified records - that they put security at risk for the promise of a temporary bedmate. It is highly likely that she has been far more active than any records show, and given the security risk she presents it is vital that she be apprehended with all speed. An undercover operation is probably more likely to succeed than a massive manhunt.

Psyche Profile

Gina is the typical adventurer who lives for action and danger. In addition to her considerable infiltration skills, she often uses her rather ample charms to gain information or access. We do not believe she will use lethal force unless pressed.

Known Abilities

Gina corresponds closely to the Adventurer Archetype (page 101 of the Rulebook) with the following changes: AGI +2, APP +2, Seduction 3/+2, all Lvl 1 Skills are Lvl 2.

THE WOMAN KNOWN AS GINA HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF INTELLECTUAL PROPERTY THEFTS THROUGHOUT THE SOLAR SYSTEM. SHE IS ALSO SOUGHT FOR A NUMBER OF OFFENSES RANGING FROM ROBBERY TO FRAUD AND ESPIONAGE. SHE HAS ACCESS TO ADVANCED EQUIPMENT AND IS TRAINED IN VARIOUS MARTIAL ARTS.

CONSIDERED ARMED AND DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Devon Malachai

Age: 28
 Height: 158 cm
 Weight: 70 kg
 Hair Color: Black
 Eye Color: Blue
 Complexion: Average
 Birth Date: March 6th, 2185
 Birthplace: . Sakomo Arc., Venus
 Distinctive Marks: None



Description

A junior vice-president in the Bank and veteran of the Home Defense Force, Devon Malachai wished to be admitted into the inner circle of the most powerful corporation in the solar system. Instead he was rejected by the leadership as too unstable after an undisclosed failure. As far as Malachai was concerned that just went to prove that the Bank's elite were ripe for replacement, but to do so he would need to shatter the current order of affairs. For the last three years he has been working toward that goal, implementing a series of terrorist actions designed to expose the incompetence of the Venusian government and their personnel.

Malachai has proved to be an elusive target. A flight of Home Defense Force exo-armor pilots are known to be fanatically loyal to him, and there is no telling how many more followers he has hidden in the Venusian armed forces. Using the Bank's resources, he has made extensive contacts in CEGA, the Nomad colonies and even in the Jovian Confederation. He has been confirmed dead on several occasions, yet has reappeared a few months later. His current whereabouts are unknown, but all Solar Police personnel are to keep an eye out for anyone matching his description or motus operandi.

Psyche Profile

Malachai is obviously a psychopath, albeit an intelligent one. He is prone to grandiose schemes, which often fail due to their complexity or the incompetence of his hirelings (often both). He will not hesitate to use deadly force to reach his goals.

Known Abilities

Devon Malachai corresponds closely to the Official Archetype (page 100 of the Rulebook), with the following changes: AGI +1, INF +2, Exo Gunnery & Pilot 3/+1.

DEVON MALACHAI HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF TERRORIST ATTACKS ON CEGA AND JOVIAN HOLDINGS THROUGHOUT THE SOLAR SYSTEM. HE IS KNOWN TO HAVE RECRUITED PIRATES FROM THE BELT, DUPED CEGA INTO HELPING HIM AND MANIPULATED A JOVIAN CITIZEN FOR THE PURPOSES OF TREACHERY. HE HAS ACCESS TO ADVANCED EQUIPMENT AND HAS TARGETED LAW ENFORCEMENT.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Taren Beaumont

Age: 26
 Height: 148 cm
 Weight: 55 kg
 Hair Color: Ash Blond
 Eye Color: Violet
 Complexion: Pale
 Birth Date: ... April 15th, 2187
 Birthplace: Orbitals (presumed)
 Distinctive Marks: Flower tattoo
 on left shoulder



Description

Taren Beaumont and her crew are the bane of the CEGA navy, which has chased them for many years. The young pirate seems to take pleasure in repeatedly hitting CEGA ships and supply barges for merchandise. Though she has killed before, she currently concentrates most of her activities on unmanned cargo vessels. She uses Jovian-built equipment, most of it reported stolen or missing by the JAF. This indicates that she may actually be a corsair, acting as a deniable asset to the Jovian Confederation.

The latter hypothesis has made her apprehension a difficult prospect. We are hesitant in collaborating with the Jovian authorities for fear they might transmit information to her. Information exchange and overall collaboration has not been forthcoming from the Earth government either, since they seem intent on capturing her themselves, probably to deal out their own brand of justice. It is imperative that we get to her first. Direct methods, such as massive search parties, have proven fruitless in the past (beside, the Solar Police lacks the material resources to put together such an operation). Infiltration work and on-site search parties may have more luck in finding her. We have put together a list of possible havens for her ship, based on its known performances. Agents assigned to the case should be advised that she is likely to have sympathizers in the Belt or cislunar settlements -- proceed with caution.

Psyche Profile

The fact that she acts almost exclusively against CEGA targets indicates that Taren Beaumont has some deep-seated hatred for the Earth government (Earth-born agents be advised!). Her crime spree may evolve into a more serious terror campaign in the future.

Known Abilities

Taren Beaumont corresponds closely to the Explorer Archetype (page 102 of the Rulebook), with the following changes: AGI +1, INF +2, Combat Skills at Lvl 2.

TAREN BEAUMONT HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF ASSAULT ON CENTRAL EARTH GOVERNMENT AND ADMINISTRATION SHIPS. SHE IS ALSO SOUGHT ON CHARGES OF THEFT OF MILITARY EQUIPMENT, MURDER AND EXTORTION. SHE HAS ACCESS TO LIMITED RESOURCES, INCLUDING MILITARY EQUIPMENT, AND HAS REPEATEDLY TARGETED LAW ENFORCEMENT OFFICIALS.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Attila

Age: between 30 and 40
 Height: 170 cm
 Weight: 110 kg
 Hair Color: N/A
 Eye Color: Black
 Complexion: Dark
 Birth Date: Unknown
 Birthplace: ... Belt (presumed)
 Distinctive Marks: . Broken Nose



Description

Pirates are more often than not mutineers or Nomads down on their luck. Very few will turn to piracy as a career, since there are many safer ways to make a living in space. Not many pirates are bloodthirsty, and most prefer to divert unmanned barges and automated cargo ships since they are easier to catch and oppose no resistance. Pirates will run at the first sign of trouble and will only fight if cornered (or if the rewards are extreme). The man known as Attila is an exception to the rule. He prowls the Belt, looting ships and cargo barges to get the reaction mass and supplies he needs. He has no scruples about abandoning his victims adrift in space, and more than one vessel has fallen prey to such a fate.

Our analysts have found little to explain his actions. It may be that the man genuinely enjoy the wholesale slaughter and destruction he engages in, but how such a personality could work on a continued basis with a trained space ship crew is unknown. It is more likely he has a hidden agenda which he pursues with a reckless abandon, trampling anyone who gets in his way. So far, we have not been able to sort a pattern out of his various assaults, though they are all located within a certain range of orbits and velocities within the Inner Belt.

Psyche Profile

Attila is a rough man, who will not hesitate to use violence to get what he wants. Do not underestimate him -- his size and brutish appearance have nothing to do with his intelligence.

Known Abilities

Attila corresponds closely to the Nomad Archetype (page 105 of the Rulebook), with the following changes: INF +1, PSY -1, WIL +1, all combat Skills at Lvl 3.

ATTILA HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF ASSAULTS ON SHIPS AND INSTALLATIONS THROUGHOUT THE BELT. HE IS ALSO SOUGHT ON CHARGES OF PIRACY, MURDER AND EXTORTION. HE HAS ACCESS TO SPACE VESSELS AND HAS REPEATEDLY TARGETED LAW ENFORCEMENT OFFICIALS.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Tara Cavalier

Age: Unknown
 Height: 148 cm
 Weight: 63.5 kg
 Hair Color: Blue
 Eye Color: Blue
 Complexion: Fair
 Birth Date: Unknown
 Birthplace: Earth
 Distinctive Marks: None



Description

An extremist STRIKE cell leader, Tara Cavalier is a former CEGA special forces commander. During the Odyssey, Free Martian terrorists destroyed the Martian orbital elevator and blamed STRIKE; Cavalier has decided to return the favor. She likes to use Free Mars as a patsy in her operations, creating apparent terrorist incidents during which she can hijack any military equipment she can get a hold of. Her hope is that CEGA will retaliate against Free Mars, tying up resources that would otherwise be used to hunt STRIKE operatives. So far, her plan has met with only mixed results.

Her actions, coupled with the recent changes in vocation and outlook of the Earth terrorist movement (see page 85 for more on STRIKE), have apparently resulted in her being ostracized by the rest of the group. This will likely make her even more radical in her actions, and agents are advised to take extreme precaution when dealing with her. Cavalier has made extensive contacts in CEGA and the various colonies of cislunar space. She has been believed dead on several occasions, but her current whereabouts are unknown. Be advised that Tara Cavalier's STRIKE cell members are known to hold grudges if their plans are foiled and they manage to escape custody.

Psyche Profile

As a member of STRIKE, Cavalier has some deep-seated recriminations against the Earth government but not against the people. She will try to minimize Terran casualties during her operations, but will kill to achieve her goals.

Known Abilities

Tara Cavalier corresponds closely to the Bounty Hunter Archetype (page 101 of the Rulebook), with the following changes: APP +1, INF +1, WIL +2, Security 3/0, Small Arms 2/1.

TARA CAVALIER HAS BEEN CHARGED IN CONNECTION WITH AN ASSAULT ON A CENTRAL EARTH GOVERNMENT AND ADMINISTRATION STATION. SHE IS ALSO SOUGHT ON CHARGES OF PIRACY, MURDER, TERRORISM AND EXTORTION. SHE HAS ACCESS TO LIMITED RESOURCES, INCLUDING MILITARY EQUIPMENT, AND HAS REPEATEDLY TARGETED LAW ENFORCEMENT OFFICIALS.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Charles Hanford

Age: 37
 Height: 150 cm
 Weight: 62 kg
 Hair Color: Black
 Eye Color: Gray
 Complexion: Average
 Birth Date: . February 6th, 2176
 Birthplace: London, Earth
 Distinctive Marks: None



Description

Charles Hanford appears to be nothing more than a simple businessman, and an unexceptional one at that. His dress is always immaculate, but never striking, and his demeanor is humble to the point of being subservient. Yet according to Venusian authorities, the man is single handily responsible for a number of brutal crimes against the state. His work history on Terra shows an level of competence that allowed him to be recruited by the Venusian Bank, who sponsored his emigration to Venus. The present theory is that Hanford is little more than a bagman for the Corps, and that his present difficulties may be associated with this profession. The fact that Hanford was able to leave Venus with half a billion credits in assorted corporate bearer bonds and Venusian stock would seem to validate this theory. What little evidence exists seems to substantiate the charges of murder and treason, but SolaPol has yet to be granted access to Bank records to verify the embezzlement charges.

There have also been unconfirmed reports that Hanford is organizing a grass-roots movement to replace the corporate infrastructure on Venus with a more democratic model. In this case, it is possible the charges are trumped up. It is far more likely that SolaPol has been put in the middle of some sort of corporate infighting than an attempt at revolution, however.

Psyche Profile

There are a number of indicators pointing to a strong sense of duty and unswerving loyalty, which are difficult to reconcile with the charges against the man. Certainly the background research conducted with Hanford's previous employers on Earth, prior to his emigration to Venus in 2197 clearly shows his dedication to his employer.

Known Abilities

Hanford corresponds closely to the Official Archetype (page 105 of the Rulebook), with the following changes: INF +2, PSY -1, WIL +1, all Skills are one level higher.

CHARLES HANFORD HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF FRAUDS AND EXTORTION. HE IS ALSO SOUGHT ON CHARGES OF ASSAULT AND MURDER. HE HAS ACCESS TO LARGE MONETARY RESOURCES AND HAS REPEATEDLY TARGETED LAW ENFORCEMENT OFFICIALS.

CONSIDERED ARMED AND DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

Charlene Strauss

Age: 33
 Height: 145 cm
 Weight: 55 kg
 Hair Color: Blue
 Eye Color: Blue
 Complexion: Dark
 Birth Date: June 1st, 2180
 Birthplace: Europe
 Distinctive Marks: .. Small scar
 near right eye



Description

The highly troubled environment of Earth has brought a number of people back to the soldier of fortune trade. Many of these have sharpened their skills in the jungles and wastelands of Africa and Southeast Asia before offering their services to any who would pay for them. Charlene Strauss is one of those modern mercenary leaders. Though she usually operates on Earth or its vicinity, she has been known to take contracts for operations elsewhere in the solar system, provided her employer(s) are ready to foot the bill (she will usually take precautions to avoid being stranded by anyone with ideas of backstabbing).

Charlene Strauss has no particular moral qualms; she is being sought for her suspected participation in three different massacres, two of them on Earth and one on the Moon. She is usually surrounded with a group of well-paid and very well trained mercenaries, which will make a direct assault difficult (but not impossible). Infiltration is also a possibility, though she is very suspicious of any newcomer and generally put new recruits through a grueling introductory test that may make it impossible to place agents within her organization.

Psyche Profile

Charlene Strauss works for money; she will usually abandon her mission when the risk becomes too great, which has only made it more difficult to arrest her. She kills only when it is convenient, which may facilitate her apprehension.

Known Abilities

Charlene Strauss corresponds closely to the Bounty Hunter Archetype (page 101 of the Rulebook), with the following changes: INF +2, PSY -1, all combat Skills are one level higher.

CHARLENE STRAUSS HAS BEEN CHARGED IN CONNECTION WITH A SERIES OF ASSAULTS AND VIOLENT ATTACKS IN CISELUNAR SPACE. SHE IS ALSO SOUGHT ON CHARGES OF PIRACY AND MURDER. SHE HAS ACCESS TO LIMITED RESOURCES, INCLUDING MILITARY EQUIPMENT, AND HAS REPEATEDLY TARGETED LAW ENFORCEMENT OFFICIALS.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

-G-

Age: Unknown
 Height: 163 cm
 Weight: 85 kg
 Hair Color: Blond
 Eye Color: Blue
 Complexion: Average
 Birth Date: Unknown
 Birthplace: Unknown
 Distinctive Marks: Unknown



Description

The shadowy figure known only by the code letter -G- is believed to be the current overall leader of the terrorist organization STRIKE (or at least a major part of the organization). Very little is known about the man, and he seems to like it that way. -G- is extremely secretive; few have ever seen him in person, and no one knows his real name except perhaps a few of the inner members of the organization. There is no mention or record of him before 2211, when he started to accumulate followers in order to build a powerbase within the group. He has reorganized the movement away from its blind terrorist roots toward a more political and much more effective entity. Some have speculated that he may even one day attempt to transform STRIKE into a political movement that would have better chances of taking down CEGA.

This newfound popularity will make it more difficult to find and apprehend him. The various factions within the STRIKE organization, many of which are dissatisfied with the new leadership, may prove to be unexpected sources of information; all bureaus are asked to keep an eye for any relevant information.

Psyche Profile

-G- must be a superb leader of men: to have reorganized a group as loose and divided as STRIKE within the span of only two years must require exceptional qualities indeed. Little is known about his personality, though most reports show him to be level-headed and highly intelligent, though utterly ruthless when the situation requires it.

Known Abilities

-G- is presumed to corresponds closely to the Veteran Pilot Archetype (page 100 of the Rulebook), with the following changes: AGI +2, APP +2, INF +3, PER +3, Leadership 4/+3, Exo Gunnery 4/+3, Exo Pilot 4/+2.

THE MAN KNOWN AS -G- HAS BEEN CHARGED IN CONNECTION WITH NUMEROUS ACTS OF TERRORISM COMMITTED AGAINST THE CENTRAL EARTH GOVERNMENT AND ADMINISTRATION. HE IS ALSO SOUGHT ON MULTIPLE CHARGES OF CONSPIRACY, FRAUD, EXTORTION AND MURDER.

CONSIDERED ARMED AND EXTREMELY DANGEROUS

If you have any information regarding this case, please contact your local Solar Police field office or the nearest USN consulate.

... end of section 5.3 villains and opponents



5.4

▶ LONG TERM AFFAIRS

Given the magnitude of the operations that SolaPol usually handles, few cases are solved overnight. They often linger for weeks or months until investigators manage to track down enough evidence to bring the perpetrators to justice, and even those cases are rare. Most files are kept open at all times, in the hope that a trickle of data from another bureau or another ongoing investigation will provide the impetus to move the case toward a resolution.

The main SolaPol database thus maintains a list of cases in progress that are classed in order of priority. Less critical cases can remain open for many months, until new facts come in or they are pushed further back in the chain by new, more important affairs. Very few cases are closed outright without being solved; expert systems manage the older documents, keeping them up to date and handling all the cross-indexing to more current cases.

Not all criminal activities can be traced back to the actions of one man or woman. Many, in fact most, of the cases that SolaPol investigates are the work of groups or organizations. Profiles on various organizations or crimes that are on the "hot list" for long term investigation — which include groups as diverse as STRIKE, the Venusian Bank, and several crime syndicates and pirate rings — are continuously updated, and all of them remain under intense surveillance.

▼ ONGOING INVESTIGATIONS

5.4.1

The following pages contain basic information on some of the organizations and events the Solar Police is currently interested in. In addition to the basic facts about the general category of the case (what little information is known), each file contains the details of one specific investigation on the topic that is currently being looked into.

The header of each file contains some general information such as the name under which the affair is most commonly referred to, its type (whether an event or an organization being investigated) and the locations where the perpetrators are most likely to be found. The header also contains information on where the crime(s) has been committed (if that information is available) and which bureau is most likely to be looking into the affair.

▣ GM NOTES

The following investigations are obvious targets: they've been well-publicized, and several senior agents are probably already on permanent assignment. Lot of manpower can be made available if interesting evidence crops up, which may be a positive or negative thing depending on the type of campaign being played.

Note that not all information is available on the cases described in the next few pages; it is up to the investigators to find the missing data. Gamemasters can use this to shift the balance of the affair towards the capabilities of the team. Perhaps the case is straightforward, and the facts listed are correct; or perhaps the Gamemaster feels more devious, and all parties involved have a second agenda on their minds... or are nothing like the files describe them.

Though it is a lot more work, creating your own affairs will allow you to give a more personalized challenge to the Players. It is usually a fairly simple task to establish the basics: decide on the type of crime, then describe the criminal (or criminals) involved. Generally, one or more complications should be planned from the beginning, ready to spice up the action if need be.

If you need ideas to start up the creative juices, read the section of this book detailing the bureau to which the majority of the Players belong; you can probably extrapolate a simple assignment from there, and let the Players make it more complicated. The newspaper is also an excellent source of ideas; one of the many "most wanted" type television shows currently on the air can also be helpful.

STRIKE

Name: STRIKE
 Type: Terrorist Organization
 Base of Operation: Cislunar Space (presumed)
 Main Sphere of Activity: Inner Solar System
 Assigned Bureau: Special Investigations



Overview

The coiled snake emblem of STRIKE is infamous throughout the human worlds. Formed in 2190 by a group of rebellious Terran senators and military officers, STRIKE's outward goal is the reunification of Mankind under one government (specifically, a government not under Venusian control, as they believe CEGA to be). The meaning of the acronym itself has been lost to time, though the name remains fully capitalized to denote its origin.

The inner workings and politics of this shadowy organization are as much of a mystery to the solar system as the origin of the group's name. They have claimed responsibility for dozens of acts of terrorism over the past twenty years, and have been accused of many more. At the same time, rumors abound of shipwrecked crews rescued by STRIKE exo-armors and of other acts of altruism. Besides freedom fighting/terrorist activities, STRIKE is a major political thorn in the side of all nations within the lunar sphere.

Many believe that STRIKE's leadership shifts regularly between forces of megalomania and moderation within the organization's power structure, an idea reinforced by the erratic behavior of the group. In the months following the Odyssey Affair of mid-2210 (for which STRIKE has once again been both blamed and lionized), STRIKE has been very discrete, and government plants report the rise in power of a charismatic new leader. His identity remains unknown, with only a fragmentary report from a subsequently-captured agent saying <...but he's supposed to be dead.>

STRIKE possesses a staggering amount of military material. Dozens of exo-armors and fighters have been brought by defecting pilots, and while STRIKE has no known manufacturing capabilities, its members seem adept at repairing and modifying what they have. In addition, the scope and reach of some of STRIKE's operations hint strongly at several sources of transport assets, medical support and food, although these collaborators' identities remain unknown.

Current Case: Convoy

Our sources have identified a probable STRIKE operation in the vicinity of the Sigma-Seven dry-docks located at L4. From what little is known, CEGA maintains the station in a state of almost complete isolation, using it to resupply the more sensitive vessels in their fleet. The population is apparently little more than prisoners, kept under guard to ensure the good behavior of the technicians. Therein lies the problem: it is as yet unknown whether STRIKE plans to disable or destroy the docks, or if they plan to liberate the people. Perhaps it is a two-pronged operation, aimed at accomplishing both goals.

BIOTECH

Name: Biotechnology Research
Type: Edicts Violation
Base of Operation: Hidden Laboratories
Main Sphere of Occurrence: Anywhere
Assigned Bureau: Edicts Enforcement



Overview

Many governments and scientists chafe under the restrictions imposed by the Edicts, but see them as a necessary evil -- just another safety precaution. There are illegal research stations, but the trouble required to get the necessary materials and information, and then perform the research in total secrecy, means that people will be very careful.

Biotechnology research is one of the main concerns of these illegal labs. Not all of them look into controversial areas; they may be working on a genetically improved type of wheat that will have a much higher yield in the special environment of a space station's agro-bay, or developing a vector virus to repair a genetic disease. The main problem is that these labs are more concerned with speed than proper procedures. Lack of testing could have terrible long term effects: for example, the Hand of Ceres, a research satellite, is still off-limits after fifty years, its corridors and rooms filled with a modified (and highly poisonous) fungus that was supposed to have been a fast-growing food source.

Manipulation of the human genome is one of the technologies that is closely monitored by all governments in the solar system, and very stringently monitored by SolaPol and the Edicts Enforcement Bureau. The potential for human rights abuse is just too high, and any mistakes made would be transferred to future generations, probably to disastrous effect.

Current Case: Supersoldier Breeding Program

The lure of troopers with perfect health and improved physical characteristics is just too tempting to ignore. The rogue scientists do not generally try to produce nine feet tall mutants with extra arms and super strength, as they would be instantaneously recognizable by all. Rather, they attempt to produce superior humans who can hide well among society.

Recent investigations based on data recovered by the Commercial Security Bureau led a team to a small asteroid base in Belt. The facilities were abandoned in a hurry, though the equipment and partial files recovered are indicative of a series of programs intended to collect genetic material from successful soldiers and scientists throughout the solar system. These would be used to create one advanced synthetic genome which would produce a human being with incredible strength, intelligence and stamina. The current whereabouts of the scientists involved is unknown, but the analysts have worked out a series of possible destinations based on the amount of reaction mass and the launch windows available.

Investigators should be on the lookout for exceptional children or people in the local Belt cluster; it is crucial to recover both the perpetrators and their creations before the whole thing gets out of hand.

WAR ATROCITIES

Name: War Atrocities
 Type: Human Rights Violation
 Base of Operation: N/A
 Main Sphere of Occurrence: Anywhere
 Assigned Bureau: Special Investigations



Overview

The vastness of the solar system means that it is fairly easy for a government or group to hide activities or deeds it does not want others to hear about. This is especially true in human abuse cases, which sadly are still a fact of life in some of the poorer or controlled regions of Earth and elsewhere. Entire populations can be displaced or eliminated, and no one needs hear of it if there are no witnesses. Not even bodies need to be left behind, thanks to modern technology.

Atrocity cases are some of the hardest to investigate, both emotionally and in terms of procedure. Not only are they generally hard to stomach, uncovering and especially bringing the perpetrators to justice is a long process that may take years. Those who commit these horrors are generally doing so under the orders of highly-placed individuals who will do their best to derail the investigation and escape prosecution. Agents assigned to the cases should be ready to make plenty of enemies along the way.

Current Case: The Copernicus Massacre

The culture that developed among the Moon's settlers emphasizes discipline and hard work. This is slowly changing, however, as many realize that times have changed and privations need not continue in order to ensure the survival of the lunar settlements. A growing discontent is spreading through the poorest segment of the population, who have begun to feel that hard-won profits should be used to relax the Selenite society. This has led to localized rioting, which sometimes can have dire consequences: the pacification of several domes at Copernicus in 2210 are such a case.

A riot broke out in the lower levels, apparently to cover the escape of a ship filled with refugees. The rioters seemed poised to take control of the city when the local CEGA commander sent in troops equipped with exo-suits. In the subsequent battle, the ship escaped but the main dome was blown, leading to the death of hundreds.

The orbiting CEGA ship crews, already upset about the ruthless suppression of the Copernicus rebellion, proved willing to overlook a Solar Cross ship hurrying to the site. By the time CEGA responded, the Solar Cross had already advertised its findings to the local space, making a cover-up impossible. As a result, news of CEGA's ruthless massacre of Copernicus population trickled out to the news media, who disseminated it over the entire solar system. Though CEGA claims STRIKE involvement, little evidence supports this theory. Bringing about justice for this tragedy may avoid more Selenian violence in the near future.

TOOLS OF CONFLICT

Name: Unlicensed Production
 Type: Commercial Offense
 Base of Operation: Hidden Facilities
 Main Sphere of Occurrence: Anywhere
 Assigned Bureau: Commercial Security



Overview

Most of the manufacturing capacities of the twenty-third century are due to the use of autofacs (short for Automated Factory), sophisticated machine tools that can be reprogrammed to build a large variety of items. Raw materials are inserted at one end, and, provided the right templates are available in the memory bank, the finished object emerges at the other end. Most of the larger autofacs are collections of smaller ones, which do everything from breaking down and preparing the raw material to manufacturing the components, assembling and testing them.

This, of course, causes some problems as far as copyrights and trade go. If any good can be manufactured locally (provided the templates are available), the templates and other information required to produce the goods become the valuable commodity. Unfortunately, these are often quite easy to reproduce, and copyright enforcement and unlawful reproduction are constant concerns for most designers and manufacturers. Locating and dismantling illegal production facilities is one of the Commercial Security Bureaus main concerns.

This causes endless headaches for law enforcement officials everywhere as well. Whereas weapons and equipment had to be smuggled to the target zone before, terrorists and criminals can now carry only the templates of the tools they need, reproducing them with the help of a friendly merchant once they have arrived at the destination. SolaPol is always on the lookout for templates containing the manufacturing specifications of tools of war and weapons of mass destruction; they also track the special raw materials that are needed to put these together.

Current Case: The Missing Templates

A Jovian industrial autofac has disappeared from Vanguard mountain, apparently with inside help. From what has been pieced together, a computer virus was used to take down the local navigation and surveillance network, simulating a system malfunction. During the blackout, work pods or exo-suits were used to move the factory to a small asteroid in the raw material pen, which was subsequently taken out of the facility and moved to a new, unknown orbit.

In addition to the substantial credit value attached to this sophisticated piece of equipment, this particular autofac is capable of producing exo-armor and fighter parts. If the correct templates can be located by the perpetrators, they could conceivably use the autofac to produce a large number of weapons for the highest bidder. It is essential that the autofac be located as soon as possible; thefts of military production templates should be investigated immediately for any possible connection.

ARTIFICIAL INTELLIGENCE

Name: AI Research
 Type: Edicts Violation
 Base of Operation: Hidden Laboratories
 Main Sphere of Occurrence: Anywhere
 Assigned Bureau: Edicts Enforcement



Overview

The Edicts contain strict restrictions and procedures regarding the development of artificial intelligent creatures. Such entities have been known to be feasible since the beginning of the twenty-first century, and expert systems that can pass off as sentient beings can easily be manufactured. Their production is being strictly controlled for fear that a super-intelligence might eventually evolve and take over, possibly eliminating the human race in the process. Such an intelligence would not automatically do so, or cause harm through malice; it might simply never learn a sense of morality, and regard humans as merely another component of the universe, to be used without more regards than rocks or water. There are ways to prevent this from happening, of course, but until the risks are reduced to near-nothing, no one is ready to take the plunge.

Not officially, at any rate. Artificially intelligent robots and vehicles would make perfect soldiers and laborers, and could be mass-produced through any autofac to give immense powers to the first Faust who believes that he can control the demons he'll create. Every year SolaPol agents investigate numerous laboratories and researchers, studying their experiments and notes to make sure they do not build a weapon they cannot control.

Automatic Death

A few months ago, a lab in a far off region of Argentina was discovered ransacked by the peasants delivering the weekly supplies. Every piece of equipment was destroyed or severely damaged, and the bodies of Dr. Emmanuel Ramirez and his assistants were strewn all over the place. What looked like a simple (if gruesome) case of banditry turned more serious when the local authorities stumbled over a partial file while trying to salvage the mainframe: it detailed the testing schedule of an automated hunter-killer device. The Solar Police was immediately called in.

What little has been salvaged from the mangled circuits tells of a hulking combat machine, approximately two meters high. Its bulbous body stands on two articulated legs, and a ring of sensors surrounds the upper section of what could be called its torso. There are no arms, though manipulative coiled tentacles can emerge from ports if needed. Specs call for a high power laser weapon to be installed in the body. The whole machine is directed by a grown semi-organic brain. Most believe the device caused the destruction in the lab and escaped in the countryside, but all attempts to find it have been unsuccessful so far. It is crucial that this machine be located before anyone else learns of its existence and try to capture it for their own ends.

ORBITAL YAKUZA

Vital statistics

Name: Yakuza
 Type: Organized Crime
 Base of Operation: Orbitals
 Main Sphere of Activity: Cislunar Space
 Assigned Bureau: Special Investigations



Overview

The Orbital Yakuza are descended from the criminal clans of Japan. In the years immediately preceding the Fall, as the most powerful and farsighted corporations began evacuating assets and employees into space, the Old Yakuza realized that their interests, indeed, their very futures lay in the untapped, illicit markets of Orbital society. In a rare instance of cooperation, some of the Yakuza syndicates made hasty plans to transfer their resources to the Orbital Colonies. Within a few years, the Orbital Yakuza had emerged as a new and dangerous criminal presence in the Earth-Moon system.

Although not all Yakuza made the exodus into space, those who did benefited enormously from their foresight when the nations of Earth promptly collapsed in a wave of anarchy and war. Rival mobs trapped on the surface, once competitors with the Yakuza for lucrative rackets in Earth's crumbling cities, were suddenly caught in a struggle for survival against revolutionaries, terrorists and increasingly authoritarian governments. The repercussions were immediate and profound, and the Orbital Yakuza quickly became the single most powerful criminal organization in the Solar System. Because of this, they remain under constant SolaPol surveillance.

Orbital Yakuza organize into gumi. Each gumi is led by an oyabun, a patriarchal figure whose underlings are known as kobun, or children. Below the oyabun, the structure of the gumi progresses, in descending order of rank, from the wakagashira (lieutenant); to a tier of komon (advisors), shingiin (counselors), hisho (secretaries), kaikai (accountants), and wakagashira-hosa (underlings of the lieutenant); to the lowermost level of kumi-in (enlisted men). Individual gumi operate within a territory known as a nawarabi; occasionally, gumi will band together to form rengo (alliances), but these arrangements are purely voluntary and non-binding to their members.

Yakuza are characteristically civil, reserved and conscientiously honorable. They have a long history, dating back centuries, and retain many of the traditions and beliefs of their terrestrial predecessors. Core among these are the fundamental principles of honor: jingi (respect), giri (duty) and ninjo (compassion). These principles guide the actions of every Yakuza, and violations of the code or other failures to the clan demand immediate reparation, usually in the form of yabitsume (finger cutting). Since loyalty to the gumi is paramount, Yakuza usually demonstrate their allegiance through irezumi, or elaborate tattoos that increase in size and complexity as an individual gains rank and status.

The most powerful Orbital Yakuza syndicates in 2210 are Matsushita-gumi of New Kyoto, L-4, Earth-Moon system; Tamazaki-gumi of Itoku Arcology, Venus; Fujiwararengo of Kobe, Japan, Earth (formed by gumi driven from L-4 by Matsushita in 2187); and Kano-gumi of Chryse City, Mars. These clans control dozens of cities and habitats apiece, and their financial and human resources rival those of all but the largest Venusian corporations. Not surprisingly, they are at the top of the SolaPol crime watch.

Activities

The Orbital Yakuza are primarily involved in rackets such as prostitution, gambling, drug trafficking and other forms of smuggling, corporate extortion and protection, and datacrime (they disdain simple robbery and extortion but do not seem to extend this scorn to more complex and formal forms of theft). Individual gumi will also have extensive front organizations for laundering money and conducting semi-licit business with corporations and governments.

Although Orbital Yakuza are not generally violent, they will respond with extreme aggression to rival gumi that trespass on their territory. Gang wars are not uncommon along the borders of neighboring nawarabi. Also, Yakuza do not tolerate street crime in their midst; they will hunt down and eradicate any independent gangs that do not pay tribute to the oyabun or who otherwise behave in a dishonorable fashion. This has given the Orbital Yakuza a rather surprising reputation as defenders of the people, since they will act to protect non-Yakuza from the transgressions of street thugs and other barbarians. Consequently, SolaPol agents often find it difficult to investigate crimes involving the Orbital Yakuza, since witnesses frequently refuse to testify against the gumi out of respect, which can be even more effective than fear.

Of course, when business is involved, Orbital Yakuza are not above the occasional assassination or running gun battle (well away from innocent bystanders, if it can be helped), but they will make a concerted effort to limit collateral damage. They are, after all, civilized human beings.

Void Ninja

The Void Ninja are the heirs of the ancient shinobi, silent and deadly mercenary spies and assassins frequently employed in the intrigues of medieval Japan. Like the Yakuza, the ninja clans fled Earth prior to the chaos of the Fall and established enclaves in the Colonies from which to conduct their lethal trade. In the 23rd century, Void Ninja are the preferred tool of governments, corporations, and criminal organizations alike for conducting critical covert operations, from assassinations to espionage to electronic warfare.

Void Ninja organize into clans and usually build their headquarters in isolated, defensible and expertly concealed locations (e.g., stealthed cycler stations or spacecraft, asteroids, wasteland arcologies). The head of the clan is the jonin, whose authority is comparable to that of a Yakuza oyabun. Below the jonin are various chunin, who function as administrators and brokers for the clan, and the genin operatives. Void Ninja clans are high-tech enterprises, armed with the best weaponry and equipment money can buy. Traditional weapons are rarely used, except to make a statement to unreasonable clients (a few Venusian executives have been found decapitated in their corporate offices).



NETZBANDEN

Vital statistics

Name: Netzbanden
 Type: Organized Crime
 Base of Operation: Entire System
 Main Sphere of Activity: Entire Systems
 Assigned Bureau: Special Investigations



Overview

Netzbanden are gangs of cyber-terrorists who prowl the computer networks of the Solar System, crashing systems, plundering databases and generally wreaking havoc in their efforts to subvert the status quo. Although the origin of the Netzbanden is uncertain, it is generally believed they were responsible for the global telecommunications network and stock market crashes that contributed to the Fall, placing their initial appearance sometime in the late 21st century. Since then, they have spread throughout the Solar System and now pose a considerable threat to the information-dependent economies of all the solar nations.

Underlying the Netzbanden movement is the philosophy of techno-nihilism, which holds that order invariably leads to stagnation, which in turn impedes scientific and technological progress and undermines mankind's ability to survive in an intrinsically hostile universe. Chaos and strife drive technological innovation, which strengthens the species. This core philosophy distinguishes Netzbander from petty computer criminals and ranks them among the most unpredictable and dangerous terrorist organizations in the Solar System.

Organization

The term Netzbanden (Network Gangs) is an appellation coined by the Martian news media; among themselves, Netzbander refer to the movement as the Network. The basic unit of organization within the Network is the node, a cell of ten to twenty hackers, called packets, organized according to a loose hierarchy based on technical proficiency and skill. Several dozen nodes form a lan (slang for Local Area Network), which is responsible for operations in a particular region of a planet or orbital space. All nodes and lan are identified by a simple alphanumeric, consisting of a prefix letter (N for nodes, L for lan), a number indicating order of formation, and a location marker (an abbreviation indicating the regional network in which node or lan was formed). The Location Marker Abbreviation Key is as follows: Mercury (H), Venus (C), Earth (E), Orbital (O), Moon (L), Mars (M), Belt (B), Jupiter (J), Trojan-1 (V) and Trojan-2 (N). For example, N-85E denotes the 85th Earth node; L-12J, the 12th Jupiter lan.

Nodes are notoriously diffuse; individual packets may be physically separated by hundreds or even thousands of kilometers. Still, the speed of light acts to limit the operational range of a node to within its regional network -- hacks of any significance are almost impossible to conduct over interplanetary distances. Consequently, nodes tend to develop territories within the virtual world, regions of the net they consider their own. Turf battles between Netzbander and rogue hackers, and (less frequently) among rival nodes, can be just as vicious as any physical gang war.

In addition to being fiercely territorial, Netzbänder are extremely haughty and self-assured. Although they subscribe to the language and culture of the virtual community, they rarely associate with the rest of the hacker underground -- except to recruit new members -- and are so elusive that only their spectacular crimes and the media attention they command testify to their continued existence. This ability to move almost invisibly through the computer networks, coupled with the dispersed nature of individual nodes, make Netzbänder incredibly difficult for SolaPol agents to bring to bring to justice.

Activities

Netzbänder specialize in high-visibility hacks against well defended government and corporate computer systems, although they will also engage in petty datacrime to finance their expensive operations. The typical modus operandi for a fledgling node is to establish a protection racket within its virtual territory, extorting credit from businesses and wealthy individuals in exchange for shielding their machines from outside intrusion by rogue hackers. When additional income or hardware is needed, Netzbänder will sometimes go on loot-n-scoots or high-tech looting sprees in automated warehouses.

Truly challenging hacks are usually carried out only by lan and involve coordinated strikes against highly secure government and corporate computer systems. Only the very best counter-intrusion software and personnel can sustain an assault of this magnitude, and failure invariably results in the loss of the targeted system. Netzbänder raids have crippled municipal mainframes (responsible for the regulation of automated public services in CEGA arcologies); pried secret documents from military and corporate R&D facilities (for sale to rival powers); and crashed online banking and trading services, preventing the megacredit transactions so vital to the functioning of modern national economies.

Black Flag

At the pinnacle of the Netzbänder hierarchy is an elite lan consisting of the first nodes from each of the regional networks. Without a formal alphanumeric, this lan is known only as the Black Flag. They are said to maintain a physical headquarters somewhere in the wastelands of the Martian Free Republic, where the most promising packets are brought to train under master Netzbänder. Apparently, the anarchistic tendencies of the Republic appeal to the Black Flag, to the point that the Netzbänder have actively aided the Republic in its struggle against the Martian Federation. Several electronic attacks on Federation strategic command centers prior to the Battle of Kurtzenheim have been attributed to the Black Flag. The fact that these raids required direct access to fiberoptic hardlinks has not been lost on the Federation General Staff, and MFA patrols along underground commlines have been increased to prevent future incursions.

VENUSIAN BANK

Name: Venusian Bank
 Type: Corporation
 Base of Operation: Venus
 Main Sphere of Activity: Inner Solar System
 Assigned Bureau: CSB, EEB, SIB



Overview

The Venusian Bank is currently the largest of all Venusian corporations. The Bank and its numerous subsidiaries control a staggering portion of the financial infrastructure of the solar system. The bank itself is controlled by a shadowy board of directors who rarely leave the security of their private sector in one of Venus largest arcologies. The Solar Police is not even able to identify the mysterious Chairman who directs the policies and actions of the corporation.

While the Banks board of directors all but controls the national policies of Venus, it has none of the accountability of a normal government. Since the early twenty-third century, facts suggest that the board also controls key individuals within the CEGA council. Whether this is a one-shot opportunity or the beginning of a very worrisome trend, no one can tell for the moment, but the Solar Police has been asked by the United Space nations to keep a close eye on the corporation.

In addition to its commercial and trade dealings, the Bank is under surveillance for possible violations of the Edicts. Though all involved are being extremely discrete about it -- to the point where our agents have difficulty proving anything substantial -- the Bank is canvassing the solar system in search of scientists working on forbidden or unsupervised research. They seem to be mostly interested in bioengineering and any other fields that might prove fruitful in the near future. We are aware of these operations, but it has so far proven impossible to formally charge anyone with the violations (though quite a few labs have been closed by the Edicts Enforcement Bureau).

Current Case: Subversion

The Venus Bank has long since recognized that all-out warfare is bad for business. Conquest is much easier (and cheaper) if done quietly, from the inside. To this end, their representatives are always on the lookout for government and corporate officials who could prove malleable to either bribes or blackmail. Bought officials would then be asked to facilitate the dealings of the Bank or one of its smaller subsidiary corporations within their area of influence. Such unethical methods cannot be tolerated; Commercial Security Bureau personnel and the Political Crime agents of the Special Investigations Bureau have their hands full tracking down the transactions and deals. The Banks well-designed denial policies have thus far kept them above our investigations.

ROGUES

Name: Pirates & Smugglers
 Type: Organized Crime
 Base of Operation: Varies
 Main Sphere of Activity: Varies
 Assigned Bureau: Commercial Security Bureau



Overview

The solar system is vast, far larger than can adequately be described with mere words. The fact remains that even though human colonies have settled on all the major planets and celestial bodies, they are separated by great distances that may require weeks to cross. The surfaces of most planets have been mapped from orbit, but none has been completely (or in many cases, even partially) explored on site. If someone wants to hide or disappear, there is plenty of room to do so.

Like the oceans of old, the modern* solar system is home to a large variety of groups that live outside mainstream human society. Pirates, smugglers, scavengers: their names vary, but they all extract a meager existence from what they can take from society. Most are petty thieves, appropriating transport barges and robbing automated ore extraction facilities, when they do not just take off with an asteroid that has already been claimed. There are numerous places in the Belt that can be accessed with relatively small amount of reaction mass and whose inhabitants won't ask too many questions.

The most curious sub-category of rogues are the smugglers, generally small time operators who can take anything anywhere in a hurry, and have enough knowledge of space and procedures to avoid any checkpoints along the way. Their ships are customized and painted in dark colors, and their pilots are masters at timing their burns so that they are hidden from prying eyes.

Current Case: Metal Blues

A new brand of smugglers have appeared in the solar system during the height of the colonization era: the packers. Packers came about as a result of the increasing control held by the various space authorities over the construction of new stations and settlements. New arrivals were arriving in droves, and they couldn't wait for the proper permits. Freelance miners soon stepped forward to supply materials to the new workers, bypassing the normal allocation process. The freelancers lacked the facilities to properly refine and expedite the ore, however. Enter the packers. These mobile refinery ships had large catcher wings that received low-velocity shipments from freelance miners. The ore was then refined and packaged, and sent on its way to construction sites with a large massdriver and solid rocket combination. Faked papers showed the taxes as already paid, if any inspector happened to visit (which was rare).

The packers are still around today, though in much smaller numbers. They are the ones supplying the unregistered bases and providing the boosts for long range raids. Finding them is very difficult, but not impossible. Each packer ship disabled is one less source of trouble to worry about.

EQUIPMENT AND RULES

P Ψ ó 2 4 ♂ ⊕ ♀ ♀



The challenge of upholding the standards of human civilization across the system requires special tools and training.

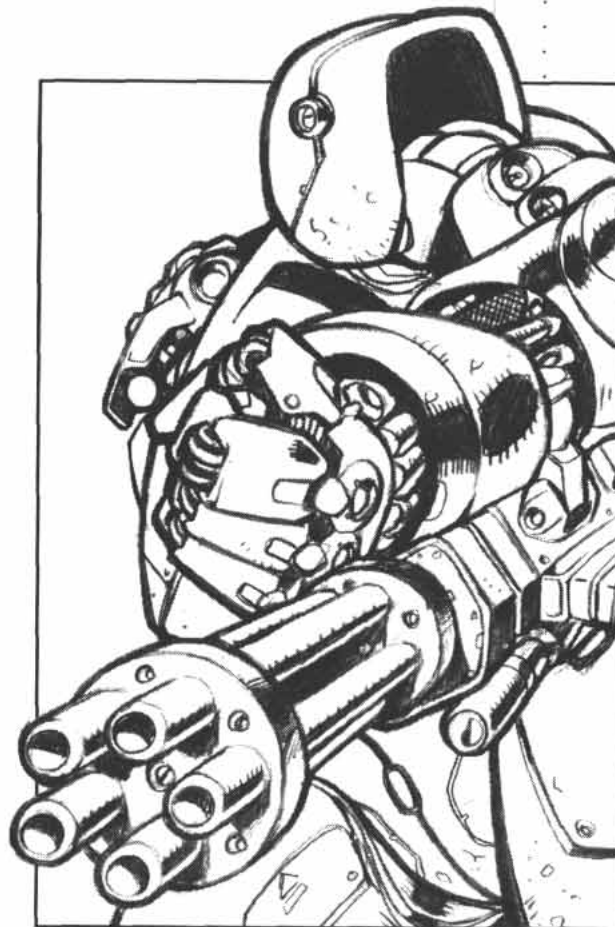
TOOLS OF THE TRADE ◀

SolaPol personnel have access to many extremely advanced pieces of equipment, ranging from the smaller multi-ammunition sidearm to the most advanced gyrorifle with auto-guiding ammunition. Though the organization prefers that its agents and representatives solve cases without using violence, it recognizes that sometimes there is no other option; and although the SolaPol agents will rarely start a fire fight, they are equipped and trained to make sure they can finish it.

In addition to the basic firearm training that all law enforcement personnel receives, many of the agents are also given additional training in a wide range of disciplines to ensure they will have an edge over the opposition, since they are almost certain to be outnumbered and underequipped. This includes high level of hand-to-hand and melee combat skills as well as special training to augment their awareness in combat situations.

This chapter contains additional rules and equipment that can be used by SolaPol agents. Although some of the equipment has been developed specifically for the organization, most of the tools described here are adaptations of existing products (such as the many rescue items). Unless a weapon or piece of equipment is marked as being available only to SolaPol, equivalents no doubt exist elsewhere.

Though the advanced close combat rules on page 98 can be used by any properly trained character (those with the Hand-to-Hand or Melee Skills), some of the weapons and tools described here are only available through the Solar Police's procurement department. These will be clearly indicated in their description, and are rarely found elsewhere. If bad guys start showing up with SolaPol-issued equipment, it is sure to be an excellent jump-off point for an adventure.



BASIC EQUIPMENT ▼

All agents are assigned a badge and a personal sidearm by the bureau, as well as the required carrying permits. The agent also receives a personal datapad along with a personalized access code that will allow him to access the local SolaPol databases. Any other piece of equipment must be specifically requested. Agents are allowed to replace their sidearm with a weapon of their choice, provided they pay for it and get it approved by their superiors (an easy task, unless one favors carrying a hand cannon).

SolaPol suffers from perpetually low funding, and as a result tends to prefer sturdy and versatile weaponry that will last a long time. Though each department has its favorite brands, the procurement office will sometimes be forced to acquire whatever is available on the local market (provided, of course, that it passes the rather stringent SolaPol quality tests). Thus, agents stationed in the Jovian Confederation will tend to use Jovian-made items, while agents stationed on Earth will likely be armed with locally-produced guns.

SUPPLY AND PAPERWORK ☆

The SolaPol is well connected and can get mostly anything, from basic everyday supplies to some very advanced electronic equipment. As long as it can be justified for the budget, any piece of equipment can conceivably be made available. Putting it in the hands of the Player Characters, however, is a more dicey proposition.

The characters will have to request whatever they want to get. This is primarily a mean of control, but can also lead to some great moments in roleplaying. It will force players to think about why exactly do they need all that firepower for. It also gives GMs a great opportunity to play unforgettable NPCs such as the supply clerk and the paperwork-minded, no-nonsense secretary. They may find that going against an entire STRIKE assault team is easier than getting anything past these two!

b.3.1

HISTORICAL FACT
end of section 6.1 tools of the trade

▶ ADVANCED MELEE COMBAT

The close confines of early space ships and stations, along with the danger of using firearms in a pressurized environment, led to a resurgence of melee combat training in the mid-twenty-first century, a trend that has continued ever since. For this reason, many SolaPol agents receive additional training in hand-to-hand and melee combat.

Pages 113-117 of the **JC Rulebook** cover the basic combat rules, which should be enough for most situations. The following are yet more options Gamemasters can use to add variety — and a certain complexity — to combat situations. These rules are largely modular, so feel free to pick and choose the ones you wish to use. Always remember that combat should be a dramatic, exciting and somewhat frightening undertaking. If using these rules only motivates the Players to calculate mathematical advantages, if the dice and bonuses become more important than the combatants and the plot, you are probably better off without these rules.

▼ ARMOR AND ENCUMBRANCE

Heavy forms of body armor can be a double edged sword. Although they place strong material between attacks and the bearer's vulnerable flesh, they can slow down the bearer enough to actually make him more vulnerable to attack. The effect of armor bulk and weight is represented by its Encumbrance (see **JC Rulebook**, p. 99). Those with very good training or who are especially strong, however, can escape the encumbering effects of armor — if only for the duration of combat.

Characters with a positive STR Attribute (+1 or greater) can ignore one point of Encumbrance. Those using a combat Skill in which they have level 3 or greater can also ignore a point of armor Encumbrance. Both these bonuses can be combined, but in no case can Encumbrance ever be positive. These reductions also apply only to combat Skills (Archery, Dodge, Hand-to-Hand, Melee, Throwing, etc.) Other AGI-based Skills suffers from full encumbrance penalties. Note that Encumbrance from armor is cumulative, so even strong skilled fighters will be weighed down by heavy armor.

▼ PARTIAL ARMOR

The basic armor rules (**JC Rulebook**, pp. 98-99) assume that combatants are wearing a fairly uniform set of armor that protects all key areas of the body. In actuality, however, partial armor, such as armor vests, is common. Wearing plates on top of softer armor is also possible, and provide additional protection in the locations they cover. Use the covering piece's Armor Rating with the following bonuses based on under-armor: +1 for soft armor, +2 for leather, +3 for polymer or boiled leather, and +4 for chain.

Encumbrance from basic armor and added pieces is cumulative. Armor parts marked with an asterisk (*) under Encumbrance cause no Encumbrance alone. Three elements like this worn together will cause -1 Encumbrance and six will cause -2. Items meant to be worn as a pair (gauntlets, shoulder pads, etc.) count as one element per pair.

Space suit segments can be worn this way, rather than a full suit. Use the closest element in the table below for comparison (for example, the neck ring of a hardsuit would count as a gorget; suit gloves would be gauntlets or vembraces, and boots counting as greaves).

■ GM'S NOTES

The aim of the Silhouette game system has always been simplicity and speed of play; for that reason, armor suits are normally considered to be fairly uniform. In real life, though, this is not often the case. Armor tends to be bulky and hot, and is very tiring to wear for extended periods of time. Wearing only segments of armor to protect the more vital parts of the body, such as the torso and the head, is common. The reverse side of this, of course, is that it leaves some parts of the body unprotected and vulnerable to called shots — an excellent way to put bad guys out of commission without killing them. Note that the villains know about this trick, too.

The rules we are giving here allow you to let your Player Characters run around in bulletproof vests and helmets. They also give you some hard rules to use when the characters find themselves under attack while suiting up, when only part of their body is protected by the space suit. The table on the next page gives comparisons of actual armor pieces to other types of protection.

ARMOR PARTS □

Agent Carla Fernandez of the Crisis Intervention Team is shown here suiting up in a standard military suit of combat armor. It is heavy enough to stop small caliber firearm projectiles, but not so thick as to prevent rapid movements. These suits are sometimes used by the Solar Police when a frontal assault is required.

1. Shoulder pads: these heavy composite plates protect against most hand-to-hand lateral blows. They also come in handy to intercept bullets when Agent Fernandez pops out of cover to fire back.
2. Heavy gauntlets: these are similar in design to the gloves used in heavy duty EVA worksuits. The top of each finger is covered with a series of jointed polymer plates. Despite offering good protection to the vulnerable fingers, the gauntlets remain quite flexible.
3. Padded vest: though heavier breast plates are added on top, this vest will stop shrapnel and penetrating hits by itself. It is made out of a foamed semi-ablative composite material. Its ribbed structure allows the armor to "breathe," making it bearable to wear for long periods of time.
4. Cuisse (not shown): many modern combat suits include plates of armor worn over the thighs to protect the femoral artery. Fernandez is not taking any chances: she's wearing composite-lined pants underneath.
5. Heavy boots: functionally equivalent to the greaves worn by medieval knights, these reinforced boots have the additional property of supporting the ankles. The fronts of the leg pads and the boots themselves are reinforced with plates for kicking down obstacles.



ARMOR PIECES □

Name	AR	Coverage	Enc.	Conc.	Mass.	Notes
Helmet (light)	9	head	0	no	1	-
Helmet (heavy)	15	head/face	*	no	1	-
Gorget	5	neck	0	some	0.5	-
Shoulder Plates (light)	10	shoulders	*	no	1	-
Shoulder Plates (heavy)	14	shoulders	*	no	1.5	-1 Stealth
Vambraces (light)	7	forearms	0	some	0.5	-
Vambraces (heavy)	12	forearms	*	no	1	-
Gauntlets	8	hands	*	no	1	-1 AGI (fine dexterity only)
Vest (leather)	8	chest	*	yes	1	-
Vest (light)	10	chest	*	some	1.5	-1 Stealth
Vest (heavy)	12	chest	0	some	0.5	-
Shirt (light)	8	chest/shoulders	*	yes	1	-
Shirt (heavy)	10	chest	*	some	1.5	-1 Stealth
Breast Plate (light)	10	chest	*	some	1	-1 Stealth
Breast Plate (heavy)	14	chest	*	no	2	-1 Stealth
Cuisse (light)	5	hips	0	some	0.5	-
Cuisse (heavy)	10	hips	*	no	1	-1 Stealth
Greaves (light)	7	lower legs	0	some	0.5	-
Greaves (heavy)	12	lower legs	*	no	1	-



▼ SHIELDS

Shields have long since fallen out of fashion, victims of the high power of firearms. They are still used, however, in specific situations, such as riot control. Makeshift and improvised shields are also sometimes seen, mostly in the form of hull plates or furniture. Shields are used just like any other weapon and have the same basic statistics. They have very low Accuracy and Damage Multipliers, however, because they are relatively ineffective as offensive weapons. Shields also have an Encumbrance rating that functions exactly the same as armor Encumbrance (see *Armor and Encumbrance*, below). Only very large and cumbersome shields suffer from this problem, making them only effective in the hands of very strong or skilled characters. These shields can, however, provide full coverage (see *Full Coverage*, below). The following special rules also apply to shields:

Paired Weapons: The Accuracy of a shield is considered zero for the purposes of paired weapon penalties (see *Paired Weapons*). This means that a shield will not reduce the Accuracy of a weapon used in conjunction with it unless that Accuracy is higher than zero. Encumbrance from a heavy shield, however, can effectively reduce the final attack roll.

Thrusting Damage: Thrusting damage (and ballistic attacks, see below) can pierce a weak shield and hurt the defender despite a successful parry. If the attack's MoF is equal to or less than the shield's parry bonus, the attack is considered to have struck the shield and may pierce it. The defender suffers the attack as if it had a MoS of 1, but can add the shield's armor.

Ranged Attacks: Shields can provide cover against ranged attacks and add their Parry bonus to the defender's Dodge roll. On a successful attack, the attack gets past the shield. If the attack is thrusting in nature (an arrow, spear or bullet), it may pierce the shield (see *Thrusting Damage*, above).

Destroying a Shield: Shields can be destroyed by especially powerful hacking or crushing attacks. If the attack's MoF is equal to or less than the shield's parry bonus, the attack is considered to have struck the shield and may destroy it. If the base damage of the attack (at MoS 1) is greater than twice the shield's Armor Rating, it is considered destroyed.

Full Coverage: Tower Shields or other very large shields (generally about 1m² or more) can provide full coverage against ranged attacks. This happens when the defender hunkers down behind his shield, covering his entire body thanks to its very large size. Ranged attacks against such a target count as being against a stationary target, but have a maximum MoS of 1 and the shield's resistance counts as armor for the defender.

▼ MOVEMENT DURING CLOSE COMBAT

The *Offensive Modifiers* table on p.114 of the **Jovian Chronicles Rulebook** imposes severe penalties on attackers who walk, jog or run during combat. These penalties work well for ranged combat, where attackers should stay still in order to take aim properly. In close combat, however, a strict interpretation of these modifiers can lead to bizarre results. A man charging into melee combat could suffer a -3 penalty, for example. Fights may end up with combatants staying stock still in a parody of real combat. This is hardly dramatic or credible.

Real close combat is very fluid, with participants constantly moving both to avoid or parry blows and to deliver them. This movement should not be considered for the purposes of *Offensive Modifiers* in close combat. Only large scale movements such as running for cover should matter. Note that charges are a special combat maneuver and ignore movement penalties (see *Combat Maneuvers*).

While the to and fro of close combat is not sufficient to impose a penalty on Hand-to-Hand and Melee attacks, it is enough to make the combatants less than easy targets. Unless there is a reason otherwise (e.g. they are entangled) those fighting in close combat are considered to be walking for defensive purposes and so have a +0 Defensive Modifier (and not the -1 modifier for being Stationary).

To put it more simply, do not consider movement modifiers for close combat unless a character is either immobilized or actively trying to cover ground.

ATTACK TYPES ▼

The basic combat rules do not distinguish between attack types. In terms of final effect, it matters little if a combatant is wounded by a bullet that drives through his organs, a blade that slashes his side, or a fist that breaks his nose. What matters is that he is in pain (i.e. the Action Penalty) and that he will need to heal.

A few of the advanced rules and options that follow, however, are influenced by the type of attack. When necessary, attacks can be considered to be one of three types below. Note that the Gamemaster is the final arbiter of what attack type a weapon performs, although he should keep in mind that bladed weapons can usually do both hacking and piercing damage, depending on how they are used.

Blunt damage uses the kinetic force of a blunt object to do damage. Hand-to-Hand combat does crushing damage, just like maces, clubs and staffs. For simplicity's sake attacks that use small spikes or studs to augment blunt damage (like many maces) are still considered blunt. Blunt attacks can do Stun maneuvers (see *Combat Maneuvers*, below).

Hacking damage is done by blades. Axes do hacking damage, as do swords and knives if they are swung. Hacking attacks have no special rules associated with them.

Piercing damage does damage by concentrating the force of a blow into a sharp point with the intent of thrusting deep into (or through) flesh. Sword thrusts, spears and most ranged attacks, such as arrows, throwing knives, and all firearm attack (including shotguns), do piercing damage. Piercing damage is important mostly in that it can get through shields (see *Shields*, p. 100).

ENTANGLING WEAPONS ◇

Some weapons, like whips and nets, can entangle an opponent or their weapon. Not all attacks made with an entangling weapon will successfully entangle, however. These weapons have a number representing the necessary minimum MoS to successfully entangle an opponent. So a net, with Entangle (1), will entangle an opponent on any successful attack; a bullwhip with Entangle (2) will only entangle with a MoS of 2 or more. Wielders of weapons with an Entangle rating of 2 or more can choose not to entangle at all.

An entangled defender is effectively immobilized (all actions that require movement are at -3) as long as he does not free himself and the attacker maintains tension on the weapon. Maintaining tension past the first round requires an action but no roll. To free himself, the defender must pass an AGI or STR test (his choice) opposed by the attacker's Melee Skill. Some entangling weapons (like a thrown net or a bola) are not held by the attacker. In this case the defender remains entangled until he frees herself by passing an AGI or STR test (his choice) against a Threshold of 4.

Some entangling weapons also cause damage. This damage occurs separately from the entanglement and a weapon can well fail to wound someone and still entangle or wound someone and fail to entangle. Entangling weapons are also effective at immobilizing weapons. They all receive a +1 bonus to attempts to establish or maintain a Weapon Catch maneuver (see *Combat Maneuvers*).

STRENGTH AND WEAPONS ◇

Many large weapons require a certain amount of physical strength to use with any precision. The minimum STR required is listed in a weapon's description. Weaker characters can use these weapons but suffer a penalty equal to the difference between weapon's minimum STR and their own STR.

In the case of bows, the minimum STR is the strength for which the bow was designed. Those with that STR (or higher), use the listed characteristics. Those with a lower STR may still use the bow, but the difference between their STR and the minimum STR is deducted from the weapon's Acc, Damage Multiplier, and Short Range. Medium, Long and Extreme Ranges would then be recalculated based on that reduction (equal to two, four, and eight times Short Range, respectively). The three bows listed in the *Jovian Chronicles Rulebook* all have a minimum STR of 0, except the heaviest bow which needs a minimum STR of +2 in order to be adequately used.



◇ TWO-HANDED AND PAIRED WEAPONS

The basic combat rules in the **Jovian Chronicles Rulebook** assume, for simplicity's sake, that combatants will use their melee weapons in the way they were intended. They wield one-handed swords with their good hand, and use two handed weapons with both hands. Gamemasters who want to add some extra options to combat can use the following rules:

Two-Handed Weapons: Melee weapons either require one or two hands to use. Those marked as two-handed are just too bulky or too heavy to use effectively with a single hand. Generous Gamemasters might allow this to be done in exceptional circumstances, imposing a -3 + STR penalty to the all combat rolls. Some weapons can be used either one or two-handed with only slight changes. These weapons are identified in their description.

Off-Hands: One-handed weapons can be used, if necessary with a character's "off hand" (e.g. his left hand if he is right handed). The off hand is typically weaker and less coordinated, making any attack with it less effective. Most trained fighters, however, learn to use their off hand in defensive blocks. Characters using their off hand suffer a -2 penalty to hit, but none to parry. Characters who are Ambidextrous have no off-hand.

Paired Weapons: It is perfectly possible to use two one-handed weapons, one in each hand. It is best to do so with two light weapons, however, because the character must deal with both their bulk. In game terms, the lowest of the two weapons' Accuracies is applied to any attack made with either weapon. The character cannot make multiple attacks (except by declaring extra Actions) and the second weapon suffers the standard penalties for off-handed use (see above).

There are some advantages to paired weapons, however. Parries use the highest of the two Parry modifiers, and there are several combat maneuvers that require paired weapons (see Combat Maneuvers, below). Also paired weapons makes it possible to do a Weapon Catch maneuver (see Combat Maneuvers, below) and attack with the other weapon, although this requires an additional action.

▼ COMBAT MANEUVERS

Close combat in Jovian Chronicles is usually a fairly simple and brutal conflict. Character hack, slash and smash at each other until one or the other falls. Skilled combatants, however, can and do use a variety of special combat maneuvers to either achieve special effects or maximize the effect of each blow. Gamemasters who want to run more varied combats can use these maneuvers in their games.

Anyone can use these maneuvers, although they will rarely be effective unless a fighter is skilled. Each maneuver has several attributes:

Accuracy (Acc): Apply this modifier to the maneuver's attack roll.

Initiative (Init): Apply this modifier to your Initiative roll next round

Dodge: Apply this modifier to your next defense roll if it is a dodge (or the current roll, if the maneuver is a dodge). The modifier cannot apply to a defense roll more than one round after the maneuver is executed.

Parry: Apply this modifier to your next defense roll if it is a parry (or the current roll, if the maneuver is a parry). The modifier cannot apply to a defense roll more than one round after the maneuver is executed.

Damage (Dam): If a modifier, apply it to the base damage multiplier of the attack (before multiplying by the MoS). If a DM formula (e.g. AD+3) use that as the base damage of the attack. If a MoS formula, modify the MoS of the Attack for damage purposes only.

5.2.6

COMBAT MANEUVERS

Maneuver	ACC	Init	Dodge	Parry	DM	Notes
All-Out Dodge	n/a	0	+2	n/a	n/a	No other actions possible save movement. Surprise attacks are treated like normal attacks.
Butt/Hilt strike	-1	0	0	0	AD+3	Can be combined with a Stun with a total ACC penalty of only -1.
Charge	0	+1	-1	-1	MoS+1	Must be able to run at defender; no movement penalties
Crush	+1	-1	-1	-1	UD+1	Can only be performed while holding a Grapple.
Defensive Blows	n/a	-2	-4	+1	1/2*	Cannot attack, but can cause damage by parrying. Damage equal to DM x Attacker's MoF x 1/2.
Disarm	-2*	0	0	-1	n/a	Defender adds STR to his Defense roll. Success sends defender's weapon flying. Additional -1 ACC penalties apply if attacker is unarmed or the defender is using a two-handed weapon. Add a +1 ACC bonus if immediately trying to catch a successfully parried weapon.
Feint	-1	0/-2*	0/-2*	-1/-2	0*	Attack does no damage, but a MoS of 0 or more allows a free second attack that round at +1 ACC. A failed first attack imposes penalties after the slash.
Gain Advantage	n/a	+1	0	0	n/a	No attack this round; +1 ACC/round to next attack. Max bonus is Skill level.
Grapple	-1/-3*	-1	-2	0	1/2	Success pins the opponent. Maintaining the hold past this round requires an action. Breaking the hold requires passing an opposed HtH test, modified by STR for both opponents. A Trip/Flip or Throw can be performed by someone maintain a hold with a +1 ACC bonus. Unarmed combat only. -3 ACC against armed combatants
Head Butt	+1/-1	-1	-1	-1	UD+3	+1 ACC if aimed at Head (total modified -1). -1 if aimed at other location. Hand-to-Hand combat only. Attacker suffers damage equal to MoF x (base attack damage + defender's armor) on Fumble.
Keep at Bay	0	0	0	0	*	A MoS of 1 keeps an enemy back several feet, giving them a -2 penalty to attack. Requires a long weapon (long sword or longer). Damage is calculated as if MoS were 1.
Kick/Heavy Blow	0	-2	-1	-1	+3	In armed attacks, this requires a full swing or very heavy thrust, so is impossible in close quarters (see Special Situations, above).
Paired Parry	n/a	0	-1	+1	n/a	Weapon Resistance is doubled for damage purposes. If defender immediately responds with a Weapon Catch or Disarm maneuver, he does so with a +1 bonus to ACC. Requires paired weapons.
Reduce Damage	0	0	0	0	*	Final MoS may be reduced by attacker's Skill level. Requires Skill level 2 and should be declared after MoS is calculated, but before final damage is calculated.
Riposte	*	0	0	0	0	Attack immediately after a successful parry with ACC bonus equal to the parried attack's MoF - 2.
Stun	-1	0	0	0	*	A Light Wound result causes no lasting wound, but imposes a -2 Action Penalty for MoS rounds. Deep Wounds are treated normally. Crushing attacks only.
Throw	-1	-1	-1	-1	*	Opponent ends up on the ground MoS meters away if attack is successful. Damage is attacker's UD + defender's BLD. Defender may choose to roll Acrobatics or Athletics instead of Dodge. Until the opponent gets up (one action), he suffers -2 to all close combat skills. Hand-to-Hand combat only. This maneuver suffers an additional -1 ACC for each full 3 levels of BLD the defender has greater than the attacker.
Trip/Flip	-1*	-1	-1	-1	1/2	Opponent ends up on the ground if attack is successful. Defender may choose to roll Acrobatics or Athletics instead of Dodge. Until the opponent gets up (one action), he suffers -2 to all close combat skills. No bladed weapons. This maneuver suffers an additional -1 ACC for each full 3 levels of BLD the defender has greater than the attacker.
Weapon Catch	-2*	-1	-1	0	n/a	Success immobilizes both combatants' weapons. Maintaining the hold past the first round or breaking it requires an opposed Melee Skill roll, modified by both STR and AGI. Additional -1 ACC penalties apply if attacker is unarmed or the defender is using a two-handed weapon. Add a +1 ACC bonus if immediately trying to catch a successfully parried weapon.



◇ COMBAT MANEUVER DESCRIPTIONS

All-Out Dodge: This is an all out attempt to avoid being hit, sacrificing everything to avoid damage. It is part of the basic combat system and included here for reference purposes.

Butt/Hilt strike: An attacker can choose to strike an opponent with the hilt of a sword, the flat of the blade or the butt of a rifle in order to minimize damage. Few weapons are designed for this purpose, so this attack is not terribly effective.

Charge: By running at an opponent an attacker can close ground quickly and put some extra momentum (hence extra damage) behind his blow. A charge also provides a psychological advantage, slowing down the response time of enemies.

Crush: Once an opponent has been Grappled, he can be hurt by applying constricting pressure on various sensitive areas. This maneuver represents such attacks.

Defensive Blows: A character using a weapon to parry can choose to barrage his opponent with light blows to keep him at bay. These attacks are generally ineffective, but they make the character hard to hit. This tactic is often used when retreating to holding ground against superior numbers. The character is very vulnerable to ranged attacks, however.

Disarm: A skilled fighter can strip an opponent of his weapon with a well-placed blow. This strike will generally make the defender lose his grip on the weapon without causing any real damage. Combatants who still have an action this round and who just parried and attack successfully can choose to use that action to immediately perform a Disarm (ignore standard initiative) at a +1 ACC bonus (total modifier -1). Note that shields, because they are well secured, cannot be targeted by a Disarm maneuver.

Feint: By making a false move, an attacker can force an opponent to create another opening. A feint allows an attacker to make two attacks (not necessarily with the same weapon) one right after the other without declaring extra actions or paying an extra-action penalty. The first blow (the actual feint) does no damage, while the second blow gains a bonus to hit. If the first blow fails (MoF 1+), however, the attacker opens herself to a deadly riposte.

Gain Advantage: By taking time and waiting to attack, a combatant can study his opponent and find the best way to attack. Combatants can Gain Advantage for several consecutive rounds, building a cumulative ACC bonus for their next attack. The maximum ACC bonus is equal to their Skill level (in Hand-to-Hand for brawling or Melee for armed combat). This is the close combat equivalent to aiming (see *Jovian Chronicles Rulebook*, p. 115).

Grapple: Grappling is unarmed combat focusing on holds. The point is to pin an opponent, making it impossible for them to do anything save try to escape the hold. Once a hold is achieved, maintaining it only requires an action per round (no roll is necessary).

Head Butt: A staple of rough and tumble brawling, a head butt can be very effective if done properly, focusing serious damage at an opponent's cranium. If done unsuccessfully, however, it can result in serious injury to the attacker. A Head Butt is usually aimed at the head (-2 to hit).

Keep at Bay: By using a long weapon (at least a long sword), an attacker can force an opponent to keep his distance. That enemy can still attack, but at a -2 penalty (representing the need to get around the swinging weapon). The attack does little damage, however.

Kick/Heavy Blow: This is any of a variety of strikes that sacrifice finesse in order to inflict extra damage, such as a kicking rather than punching, or pulling back into a large swing with a sword or other weapon. This results in some extra damage but slows down the attacker, makes his vulnerable to ripostes, and is difficult in close quarters.

Paired Parry: Characters using paired weapons can use the two in conjunction (typically by forming an X shape with two weapons) to create a very effective block. A skilled combatant can also use this move to set up a Weapon Catch. Note that a Paired Parry is not possible when using a shield.

Riposte: Characters who still have an action this round can spend it immediately to respond to a successfully parried attack. The ACC modifier is the parried attack's MoF - 2 (which can be negative). A riposte cannot be done with a shield.

◊ COMBAT MANEUVER DESCRIPTIONS CONTINUED

Stun: By striking the head, solar plexus, groin or other sensitive area with a lighter blow, the attacker can phase his opponent without causing permanent damage. If too heavy a blow is applied, however, serious damage will result. Apply Hit Location penalties only if the attacker aims for a specific weak point (e.g. an unarmored head) and use only the largest penalty in that case.

Throw: This is any attack designed to send the opponent flying, using his own size against his. A defender who ends up down must spend an action to get up (no roll). Until he does he suffers a -2 penalty to all close-combat Skills (Hand-to-Hand, Melee, Dodge). This maneuver is difficult against people trained to take a fall or very large characters

Trip/Flip: This is any of a variety of attacks designed to send the opponent sprawling. A defender who ends up down must spend an action to get up (no roll). Until he does he suffers a -2 penalty to all close-combat Skills (Hand-to-Hand, Melee, Dodge). This maneuver is difficult against people trained to take a fall or very large characters

Weapon Catch: A skilled combatant can immobilize an opponent's weapon with his own, usually by pinning it down. This move effectively renders both weapons useless, but is difficult to maintain. An opposed Skill test occurs whenever the defenders tries to break free and when the attacker tries to maintain it for another round. Combatants who still have an action this round and who just parried and attack successfully can choose to use that action to immediately perform a Weapon Catch (ignore standard initiative) at a +1 ACC bonus (total modifier -1). This maneuver must be performed with the weapon used to parry and be aimed at the weapon that was successfully parried. This counts as an action.

COMBINING MANEUVERS ◊

It is possible to combine close combat maneuvers into a single attack; simply combine all the modifiers. Consider all combinations possible unless the methods or results of each maneuver are either redundant or mutually exclusive.

MULTIPLE ATTACKERS ◊

When several people are attacking a single defendant, that defendant gets penalties to his Dodge and Parry rolls. The defender suffers a -1 penalty for all attacks from a second attacker, -2 for those from a third attackers, and -3 for those from any additional attackers. A single attacker who takes multiple actions in a round does not count as two attackers for these purposes.

HIT LOCATIONS ◊

The basic combat rules assume that opponents are simply trying to strike an opponent and will take the easiest shot they can. Ranged and piercing attacks are assumed to be aimed at the torso, while swinging attacks (be they blunt or hacking) are assumed to hit the upper arm/shoulder area. Fighters tend to armor the chest and shoulders for this reason. It is possible to aim at other areas however, with differing effects. Note that the rules for Hit Location discussed under Aiming on p. 115 of the **Jovian Chronicles Rulebook** should be used for ranged combat. The following guidelines are used for close combat.

HIT LOCATION PENALTIES □

Aiming For	Penalty to Hit
Large Body Part (arm, leg, stomach, default area for other attack type)	-1
Small Area (hand, foot, head, groin)	-2
Minute Area (eye, nerve center)	-3



◇ HIT LOCATION AND DAMAGE

Different areas handle damage in different ways. Note that if a limb is incapacitated it cannot be used in combat in any way.

Arms and Legs: An arm or leg can only take a certain amount of damage until it is incapacitated. Two Flesh Wounds or a single Deep Wound will render a limb useless (in addition to the standard Action Penalties). An Instant Kill result is considered a Deep Wound, but should be noted for permanent-injury purposes. Ignore any additional damage aimed at an incapacitated limb.

Hands or Feet: A hand or foot can only take a bit of damage until it is incapacitated. A single Flesh Wound or Deep Wound will render a limb useless (in addition to the standard Action Penalties). An Instant Kill result is considered a Deep Wound, but should be noted for permanent injury purposes. Ignore any additional damage aimed at an incapacitated limb.

Head or Vitals: A hit to the head or other sensitive area (groin, throat, etc.) can be painful indeed. The defenders Wound Thresholds are halved (round up) for the purposes of these attack. Armor still has its full effect, if it covers that area. Characters who receive a Deep Wound aimed at the head should take a note of it for permanent injury purposes.

Gamemasters should note that some vital areas are easier to hit than others (the head, groin or throat is -2, an eye or nerve center is -3). Hits to these smaller areas cause no more damage, however. Combatants should keep in mind that shots aimed for head or vitals, unless designed to get around armor, is rarely worth it in combat-standard hits will usually do more damage.

▼ CLOSE QUARTERS COMBAT

When fighting in a small space or one full of inconvenient obstacles (e.g. in a tight corridor or cramped cockpit), powerful blows that involve large weapons are more difficult. Gamemasters should impose a flat -1 Acc penalty to attacks with weapons larger than a short sword or club. Note that the Heavy Blow maneuver (see *Combat Maneuvers*, pp. 104) automatically suffers this penalty unless it is used unarmed. Gamemasters may rule that some weapons are so cumbersome that they either cannot be used or deserve a higher penalty (e.g. a bull-whip).

▼ FIGHTING IN WATER

Characters fighting in water above their heads use the lowest of the appropriate combat Skill and their Swimming Skill. All attacks are also at -1 because of the Action required to stay afloat, unless the character is using some sort of flotation device or is unconcerned about drowning (because of the presence of breathing equipment, for example). Gamemasters may impose further penalties if wearing heavy armor or carrying other weighty equipment (-1 or -2). Characters in water deeper than their hips but not above their shoulders, suffer a flat -1 penalty to AGI Skills. Deeper water requires Swimming or imposes a -2 penalty as appropriate; shallower water imposes no AGI penalty, but halves movement speeds.

▼ FIGHTING IN LOW OR NULL GRAVITY

Characters fighting in low or null gravity use the lowest of the appropriate combat Skill and their Zero-G Skill. Movement under low gravity conditions (between 1 and 0.1 gee) is similar to standard movement. The exception is, obviously, that the person will be able to take much greater leaps and will have a harder time controlling the direction of the movement due to the reduced traction. A penalty of -1 is applied to all movement-related Agility tests. Movement rates are divided by the local gravity (in gee). Falling damage is multiplied by the local gravity (in gee).

Thus, an average person (FIT 0, no Athletic Skill) would be able to jog up to $(12 / 0.16 =)$ 75 meters per round on the Moon, though he would do so in great bounding leaps and would have trouble controlling his direction. Should he fall, though, he would receive only one sixth of the normal falling damage.



► EQUIPMENT

This section provides the Players and Gamemaster with a non-exclusive equipment list for use by PCs and NPCs alike. It includes a little of everything, without concentrating too much on any particular area, giving just enough detail for the Gamemaster to fill in the blanks.

Most of the items listed in the table are restricted to certain bureaus, but the rest can be freely obtained. Items that are under restricted circulation must be signed for and are held under strict accountability. Weapons and armors can also be found on the free market, but they have their own set of rules - see page 91 of the **Jovian Chronicles Rulebook** for a discussion on the availability of weaponry in a space-borne civilization.

◇ ANALYSIS KITS

These lightweight packs contain a large variety of tools and devices for field data analysis. Each pack is specialized for one single task; versions are available for forensic, medical or ballistic analysis, giving a bonus of +1 to any Skill test required in that specific task. The pack is the size of a shoebox and weighs approximately 3 kg. Larger, less portable versions exist for crime scene evaluations; these are the size of a large suitcase, weigh 30 kg and take ten plus 1d6 minutes to set up properly. They are also more powerful, giving a +3 bonus to the Skill test.

◇ ARMOR UNDERSHIRT

This is a special grooved polymer undershirt designed to allow air to circulate between the skin and any armor worn by the wearer. A favorite of Crisis Intervention agents, it makes wearing armor more bearable for extended periods of time; thinner versions also exist to slip under armor vests.

◇ ASSAULT CUTTER

Sometimes explosive charges cannot be used to cut a hole through a wall or other obstacle to allow the fast entry of assault troops. If time and stealth are not an issue (or rather, not a critical one), an assault cutter can be used instead. The cutter has been adapted from a commercial mining tool. It consists of a suitcase-sized compressor and power supply module that sits on deployable legs which can be adjusted to almost any surface. Two models exist: one uses a hypersonic water jet, the other a short-range mining laser. The former is used mostly on Earth and Mars, while the latter is preferred for vacuum operations. Either will cut through about ten centimeters of steel per turn, up to a depth of about 5 mm. The cutter is too cumbersome to be used as a weapon.

◇ ASSAULT HELMET

The assault helmet is used by CIT troopers for protection, communications and sensors. The helmet includes a standard array of two-way radio encrypted frequency-agile communications, a HUD, and nightvision and IR goggles.

◇ ASSAULT SUIT

Designed to optimize stealthy approach of personnel and minimize observation during operations, the Assault Suit is available only to Crisis Intervention teams. Similar suits of armor are known to be in service with various armies and intelligence agencies throughout the Solar System. The suit is generally used in conjunction with the Assault Helmet; if so, it can be sealed to give two hours of air without external tanks. It gives a +2 bonus to Stealth and Camouflage Skill tests.

◇ CIT LIGHTWEIGHT VACUUM SUIT

The lightweight vacuum suit developed for use by the troopers of the CIT is based on a standard vacuum suit but includes a weave of advanced polymer in its structure to provide additional armor without reducing flexibility. It is similar to the vacuum suit described on page 86 of the **JC Rulebook**, but has an Armor Rating of 15 and can handle up to 200 rads per hour.

CUFFS ◊

These are strong polymer hand cuffs, capable of restraining anything short of an exo-suit. The cuffs can be opened with a special molecular-coded solvent at the nearest police station. Space cuffs are similar but include a quick release system to liberate a prisoner rapidly in case of decompression or other emergency.

DATAPAD ◊

A small "dumb" computer that serves as a combination of personal agenda, address book, notepad, etc. It can be linked to a computer system to download or upload information but cannot run programs on its own.

EVIDENCE CONTAINERS ◊

Bags, jars and other sealable containers to store evidence. All come fully sealed to avoid contamination of the samples. They are strong enough to resist decompression, should they be exposed to vacuum.

FIELD ARMOR ◊

This is a protective vest designed to stop shrapnel and low velocity rounds. It is light and thin enough to be worn under uniforms and normal clothes, though not for extended period of time. It may be worn, with great discomfort, inside a space suit (but not a vacuum suit).

FLASHLIGHT ◊

All agents usually carry a source of light with them, just in case. This small pen-like flashlight has a range of up to 50 meters in a wide 90 degree arc, or up to 300 meters in a narrow 3 degree beam. The battery lasts for up to twelve hours.

FORGERY KIT ◊

This item is in very limited circulation among SolaPol agents and is used only for very specific missions. The kit includes a battery of scanners, encoders and miniature printers that can manufacture identification papers and other small documents. The kit's onboard expert system can also help determine if such a document is genuine. The kit gives a +2 bonus to Skill rolls.

IAPETOS DATACORE ◊

A marvel of computer engineering, IAPETOS (Intelligent Algorithmic Process and Expanded Transit Object Synthesis) is one of the largest datacores in the solar system. Capable of securing enormous stores of information through an AI data-structure program. The AI program was created by a heuristics systems team from Lunar Neural Systems, a now defunct corporation bought out by Orion Computer Technologies, Venus. It incorporates a sophisticated multi-dimensional data structure that allows rapid storage and retrieval across a lattice of data arrays. This results in enhanced throughput with a minimum of processing power despite the fact that each lattice array contains trillions of terabytes of information.

The IAPETOS datacore was first activated in October 2, 2198 with numerous storage upgrades during the following years. Despite its age, the datacore is still one of the most unique of its kind, being the only known networked AI subsystem. Much of that is due to the Edicts, which prohibit the networking of any AI into other systems. ZONet has brought this under scrutiny over the past two years with repeated sensationalist news stories and documentaries. ISA has worked to downplay these reports as a misunderstanding of the technology, emphasizing the need for a sophisticated AI to help manage and organize the enormous data structures within the datacore. Further emphasis is placed on how the AI program is isolated to only the information stores of the core and not into the hundreds of satellite subsystems and secondary datacores.

Built with multiple redundancies across all systems, IAPETOS incorporates heavy EM and Radiation shielding coupled with a very modular design that allows defective or damaged parts to be removed and replaced without shutting down the rest of the core. Unfortunately, the parts are sometimes difficult to replace, needing to be custom manufactured by Orion Computer Technologies. Funding issues don't help this matter either. Still, the IAPETOS datacore has only had one serious power down since its installation. Enclosed in its own armored and reinforced substructure, the datacore can be ejected off Pyrea Station in the event of a catastrophic accident to preserve its valuable data.



◇ GAS MASK

A lightweight unit that covers the face without impairing the wearer's vision, this mask filters polluted air and will protect against most types of smoke and gas (poison gasses have their Potency reduced by 10). This mask will not protect against toxins absorbed through the skin, nor will it enable one to breathe in a vacuum or underwater.

◇ IDENTIFICATION KIT

This is a retina and fingerprint scanner used to identify suspects or bodies. The more advanced model offer basic DNA analysis; not enough for a full analysis, but enough for an arrest.

◇ INVESTIGATION ROBOT

This is an advanced recon drone, used to scout ahead and inspect suspect packages. Its onboard expert system is smart enough to recognize voice command from an authorized user. It is available in two versions, one for gravity environment (Ground 2/4) and one for low or no grav (same, add Space 5/10 with 50 BPs). Both have an Armor Rating of 10 (personnel scale), two manipulator arms, basic sensors and a radio with a range of 10 km.

◇ MASS DETECTOR

This heavy piece of equipment is generally only found on spacecraft, but some semi-portable versions do exist. This device can measure changes in gravity gradient and deduce properties of nearby objects. They have been used to determine that items are hollow and used for smuggling, and in at least one instance have identified the presence of a rogue ship moored to an asteroid.

◇ MONOWIRE

Monowire is an extremely advanced carbon molecule that is so fine and strong, it can cut through nearly any type of material. A slightly thicker version is available commercially with the right permits. This monowire is much tougher, however, and is virtually invisible (even sensors have trouble detecting it). This makes it a deadly weapon, one that SolaPol prefers not to see out there.

Monowire can support nearly one thousand tons on its own. It is nearly impossible to cut — it will cut through any substance, except another monowire. It is manufactured with special splayed ends so that it can be manipulated; versions of 1, 2, 10, and 100 meters exist.

◇ NUTRIENT SUPPLEMENT

Agents in the middle of a stake-out or in pursuit of a fugitive do not always have time to eat properly. The liquid nutrient supplement is based on a similar commercial product, but is of higher quality. One 300 ml bottle contains all the sustenance and vitamins required for an entire day, negating the need to eat for that period. Water and sleep are still required, however.

◇ PATROL DRONE

This is a very tiny drone built by nanoassemblers, about the size of an ant. It is restricted to SolaPol, and few outside the organization know of its existence. It is used as a recon and security unit, and is extremely useful for hostage situations, since it can get anywhere. Though it can observe, it is too small to have any offensive capability. It has an Armor Rating of 1 (personnel scale), two tool arms, basic sensors (range 10 m) and a radio with a range of 500 m, and can move one meter per turn. Its onboard battery provides enough energy for six hours of operation.

◇ POWERED SHEARS

A pair of hyper-tough alloy shears that can cut through almost anything when the built-in actuators are engaged (taking about 1d6 minutes to do so). Originally intended as a rescue tool, they can also be used to cut through security devices. They are much too cumbersome and slow to be used as a weapon.

PROTECTOR WEAVE ◊

Clothes made of protector weave are shielded against most sensor devices (+3 bonus for Opposed Tests). They allow agents to easily pass casual inspection, which makes it feasible to smuggle weapons or listening equipment past unsuspecting crooks. Protector weave is a restricted substance, licensed for use by police, security and armed forces only.

REMOTE SENSORS ◊

Remote sensors are tiny devices (about one millimeter across) that can be linked to a handheld computer or left behind to gather information (they can generally store up to twenty-four hours of data). They are very useful in general surveillance operations, though most savvy criminals know to sweep the locale before starting anything. The sensors come in several different types.

Heat: this tiny device contains a miniature heat sink to keep its sensing element far below room temperature. It can detect minuscule changes in local temperature.

Radar: the sensor contains a miniature low power radar array. This rather specialized sensor often need to be coupled to a wider antenna (generally, a discrete mesh cloth) to be useful.

Laser: this device uses a tiny, low-power laser to sweep an area and paint a three-dimensional picture of its surrounding in a 180 degree arc.

Motion: this is almost the same device as the laser sensor, but it uses its capabilities differently. The beam is split and much more diffuse. The sensor registers any motion within its field of vision.

Vibration/sound: this is the smallest sensor available. It reacts to vibrations conducted through either surface or air. Some models can be used as bugs, with a minimal recording capability.

Chemical sniffer: this sensor is a little bulkier than others. It can detect specific odors or chemical markers in the air or on a surface. The minimum amount detected depends on the substance.

SAS OPENER ◊

This piece of equipment is actually a commercial rescue item. It consists of a powerful electric motor coupled with a strong transmission and lockjaws. It will open any door or sas within two turns, and takes 1d6 turn to set up properly. The power source contains enough energy to force open ten doors with standard resistance; heavy resistance will take two energy units, and doors that have been specifically blocked (welded, or pinned) will drain five energy units.

SCALING PADS ◊

These are molecular polymers that can grip almost any kind of surface when a small current is passed through them. Gloves and soles made of this material are a thief's dream, and allow a good climber to scale virtually any surface. They also work in vacuum, making them extremely useful for space suits. If used in pairs, they give a +2 modifier to any Climbing or Zero-G Movement test (using only the gloves or only the soles give +1, and they have to be used in pair).

SECURITY BYPASS KIT ◊

This is a very specialized version of the mechanical and electronic tool kits that are commercially available. Most intelligence agencies in the solar system have one for their agents, and SolaPol is no different (though they will usually prefer to get a warrant to access suspected premises). The kit gives a +2 modifier to any Mechanical or Electronic test when working against a security system.

STRESS DETECTOR ◊

A useful device based on a medical sensor, this tiny device allows the agent to measure the physical response of the person he is interrogating. Based on changes in respiration rate, voice tone, pupil dilatation and other, more subtle effects, the operator can establish the honesty of the person answering the question. The device is not 100% reliable, and must be interpreted. It gives a +2 modifier to detect lies (generally an Opposed Test of Perception vs. Theatrics).



◇ MAELSTROM ELECTRONICS FAR-SIGHT(TM) TARGETER

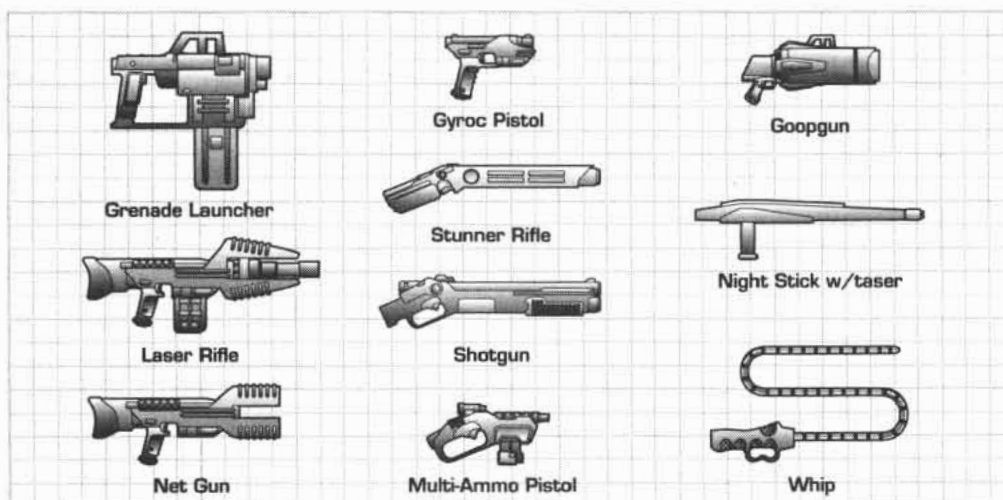
Though not technically a weapon, the Far-Sight is a special laser targeting device designed to greatly improve the accuracy of long range weaponry. It gives a +1 bonus to hit at Long and Extreme Range. The Far-Sight is used frequently by the counter-snipers of the Executive Protection.

▣ EQUIPMENT TABLE

Item	Mass (kg)	Cost (credits)	Notes
Analysis Kits	3/30	1000/10,000	-
Armor Undershirt	0.5	200	-
Assault Cutter	50	20,000	-
Assault Helmet	1	1500	-
Assault Suit	5	20,000	Restricted; AR 32, Enc. -1
CIT Lightweight Vacuum Suit	5	20,000	Restricted; AR 15, 200 Rads
Cuffs	0.2	10	-
Detapad	0.1	200	-
Evidence Containers	varies	less than 10	-
Far-Sight Targeter	0.5	1000	+1 to L and Ex range attacks
Field Armor	1	500	AR 10 to torso
Flashlight	0.3	20	-
Forgery Kit	2	10,000	Restricted
Gas Mask	0.2	150	-
IAPETOS Detacore	N/A	N/A	Restricted; only one in existence
Identification Kit	5	1000	-
Investigation Robot	15	20,000	-
Monowire	0.01/100 m	1000/100 m	-
Nutrient Supplement	0.2	10	-
Patrol Drone	0.001	N/A	Restricted
Powered Shears	15	1000	-
Protector Weave	N/A	10,000	Restricted
Remote Sensors	0.001	100	-
Sas Opener	15	1000	-
Scaling Pads	0.5 ea	500 ea	-
Security Bypass Kit	2	5000	Restricted
Stress Detector	1	5000	-

The items marked as "Restricted" in this table are available only to SolaPol personnel; in addition, they must be signed for and their use is strictly controlled.

▣ SOLAPOL WEAPONS



WEAPONS ▶

This section describes the various weapons and armor available to Player and Non-Player Characters, be they melee or missile weapons, low tech or high tech, lethal or purely defensive. As with equipment, the GM should feel free to introduce new devices, simply translating them into **Silhouette** statistics as needed. All weapons and armors require a permit for carrying. In civilian areas, concealed weapons are illegal, as are heavy weapons. In the space colonies, any weapon capable of damaging the installations is illegal, though low-powered weapons can be carried with the required permits (50 credits).

B.4.4

ENTANGLING WEAPONS ▼

Whips, nets and lashes are of very little use in a modern fight, but they are sometimes encountered or used by agents. Their great advantage is that they can be used to immobilize a suspect without causing him harm. See the special rules on Entangling on page 101.

B.4.1

WHIP ◇

Essentially a heavy weighted cable, the whip is used to lash or entangle an opponent. Useless in untrained hands, or in close confines, it is nonetheless used as a "signature weapon" by some criminals. A high-tech version of the simple whip can be used to send a powerful electrical charge from insulated batteries to the entangled opponent (see page 92 of the **JC Rulebook**).

NET GUN ◇

Originally developed to capture wildlife, the net gun has found a second home in police work. Sometimes tied to a powerful winch, the net gun is used to immobilize an opponent at range without causing undue harm. The gun has a strong rifle-like construction, but its front end has three barrels which diverge slightly from one another. Each barrel fires a low velocity weight attached to one point of a lightweight polymer triangular net. Though the net is very light, it is nonetheless extremely sturdy, and large enough to cover one person completely (even two, if they stand close enough together).

GOOPGUN ◇

The goopgun is the space-age equivalent of the bulkier netgun. This air-driven weapon fires a soft polymer shell that bursts open upon leaving the barrel. The special liquid compound inside then solidifies into long, sticky tendrils that wrap themselves around anything in their path, effectively immobilizing the target.

SERVICE WEAPONS ▼

The following weapons are often used by SolaPol agents. They are fairly easy to find within the organization, unless noted otherwise.

B.4.2

NIGHTSTICK W/TASER ◇

Patrolmen on foot duties often carry electrified nightsticks, which are also part of the equipment available to the CIT troopers; they are rarely seen otherwise in the ranks of SolaPol. These weapons are similar to their low-tech counterparts, save for the fact that they also deliver an electrical shock whenever they hit. If the electrical weapon attack succeeds, or if the defender uses a non-grounded weapon to parry, the defender is subjected to additional electrical damage, applied separately; the Intensity of the shock can be set from one to ten, draining a corresponding number of charges from the power pack. The setting must be determined before combat; further adjustments cost one action. No matter what, the defender will not suffer anything more than a Light Wound from the shock. When rolling for side effects, fatal results are ignored but the Margin of Success of the attack is added to the Intensity. Tasers use standard power packs.

SHIELDS ◇

Riot shields are rarely used by SolaPol agents, but they are available in the inventory of the field offices located in the more troubled parts of the solar system. The shield is made out of a tough transparent polymer with a handle on the back. It is strong enough to resist the impact of a small caliber weapon. Riot shields have been used at least once as ad-hoc particulate shield during space walks.



◇ NAKIMA J6 LASER PISTOL

The Nakima J6 Laser pistol is the quintessential personal beam weapon and the preferred sidearm of SolaPol agents. It uses standard power packs, interchangeable with other beam weapons as well as electrical melee weapons. It includes a laser-targeting device, a low-power version of the main beam activated by resting the finger on the trigger. It fires a thin, invisible beam of coherent light which will quickly burn through most materials; non-reflective armor effectively protects with only half of its normal value. The weapon has three different settings, which drain 1, 5 and 10 energy units, respectively; the weapon's three Damage Multipliers correspond to these settings.

◇ ARES WAFFENFABRIK A-4 GYROC AUTOPISTOL

A favorite sidearm of Executive Protection agents because of its excellent firepower, low recoil, and the (relatively) longer ranges they try to "defensively" engage at. Manufactured by one of the pre-eminent weapons companies of the Martian Federation, a gyroc's low to non-existent recoil makes it much more suited to the autopistol configuration than a conventional slugthrower. The faster-burning propellant required for automatic fire significantly lowers the effective range, however.

◇ COLT-SILVER DEFENDER MULTI-AMMUNITION PISTOL

The Defender 9 mm multi-ammunition pistol is another gun frequently encountered as a SolaPol sidearm. It is a ceramic/composite slugthrower which can accept up to three different types of ammunition. These are selected with the help of a thumb switch, letting the gun draw from one of its ten-shot magazines. The gun's drawbacks include an obvious signature (chemical slugthrowers are loud and produce a distinctive "flame" in the dark) and a moderate recoil, which can make aiming a series of shots difficult.

◇ BOLKER NEEDLER

The last choice offered as standard to SolaPol agents is the Bolker needler, a small Gaussian weapon of Orbital manufacture. Easily concealable, it fires a volley of small nylon-tipped metal flechettes which mushroom and burst upon contact, penetrating and lacerating body tissues. Flechettes can be made to contain a weak nerve poison that acts as a fast-effect sedative (Potency 10, Onset time: 4 combat rounds). Though it is possible to make flechettes containing other toxins, their use is not approved by the agency. The gun is only marginally effective against armor; double the rating of any Armor present.

◇ ARES WAFFENFABRIK RIOT CONTROL DEVICE

Though SolaPol is not mandated to quell local civil disturbances, it maintains a small cache of riot control equipment just in case. The riot device is a large stun device that uses sound waves to subdue attackers and rioters without causing them permanent harm. The generator plates placed on its front side emit subsonic and ultrasound vibrations that are keyed to induce discomfort, disorientation, headache and nausea in human beings. The zone affected is approximately twenty to thirty meters deep and forms a cone of about 60 to 90 degrees wide (dimensions may change depending on the acoustic properties of the ground and other surroundings).

Anyone within the area affected by the riot control device must succeed a BLD roll against the weapon's power setting plus the operator's Margin of Success. A failed roll means the victim is stunned for a number of rounds equal to the Margin of Failure. On a fumble, the victim is knocked unconscious for a number of minutes equal to the Margin of Failure; roll a Health test against the Margin of Failure to avoid a permanent -1 to PER due to ear damage. The stunner equipment has power settings of 1 to 20, each draining the corresponding amount of energy units; the riot control device use standard power packs, but can fit up to four of them.

◇ MORGAN M5 GRENADE LAUNCHER

Grenade launchers are used to shoot grenades at a specific target; their accuracy is considerably less than other weapons, but serves their purpose well. The Morgan M5 grenade launcher is used by Crisis Intervention Team assault groups to launch gas and smoke canisters to flush out felons and suspects. Though they can be used to fire other types of grenades, they are rarely used in a direct offensive capacity, unless the opponents field heavy armor and vehicles.

HOLT PR-9 AUTO-SHOTGUN ◊

The Holt PR-9 is a small automatic shotgun manufactured by Holt of North America. Its small size and low weight makes it perfect for boarding operations. It is a powerful gun that fire loads of shot or pellet contained in plastic shells. Their accuracy decreases more rapidly than rifles over long ranges, but their stopping power is more than comparable. The pellets are not particularly effective against armor, however; double the protective value of Armor. If using slug (solid) ammunition, apply a -1 to Accuracy but do not double the Armor of the target.

WALTER-STROMM E89 STUNNER RIFLE ◊

The Walter-Stromm E89 stunner rifle is a larger version of the common stunner used by security forces throughout the solar system. Like its smaller brethren, it uses powerful focused subsonic waves to induce shock in its target. The victim of a stunner rifle must succeed in a BLD roll against the weapon's power setting plus the attacker's Margin of Success. A failed roll means the victim is stunned for a number of rounds equal to the Margin of Failure. On a fumble, the victim is knocked unconscious for a number of minutes equal to the Margin of Failure; roll a Health test against the Margin of Failure to avoid a permanent -1 to PER. Sonic stunners have power settings of 5 to 15, each draining the corresponding amount of energy units; they use standard power packs.

DESSA HOTSHOT-3 LASER ASSAULT RIFLE ◊

The Dessa Hotshot-3 is a rugged laser rifle that has been specifically designed for close-quarters assault use. It has three primary settings, using 4, 9 or 18 energy units per shot, corresponding to the Damage Multipliers listed in the table. The weapon also has an "hotshot" anti-armor setting (x100) that gave it its name for emergencies, consuming 30 units. When set on "hotshot" the weapon burns out rapidly, losing one point of both Accuracy and DM after each shot at emergency power.

WEAPON STATISTICS □

Weapon	ACC	DM	Range	ROF	Ammo	Cost	Wt.	Special
Whip	0	xAD+5	close combat	-	-	50	1	Entangle (2)
Net Gun	0	x7	5/10/20/40	0	1	450	4	Entangle (1)
Goopgun	0	x10	10/20/40/80	0	1	500	3	Entangle (1)
Nightstick	0	xAD+6	close combat	-	-	20	1	-
Riot Shield	-2	xAD+5	close combat	-	-	200	2	Parry +3,Shd20
Improvised Shield*	-2	xAD+2	close combat	-	-	N/A	2-5	Parry +2,Shd10
Nekima J6 Laser Pistol	+1	x1/5/10	10/20/40/80	0	60	675/10	1	-
Ares Waffenfabrik A-4 Gyroc Autopistol	+1	x15/25	5/10/20/40	+1	30	800/15	1	-
Colt-Silver 9mm Defender Pistol	0	x15	10/20/40/80	0	30	675/15	1	Holds 3 ammos
Bolker Needler Pistol	+1	x7	5/10/20/40	+1	20	700/15	0.75	-
Ares Waffenfabrik Riot Control Device	-	-	special	-	-	10,000	10	See description
Morgan M5 40mm GL Rifle	0	grenade	50/100/200/400	0	8	800/-	3.5	-
Holt PR-9 Assault Autoshotgun	0	x30	6/12/24/48	+1	50	1500/30	4.5	-
Dessa Hotshot-3 Laser Assault Rifle	+1	x17/26/50	100/200/400/800	+1	100	2000/10	3.5	See description
Walter-Stromm E89 Stunner Rifle	+1	special	5/10/20/40	0	40	750/10	3	See description

ACC is the weapon's Accuracy.

DM is the weapon's Damage Multiplier, which is multiplied by the attacker's MoS. AD is the wielder's Armed Damage rating.

Range indicates the Short/Medium/Long/Extreme ranges of a weapon, respectively. "Close combat" means the weapon can only be used in melee.

ROF shows the weapon's burst fire bonus.

Ammo is the number of bullets and/or charges found in the weapon's magazine.

Cost is the average cost of the weapon in credits; the number after the slash is the cost of the ammunition.

Wt. is the weapon's weight, in kilograms.



▼ ADVANCED EQUIPMENT

Their charter gives SolaPol the ability to confiscate any technology deemed to present a threat to Mankind and store it within its secure vault. Obviously, it is impossible to put the mushroom back into the shiny metal sphere, but neither can rogue scientists be allowed to run amok with technologies that might destroy all of human civilization. SolaPol does not seek to prevent the progress of science, merely to prevent catastrophes. The organization maintains laboratory where confiscated discoveries are brought and evaluated. Technologies that have no application other than destruction, such as nerve gas and combat viruses, are ruthlessly hunted down. The rest is entered in a special databank that can be readily accessed, provided the research project that needs the data is supervised by an ethical committee (often appointed not by SolaPol but a university or scientific organization) and placed under strict security protocols. The following items are not in circulation and are only available through SolaPol. Most of them are classified and characters generally won't even know of their existence until/unless they reach the rank of Sergeant or higher.

◇ AUTODOC, ADVANCED

The SolaPol autodoc is a much more advanced version of the standard medical device used in most modern hospitals. It looks like a bulky black plastic sarcophagi and weighs nearly one ton. Sophisticated instruments analyse the condition of the person placed inside and take steps to not only keep them alive for as long as the power and internal supplies last, but fix whatever is wrong with them. Missing or damaged limbs and organs can be regrown, chemical imbalances corrected, and radiation damage reversed (as long as a sample of undamaged DNA is available). Despite its usefulness, the Edicts Enforcement Bureau keeps this machine under wraps because it makes extensive use of nanotechnology and can be used for advanced bioengineering. There are no game statistics for the advanced autodoc. It will repair any kind of damage within 6 hrs (per Flesh Wounds), 24 hrs (per Deep Wounds) or one week (as long as the patient was dead for less than an hour); the patient will awake refreshed and healthy. The machine needs no operator: its internal expert systems take care of everything.

◇ AUTOGUIDED GYROC

Gyroc rifle with shells that are, in effect, miniature guided missiles. This rather old technology was developed in the early twenty-first century, but has become very controlled since, because shells can lose lock and hit collateral targets — deadly in a life support environment. This type of weapon requires little skill to operate: just put the targeting brackets over the target and press the trigger. The weapon has its own Small Arms Skill at level 3, which is used regardless of the shooter's own Skill. If the shell misses, it comes back to try again, losing one level of Skill each time (obviously, this means it will run out of fuel after three turns). If the weapon fumbles, the shell hit something other than the intended target (a wall, a piece of furniture, whatever is on its path). Shells self-destruct once they run out of fuel, ruining the delicate guidance and steering mechanisms inside.

◇ BOOSTER RIG

This highly illegal piece of equipment has been encountered several times, and agents are asked to be on the lookout for more. The rig is a rather simple device in itself. It's a small polymer package that is attached to the body, often semi-internally, and which can monitor and dispense drugs and various chemicals. Benign versions exist for medical purposes, but what makes this item dangerous is the potent cocktail of chemical compounds and engineered retrovirii it injects into the body of the user. These compounds increase endurance, strength and awareness, though they require a few hours to do their work. A few of the cartridges contain the real kick: the booster compounds that supercharge the user's metabolism, greatly enhancing his physical (and sometimes mental) capabilities for a few minutes.

◇ MICRODRONES

Microscopic robots used for infiltration work are very difficult to detect. These tools are not to be confused with nanobots, which are even smaller and can perform only limited tasks, and then only in their special protected assembly vats. Microdrones cannot build copies of themselves and have a very limited lifespan (their power nodes last only for a few hours). Some of the larger models can be remotely operated for additional precision.

MICROFUSION GENERATOR ◊

This suitcased sized device uses the same catalyst-driven fusion technology as the one found in vehicle powerplants, but on a much smaller scale. It is restricted because it is still highly experimental — power spikes have been known to melt down the entire device, irradiating the immediate area.

SOFT WEAPON ◊

This devious device is made of a complex polymer that reacts to certain sound frequencies. Outwardly, it resembles an ordinary item, such as a simple doll or a foam pillow. When the frequencies coded in its molecular structure are applied to it, however, its memory properties are activated and the item morphs into a rock-hard melee weapon. The frequency generator is usually a small innocuous device, easily disguised as a piece of jewelry or carried within the mouth.

HERMETECH DIOGENES-5X PORTABLE AI ◊

SolaPol has always believed it needed cutting-edge technology to make up for its lack of personnel and frequently uses expert systems to assist its personnel. The HermeTech portable AI is the most controversial (within SolaPol), and secret, expression of that philosophy. It is not something the Director-General has felt the need to share with many inside SolaPol itself, and no-one outside it — including the Chairperson of the USN Assembly. Built by a SolaPol front company, the few portable AIs are only available to select SolaPol agents for the most critical missions. Many in SolaPol fail to appreciate the rumored irony in the hypocrisy that, due to resource and access constraints, the very people charged with enforcing the Edicts have to resort to restricted technology to do it. The portable AIs are designed for penetrating computer security, and use a multitude of modules/techniques, both subtle and direct. Each AI has an individual signature, just like a human hacker, and its own personality. In many way, they are full members of a given investigative team — albeit one that has to be carried around.

The system looks like a standard portable CAD mainframe. CRE +3, KNO +3, PSY 0, WIL +3, PP 8. Peripherals include voice command interface, dataglove and stylus; removable data storage (encrypted mem-cards); holographic display and VR HUD goggles. Sample original Modules: "Battering Ram" Attack 7 (CRE), "Labyrinth" Defense 7 (WIL), Investigation 4 (CRE), Communications 4 (KNO), Administration 4 (KNO). 3.5 kg. Price cannot be measured.

ANTI-MATTER GUN ◊

An unwieldy but deadly weapon, this gun is little more than a modified Gauss cannon coupled with a small magnetic trap containing a minute amount of anti-hydrogen. When the weapon is fired, the anti-matter particles are shot forward and instantly annihilated when they hit the atmosphere (a small hydrogen injector supply the matter in vacuum environments). The resulting blast of heat and radiation is then projected forward by the gun's magnetic field. Because of the high amounts of heat and gamma radiation released by this weapon, it can only be mounted on a vehicle with HEP: Radiation at Rating 2 or more (see Radiation rules in the **JC Companion**, page 82). Game stats are almost the same as the Pathfinder's particle gun (**JC Rulebook**, p. 200), though the AM Gun weighs only 30 kg and measures two meters in length. Only two prototypes are known to exist, kept under lock-and-key by SolaPol.

ADVANCED EQUIPMENT STATISTICS □

Weapon	ACC	DM	Range	ROF	Ammo	Cost	Wt. (kg)	Special
Advanced Autodoc	-	-	-	-	-	N/A	930	-
Autoguided Gyroc	N/A	x22/32	100/200/400/800	0	15	N/A	3.5	Skill 3, Seek
Booster Rig	-	-	-	-	1d6	N/A	0.5	+1d6 to ea. Physical Att.
Microdrones	-	-	-	-	-	N/A	0.0001	-
Microfusion Generator	-	-	-	-	-	N/A	10	-
Soft Weapon	*	*	close combat	0	N/A	N/A	*	Change shape
Portable AI	-	-	-	-	-	N/A	3.5	See stats in description
Anti-matter Gun	0	x140	150/300/600/1200	0	5	N/A	30	Emits hard rads when fired

*Same as Melee Weapon being emulated; "relaxed" form can be of any shape (see description).



► TRANSPORTATION

SolaPol agents have to move about a lot in the course of their investigation, whether to seek new clues or to track down a fugitive. This means they will have to find transportation to get them where they have to go. The personnel of the Solar Police generally use commercially-available means of transportation. Unless the situation is particularly urgent, they will board civilian transport ships or take a flight out to their destination like *everybody* else.

Due to the high cost of transporting mass across interplanetary distances, SolaPol usually maintains local vehicle pools at each of their branch offices and in some of the larger field offices. The vehicle pools have numerous cars of size and power appropriate to the location — there won't be a super-powered speeder aboard a colony cylinder. The organization also rents a lot of non-specialist equipment for maintenance and short-range travel as the need dictates.

Combat equipment for the more action-oriented bureaus, such as exo-suits, cutters and patrol ships are normally bought by the organization using specially allocated funds and kept under close surveillance. SolaPol will sometimes request military-grade material from the local forces if the situation warrants it. These requests succeed usually only after much political pressure is applied, and then only for the most *dire of circumstances*.

▼ SOLAPOL VEHICLES

Agents have access to the vehicle pool on a first-come, first-served basis. When possible, they use local transportation networks. When doing an investigation in a city or station, for example, it is often simpler to just take a taxi to reach the destination. SolaPol field agents are issued a special charge card for such a purpose.

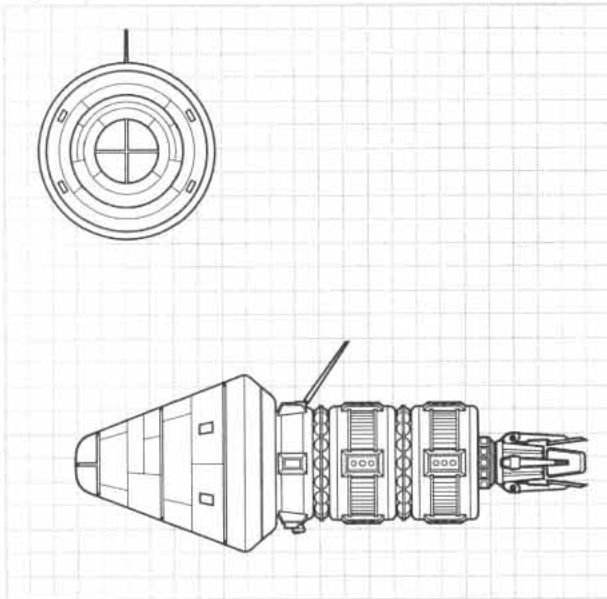
The organization does have a few large vehicles of its own. In addition to the cars and other mundane transports available in the motor pool of the larger branch office, SolaPol maintains a small fleet of ships for its own use (see previous section). These vessels are normally assigned to the Commercial Security Bureau, though the *Edicts Enforcement Bureau* maintains several Quickships (see p. 121) of its own for emergency deployment.

☆ GETTING TRANSPORT

SolaPol-based roleplaying campaigns tend to be more people-oriented than the traditional anime-inspired Jovian Chronicles campaigns where everyone flies about in a customized exo-armor *loaded with weaponry*. As a result, Gamemasters generally won't have to prepare game datasheets for the vehicles the characters will ride in, since they will be used as little more than a means to get from one scene to the next. And if they do get into trouble, it is usually simpler (and more exciting) for the Gamemaster to secretly keep track of the status of the car on a scrap of paper behind his screen.

Some Players might be disappointed by the lack of choice offered to them. *It does not have to be the case, though*. If the Player can come up with a way to do so, he may equip his character with a fancier set of wheels (television shows where street cops drive about in expensive or customized sport cars are common — why not use the inspiration?). As far as combat vehicles go, it is always possible for the *Edicts Enforcement Bureau* or the *Crisis Intervention Team* to receive some new equipment for testing.

▶ SOLAPOL CUTTER



The SolaPol Cutter is a short range patrol and pursuit vessel, intended primarily for policing densely populated areas of space such as Lagrange points and other clusters of space colonies. Commonly cutter patrols are merely a formality, as most criminal offenses are dealt with by local police forces. Most analysts, however, agree that cutters serve a more valuable intelligence gathering role by scrutinizing those local police (and sometimes, military) forces.

The blunt white shape of a SolaPol Cutter is immediately recognizable. Designed to be highly visible but non-threatening, the cutter is lightly armed with flush-mounted weaponry that is little more than souped-up point defense systems. Despite this, the Cutter is more than adequate to deal with pirates and smugglers. The Cutter is also capable of search and rescue operations, with a small cargo bay and a trained paramedic onboard at all times.

The ship is likely to have a sensor/intelligence specialist onboard as well as a paramedic (who also serves as the engineer). It seems to straddle the barrier between small craft and capital ship, but it's definitely not suitable for interplanetary travel.

▣ VEHICLE DATA

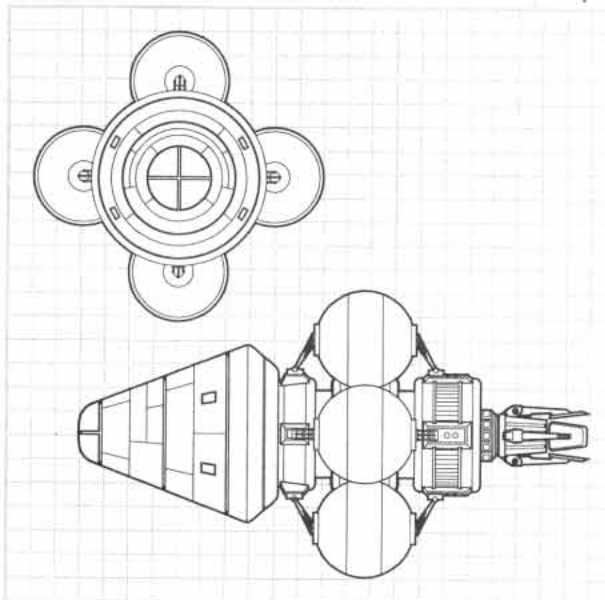
Threat Value:				5200				
Crew:				4 (4 actions)				
Size:				15 (95 Tons)				
Armor:				35/70/105				
▶ MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Space	14 (1.4 g)	28 (2.8 g)	-1					
Deployment Range:				1000 hrs				
Reaction Mass:				1200 BPs				
▶ ELECTRONICS DATA								
Sensors:				+2/5km				
Communications:				+0/10km				
Fire Control:				+0				
▶ PERKS & FLAWS DATA								
Name	Rating	Game Effects						
Autopilot	-	Acts as level 1 pilot						
Backup Systems	-	Comm, Fire Con, Life Support, Sensor						
Cargo Bay	-	27m ³						
Computer	2	CRE +0, KNO +0, PP2						
Ejection System	-	Escape Pods (8 persons)						
HEAT Resistant Armor	5	Add against HEAT attacks						
HEP Radiation	4	Screen						
HEP Vacuum	-	Space protection						
Life Support	-	Limited for 8						
Reinforced Crew Compartment	-	Absorbs first "Crew" hit						
Searchlight	-	Swivel, 200m						
Large Sensor Profile	2	Too large to hide						
▶ OFFENSIVE AND DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	PDS (ranged)	T	x6	1	+0	6	Inf.	AM, HEAT
	[shield]	FF	x10	M	+0	4	Inf.	Def., E-Shield, HEAT
1	Laser Array	T	x12	3	+1	3	Inf.	AD1, HEAT, Concealed[NA]

SOLAPOL QUICKSHIP ◀

There are times when agents need to get somewhere in a hurry, regardless of cost. The Quickship has been designed to provide long range transport capacity to the Solar Police; it is not a combat ship. If the pilot is willing to go through his reaction mass reserve at an alarming rate, the ship can pull over four gees for a period of several minutes. Normal procedures, however, call for a much more leisurely one gee coupled with gravity slings to save on fuel.

The Quickship is built along the same lines as the standard Cutter, and the two designs share many parts in order to cut costs. Unlike its brethren, however, the Quickship has been designed for fast interplanetary transport at the exclusion of all else. Its gossamer-like structure has just enough armor to resist normal operational hazards, and most of the sophisticated sensors and equipment of the Cutter have been removed to make room for enlarged fuel tanks.

Despite its ungainly looks, the Quickship is capable of nearly twice the acceleration of the Cutter and carries ten times the reaction mass. The increased performance comes at the price of maneuverability and versatility.



VEHICLE DATA ◻

Threat Value:		5200						
Crew:		2 (3 actions)						
Size:		15 (95 Tons)						
Armor:		25/50/75						
▶ MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Space	24 (2.4 g)	48 (4.8 g)	-3					
Deployment Range:		1000 hrs						
Reaction Mass:		12,000 BPs						
▶ ELECTRONICS DATA								
Sensors:		0/2km						
Communications:		0/10km						
Fire Control:		0						
▶ PERKS & FLAWS DATA								
Name	Rating	Game Effect						
Autopilot	-	Acts as level 1 pilot						
Backup Systems	-	Comm, Fire Con, Life Support, Sensor						
Cargo Bay	-	8 m ³						
Computer	2	CRE +0, KNO +0, PP2						
Ejection System	-	Escape Pods (8 persons)						
HEAT Resistant Armor	5	Add against HEAT attacks						
HEP Radiation	5	Screen						
HEP Vacuum	-	Space protection						
Life Support	-	Limited for 8						
Reinforced Crew Compartment	-	Absorbs first "Crew" hit						
Searchlight	-	Swivel, 200m						
Large Sensor Profile	4	Too large to hide						
▶ OFFENSIVE AND DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	PDS (ranged)	T	x6	1	+0	6	Inf.	AM, HEAT
	(shield)	FF	x10	M	+0	4	Inf.	Def., E-Shield, HEAT
1	Laser Array	T	x12	3	+1	3	Inf.	AD1, HEAT, Concealed(NA)



► SOLAPOL PATROL CRUISER

The Solar Police maintains a small fleet of cruisers for various purposes. While originally used to pursue criminal vessels through interplanetary space, the Patrol Cruiser has been called upon to perform anti-piracy operations, search and rescue, merchant convoy escort, customs inspection and intelligence missions. Large enough to require its own dedicated crew in addition to its police force, a Patrol Cruiser is a mobile police station and intelligence co-ordination facility. In fact, in many areas that lack an actual resident SolaPol station, it is the Cruisers that serve as mobile police headquarters.

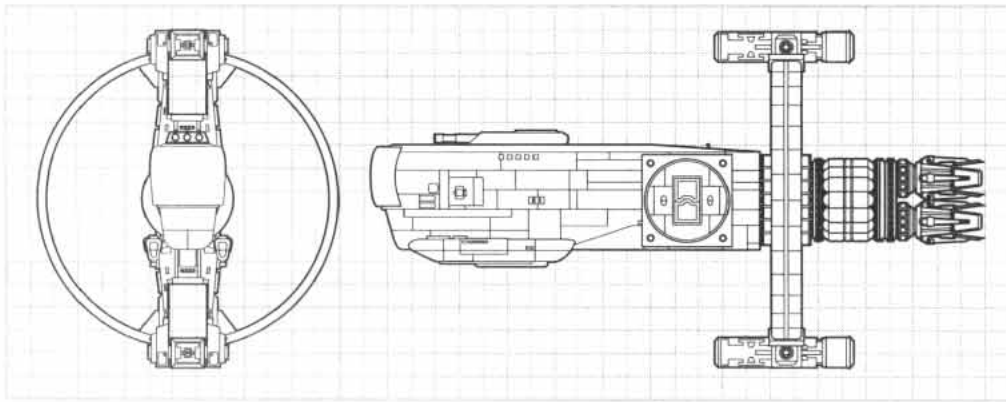
SolaPol Cruisers come well prepared for their duties. Armed with railcannons, torpedo launchers and a squad of exo-suits, they are more than equipped to deal with anything short of military opposition. Its cramped interior holds all the necessary equipment for most police work. Also equipped with a cramped habitat ring, the Cruiser can engage in long range operations.

▣ VEHICLE DESCRIPTION

Total Threat Value:		56,000 (117,000,000 credits)									
Movement Mode	Combat Speed	Top Speed			Maneuver						
Space	5 (0.5 g)	10 (1.0 g)			-3						
► MAIN HULL											
						COST: 38,000,000					
Crew:						16 (6 actions)					
Size:						35					
Armor						50/100/150					
Movement:						Towed by Drive Sections					
Deployment Range:						3000 hrs					
Sensors:						+2/10km					
Communications:						+1/30km					
Fire Control:						+0					
◆ PERKS AND FLAWS											
Name	Rating	Game Effect	Name			Rating	Game Effect				
Autopilot	-										
Backup Systems	-										
Cargo Bay	-					1000m ³					
Computer	4					CRE+0, KND+0, PP4					
Ejection System	-					Pods for 64					
HEP: Radiation	5										
HEP: Vacuum	-										
Laboratories	1					Investigation					
Large Sensor Profile	4					-					
Life Support	-					Full for 64					
Reinforced Crew Compartment	2										
Satellite Uplink	-										
Sick Bay	2										
◆ OFFENSIVE AND DEFENSIVE SYSTEM DATA											
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC
1	PDS (ranged)	T	x6	1	+0	6	Inf.	AM,HEAT	7	1460	-
	PDS (shield)	FF	x12	M	+0	4	Inf.	Def, EShield, HEAT	3	150	-
2	Torpedo Launchers	F	x25	5	+0	-	100ea	Mis,Conc(Dact), Seek1	15	6750	9
3	Kinetic Kill Cannon	T	x20	6	-1	+2	300ea	AP,Linked	11	2460	8

VEHICLE DESCRIPTION

▶ DRIVE SECTION (X2)		COST: 31,000,000	
Crew:		4 (4 actions)	
Size:		25	
Armor:		40/80/120	
Movement Mode	Combat Speed	Top Speed	Maneuver
Space	13 (1.3 g)	25 (2.5 g)	-3
Deployment Range		3000 hrs	
Reaction Mass		20000 BP each	
Sensors:		-3/2km	
Communications:		-3/10km	
Fire Control:		-5	
◆ PERKS AND FLAWS			
Name	Rating	Game Effect	
Backup Life Support	-		
Ejection System	-	Pods for 8	
HEP: Radiation	5		
HEP: Vacuum	-		
Life Support	-	Full for 8	
Reinforced Crew Compartment	-		
◆ OFFENSIVE AND DEFENSIVE SYSTEM DATA			
None			
● HABITAT SECTION		COST: 17,000,000	
Crew:		4 (4 Actions)	
Size:		15	
Armor:		30/60/90	
Movement:		Towed by Drive Sections	
Deployment Range:		3000 hrs	
Sensors:		-2/2km	
Communications:		-2/10km	
Fire Control:		+0	
◆ PERKS AND FLAWS			
Name	Rating	Game Effect	
Backup Life Support	-		
Cargo Bay	-	512m³	
Ejection System	-	Pods for 80	
HEP: Radiation	5		
HEP: Vacuum	-		
Laboratory	-	Cooking D	
Life Support	-	Full for 80	
Passenger Accommodations	-	4096m³	
Reinforced Crew Compartment	-		
◆ OFFENSIVE AND DEFENSIVE SYSTEM DATA			
None			





6.11

▶ TYPICAL FIELD OFFICE

SolaPol maintains branch offices throughout the major human settlements, usually in the larger cities or space colonies. They serve as bases of operation for the local investigation efforts and public relations. Each branch office serves as a node in SolaPol's vast information network, and usually supervises a number of smaller field offices.

It is these field offices that are the street-level base of operation for most Solar Police cases. Field offices are found in almost every mid-sized town, city and space station, and provide agents with direct field support, either in the form of local contacts, facilities or information. In addition to information and raw support, the offices are a haven for agents away from home, a place where they can relax and let down their guard for a few hours.

Though the field offices have physical layouts that are often very different from one another, the schematic on the next page is fairly representative of the layout and facilities available in the average SolaPol office. This particular office is located on Earth; offices elsewhere in the solar system generally have pressure doors and at least minimal safety equipment in case of life support breach, so that agents cannot be trapped by a terrorist attack or major equipment failure or accident.

▼ FACILITIES

6.11.1

All offices have a reception area. A discrete scanning device is built into the wall and monitored by an expert system whose databank contains the stats and specs of most offensive weapons currently being manufactured. The device also scan for recording and sensing equipment. Should anyone walk in with an unauthorized piece of equipment, all doors (except the outer one) lock and an alarm is sounded.

While there is always an agent on duty there, the secretarial tasks are mostly handled by the computer, who routes calls and requests to the proper personnel.

The size of the administrative area depends greatly on the location of the field office. The more cases it has to handle, the bigger it is. This fairly small office has only three people on staff. Legal counsel — generally an agent with a formal law education — is usually either present or just a phone call away.

Private offices are usually available, each equipped with a work terminal patched in with the main SolaPol databank. A fairly smart expert system is available to help agents do their research, and can handle most of the basic grunt work. To avoid missing clues, the expert system tags information as "suspect" and passes it along when it cannot decide whether it is relevant or not.

A sound-proofed office is put aside for the use of the agent in charge of the field office. It has the same equipment as the other private offices, but is sometimes a bit larger and often has a more personalized look (since it is used by the same person all the time).

Meeting rooms are available for conference of suspect interrogation. All are equipped with surveillance and recording devices. Lockers and a small rest area are available to the employees and visiting agents. Minimal hygiene facilities, such as a shower, are also found there.

A reinforced vault is available to store evidence and problematic items. It is divided into many smaller isolated compartments to secure items individually. The special code needed to open the door is very complex and hard to break (Threshold 8 for the Skill test, twice: one Electronic Skill test to disable the alarm and safety lock system, and one Mechanical Skill test to defeat the actual physical lock).

All offices have an armory to store weaponry for the field agents, though in the case of the smaller offices it might be nothing more than a locked closet. Most of the smaller field offices have a good collection of sidearms and a few rifles, though nothing special.

This office is one of the few that are equipped with a micro-lab capable of doing basic analysis for forensic purposes. It is fairly limited, however, and data often has to be sent to the local branch office for more detailed analysis.

Field offices have no facilities for holding prisoners. Any arrests will likely be made in conjunction with local authorities, and their facilities are used to house suspects and criminals until the judicial process can follow its course.

AVAILABLE RESOURCES ▼

All field offices are connected with the central SolaPol databank and can access personnel and criminal files at will, provided the user has the proper security clearance.

Agents can chose to spend the night at the local office if need be, though most simply check into the nearest hotel. If the agent is just passing through, however, they may catch some sleep on the couch of the lounge, and do a quick clean-up as well.

Fied office personnel generally maintain a web of personal contacts that may be called upon to provide information. They also have connections with the local law enforcement forces that can be used to gather information or gain access to otherwise restricted places.

b.11.2

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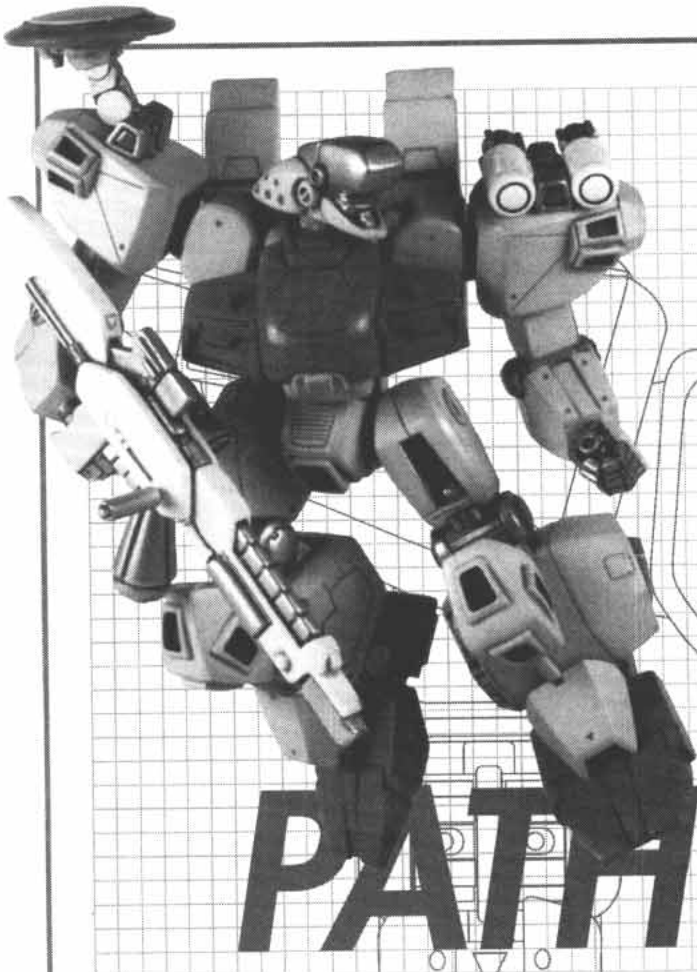
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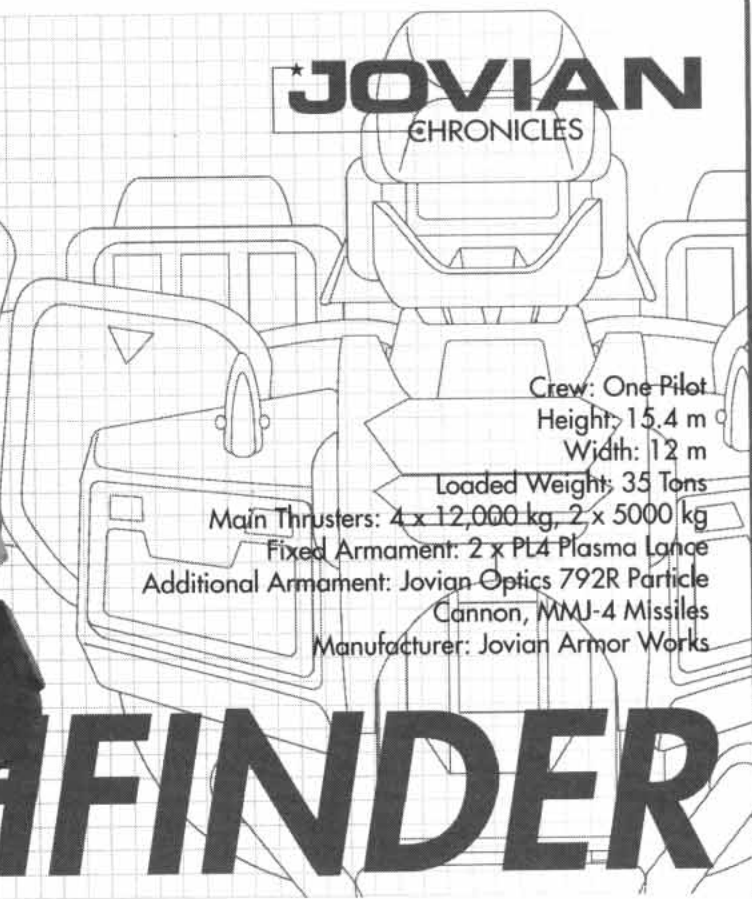
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★ JOVIAN CHRONICLES



Crew: One Pilot
 Height: 15.4 m
 Width: 12 m
 Loaded Weight: 35 Tons
 Main Thrusters: 4 x 12,000 kg, 2 x 5000 kg
 Fixed Armament: 2 x PL4 Plasma Lance
 Additional Armament: Jovian Optics 792R Particle Cannon, MMJ-4 Missiles
 Manufacturer: Jovian Armor Works

PATHFINDER

Kit # FUS 9302
 DP9 9302

EAL-04A EXO-ARMOR

JOVIAN CHRONICLES 1/200 SCALE EXO-ARMOR RESIN MODEL KIT SERIES

PATHFINDER MODEL KIT

The sculpting of this kit was done with great attention to the minutest of mechanisms, such as the details of the shoulders, backpack, hands and arms. Realism was pushed to the maximum with the presence of fuel and control lines and engraved patterns on many mechanisms and surfaces. The kit also comes with a base featuring an engraved Jovian Confederation crest. Comprehensive and fully illustrated multi-lingual instructions are included.

Scale: 1/200 Medium: ... Plastic-like gray resin
 Number of Parts: 43 Height (total): 9.5 cm (3.75")
 Width (total): 7 cm (2.75") Base: Included
 Illustrated Instructions: Included

ORDERING COSTS:

DP9-9302: Jovian Chronicles: Pathfinder 1/200 Scale Kit \$49.95

US & Canadian Orders \$5.00 per kit

Shipping Cost: foreign Orders \$10.00 per kit

Shipping Cost: US and foreign orders must be pay in US currency;

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