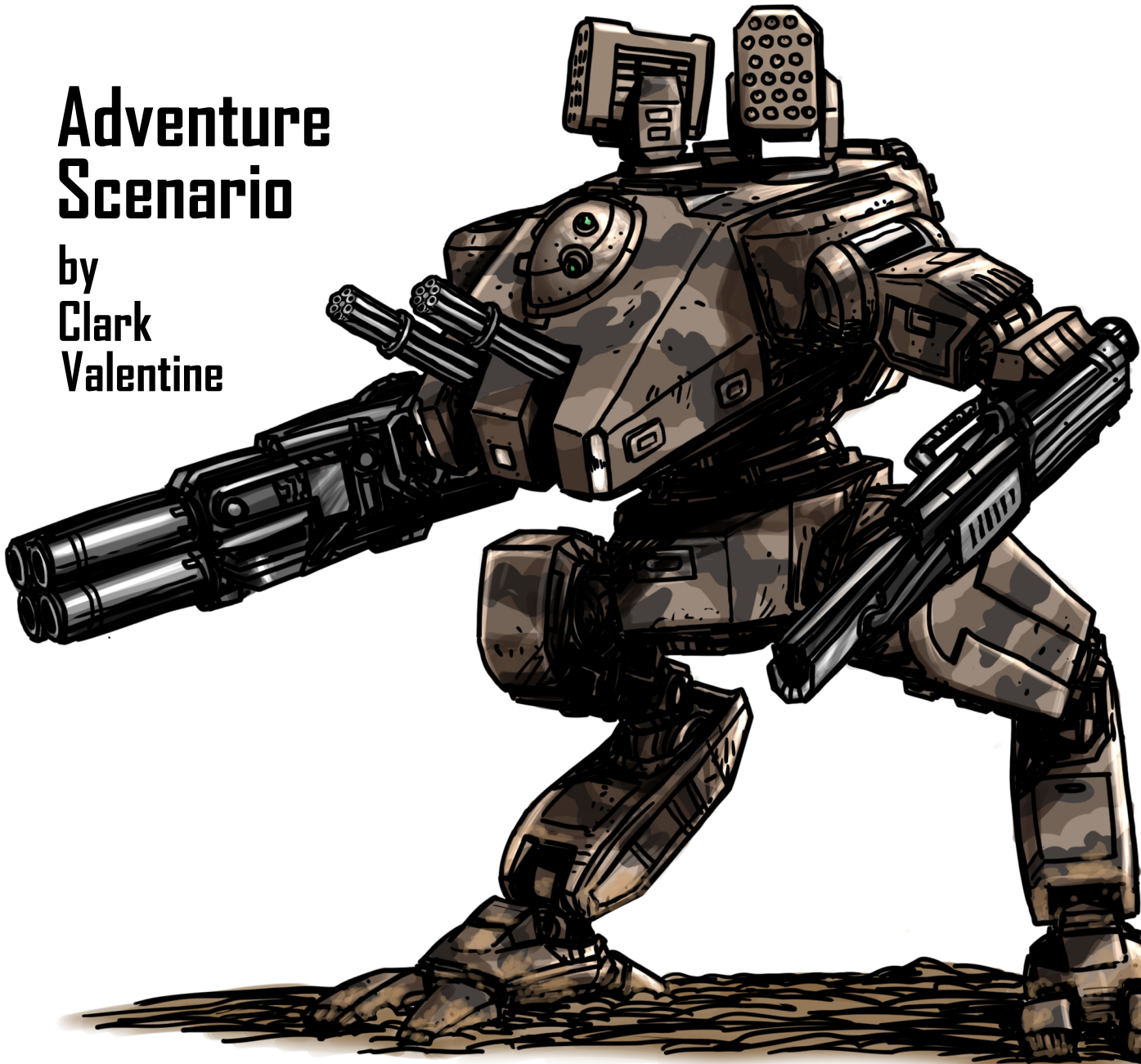


Rosencrantz & Guildenstern are *BULLDOGS!*

BULLDOGS!
SCI-FI THAT KICKS ASS

**Adventure
Scenario**

by
**Clark
Valentine**



How to Run an Adventure in **Bulldogs!**

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



Open Game License Version 1.0a

The following license text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge 10th Anniversary Edition Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Jonathan Benn, Peter Bonney, Deird'Re Brooks, Reimer Behrends, Don Bisdorf, Carl Cravens, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, J.M. "Thijs" Krijger, Sedge Lewis, Shawn Lockard, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Robb Neumann, Anthony Roberson, Andy Skinner, William Stoddard, Stephan Szabo, John Ughrin, Alex Weldon, Duke York, Dmitri Zagidulin

Fate (Fantastic Adventures in Tabletop Entertainment) Copyright 2003 by Evil Hat Productions, LLC. Authors Robert Donoghue and Fred Hicks.

Spirit of the Century Copyright 2006 by Evil Hat Productions, LLC. Authors Robert

Donoghue, Fred Hicks, and Leonard Balseira

Bulldogs! Copyright © 2011 Brennan Taylor/Galileo Games. All rights reserved.

Bulldogs! created by Eric Coble, Chuck Cooley, Robert Cooley, Nathan Crowder, and C. Austin Hogan.

Cover illustration © 2011 Kurt Komoda.

In accordance with the Open Game License Section 8 "Identification" the following designate Open Game Content and Product Identity:

OPEN GAME CONTENT

The contents of this document are declared Open Game Content except for the portions specifically declared as Product Identity. Non-rules related elements of the setting included in the core rulebook, including capitalized names, organization names, characters, historical events, organizations, and the ten core species, are Open Game Content.

PRODUCT IDENTITY

All artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and other graphics, unless specifically identified as Open Game Content, capitalized names and characters, as well as rules-related elements of the proprietary setting, such as aspects and species abilities associated with setting elements, are to be considered Product Identity and subject to copyright.

<http://galileogames.com/bulldogs-fate>



Rosencrantz and Guildenstern Are Bulldogs

Author's Note: I'd send apologies to both William Shakespeare and Tom Stoppard, but this adventure contains no detectable quantities of existentialism, so I think I'm safe.

Just another day in Class D shipping, just another crate to deliver to some backwater world. There do seem to be a suspicious number of people interested in this extremely heavy crate, however. What could be inside? Probably something dangerous, to you and to everyone at the delivery point.

BUSY SPACEPORT

Invoke: all that bustle is distracting to your enemies, "Hey! Watch where you're going!"

Compel: lots of witnesses, "Oh, my God! That guy's got a gun!"

Background

Admiral Dash Swiftman has a problem.

His homeworld of **Almir** is a planet in the Frontier locked in a cold-war type rivalry with the nearby world of **Rotan**. The crowning glory of his military career is the R&D effort he calls **Project Rockstomper**, which just had its budget yanked. "I'll show 'em," Admiral Swiftman might have said, if he was the sort of man who said stuff like that, which he totally is. He resolved to complete the project offworld with whatever funds he could scrape together without the knowledge or approval of his planet's government or military establishment.

The offworld engineering and construction firm of **Rose and Stern** just completed work on the prototype, and it's ready to ship back to Almir for a public demonstration, at an Almiri naval base surrounded by officers and the press. "I'll show 'em," Admiral Swiftman repeated, much to the eye-rolling of his junior staff, who vaguely expected him to begin twirling his mustache.

Admiral Swiftman needs to arrange shipping on the cheap, and he can't use official Almiri transport. They tend to ask unreasonably intrusive questions like "Where the hell do you think you're going with this unauthorized military equipment?" and "Do you wish to speak to an attorney before your interrogation?" That's where the Bulldogs come in; Class D transport using TransGalaxy is exactly what the doctor ordered.

Setup: Personal Delivery

This scene can happen at any spaceport anywhere in the Frontier, so feel free to place it for the convenience of your campaign. If you don't have any particular place in mind, assume it's at the **Job Tower** at Arsubar.

Instead of their regular TransGalaxy dispatch officer, the crew meets **Admiral Dash Swiftman** (pg. 5) and his two aides as the cargo arrives at the ship for loading. The cargo is a big sealed plasteel crate, two meters by three meters by three meters, and weighs in just shy of 1000 kg. The crate has a built-in repulsor pallet that can be driven by a remote control so the crew should have no trouble manhandling it into their ship's cargo bay. The handwritten manifest enclosed in a plastic sleeve on the crate's side says "Machine Tools," together with an Almiri Customs Service exemption seal (forged, of course) that should get them through customs with minimal fuss and bother. Spotting the forgery requires an Great (+4) **Investigation** roll.

Swiftman's eager to personally view the cargo loading process, and gives the crew and their captain explicit orders that the crate NOT be opened by anyone except the recipient—he threatens that payment will not be rendered and legal action will be taken if the crew violates this. The crew is to make delivery to **Almir Naval Yard 27**, and deliver it to Building 453. The ship's navigator can easily determine exactly where this is. The crew is to personally make delivery to **Commodore Sylvia Charger**, and nobody else.

Swiftman isn't much for small talk, but if any crew members try to engage him or one of the other officers in conversation, roll an appropriate social skill to get him to open up. Swiftman or his staff might let slip that they're worried about spies, not only from his planet's rival Rotan, but also from his own government, which did not sanction the research he did to build this...cargo.

Problem: That Man Is a Spy!

The spaceport's a busy place, and at any time there are dozens of beings of all races ambling around, going about their business. If any of the crew scans the crowd, a Fair (+2) **Alertness** roll, they may notice the presence of not one but two different, independently operating spies keeping their eyes on the



proceedings: a **Rotanian intelligence agent** (pg. 5)—Great (+4) **Academics** to recognize Rotanian clothing and observation techniques—keeping her eye on her planet’s enemy, and a **Barracado pirate** (pg. 5)—Average (+1) **Contacting** or **Investigation** roll to know this is a Barracado pirate on sight—casing the spaceport for easy pickings. They’ve both fixated on Swiftman and the crew. Make a note of how the crew deal with the spies; what happens in the next scene depends on how much communication the crew let them get away with. If they’re taking pains to make sure the transfer isn’t observed, maybe the spies aren’t there at all; make a note of it. If the crew just leaves without dealing with them, they’ll each phone home and raise the alarm in great detail. If the crew notices them and...uh...“takes care” of them, they each get a brief message off but without much detail.

If you’d like to throw some action into the scene (and really, why wouldn’t you?) have the spies mentioned above notice one another, draw their sidearms, and start a firefight against one another with the crew and Swiftman caught in the crossfire.

Problem: Don’t Look in the Crate

It sure isn’t a crate of machine tools. Project Rockstomper produced a giant combat robot, a three meter tall titanium monster with two massive legs, multiple deadly weapons, and a computer brain powerful enough to aim guns and follow orders and not much else. Of course, right now Rockstomper is folded up into a very compact form in the crate—but look out once it’s activated.

Also in the crate is the real cargo manifest, an encrypted computer data disk labeled “Eyes Only: Commodore Sylvia Charger.” If decrypted, the manifest describes Rockstomper, including programming instructions and basic maintenance. It also includes a small set of orders for Commodore Charger: “You are hereby ordered to demonstrate Rockstomper’s abilities in front of the gathered witnesses by ordering it to terminate the crew of the delivery vessel. If that doesn’t get the High Command’s attention, nothing will.”

If the PCs open the crate and crack the encryption, they’ll have to decide what to do next. If they don’t deliver the goods, they don’t get paid, TransGalaxy is very upset, and Dash Swiftman starts hunting them down. If they go ahead with the delivery, they might get murdered by the Amiri military in a public weapon demonstration. Life’s full of tough choices.

Opening the crate just takes a few minutes and a blowtorch. Opening it so that the recipient won’t be able to tell it was opened requires a Great (+4) **Burglary** roll. Cracking the encryption on the orders is a Superb (+5) **Systems** roll.

Problem: Deep Space Ambush

As the crew takes their cargo from their pickup spaceport to Almir, they’re likely being followed. Who’s following them, and how prepared those followers are, depends on how the PCs dealt with the spies in on the dock.

While passing by an asteroid field a day out from Almir, the crew picks up a distress signal from within the asteroids. The signal claims to be from a pleasure yacht that suffered engine damage and drifted into the asteroid field, and is on a collision course with a rock big enough to destroy it, and any ship in range won’t you please come to our aid, dear heavens won’t somebody think of the children, all that good stuff.

ASTEROID FIELD

Invoke: there’s lots of cover, “Quick, go behind that big one!”

Compel: thousands of rocks just ready to smash up your ship, “It hit us! Hull breach, crew deck!”

The distress signal is totally bogus (a Good (+3) **Empathy** roll to figure that out), and is being transmitted by the crew of a **Barracado corvette** (pg. 6) which hopes to lure the crew’s vessel into the asteroids where they can easily ambush it. If the crew took unusual steps in back on the dock to make sure loading the cargo went unobserved, add the aspect CAUGHT NAPPING to the corvette and reduce the **Empathy** roll required to a Fair (+2) difficulty. If they didn’t do anything about the spies, add a second corvette.

It’d be most fun if the captain wants to charge right in to render aid (it’s illegal under the Pangalactic Law of Deep Space not to respond to a distress call in space), but you know the personality of the captain, and you’ll need to play him in-character. If the captain is a player character, of course don’t interfere with any choice they make.

Not two minutes after the ship enters the asteroid belt (or doesn’t!) they detect another distress signal from another ship, claiming to be a small freight hauler that encountered engine trouble and is drifting on a collision course with an asteroid, and dear heavens won’t somebody think of the children. It’s coming from a completely different direction, also within the asteroid belt. This distress signal is coming from a **Rotanian raider** (pg. 6) hoping to

DEEP SPACE

Invoke: lots of wide open area, “Open the throttle and let’s go!”

Compel: no one can hear you scream, or send a distress call, “Well, another ship will come along soon and pick up the signal. Right?”

intercept the crew's ship and steal the cargo. The Rotanian is as lousy a liar as the Barracado pirate, and the same deal applies as far as the aspect and second ship.

Once the crew detects and gets a minute to think about the second distress signal, the first ship chimes in claiming to be in more acute need of assistance. The two dueling distress signals start arguing with one another in a pathetic game of peril poker, each one attempting to convince the crew that no, they're the one in more immediate danger, forget those other guys, our ship has more children that won't someone please think about. And for Arneson's sake, don't stand there and deliver the dialogue between them blow-by-blow; you, rather than the situation, will quickly become the comic relief. Just describe the argument and challenge the crew to make a quick decision.

This can end in one of three ways:

1. One ship or the other gets within ambush range. They spring the trap, and the other ship swoops in to try to snatch the crew's ship for themselves. The crew winds up in a three-way knife fight in an asteroid field—can they escape and get to Almir?
2. The crew smells a rat and convinces the captain to run for it. Both ambushers give chase, sniping at one another as they chase the fleeing freighter. Will they manage to get to Almir, where Almiri interceptors will chase off the raiders, before being disabled and boarded?
3. The crew pulls some kind of insane and brilliant stunt that we haven't thought of. By definition, you're on your own here.

Setup: Almiri Navy Yard 27

Once the crew arrives at their destination, Almiri customs give the ship a standard cursory search and wave them through (thanks to the forged customs exemption stamp), and Almiri Navy Yard 27 clears them to land. Navy Yard 27 is a military base several square kilometers in size, with dozens of landing pads for spacecraft of all configurations, hundreds of buildings, and many kilometers of paved access roads snaking among them. Thousands of **military personnel** (pg. 7), civilian employees, and working robots are taking care of the innumerable tasks that need to be accomplished on a base the size of a large town. The crew are given directions to Building 453, which is a large, empty warehouse

BRIGHT LIGHTS, BIG WAREHOUSE

Invoke: there's lots of room, "Move back! Move back!"

Compel: there's nowhere to hide, "Duck under the...there's nothing the duck under, is there?"

3

What if the crew doesn't deliver?

So, what if the crew opens the crate, cracks the encryption on the orders, and decides to dump the cargo (or steal it) and run like hell? Well, you'll have to improvise—this scenario lays out what happens if the crew makes the delivery—but here are some ideas to inspire you.

- Admiral Swiftman is *pissed*. Not only does he file a formal complaint with TransGalaxy, but Swiftman holds a personal grudge. He uses his influence to have the crew indicted for piracy in an Almiri court, so they'll have a price on their heads. Another one.
- If the crew keeps Rockstomper in the cargo bay, it has a remote activation system, activated by Swiftman once he realizes the crew has made off with his prototype. "Uh, Captain, there's a giant combat robot loose on the ship..."
- Barracado pirates and Rotanian agents could be chasing the crew for years, honestly believing they still have Rockstomper.
- What if Rockstomper's AI has a personality—the personality of a curious three year old?

about a quarter mile from the landing pad. A parking lot is not far from the building, with a variety of personal vehicles, transports, and notably a vehicle sporting the livery of an Almiri news organization.

Swiftman's request was for the entire crew to personally deliver the cargo. If the captain is an NPC, he'll insist that all crew members do that (unless one can talk him out of it, or manages to slip away). The crate is self-mobile, controlled from a hand-held remote unit that any of the crew can take charge of.

Upon entering the warehouse, the crew finds a circle of bleachers set up, with roughly 30 military personnel seated expectantly, ready for the unveiling of some new weapons system they didn't even know was in development. There's a news crew, led by ace reporter **Lara Stone** (pg. 8) set up off to the side along with her cameraman, **Gor Trioç** (pg. 8), ready to record the carnage—ahem, I mean demonstration—for posterity. The crew might even recognize her. **Commodore Sylvia Charger** (pg. 7) and her two aides stand near the center of the room, and she beckons the crew to join her. Once there, some uniformed lackeys open the crate.

MILITARY AUDIENCE

Invoke: maybe the giant robot will fire on them, "Get behind the General!"

Compel: they are interested in seeing a good demonstration and won't interfere, "See how it blew that one away? That is indeed an effective combat machine."

Problem: Nothing Personal, You Understand

With a great deal of mechanical whirring and clanking, **Rockstomper** (pg. 9) begins to unfold, its massive hydraulics hoisting up its huge bulk. It's a tremendously intimidating machine: its guns wave about menacingly, as if searching for targets; its huge clawlike feet dig into the concrete floor of the warehouse; its cameras face in several directions at once, giving people the distinct idea that they cannot hide.

The crowd gasps audibly, then a smattering of applause breaks out. Lara Stone begins to call out questions: "Commodore, is this a message to the Rotanians? Does this represent an escalation in the arms race?" Charger ignores all of them as she slips the manifest data disk into a hand-held computer. She reads for a moment, then orders everyone to step away from the crew. "I am ordered to provide for you a demonstration of this machine's potential."

She looks at the Bulldogs captain. "Nothing personal, you understand." Then she taps a button on her portable computer. Rockstomper turns to face the crew, and attacks.

All of this assumes that the crew just sort of stands there doing nothing, nor did they do anything to alter Rockstomper's programming or sabotage it. They'll probably try to interact with people as things progress. That's cool, and it might save their lives once Charger decrypts her orders from Swiftman.

Things might look hopeless—Rockstomper is an extremely formidable opponent. But make note of several things that work in the crew's favor.

Rockstomper is a prototype, not a production model combat machine. What prototype ever worked exactly as advertised?

Most servicepeople on the base are not armed—they're just putting in a day at the office. If a civilian's reaction to gunfire is "dive for cover," theirs will be "dive for cover in a disciplined manner."

The only one in the room who knows exactly what's going on is Sylvia Charger. Almost everyone else is probably going to be terrified by the prospect of an unauthorized live-fire exercise in the middle of a warehouse, and confusion will reign.

Some armed security officers may hinder the crew from escaping, some may help, most will just shoot at anything that looks like a threat, at least until Commodore Charger can impose some discipline on them.

Lara Stone and her cameraman Gor have been under fire before, and react like experienced professionals (meaning, they dive for cover *first*). However, her hovervan is outside, and if there's an exclusive in it for her, hell yeah she'll use it to help the crew escape.

Problem: What Now?

If the crew manages to escape the base (either aboard their own ship or some other method), what happens next depends a lot on how big a role you want the Almiri to play in the campaign. If you're playing a one-shot or a convention game, or you'd rather move on to other challenges, the crew escapes and TransGalaxy gives them an attaboy.

Otherwise, you could decide that Swiftman and Charger need to finish the job and keep hunting for the crew. Is this a personal crusade to cover up their wrongdoing, or do they manage to convince the Almiri government that they're pirates or criminals who need to be done away with? That's up to you.

Fresh Meat

Admiral Dash Swiftman

Dash Swiftman is a tall and handsome Ken Reeg in his early 50s. He's a military officer, but while the crew interacts with him on the dock he's acting undercover and thus wears a snappy business suit rather than a uniform. His military bearing still shows through, and he has little patience for insubordination.

Stress: □□□ □

Armor/Shields: Armor 1

Fate: 3

Skills

Leadership Great (+4), Guns Good (+3), Deceit Good (+3), Academics Fair (+2), Resolve Fair (+2), Athletics Fair (+2), Empathy Average (+1), Intimidation Average (+1), Rapport Average (+1), Alertness Average (+1)

Aspects

"THERE'S ALWAYS A LOOPHOLE."; SLIPPERY AS A SNAKE; ALMIRI ADMIRAL; SMARTEST GUY IN THE ROOM (JUST ASK ME); I'LL SHOW 'EM; STRAIGHTEN UP, MISTER!

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Chain of Command (pg. 116), Con Man (pg. 111)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT)

Swiftman's Staff

Average (+1) Social minions armed with blast pistols (Damage 2, Range 2).

□ □

Spy

This stat block represents both the Rotanian and Barracado spies. The Rotanian is Arsubaran, the Barracado is Hacragorkan.

Stress: Rotanian: □□□ Barracado: □□□

Armor/Shields: Armor 1

Fate: 1

Skills

Deceit Good (+3), Stealth Good (+3), Alertness Fair (+2), Guns Fair (+2), Burglary Fair (+2), Weapons Average (+1), Athletics Average (+1), Investigation Average (+1), Sleight of Hand Average (+1)

Aspects

Rotanian: WE'RE EVERYWHERE; GO ALONG TO GET ALONG;; SPY FOR ROTAN; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Barracado: CAN TAKE A HIT; FORGED BY STRUGGLE; SPY FOR BARRACADO; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Stunts & Species Abilities

Rotanian: There's a Familiar Face (pg. 21), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Barracado: Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Gear

Hi-Jack Infiltration Device (Independent: Systems Fair (+2), Upgrade (+2 Burglary to bypass security systems), RIGHT TOOL FOR THE JOB), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT)



Fresh Meat

Barracado Corvette

This ship is built for toughness rather than comfort, holding a crew of a dozen pirates in cramped conditions; the bulk of the interior space is intended for ill-gotten cargo. It's clearly not maintained at professional shipyards, and has the patchwork look of a ship put together with whatever materials are available.

Stress: □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Average (+1)

Speed: Fair (+2)

Shields: None

Aspects

TOUGH NOT COMFORTABLE, CHEWING GUM AND BALING WIRE, SUDDEN BURST OF SPEED

Weapons

Two Railguns (Damage 3, 4 vs. shields, Range 2), Grapples (Range 0, Persistent Effect: ENTANGLED)

Barracado Crew

Pilot Fair (+2), Engineer Fair (+2), Gunner Fair (+2)

Rotanian Raider

The Rotanian raider is a sleek warship, well suited to the role of a commerce raider. It is a ship in the Rotanian regular navy, however, so its crew tries to keep the ship hidden from Almiri vessels.

Stress: □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Average (+1)

Speed: Fair (+2)

Shields: None

Aspects

COMMERCE RAIDER, DON'T GET CAUGHT, WELL MAINTAINED

Weapons

Nuclear Pellet Gun (Damage 2, 3 vs. shields, Range 2), Plasma Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Two EMP Torpedoes (Damage 6, Accuracy 2, Range 3, Nonlethal, Persistent Effect: POWER LOSS)

Rotanian Crew

Pilot Fair (+2), Engineer Fair (+2), Gunner Fair (+2)



Fresh Meat

Commodore Sylvia Charger

Sylvia Charger is a 35-year-old Ken Reeg in the service of Almir. Her uniform is immaculate and her face severe. Almost fanatically devoted to Dash Swiftman, she will follow his orders to the letter. She wears a laser pistol at her hip and carries a portable computer.

Stress: □□□ □□

Armor/Shields: Armor 1

Fate: 3

Skills

Deceit Great (+4), Leadership Good (+3), Resolve Good (+3), Empathy Fair (+2), Intimidation Fair (+2), Guns Fair (+2), Alertness Average (+1), Athletics Average (+1), Systems Average (+1), Contacting Average (+1)

Aspects

“COMMERCE NEVER SLEEPS.”; TRUST NO ONE; ALMIRI OFFICER; SWIFTMAN’S PROTÉGÉ; THOSE ARE MY ORDERS; MODEL OF EFFICIENCY

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Honest Lie (pg. 111), Cut the Red Tape (pg. 116)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT)

Charger’s Staff

Average (+1) Social minions armed with blast pistols (Damage 2, Range 2).

□ □

Almiri Security Officer

Most uniformed military personnel on base aren’t armed as a matter of course, but a few carry weapons. They are Average (+1) Physical minions with Armor: 1, armed with blast rifles (Damage 2, Accuracy 1, Range 3).

□ □ □
□ □ □
□ □ □
□ □ □

Fresh Meat

Lara Stone

Lara Stone is an Arsubaran freelance reporter for a variety of news outlets. She's famous throughout the Frontier Zone and her stories often appear on local newscasts. Her cheery demeanor and brilliant smile conceals a vicious instinct for getting a story.

Stress: □□□ □

Armor/Shields: None

Fate: 3

Skills

Empathy Great (+4), Investigation Good (+3), Rapport Good (+3), Resolve Fair (+2), Alertness Fair (+2), Contacting Fair (+2), Alertness Average (+1), Athletics Average (+1), Systems Average (+1), [] Average (+1)

Aspects

I'LL DO THAT; CENTER OF THE UNIVERSE; ACE REPORTER; ANYTHING FOR AN EXCLUSIVE; BEEN THERE DONE THAT

Stunts & Species Abilities

There's a Familiar Face (pg. 24), Skeptic's Ear (pg. 111), Cold Read (pg. 111)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Voice Recorder

Gor Trioç

Gor Trioç is a news technician, running the camera and communication gear that Lara Stone uses to file her stories. He's a big, quiet Dolom who takes his job seriously.

Stress: □□□ □□

Armor/Shields: Armor 1 vs. hand-to-hand

Fate: 1

Skills

Systems Great (+4), Engineering Good (+3), Weapons Good (+3), Pilot Fair (+2), Might Fair (+2), Endurance Fair (+2), Fists Average (+1), Intimidation Average (+1), [] Average (+1), [] Average (+1)

Aspects

BIG AND BLUE; TECHNICALLY INCLINED; COMMUNICATIONS TECHNICIAN; I MAKE LARA LOOK GOOD

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Mister Fix-It (pg. 113), Thump of Restoration (pg. 113)

Gear

Video Recorder, Stunstick (Damage 1, Nonlethal, Persistent Effect: STUNNED)



Fresh Meat

Rockstomper

Rockstomper is an experimental combat robot. It stands three meters tall and walks on two massive, hydraulically-powered legs. Its thick armor protects it from all but the most powerful attacks. Its arms are wickedly dangerous guns, seeking targets in any direction. In combat, Rockstomper can track two different targets simultaneously (see Multiple Target Tracking System stunt).

Stress: □□□ □□□

Armor/Shields: Armor 3

Fate: 2

Skills

Guns Great (+4), Endurance Good (+3), Intimidation Good (+3), Alertness Fair (+2), Might Fair (+2), Artillery Fair (+2), Athletics Average (+1), Weapons Average (+1), Fists Average (+1), [] Average (+1)

Aspects

SLAVE TO PROGRAMMING; JUST A MACHINE; GIANT COMBAT ROBOT; UNTESTED PROTOTYPE; EXPOSED HYDRAULICS

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 28), Anti-Robot Prejudice (pg. 28), Thick Skinned (pg. 112), Multiple Target Tracking System (see below)

Multiple Target Tracking System

Rockstomper may make two Guns attacks on the same round, at the same or different targets, with no supplemental action penalty if it *spends a fate point*.

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Laser Rifle (Damage 3, 1 vs. shields, Accuracy 2, Range 3, Autofire), Rocket Launcher (Damage 4, 6 vs. vehicles, Accuracy 1, Range 4), Power Armor (Armor 3, Ray Coating, Powered)



Trouble

Admiral Dash Swiftman

Dash Swiftman is a tall and handsome Ken Reeg in his early 50s. He's a military officer, but while the crew interacts with him on the dock he's acting undercover and thus wears a snappy business suit rather than a uniform. His military bearing still shows through, and he has little patience for insubordination.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Leadership Great (+4), Guns Great (+4), Deceit Good (+3), Academics Good (+3), Resolve Fair (+2), Athletics Fair (+2), Empathy Fair (+2), Intimidation Average (+1), Rapport Average (+1), Alertness Average (+1), Contacting Average (+1), Fists Average (+1)

Aspects

"THERE'S ALWAYS A LOOPHOLE."; SLIPPERY AS A SNAKE; ALMIRI ADMIRAL; SMARTEST GUY IN THE ROOM (JUST ASK ME); I'LL SHOW 'EM; STRAIGHTEN UP, MISTER!

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Chain of Command (pg. 116), Con Man (pg. 111)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Swiftman's Staff

Fair (+2) Social minions armed with blast pistols (Damage 2, Range 2).

□□

□□

Spy

This stat block represents both the Rotanian and Barracado spies. The Rotanian is Arsubaran, the Barracado is Hacragorkan.

Stress: Rotanian: □□□ Barracado: □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Deceit Great (+4), Stealth Great (+4), Alertness Good (+3), Guns Good (+3), Burglary Fair (+2), Weapons Fair (+2), Athletics Average (+1), Investigation Average (+1)

Aspects

Rotanian: WE'RE EVERYWHERE; GO ALONG TO GET ALONG;; SPY FOR ROTAN; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Barracado: CAN TAKE A HIT; FORGED BY STRUGGLE; SPY FOR BARRACADO; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Stunts & Species Abilities

Rotanian: There's a Familiar Face (pg. 21), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Barracado: Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Gear

Hi-Jack Infiltration Device (Independent: Systems Fair (+2), Upgrade (+2 Burglary to bypass security systems), RIGHT TOOL FOR THE JOB), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Trouble

Barracado Corvette

This ship is built for toughness rather than comfort, holding a crew of a dozen pirates in cramped conditions; the bulk of the interior space is intended for ill-gotten cargo. It's clearly not maintained at professional shipyards, and has the patchwork look of a ship put together with whatever materials are available.

Stress: □□□ □□□□

Base Cost: Fantastic (+6)

Maneuverability: Average (+1)

Speed: Fair (+2)

Shields: None

Improvements

Heavy Hull Plating

Aspects

TOUGH NOT COMFORTABLE, CHEWING GUM AND BALING WIRE, SUDDEN BURST OF SPEED

Weapons

Two Railguns (Damage 3, 4 vs. shields, Range 2), Grapples (Range 0, Persistent Effect: ENTANGLED)

Barracado Crew

Pilot Good (+3), Engineer Fair (+2), Gunner Good (+3)

Rotanian Raider

The Rotanian raider is a sleek warship, well suited to the role of a commerce raider. It is a ship in the Rotanian regular navy, however, so its crew tries to keep the ship hidden from Almiri vessels.

Stress: □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Fair (+2)

Speed: Fair (+2)

Shields: None

Improvements

Agility

Aspects

COMMERCE RAIDER, DON'T GET CAUGHT, WELL MAINTAINED

Weapons

Nuclear Pellet Gun (Damage 2, 3 vs. shields, Range 2), Plasma Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Two EMP Torpedoes (Damage 6, Accuracy 2, Range 3, Nonlethal, Persistent Effect: POWER LOSS)

Rotanian Crew

Pilot Good (+3), Engineer Fair (+2), Gunner Good (+3)



Trouble

Commodore Sylvia Charger

Sylvia Charger is a 35-year-old Ken Reeg in the service of Almir. Her uniform is immaculate and her face severe. Almost fanatically devoted to Dash Swiftman, she will follow his orders to the letter. She wears a laser pistol at her hip and carries a portable computer.

Stress: □□□ □□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Deceit Great (+4), Leadership Good (+3), Resolve Good (+3), Empathy Fair (+2), Intimidation Fair (+2), Guns Fair (+2), Alertness Fair (+2), Athletics Average (+1), Systems Average (+1), Contacting Average (+1), Fists Average (+1), Investigation Average (+1), [] Average (+1), [] Average (+1)

Aspects

“COMMERCE NEVER SLEEPS.”; TRUST NO ONE; ALMIRI OFFICER; SWIFTMAN’S PROTÉGÉ; THOSE ARE MY ORDERS; MODEL OF EFFICIENCY

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Honest Lie (pg. 111), Cut the Red Tape (pg. 116)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Charger’s Staff

Fair (+2) Social minions armed with blast pistols (Damage 2, Range 2).

□□ □□

Almiri Security Officer

Most uniformed military personnel on base aren’t armed as a matter of course, but a few carry weapons. They are Fair (+2) Physical minions with Armor: 1, armed with blast rifles (Damage 2, Accuracy 1, Range 3).

□□ □□ □□
□□ □□ □□
□□ □□ □□
□□ □□ □□

Trouble

Lara Stone

Lara Stone is an Arsubaran freelance reporter for a variety of news outlets. She's famous throughout the Frontier Zone and her stories often appear on local newscasts. Her cheery demeanor and brilliant smile conceals a vicious instinct for getting a story.

Stress: □□□ □□

Armor/Shields: None

Fate: 3

Skills

Empathy Great (+4), Investigation Great (+4), Rapport Good (+3), Resolve Good (+3), Alertness Fair (+2), Contacting Fair (+2), Alertness Fair (+2), Athletics Average (+1), Systems Average (+1), [] Average (+2), [] Average (+1), [] Average (+1)

Aspects

I'LL DO THAT; CENTER OF THE UNIVERSE; ACE REPORTER; ANYTHING FOR AN EXCLUSIVE; BEEN THERE DONE THAT

Stunts & Species Abilities

There's a Familiar Face (pg. 24), Skeptic's Ear (pg. 111), Cold Read (pg. 111)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Voice Recorder

Gor Trioç

Gor Trioç is a news technician, running the camera and communication gear that Lara Stone uses to file her stories. He's a big, quiet Dolom who takes his job seriously.

Stress: □□□ □□

Armor/Shields: Armor 1 vs. hand-to-hand

Fate: 2

Skills

Systems Great (+4), Engineering Good (+3), Weapons Good (+3), Pilot Fair (+2), Might Fair (+2), Endurance Fair (+2), Fists Fair (+2), Intimidation Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

BIG AND BLUE; TECHNICALLY INCLINED; COMMUNICATIONS TECHNICIAN; I MAKE LARA LOOK GOOD

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Mister Fix-It (pg. 113), Thump of Restoration (pg. 113)

Gear

Video Recorder, Stunstick (Damage 1, Nonlethal, Persistent Effect: STUNNED)



Trouble

Rockstomper

Rockstomper is an experimental combat robot. It stands three meters tall and walks on two massive, hydraulically-powered legs. Its thick armor protects it from all but the most powerful attacks. Its arms are wickedly dangerous guns, seeking targets in any direction. In combat, Rockstomper can track two different targets simultaneously (see Multiple Target Tracking System stunt).

Stress: □□□ □□□

Armor/Shields: Armor 3

Fate: 3

Skills

Guns Great (+4), Endurance Good (+3), Intimidation Good (+3), Alertness Fair (+2), Might Fair (+2), Artillery Fair (+2), Athletics Fair (+2), Weapons Average (+1), Fists Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLAVE TO PROGRAMMING; JUST A MACHINE; GIANT COMBAT ROBOT; UNTESTED PROTOTYPE; EXPOSED HYDRAULICS

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 28), Anti-Robot Prejudice (pg. 28), Thick Skinned (pg. 112), Multiple Target Tracking System (see below)

Multiple Target Tracking System

Rockstomper may make two Guns attacks on the same round, at the same or different targets, with no supplemental action penalty if it *spends a fate point*.

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Laser Rifle (Damage 3, 1 vs. shields, Accuracy 2, Range 3, Autofire), Rocket Launcher (Damage 4, 6 vs. vehicles, Accuracy 1, Range 4), Power Armor (Armor 3, Ray Coating, Powered)



Hard Boiled

Admiral Dash Swiftman

Dash Swiftman is a tall and handsome Ken Reeg in his early 50s. He's a military officer, but while the crew interacts with him on the dock he's acting undercover and thus wears a snappy business suit rather than a uniform. His military bearing still shows through, and he has little patience for insubordination.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 1

Fate: 4

Skills

Leadership Great (+4), Guns Great (+4), Deceit Good (+3), Academics Good (+3), Resolve Good (+3), Athletics Fair (+2), Empathy Fair (+2), Intimidation Fair (+2), Rapport Fair (+2), Alertness Average (+1), Contacting Average (+1), Fists Average (+1), Investigation Average (+1), [] Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; SLIPPERY AS A SNAKE; ALMIRI ADMIRAL; SMARTEST GUY IN THE ROOM (JUST ASK ME); I'LL SHOW 'EM; STRAIGHTEN UP, MISTER!

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Chain of Command (pg. 116), Con Man (pg. 111)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Defense Screen (Shields 1)

Swiftman's Staff

Fair (+2) Social minions armed with blast pistols (Damage 2, Range 2).

□□ □□

Spy

This stat block represents both the Rotanian and Barracado spies. The Rotanian is Arsubaran, the Barracado is Hacragorkan.

Stress: Rotanian: □□□ Barracado: □□□

Armor/Shields: Armor 1, Shields 2

Fate: 2

Skills

Deceit Great (+4), Stealth Great (+4), Alertness Good (+3), Guns Good (+3), Burglary Fair (+2), Weapons Fair (+2), Athletics Fair (+2), Investigation Average (+1), Sleight of Hand Average (+1), Systems Average (+1), Fists Average (+1), Contacting Average (+1)

Aspects

Rotanian: WE'RE EVERYWHERE; GO ALONG TO GET ALONG;; SPY FOR ROTAN; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Barracado: CAN TAKE A HIT; FORGED BY STRUGGLE; SPY FOR BARRACADO; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Stunts & Species Abilities

Rotanian: There's a Familiar Face (pg. 21), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Barracado: Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Gear

Hi-Jack Infiltration Device (Independent: Systems Fair (+2), Upgrade (+2 Burglary to bypass security systems), RIGHT TOOL FOR THE JOB), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Infiltrator's Screen (Shields 2, Stealth Field)



Hard Boiled

Barracado Corvette

This ship is built for toughness rather than comfort, holding a crew of a dozen pirates in cramped conditions; the bulk of the interior space is intended for ill-gotten cargo. It's clearly not maintained at professional shipyards, and has the patchwork look of a ship put together with whatever materials are available.

Stress: □□□ □□□□

Base Cost: Fantastic (+6)

Maneuverability: Average (+1)

Speed: Fair (+2)

Shields: None

Improvements

Heavy Hull Plating

Aspects

TOUGH NOT COMFORTABLE, CHEWING GUM AND BALING WIRE, SUDDEN BURST OF SPEED

Weapons

Two Railguns (Damage 3, 4 vs. shields, Range 2), Grapples (Range 0, Persistent Effect: ENTANGLED)

Barracado Crew

Pilot Good (+3), Engineer Good (+3), Gunner Good (+3)

Rotanian Raider

The Rotanian raider is a sleek warship, well suited to the role of a commerce raider. It is a ship in the Rotanian regular navy, however, so its crew tries to keep the ship hidden from Almiri vessels.

Stress: □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Fair (+2)

Speed: Fair (+2)

Shields: None

Improvements

Agility

Aspects

COMMERCE RAIDER, DON'T GET CAUGHT, WELL MAINTAINED

Weapons

Nuclear Pellet Gun (Damage 2, 3 vs. shields, Range 2), Plasma Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Two EMP Torpedoes (Damage 6, Accuracy 2, Range 3, Nonlethal, Persistent Effect: POWER LOSS)

Rotanian Crew

Pilot Good (+3), Engineer Good (+3), Gunner Good (+3)



Hard Boiled

Commodore Sylvia Charger

Sylvia Charger is a 35-year-old Ken Reeg in the service of Almir. Her uniform is immaculate and her face severe. Almost fanatically devoted to Dash Swiftman, she will follow his orders to the letter. She wears a laser pistol at her hip and carries a portable computer.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 1

Fate: 4

Skills

Deceit Great (+4), Leadership Great (+4), Resolve Good (+3), Empathy Good (+3), Intimidation Good (+3), Guns Fair (+2), Alertness Fair (+2), Athletics Fair (+2), Systems Fair (+2), Contacting Average (+1), Fists Average (+1), Investigation Average (+1), [] Average (+1), [] Average (+1)

Aspects

“COMMERCE NEVER SLEEPS.”; TRUST NO ONE; ALMIRI OFFICER; SWIFTMAN’S PROTÉGÉ; THOSE ARE MY ORDERS; MODEL OF EFFICIENCY

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Honest Lie (pg. 111), Cut the Red Tape (pg. 116)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Defense Screen (Shields 1)

Charger’s Staff

Fair (+2) Social minions armed with blast pistols (Damage 2, Range 2).

□□ □□

Almiri Security Officer

Most uniformed military personnel on base aren’t armed as a matter of course, but a few carry weapons. They are Fair (+2) Physical minions with Armor: 1, armed with blast rifles (Damage 2, Accuracy 1, Range 3).

□□ □□ □□
□□ □□ □□
□□ □□ □□
□□ □□ □□

Hard Boiled

Lara Stone

Lara Stone is an Arsubaran freelance reporter for a variety of news outlets. She's famous throughout the Frontier Zone and her stories often appear on local newscasts. Her cheery demeanor and brilliant smile conceals a vicious instinct for getting a story.

Stress: □□□ □□

Armor/Shields: None

Fate: 4

Skills

Empathy Great (+4), Investigation Great (+4), Rapport Good (+3), Resolve Good (+3), Alertness Good (+3), Contacting Fair (+2), Alertness Fair (+2), Athletics Fair (+2), Systems Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

I'LL DO THAT; CENTER OF THE UNIVERSE; ACE REPORTER; ANYTHING FOR AN EXCLUSIVE; BEEN THERE DONE THAT

Stunts & Species Abilities

There's a Familiar Face (pg. 24), Skeptic's Ear (pg. 111), Cold Read (pg. 111)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Voice Recorder

Gor Trioç

Gor Trioç is a news technician, running the camera and communication gear that Lara Stone uses to file her stories. He's a big, quiet Dolom who takes his job seriously.

Stress: □□□ □□

Armor/Shields: Armor 1 vs. hand-to-hand

Fate: 3

Skills

Systems Great (+4), Engineering Great (+4), Weapons Good (+3), Pilot Good (+3), Might Good (+3), Endurance Fair (+2), Fists Fair (+2), Intimidation Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

BIG AND BLUE; TECHNICALLY INCLINED; COMMUNICATIONS TECHNICIAN; I MAKE LARA LOOK GOOD

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Mister Fix-It (pg. 113), Thump of Restoration (pg. 113)

Gear

Video Recorder, Stunstick (Damage 1, Nonlethal, Persistent Effect: STUNNED)



Hard Boiled

Rockstomper

Rockstomper is an experimental combat robot. It stands three meters tall and walks on two massive, hydraulically-powered legs. Its thick armor protects it from all but the most powerful attacks. Its arms are wickedly dangerous guns, seeking targets in any direction. In combat, Rockstomper can track two different targets simultaneously (see Multiple Target Tracking System stunt).

Stress: □□□ □□□

Armor/Shields: Armor 3

Fate: 4

Skills

Guns Great (+4), Endurance Great (+4), Intimidation Good (+3), Alertness Good (+3), Might Good (+3), Artillery Fair (+2), Athletics Fair (+2), Weapons Fair (+2), Fists Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLAVE TO PROGRAMMING; JUST A MACHINE; GIANT COMBAT ROBOT; UNTESTED PROTOTYPE; EXPOSED HYDRAULICS

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 28), Anti-Robot Prejudice (pg. 28), Thick Skinned (pg. 112), Multiple Target Tracking System (see below)

Multiple Target Tracking System

Rockstomper may make two Guns attacks on the same round, at the same or different targets, with no supplemental action penalty if it *spends a fate point*.

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Laser Rifle (Damage 3, 1 vs. shields, Accuracy 2, Range 3, Autofire), Rocket Launcher (Damage 4, 6 vs. vehicles, Accuracy 1, Range 4), Power Armor (Armor 3, Ray Coating, Powered)



Serious Badass

Admiral Dash Swiftman

Dash Swiftman is a tall and handsome Ken Reeg in his early 50s. He's a military officer, but while the crew interacts with him on the dock he's acting undercover and thus wears a snappy business suit rather than a uniform. His military bearing still shows through, and he has little patience for insubordination.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 1

Fate: 5

Skills

Leadership Superb (+5), Guns Great (+4), Deceit Great (+4), Academics Good (+3), Resolve Good (+3), Athletics Good (+3), Empathy Fair (+2), Intimidation Fair (+2), Rapport Fair (+2), Alertness Fair (+2), Contacting Average (+1), Fists Average (+1), Investigation Average (+1), [] Average (+1), [] Average (+1)

Aspects

“THERE'S ALWAYS A LOOPHOLE.”; SLIPPERY AS A SNAKE; ALMIRI ADMIRAL; SMARTEST GUY IN THE ROOM (JUST ASK ME); I'LL SHOW 'EM; STRAIGHTEN UP, MISTER!

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Chain of Command (pg. 116), Con Man (pg. 111)

Gear

Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Defense Screen (Shields 1)

Swiftman's Staff

Good (+3) Social minions armed with blast pistols (Damage 2, Range 2).

□□□

□□□

Spy

This stat block represents both the Rotanian and Barracado spies. The Rotanian is Arsubaran, the Barracado is Hacragorkan.

Stress: Rotanian: □□□ Barracado: □□□

Armor/Shields: Armor 1, Shields 2

Fate: 3

Skills

Deceit Great (+4), Stealth Great (+4), Alertness Good (+3), Guns Good (+3), Burglary Good (+3), Weapons Fair (+2), Athletics Fair (+2), Investigation Fair (+2), Sleight of Hand Fair (+2), Systems Average (+1), Fists Average (+1), Contacting Average (+1), [] Average (+1), [] Average (+1)

Aspects

Rotanian: WE'RE EVERYWHERE; GO ALONG TO GET ALONG;; SPY FOR ROTAN; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Barracado: CAN TAKE A HIT; FORGED BY STRUGGLE; SPY FOR BARRACADO; FACE IN THE CROWD; RUTHLESS CUTTHROAT

Stunts & Species Abilities

Rotanian: There's a Familiar Face (pg. 21), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Barracado: Quick Healer (pg. 24), Dangerous Bearing (pg. 24), Pugnacious (pg. 24), Quick Draw (pg. 114), Takes One to Know One (pg. 111)

Gear

Hi-Jack Infiltration Device (Independent: Systems Fair (+2), Upgrade (+2 Burglary to bypass security systems), RIGHT TOOL FOR THE JOB), Blast Pistol (Damage 2, Range 2), Vibrodagger (Damage 3, Accuracy -1), Ballistic Cloth (Armor 1, HARD TO DETECT), Infiltrator's Screen (Shields 2, Stealth Field)

Serious Badass

Barracado Corvette

This ship is built for toughness rather than comfort, holding a crew of a dozen pirates in cramped conditions; the bulk of the interior space is intended for ill-gotten cargo. It's clearly not maintained at professional shipyards, and has the patchwork look of a ship put together with whatever materials are available.

Stress: □□□ □□□□

Base Cost: Fantastic (+6)

Maneuverability: Average (+1)

Speed: Fair (+2)

Shields: None

Improvements

Heavy Hull Plating

Aspects

TOUGH NOT COMFORTABLE, CHEWING GUM AND BALING WIRE, SUDDEN BURST OF SPEED

Weapons

Two Railguns (Damage 3, 4 vs. shields, Range 2), Grapples (Range 0, Persistent Effect: ENTANGLED)

Barracado Crew

Pilot Great (+4), Engineer Great (+4), Gunner Great (+4)

Rotanian Raider

The Rotanian raider is a sleek warship, well suited to the role of a commerce raider. It is a ship in the Rotanian regular navy, however, so its crew tries to keep the ship hidden from Almiri vessels.

Stress: □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Fair (+2)

Speed: Fair (+2)

Shields: None

Improvements

Agility

Aspects

COMMERCE RAIDER, DON'T GET CAUGHT, WELL MAINTAINED

Weapons

Nuclear Pellet Gun (Damage 2, 3 vs. shields, Range 2), Plasma Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Two EMP Torpedoes (Damage 6, Accuracy 2, Range 3, Nonlethal, Persistent Effect: POWER LOSS)

Rotanian Crew

Pilot Great (+4), Engineer Great (+4), Gunner Great (+4)



Serious Badass

Commodore Sylvia Charger

Sylvia Charger is a 35-year-old Ken Reeg in the service of Almir. Her uniform is immaculate and her face severe. Almost fanatically devoted to Dash Swiftman, she will follow his orders to the letter. She wears a laser pistol at her hip and carries a portable computer.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 1

Fate: 5

Skills

Deceit Superb (+5), Leadership Great (+4), Resolve Great (+4), Empathy Good (+3), Intimidation Good (+3), Guns Good (+3), Alertness Fair (+2), Athletics Fair (+2), Systems Fair (+2), Contacting Fair (+2), Fists Average (+1), Investigation Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

“COMMERCE NEVER SLEEPS.”; TRUST NO ONE; ALMIRI OFFICER; SWIFTMAN’S PROTÉGÉ; THOSE ARE MY ORDERS; MODEL OF EFFICIENCY

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), The Honest Lie (pg. 111), Cut the Red Tape (pg. 116)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Laser Pistol (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Synthetic Mesh (Armor 2, HARD TO DETECT), Defense Screen (Shields 1)

Charger’s Staff

Good (+3) Social minions armed with blast pistols (Damage 2, Range 2).

□□□ □□□

Almiri Security Officer

Most uniformed military personnel on base aren’t armed as a matter of course, but a few carry weapons. They are Good (+3) Physical minions with Armor: 1, armed with blast rifles (Damage 2, Accuracy 1, Range 3).

□□□ □□□ □□□
□□□ □□□ □□□
□□□ □□□ □□□
□□□ □□□ □□□

Serious Badass

Lara Stone

Lara Stone is an Arsubaran freelance reporter for a variety of news outlets. She's famous throughout the Frontier Zone and her stories often appear on local newscasts. Her cheery demeanor and brilliant smile conceals a vicious instinct for getting a story.

Stress: □□□ □□

Armor/Shields: None

Fate: 5

Skills

Empathy Superb (+5), Investigation Great (+4), Rapport Great (+4), Resolve Good (+3), Alertness Good (+3), Contacting Good (+3), Alertness Fair (+2), Athletics Fair (+2), Systems Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

I'LL DO THAT; CENTER OF THE UNIVERSE; ACE REPORTER; ANYTHING FOR AN EXCLUSIVE; BEEN THERE DONE THAT

Stunts & Species Abilities

There's a Familiar Face (pg. 24), Skeptic's Ear (pg. 111), Cold Read (pg. 111)

Gear

Portable Computer (Upgrade: +2 to Systems to research information), Voice Recorder

Gor Trioç

Gor Trioç is a news technician, running the camera and communication gear that Lara Stone uses to file her stories. He's a big, quiet Dolom who takes his job seriously.

Stress: □□□ □□□

Armor/Shields: Armor 1 vs. hand-to-hand

Fate: 3

Skills

Systems Superb (+5), Engineering Great (+4), Weapons Great (+4), Pilot Good (+3), Might Good (+3), Endurance Good (+3), Fists Fair (+2), Intimidation Fair (+2), [] Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

BIG AND BLUE; TECHNICALLY INCLINED; COMMUNICATIONS TECHNICIAN; I MAKE LARA LOOK GOOD

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Mister Fix-It (pg. 113), Thump of Restoration (pg. 113)

Gear

Video Recorder, Stunstick (Damage 1, Nonlethal, Persistent Effect: STUNNED)



Serious Badass

Rockstomper

Rockstomper is an experimental combat robot. It stands three meters tall and walks on two massive, hydraulically-powered legs. Its thick armor protects it from all but the most powerful attacks. Its arms are wickedly dangerous guns, seeking targets in any direction. In combat, Rockstomper can track two different targets simultaneously (see Multiple Target Tracking System stunt).

Stress: □□□ □□□

Armor/Shields: Armor 3

Fate: 5

Skills

Guns Superb (+5), Endurance Great (+4), Intimidation Great (+4), Alertness Good (+3), Might Good (+3), Artillery Good (+3), Athletics Fair (+2), Weapons Fair (+2), Fists Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

SLAVE TO PROGRAMMING; JUST A MACHINE; GIANT COMBAT ROBOT; UNTESTED PROTOTYPE; EXPOSED HYDRAULICS

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 28), Anti-Robot Prejudice (pg. 28), Thick Skinned (pg. 112), Multiple Target Tracking System (see below)

Multiple Target Tracking System

Rockstomper may make two Guns attacks on the same round, at the same or different targets, with no supplemental action penalty if it *spends a fate point*.

Gear

Repeating Blast Rifle (Damage 2, Accuracy 1, Range 3, Autofire), Laser Rifle (Damage 3, 1 vs. shields, Accuracy 2, Range 3, Autofire), Rocket Launcher (Damage 4, 6 vs. vehicles, Accuracy 1, Range 4), Power Armor (Armor 3, Ray Coating, Powered)



PICKUP POINT

The busy spaceport where Admiral Swiftman delivers the package.

BUSY SPACEPORT

Invoke: all that bustle is distracting to your enemies, "Hey! Watch where you're going!"

Compel: lots of witnesses, "Oh, my God! That guy's got a gun!"

DEEP SPACE AMBUSH

Everybody wants a piece of this cargo. And they're going to get it now.

ASTEROID FIELD

Invoke: there's lots of cover, "Quick, go behind that big one!"

Compel: thousands of rocks just ready to smash up your ship, "It hit us! Hull breach, crew deck!"

DEEP SPACE

Invoke: lots of wide open area, "Open the throttle and let's go!"

Compel: no one can hear you scream, or send a distress call, "Well, another ship will come along soon and pick up the signal. Right?"

ALMIRI NAVY YARD 27

You've delivered, now it's time for your reward.

BRIGHT LIGHTS, BIG WAREHOUSE

Invoke: there's lots of room, "Move back! Move back!"

Compel: there's nowhere to hide, "Duck under the...there's nothing the duck under, is there?"

MILITARY AUDIENCE

Invoke: maybe the giant robot will fire on them, "Get behind the General!"

Compel: they are interested in seeing a good demonstration and won't interfere, "See how it blew that one away? That is indeed an effective combat machine."