

TERRA CIDE

A Space Opera Noir Setting for The HERO System, Sixth Edition



TERRACIDE

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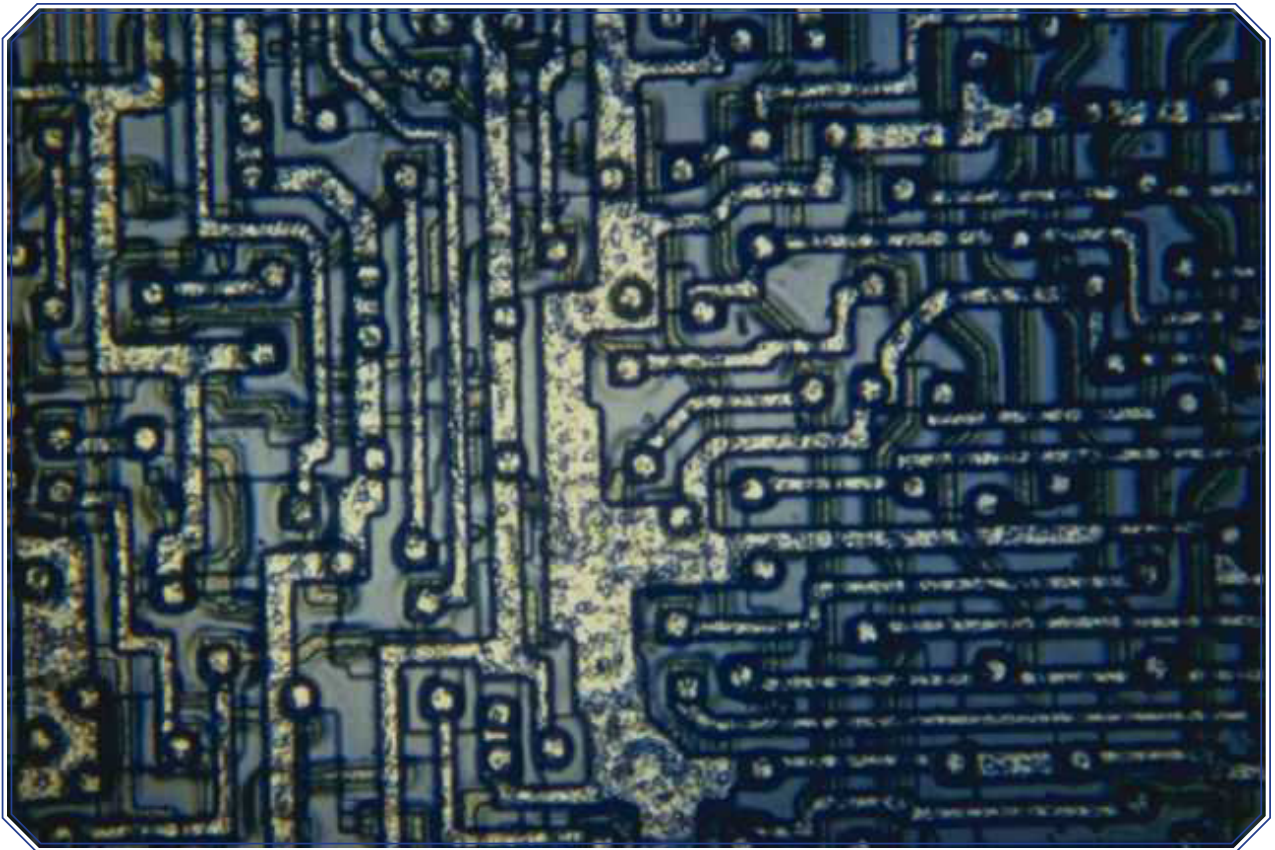
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WELCOME TO THE 24TH CENTURY

Earth is a charred husk, rendered lifeless by the *Terracide*, a relativistic bombardment of unknown origin which scoured its surface, boiling not only the seas but the land itself, as the outer crust turned to molten rock, now slowly cooling under constant rains of nitric acid. Elsewhere in the Home System, every inhabited world, moon, comet or artificial habitat was shattered in the same attack. Those who try to return and look for survivors are never heard from again.

In the aftermath, panicked survivors from the Core Loop Colonies near Terra flee to the Frontier, causing a refugee crisis across humanity's most far-flung space habitats. A military junta takes control of the Core, and begins consolidating its rule over all of Terran Space, while a few stubborn hold-outs prepare to fight for their independence. The Colonial Reserve Fleet suffers from mass desertions, as its space crews turn 'private', becoming mercenaries or resorting to outright piracy. And agitators looking for someone to blame for the *Terracide* threaten to wage wars against various powerful alien species – wars humanity cannot win.

Humanity's home is now off-limits. Welcome to the rest of the Galaxy, in 2311 A.D.

Terracide presents a new setting for *Star HERO* campaigns, in the *space opera noir* style. This book has everything you need to create characters, equip them, and write adventures based in the *Terracide* setting. What's in this book:

Chapter 1: *Per Ardua Ad Astra* (Through Adversity to the Stars) presents the "future history" timeline leading up to the *Terracide*, covering the next three centuries.

Chapter 2: *Aperoi Kosmoi* (The Plurality of Worlds) describes the settlements of human space: the star systems, worlds and space colonies which humanity inhabits over the next three centuries.

Chapter 3: *Organizations* covers the most important political, military, intelligence and non-government groups in Terran Space in the 24th century.

Chapter 4: *Children of the Galaxy* describes the alien species which have been encountered in Terran Space.

Chapter 5: *Life in the 24th Century* provides a detailed look at life in the worlds of Terran Space, especially the artificial space habitats.

BURN THE LAND AND BOIL THE SEA,
YOU CAN'T TAKE THE SKY FROM ME.
- Joss Whedon, 2002

Chapter 6: *Character Creation* includes guidelines for using the Hero System 6th edition rules to create player characters for *Terracide* campaigns.

Chapter 7: *Sample Characters* provides ten completed *Terracide* characters, with full character sheets, background stories, and other information. They are organized into two groups of five characters, but may be used in any combination.

Chapter 8: *Equipment* contains an extensive list of items useful to *Terracide* player characters: survival gear, personal info-tech, tools, personal armor, and of course, weapons of various types.

Chapter 9: *Spacecraft* explains how to use the Hero System 6th edition vehicle rules to design spacecraft for *Terracide*. This chapter also includes a variety of pre-designed spacecraft, with completed vehicle sheets and background information.

Chapter 10: *Combat* discusses personal and space combat in *Terracide*, both of which use Hero System 6th edition rules, with some optional rules and modifications.

Chapter 11: Description of *Marathon Free Station*

Chapter 12: The *GM's Vault* includes many of the secrets of the *Terracide* Galaxy, which should be read by game-masters only. The information in this chapter will spoil most of *Terracide's* plot-lines for players who read it.

The Appendix includes a glossary and reading list.

WORLDS MAY FREEZE AND SUNS MAY
PERISH, BUT THERE STIRS SOMETHING
WITHIN US NOW THAT CAN NEVER DIE
AGAIN.

-H. G. Wells, 1902

WHY SPACE OPERA? WHY NOIR?

The term “space opera” was originally a perjorative, descriptive of a poorly-written, overblown science-fiction story full of worn-out clichés. And for a while, the space opera sub-genre was considered to be dead -- or at least in suspended animation -- but a number of stories and authors in the 1970’s (most notably *Star Wars*, in pop culture terms) revitalized interest in space opera.

In the decades since then, space opera has continued to evolve. Most importantly, the writing has gotten better. Another trend among modern space opera authors has been to replace the ‘rubber science’ which used to typify the genre with harder science. In some cases, the overall tone of the stories has gotten darker, which has led to the term ‘space opera noir’ being applied to them. This change in tone is the key difference between ‘old school’ space opera and space opera noir, and it’s the root of most of the other differences, as well:

- Optimism is key in space opera; the world can be saved, the villain can be defeated, and all will be right in the end. In space opera noir, it may not be possible to save the world, but life will go on for the survivors, and the heroes may have to sacrifice a great deal to achieve even this much.
- The action takes place on a large scale. The setting, plot and action are all larger-than-life. In traditional space operas, this sense of scale is grandiose and impressive; in space opera noir, it’s more likely to be intimidating and oppressive.
- The characters are also larger-than-life, if not downright outlandish. In space opera, the heroes are usually sympathetic, while the villains are obviously malevolent; their differences are black-and-white. In space opera noir, the characters tend to be more complex. Heroes may have less-than-heroic backgrounds, while the villains might actually have sympathetic motivations for their evil actions; the morality separating them being a rather large grey area.
- The action is highly dramatic, often violent. Warfare, piracy, covert operations and crime are common subjects in space opera, and the resulting stories usually feature exciting action sequences with lots of violence. In space opera noir, violence is often portrayed with less glamour and more realism, forcing characters to face the consequences of their actions.

There are of course, a few things which never change, in any space opera, *noir* or otherwise:


- Space operas are usually set in the far future. The definition of “far” is usually expressed as a minimum. At least a century in the future, or ‘more than a human lifetime’ in the future are good definitions. There doesn’t seem to be a maximum, other than the heat death of the universe itself, which has been the subject of at least one modern space opera story! Of course this isn’t an iron-clad rule; if you wish to write a space opera adventure which begins ‘A long time ago...’ it might work out okay.

- Space operas are usually set (naturally) in space. They may take place on an alien world, or several worlds, a huge space habitat of either human or alien origin – or even a strange planet known as Earth. Exotic locations are the standard, whether dangerous untamed wilderness or decadent crowded cities.
- Getting there is half the fun! Nearly all space operas feature space travel, usually in some sort of spaceship. This is an iconic symbol of the genre – sometimes a plot device, but often a setting in its own right, or even a character in the story. Some space operas focus entirely on the crews of spaceships: the exploits of a squadron of “fighter jocks”, the crew of a heavy cruiser on an exploratory mission, or a bunch of misfits on a beat-up old cargo ship have all been successful casting formulas.

What’s Different About the Terracide Setting?

Terracide is very much in keeping with the space opera noir tone; it’s too late to save the world, and now our heroes must deal with the survivors, many of whom disagree on what to do next. There are a few points where *Terracide* differs strongly from some other science-fiction settings, which players and GM’s should be aware of.

- Earth-like worlds are extremely rare. There used to be exactly *one* – Earth. Now it’s gone. Having failed in its efforts to find another Earth, humanity decided to *make* one. There are several terraforming projects under way, but all are centuries from completion.
- Aliens are *not* like us. They aren’t even remotely humanoid in appearance, didn’t evolve on Earth-like worlds, don’t breathe oxygen, and most don’t have spoken languages. Dealing with them successfully requires specialized knowledge.
- Rubber science is *not* welcome. With the exception of the FTL drive, the technology presented in *Terracide* is at least loosely based on real-world science. There is no artificial gravity, no reactionless drive, and no ill-defined energy weapons known as “blasters.”
- The laws of physics *are* in effect. Gunfire in a rotating space habitat will be thrown off by the rotation. “Ramming speed” is 100% fatal in space combat, for both spacecraft involved – no survivors. Psionics is a ploy used by con-men to scam true-believers out of their last credits.



**CHAPTER ONE:
PER ARDUA AD ASTRA
A TIMELINE OF THE
TERRACIDE UNIVERSE**

THE NEW SPACE AGE

THERE WILL COME A DAY WHEN ONLY ONE UNSPOILED PLACE REMAINS ON EARTH; AT WHICH POINT THE ONLY PEOPLE RICH ENOUGH TO LIVE THERE WILL BE THE TRILLIONAIRES WHO MADE THEIR FORTUNES BY RUINING THE REST OF THE WORLD FOR EVERYONE ELSE.
- Unknown 21st century pundit

The beginning of the 21st century saw mankind's attention turned inward, in more ways than one. The first half of the "Biological Century" saw humanity great strides in the life sciences and the 'inner space' of the human body, even as their homeworld was slowly dying all around them. By mid-century, the problem could no longer be ignored, and things began to change for the better, slowly. Too little, too late.

Alternate energy sources replaced nearly depleted fossil fuels, and many other 'green' programs were instituted in desperation. While this prevented the earth's climate from getting any worse, it wasn't sufficient to undo the damage already done. More drastic measures were needed. The G-100 (formerly the G-20) turned to geo-engineering, both on the surface and in earth orbit, to turn the tide, thus starting a renewed multi-national space program on a massive scale.

In the latter half of the 21st century, the Solar System was opened up to human exploration once again, and the worlds visited by robotic probes a century earlier were revisited, this time by planetary scientists in the flesh. In many cases, permanent research stations were established. Where resources were available, mining and other extraction operations started up, to build the infrastructure needed to 'terraform' the earth back to its original climate. And everywhere, the mission statement of Terran Global Operations could be seen – Saving the World for Fun and Profit.

The Biological Century lived up to its name even after humanity's attention turned outward once again. Through genetic engineering, humanity worked to improved itself and adapted to new environments. The Gemini, Aquarius, Mensae and Aquila types were all created during the final decades of the 21st century. By the dawn of the following century, baseline humans were on their way to becoming a minority in the off-world habitats.

INTERSTELLAR CHRONOLOGY

The 22nd century came to be known as the Interstellar Century, as it saw mankind's reach extend from the Home System to those nearby. This brought about a great many changes: contact with aliens, fortunes made and lost, new worlds discovered, battles fought, and lives sacrificed for the cause of exploration. But in his efforts to reach out to other worlds, man created the means by which his own would be forever changed. The hazard which all spacefaring species must eventually face is that the immense power needed to visit distant worlds may also be used to threaten them. And this is never more true than when going home....

2103

- The Global Assembly (formerly the G-100) funds the first crewed interstellar mission. The Zheng He is expected to reach Proxima Centauri in 20 years.

2123

- The Zheng He arrives at Proxima Centauri, and makes contact with aliens known as the Keepers: helium-3 entities which live on the dark side of a tide-locked world. They offer to sell humanity an FTL propulsion system – on credit. The captain of Zheng He buys it.

2143

- Zheng He returns to Terra, files report with Global Assembly, which is immediately classified. Details of the mission leak out anyway. The Assembly's High Council on Space Transportation, HCST, claims sole rights to develop the FTL technology, and declares further contact with the Keepers forbidden.
- News of contact with aliens causes a great deal of discussion and consternation, but the facts that they're peaceful, out of reach, and very much Not Like Us puts a damper on most of the media frenzy. Most people simply don't find the Keepers interesting.

2147

- HCST interplanetary vessel Coronado is retro-fitted with the new Interstellar Overdrive, and travels to Alpha Centauri in 25 days. The return trip takes just as long.

2149

- Construction of a dedicated HCST exploration fleet begins.

2152

- Exploration of the Core Loop begins – a circuit of 12 systems beginning and ending at Terra. Two flotillas set out: one by way of Barnard's star, bound for Epsilon Indi and Tau Ceti; and another to Wolf 359, with stops at Procyon and Sirius. They planned to meet at Epsilon Eridani to complete the loop, then return home.



2153

- The Wolf 359 flotilla reaches Procyon and makes contact with the Fluorians, and agree to have further meetings to negotiate trade agreements. As a goodwill gesture, they warn the Terrans not to continue their mission to the Sirius system – spacecraft which go there do not return. Although they leave a courier behind, the rest of the flotilla heads toward Sirius; to the Fluorians' dismay, it vanishes.

*TO VENTURE INTO SPACE
WE MUST BE STRONG-WILLED
AND DETERMINED. WE MUST BE
FULLY COMMITTED TO ITS EXPLORATION
AND DISCOVERY. SPACE PERMITS
NO HALF MEASURES AND IS UNFORGIVING
OF MISTAKES.*

-Henry Joy McCracken

2154

- The Barnard's Star flotilla arrives at Epsilon Eridani and makes contact with yet another alien species, the Ammonites. Relations get off to a rocky start as the Terran flotilla's officers expected the Wolf 359 flotilla to meet them, and initially suspected the Ammonites of destroying it prior to their arrival. Eventually this misunderstanding is worked out, but with long-lasting repercussions: Ammonites and Terrans never come to quite trust each other easily.

2158

- Formal trade missions are established at Procyon and Epsilon Eridani. Armed Terran vessels in both systems enforce a ban on travel to Sirius until the nature of the threat it presents is more fully understood.

2168

- Terraforming projects are begun at Epsilon Indi and Tau Ceti. Terran Global Operations is awarded prime contractor status on both, and renamed Terran Galactic Operations (TGO).

2161

- Way stations are established at several undeveloped systems on the Core Loop route, with TGO contracted to build and maintain them.

2162

- The Core Loop is completed when Sirius is by-passed by an alternate route through three other systems, including Omicron Eridani.

2163

- The influx of alien technology causes wild market swings on Terra, leading to a series of financial crises. Trillions of dollars in investments are lost.

2164

- ISTAR (InterStellar Tarrif Arbitration Regime) is established to regulate alien trade, both on Terra and in the colonies. Terran markets stabilize, but profits from alien trade plummet.

2166

- HCST falls behind on payments to the Keepers for FTL technology, markets crash again.

2169

- An ISTAR customs enforcement fleet attempts mission to Sirius, and is lost without a trace.

2171

- TGO completes construction of a new Fusion Propulsion Lab in the Oort Cloud, with the stated intention of launching its own (sublight) interstellar colony mission. This is widely seen as a waste of time.

2173

- TGO exploration vessel Tangaroa is launched from Fusion Lab at high acceleration, reaching relativistic speeds in less than a month using a massive particle beam. It's on a heading for Groombridge 34, beyond the range of Interstellar Overdrive, and moving too fast for a normal intercept. ISTAR occupies the Fusion Lab to monitor the mission's progress.

2174

- The terrorist organization known as the Scions of Gaia infiltrate the Fusion Propulsion Lab, and fire its particle beam at Earth. They succeed in destabilizing the Antarctic ice shelf, resulting in a global flood of biblical proportions. Billions of people are displaced.

2175

- ISTAR blames TGO for the incident, citing faulty security systems at the Fusion Lab. TGO defends itself, citing ISTAR's occupation of the facility as the reason for lax security.

2176

- TGO moves its corporate headquarters off Terra, to the UV Ceti system, in a move to forestall efforts to shut down the company. TGO also launches a massive humanitarian aid campaign for flood victims, providing relocation services and grants for those wishing to move to the extra-solar colonies.

2177

- ISTAR attempts to seize TGO terraforming works and way stations 'for the security of humanity's future', but the measure fails due to lack of popular support in the colonies.

2188

- TGO's contracts for Core Loop way stations are not renewed. ISTAR awards contracts to Stellar Express. TGO profits drop sharply, hampering its flood-relief efforts.

2181

- ISTAR decides to put an end to the threat of the Sirius system once and for all. A massive war fleet equipped with advanced weaponry of likely alien origin, invades Sirius, and engages an alien fleet there. Both sides take very heavy losses, but in the end the Terrans hold the system. The aliens depart before they are identified; no intact remains are found.

2182

- ISTAR finds alien structures in orbit around Sirius B, which are immediately classified and declared off-limits. A research station is established there, and only those authorized to study the site are permitted entry. The Sirius A system is opened for traffic between Procyon and Epsilon Eridani, and the Sophontology Studies Institute is founded there.



2184

- Construction of an orbital tower begins on Terra, under Global Assembly control.

2187

- Tangaroa arrives at Groombridge 34A, and finds the system empty. After a lengthy crossing to Groombridge 34B, the crew finds what they were looking for: another Keeper world, one which ISTAR hasn't found yet. To their surprise, the Keepers at Groombridge 34B know all about Terrans – even the HCST's contract with the Keepers at Proxima, and their late payments!
- Tangaroa's captain negotiates a new contract on behalf of TGO, after providing the Keepers with a prospectus which satisfies them that TGO can make its payments on time. The crew then transmit the technical data for the FTL drive to company HQ at UV Ceti via quantum-entangled communicator, and go into hibernation to await rescue.

2188

- TGO engineers analyze the data on the Interstellar Overdrive, and make improvements on the design used by HCST's vessels for the last 40 years, achieving a 12% increase in range, and a 26% increase in speed.

2189

- TGO begins construction of its own fleet, using FTL2.0 technology.

2198

- A follow-up FTL mission to Groombridge 34 finds no trace of the Tangaroa or its crew. The Keepers have nothing to say on the matter.

2191

- TGO begins selling FTL1.0 vessels in the core, setting off its first trade war with ISTAR. The company declares itself an independent polity, outside ISTAR jurisdiction

2193

- Marathon Station is established in Groombridge 34B system as a point of contact between TGO representatives and the Keepers, in violation of HCST's ban. Unable to reach the Groombridge 34 system with its older FTL drives, ISTAR has no means to enforce this.

2194

- Trade war ends due to superiority of TGO's advanced FTL fleet. Although ISTAR's fleet is larger both in tonnage and raw numbers, FTL2.0 gives TGO an insurmountable strategic advantage in terms of range and speed.

2195

- Using Marathon Station as a base of operations, TGO begins exploring the Kruger 60 Cluster. Successful missions return from 61 Cygni, Kruger 60 and Eta Cassiopeia.

2197

- Completion of the Orbital Tower sends the Terran Exodus into a new phase, as the number of refugees leaving Earth each week increases by an order of magnitude. HCST begins a new phase of colonization beyond the Core Loop. TGO also agrees to take on 'all qualified applicants' as rapidly as habitat space can be constructed in the Kruger 60 Cluster.

I USED TO THINK IT WAS AWFUL THAT LIFE WAS SO UNFAIR. THEN I THOUGHT, WOULDN'T IT BE MUCH WORSE IF LIFE WERE FAIR, AND ALL THE TERRIBLE THINGS THAT HAPPEN TO US COME BECAUSE WE ACTUALLY DESERVE THEM? SO, NOW I TAKE GREAT COMFORT IN THE GENERAL HOSTILITY AND UNFAIRNESS OF THE UNIVERSE.

- Marcus Cole, *Babylon 5*

- The beginning of the 23rd century saw Earth in the throes of an ongoing global exodus, fueled by a desire to flee a world in crisis and cheap access to space. It also saw the opening of a new frontier in the Kruger 60 Cluster, and the emergence of Terran Galactic as a viable interstellar corporate state. These events would be overshadowed, however, by developments which would forever define man's understanding of his place in the galaxy: a war with hostile aliens lasting five decades, the first human genome engineered by aliens, and two colonies lost to Von Neumann machines of apparently alien origin. The 23rd would be known to historians as The Alien Century.

2288

- TGO founds a new colony in the 61 Cygni system, which grows rapidly, fueled by the Terran Exodus.

2281

- ISTAR creates the Ursa-type genome to defend the Core colonies and CRF vessels. The new troopers are immediately glamorized in the popular media as 'super soldiers.' In combat, they have no difficulty living up to their reputation.

2282

- The Free Trade League is formed by independent space-merchants in opposition to ISTAR policies and regulations. TGO provides the League with FTL2.0 technology.

2283

- An independent explorer makes first contact with a new alien species, the Jovians, in the Alula Australis system. Jovians are vast in size – several kilometers across – and equally vast in intelligence. The first Virgo-type human is created by the Jovians, at their human visitors' request.

2284

- A new TGO trade mission is founded at Eta Cassiopeia, alongside trade missions belonging to Fluorians, Ammonites, and a newly-encountered species, the Cytherians.

2286

- ISTAR acquires FTL2.0 technology from impounded Free Trade League vessel.

2287

- In spite of warnings by the Fluorians of Eta Cassiopeia, TGO explorers enter the Sigma Draconis system. They find a world ideal for terraforming, but their vessel is destroyed by Titans – a hostile alien species previously unknown to humanity.

2208

- An abandoned science outpost at EV Lacerta is leased to a group of utopian colonists.

2210

- Political exiles from Terra begin settling at Agharta system. (G208-44)

2212

- Cooperative of Ares-types begin Terraforming operations at New Cydonia.

2213

- TGO establishes a military base at Kruger 60.

2215

- TGO vessels attacked by Titans at Struve 2398 system.

2216

- TGO explorers skirmish with Titans at BD+68 946 system.

2218

- Colony at Zeta Reticuli attacked by Von Neumann Machines. (Venoms)

2219

- ISTAR claims jurisdiction over all outer colonies, including Zeta Reticuli.

2220

- ISTAR boards several vessels bound for the outer colonies, including TGO traffic headed for the Kruger 60 Cluster.

2221

- TGO reveals the existence of its own genetically-engineered troops, the Leo-types. The use of carnivore DNA to enhance human combat effectiveness is widely condemned. The new Leo-types prove themselves quickly, but the unpopular first impression refuses to go away.

2222

- The second trade war between ISTAR and TGO begins. Stellar Express throws its support behind ISTAR; the Free Trade League supports TGO.

2227

- Atrocities committed at the battle of Procyon draw sharp criticism of both sides from the UN, the Global Assembly, and the Fluorian Plenum.

2228

- High Council on Space Transport threatens to send out the Terran Home Fleet as a peace-keeping force to end the trade war.

2229

- All the belligerent parties sign the Van Maanen Accords, ending the trade war and agreeing to abide by rules of civilized space warfare.

2230

- TGO agrees to support independent colonies beyond the Kruger 60 Cluster.

2233

- TGO attempts to begin terraforming operations at Sigma Draconis. Titans attack, leaving no survivors. All efforts to communicate with the aliens are a complete failure.

2236

- Second terraforming effort at Sigma Draconis with armed escorts destroyed by Titans.

2238

- TGO sends third mission to Sigma Draconis, with a full military task force for escort. The Titans attack again, refusing all communications and driving the Terrans out of the system.

2239

- The Planetary Conservation Society (PCS) begins protesting terraforming efforts at New Cydonia, Tau Ceti, and Epsilon Indi. Some of the protests become violent.

2241

- Sabotage by PCS activists results in the deaths of 2000 terraformers at Tau Ceti.

2242

- HCST and TGO launch a joint effort to fight the PCS campaign of violence against terraformers.

2245

- HCST announces budget cuts at Omicron Colony.

2246

- Omicron declares itself an independent polity, and requests TGO assistance.

2249

- After a three-year stand-off, Omicron Colony is placed under ISTAR administration.

2253

- Titan vessel sighted in Kruger 60 system, then driven off after exchanging fire with TGO Celestial Guard vessels.

2255

- Titan vessels sighted in Agharta, EV Lacerta, and New Cydonia. Colonists in all three systems demand protection.

2258

- TGO Celestial Guard decides to drive the Titans out of the Kruger 60 Cluster for good. The first battles are a disaster for the Guard's fleets. The Titans, however, do not seem interested in finishing the war.

2262

- The Terran Exodus reaches the milestone rate of one million per year.

2265

- TGO Celestial Guard begins field trials of new vessels designed to stand up against Titans in space combat.

2267

- A newly-built Celestial Guard Fleet Intruder vessel on field trials is stolen intact by Titans, along with its crew and a full load of weaponry. They scan it thoroughly and return it, completely unharmed.

2269

- Independent colony in the Iota Persei system is lost to Venoms similar to those which attacked Zeta Reticuli. This time, alien origin is confirmed.

2270

- ISTAR claims jurisdiction over the 'alien problems' in Kruger 60 Cluster and beyond. The CRF moves to enforce ISTAR control.

2271

- TGO resists ISTAR encroachment with armed force, refusing to allow CRF vessels passage through the Kruger 60 Cluster. This begins the third trade war between the two organizations.

2272

- A CRF task force attempting to enter the Kruger 60 Cluster via the Snake-Eyes system(BD+68 946) exchanges fire with Titans, drawing the aliens into the conflict.

2273

- Fighting between TGO Celestial Guard, ISTAR Colonial Reserves, and the Titans' Draconis Syndicate expands to include most of the Kruger 60 Cluster.

2277

- TGO begins upgrading Celestial Guard vessels to FTL3.0, giving them a substantial technical advantage over Colonial Reserves, and partly closing the performance gap with Titan vessels.

2286

- ISTAR unilaterally declares a cease-fire; Colonial Reserves leave the Kruger 60 Cluster.
- The Celestial Guard fleet, no longer fighting a war on two fronts, begins to focus its efforts on driving off the Titans.

2284

- After half a century of on-and-off hostilities, the Titans are forced out of Terran space via the Chi Draconis system, the across the Draconis Void. No Terran vessel has sufficient range to chase the Titans beyond this point.

2285

- TGO releases FTL2.0 technology into the public domain, making it available to anyone who can afford an interstellar spacecraft. Various groups immediately begin making plans for colonies beyond the frontier, creating a new client base for TGO.

2286

- The TGO employee-citizens of Marathon Station exercise their buy-out option, and establish the independent polity of Marathon Free Station.

2287

- Terraforming efforts are renewed at Sigma Draconis, this time with a reasonable chance that no hostile aliens will interfere.

2288

- Several independent colonies in Agharta and EV Lacerta decide to sell controlling interest to TGO, becoming part of the corporate state.

2289

- Completion of new Celestial Guard military bases in Ross 248 and Snake-Eyes systems.

2291

- New colony known as Cardea founded in Struve 2398 system. At this point, every system in the Kruger 60 Cluster has a permanent human presence.

2294

- A rogue Titan is sighted in several systems in the Kruger 60 Cluster, but efforts to destroy it are unsuccessful, and it escapes. It goes into hiding afterwards, but is still believed to be somewhere in the region.

2298

- Plague strikes at Omicron colony due to faulty life-support and poor living conditions. The Free Trade League and Doctors Without Limits sponsor a relief effort which saves the colony... temporarily.

2381

- Omicron colony suffers a major life support crisis. Under ISTAR orders, the CRF evacuates most of the residents. Many do not wish to leave, and resist the efforts of CRF troops to "relocate" them. The troops respond with deadly force, resulting in hundreds of casualties.

2382

- The supposedly abandoned colony at Omicron becomes a haven for outlaws.

2384

- Several CRF officers are court-martialed for the 'Omicron Incident' but are convicted of only minor charges and given light sentences. Having been relocated all over the Core Colonies, the victims' families are unable to coordinate any significant protest.

2388

- In an incident known as the 'New Cydonia Massacre', 100 PCS protesters are killed after intentionally landing their shuttle in the path of cometary impact. They hoped their presence in the impact zone would prompt the terraformers to cancel the impact, not realizing it was already much too late to alter the comet's course in any event.

2318

- Under orders from ISTAR to clean out the rabble at Omicron, the CRF sends a troop ship to the outlaw colony. It never reports back.

2311

- Terra and the rest of the Home System sterilized by a relativistic strike of unknown, probably alien origin, known as the Terracide. There are no survivors.



**CHAPTER TWO:
APEROI KOSMOI
THE PLURALITY OF WORLDS**

THE CORE LOOP

HISTORY OF THE CORE

The exploration of the Core Systems began with the first sub-light missions to nearby star systems. Robotic probes launched towards the Centauri system were overtaken by breakthroughs in fusion propulsion which enabled manned spacecraft to make the journey. In 2103, following a twenty-year crossing, the Global Assembly's *Zheng He* arrived at Proxima, and found the Keepers waiting for them on a dark, icy world previously thought to be lifeless. Upon establishing contact, the Keepers sold the *Zheng He's* crew data on faster-than-light travel, which the *Zheng He* took back to Terra.

After acquiring the FTL drive, the High Council on Space Transport built a 'proof of concept' vessel known as *Magellan*, demonstrated the 'Interstellar Overdrive' in 2147 by travelling to Alpha Centauri and back in 25 days – its drive had a top speed of 64C, and a range of eight light-years. This put a number of systems within the reach of HCST's new exploration fleet, but left others inaccessible – a fact which would have far-reaching consequences for humanity's future in the galaxy.

The next system visited by humanity was Wolf 359. From there, the explorers travelled to DX Cancri, and then the Procyon system, where they found the second alien species known to humanity – the Fluorians. It soon became apparent that the Fluorians weren't native to Procyon, and the Terrans had discovered a small colony. The Fluorians of Procyon were, fortunately, pleased to have visitors and quickly agreed to speak with Terran diplomats in order to make arrangements for mutually beneficial trade.

The Fluorians also gave the Terrans a warning: Do not proceed beyond Procyon to the Sirius system. They told their new trading partners it was too dangerous for them. The Terrans assured them that they would use all due caution and sent an exploration vessel anyway. It didn't come back. Although it would take a while, humanity was learning the wisdom of heeding the Fluorians' advice.

In the other direction, exploration vessels proceeded from Barnard's Star to Ross 154, and Lacaille 8760, finding lifeless systems with empty worlds. Then, in the Epsilon Indi system, explorers found what they had been looking for: a world suitable for terraforming. Another was found in the Tau Ceti system, by way of Lacaille 9352. Beyond Tau Ceti, the last system in the Core Loop was Epsilon Eridani; there, humanity met the Ammonites on an icy moon orbiting a gas giant.

Establishing trade relations with the Ammonites was not so easy as with the Fluorians – although the benefits were obvious-- they were more inclined to be suspicious. And they gave their new neighbors the same warning as the Fluorians: Avoid the Sirius star system. However, the shortest route between Procyon and Epsilon Eridani was via Sirius. Another mission to Sirius was lost trying to establish such a route.

Instead, the Sirius system had to be bypassed, via Omicron Eridani, BD-03 1123, and Ross 614. Aside from being the shortest route from Epsilon Eridani to Procyon, these systems had little to offer, but the HCST established a colony at Omicron Eridani to provide a safe port of call for traffic on this route. This completed the so-called Core Loop, a complete circuit of star systems which could all be serviced by a single circular route beginning and ending at Terra.

The colonies, way stations and outposts in these systems are administered by HCST, which has created a bureaucracy to oversee the details of their operation. For most citizens of the Core Loop Systems, this has had an unfortunate effect on the quality of life: it sucks. Corrupt, indifferent officials use and abuse their positions of authority to insure their own comfort in the colonies until they finish their tour and retire to Terra as rich ex-bureaucrats. Their official responsibilities usually take a back seat to their personal agendas, with appalling results.

The Core Colonies are in poor repair, economically disadvantaged, and always short on needed supplies. This has resulted in the rise of a thriving black market throughout the Core Loop, which ironically, is often run by the same people who caused the shortages to begin with. It's not unusual for a colonial official to report a 'shortage' of vitally needed supplies, then clean up selling the deficit at an exorbitant mark-up under the table.

Trade between the Core Loop systems and Terra is likewise compromised by corruption. The InterStellar Tariff Arbitration Regime (ISTAR) is responsible for preventing trade in dangerous alien technology, which turns out to be just about anything of alien origin. Officially, almost any spacecraft carrying alien tech is subject to intercept, boarding, or even impound by ISTAR forces. However, traffic in alien technology is still very much in demand, and it still goes on. The Stellar Express company has an 'understanding' with ISTAR which allows them to smuggle alien tech throughout the Core at a huge profit without ISTAR interference. In return, they share newly-discovered alien tech with ISTAR.

This state of affairs is enforced by the armed services of the Global Assembly. The Terran Home Fleet is responsible for the safety of Terra, which is its home port. The Home Fleet is a state-of-the-art force of advanced warships which makes periodic tours through the Core Loop for the purpose of 'flying the flag' and promoting Terran interests in the Core systems. However, the entire fleet is seldom in the same system; these 'Grand Tours' usually consist of flotillas representing a small fraction of the Home Fleet's strength.

Most of the work of patrolling the Core Loop systems is performed by the Colonial Reserve Fleet. Although much larger than the Home Fleet, the CRF is composed of older, less-advanced vessels and crewed by a mix of Terrans and Colonials. The CRF suppresses piracy, assists spacecraft in distress, escorts merchants through hazardous areas, and insure that Terran facilities and personnel are safe from potential alien incursions.

The Grand Tour

During the first decades of its settlement, a circular route through all the Core Systems was established, which became known as the Grand Tour. Terran vessels visited each system for two weeks, then returned to Terra, which took nearly two years using the original version of the Interstellar Overdrive. Since those early days, the Grand Tour has been through many changes. Modern versions of the 'Drive are faster and have longer range, which allows spacecraft making the Tour to bypass some of the old way stations. Since the Sirius system was opened to Terran traffic in 2182, three systems used to bypass it (Omicron Eridani, BD-03 1123, and Ross 614) have been taken off the route. The modern version of the Grand Tour consists of only ten star systems, and only takes 64 weeks to complete.

NO MATTER HOW VAST,
HOW TOTAL, THE FAILURE
OF MAN HERE ON EARTH,
THE WORK OF MAN WILL BE
RESUMED ELSEWHERE.
-Henry Miller, 1944

The way stations BD-03 1123 and Ross 614 were abandoned after the Sirius system was opened to traffic, and are rumored to have been taken over by privateers. They have yet to be identified, but the most likely culprits are rogue Stellar Express crews or deserters from the Colonial Reserves. Whoever they are, these privateers are well-equipped and appear to know what they're doing. The other abandoned way stations are in areas which the Colonial Reserve Fleet still patrols. Lacaille 8760 is operated by a consortium of independent colonists supporting traffic to Delta Pavonis and points beyond. The DX Cancri station is now under military jurisdiction by the Colonial Reserve Fleet. Way stations at Ross 154, Lacaille 9352 and Wolf 359 are still operated by ISTAR.

The Barnard's Star system was dropped from the Grand Tour decades ago, after which Terran Galactic constructed its own way station there to service FTL3.0 traffic bound for 61 Cygni. However, after the Terracide, traffic between Terra and 61 Cygni dropped to nothing. When the Colonial Reserve Fleet occupied the Barnard's Star way station, TGO personnel fled to 61 Cygni.

THE SYSTEMS OF THE CORE LOOP

A number of systems in the Core Loop are relatively uninhabited, except for way stations established to provide safe ports of call for Core Loop traffic. These way stations were originally constructed and operated by Terran Galactic Operations. However, due to the Scions of Gaia incident, the contract for running these way stations was awarded to Stellar Express in 2180.

A way station is a small facility built for the single purpose of servicing spacecraft passing through the system. It is always constructed near a local fuel source, with a habitat for several hundred personnel in orbit, and often with a surface installation for fuel processing. The orbital facility has spin-gravity and a full closed-cycle life support system, as well as defensive weaponry to protect itself from hostile spacecraft. Way station duty consists of a two-year tour of duty, and is not popular duty with Colonial Reserves or HCST personnel. The following systems are sites of way stations:

Barnard's Star	TGO way station, occupied by Colonial Reserve Fleet
Ross 154	Transfer point to 36 Ophiuchi, and 70 Ophiuchi
Lacaille 8760	Independent
Lacaille 9352	Variable star
BD-03 1123	Abandoned in 2182
Ross 614	Abandoned in 2182
DX Cancri	Restricted to military traffic
Wolf 359	Flare star

ALPHA/BETA CENTAURI AND PROXIMA CENTAURI

Alpha/Beta Centauri and Proxima Centauri are approximately 15,000au apart, which is just over 23 hours via Interstellar Overdrive. For this reason they are considered a single system. The binary system of Alpha and Beta Centauri is the site of the oldest space colonies in the Core, while Proxima Centauri is the site of humanity's first meeting with aliens, the Keepers.

Alpha and Beta Centauri are separated by an average of 24au, and sport a number of asteroid belts; their proximity to each other, combined with a large gas giant orbiting Alpha Centauri at 2.8au, seems to have disrupted the formation of a normal planetary system more than expected. Closer in, there are two rocky worlds, both with hot, dense atmospheres, and two asteroid belts, one of them where an earth-like world would have been. The largest settlement in the system is here: an asteroid habitat known as Rigil Kentaurus. The rest of the main belt is heavily developed by mining operations.

Proxima Centauri is home to a small outpost supporting ISTAR's mission to the Keepers. The flow of information from the Keepers' vast store of knowledge to humanity is strictly controlled. All inquiries must go through ISTAR, and only ISTAR personnel are allowed to speak directly with the Keepers themselves.

EPSILON INDI

Epsilon Indi's closest planet (at 0.4au) is considered a good candidate for terraforming: a pre-biotic world which can be made similar to Terra, given enough time and effort. However, there are some things about *Tierra Nueva* which won't change: its axial tilt is higher than Earth's (35 degrees), its gravity is 7% higher, and its day is three times as long. In a few centuries, however, the climate over much of its surface will allow humanity to live there without life-support. This is the primary focus of most human activity in the Epsilon Indi system. There are also two other rocky worlds, three gas giants and an asteroid belt.

There are also a binary pair of brown dwarf companions orbiting approximately 1500au's from the Epsilon Indi primary. These objects have been the subject of intense study since the system was settled. A small population of researchers have established a permanent outpost near these companions, about 2.6 hours away via Interstellar Overdrive.

TAU CETI

Tau Ceti is the site of not just one, but two terraforming projects. *Stella Magna* is a pre-biotic "super-earth" with gravity 50% higher than Terra's. Aside from that, it may be quite pleasant to live on someday. The other project is simply known as *Greater Mars*: a dry, dusty world which will probably be easier to terraform than the original Mars. Its gravity is almost twice that of its namesake, but the Ares-type colonists plan to re-engineer themselves for the higher gravity. Efforts to do the same for inhabitants of *Stella Magna* have so far not been successful.

Aside from its terraforming efforts (at 0.6 and .85au, respectively) the Tau Ceti system has three other rocky worlds, and three gas giants, two of which are very small. The system is also home to a huge population of comets, meteors and collision debris, which makes its planets subject to frequent large impacts. This is a hazard which future inhabitants of *Stella Magna* and *Greater Mars* will have to deal with, most likely using extensive early warning and defense systems.

EPSILON ERIDANI

Epsilon Eridani system is home to a large population of *Ammonites*, ammonia-breathing aliens who resemble the extinct group of molluscs for which they are named. The first human visitors to this system very soon learned that the *Ammonites* were explorers like themselves – this was not the aliens' home system. (To date, the location of *any* alien species' home system has yet to be established.) The alien colony is on a large gas-giant moon approximately 3.2au from the primary, and its total population has never been determined, although it is believed to be between one and ten million individuals.

The rest of the system consists of a smallish gas giant, three rocky planets and two asteroid belts, none of which have any particular value to the human species. Epsilon Eridani is a very young star with an extremely high population of comets and debris still left over from the formation of its planetary system, subjecting all its worlds to frequent impacts, even compared to Tau Ceti. The *Ammonites* are unconcerned, as they live in the subsurface ocean of a moon similar to Europa, beneath kilometers of ice.

The High Council on Space Transport established trade agreements with the *Ammonites* soon after contacting them, following some rather difficult negotiations. The *Ammonites* were suspicious at first, and doubtful that these dangerous oxygen-breathing aliens had anything they wanted. Both species, however, demonstrated technologies the other lacked, and it became clear that trade would be mutually beneficial.

Ammonite tech had a profound impact on Terran economics, however, and ISTAR was created to regulate the alien trade. The agreements between the High Council and the *Ammonites* of Eridani were revisited and renegotiated, much to the aliens' consternation. Since then, relations with them have been tepid at best.

OMICRON ERIDANI

Omicron Eridani was settled during the early exploration of the Core Systems, when the route from Epsilon Eridani to Procyon by way of Sirius was still impassable. Like all systems with white dwarfs, any habitable worlds in Omicron Eridani would have been overheated during the companion's red giant phase, then irradiated when it shed the last of its out shell in a planetary nebula.

Omicron Eridani A is a variable star with three small rocky worlds, three small gas giants and one rather sparse asteroid belt, which is in its habitable zone. It has two companion stars which orbit as a binary pair 400au's away; a dim red flare star and a white dwarf.

The colony proper is a relatively small O'Neill-type habitat with two counter-rotating cylinders, ten kilometers in length. Even during its 'peak' years, the Omicron colony was never considered more than a glorified way station. When the Sirius system was finally opened to traffic in 2182, the writing was on the wall. The colony went into a slow but steady decline, surviving a number of budget cuts and austerity measures, for 120 years. In 2301 the life-support system in the "north" cylinder crashed, resulting in a mass evacuation to the "south" cylinder. The extra strain nearly caused another life-support crash, but Colonial Reserve Fleet transports arrived in time to take off the excess personnel and relocate them. There were many reports of resistance to the relocation efforts, and several deaths resulted. Several CRF officers were reprimanded in the aftermath.

Ten years later, the Omicron colony is still in operation, but without a budget or any official backing. The south cylinder survives as a 'free port', living off whatever they can bring in via trade, much of which is illegal, and of course, very lucrative. The facility is constantly in poor repair and breakdowns of important services are a regular occurrence. Those who stay here either have no way out, a personal interest in the black market, or a need to stay away from civilization.

The north cylinder is even worse, if such a thing is possible. The life-support system technically still functions, although the climate controls are gone, as are most air filtration systems. The gas-mix is more-or-less standard, but the air is contaminated with all manner of pollutants, particulates, and micro-organisms living off the decay of the colony. The formerly idyllic parklands have gone completely feral, and some years ago, squatters moved livestock from the agricultural modules into the colony proper. The descendants of family dogs roam in wild packs, looking for weak animals to pick off.

The denizens of Omicron's north cylinder are squatters, salvage operators, pirates and the worst sort of criminals – those so violent they aren't welcome even in the relatively lawless south cylinder. There are regular fire-fights between the squatters and the salvage operators, who make their living removing and selling colony infrastructure the squatters still need to survive. Everyone knows that eventually, there will be a catastrophic failure. The salvagers don't particularly care – they've got space-worthy vessels and they can leave whenever they wish. But for everyone else here, prolonging the inevitable decay is their top priority.

SIRIUS

Sirius has been the subject of various debates for centuries, and when humans finally went there, they simply replaced the old questions with new ones. The Fluorians of Procyon warned their new Terran friends to stay away from

Sirius, and many felt their advice should be heeded. Curiosity won out, and the first mission to Sirius vanished without a trace. Fifteen years later, a larger mission with armed escorts suffered the same fate.

In 2181 ISTAR took direct action to resolve the 'Sirius problem.' A fleet of warships assembled for a single purpose invaded Sirius, armed with advanced technology ISTAR had procured from unknown sources – probably aliens. The few surviving vessels reported contact with hostile vessels of alien manufacture, which destroyed most of the Terran fleet. The aliens, however, also suffered massive casualties, and their surviving spacecraft fled the system, leaving behind a treasure trove of artifacts around the white dwarf star, Sirius B.

ISTAR officials immediately declared Sirius B off-limits, but opened the Sirius A system to civilian traffic between Procyon and Epsilon Eridani. Almost no one is allowed to see the alien sites being studied at Sirius B, although ISTAR regularly releases highly redacted reports to the public, and sends artifacts to the Sophontology Studies Institute at Sirius A for evaluation and further research. It is widely suspected that ISTAR is keeping advanced alien technology discovered at Sirius B for its own use, but there is reason to doubt this theory. (e.g. Why did they lose three trade wars against TGO's Celestial Guard?)

Over the last century, access to alien artifacts and technology has made the Sophontology Studies Institute the most important place of advanced learning in all of human space. With the remnants left behind by the Sirians close at hand, and the Fluorians and Ammonites each in neighboring systems, the Institute has more contacts with different alien species than almost anywhere else. Only Eta Cassiopaeia can boast of more diversity, but its settlement by humans is much more recent.

Sirius A has two small rocky worlds, and the remnant of what used to be a gas giant orbits at 100au, beyond its companion star. Sirius B has no remaining planets – they were all lost during its 'red giant' phase.

PROCYON

Procyon is the first major stop on the 'alien' side of the Core Loop – the site of a small Fluorian settlement and trading outpost. The Fluorians have modified a planet at .95au to support their preferred climate, although it still isn't very hospitable by their standards. It was originally a Venus-like world with an extremely hot surface and a super-dense atmosphere; the life-forms they introduced created an ecosystem which somewhat thinned out the atmosphere, cooled the surface and released free fluorine and fluorocarbons into the atmosphere. By terran standards, it's still a deadly place.

Humanity's activity in the system is focused on the next world out, at 1.5au. Although it's in Procyon's 'habitable zone', this planet is twice as massive as Terra, with an extremely dense, poisonous atmosphere which is not amenable to terraforming. A few hardy individuals work on the surface, extracting boron fuel for fusion drives, but most of the humans at Procyon live in orbital colonies above this harsh world, known simply as Procyon-Three. Most of them are involved with the Fluorian trade and cultural exchange mission.

Two small gas giants orbit the system primary farther out, at 2.6au, and 70au (beyond the companion star). Procyon B is a white dwarf in an eccentric orbit which varies from 8.9au to 21au, and has no planets of its own to speak of.

DX CANCRI

DX Cancri is a very faint red flare star with almost no planetary system to speak of, and very meager resources. Establishing a way station there was problematic due to the limited supply of fuel in the DX Cancri system. While the lone icy rock-ball on the edge of the system provided a ready supply of hydrogen and deuterium, the boron needed for fusion drives was very scant. Terran Galactic dealt with this problem by freighting in reserves from Procyon, but this drove up fuel prices, making their operations in DX Cancri less than popular with merchants on the Procyon run.

The situation resolved itself when the Colonial Reserve Fleet, and most other vessels travelling the Core Loop, upgraded to FTL2.0, with a range of 9 light-years. DX Cancri's way station became redundant, and most civilian traffic gladly bypassed it from that point forward. With the improved FTL drives, they could travel directly from Wolf 359 to Procyon and back again without the extra stop – an 8.6 light-year journey which had previously been impossible.

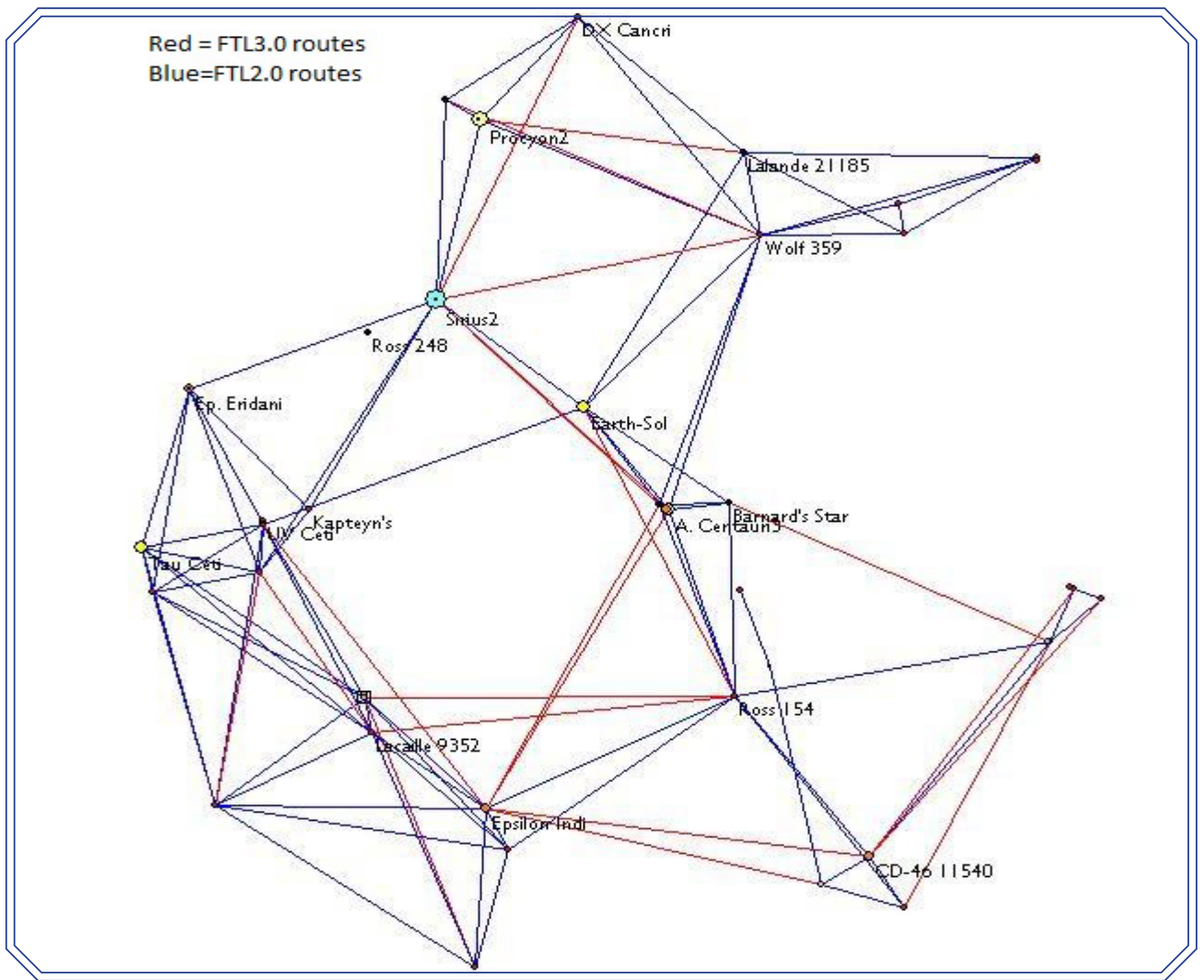
The DX Cancri system still had military value, however, and the way station was sold off to the Colonial Reserve Fleet, whose military-grade fusion drives used the deuterium fuel in plentiful supply there. Since then, the DX Cancri system has served as a CRF base, and has been strictly off-limits to civilian traffic.

WOLF 359

Wolf 359 is the first stop for Core Loop traffic bound for Procyon, Sirius and Epsilon Eridani. Aside from a single small gas giant at .2au with an orbiting way station, the system is empty.

BEYOND THE CORE LOOP

Beyond the Core Loop, a number of groups have founded independent colonies with backing from the Global Assembly, the United Nations, and a few non-government organizations (NGO's) from the independent way station at Lacaille 8760, the colony in the Delta Pavonis system is only two transits away. From there, colonies in Beta Hydri, Gamma Pavonis, Zeta Tucanae and Rho Erdani are within reach, although the journey takes several months, at best. Even farther afield, Alpha Mensae, Zeta Reticuli and Zeta Doradus have recently been settled by fringe groups seeking isolation by distancing themselves from humanity. Some colonists at Zeta Reticuli returned a few years later with horrific tales of alien nano-tech von Neumann machines over-running their habitats. At this time it's not known if this infestation was truly of alien origin, or if the colonists themselves were utilizing illegal replicators which escaped their control. Follow-up expeditions have yet to report back.



Core Loop Distance Chart

	Sol	Alpha Centauri	Barnard's Star	Ross 154	Lacaille 8760	Epsilon Indi	Lacaille 9352	Tau Ceti	Epsilon Eridani	Sirius	Omicron Eridani	BD-03 1123	Ross 614	Procyon	DX Cancri	Wolf 359
Sol		4.4	5.9	9.6						8.6						7.7
Alpha Centauri			6.5	8.1		9.6				9.5						8.2
Barnard's Star				5.5												
Ross 154					7.3	8.9	9.6									
Lacaille 8760						4.2	4.9									
Epsilon Indi							4.7									
Lacaille 9352								7.8								
Tau Ceti									5.4							
Epsilon Eridani										7.8	6.4					
Sirius													5.5	5.2	9.1	9.0
Omicron Eridani												6.2	9.2			
BD-03 1123													6.5			
Ross 614														4.6	9.0	
Procyon															4.9	8.6
DX Cancri																7.7

THE KRUGER 60 CLUSTER

HISTORY OF THE CLUSTER

Terran Galactic Operations began exploration of this important group of star systems in 2173 AD, with the launch of the *Tangaroo*, a sub-light vessel sent to the Groombridge 34 system in search of a Keeper world. At the time, a number of systems in this region were still unexplored, as they were out of range of the original Interstellar Overdrive's eight light-year range.

Fifteen years later, the *Tangaroo* arrived at Groombridge 34B, and contacted the Keepers. Their mission was to purchase the Interstellar Overdrive for their corporation, and break the Global Assembly's monopoly on FTL travel. After accomplishing this mission, they transmitted the technical data on the 'Drive back to TGO HQ on Terra, then went into hibernation and waited for rescue.

TGO engineers found several flaws in the original manufacture of the Interstellar Overdrive which prevented it from reaching its optimum performance. Their FTL2.0 version of the 'Drive is faster and longer-ranged, allowing transits of up to nine light-years, enough to reach Groombridge 34. A rescue mission is sent to retrieve *Tangaroo*, but neither the craft nor crew are found.

In 2193, the first official independent colony was founded in the Groombridge 34 system by Terran Galactic Operations: Marathon Station. It's located near the Keeper's settlement, and along the route leading into the rest of the Kruger 60 Cluster. Several other colonies soon flourished in the Groombridge 34 system.

Marathon Station served as the gateway to colonizing the rest of the cluster: 61 Cygni and Eta Cassiopeie were next. The 61 Cygni system was opened up rapidly, and soon became a major center of TGO development. The Eta Cassiopeie system was opened up quickly as well, but also much more cautiously, due to the presence of a number of alien outposts there.

Ross 248, EV Lacertae and Kruger 60 were also settled in the years that followed. The first two systems were somewhat dangerous due to solar flare activity, but many 'fringe' groups fleeing Terra for various reasons decided to settle there as TGO clients. Kruger 60 was valued for its central location in the cluster – the 'hub' which would connect all the other systems. It also became TGO's forward base during the Titan War.

Shambala and New Cydonia were the next systems to be settled. Shambala became a gathering place for various 'utopian' colonies, each with its own vision of the ideal society. In the New Cydonia system, a collective of Ares settlers found a Mars-like world which they began terraforming. This is one of the most promising terraforming projects in human space, following the Terricide.

Finally, the Sigma Draconis, Cardea, and Snake-Eyes systems were all annexed following the Titan War. The primary reason for ejecting the Titans from the Kruger

60 Cluster was Sigma Draconis – explorers found a world which could, in time, be terraformed into something habitable by baseline humans. Cardea became the newest site for TGO space colonies, and Snake-Eyes is the site of a military outpost against future incursions into the Cluster by Titans, or possibly the Colonial Reserve Fleet.

Today, every system in the Kruger 60 Cluster is under the administration of the Terran Galactic Operations corporation. TGO began as a contractor for HCST in the Core Loop, providing support services for way stations, colonies and terraforming projects there. However, in 2176 TGO moved its headquarters off Terra in response to ISTAR trade restrictions, and in 2188 declared itself an independent polity.

TGO has evolved from a small, employee-owned space development company to a full-fledged independent corporate state with tens of millions of employee-citizens. Contrary to many expectations, this has *not* resulted in a socially stratified, oppressive dystopia. On the contrary, many TGO facilities offer the highest quality of life anywhere beyond Terra, or possibly including Terra.

The department heads who speak for TGO attribute the company's success to a number of factors: a government responsible to its citizens, lack of ISTAR interference, and free trade between its colonies and their alien neighbors. Others attribute the TGO's phenomenal growth to elitism, noting the company's stringent educational and background requirements for hire and citizenship. The company's spokesmen counter that these requirements have never been applied to second- and third-generation colonists in the Kruger 60 Cluster, who receive TGO citizenship at birth, top-quality education as they grow up, and substantial company shares when they reach legal age. And the debate goes on....

TGO does not maintain its independence by public relations alone. The company maintains its own military service, consisting primarily of the Celestial Guard. Although its fleet is not as large as the CRF, TGO's Celestial Guard is technologically advanced, and its personnel are well-trained and experienced. The Celestial Guard have an impressive record in combat, with two victories and one draw against ISTAR and the Colonial Reserve Fleet, and a successful campaign to drive the Titans out of the Kruger 60 Cluster.

Although the Celestial Guard has slightly fewer spacecraft than the CRF, the greatest disparity between the fleets is in overall tonnage. The Celestial Guard strongly favors smaller vessels, relying on missiles to make up for the difference in firepower. This gives the Celestial Guard a tremendous first-strike capability, at the expense of endurance in combat. In the past, they have fought trade wars against ISTAR and skirmishes with aliens in which hit-and-run tactics served their purposes well, but the Celestial Guards' next confrontation with the CRF will most likely be a defensive battle against an invasion fleet. It remains to be seen if what amounts to a dispersed raiding fleet can be forged into a centralized defensive force.

THE SYSTEMS OF THE KRUGER 60 CLUSTER

Groombridge 34A & B is home to the oldest settlements in this stellar region, and still one of the most populous. It's also the default starting point for many Terracide campaigns. This system is where Terran Galactic Operations made contact with the Keepers, broke the monopoly on FTL travel, and opened up the Galaxy to humanity. In modern times, this system has fallen on hard times; where once it was the 'Gateway to the Kruger 60 Cluster', it has lost that title to 61 Cygni due to longer-ranged FTL 'Drives.

When it was founded, Marathon Station was a TGO outpost whose main purpose was to provide a point of contact with the Keepers. Their small, airless world orbited extremely close to Groombridge 34B, so it was tide-locked, with a brutally hot dayside and a cryogenically cold nightside. The crew of *Tangaroa* had, for some bizarre reason, decided to call the planet *Baked Alaska*, and the name stuck. Marathon is an asteroid positioned at Baked Alaska's L2 point, gravitationally stable and shielded from the star's intermittent flare activity. (And also its light – Marathon is always in the dark.)

As both the Gateway system for the Kruger 60 Cluster, and the nearest outpost to a Keeper world, Marathon Station enjoyed an economic boom which lasted for several decades. But nothing lasts forever, and after the Titan War, TGO announced that its FTL3.0 technology would be made available to civilians. This would immediately marginalize Marathon Station, as well as the rest of the Groombridge 34 system, as most traffic equipped with FTL3.0 would enter and leave the Cluster by way of 61 Cygni.

While most of the settlements in Groombridge 34 accepted the new status quo, Marathon Station's inhabitants decided to exercise their 'buy out' option. They left the company, sold their shares, and used the proceeds to purchase 'their' asteroid from TGO – which then became Marathon Free Station.

Today, Marathon Free Station operates as a 'free port' catering to traffic entering the Kruger 60 Cluster using older FTL2.0 spacecraft, of which many are still in operation. This gives Marathon a decidedly nostalgic flavor, as most of its clients are operating older spacecraft. It also means the craft and crews visiting Marathon are less affluent and more 'flexible' when choosing cargo and passengers. Combined with the presence of both humans and aliens who still come to consult with the Keepers living on Baked Alaska, this makes Marathon Free Station one of the most interesting ports of call in human space.

Following the Terracide, the military junta which took over the Core Colonies has made no secret of their intentions to consolidate all of humanity's settlements in space. It's only a matter of time until the Colonial Reserve Fleet attempts to take control of the Kruger 60 Cluster, and most of the CRF's spacecraft are older, FTL2.0 designs – which means Marathon Free Station will be right in the path of their invasion. The backwater may soon become a war zone.

KRUGER 60

Kruger 60 is the center of all Terran Galactic Operations activity within the Kruger 60 Cluster. Although originally used as a forward base in TGO's war against the Draconis Syndicate, this system's position as a nexus for interstellar travel resulted in its continued development after the war. All the other systems in the Cluster are within nine light-years of Kruger 60, accessible via FTL2.0 technology. A great deal of the traffic around the Cluster passes through this system, and TGO's regional headquarters are located here.

With the destruction of Terra, 'The Complex' at Kruger 60 is now the highest surviving level of TGO's Corporate structure. The Monticello space habitat is one of the largest, most affluent settlements in all of human space, and almost everyone there is involved in the management of Terran Galactic. Several other habitats around the Kruger 60 system house various corporate departments; collectively they are referred to simply as 'The Complex.'

The system itself is unremarkable; two red dwarf stars with three planets each. The primary has a small gas giant at .5au, where most of the system's population is found, and two minor planets farther out. The companion is a flare star with three rocky planets between .4 and 1.3au.

61 CYGNI

61 Cygni is the new Gateway system for most traffic between the Kruger 60 Cluster and the Core Colonies. However, this new shortcut into the Cluster has come with a trade-off. The 'connector' between 61 Cygni and the rest of the Core systems is Barnard's Star, and the 'proper motion' of 61 Cygni and Barnard's Star are both among the highest in human space. Worse, they're moving in different directions. This requires spacecraft using this route to burn a great deal of extra fuel when matching vectors with their destinations. Most crews consider it worth the additional mass to avoid spending an extra month in hibernation.

The main focus of activity has always been the inner asteroid belt within the primary star's habitable zone, which is rich in mineral resources. Several large space colonies have been constructed here, the largest of which is known as *Coba*, with a population of several million. Other significant habitats in the main belt are *Giza*, *El Mirador* and *Khafra*.

One of the most exotic types of space habitat in human space can be found here, orbiting within 61 Cygni's inner belt: *Dyson Trees*. Genetically engineered to grow on captured comets, these constructs have grown to several kilometers across after nearly a century, and are expected to reach several times that size over the next millennium, providing renewable living space and resources for millions of inhabitants.

The rest of the system consists of several minor planets, a small gas giant at 2.7au, and another asteroid belt at 9.3au, all of which have small settlements.

ETA CASSIOPEIAE

Eta Cassiopeiae is the site of the Cluster's third-oldest human settlement, as well as that of several alien species, making it an extremely important system. TGO explorers who first came to this system found a 'xeno-formed' planet at .65au inhabited by the Fluorians, with a massive orbital infrastructure which they were informed was a trading outpost. They also found an Ammonite settlement beneath the surface of a frozen moon orbiting a small gas giant, farther out at 1.4au. And there were rumors of Jovians inhabiting the huge gas giant orbiting the nearby companion

star. The system appeared to be rather crowded already – was there room for humanity here?

In a word, yes. The Fluorians welcomed trade with yet another species, and pointed out an as-yet undeveloped world which humanity would call Brimstone. Orbiting at .9au, Brimstone is too small to be earth-like, but too large to resemble mars, and in any event too hot to look much like either. After 100 years, the terraformers still haven't figured out what to do with it. In the meantime, TGO has built successful colonies in orbit around Brimstone, which serve as trade missions to the Fluorians, Ammonites, and occasionally the Jovians.

Eta Cassiopeiae also serves as the 'jumping off point' for traffic leaving the Kruger 60 Cluster in the direction of the Wolf 46 Cluster, which includes some of humanity's most far-flung settlements to date: Iota Persei, Theta Persei, Delta Trianguli, HR 483, and Upsilon Andromedae, over 40 light-years from Terra.

SNAKE-EYES

Snake-Eyes is the all-too-apt name of the twin red dwarf suns of BD+68 946, whose close orbits around each other have made planetary formation impossible. Aside from its two dim stars, there is nothing here but a scattering of comets, and a very large TGO Astro-Corps fleet base. The system is off-limits to civilian traffic.

During the Titan War, the Draconis Syndicate claimed this system, and until the final days of the conflict, TGO forces were content to let them have it. Fighting against ISTAR was also heating up, and the 'back door' route into the Kruger 60 Cluster passed through the Snake-Eyes system. TGO was perfectly content to let the Titans keep ISTAR from opening a new front. However, now that the war is over and the Titans are gone, TGO maintains a strong presence in the Snake-Eyes system. Any hostile force attempting to enter the Kruger 60 Cluster via Snake-Eyes will meet heavy resistance.

SIGMA DRACONIS

Sigma Draconis is one of the most important systems in the Kruger 60 Cluster, if not in all of Terran Space, for several reasons. It was here that explorers from Marathon Free Station discovered the first 'pre-biotic' world orbiting in Sigma Draconis' habitable zone. This world immediately became a top priority for TGO's Terraforming Division. However, the second thing which made Sigma Draconis notable was being the site of humanity's first contact with the Titans.

Advanced, aggressive and inscrutable, the Titans of Sigma Draconis attacked without provocation, and either destroyed or stole whatever they could take from the Terran interlopers. All attempts at negotiation failed, even though it was clear that the world humanity wanted was of no use to them. The conflict spread to several other nearby systems, and expansion into the Kruger 60 Cluster was temporarily halted.

After several decades of futile on-and-off warfare, the riddle of the Titans was finally solved. The 'Draconis Syndicate', as it had come to be known, was composed of two individuals and six offspring – in effect a 'family unit' of the aliens. They preyed on other species only for status among their peers, in proportion to the difficulty of the fight, and the amount of resistance offered by their opponents. TGO eventually used this information to de-stabilize the Syndicate, by creating large disparities in status between rival Syndicate members which resulted in them turning on each other.

Eventually, the weakened Syndicate was driven out of the Kruger 60 Cluster altogether. They were last seen in the Chi Draconis system, from where they departed across the Draconis Void, where human FTL drives could not follow them. One Titan is rumored to have stayed behind, hiding out somewhere in the Kruger 60 Cluster – a low-status Titan known only as 'Runt'.

The planet designated Sigma Draconis Two was been dubbed 'The War Garden' by the spacers who captured it from the Titans in battle. TGO intends to give it a more appropriate official name when it's ready for settlement, but the current residents, mostly terraformers, hope the current name will stick. This will be a long time coming, as the atmosphere is still 'primordial' at best, mostly carbon dioxide, nitrogen and methane, with a pronounced greenhouse effect. Aside from that, it's mostly earth-like, albeit a rather warm, sterile earth.

NEW CYDONIA

New Cydonia is the name of a system which otherwise has only a catalog number: BD+56 2966. It's also the name of the primary's third planet, which is currently in the beginning stages of terraforming. New Cydonia, however, is more like Mars than Earth, and the Aries colonists genetically engineered to survive on Mars-like worlds plan to keep it that way. While their adopted home is more hospitable than Mars, it will never be truly 'Earth-like'.

The New Cydonia system is nearly unique in that it actually has two worlds in its habitable zone. However, the closer of the two is larger than earth, with a dense atmosphere and high greenhouse effect, which makes it a write-off for terraforming purposes. The rest of the system consists of a large gas giant at 6.75au, and five other planets.

The planet of New Cydonia is currently uninhabited due to hazardous terraforming activities, such as cometary impacts. The terraformers live in a number of small orbital habitats around New Cydonia, the largest of which are Gathol, Dusar, Exum, and Thark. The total system population is less than 100,000.

STRUVE 2398

Struve 2398 was a battleground in TGO's war against the Draconis Syndicate. Following the end of the war, this became an important focus of TGO's expansion into the Kruger 60 Cluster. A new settlement was founded near the Titan's old base, *after* its automated defense systems were neutralized, known as Cardea, which has rapidly grown to support almost half a million colonists. The colony is a complex of domes and caves on the moon of a small gas giant .65au from the system primary.

The reason for Cardea's importance is due to its proximity to old Terra; it now serves as an alternate 'gateway' system into the Kruger 60 Cluster from the Core Colonies, via Barnard's Star. Its motion relative to other systems in the Cluster is considerably lower than 61 Cygni, making this route more economical, even though it is slightly longer. This route is only accessible to spacecraft using FTL3.0 technology, however.

The rest of the system is unremarkable; the red dwarf primary hosts two small gas giants, including the one mentioned above, an asteroid belt, and two minor planets. Its companion is a red flare star with a similar retinue of worlds. It should be noted that while the worlds themselves aren't special, every gas giant in the system has at least one moon with a former Titan installation, which are extremely valuable (and dangerous!) sites for research into alien technology.

ROSS 248

Ross 248 is the closest to Terra of all the systems in the Kruger 60 Cluster, but it's still too far for a single transit from Terra via FTL3.0, by a mere third of a light-year. Due to this astrographical 'accident' the Ross 248 system has always been something of a backwater in the Kruger 60 Cluster. With only one major world – a medium-sized gas giant at .3au – and a scattering of asteroids, this dim, red flare star had little to offer anyone, until the TGO went to war with ISTAR.

During the 'Trade War' between TGO and ISTAR, the TGO Celestial Guard needed a fast-reaction force near Groombridge 34 – at the time, ISTAR's only point of entry into the Kruger 60 Cluster. And the Ross 248 system was ideally suited as a base of operations for such a force; less than a week away from Marathon Free Station via the FTL3.0 drive. This base was also useful when TGO fought the Titans' Draconis Syndicate. It remains in operation to this day, as a back-up to TGO's primary military stronghold in the Kruger 60 system.

In the aftermath of the Terricide, most agree that the next incursion into the Kruger 60 Cluster by a fleet from the Core Colonies is a matter of 'when' rather than 'if'. In response to this threat, the TGO Celestial Guard has been building up a sizeable reserve in the Ross 248 system, and coordinating fleet movements with forces stationed in the Groombridge 34 system.

AGHARTA

Agharta is a resource-poor trinary system with three red dwarf stars, a pair of failed gas giants and a single minor planet. Two companion stars 33au from the primary orbit each other too closely to retain any planets at all. TGO has leased the rights to settle this system to a number of clients who don't intend to stay forever: exiles from Terra who had plans to return, prior to the Terricide. Now this motley collection of outcasts, dissidents, governments-in-exile, and others have won their various struggles by default with the destruction of Terra. For most of them, this wasn't the sort of victory they expected.

Chechnya, Tibet, Syria, Haiti, Somalia, Taiwan and Eritrea all have nominal governments in exile here, most of which are concerned primarily with reclaiming (or re-founding) their home countries, even after the destruction of the planet they used to be on. The exiles from Tibet, on the other hand, are most interested in locating the next incarnation of the Dalai Llama, who perished in the Terricide. They hope that the next incarnation will be found soon, but humanity is scattered across so many light-years, the task is formidable.

EV LACERTAE

EV Lacertae is a system which most would consider worthless, if not downright hazardous, but there are a few who value such places for precisely that reason. The most important thing to remember about people who colonize such systems is that they have a strong desire to be *left alone*. Although it's one of the coolest, dimmest stars in Terran Space, EV Lacertae also has the distinction of being one of the most active flare stars. In spite of this, a number of groups have constructed colonies in the asteroid belt centered .55au from EV Lacertae.

These are mostly small, insular utopian societies who wish to minimize contact with outsiders while they experiment with their own ideas about how to run the 'perfect' society. All of them have opted to live within asteroid habitats rather than conventional space colonies, for protection from solar flares. The largest of these, known as Broken Rock, houses half a million people, while most are much smaller.

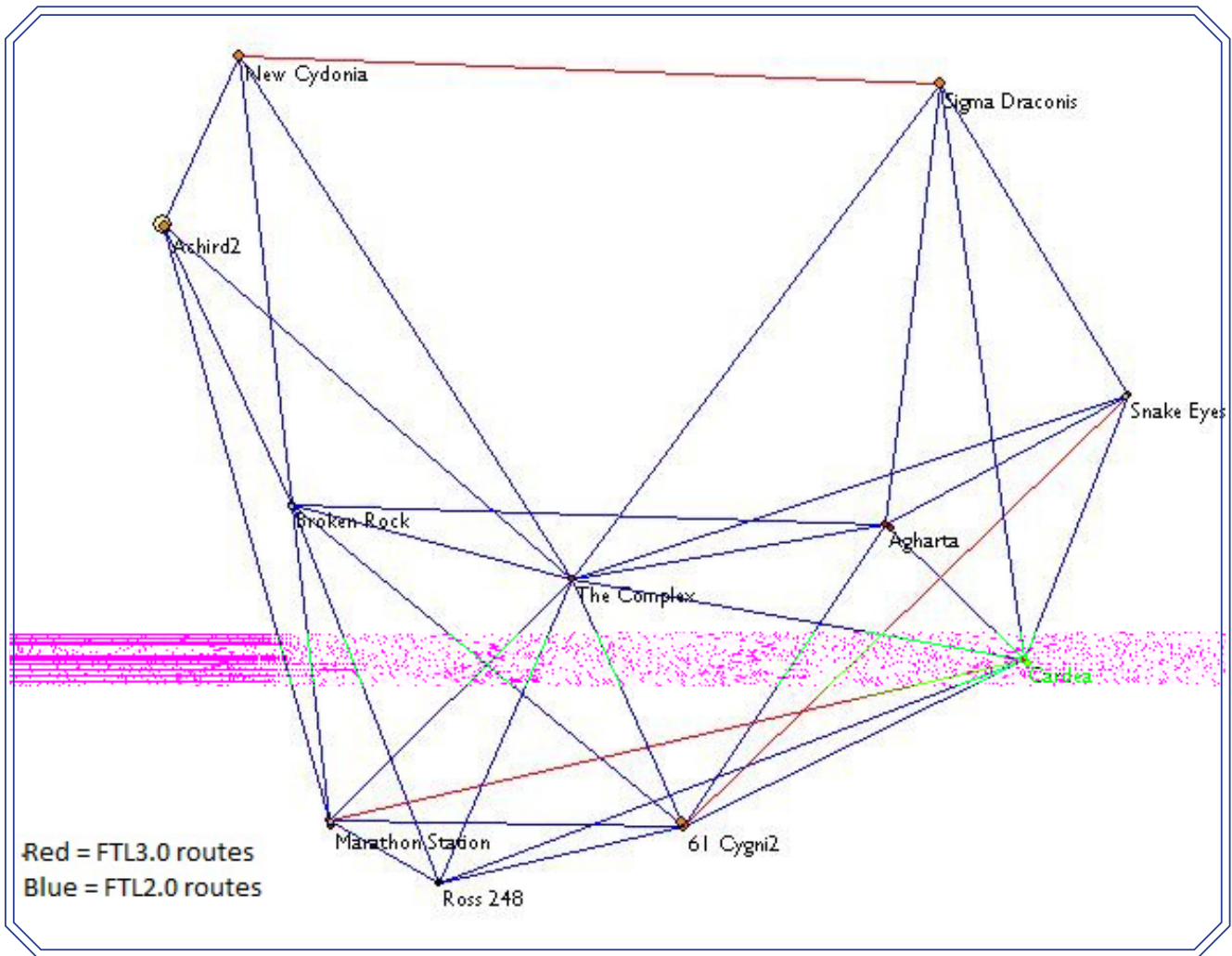
It should be noted that Broken Rock's 'experimental' phase only lasted about 20 years, after which the original system of government was peacefully replaced with a more conventional one, with TGO assistance. Since then, it has remained mostly isolationist, having been designed for self-sufficiency.

Other settlements in the EV Lacertae system have been less successful with their original 'utopian' plans often devolving into hellish mockeries of their original intent. When this occurs, habitats in this system are too isolated to call for help – they usually end up having a violent revolution, successful or not, which leads to collateral damage and life-support failures. By the time help arrives to evacuate the failing colony, it's often too late to save anyone. In other cases, fighting is still going on, and the combatants are usually too busy killing each other to evacuate, or explain to their would-be rescuers exactly what the fighting is about in the first place!

To everyone's continuous surprise, however, a few of these colonies have been quite successful. Although they remain officially neutral with respect to anything going on outside their own boundaries, TGO monitors them quite closely, as much as they'll allow, and the company's memeticists have learned a great deal about how these societies function. As a 'living laboratory' with a large pool of human subjects, EV Lacerta has produced a vast treasure trove of experimental data which could not have been obtained in any other way.

LUNATIC FRINGE: BEYOND THE KRUGER 60 CLUSTER

Lunatic Fringe: Beyond the Kruger 60 Cluster there are a few other far-flung human settlements. From the Eta Cassiopaea system, Mu Cassiopaea is one transit away, which is the gateway to many other systems: Iota and Theta Persei, Upsilon Andromedae, and Delta Trianguli. Another route branches off to Iota and 85 Pegasi, then to Iota Piscium, 45 light-years from Terra. Recently, Upsilon Andromedae reported a swarm of VeNoM's similar to those at Zeta Reticuli, lending credence to the theory of their alien origin. TGO's Special Projects arm is still investigating this attack, against the (futile) protests of the OFFICE and the ISTAR bureaucracy.



Kruger 66 Cluster Distance Chart

	61 Cygni	Achird	BD+56 2966	BD+68 946	EV Lacertae	Groom- bridge 34	Kruger 60	Ross 248	Sigma Draconis	Struve 2398	V1581 Cygni
61 Cygni				9.7	6.9	7.1	5.2	5.6		6.0	5.3
Achird			4.9		7.8	8.6	8.2				
BD+56 2966					6.5		8.4		9.5		
BD+68 946							8.0		5.0	4.2	7.8
EV Lacertae						6.2	4.9	6.6			8.5
Groom- bridge 34							4.9	1.9		9.8	
Kruger 60								4.5	8.3	6.2	7.1
Ross 248										8.5	
Sigma Draconis										7.9	8.3
Struve 2398											5.8

NO MAN'S LAND

UNCLAIMED, DISPUTED AND OCCUPIED SYSTEMS

The Solar System was effectively sterilized over a 24-hour period from August 4-5, 2311 by a relativistic bombardment of unknown origin. Thousands of impacts at just under light-speed struck Terra, and every other inhabited planet, moon, asteroid, comet, and space habitat in the entire system. Aside from a few spacecraft in the final stages of preparing for FTL transit, there were no survivors. The warheads came in too fast for accurate readings on their flight path, but their place of origin has been narrowed down to somewhere in the direction of the Lyra constellation as seen from Terra – possibly the Vega star system. At least one scientific expedition to Vega has vanished in the last century.

Since the Terracide, the Solar System has been declared off-limits by the Colonial Reserve Fleet, and travel advisories are in place at all the Core Colonies. Any spacecraft, including those of the CRF, which try to enter Sol-space do not return. In the weeks immediately following the disaster, numerous attempts were made to recon the Home System and search for survivors, but they only resulted in more deaths. Now, almost no one tries to repeat those early mistakes – Terra and the rest of Sol-space have effectively been written off.

BARNARD'S STAR

Barnard's Star remains disputed between TGO and the military junta which has taken over the Core Loop systems. As the primary stop-over for traffic headed to and from 61 Cygni, the TGO way station at Barnard's Star is vitally important to the company, but for now, the resources to forcibly evict the Colonial Reserves occupying it are not available. Meanwhile, the CRF vessels at Barnard's Star don't have enough range to make the transit to 61 Cygni, so it's a stand-off. The CRF is very much aware that Celestial Guard vessels at 61 Cygni *can* reach Barnard's Star, so they won't be leaving anytime soon.

UV CETI

UV Ceti is one of the Core's forgotten systems, and the former site of TGO Corporate HQ prior to the settlement of Kruger 60. For now, the CRF is content to have a small recon flight monitoring the system, and civilian traffic (mostly refugees) moving through the system is subject to searches by CRF forces. However, everyone knows it's only a matter of time before the CRF arrives in full force and takes the system.

TZ ARIETIS

TZ Arietis would be a worthless system, but for its position between UV Ceti and Marathon Free Station. This was a vital link in the original supply route into the Kruger 60 Cluster, but fell into dis-use when FTL3.0 became available. Now the Celestial Guard keeps a few recon vessels here as a 'tripwire' to warn of the inevitable invasion by the CRF.

GROOMBRIDGE 1618 AND AC+79 3888

Groombridge 1618 and **AC+79 3888** comprise a long, seldom-used TL9 route known as the 'Back Alley' between DX Cancri in the Core Loop and Snake-Eyes in the Kruger 60 Cluster. This route presents both parties with the threat of a flanking maneuver by the other. As a result, both DX Cancri and Snake-Eyes are the site of Fleet military bases with hundreds of spacecraft. The systems in-between are both sites of independent colonies, ironically settled by groups looking for quiet systems where they wouldn't be bothered. In the near future, they'll most likely be caught in the crossfire, as the CRF's DX Cancri Fleet takes advantage of the Back Alley to invade the Kruger 60 Cluster.

GM's and players who would like to explore more star systems, or create their own maps, should go online and use the free "Chview" software. The Terracide Galaxy was created in large part thanks to the availability of this excellent program, which may be found here:

<http://www.ocean-of-storms.com/jaymin/software/chview/>

A large, light blue, stylized number '3' is centered on a dark blue background. The number has a modern, geometric feel with rounded corners and a slight shadow effect.

CHAPTER THREE: ORGANIZATIONS

ORGANIZATIONS

Large-scale activity in space began under the auspices of the biggest, wealthiest organizations in the 20th century: Earth's superpowers and their militaries. Since then, technological advances have made space travel and settlement possible to ever-smaller organizations. In the 24th century, there are even collectives which subsidize private ownership of interstellar spacecraft.

However, it remains a fact of life in space that almost everyone answers to a patron of some sort, at least during their first career. In many cases, they move on to a second career as independents or freelancers, using the skills they have acquired to go into business for themselves. Quite often, this is the path taken by player characters in *Terracide* campaigns.

Organizations may serve a number of purposes in a *Terracide* campaign. Player characters may be current or former employees of the organization. Current employees will have a great many perks related to the organization (*Membership, Rank, Police Powers* if applicable) and the *Watched, Rivalry* and *Subject to Orders* complications. The GM will most likely focus most of the adventures on activities related to the PC's organization.

PC's who are former members of an organization will have slightly different perks (*Contacts and Reputation*) and possibly the *Watched* and *Rivalry* complications. Although they no longer work for the organization, it's impossible to leave the past behind altogether. Old contacts and rivals (from other organizations) make good adventure hooks for the GM.

There are, of course, many other uses for organizations in *Terracide* – each one is effectively a character unto itself. They can be *Rivals* for PC's who are/were members of competing organizations. At the organization level, this will usually remain at the level of harassment, very seldom spilling over into outright violence. When this happens, aiming it at one of the PC's contacts can make for an excellent plot hook. And a rival organization which gets annoyed with the PC's can very easily turn into a *Hunted* complication!

It should be noted that there is really no such thing as a 'good' or 'evil' organization in *Terracide* – all of them consider themselves to be doing the 'right thing' according to their own world-view. It's up to each individual player and GM to form their own opinion about whether they're in the right or not. (Even the play-testers certainly weren't unanimous about most of them!)

Finally, organizations can serve as excellent *Contacts*. An organization in this role can assist the PC's in a number of ways – providing information, equipment, or services which the PC's would otherwise have difficulty acquiring. Aside from whatever the PC's specifically request, organization *Contacts* are a good way for the GM to provide them with 'extras' he feels they'll need to complete the adventure. ("Here, take this. You'll know when to use it.")

The following list includes the most important organizations in the *Terracide* setting. *Terran* organizations were

nearly completely wiped out in the *Terracide*, but a few still have some influential members in the colonies. *Core Colony* organizations are influential in the colonies of the Core Loop. *Kruger 60 Cluster* organizations dominate that region of Terran Space. Finally, Independent organizations tend to be less influential overall, but aren't necessarily limited to a single region.

TERRAN ORGANIZATIONS

THE GLOBAL ASSEMBLY

The *Global Assembly* was the closest thing to a world-government Earth had in the 24th Century. Originally known as the G-20, then the G-100, the GA used its economic influence to steer the policies of nations all over the globe. It was the GA's decision to pursue geo-engineering solutions to the world's climate woes in the late 21st century which led to its involvement in space exploration by Earth's developed nations.

After the *Terracide*, a few high-ranking members of the GA survived because they were on diplomatic missions to the Core Loop colonies when Terra was destroyed. They were involved in the plan to consolidate all Terran colonies under military dictatorship from the very beginning.

THE HIGH COUNCIL ON SPACE TRANSPORT (HiCoST)

The *High Council on Space Transport (HiCoST)* was originally a GA committee charged with overseeing international space activities. Eventually, HCST grew to become the de-facto government of the space colonies funded by the GA. While the HCST was very effective within the confines of Sol-space, on an interstellar scale its operations were corrupt and inefficient.

HCST colonial governors had a reputation for being insulated from, and indifferent to, the populations for which they were responsible. In reality, some were better than others. When word of the *Terracide* reached the colonies, several governors found out about the disaster before the general public, and took measures to protect themselves. There was one case, however, in which the local governor was temporarily 'out of the loop' and was promptly removed from office when the news arrived.

The HCST governors and their respective staffs cooperated, in varying degrees, with efforts to unite all the Terran colonies after the *Terracide*. When the plan fell apart, some were captured, some went to ground at the Omicron colony, and a few escaped to the Sirius system with the Junta.

The *Terran Home Fleet* was the GA's military branch, charged with defending Sol-space. It was the most advanced fleet in Terran space, and the most prestigious, if not the largest. The THF also maintained peace in the Core colonies, periodically sending task groups on the Core Loop route to take the Grand Tour. The primary purpose of these Tours was simply to 'show the flag'.

One such task group was at Epsilon Eridani when news of the Terracide arrived, and its commanding officers decided to take control of the Core Loop colonies before anyone else managed to get organized. They became known as “The Junta” and after taking the Core Colonies, they went on to consolidate nearly all of Terran Space under their rule.

CORE COLONY ORGANIZATIONS

ISTAR

ISTAR stands for InterStellar Tariff Arbitration Regime, an agency created to regulate trade in alien technology in Terran Space. The need for such an agency became apparent in the 22nd century, when Terran markets went through several wild swings as a result of the introduction of alien goods. ISTAR was charged with preventing the exchange of any alien goods which could be dangerous to Terran financial interests – which turned out to be almost all of it.

ISTAR's mission resulted in the seizure of a great deal of alien technology, which it subsequently sold off, either to aliens or to colonies far from Terra. These sales funded the growth of the agency, to include a massive bureaucracy and enforcement arm. By the 23rd century, the agency had grown far beyond its original mandate, becoming a de-facto interstellar government. Their main headquarters is in the Alpha Centauri system.

After the Terracide, ISTAR supported the Junta's attempts to unite the Terran colonies, mainly out of a desire to expand its authority over those who had refused to recognize it in the past. At least one high-ranking ISTAR official was a member of the Junta.

THE COLONIAL RESERVE FLEET

The Colonial Reserve Fleet was created by the HCST for the purpose of protecting the Core Colonies. The CRF was composed of older vessels considered obsolete by the Terran Home Fleet. However, what the CRF lacked in state-of-the-art technology, it made up for in numbers. The Colonial Reserves were the largest space fleet in Terran Space at the end of the 24th century.

The personnel of the CRF were recruited mainly from Terra, among those looking for a way to get off the planet, but who did not qualify for service in the THF. They also recruited from among the Core Colonies. As a result, the CRF does not have quite the same caliber of personnel as some other fleets in Terran space.

The CRF has bases at Beta Centauri, DX Cancri, and Epsilon Indi. The Beta Centauri base is the CRF prime headquarters, and includes the entire Beta Centauri component of the Alpha/Beta Centauri binary system. DX Cancri used to be a way station on the Core Loop's Grand Tour route, but is no longer in use by civilian traffic, and is now completely under military jurisdiction. The Epsilon Indi base is actually located near a binary pair of brown dwarfs nearly 1500au from the system primary.

Following the Terracide, the Colonial Reserves were relieved that the surviving officers of the Terran Home Fleet had a plan of action. Having no idea what they should do on their own, most of the CRF officers supported the Junta's agenda. However, there were a significant number who objected, and desertion was a constant problem among the CRF ranks after the Terracide.

THE OFFICE

The OFFICE was ISTAR's intelligence and covert operations agency, and so secretive nobody even knows what the acronym stands for. Of all the different agencies and departments spawned by ISTAR, none come close to the OFFICE's infamy. There is simply no situation so dire that the OFFICE cannot make it much, *much* worse.

While most ISTAR agents are charged with alien tech which might harm Terran financial interests, OFFICE agents handle more serious problems. They deal with cases where the safety of the human species or its extra-solar territories might be affected by alien technology. Exactly who decides when the OFFICE needs to get involved isn't clear, but once they do, anything goes.

Much of the alien tech confiscated by other ISTAR departments ends up in the hands of OFFICE agents, as does the most advanced technology Terra has to offer – they're very well equipped. They're also extremely well trained, and often genetically modified to the limits of human tolerance. And of course, they have nearly unlimited expense accounts. Dealing with an OFFICE agent can be a nightmare, even for his or her associates.

OFFICE agents are licensed to use any means necessary to achieve their objectives. In many cases they achieve their goals completely undetected – they're capable of amazing subtlety. However, once they decide to act openly, anything can happen.

THE COLONIAL CONSTABULATORY

The Colonial Constabulatory are the regular security forces of the Core Colonies. They maintain order among the general public, investigate crimes, and provide guidance during emergencies. Following the Terracide, these men and women kept the Core Colonies from falling apart in a state of panic. During the Junta's rule, they continued to keep the peace, in spite of many people's misgivings about fighting a war when 90% of the human race had already died.

On the other hand, throughout the history of the colonies, corruption has been endemic within the Constabulatories of most Core Colonies. Security work in the Core doesn't pay very well, and nearly all the Constables supplement their income via some sort of graft or bribes. Following the Junta's departure from Terran Space, the Core Colony administrations were reorganized and their security forces considerably improved.

KRUGER 60 CLUSTER ORGANIZATIONS

TERRAN GALACTIC OPERATIONS

Terran Galactic Operations began its existence as a late-21st century space construction firm known as Terran Global Operations. TGO has since grown into an independent corporate state with tens of millions of citizens and well over a hundred million clients. However, the company is very much at odds with the popular image of a socially-stratified dystopian corporate state. The standard of living and overall quality of life in TGO owned and operated colonies is, in fact, among the highest anywhere in Terran Space, other than on Terra itself.

TGO is a 100% employee-owned cooperative. Its employees are all citizens with shares in the company, which means they have voting rights. Direct polling of the populace is usually accomplished via computer network, when a popular vote is needed. Due to its interstellar scope, most issues are decided at the local level within a star system, or within a single colony or habitat. Interstellar policy is set by an elected board of directors.

TGO's corporate headquarters, known as The Complex, are in the Kruger 60 Cluster, as are most of its wholly-owned colonies. Following the Terracide, TGO's Board in the Kruger 60 Cluster "spun off" its corporate holdings elsewhere in Terran Space, and they became independent settlements.

THE CELESTIAL GUARD

The Celestial Guard is TGO's armed space fleet. Headquartered at The Complex in Kruger 60, the Guard also has bases in the Snake Eyes and Ross 248 systems. Although it isn't a huge fleet, and is composed mostly of light to medium vessels, the Celestial Guard holds the distinction of being the most advanced force of armed spacecraft outside of the Terran Home Fleet, with arguably better trained and more experienced personnel. While the THF's formidable reputation insures they seldom actually fight, the Celestial Guard has been through three trade wars with ISTAR and the CRF, half a century of conflict with the Titans, and countless piracy-suppression ops.

The Celestial Guard recruits from among TGO's employee-citizens, and also accepts volunteers from TGO client-settlements which are under Celestial Guard protection. This is one of the many services which the Guard provides to TGO clients, along with training for volunteers. This provides the client-settlements with a source of highly-trained spacecraft crews, after they've completed their tours of duty.

Following the Terracide, the Celestial Guard was kept very busy. In the first year after the disaster, piracy became a serious problem as deserters from the CRF frequently went rogue. Then the CRF's main fleet, *and* elements of the THF, invaded the Kruger 60 Cluster – the Guard's biggest challenge ever.

THE APOGEE BRIGADE

The Apogee Brigade is the elite unit of troopers who serve aboard Celestial Guard vessels, also headquartered at The Complex in Kruger 60. The Brigade is mainly composed of a mix of genotypes: Geminis, Leos, Aquilas, and baseline humans. However, they accept any volunteers who can pass their rigorous physical requirements, so almost any type of humans may be found in their ranks.

The Apogee Brigade established its reputation in the second trade-war against ISTAR, when Leo troopers defending TGO habitats and vessels went head-to-head against the allegedly-unstoppable Ursa boarding parties. Although widely perceived as rivals since then, Leos and Ursas actually came through with a sort of grudging respect for each other. Today there are even a few Ursas in the Apogee Brigade.

During the invasion of the Kruger 60 Cluster, several battalions of Apogee Brigade troops went to ground in the warrens of Marathon Free Station and engaged in guerilla-style warfare against the CRF troops occupying the asteroid habitat.

SPECIAL PROJECTS, INC

Special Projects, Inc is a little-known division of TGO which handles situations too sensitive, volatile, or unprofitable for the company's other departments. Headquartered at The Complex in Kruger 60, Special Projects maintains offices in every TGO settlement, and a few satellite offices in TGO client-settlements with close ties to the company. In these cases, Special Projects employees are usually granted jurisdiction to conduct investigations within the colonies, settlements or habitats where they operate.

Special Projects is popularly perceived as TGO's counterpart to the OFFICE, but strictly speaking, this isn't necessarily true. While Special Projects may occasionally conduct investigations, intelligence gathering or covert operations, their actual mandate is more accurately stated as "Whatever those wonks at The Complex need to get done." This brings them into conflict with the OFFICE on a regular basis; hence the widespread perception of equivalence between the organizations.

In reality, Special Projects is quite different. While its personnel receive the best possible training, equipment support available from Terran Galactic, they don't have the resources of ISTAR. Special Projects personnel seldom receive extensive genetic modification or alien technology. They do, however, have a reputation for outside-the-box thinking and extreme deviousness, not to mention an insufferably *snarky* attitude.

Before and during the invasion of the Kruger 60 Cluster following the Terracide, Special Projects was responsible for a variety of 'incidents' in the region: the defection of several CRF crews to TGO, the disappearance of several others, sabotage against CRF forces occupying Marathon, the disruption of an unknown number of OFFICE operations, and the exchange of a hundred hostages from 61 Cygni for one THF Admiral's daughter.

THE LACERTA SYNDICATE

The **Lacerta Syndicate** is a ring of corsairs which operates out of the EV Lacertae system. While most of the corsair syndicates are (or rather, *were*) tied to organized crime back on Terra, the pirates of Lacerta were a loose band of independents using an abandoned asteroid habitat as a base of operations, preying upon the poorly-defended settlements elsewhere in that system.

After numerous protests from the inhabitants of EV Lacertae that the Celestial Guard had failed to effectively patrol the system, TGO sent in Special Projects, Inc. In their classic style, the agents of Special Projects did something nobody expected: they hired the corsairs. Now the Lacerta Syndicate works for TGO as an auxiliary squadron, supporting itself with commerce raiding, providing escort vessels in dangerous areas, and patrolling areas the Celestial Guard is unable to cover due to shortage of available spacecraft.

Prior to the Terracide, the Lacerta Syndicate didn't exist as such; it's a recent development. During the occupation of Marathon Free Station and 61 Cygni, the Lacerta Syndicate served as a deniable raiding force which kept the CRF and THF on the defensive, delaying their plans to take the rest of the Cluster.

STELLAR EXPRESS

Stellar Express is the largest interstellar shipping company in Terran Space. They have a reputation for getting passengers to their destinations in style, and delivering goods on schedule. They also have another reputation, for going the extra parsec to harass and inconvenience their competitors. Mention of Stellar Express is a good way to polarize a roomful of interstellar travelers. Half of them swear by the company's service, the other half want to throw its shipmasters out the nearest airlock.

Another little-known fact about Stellar Express is that they have ties to organized crime on Terra. It wasn't easy for Earth's criminal syndicates to get a foot-hold beyond Sol-Space, but they offered services to Stellar Express which the company could not refuse. This is how Stellar Express gained its reputation for intimidating and harassing its competitors. In return, they provide transport for various 'businessmen' from Terra when they need to travel to the Colonies.

Stellar Express enjoys a near-monopoly along the Core Loop colonies, and has the largest market share among interstellar shippers nearly everywhere else, except for the Kruger 60 Cluster. Due to the TGO's interest in other shipping concerns, competition in the region has not favored Stellar Express. For this reason, Stellar Express has supported ISTAR's repeated attempts to assert its control over the region, including the most recent conflict after the Terracide.

THE FREE TRADE LEAGUE

The **Free Trade League** is a collective of independent interstellar merchants. They support the expansion of privately-owned merchant spacecraft by underwriting loans to new League members for the purchase of small interstellar freight vessels. The League also has its own spaceport facilities at many settlements where its members receive discounts on fuel, repairs, lodging, and just about everything else. In return for this service, League members are obligated to make their loan payments on time, contribute a portion of their profits to the League for facility upkeep, and pass along information on astrogation, patrols, corsair activity, and so on.

Since the Terracide, this arrangement has not held up everywhere. Some of the loans for League vessels were held by Terran banks which no longer exist, and a few League members have taken advantage of the confusion created by this disaster to skip payments. Some have left the League altogether, and in the worst cases, turned corsair and used their inside knowledge of League shipping to prey on their former allies.

Fortunately, these cases are the exception rather than the rule. Most League members have made their payments at off-world branch banks since the Terracide, which has been instrumental in keeping some of the smaller branches solvent. They have also contributed to the aid of refugees in need of transport, and even run blockades during the invasion of the Kruger 60 Cluster.

DOCTORS WITHOUT LIMITS

Doctors Without Limits is the interstellar counterpart to the Terran organization known as Doctors Without Borders. Based in Alpha Centauri, they have been most active in the Core Colonies since their founding in the early 22nd century. Their most widely-publicized work has been the ongoing relief efforts for the stricken Omicron colony, which they have struggled to keep in the public eye for decades. They also took part in the relief effort when the Zeta Reticuli Colony was overrun by VeNoMs.

Since the Terracide, Doctors Without Limits has lived up to its name, turning up literally everywhere in Terran Space as the Junta carried on its war of unification. Their reputation as impartial humanitarians has enabled them to walk in and out of the most dangerous war zones.

UNITED TERRAN PRESS

United Terran Press is the foremost source for news in Terran Space. While their headquarters bureau was destroyed on Terra, the UTP has satellite offices on almost every settlement in Terran Space. The off-world bureaus were considered something of a 'side-show' back on Terra, but in the colonies, they are very popular.

Since the Terracide, of course, the off-world bureaus are all that remains of the UTP. The Alpha Centauri bureau initially took on the task of coordinating the efforts of the other satellite offices. Up until the Junta began its war of consolidation, this arrangement was working, but then the Junta began censoring reports from the Core Loop bureaus, and the others stopped taking direction from them.

Since then, each office has functioned independently, resulting in rather chaotic, often conflicting reports from different UTP bureaus. However, the UTP field reporters remain some of the most dedicated and determined journalists in Terran Space, no matter what's going on 'upstairs' back at their home office.

LIVING GALAXY FOUNDATION

Living Galaxy Foundation is dedicated to adapting humanity to new environments, rather than making new environments for man. The LGF is responsible for some of the most radical genetic engineering projects in Terran Space – both on humans and other life forms. The Aquarius, Aquila, and Ares genotypes all owe their existence to the Foundation. However, at the dawn of the 23rd century, they turned their attention to bio-engineering entire habitats.

The 61 Cygni project is the site of one of the most ambitious projects in Terran Space: the Living Galaxy Foundation's Dyson Tree habitats. Home to thousands of Aquila genetic engineers and support personnel, these massive

vacuum-dwelling organisms show great promise. Although still in their infancy, the trees are already many kilometers in length and breadth. Even the Jovians who occasionally visit 61 Cygni – and rarely take interest in any human activity -- have shown interest in this project.

During the occupation of 61 Cygni, personnel of the Living Galaxy Foundation went to extreme measures to insure the safety of their project, even going so far as to enlist the aid of the Jovians to keep the Terran Home Fleet away from the Trees. The THF wisely avoided them.

SOPHONTOLOGY STUDIES INSTITUTE

Sophontology Studies Institute, located at Sirius, is the most important center of alien studies in Terran Space. With close proximity to the abandoned alien site at Sirius B, and the Fluorians and Ammonites each less than a month away, the Sirius system is a crossroads of alien activity. While much of the activity at Sirius B is classified, and access to the site itself is highly restricted, a steady stream of artifacts and reports from the site are declassified and released for study at the Institute.

Following the Terracide, this changed, as the Junta tightened security at Sirius B. Many believe that they were looking for alien weapons technology, but this is unlikely, as ISTAR has never produced any 'alien super-weapons' from the Sirius B site. Exactly what they did find is still classified, however.

NEW TERRAN COLONIAL FOUNDATION

New Terran Colonial Foundation is concerned with Earth-like worlds; either making new ones or finding them. They have been involved as consultants, publicists, and researchers on every major terraforming project in Terran Space since the exploration of the Core Loop. The Foundation also maintains a small fleet of exploration vessels, used to search for new worlds to terraform, or for earth-like worlds which may be settled without the need for terraforming.

As of yet, no earth-like worlds have been found, but after the Terracide, rumors began to circulate that a NTCF vessel had discovered one, at least 50 light-years from Terra. Nobody knew where, because the crew had been in debriefing on Terra when it was destroyed. A few people believed the rumor and went looking for this new world, but TGO feared it was an OFFICE ploy to scatter its forces in a pointless search for a new homeworld while the Junta unified the colonies.

When the fighting is over, however, TGO will undoubtedly wish to investigate this rumor. Most of the Foundation's exploration fleet was in the field when the Terracide occurred and have yet to report back, so it's quite possible that one of them may have found something.

PLANETARY CONSERVATION SOCIETY

Planetary Conservation Society is a highly vocal organization of environmentalists who believe that mankind has no right to alter the naturally-occurring environments of alien worlds. The PCS has waged a century-long campaign of violence against terraformers, sabotaging equipment and infrastructure in repeated attempts to slow down or intimidate them. This has resulted in many injuries and even a number of deaths.

Recently, a PCS publicity stunt backfired, resulting in the deaths of a hundred PCS activists at New Cydonia. Widely known as the New Cydonia Massacre, this has resulted in renewed public sympathy for the PCS, even though the so-called massacre was actually self-inflicted.

THE CURATORS

The Curators are a loose society of 'concerned citizens' who desire to preserve the cultural heritage which was lost when Terra was destroyed. Barely qualifying as a coherent organization, the Curators are really just a number of individuals who share a common hobby. They communicate via the "Tangled Web, notifying each other when they locate a Terran artifact sought by one their other members, each of whom has a particular specialty.

The Curators would be a mere curiosity, except for the determination with which they pursue the objects of their desire. When a Curator locates something from Terra he wants for his collection, there's no telling how far he will go to acquire it – they can be dangerously persistent. Some will harrass the owner until they agree to sell it, paying any price no matter how outrageous. Others have actually been known to resort to robbery, burglary, grave-robbing or murder to possess Terran artifacts.

SONS OF TERRA

Sons of Terra is the name of a violent organization dedicated to a single goal: revenge for the Terracide. Composed of numerous cells operating independently all over Terran Space, the Sons are not very well organized. While they all agree that the slaughter of billions of human beings must be avenged, they don't necessarily know who to blame, and each cell has a different idea about who might be responsible.

Every alien species known to humanity has been put forth as a suspect, along with a few whose existence is purely conjectural. There are even Sons of Terra who seem convinced the Terracide was perpetrated by the Junta as the opening move in their campaign to take over Terran Space, or a lost colony which wanted to make sure nobody from the homeworld ever found them.

The trouble starts when these misguided vigilantes try to act out their revenge fantasies. At the moment, humanity has its collective hands full dealing with fallout from the disaster, and the internal strife brought on by the consolidation war. The last thing it needs is a bunch of loose cannons starting a whole new war with an advanced alien species which could easily finish what the Terracide started. Unfortunately, the Sons of Terra seem determined to do exactly that.

So far, plots to use weapons of mass destruction against various aliens have all been stopped by a variety of agencies, including one unprecedented case in which the OFFICE and Special Projects Inc, were forced to cooperate to save humanity. But the Sons of Terra show no signs of giving up, so the various agencies charged with protecting Terran Space continue their high-stakes game of thermonuclear whack-a-mole with these idiots. One mistake, and humanity could find itself embroiled in a war it cannot win.



**CHAPTER FOUR:
CHILDREN OF
THE GALAXY**

ALIENS

MY OWN SUSPICION IS THAT THE UNIVERSE IS NOT ONLY STRANGER THAN WE SUPPOSE, BUT STRANGER THAN WE CAN SUPPOSE.

-John Haldane

The discovery of alien life in other star systems has been an ongoing series of cultural and psychic shocks from which humanity has yet to fully recover. Earth-like worlds are rare, and 'life as we know it' is equally rare, yet life *has* been found elsewhere – and in some of the strangest places imaginable. Intelligent life has also evolved in the most unlikely environments, and Terran sophontologists have found that the nature of its environment has a profound impact on all intelligent life. As a result, the alien species mankind has encountered are vastly different not only physically, but mentally as well – their thought processes are as alien as everything else about them.

Terracide attempts to avoid many cliches common to aliens in popular SF. There are no humanoid aliens with forehead appliances, no alien societies based on earth cultures, no 'talking animals,' insectoid hive-minds, and no energy beings. A reasonable attempt has been made to answer the questions of what type of being would evolve in a given environment, and how would it perceive the universe?

GM's should remember that none of the species written up here are intended for play as PC's. Nor are they being played by Hollywood actors. Roleplaying tips are provided to help GM's run these aliens in character.

PC's should remember an *alien* is not an actor in a funny suit. It's a bizarre-looking life-form which evolved in an environment completely different from your own, with an utterly different means of breathing/eating/mating/trading/communicating/thinking. Don't annoy it.

WE WOULD NOT SELL YOU ANY DATA YOUR SPECIES COULD NOT PROCESS - YOU CAN'T AFFORD IT.

THE KEEPERS

The Keepers were the first alien species humanity encountered upon leaving its home system. When the first sub-light interstellar mission arrived at Proxima Centauri, the Keepers were there waiting for them. The Proxima system should have been lifeless, but the *Zheng He* spacecraft received a signal, from the dark side of a tide-locked, airless world orbiting the red dwarf sun. Upon sending down a landing craft, the crew made first contact with the most widespread, and powerful, species in the galaxy.

The Keepers is their name for themselves: an ancient species based on superfluid helium-II chemistry, which only exists in the coldest reaches of space. They inhabit red dwarf systems, which can be found everywhere, living on cold worlds orbiting far from their dim stars, or on the cold, airless darksides of tide-locked worlds orbiting very close.

Appearance: The Keepers are not much to look at; pools of superfluid dot the landscape of their settlements, with no visible signs of movement or technology. However, this is misleading, as they are capable of communicating via radio signals (generated by unknown means) and trading with other species for information.

Biology: The biological basis of the Keepers is a closely-held secret. They tolerate no inquiries into the subject, and refuse any offers of payment for the information. Terran theorists, and those of other species willing to discuss the matter, agree that the Keepers could not have evolved in their current form, and may have created their helium-II bodies as a means of extending their species' long-term survival prospects. Although the lifespan of the Keepers themselves is unknown, the red dwarf star systems they inhabit will outlive others by many billions of years.

One important aspect of Keeper physiology has been established – the species has an advanced form of quantum-entangled communications which may link every Keeper world in the galaxy. Information acquired by one Keeper settlement is apparently known to all others immediately, no matter how distant.

Society: The Keepers are the galaxy's foremost information brokers. They take payment in the form of new information, or in exotic materials they don't have ready access to. They particularly prize magnetic monopoles, anti-matter, and other unusual forms of matter. They trade in information with nearly all known species (except the Titans, who don't seem to comprehend the concept of 'trade') and probably others unknown to humanity. They have vast stores of knowledge: on advanced technologies, sciences, distant reaches of the galaxy, many alien species, and their secrets. Their prices, however, are extremely high.

Occasionally, someone, or *something*, attempts to coerce the Keepers into divulging information by the use of force. This never succeeds, because killing any number of Keepers, even an entire settlement, results in no loss of information to the species, which is apparently the only thing that matters to them. In the aftermath of such a debacle, their response is always the same: an immediate embargo on all information for all species, until the guilty parties are delivered to the Keepers.

In the first century of human starflight, ISTAR attempted to enforce a ban on unauthorized human contact with the Keepers, to prevent the uncontrolled dissemination of alien technology. As the availability of FTL travel spread, this became increasingly impractical. By the beginning of the 24th century, many independent explorers have sent their

own expeditions to Keeper worlds, resulting in a profusion of alien technology, science, and ideas across Terran space. However, the budgets of independent explorers are usually limited, and few have purchased anything truly dangerous to humanity.

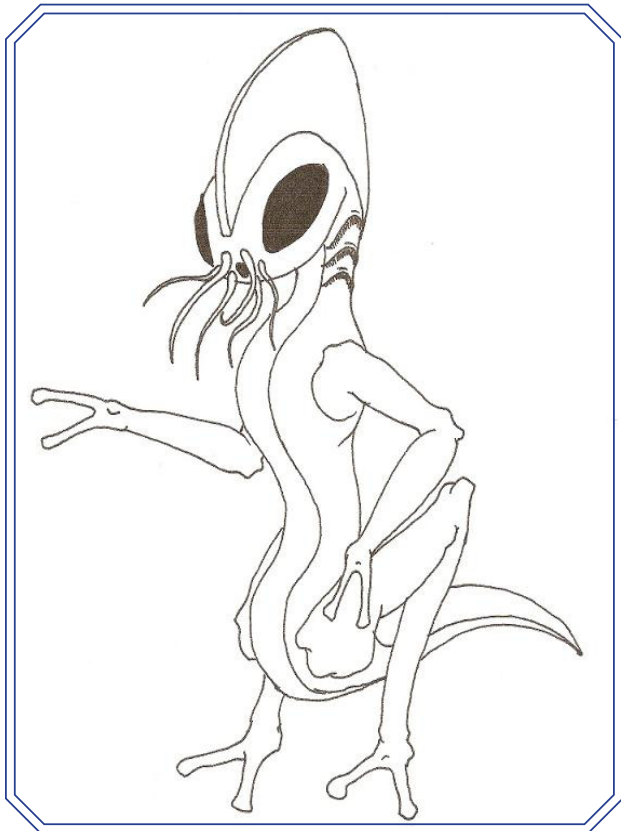
Settlements: Keeper worlds are unremarkable ice-balls with no signs of development. Taking a census of the Keepers on a single world, let alone all the Keepers' worlds, would be impossible.

IF HUMANITY SURVIVES THIS CRISIS, THE SPECIES WILL BE TRANSFORMED... BUT AT WHAT COST?

FLUORIANS

Fluorians are the most 'human-like' of all the aliens encountered by mankind so far, which isn't saying much. Since their first contact, they have been humanity's most lucrative trading partner among the alien species, and the closest thing to an ally which the Terrans have found. Fluorians are the only alien species with a spoken language Terrans can hear and understand, although speaking it is impossible. Fluorians can also understand Terran languages, but do not speak them.

Appearance: Fluorians are bilaterally symmetrical bipeds averaging 150cm in height, and 50kg mass. Their legs are digitigrade, back-bent like terran birds, and their arms have similar structure, giving them greater flexibility and agility. Their hide is white and pallid, with symmetrical black markings on the extremities, and their crested, wide-eyed heads. Their dark red eyes are set far apart, giving them excellent



peripheral vision. Fluorians' mouths are small and lipless, surrounded by several 10cm feelers, adapted to a liquid diet. They breathe through multiple slits on either side of their elongated necks.

Biology: Fluorians breathe an atmosphere of fluorine and sulfur dioxide at approximately 200 C. They prefer gravity and atmospheric pressure similar to humans. Their metabolism and thought processes are considerably faster than that of humans, although they have little difficulty adapting to the pace of humans, or any other species if needed. They are adapted to feeding on a liquid diet, although it isn't known exactly what type – one theory is that their primitive ancestors on the Fluorian homeworld drank the vascular fluids of their prey. Terran biochemistry is poisonous to the Fluorians, so possible exsanguination has never hampered diplomatic relations. Their lifespan is relatively short, averaging about 50 standard years, during which they produce two to four offspring by live birth, usually two at a time.

The Fluorians' short lifespan is offset by a limited form of ancestral memory. They begin life with the ability to recall memories of their most recent ancestors, and this ability improves throughout the Fluorian's life. More distant ancestral memories are difficult to recall, but the most skilled 'mind-walkers' can remember events from several centuries ago.

Society: Their ancestral memories create very strong family ties among Fluorians, and this forms the basis of their society. Related Fluorians share many of the same memories, giving the term 'like-minded' a meaning unique to their species. A pair of twin Fluorians will often be referred to mind-siblings, and they will often know each others' thoughts to a degree which seems almost telepathic, although in reality each knows what the other is thinking because they share the same memories.

The ability to pass on memories to their descendants influences the Fluorian outlook in many ways. They desire to experience as much as possible for themselves during their lifetimes. Fluorians have less fear of sacrificing their lives than humans, knowing that their descendants will have the drive to carry on their work. Long-term projects lasting several generations are common in Fluorian society. Obviously, this applies to Fluorians who have reproduced – those who die without doing so fail to pass on their memories, which is considered a great loss. Like humankind, Fluorians are very protective of their young for this reason.

The Fluorians' ancestral memories also provide them with wisdom far beyond what their short lifespans would imply. They consider themselves one of the most 'enlightened' of the known species, and with good reason. Fluorians can co-exist peacefully with almost any other species, (except the Titans) and have done their best to act as a 'big brother' to humanity, even though most humans tend to ignore their advice. Human philosophers, however, consider Fluorian philosophy extremely compelling, as do most other species. When the Fluorian Masters speak, even the Titans listen.

Settlements: Fluorian colonies are few and far between, but tend to be rather larger than their human counterparts. They prefer to settle on worlds they can properly 'xeniform' to their preferred environment, which comfortably support populations in the hundreds of millions. These worlds also have extensive orbital infrastructures: massive space stations with environments for visiting species, solar-powered monopole and anti-matter factories, and other high-tech projects indicate a wealthy species with a mature star-faring capability.

WE HAVE ALWAYS BEEN AS WE ARE... DO NOT ASK QUESTIONS WITH NO ANSWERS.

AMMONITES

Ammonites were encountered not long after the Fluorians, but mankind's first meeting with them did not go well. The HCST Barnard's star flotilla arrived at Epsilon Eridani expecting to meet up with the Wolf 359 flotilla, but instead found the Ammonites, and no sign of any Terran vessels. They initially suspected the Ammonites of destroying their fellow explorers. This turned out to be a mistake, but ever since then, humans and Ammonites haven't completely trusted each other.

Appearance: Ammonites vary in appearance, but have many common features. They mass about 200kg, and average 300cm in length. They have a brown-and-green banded nautiloid shell, reminiscent of Terra's extinct order of mollusks, which were also known as ammonites. The shell is oriented on top of the Ammonite body, curling up and back. Their hide varies in shade, usually some combination of greens and browns, like their shells. Seven flexible appendages emerge from the Ammonite shell. One is adapted for eating, four serve as ambulatory/grasping limbs, and two function as short eye-stalks.

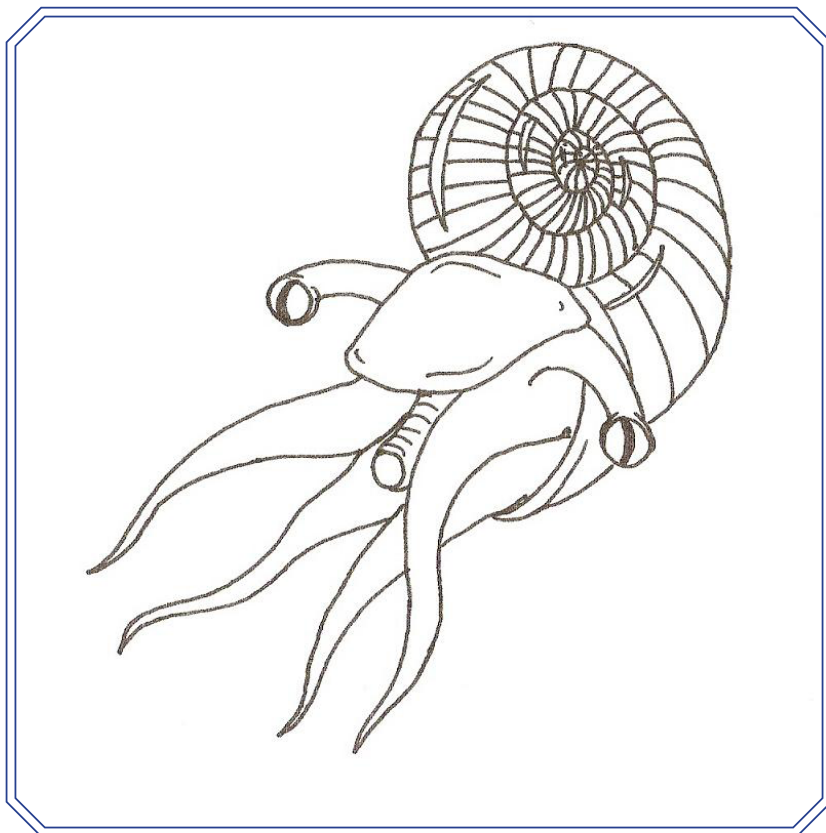
Biology: As their name implies, Ammonites are ammonia breathers, and they favor small, cold worlds with liquid-ammonia environments. They prefer low gravity, and like most ocean-dwellers, adapt easily to zero-G conditions. Their metabolism is slower than humans, but their lifespans tend

to be longer, averaging about 200 years. Ammonite eyesight is adapted for low-light conditions, while their hearing is inferior to human norms. Their olfactory senses, however, are extremely advanced, allowing them to identify each other and even communicate via the release of complex pheromones. Many Terran xenobiologists have concluded that the Ammonite genome could not have occurred naturally, and that they must have been engineered. The Ammonites themselves vigorously deny this. Almost nothing is known about Ammonite reproduction.

Society: The social structure of Ammonites is based on castes or ranks, which in turn determines the types of pheromones released by an individual Ammonite. Those of a lower rank find orders from higher ranks impossible to disobey, up to a point. There are limits to how many others a high-ranking Ammonite can control; usually 49 of the next-lower rank. (The equivalent of 100 in their bizarre base-seven math.) Important tasks are typically delegated to a controller with a full complement of 49 menials; it's not uncommon to see 50 Ammonites at a time. Larger undertakings go another rank up the hierarchy: an overseer with 49 controllers, each with its own complement of menials, has 2450 Ammonites at its disposal. A small colony answers to a preceptor, who may control upwards of 120,000 Ammonites, while a large oceanic settlement would theoretically be run by a suzerain, who could indirectly control almost six million individuals.

In practice, human trade delegations have never met an Ammonite above overseer rank face-to-face (not that Ammonites have faces, as such). Some of the most common mistakes made by humans when dealing with Ammonites is to mistake the lower castes for mindless drones, or to think of them as part of a 'hive-mind.' Nothing could be farther from the truth. While they obey the orders of their superiors without question, all Ammonites are fully intelligent and capable of independent thought and action. In the absence of direct orders, lower-caste Ammonites tend to assist their fellows in whatever they're doing. Higher-ranking Ammonites are more competitive with their peers, looking for a means to advance within their caste.

Settlements: Ammonite colonies don't seem to follow a set pattern; they build whatever is most expedient under the circumstances. Only one fully 'xenofomed' Ammonite world is known; an oceanic colony with an unknown (but very large) population living under a vast plain of ice. Other Ammonite settlements may be rotating space stations or simple zero-G orbital structures, with populations of anywhere from a thousand to a hundred thousand. Most Ammonite technology is unremarkable by human standards, but they have excellent biotech for those who can afford it. Advanced pharmaceuticals, gene-therapy, regeneration, and even longevity treatments are available, although ISTAR particularly frowns on the latter.



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SIRIANS

Sirians is the name given to the mysterious inhabitants of the Sirius star-system. Discovered by the same explorers who first encountered the Fluorians, who warned them not to enter the Sirius system. Ignoring the warning, the Terrans continued on their way and made first contact with the Sirians, but did not survive to tell about it. After a number of failed attempts, lost spacecraft and crews, ISTAR went into the Sirius system in force and removed the threat. Nothing remains of the Sirians now except for the installations and artifacts they left behind when they escaped.

Appearance: Unknown. No intact Sirian, dead or alive, has ever been captured, or even observed. Records they left behind indicate that they made extensive use of advanced robotic machines, and a few sophontologists believe that these machines *were* the Sirians.

Biology: Unknown. If it's true that the Sirians' machines were the actual intelligence occupying the Sirius system, they would be the first post-biological intelligence encountered by humanity.

Society: Also unknown. One thing which is known for certain is that the Sirians were very hostile; not just to humanity, but to all other species. The Fluorians and Ammonites avoided Sirius, which raises the question of how humanity found three alien species so close together, and so close to its homeworld. One theory is that the Florians and Ammonites were jointly keeping tabs on the Sirians – from a safe distance.

Settlements: Only one example of a Sirian settlement has been captured, in orbit around the white dwarf star, Sirius B. Very few of the images and artifacts from this site have been declassified for public study – just enough to be certain that they are far more technologically advanced than humanity. It's not entirely clear how ISTAR evicted them from the Sirius system at all, but the most popular theory is using alien tech 'borrowed' from the Keepers.

The same species is suspected of destroying expeditions to Altair, Fomalhaut and Vega, but this has yet to be confirmed. ISTAR and TGO urge extreme caution in type A star systems until more facts are available.

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ON BEHALF OF THE
IMMORTAL MOTHER OF
SKIES, I WELCOME YOU TO OUR
BIOME. YOU WILL BE SAFE
HERE, SO LONG AS YOU OFFER
NO VIOLENCE. REMOVE YOUR
WEAPONS NOW, AND MOTHER
OF SKIES WILL ALLOW YOU TO
LIVE.

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-a Jovian's humanoid construct greets visitors

JOVIANS

Jovians is the name given to the alien race of gas-giant dwellers. These creatures are huge, like the worlds they inhabit, with intellects to match their vast size. Each one is a world unto itself, the size of a small space colony, with a unique ecosystem created by the Jovian for its own purposes. A few of them have even engineered themselves to support Terran life.

Biology: These creatures are very poorly understood. They originally evolved in the atmosphere of a gas giant world, long ago, but they have long since become a spacefaring species, and now inhabit gas giants throughout Terran space, and possibly the whole galaxy. Jovians have extensive control over their own development, including the capability to engineer artificial ecosystems inside their bodies and create artificial life-forms which inhabit them. They have adapted themselves to the cold upper reaches of gas giant atmospheres, as well as the crushing depths near their metallic-hydrogen cores. They can also adapt themselves to the rigors of interstellar travel. They are effectively immortal, and capable of travelling between stars at sub-light speeds. However, they sometimes purchase a FTL drive and retro-fit it to their outer hide; apparently hyperspace doesn't harm them, either.

Society: It's not clear if there is any such thing as Jovian 'society' as they appear to be solitary creatures. Whether they communicate with each other on a regular basis is unknown. Each Jovian, however, is a community unto itself, with its own population of biological constructs, engineered by the Jovian to perform whatever tasks it needs doing. Many of these constructs are nonsentient, being specialized for simple tasks and having no need of higher mental functions. A few, however, are engineered to be at least as intelligent as humans; or more intelligent, in some cases.

Jovians only rarely interact with other species, but when they do, they seldom deign to speak with them directly. From the Jovian perspective, none of the other species (except the Keepers) are full sentient, being closer to the level of the Jovians' biological constructs. So the Jovians prefer to use their constructs as envoys. They usually custom-make constructs similar to the species they're dealing with, to facilitate communication.

The Jovians also sell constructs made to order. This is how the Virgo-types came to be; an unscrupulous trader gave a Jovian specifications for what he thought would be an 'ideal' companion. The Jovian demanded a complete Gemini genome in return. The trader got more than he bargained for – his 'companion' was much more intelligent than he expected, and promptly escaped. The Jovian, meanwhile, has sold its work to others – there have since been reports of other Jovians using Virgo-type envoys.

Settlements: None known to humanity. Although some gas giant worlds are known to harbor multiple Jovians, they have never been seen to congregate or create any infrastructure on their worlds. Nor have they shown any signs of needing any.

Jovian technology is almost entirely biological, although they also have access to metallic hydrogen, which other species value highly. They trade for metallic goods (although some Jovians harvest their own, via their constructs) and also for new genomic information.

THE TERRANS HAVE DONE AMAZINGLY WELL, FOR SUCH FRAGILE, FREAKISH, COLD-NATURED CREATURES...

CYTHERIANS

Cytherians are also named for the type of worlds they prefer to inhabit: extremely hot worlds with super-dense atmospheres. The ability to maintain this environment internally makes Cytherian spacecraft and orbital habitats extremely durable, but expensive. Cytherians prefer to live on xenofomed planets if possible.

Appearance: Cytherians appear as 50cm mottled grey silicon flatworms, between five and ten cm thick. They are bilaterally symmetrical, with six limbs arranged three to a side. Their anterior/posterior ends are identical in appearance, with an upper and lower opening in each. They move, speak and think much more quickly than humans, giving them a hurried, frantic aspect which most humans find rather jarring.

Biology: Cytherians are partially based on silicon, in addition to carbon, making them very resilient. They thrive in super-dense carbon-dioxide/fluorine/sulfur atmospheres at temperatures over 400 celsius. Though sightless, their

hearing and vocal apparati are advanced; they seem to “hear” and “speak” with their entire body surface. A Cytherian in its natural environment can pinpoint any sound within range, regardless of direction. It can recognize humans by voice, even through the thickness of an environment suit, and can learn to detect vocal stress patterns. Their speech is normally inaudible to humans, due to pitch and rapidity—they speak too quickly for humans to follow. In fact, Cytherians do everything far more quickly than humans, having a metabolic rate about four times faster than ours.

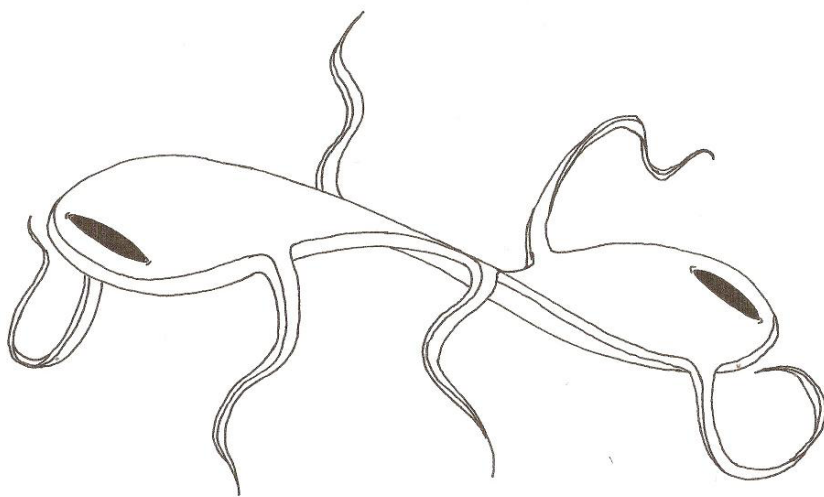
At the age of about 25 years, a Cytherian reaches a thickness of ten cm, at which point it reproduces by division, spawning an “upper” and “lower” offspring. The upper “twin” retains the mentality of the original, and acts as a parent to the lower one, which is effectively a newborn. In this way, the Cytherian species preserves its knowledge and traditions, while continually producing young minds capable of new insights. At any given time, about half the Cytherian species are ‘first generation’ with no memories from previous generations. Half the remainder have memories going back one generation. Half of those go back two generations, and so on.

This makes the Cytherian species effectively immortal, although those with truly ancient memories are very rare: about one in a thousand go back ten generations; one in a million go back twenty generations. Unlike the rather difficult-to-recall ancestral memories of the Fluorians, however, the Cytherians’ ancients have perfect recall – their silicon-based memories are almost as good as a computer.

Society: A Cytherian ‘ancient’ and all its descendants are collectively known as a ‘lineage.’ The lineage is the basis of Cytherian society – while the oldest among them may not be giving orders or making decisions for the rest, the whole point of Cytherian society is to preserve the knowledge of the ancients. While information technology has long since made this at least partly redundant, the social imperatives remain – computers may conserve knowledge, but the wisdom and traditions of the species are not so easy to store in a machine.

The Cytherians’ relations with other species are complicated by the speed of their thought processes. Most other aliens use virtual intelligence (VI) proxies or telepresences (or both) to bridge the gap. Terran VI systems have proven especially good at working with Cytherians on their own terms, and Terran software is highly prized by the Cytherians, along with volatiles and organics which are easier for Terrans to work with at temperatures considered cryogenic by the Cytherians, but room-temperature for Terrans.

There have been reports of Terran VI systems ‘reverse-engineered’ by the Cytherians and sold to other species which have difficulty working with these fast-thinking aliens, which has led some to question their ethics on the subject of intellectual



property laws. In some areas, ISTAR has attempted to enforce an embargo on Terran software sales to Cytherians, but this has only resulted in the creation of a thriving black market.

Settlements: Cytherians prefer to settle on worlds xenofomed to their liking, rather than using space habitats of any type. They are capable of travelling and living in space, but the effort of containing their preferred atmosphere gas mix and pressure raises technical challenges even for the highly-advanced Cytherians. It's far easier for them to stay on or under the surface of the few worlds which they have engineered for colonization. Estimates of their populations vary, ranging from the millions to billions.

Cytherian settlements are controlled by a few powerful lineages, with various responsibilities delegated to less powerful lineages based on their specialities. There are lineages devoted entirely to spacefaring, and contact with other species, which are the only ones most non-Cytherians ever meet in person. These Cytherians have some of the most advanced high-performance spacecraft known to humanity, and all of them are known to be armed. It's not yet clear whether the speciality of a lineage determines how much power it wields, or vice-versa.

In the upper reaches of Cytherian worlds' atmospheres, temperatures and pressures decline to levels humans can survive, and a few enclaves have been built to take advantage of this fact: huge bubbles of air containing miniature cities, encased in corrosion-resistant stained glass float through the clouds, many kilometers above the surface of Cytherian worlds, where thousands of human diplomats and their dependents can interact with these amazing creatures on a day-to-day basis.

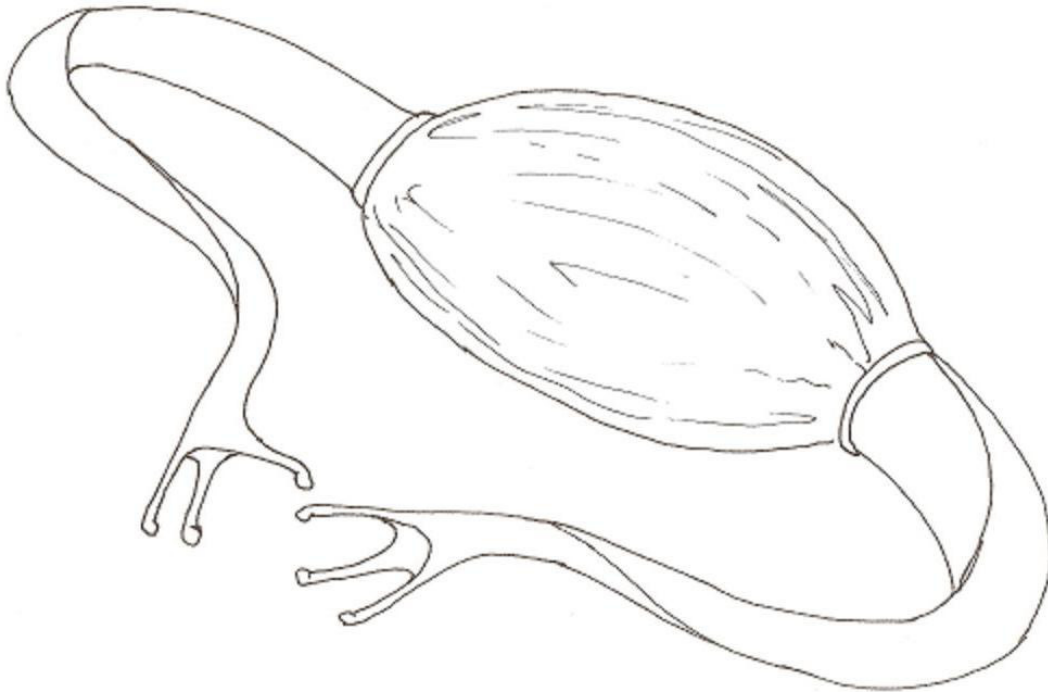
JUDGE YOUR ENEMIES BY
WHAT THEY CAN TAKE FROM
YOU.

TITANS

Titans are one of the more hostile species encountered by humanity, and one of the most stubborn. It took the largest corporation in Terran history half a century of warfare to dislodge a single 'family unit' of Titans from the Kruger 60 Cluster. Their name comes from their preferred habitat – smaller worlds with nitrogen/methane atmospheres similar to Saturn's largest moon. Whether the name also refers to their great power is debatable – while an individual Titan can be extremely dangerous, they do not work in large groups, which limits their power as a species.

Appearance: The low gravity and liquid-ethane environment in which Titans dwell permits them to grow very large; a mature Titan (approximately 150 years old) masses around 50 metric tons, its rust-shaded ellipsoid body reaching 15 meters across its major axis. No sensory organs are visible; the Titans rely on millimeter-wave radar which they can sense with any part of their bodies. At either end, an eight-meter tentacle with three branches serves for both movement and manipulation. However, it is extremely rare for a Titan to be seen without augmentation of some form; most wear environmental gear equipped with a variety of extra tentacles and additional sensors.

Biology: Titans are extremely long-lived, with natural life-spans thought to extend up to 1600 years on average. Few,



however, die of natural causes, due to their violent tendencies. They perceive the world primarily through millimeter-wave radar, which is highly developed in their species. They also have a means of transferring chemical information via direct skin contact – similar to the Ammonite olfactory sense, but based on taste rather than scent. Their metabolism is much slower than humans, requiring them to breathe only three times an hour, and eat and sleep only once a week. Their thought processes and movements usually seem slow and ponderous, but it is extremely dangerous to underestimate them. Titans are capable of short bursts of speed in emergencies, and they are constantly accompanied by machines which think very quickly. Little is known about Titan reproduction only that they have two sexes, and the female produces a clutch of eggs from which up to a dozen young Titans may hatch.

Society: Titans are not social creatures, and rely extensively on advanced technology to accomplish their individual goals. A single Titan may command vast technical resources, including highly dangerous nano-tech, making it more than a match for *thousands* of well-armed humans.

The only time they work in groups is when a male/female pair agree to undertake a joint long-term project which requires additional help. (It's usually something dangerous, especially for the 'help.')

A clutch of young Titans is hatched, and put to work on the project as soon as they are large enough. Those that survive are promised a share of the spoils, plus whatever they can steal from their siblings. Needless to say, even on successful projects, few young Titans receive any significant payment other than betrayal and death.

This is all completely sensible from the point of view of the Titan parents: they need weaker assistants they can control, with no resources of their own, rather than fully-mature and well-equipped rival Titans with personal agendas that might get in the way. And once their project is complete, paying every single one of the youngsters off would be prohibitively expensive, so it's best to keep them at each others' throats right to the end and pay the strongest ones, who will no doubt have learned a great deal about project management from the experience!

Thus is the Titan race kept strong, and its ranks prevented from over-running the galaxy. This is fortunate for the galaxy's other species, for Titans apply their 'darwinian ethics' to pretty much everything they do, including relations with aliens. Constantly trying to steal from their own kind is seen as a counter-productive zero-sum game, so Titans practice on the 'lesser species' whenever they find something worth taking. "Trade" is an alien concept to a Titan; they don't haggle, bargain or barter; they take what they want, and the "price" is whatever the "vendor" will do to the Titan to protect the property in question.

Titans gain status among their kind when they have to struggle for something--not necessarily physically, but the more difficult the acquisition, the better. Likewise, some victims choose to take the easy way out, and just give the Titan what it wants without a fight. This results in almost no gain of status for the Titan, and makes the victim look like an easy mark for poor, low-status Titans with nothing to lose--the worst kind.

If a Titan wants something from you, fight for it. The Titan will appreciate your efforts to make it look good, and it will owe you for that. Rumors tell of some Titans so appreciative that they returned the merchandise afterwards. Conversely, if there's something *you* want from a Titan, you'll have to play by their rules. Don't try to fix a price—just figure out how to take it. It helps to load up on plasma ammo first.

Settlements: Titans can live almost anywhere, although they prefer large gas-giant moons with hydrocarbon seas. A 'typical' Titan base will be inhabited by a single Titan, with an extensive sub-surface habitat and a massive automated defensive complex. They make extensive use of virtual intelligence, nano-technology, and in some cases, anti-matter weaponry, all of which are far in advance of human tech levels. (Default level of TL12.) While Titan crewed spacecraft are rather large and slow, they are well-defended, and deploy squadrons highly-maneuverable combat drones which are more than a match for human spacecraft.

In the event that a Titan base with multiple occupants is discovered, it is most likely a 'syndicate' consisting of a mated pair and their offspring. Such bases are extraordinarily dangerous, as when the defensive complex engages intruders, one of the offspring may take advantage of the confusion to attack its siblings, (or in rare cases, one of the parents – but this is usually suicidal) at which point the visitors not only have to dodge automated doomsday weapons, but the crossfire of two or more young Titans trying to murder each other.



**CHAPTER FIVE:
LIFE IN THE
24TH CENTURY**

LIFE IN THE 24TH CENTURY

In the 24th century, the extra-solar colonies are all that remains of humanity. These settlements have experienced well over a century of extremely rapid growth, due to environmental and economic conditions on old

Terra. More than half a century has passed since the exodus from Earth reached the milestone of one million persons a year. As a result, humanity's colonies in space have exceeded all growth projections. Combined with moderate but steady birth rates, this has raised the total population of the colonies to well over a hundred million in 2311 AD.

Individually, the colonies vary in population a great deal. A small independent colony just starting out might have as few as 1000 people, although this is an extremely low figure. Such a colony would need to have technical assistance from outside, or a plan to expand very soon, in order to survive. At the other end of the spectrum, the largest colonies constructed so far will support ten million people. Such colonies are generally quite old and well-established. While it would be possible to build much larger, there hasn't been any need for such large habitats as of yet. Theoretically, a space habitat could be constructed to support as many as 100 million people.

Social Dynamics

The market for transport off Terra is highly competitive, resulting in a mix of highly trained and skilled first-generation colonists from all over the world. These people tend to be strongly motivated and most consider themselves fortunate to have escaped from the homeworld. In newer space colonies, this outlook sets the pace for vibrant growth and progress. However, in older, more established colonies, where second, third, and subsequent generation citizens outnumber the new arrivals, differences in outlook have resulted in considerable social friction.

Second-generation colonists with no memories of Terra often have difficulty understanding their parents. They consider life in space, away from the trials and hazards of the homeworld, to be their birthright, and sometimes seem to lack the 'drive' which brought their parents to the stars. In some cases, first-generation colonists hoping to avoid these problems opt for children with modified genomes: usually Gemini or Mensae types. This often backfires as the enhancements which make these children 'superior' also tend to make them more assertive and rebellious, and they often become leaders or spokesmen for their unmodified cohorts.

Third and subsequent generation tend to share their second-generation parents' views, but are even farther removed from the homeworld. As the grandchildren of the highly-driven first generation, they aren't pressured as their parents were, and tend to be well-adjusted, looking on the

previous generations' conflicts with confusion or amusement. What was all the shouting about, anyway?

Of course, not all colonies or colonists follow this pattern, and many individuals do not fit neatly into generational

categories. In an older colony, it's not unheard-of for a first-generation colonist to raise a family with a third or fourth-generation resident, at which point things get much more complicated for all concerned.

A NEW LIFE AWAITS YOU IN THE OFF-WORLD COLONIES. THE CHANCE TO BEGIN AGAIN IN A GOLDEN LAND OF OPPORTUNITY AND ADVENTURE.

--Blade Runner

Quality of Life

Life in the extra-solar colonies varies in quality, depending on who's in charge. In general, the technology level of a 24th century space colony supports a very high quality of life, where everyone enjoys access to adequate resources (housing, food, information) and gainful employment. However, the methods of providing all this vary a great deal between colonies, and some are more effective than others. Different colonies also have differing methods of handling breakdowns in the system, with varying results.

The oldest colonies are those in the Core Systems, collectively known simply as the Core Colonies, and administered by the Global Assembly's High Council on Space Transport. (HCST) In these colonies, government is a thoroughly entrenched bureaucracy, staffed by appointees from Terra. High Council staff oversee all aspects of running the colony, and as such wield a great deal of personal influence: food, housing and work assignments all go through the bureaucracy, and in most cases, HCST staffers will use their influence for personal gain – usually monetary. Almost anything worth having in such colonies will require a bribe of some sort, which drives up the cost of living.

The colonies of the Kruger 60 Cluster are light-years ahead of those in the Core. They are all owned and operated by Terran Galactic Operations, which is an employee-owned cooperative, meaning the TGO colonies are owned by their residents. Fully aware of the rampant corruption in the Core Colonies, TGO set up its colonies to minimize such problems; an elected board of directors oversees each colony, and an internal affairs unit conducts regular audits. This results in slightly more paperwork, but resources are distributed more equitably, with less favoritism and hoarding. While not 'perfect', TGO colonies are the standard by which others are measured.

Elsewhere in Terran Space, many independent colonies have been founded by a wide variety of sponsors, each with its own ideas about how a space colony ought to be run. Some of them are models of high-tech efficiency, although this doesn't always guarantee a high standard of living. Others are poorly managed death-traps where the powers that be have set themselves up in style while their world-in-miniature falls apart all around them and their colonists pay the price. So far, there haven't been any total losses, but a few

close calls have ended with mass evacuations from independent habitats which were no longer viable without major repairs.

Why Are They Out There?

Colonies in space serve a number of purposes in the 24th century. The one thing mankind has *not* found are other worlds like Terra, where people can settle and make a new Earth in the image of their homeworld. The dream of a new, unspoiled home for humanity remains nothing more than a hope, and an increasingly slim one at that. However, from the very first starflight, mankind has found good reason to keep going back – for wealth, knowledge, or, having failed to find new worlds, *to make them*.

The most important extra-solar colonies are the terraforming projects: Epsilon Indi, (Tierra Nueva), Tau Ceti (Stella Magna and Greater Mars), BD+56 2966 (New Cydonia) and Sigma Draconis (The War Garden). While none of these are habitable yet, all of them have a sizeable population living in hostile-environment habitats on the surface, as well as a large permanent orbital infrastructure. When complete, they will potentially provide living space for billions of people, although this effort is expected to take centuries.

Other colonies have been established for the purpose of alien trade. At Proxima Centauri and Groombridge 34, missions to the Keepers trade in information. There may also be independent colonies in contact with the Keepers, but nobody knows for certain. In the Core, the Fluorians have an outpost at Procyon, and the Ammonites at Epsilon Eridani. In the Kruger 60 Cluster, the Eta Cassiopeiae system is a trade nexus for almost every known species with which humanity trades.

Another important activity is research, and a number of colonies have been established to support this endeavor. The most prominent is at Sirius, home of the Sophontology Studies Institute, and the site of the abandoned alien site by the unknown species which used to occupy the Sirius system. Many other systems have research outposts which have grown into colonies in their own right.

Some systems are heavily colonized simply due to their location. The 61 Cygni system is an example of this: as the gateway to the Kruger 60 Cluster, it requires a sizeable colony to service the interstellar traffic which comes through the system. Most travel between the Kruger 60 Cluster and the Core Loop passes through 61 Cygni, and the profits from this traffic have made this system quite wealthy. However, other systems on major trade routes are not always equally successful; some of them never acquire permanent populations and are simply referred to as ‘way stations.’

There are a few systems which have no value other than strategic, and are given over to military jurisdiction. The ‘back door’ route between DX Cancri in the Core Loop and Snake Eyes in the Kruger 60 Cluster is a prime example. This route is too long to be useful for trade, but could be used for ‘flank attacks’ by either party, so the DX Cancri system is the site of a Colonial Reserve Fleet base, and the Celestial Guard maintains a base at Snake Eyes.

Finally, some star systems are quite simply, completely worthless to almost everyone. However, for those who wish to start a colony in isolation and not be bothered, such places are ideal. The motivations for such projects are varied: dangerous research, isolationist political views, social experimentation, persecution, and religious contemplation have all been given as reasons. Such places should always be approached with caution; most wish to be left alone, but

some undergo a ‘regime change’ during their second generation and welcome renewed contact with the outside world. Ironically, the EV Lacertae system has become the site of *dozens* of isolationist colonies, due to its dangerous solar flares and the availability of asteroid habitats which provide safety from them.

Physical Colony Types

The most common space habitats are based on design studies going all the way back to the late 20th century, although they are constructed and operated with much more advanced technology. They typically look like spheres, toroids, or paired cylinders. Most are designed to spin once per minute or less, with a large enough radius to provide normal gravity. (At least 900m.) These are the most ‘earth-like’ of all artificial habitats, with environments as close to the homeworld as physically possible. A few are designed for martian-level gravity, and may have smaller diameters or slower spin.

The most challenging aspect of space habitat design is radiation shielding, and in systems with variable stars, or especially flare stars, this becomes a major problem. Asteroid habitats are the norm in these systems, as they can be hollowed out to provide living space while still leaving the desired thickness of rock walls for shielding. They can be spun for gravity, and with artificial lighting, made almost as comfortable as any other type of habitat. Asteroid habs without spin-gravity are preferred by Aquilae types. Whether rotating or not, asteroid habs are often used for military purposes, as they are very hard to destroy.

On the surface of planets or moons, settlements are often domed. Such structures are as strong as their orbital counterparts, and designed to withstand local conditions, which are usually very hostile. Vacuum is harsh, but some planets are subject to extremes of pressure, temperature, or other atmospheric conditions which are much worse. Unlike rotating colonies, surface domes are subject to local gravity, which cannot be altered. Aside from that, they rely on most of the same technologies as orbital environments, with a similar standard of living.

Among the most exotic habitats being constructed are the Dyson Trees of 61 Cygni. These bio-engineered organisms are designed to grow on comets in the vacuum of space, gathering sunlight and taking nutrients from the volatiles within the comet, and producing oxygen, water and other consumables for their human occupants. Currently, only a few small examples exist which are less than a century old, but the technology is improving, and there are already permanent Aquilae type residents living within the largest, oldest Dyson Trees. Given the number of available comets in every star system, this project has the potential to provide virtually unlimited habitats for the zero-G adapted.

The Basics of Survival in Space

With over three centuries of experience in space, humanity has learned a great deal about creating artificial worlds. The energy and raw materials needed for power, heat, light, air, water and food are all available, waiting to be put to use. In the 24th century, many advanced techniques are at the disposal of world-builders.

The raw materials needed for the structure of most artificial habitats are extracted locally – usually from asteroids, if there are metal-rich asteroids in the same star system. Small asteroid habitats are quickly constructed as ‘precursor habitats’ during construction of the main habitat, as other asteroids are broken down for raw materials. This process is heavily automated: performed by industrial robots, controlled by virtual intelligences, and overseen by humans. Once the habitat is complete, these facilities continue to supply raw materials for new construction of additional infrastructure, repairs, and local industries.

The light of other suns powers many space colonies; solar power is cheap and abundant in most star systems. However, in many systems with red dwarf stars, solar power is impractical due to the star’s low luminosity or tendency to produce solar flares. In these cases, fusion power is typically used as a substitute. Whether solar- or fusion-powered, the main power supply of a colony runs everything: its electrical grid, its utilities, its agriculture, its industry, and its information tech. There is always a back-up power supply, usually a smaller fusion plant.

Air and water are supplied by volatiles mined from comets or other icy bodies in the local star system. These also serve as a source for other light elements as well. Both air and water are recycled with minimal losses; most colonies maintain a large enough population of plant-life to ‘scrub’ excess CO₂ naturally, and water is purified in supercritical oxidation plants.

Food is grown in dedicated agricultural habitats adjacent to the colony proper, which are environmentally controlled for optimal crop yields. A wide variety of environments can be simulated, allowing many different Terran crops to be cultivated, using topsoil, hydroponics or aeroponics. Livestock are also grown, although beef is extremely uncommon – most colonies have pork and poultry in abundance, and a few engage in aquatic farming for fish and shellfish. A few colonies have experimented with ‘vat-grown’ beef, but success on that front has been limited.

Information technology

To look at the physical appearance of a 24th century space habitat is only to scratch the surface; a wealth of additional resources is available in the form of *data*. Modern *Augmented Reality* (A/R) technology makes these resources available everywhere in the habitat, effortlessly. Nearly all space colonists have a wearable or implanted A/R interface with a virtual intelligence agent, which constantly accesses the habitat’s A/R network in real-time, providing whatever context-related information the user requires (subject to availability).

The habitat’s A/R network is similar to a ‘wireless web’ but instead of displaying information on the screen of a dedicated device, the information is projected onto the field of vision of the user when he looks at the place, object, or person of interest. Most A/R interfaces use either contact

lenses or visors for this purpose. To prevent ‘information overload,’ and a field of view so cluttered it would blind the user, A/R information is divided into ‘levels’ of interest, which may be turned on or off according to the user’s preferences.

There are literally hundreds of levels, but only a few dozen are in common use. The Hazard level alerts users to dangerous areas and conditions – turning it off makes the user liable for any injuries which result, so this is rarely done. The Navigation level makes getting lost in a habitat physically impossible, as long as one stays in areas covered by the A/R network. These and a few other levels are nearly always in use by everyone. Others are optional, but used nearly every day.

There are a number of Commercial levels, each covering a different area of commerce. A user looking for a good restaurant would access the Navigation level to find several of the closest eateries. Upon finding one, he could stop outside and access the Dining level, which would display its menu, prices, available seating, wait time, and customer ratings. Upon going inside, the A/R network would alert the staff a new customer had arrived, while the new customer (our user) accesses the Social Networking level to see if anyone he knows happens to be there. He locates a couple of friends, but their status shows “Do not disturb” so they’re probably on a date – violating DND status is unspeakably rude, in any event.

More specialized levels are available for different situations. Most 24th century equipment is equipped with an A/R chip which can be queried for diagnostics, troubleshooting, and repairs. It will also remind the user when the device is due for routine service, maintenance, warranty expiration, or whatever. Many such levels require the user show that he is qualified and authorized to service the equipment before accessing the information. You can’t use A/R to query your opponent’s firearm and check to see if he’s out of ammo! (Not without hacking his gun’s A/R chip – which could take a while.)

There are also a number of confidential levels, most of which have sensitive personal data. In the example above, a police officer in the restaurant could, in some jurisdictions, access the Criminal Records layer for the restaurant’s patrons or staff. The ability of local police to do this differs from one jurisdiction to another, based on the local regulations for police. Financial and medical information are also available, but *very* closely guarded. Penalties for unauthorized access to such information vary a great deal from place to place, depending on local privacy laws.

A/R networks also provide communications services throughout the habitat. General announcements from the colony’s governor or ruling council can be sent to all A/R users. Also, since each A/R interface is uniquely identifiable, one user can contact another via the network, anywhere in the habitat, although there may be some areas the A/R net doesn’t cover. This capability may be expanded to include A/R conferences with any number of users, subject to practical limitations.

Finally, the Government level provides a variety of services, depending on the type of government in the habitat. In some places, this is little more than an information service for citizens who need to know which bureaucrat they should direct their futile requests towards. In others, feedback from citizens is actively solicited, either via messages to their aldermen/councilors, or in the form of referenda, which may or may not be binding. Highly democratic habitats governed directly by their citizens use A/R for polling purposes; in

such places, every citizen may have a number of issues to vote on daily, which is considered an important responsibility. This practice is most common in TGO habitats, where employee-citizens' votes are weighted by their equity in the company using a complicated sliding scale.

Interstellar Communications

Another 24th-century technology whose importance cannot be understated is that of quantum-entangled communication devices. It took well over a century for quantum entanglement to be put to use in this way – early theories held that this was impossible. In 2311AD, while quantum-entangled devices (QEDs) are used for communications, they are very rare and expensive. Many star systems don't have one, relying on courier vessels to carry information (the 'Phony Express') until they can afford a QED. Most systems with large, established colonies have a QED, which is connected to a network of such devices spanning the width of Terran Space.

This network is commonly known as the Q-Net, and it is very valuable. The QEDs allow messages to be transmitted instantly across any distance, even between stars. However, the available bandwidth is very low, so Q-Net service is limited to text only. And transmission speeds are not the fastest – most QEDs are in use around the clock, sending and receiving high-level government, military and academic (in some cases) information. There is no 'consumer' market for Q-Net service, at least not yet. In some cases, unofficial traffic is inserted into the data-flow on behalf of someone with government, military or intelligence connections, but this requires contacts at the highest levels, and is severely frowned upon if the privilege is abused.

A few very large spacecraft in the Colonial Reserve Fleet and the Celestial Guard are equipped with 'mobile' QEDs, but this is extremely rare. Putting such an expensive piece of hardware on a combat vessel which is intended to go into harm's way is usually seen as a waste. However, in the case of well-defended 'flag' vessels unlikely to be lost in combat, the advantage of having an instantaneous communication relay with Fleet HQ is deemed worth the risk. Most other QEDs are in secure locations, usually seats of government or military power, where those in charge can access them quickly.

For everyone else, there is the 'tangled Web. The QEDs are never accessed directly – other computers of more conventional design serve as interfaces to keep them isolated and preserve their entanglement. However, these computers nearly always have 'back doors' which allow unauthorized users access to the Q-Net. This community of unauthorized users have established their own portals, and even formed interstellar working and discussion groups, which comprise a 'shadow' of the official Q-Net, known as the 'tangled Web.

Accessing the 'tangled Web is almost as hard as getting onto the Q-Net, but for different reasons. Since most 'tangled Web users are unauthorized, they have to keep their activities a secret, so there are no official listings for any of the services or people on the 'tangled Web – the only way to find them is by tracking them down, either online or in the real world. And most of them are very good at staying hidden.

The most famous of these is a mysterious figure known as the Jack of All Tirades, a self-appointed pundit who has been posting missives, rants and general observations about the current events of Terran Space for nearly a century. Rumor has it he lives somewhere in the uncharted tunnels of Marathon Free Station. When the Jack speaks, people listen – his predictions tend to be very reliable. Another highly regarded

service is the "Ministry of Reality", which is a group of unidentified users who research rumors on the 'tangled Web and post their findings – either confirming or debunking them. The Ministry has been around for about 15 years, and has an excellent track record.

Other Technologies

Artificial Intelligence remains a long-term goal of information technologists. While the human mind has been studied in great detail, it has not been duplicated in digital form. The most advanced attempts have resulted in minds which went catatonic within milliseconds of attaining consciousness. Some researchers theorize that constructed AI's lack the 'survival instinct' which is fundamental to an evolved intellect such as the human mind. It is believed that an AI with a similar set of imperatives might be viable -- but it might also be extremely dangerous.

There are, of course, non-sentient computers which simulate consciousness almost flawlessly. There are capable of learning almost any skill (except for interaction skills) and are capable of self-programming, to a degree. These computers are called Virtual Intellects to differentiate them from true AI's.

Robots remain specialized machines. The iconic 'humanoid robot' of fiction, while certainly within the capabilities of 24th century technology, remains a solution in search of a problem. The only extant 'androids' in 2311AD are found in research laboratories, or occasionally as curiosities for hobbyists or the wealthy. Actual working robots are mostly designed for specific tasks, or sometimes for a broad set of tasks.

Nano-technology is fairly common, but is also strictly controlled. While everyone uses products created with nano, the actual -tech itself is directly used by very few. Besides being very expensive and difficult to use, nano-tech can be dangerous if not handled properly. Controls became even more strict after the Zeta Reticuli incident, when ISTAR learned of alien nanites which could 'hijack' human nano-tech for their own purposes. The much-anticipated "nano-tech revolution" is apparently still a long way off.

Cybertechnology is seldom used due to the ready availability of biotech. The major drawback of cybernetic implants is that unlike biotech, they are not self-repairing. While almost any body part (except the brain and a few other organs) can be replaced by cybernetics, such implants almost invariably wear out within the lifetime of the recipient, necessitating another surgery for repairs or outright replacement. The same problem comes up if the implants are damaged or require upgrades. While nano-technology makes it possible to have 'in-situ' repair capabilities for cyber-implants, this is even more expensive and risky. The contest between cyber- and biotech played itself out in the 21st century, with biotechnology the clear winner.

In the 24th century, the only cybernetic implants in common use are those which no biological system can duplicate -- mostly various types of computer interfaces. Many A/R users opt to have their interfaces implanted so they never get lost or stolen. And some advanced (military) spacecraft have direct neural interfaces which allow them to be controlled by crews immobilized under extremely high G-forces.

TRAVELING IN SPACE

Space travel in the 24th century relies on a great many tried-and-true technologies. The days of experimental rocketry are long over, and now humanity confidently strides between worlds using the best of its own technology combined with those acquired from alien species. Interstellar travel is also possible, although the alien stardrive which makes it so is poorly understood, and difficult to use.

THE BASICS: GETTING AROUND IN NORMAL SPACE

For surface-to-orbit travel, and other short-range missions, most travellers rely on shuttles and orbital transfer vehicles. These 'space taxis' are designed for temporary occupancy (less than a day) and have relatively light-weight hulls. Almost none of them are large enough for spin-gravity. They are fueled by stabilized meta-helium, an exotic form of helium with several times the energy density of conventional rocket fuels, such as liquid hydrogen. Meta-helium also fuels the attitude jets and maneuvering thrusters on larger spacecraft.

Surface-to-orbit shuttles are usually capable of 3G's of thrust, have atmospheric streamlining, and fuel for about twenty minutes at full thrust. (About 36kps total delta-V.) Lower-performance craft designed for smaller vacuum worlds aren't streamlined, and can sustain 1G for a full hour instead; they're extremely useful for traveling around the moon systems of gas giants. Orbital transfer vehicles are not designed to land at all. They have small thrusters which operate at a third to half a G for up to an hour. (Only 6 to 10kps delta-V.)

For longer journeys, fusion rockets are the 24th century standard. State-of-the-art fusion propulsion uses a hybrid of human technology combined with improvements acquired from alien species. The basics of fusion rockets have been well-understood since the closing decades of the 21st century. However, early unaugmented fusion rockets produced relatively little thrust. Modern 'torch drives' use magnetic monopoles in their fusion cores to catalyze the reactions, giving them the ability to produce several gravities of thrust, if needed.

Torch drives are extremely powerful and dangerous devices with enough destructive power to wipe out an entire settlement in minutes. Their exhaust is a stream of alpha particles traveling at several percent of lightspeed, in long, tightly collimated beam coming out of the engine. It remains hazardous for several thousand kilometers afterwards, until it attenuates enough for radiation shielding to stop it. For this reason, no torch drive is permitted to operate within 10,000km of any human habitat. Alien species have similar restrictions – the exact distance varies.

"DON'T TELL ME THAT MAN DOESN'T BELONG OUT THERE. MAN BELONGS WHEREVER HE WANTS TO GO -- AND HE'LL DO PLENTY WELL WHEN HE GETS THERE."

--W. von Braun

Civilian spacecraft rely on a relatively inexpensive hydrogen-boron fuel system which relies on electrostatic confinement to produce fusion. This system isn't the most efficient, but the fuel is relative abundant, which makes it affordable. Its exhaust velocity is around 4% of C, giving a delta-V of 120kps for each 1% in the vessel's mass-fraction. The fuel for this system requires processing prior to use, making civilian fusion vessels dependent on way stations and local fuel supplies.

Military spacecraft use a much more expensive deuterium fuel system, which relies on microwave inertial confinement to initiate a fusion reaction. The fusion core temperature must be much higher than normal to get a 'clean' reaction with no dangerous side-effects (neutrons), making this a difficult system to use. Its military value lies in the abundance of deuterium, which may be found and refined almost anywhere. This frees military spacecraft from relying on fuel supply lines and allows them to 'live off the land' when refueling in deep space. The exhaust velocity of military fusion drives is twice that of civilian drives, giving them twice the delta-V for the same mass-fraction in fuel.

The Interstellar Overdrive

Until the beginning of the 22nd century, the nearest stars were thought to be decades away. Then humanity acquired the Interstellar Overdrive, and decades became weeks. While the stars are now within reach thanks to this technology, it has limits which must be understood to make it work.

Most importantly, the stardrive has a limited range. It can only go a certain distance before it needs to be shut down and recalibrated. Also very important is the fact that the Stardrive must be near a large mass (such as a star) to be calibrated properly, or it will malfunction. Thus, a spacecraft using it must reach a star system before the drive goes out of calibration, or become lost in hyperspace. The Interstellar Overdrive can be used to explore star systems, but not deep interstellar space.

The range of the Interstellar Overdrive is defined by its tech level. Early TL8 units could only travel eight light-years between calibrations, which put many star systems out of their reach, or only made them accessible via long round-about routes. These are now obsolete. Virtually any star system can be reached with a TL9 unit, which is capable of traveling nine light years between calibrations, although not always by a direct route. State-of-the-art TL10 units can go ten light-years between calibrations, which provides access to more direct, more efficient routes.

Even when properly calibrated, the Interstellar Overdrive is subject to interference from large objects, and from other drive units. The larger the spacecraft, the greater the interference – smaller vessels may use their drives relatively close, while larger ones need to be farther away. This effect has profound effects on both commercial and military operations, as most human settlements are within the ‘habitable’ zone of a system (even if it has no habitable worlds). Spacecraft above a certain tonnage cannot transit directly into this zone using the drive, instead arriving in the system well beyond it. Commercial craft must use smaller ‘transfer vessels’ to quickly move passengers and cargo across the intervening distance; military craft must send smaller craft to attack targets deeper in the system, or cross the distance using fusion drives.

Finally, the Interstellar Overdrive is sharply limited in terms of effective speed. During transit (the time between the drive’s activation and de-activation) it has an effective speed of C multiplied by its tech level squared. The early TL8 drives could do no better than 64C, (about 5.7 days to the light-year), TL9 units improved this to 81C, (4.5 days per light-year), and the new TL10 drives have an effective speed of 100C. (about 3.65 days per light-year) This makes for an average of a month between star systems, in most cases, which strongly effects the operational tempo of interstellar travel.

Economics of FTL Travel

Interstellar spacecraft are not cheap: civilian models cost \$200K (adjusted) per metric ton on average, while military vessels cost at least twice that. While military spacecraft are purchased by governments, most civilian vessels must be paid for by commercial ventures of some sort – usually interstellar trade. The most import rule is: an idle spacecraft is not paying for itself! Every effort is made to keep commercial spacecraft operating at full capacity, preferably at a profit. The operational tempo of which a spacecraft is capable depends, like so many other things, on its tech level.

Vessels with TL9 drives spend more time on each transit; up to 40 days to travel nine light-years. They can reasonably be expected to make eight or nine transits in a year, depending on the length of their route and turn-around time spent in port. Many craft operating with major carriers run regular routes and have brokers in their ports of call who have cargo and passengers booked up for them, ready to go as soon as they arrive. Such operations are efficient, and very routine.

Many independent vessels don’t operate on regular routes or schedules, which makes this sort of arrangement impossible. They have to find their own cargo and/or passengers each time they visit a port, which results in longer intervals between transits. Such vessels generally make fewer transits in a year, and thus have a harder time showing a profit. They also have a reputation for accepting high-risk, high-profit cargo, for obvious reasons.

A spacecraft with a TL10 drive spends less time in each transit; up to 36 days traveling ten light-years (which TL9 craft can’t do at all) and 23% faster than TL9 craft on runs of nine light-years or less, in any case. They average nine or ten transits a year, and the extra runs make them considerably more profitable to operate. The introduction of TL10 drives into the civilian market has resulted in a steady increase in the number of independent merchants, who are now competitive with larger carriers still operating at TL9.

Due to the length of time required to make an interstellar transit, payments on spacecraft are usually made on a quarterly basis. Generally speaking, two successful transits per quarter will suffice to make the payment; proceeds from a third transit may be applied to an ‘early’ payment, or kept for the vessel’s operating fund, to be used for repairs, upgrades or routine maintenance. A successful transit is defined as one with no major problems, delays, damages or other unexpected costs, with the vessel fully loaded (or nearly so) with both cargo and passengers.

Prices are set according to mass and distance of transit. For freight, the base price of transport is \$200 per metric ton per light-year. Hazardous or fragile cargo may be double or triple this price, depending on the level of danger or special handling required. Priority cargo carries a 50% bonus, but only if it’s delivered on time. This often means a vessel must leave immediately, even if its hold and passenger cabins aren’t full yet. Sometimes it’s worth the bonus. Illegal cargo doesn’t have a set price – but it’s usually very high, even for relatively small shipments; smugglers like to run light and fast.

Passengers are charged a rate of \$4K per light-year per passenger. Some ‘luxury’ spacecraft might charge an additional fee, usually a flat \$1000 per light-year. Passengers in hibernation require very little in consumables, and are charged \$200 per light-year. Hibernating passengers are considered special cargo, each requires half a ton of shipping for life-support equipment.

Far and away the greatest operating expense for an interstellar spacecraft is routine maintenance, which must be performed after each transit. This maintenance includes replenishing monopolies in the fusion core, topping off the fuel supply/consumables, and inspections of all major subsystems. The total cost is usually around \$400 per light-year traveled per ton of spacecraft, unless it has been damaged and needs repairs beyond the normal routine.

Breaking down these numbers, a 100-ton freighter with a STR score of 60 has a capacity of 100 tons of cargo, and 4 passengers. Fully loaded with passengers and standard cargo, it will generate \$36K per light-year in revenue, and incur \$40K per light-year in expenses. Obviously, this is a poor business plan! In order to take up the slack, most merchant vessels have extra strength to carry extra cargo or passengers. Cargo vessels, of course, double their cargo capacity for each +5 STR, some have +10 STR or more.

Passenger vessels can buy +5 STR to double their passenger capacity, or +10 STR to quadruple it. This provides not only extra passenger cabins, but improved facilities for dining, entertainment and recreation during the voyage. With some transits lasting up to 40 days, passengers need a full line of services, and the prestigious shipping lines compete to provide the best experiences for interstellar travelers. Extra space is also allocated for express shuttles, (2 Sizes smaller than the main craft) so the passengers don’t have to wait for local shuttles on arrival at their destination.

It’s rare to see a vessel carry more than four times its base passengers – it slows them down, and passengers don’t like slow spacecraft! Also, passenger vessels prefer to have the option of running from corsairs, who have been known to take VIP passengers as hostages. Finally, the more passengers a vessel carries, the longer it takes for them to board/disembark, which creates delays in port the passengers find annoying. Vessels with extra passenger capacity are almost always considered ‘luxury’ craft, and will add an extra charge to the base transit cost.

This improves the situation somewhat: a vessel with +5 STR can expect to profit about \$20K per light-year, fully loaded. With a +10 STR, this figure is \$60K per light-year. Quarterly payments on the spacecraft's loan generally run 1% of the purchase price; with interest on the loan, a total of 200 payments are due (2% per year for 50 years), although each percentage point made on the down payment eliminates *two* quarterly payments. So a 40% down payment counts as 80 quarterly payments, and only 30 years of payments remain.

A large commercial spacecraft with a +10 STR can easily accomplish this, and have enough left to pay its crew, make upgrades and repairs, all while making ordinary runs with its holds only partially full of standard cargo and 'routine' passengers. However, life on these vessels tends to be rather dull: they follow the same routes for decades at a time and nothing ever changes.

On the other hand, smaller independent vessels tend to opt for a +5 STR, and survive by taking odd jobs: high-paying charters, priority or hazardous cargo, and even smuggling, just to keep the crew paid and the bank's collectors at bay. This is the trade-off to be made for speed; such craft could carry more cargo, but they'd be vulnerable to larger, faster, and better-armed pirate vessels, with no way of escaping, short of dumping all their cargo.

The aftermath of the Terracide has made the business of spacecraft finance an academic exercise; the majority of the banks holding outstanding loans were destroyed in the Terracide, as were most of the spacedocks where new vessels are constructed. For the foreseeable future, there won't be any new construction of commercial interstellar spacecraft, and for those in existence, the status of their ownership is still being resolved.

A TYPICAL VOYAGE, FROM TAU CETI TO EPSILON ERIDANI, ABOARD A SOLAR EXPRESS FAST CLIPPER

"YOU WERE RIGHT, NILES - IT'S ACTUALLY BEEN FUN. GETTING ABOARD THE NORTHERN LIGHT TOOK LONGER THAN I THOUGHT IT WOULD, BUT NOT FOR THE REASON I EXPECTED. IT'S SO BIG THEY CAN'T DOCK AT STELLA MAGNA - TOO CLOSE TO THE PRIMARY. SO THEY USE SHUTTLES WITH SHORT-RANGE HYPER! IT TOOK A WHILE TO FINISH THE SHUTTLE BOARDING - IT HELD ABOUT 250, WHICH I FOUND OUT WERE HALF OF NORTHERN LIGHT'S PASSENGERS - THE OTHER HALF SHUTTLED OUT FROM GREATER MARS. IT ALSO TOOK SEVERAL MINUTES TO REACH A SAFE DISTANCE FROM STELLA MAGNA AND GO INTO HYPER. WE WERE IN ZERO-G UNTIL THE SHUTTLE FIRED ITS ENGINES; THE PILLS OUR SOLAR EXPRESS ATTENDANTS GAVE US HELPED, BUT NOT FOR EVERYONE - A FEW PASSENGERS GOT SICK.

OUR HYPERSPACE TRANSIT TO THE SOLAR EXPRESS WAY STATION WAS SO SHORT I WOULD HAVE MISSED IT WITHOUT A HEADS-UP FROM THE SHUTTLE'S A/R NET. WE WENT TWO A/V'S IN ABOUT 15 SECONDS, AND THERE IT WAS - A SMALL ROTATING HAB WITH OUR FAST CLIPPER, THE NORTHERN LIGHT, PARKED ALONGSIDE IT. I WASN'T LOOKING FORWARD TO NAVIGATING THROUGH ANOTHER STRANGE HAB, SO I WAS RELIEVED TO HEAR THE SHUTTLE WAS GOING DIRECTLY ABOARD THE CLIPPER. IT WAS COMING WITH US TO EPSILON ERIDANI. ONE OF A PAIR, ITS SISTER-CRAFT FROM GREATER MARS HAD ALREADY DOCKED.

WE SETTLED INTO OUR CABIN IN THE ROTATING SECTION, WITH ABOUT 1/3RD OF A G. THE FLOOR TILTED WHEN THE ENGINE FIRED TO MANEUVER US AWAY FROM THE WAY STATION. WE

WERE ADVISED BY THE A/R TO STRAP IN, AND I'M GLAD WE DID! FIFTEEN DEGREES DOESN'T SOUND LIKE MUCH, BUT IT'S TOO STEEP TO WALK AROUND EASILY, EVEN IN 1/3RD GRAVITY. THINGS WENT BACK TO NORMAL WHEN THE ENGINES CUT OUT 20 MINUTES LATER; TWO HOURS AFTER THAT WE TRANSITED TO HYPER, WHICH LASTED 20 DAYS.

DURING THE VOYAGE, THERE WERE 500 OF US COOPED UP IN A SPACECRAFT ABOUT 60 METERS ACROSS - BUT I NEVER SAW MORE THAN A HUNDRED OF THEM AT ONE TIME. THE SOLAR EXPRESS STAFF ORGANIZED A LOT OF EVENTS TO KEEP EVERYONE ENTERTAINED, BUT I'VE NEVER BEEN MUCH OF A 'JOINER.' I SPENT SOME TIME IN THE ZERO-G RECREATION AREAS, BUT MOSTLY ENJOYED ALL THE SERVICES OUT IN THE WHEEL - SOLAR EXPRESS HAS SOME GOOD RESTAURANTS. AND THE LOW-G SPA HAD ME READY TO MOVE IN, BUT I DON'T THINK \$2500 PER LIGHT-YEAR IS FEASIBLE AS A PERMANENT LIFESTYLE! I MADE A POINT OF SEEING ALL THE SHOWS, BUT PREFERRED FINDING MY OWN ENTERTAINMENT IN THE NORTHERN LIGHT'S A/R LIBRARY, AND READING IN MY CABIN. ROOM SERVICE SPOILED ME ROTTEN, I'M AFRAID.

THEN WE ARRIVED AT EPSILON ERIDANI. THE SOLAR EXPRESS WAY STATION HERE IS MUCH FARTHER OUT, DUE TO TERRITORIAL CLAIMS OF THE AMMONITES - APPARENTLY THEY GOT HERE BEFORE US. NOT THAT IT MATTERED MUCH - OUR SHUTTLE WAS IN HYPER FOR ABOUT A MINUTE AND A HALF THIS TIME, THEN AFTER ANOTHER SERIES OF ANNOYING MANEUVERS, WE ARRIVED AT OUR DESTINATION: THE TRADING OUTPOST. TIME TO GO MEET THE LOCALS. HOPE YOU CAN JOIN US HERE SOON!"



CHAPTER SIX: CHARACTER CREATION

CHARACTER CREATION

The central characters in a *Terracide* campaign will, of course, be the *Player Characters*. Three hundred years from now, the human survivors of the Terracide are a motley bunch, genetically adapted to a wide range of environments and lifestyles. This chapter includes templates for different types of genetically-altered humans, backgrounds, and career paths. It also discusses how to use the Hero System to simulate the unique setting of *Terracide*, or other campaigns in the *space opera noir* style.

Terracide characters may be *heroes* – people of unimpeachable honor and integrity struggling to save the human race; or they might be *villain protagonists* – blackhearted scoundrels who fight for humanity because all the alternatives are even worse! Some of the best *space opera noir* stories engender sympathy for central characters with extremely unpleasant pasts who overcome their personal history to save the day. Alternately, they might simply be regular people, caught up in the currents of history and thrust into impossible situations. The important thing is that they be *memorable* – space opera characters are larger-than-life, each with a fantastic story to tell.

The first thing to do when creating characters for *Terracide* (or any other *Star HERO* campaign) is for the GM and players to discuss the overall tone of the campaign. The *space opera* genre is a favored stomping ground of larger-than-life, over-the-top “Big Damn Heroes” such as Honor Harrington (from Weber’s “*Honorverse*”), Luke Skywalker (*Star Wars*), or John Sheridan (*Babylon 5*). On the other hand, *space opera noir* tends to have morally ambiguous or conflicted heroes, such as Tanner Mirabel (*Chasm City*), or Richard Riddick (*Pitch Black*). Having everyone on the same page with respect to the morality of the campaign will help the whole group create characters that function together well, and with the GM’s campaign concept.

The other major decision which will affect the campaign and all the characters is the power level of the campaign. The default level for *Terracide* characters is Heroic, either Standard (175pts) or Powerful (225pts). Normal power levels would be playable, although difficult. Higher power levels would likely result in characters too powerful to easily challenge in *Terracide*, but might be appropriate for other *space opera* style campaigns.

BE CAREFUL WHAT YOU PRETEND TO BE BECAUSE YOU ARE WHAT YOU PRETEND TO BE.

-Kurt Vonnegut

Basic characteristics start at a default value of 10. Characteristic maxima should be in effect. Racial templates with characteristic bonuses also have a bonus to their maxima. All

characters receive Resource Points pools with a value of 25 real points:

- **Equipment = 50pts (Real cost = 10pts)**
- **Base/Vehicle = 20pts(Real cost = 10pts)**
- **Contact/Follower = 10pts(Real cost = 5pts)**

The above point totals are for the character’s *kit*: the equipment they’re carrying. They also begin play with an *armory* of spare equipment equal to half the total points of their kit: +25 equipment points, +10 base/vehicle points, and +5 contact/follower points. See the Resource Point rules in the *Advanced Players Guide* for details.

All *Terracide* characters begin play with two items of equipment for which they do not pay points: a Body Pressure Suit (p. 95) and an Augmented-Reality Interface (p. 97). Both of these are fully equipped, worth 45 and 44 real points, respectively. Characters who wish to keep spares may use the 5-point doubling rule for each, spending the points from their kit or armory.



A TIME WILL COME WHEN SCIENCE WILL TRANSFORM [US] BY MEANS WHICH WE CANNOT CONJECTURE...
 AND THEN, THE EARTH BEING SMALL, MANKIND WILL MIGRATE INTO SPACE, AND WILL CROSS THE AIRLESS SAHARAS WHICH SEPARATE PLANET FROM PLANET, AND SUN FROM SUN.

-Winwood Reade, *The Martyrdom of Man*, 1872

GENETIC TEMPLATES

Genetic engineering is the key to mankind's survival in a hostile universe, making possible humanity's adaptation to any number of dangerous environments. However, the genome of a living organism is extremely hard to re-design. Germ-line engineering is somewhat easier – the alteration of gametes prior to fertilization. The result (if all goes well) is a new genome which is fully heritable, but which is not fully expressed until the next generation is born. For this reason, the design of a new human genome is an expensive, long-term project, undertaken only when justified by the advantages it offers.

Three hundred years in the future, humanity has branched out, via genetic engineering, into a number of different sub-species, adapted for various hostile environments, or in some cases, designed for specific purposes. Each of these altered genomes is capable of natural reproduction, resulting in self-sustaining populations. There are currently no new lines under development, and no "custom" genomes are available. The following list genetic templates should be considered exhaustive for the Terracide setting, unless the GM rules otherwise.

AQUARIUS GENOME

The Living Galaxy Foundation funded the development of the *Aquarius* genome for their oceanic colonies on old Terra, and later for space colonization. The *Aquarius*-types look mostly human, except for a few differences engineered for aquatic survival: gills, webbed digits, and nictitating membranes protecting their eyes.

- 22pts +2 Con, +5 End, +2 Stun, +4m Swim, Talent: Aquatic movement, Life Support: Extended Breathing (1), Save Environments: High Pressure, Extreme Cold; Flash def-5, +1 with all Aquatic skills, -1m Run.
- 10pts Distinctive Features: Aquarius physique (webbed digits, nictitating membranes)
- 5pts Physical Complication: Webbed digits (Infrequent; Barely impairing)

AQUILA GENOME

The *Aquila* type is extremely numerous in micro-gravity colonies, being adapted for the rigors of living in a gravity-free environment, and even survive brief exposure to vacuum in emergencies. They are immediately distinguishable from baseline humans by their height, thin builds, and feet modified for grasping. In normal gravity, they have difficulty adapting and exerting themselves, which makes them fairly easy to recognize.

- 25pts +2 Dex, +4m Leap (only in zero-G), Double-jointed, Zero-G movement, Extra limbs (limited manipulation) – feet, Extended Breathing (1), LS: Immune to Zero-G bone/muscle decay, Safe Environments: Vacuum and Extreme Cold (5 minutes), Flash def-5 (only v. energy, 5 min)
- 10pts Distinctive Features: Aquila Physique (tall, thin, grasping feet)
- 15pts Physical Complication: Impaired in gravity (Frequent, Slightly)

ARIES GENOME

Aries (also known as *Ares*) types were developed during the attempted terraforming of Mars, and further adapted for similar projects on other worlds once FTL travel became available. Like the *Aquila*-types, they are tall and thin, but the similarity ends there: they have expanded chest cavities, nictitating membranes on their eyes, and although they find normal gravity tiresome, they can walk normally in it.

- 20pts +5 Con, +1 ED, +1 Rec, +10 End, +2 Stun, Life Support: Extended Breathing (1), Safe Environments: Low pressure, Intense cold; Immunity to Dust poisoning, Flash def-5 (only vs. dust), +1 Hearing Perception
- 10pts Distinctive features: Aries physique (tall, thin, nictitating membrane, large chest cavity)
- 10pts Physical complication: Impaired in normal gravity (Frequent, Barely impaired)

GEMINI GENOME

The *Gemini* type is the most common engineered genome, upgraded for superior health and fitness. They appear identical to baseline humans, albeit with a much lower incidence of physical defects. Due to their exceptional health, some baseline humans consider *Geminis* to be 'unfair competition in the workplace or in other areas.

- 15pts +2 Con, +5 End, +1 Body, +2 Stun, +2m Run, Striking appearance (1), Immune to disease (except bioweapons), +1 Sight perception
- 5pts Distinctive Features: Modified Genome (Not Concealable, Detectable only w/technology)
- 5pts Negative Reputation: "Homo Superior" (Infrequent)

LEO GENOME

Terran Galactic Operations designed the *Leo* genome to defend its shipping and colonies from predation by privateers, as well as harrassment by ISTAR forces. *Leos* are unique among engineered genomes in that they incorporate DNA from carnivores (Terran great cats) which gives them an undeserved reputation for being prone to violence. Contrary to popular stereotypes, they have very few cat-like features: their eyes and hair often have unusual coloration, similar to those of cats, and they have almost no body fat. They do *not* have fur, pointed ears, claws, fangs, or tails.

- 38pts +3 Dex, +1 OCV, +1 DCV, +1 Spd, +2m Run, +2m Leap, +1 with all Agility skills, +1 Perception (all senses)
- 10pts Distinctive Features: Leo physique (low body-mass index, cat's eyes)
- 10pts Negative Reputation: Prone to violence (Infrequent, Extreme, Undeserved)

MENSAE GENOME

The *Mensae* genome was the product of a failed military intelligence program. The attempt to create a genetic template for military geniuses was unsuccessful, but *Mensae* types have found many niches for themselves in both the military and civilian sectors. Their personality quirks make them somewhat difficult to work with – many of them seem arrogant, detached, perfectionist, stubborn, or just plain unstable. Physically, *Mensae*-types appear identical to baseline humans.

- 29pts +5 Int, +1 Ego, Cramming, Deduction, Eidetic Memory, Lightning calculator, Speed Reading, Linguist/Scholar/Scientist (pick one)
- 5pts Distinctive Features: Tailored genome
- 10pts Psychological complication: <varies> (Common, Moderate)
- 5pts Negative Reputation: Hard to work with (Infrequent)

URSA GENOME

The *Ursa* genome was created by ISTAR as a low-maintenance trooper for its spacecraft and colonies. They can be found throughout human space, not just in ISTAR service. The Colonial Reserve Fleet's specification for a genetically-engineered trooper called for superior strength and toughness, as well as reduced life-support requirements. ISTAR's engineers satisfied these apparently contradictory goals by using DNA from Terran bears, enabling the *Ursa*-types to hibernate, while making them physically powerful. A full-grown *Ursa* masses over 150kg, and reaches over 220cm in height. They are heavily muscled, with extensive body hair, but no fur, claws, or other bestial features.

- 30pts +5 Str, +3 Con, +1 PD/ED, +2 Rec, +5 End, +1 Body, +6 Stun; -1m Knockback, +1 Scent perception, Life support: Extended breathing (1), Simulate Death (+4), Imposing Physique (1).
- 15pts Distinctive Features: Ursa physique
- 5pts Physical Complication: Bulky frame

VIRGO GENOME

The *Virgo* genome is the only engineered strain of alien origin. Nobody is absolutely certain of the *Jovians'* purpose in doing so, but rumor has it that their original client was a human who desired a perfectly engineered "companion." Aside from highly developed secondary sexual characteristics and incredible physical beauty, they are similar in appearance to baseline humans. Past a certain age, *Virgo*-types age more slowly than baselines humans, making their true age difficult to guess.

- 25pts +2 Dex, +2 Con, +5 End, +2 Stun, +1m Running, Double-jointed, Resistance +2, Striking appearance +2, LS: Longevity (200 years), Immune to disease (not v. bioweapons)
- 5pts Distinctive Features: Tailored genome
- 10pts Negative Reputation: Manipulative (Infrequent, Extreme)

CYGNUS GENOME

The *Cygnus* genome was recently developed for life in the deep-space colonies and low-gee domes of the Terran system; only a few had emigrated to the extra-solar colonies prior to the Terracide. Modern genetic engineering techniques have made previously impossible alterations to the human form into a reality, and in those colonies with large enclosed spaces of clear air and low (or no) gravity, winged humans have finally taken flight, realizing one of the oldest dreams of humankind. Other than their wings, Cygnus-types appear similar to baseline humans.

50pts	+5 Str, +5 Con, +1 PD, +1 ED, +2 Rec, +10 End, +2 Stun, Environmental Movement: No penalties in low gravity, Striking appearance: level 1, Multipower: 12pts, Restrainable. 1) Flight 12" Increased END cost (special); 2) Hand attack, +2d6, 2m radius, Immunity: Zero-G degeneration.
15pts	Distinctive Features: Wings
20pts	Physical Complication: Wings (can't wear backpacks, space suits, etc.)

BASELINE HUMANS

Baseline humans still make up the vast majority of the galaxy's human population. This was especially true on old Earth, prior to the Terracide. In most of the colonies, they still form a large majority, and will continue to do so for the conceivable future.

NO ALIENS?

While there are a number of alien species in the *Terracide* setting, *Terracide* does not make the assumption that aliens will be anything at all like humanity – they aren't humanoid, don't breathe oxygen, vary in size from a few centimeters to several kilometers, and most of them don't communicate via spoken language. In short, they're too *alien* to be playable as PC's.

However, some off-shoots of humanity have effectively become alien to the rest, diverging from the norm to such a degree that the mainstream no longer truly understands them. Players who wish to run an 'alien' character should look at the various niches in which new cultures have evolved: colonies founded by fringe groups for the purpose of forming 'experimental' societies, the Dyson trees being grown by Aquilas, the fully Aquarian colonies within frozen seas and ice-moons orbiting gas giants, and the rugged frontiers of half-terraformed desert worlds occupied by the Aries. All of these have not only their own genomes, but their own unique sub-cultures, which offer fascinating role-playing opportunities.

THIS AIR ISN'T FREE, YOU
PAY FOR EVERY BREATH.
-The Moon Is a Harsh Mistress

BACKGROUND TEMPLATES

Background Templates reflect a character's place of origin. The templates presented here are fairly comprehensive of the places humans live or come from in 2310. However, taking a template based on your character's place of origin isn't mandatory, since not everyone conforms to these templates.

TERRANS

Terran characters are those born on humanity's home-world prior to the Terracide. These individuals tend to have a deep grounding in their home culture, with a history much longer than any of the colonies. As such, they're something of a curiosity. Most surviving Terrans were only temporarily away from home during the Terracide, for business or tourism, and did not expect to become refugees. This has caused many of them to develop psychological problems. In other cases, they are treated as outcasts, homeless and destitute.

3	Cultural Diversity: CuK: Native Culture (Int-based)
4	Native language
3	Old-Earth mystique: Reputation +1, Large group: Survivor of the Terracide
-10	Dispossessed: Psychological (Survivor Guilt) or Social complication (Refugee)

COLONISTS

Colonist characters come from a rotating space habitat. They are completely at home in spin-gravity, and the effects of coriolis forces seem perfectly natural to them. They also have a basic understanding of the infrastructure that keeps them alive, and how to safeguard it. Some asteroid colonies consist mainly of tunnels and small chambers; denizens of these habitats often have difficulty in open spaces (agoraphobia)

4	Fully adapted: Environmental movement: No penalties in spin-gravity
1	Emergency drills: System Ops: familiarity 8-
-5	Tunnel rat: Psychological complication: Agoraphobia (optional, asteroid colonies only)

FLOATERS

Floaters live out their lives in zero-G, and most are Aquila genotypes. They live in a wide range of habitat types, from fullerene 'bubbles' to Dyson trees, and spend a great deal of time working in vacuum conditions.

3	Emergency drills: System Ops: (Int-based)
2	Worst-case scenario: Survival: vacuum (Int-based)
-5	Space-legs: Psychological complication: Dislikes gravity

TERRAFORMERS

Terraformers are characters who live on hostile worlds and work to make them more earth-like. Almost all of them are involved either directly or indirectly with terraforming projects, and well-versed in how to survive the dangerous environment of their adopted world. They also tend to be very serious about their work.

2	The Practice: PS: Terraforming (general)
1	And Theory: SS: Terraforming: familiarity 8-
2	We love it here!: Survival: local environment (Int-based)
-5	Can't be too careful!: Psychological complication: Hyper-vigilant

Other possible backgrounds include characters who grew up traveling on interstellar spacecraft, with no true 'homeworld'; or even being raised in an alien environment, although such cases are extremely rare.

EXPERTISE IN ONE FIELD DOES NOT CARRY OVER INTO OTHER FIELDS. BUT EXPERTS OFTEN THINK SO. THE NARROWER THEIR FIELD OF KNOWLEDGE THE MORE LIKELY THEY ARE TO THINK SO.

-Lazarus Long

BASIC, EXPERT AND MASTER TEMPLATES

Most of the following Templates are Basic Templates: the minimum necessary package of skills and perks needed to establish a baseline of professional competence in a given field. For more experienced characters, the Expert or Master Template may be added, with a few exceptions. The Elite Military templates take the place of the Expert/Master templates for the Basic Military Template. Also, the Graduate School template and Academic template are considered the Expert and Master Templates for the Undergraduate Education Template.

If someone wants to play a 'rookie' character, they should take the Basic Template for their career, and *nothing else* related to that profession; no other relevant skills or skill levels. (Rookies might very well have unrelated skills, perks or talents, though!) Rookies can also 'reserve' some unspent points for later career development, if desired.

For a 'Dilettante' style character who dabbles in many fields, the character should have as many Basic Templates as possible (at least three), but no Expert or Master add-ons. Dilettantes also benefit from Overall Skill Levels.

Standard characters will want to buy the Basic professional template, and round out their skill list with a few more skills; some from their template list, and some not, plus skill levels. This is functionally equivalent to the "Expert" template: +10pts of skills/perks from the character's Basic Template skill list, +2pts in the PC's chosen "specialty" Skill, and either a 4pt Skill Level with all template skills, or a 5pt Combat Skill Level. Total cost: 16-17pts. This still leaves points for customizing the character.

Characters who are the very best at what they do will go even farther, and take the "Master" template. This is identical to the Expert template, although most characters will wish to spend the points differently; by this time they will probably have all the Skills they need, and will instead want to spend the +10pts on additional perks, such as Rank, Reputation, etc. Total cost: 16-17pts. Depending on the power level of the campaign, this might use all the character's points. In a low-powered campaign, some characters will be effectively finished at this point; in a high-powered game, there will still be points left to use for customizing the character.

Altogether, the Expert and Master templates cost 32-34pts, which approximately doubles the cost of most professional templates. In a low-powered game, a Master will be almost entirely focused on a single profession. In a high-powered game, OTOH, a character may be a Master in one field and know the basics of at least one more, while a 'Dilettante' character could conceivably learn the basics of three, maybe at the most four, but the Dilettante will have few skill levels and relatively fewer points for characteristics, talents, powers, etc.

Note that for characters who learn martial arts, this system is very flexible: most Basic templates allow the purchase of 10pts of Martial Arts -- enough to begin learning one style. Adding the Expert and Master templates each gives another +10pts, which can be used to learn two more styles, or 'triple down' and put a total of 30pts into a single Martial Arts style, making the character a "Master" in another sense entirely!

Regarding the 4pt Skill Levels with all template skills: The relevant template should be defined when these Skill Levels are purchased, and should not be changed thereafter. For most templates, this is a real bargain on points, cutting across several categories of skills, to reward characters who specialize in a career. Some GM's may wish to increase the cost of these Skill Levels for game balance, if they feel this is too cheap.

"ASK THE NEXT QUESTION.
 KEEP ON ASKING QUESTIONS
 AND DON'T STOP, AND SOONER
 OR LATER YOU'LL BE ASKING
 INTELLIGENT ONES. IF YOU LIVE
 LONG ENOUGH."

– Theodore Sturgeon

Education Templates

UNDERGRADUATE

Qualifying to leave Terra in the first place usually requires education equivalent to an *Undergraduate*. This template doesn't necessarily represent a traditional four-year degree; it could be technical school, online coursework, self-instruction, or equivalent work experience. Also, this template isn't required – there are other ways to get off-world, such as military service, corporate contracts, or simply being born in the colonies. However, players who wish to have a higher education in their character's background should use this template.

1	Bureaucratics 8-
1	Computer programming 8-
6	Arts/Humanities Choose two from the following list: Acting, Disguise, KS (any), Language, Oratory, Sciences (Psychology/Social)
OR	
6	Engineering/Sciences: Choose two from the following list: Computer Programming, Criminology, Cryptography, Electronics, Forensic Medicine, KS (any), Mechanics, Science (Engineering/Natural)

MILITARY ACADEMY

All military services operate some kind of *Military Academy* to train future officers, and offer military training at other schools as well (such as ROTC programs). Characters who undergo officer training should take the *Undergraduate* template above, and add the following template to it.

5	Military rank (minimum)
5	Navigation, System Ops, and Tactics; one at 11-, two at 8-
2	CuK: Military of choice 11-
2	WF: Small Arms
Total	14pts
-5	Distinctive features: Uniform
-10	Watched: Military
-5	Subject to orders

GRADUATE SCHOOL

For the highly-knowledgeable or just plain over-educated character, there is *Graduate School*. This template isn't complete by itself – it should be added to the *Undergraduate* template, above. This represents the equivalent of a Master's degree; those wishing to play a character with a PhD should see the *Academic* under Career Templates.

4	Bureaucratics and Computer programming (both int-based)
2	PS: Instructor
3	Research (custom skill)
2	+2 to previously chosen KS or SS
4	Related KS or SS at +1 (Int-based)
Total	15pts

THE SPACER'S LIFE MAY
 BE BORING, BUT AT LEAST
 THE DEATHS ARE PRETTY
 SPECTACULAR.

-Chief Technical Officer Gorsch Blax,
 Celestial Guard Fleet Cruiser, *Ross Watson*

Military Templates

MILITARY

The *Military* template can be tailored to include any extant service in 2310 AD. The character has experience as either a Trooper in the colonial militia or Spacer on a fighting ship. Like all career templates, this may be the character's current or former occupation. *Former Military* characters should replace the 20pt Subject to Orders social complication with Subject to Recall for 10pts. They may also purchase the Military Rank perk at half cost, with the -1 limitation *Courtesy Rank*.

2	Running +2m"
2	KS: The Military World 11-
2	CuK: Military of choice 11-
2	PS: Spacer OR Trooper 11-
2	PS: Spin-g operations OR Zero-g operations 11-
2	WF: Small arms
1	Military rank (minimum)
10	Military Specialty. Choose from list: Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Cryptography, Demolitions, Electronics, Interrogation, Martial Arts, Mechanics, Navigation, Paramedics, Security Systems, Skill Levels, Stealth, Survival, Systems Operation, Tactics, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts, Military Rank, Security Clearance, Improved Equipment Availability
Total	23pts
-5	Distinctive features: Uniform/Unit Insignia
-10	Watched: Military
-20	Subject to orders (or -10 Subject to Recall)

ELITE MILITIA

Taking the *Elite Militia* template means the character is/was a member of a highly-trained unit of Ship's Troops. Requires the basic Military template.

29	+3 Str, +3 Dex, +3 Con, +1 OCV/DCV, +1 PD/ED, +2 Rec, +5 End, +4 Stun
6	Environmental Movement: No penalties in Spin-g OR Zero-g (pick one)
4	High-G Tolerance (+2 DC, only v. G-forces)
2	Reputation: Med. group; 14-; +1.
2	CuK: Unit history and traditions 11-
3	Breakfall
6	Penalty Skill Levels: no penalties to DCV w/heavy armor
2	Survival: vacuum
3	Systems Operation
3	Tactics
3	Military specialty: (choose from Military template skill list)
Total	63pts
-10	Distinctive features: Unit insignia, causes major reaction
-5	Watched: Military, raise to 11-
-5	Rivalry: other elite units (-10 in wartime)
-10	Psych Lim: Loyal to Unit

ALPHA SQUADRON

The *Alpha Squadron* template is for current or former members of an elite spacecraft squadron. Requires the basic Military template.

32	+3 Dex, +3 Int, +3 Pre, +1 OCV/DCV, +1 Spd
6	Environmental Movement: No penalties in Spin-g OR Zero-g (pick one)
4	High-G tolerance (+2DC, only v. G-forces)
6	Penalty skill levels vs. high G-forces
2	Reputation: Med. group; 14-; +1
2	CuK: Unit history and traditions 11-
2	Survival: vacuum
3	Systems Operation
4	+1 w/all spacecraft skills
3	Military Specialty: (choose from Military template skill list)
Total	64pts
-5	Distinctive features: Unit insignia, causes major reaction
-5	Watched: Military, raise to 11-
-5	Rivalry: other elite units (-10 in wartime)
-10	Psych Lim: Loyal to Unit

"IN THIS COURSE, YOU WILL LEARN WHAT LITTLE WE KNOW OF WARFARE AGAINST THE TITANS. LET ME WARN YOU RIGHT NOW: IT WILL NOT BE ENOUGH. IF YOU SURVIVE, YOUR MOST IMPORTANT DUTY WILL BE TO REPORT HOW YOU MANAGED TO DO THAT. NOW, WHO CAN TELL ME THE MOST IMPORTANT DIFFERENCE BETWEEN FIGHTING AN OPPOSING HUMAN FORCE AND TAKING ON THE TITANS' DRACONIS SYNDICATE? MIDSHIPMAN BARNES."

"SIR, THEIR TECHNOLOGY IS BETTER, SIR."

"GOOD ANSWER. THAT'S PART OF THE PROBLEM. THEIR DRIVES ARE MORE EFFICIENT, THEIR WEAPONS ARE MORE DESTRUCTIVE, THEIR COMPUTERS ARE SMARTER... BUT LITTLE BY LITTLE, WE'RE CATCHING UP. WE MIGHT MATCH THEIR CAPABILITIES IF WE LIVE LONG ENOUGH. WHAT ELSE? MIDSHIPMAN WALSH."

"SIR, THEIR RESOURCE BASE IS LARGER."

"ALSO TRUE. THEY'VE GOT A FULLY-DEVELOPED NANO-TECH WHICH GIVES THEM AN EDGE IN MANUFACTURING AND LOGISTICS - A SINGLE TITAN CAN ESTABLISH AN AUTOMATED, HARDENED MILITARY BASE IN A MATTER OF WEEKS, MAYBE DAYS. WE MAY BE FIGHTING AGAINST AS FEW AS SIX INDIVIDUAL TITANS, AND STILL NOT WINNING...YET. ANYONE ELSE? NOBODY?"

"REMEMBER THIS, PEOPLE - IT MAY BE THE KEY TO ENDING THIS WAR. THE ONE THING THAT MAKES THIS WAR UNIQUE IS WE DON'T KNOW WHY WE'RE FIGHTING! THE TITANS AREN'T INTERESTED IN NEGOTIATING, AND WE CAN'T FIGURE OUT WHAT THEIR OBJECTIVE IS, OR WHAT GOT THEM INTO A FIGHTING MOOD IN THE FIRST PLACE. UNTIL WE GET A HANDLE ON WHAT THEY'RE THINKING, OR HOW THEY THINK, ALL WE CAN DO IS KEEP SLUGGING AWAY AT EACH OTHER. AND JUST HALF A DOZEN OF THEM ARE KEEPING OUR ENTIRE FLEET BOGGED DOWN."

- Commander Xio Falconer frightens her students (Terran Galactic HQ, 2285)

THERE IS HOPEFUL SYMBOLISM
IN THE FACT THAT FLAGS DO NOT
WAVE IN A VACUUM.
-Arthur C. Clarke

Government Templates

In 2310, there are as many local governments as there are space habitats. In some cases a single star system will have hundreds of local jurisdictions – one for every rock, dome, bubble, wheel and cylinder which has people to govern. Most of these are very small, but older, well-established colonies might have several million citizens.

The most important function of government in space colonies is to provide and maintain *life support*. Given the consequences of failure, most have extremely broad powers to make sure that basic services such as air, water, heat, cooling and food supply are running smoothly. Enforcement of other laws varies widely, but anything which can be interpreted as a threat to the colony as a whole is likely to be dealt with harshly by local law enforcement.

There are only two governments of interstellar scope in 2310. *ISTAR* claims jurisdiction to regulate trade in all of humanity's colonies, but only the Core Colonies recognize its authority. The various colonies in the Kruger 60 Cluster are owned by *Terran Galactic Operations*, a large space-development cooperative. Most other colonies are independent, although many have ties with the Core, TGO, or both.

LAW ENFORCEMENT

The *Law Enforcement* template is for characters trained in police work with a local agency, on Terra or one of its colonies. "Local" indicates any agency with a jurisdiction

2	Observant +1 PER w/Sight group
1	Combat driving 8-
3	Criminology
2	AK or CK: jurisdiction 11-
2	KS: criminal law and procedure 11-
2	CuK: law enforcement 11-
2	PS: Police Officer 11-
3	Streetwise
2	WF: Small Arms
2-5	Local police powers (up to Planetary level)
1	Weapon permit
1	Police rank
9	Choose from list: Acting, Animal Handling, Bribery, Bugging, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Concealment, Conversation, Deduction, Demolitions, Disguise, Electronics, Fast Draw, Forensic Medicine, Forgery, Gambling, Instructor, Interrogation, Martial Arts, Mechanics, Navigation, Paramedics, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Systems Operation, Weapon Familiarity, Weaponsmith, any Background skill, Deep Cover, False Identity, Reputation
Total	32-35pts
-5	Distinctive features: Uniform
-10	Watched: Department
-20	Subject to orders
Options: see <i>Dark Champions</i> p46	

confined to a single star system, although it may be much smaller, such as a single community. The attitude, approach and equipment of local agencies varies widely, from those barely above the level of 'friendly neighborhood watch' organizations to 'paramilitary death squads' and everything in between. This example is typical for a competent department which adheres to a reasonable standard of training and enforcement.

INTERSTELLAR INVESTIGATOR

Interstellar Investigator: only a few agencies have jurisdiction over cases involving interstellar crimes, and the resources to investigate them. Agents of these organizations have excellent training, access to advanced equipment, and very broad powers to perform their duties. Terran Galactic's euphemistically-named "Legal Department" and ISTAR's Colonial Constabulary Service are two of the most prominent.

3	Criminology
3	Deduction
2	CuK: Law Enforcement 11-
2	KS: Interstellar Criminal Law and Procedure 11-
2	KS: Xenology 11-
2	PS: Investigator 11-
3	Streetwise
2	WF: Small Arms
3	Law Enforcement rank (minimum)
1	Weapon permit
8	Interstellar Police powers (includes power to deputize)
9	Choose from list: Acting, Bribery, Bugging, Bureaucratics, Combat pilot, Combat Skill Levels, Computer Programming, Concealment, Conversation, Disguise, Fast Draw, Forensic Medicine, Interrogation, Martial Arts, Paramedics, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Tactics, Weapon Familiarity, any Background Skill, Contacts, Deep Cover, False Identity, Improved Equipment Availability
Total	40
-5	Distinctive features: Badge
-10	Watched: Agency
-20	Subject to orders

FIELD AGENT

The character worked with TGO's "Special Projects" or ISTAR's infamous "OFFICE" agency, or with some other intelligence organization on covert missions. Contrary to their reputation, 'secret agents' do not typically use outlandish alien technology, super-advanced prototype equipment, or radical cybernetic implants. They are, however, highly trained, very dedicated individuals with access to the best technology in human space.

3	CuK: Espionage (Int based)
2	CuK: the Military 11-
6	KS: any two or three in area of expertise
3	PS: the Trade (Int base)
2	WF: Small arms
3	Agency rank (minimum)
3	Security clearance (minimum)
5	Improved equipment availability
12	Choose from list: Acting, Bribery, Bugging, Bureaucratics, Charm, Climbing, Combat Pilot, Combat Skill Levels, Computer Programming, Concealment, Conversation, Cramming, Cryptography, Deduction, Disguise, Forgery, Gambling, High Society, Interrogation, Lipreading, Martial Arts, Persuasion, Security Systems, Shadowing, Skill Levels, Sleight of Hand, Stealth, Streetwise, Systems Operations, Weapon Familiarity, any Background Skill, Contacts, Deep Cover, False Identity, Reputation, Improved Equipment Availability
Total	39pts
-20	Hunted: enemy agency
-10	Watched: own agency
-20	Subject to orders

DIPLOMAT

The *Diplomat* is right at home in the space opera noir genre, with its heavy undercurrent of alienation-themes: he's a professional foreigner. The diplomat's job is living in another country and officially representing his country of origin. Sometimes it's a dangerous job, especially when the 'diplomat' is actually performing covert observation or even espionage for his home country.

3	AK: Diplomatic post (Int based)
3	CuK: culture of interest (Int based)
5	Fringe Benefit: Diplomatic Immunity
3	KS: Regional politics (Int based)
3	PS: Diplomat (Int based)
3	Language (completely fluent)
9	Extra Contacts
9	Choose from list: Acting, Bribery, Bugging, Bureaucratics, Charm, Computer Programming, Concealment, Conversation, Cryptography, High Society, Oratory, Persuasion, Research, Security Systems, Shadowing, Systems Operation, any Background Skill, Contacts, Security Clearance, Reputation, Resource Points
Total	38pts
Options:	
	Intelligence Operative: add the Field Agent template, and take the Dark Secret Social complication.
	Alien Contact Specialist: choose SS: Xenology, KS: [alien species], and Systems Operation.

POLITICIAN

The *Politician* template is for career politicians, rather than persons who take time off from their career to serve a term in office. Career politicians are something of a rarity in space, as running a space habitat or colony requires just about everyone to participate in keeping up the infrastructure, or doing other vital work. Still, there are those who seek out administrative duties, and lobby for posts involving such work, whether getting them requires a popular vote or a political appointment. Such lobbying can become a full-time job in and of itself.

2	AK: Local jurisdiction/district
3	Bureaucratics
2	KS: Current Events
2	KS: The Political World
3	Oratory
2	PS: Politician (or related PS)
6	Extra Contacts
9	Choose from list: Bribery, Conversation, Cramming, High Society, Persuasion, Trading, Professional License, Membership, Positive Reputation, Security Clearance, Money
Total	29pts
Optional Complications	
-10	Watched by Media
-10	Negative Reputation: Anything for a Vote!
-5	Rivalry: Political Opponent

THE UNIVERSE IS DRIVEN BY THE COMPLEX INTERACTION BETWEEN THREE INGREDIENTS: MATTER, ENERGY, AND ENLIGHTENED SELF-INTEREST.

- G'Kar, *Babylon 5*

Criminal templates

TERRORIST

Terrorist: The character is a member (or former member) of an organization which attempts to achieve political or religious goals by threats or acts of violence against civilians. Although close variants of this definition of 'terrorist' have been generally accepted for three centuries, some modern terror groups defy such classifications. The Sons of Terra, for example, generally target alien species, for which the distinction of 'civilian' can be problematic, at best.

- 2 AK: Area of Operations
- 2 KS: [Terrorist Organization] Beliefs and History 11-
- 1 KS: The Enemy 8-
- 2 KS: The Terrorist World 11-
- 1 Tactics 8-
- 2 WF: Small Arms
- 9 Choose from list: Bribery, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Disguise, Electronics, Forgery, Martial Arts, Mechanics, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Streetwise, Systems Operation, Weapons Familiarity, Weaponsmith, any Background Skill.

Total 19pts

- 20 Psychological Complication: Dedicated to the Organization (Common, Total)
- 25 Hunted by ISTAR/TGO (Frequent, MoPow, NCI)

Optional Complications:

- 15 Social Complication: Dark Secret
- 10 Social Complication: Criminal Record



SYNDICATE

Syndicate: Organized crime took a long time to gain a foot-hold in the colonies, but when TGO made its new FTL3.0 technology 'public domain', anyone and everyone could get a piece of the action. The New Syndicates mostly deal in illegal services and/or data – anything else is either too mass-intensive or too easily traced in the closely-monitored spacedocks of the off-world colonies. Drugs are out, gambling, hacking and “escorts” are in.

- 2 KS: Syndicate History and Customs 11-
- 2 KS: The Criminal World 11-
- 3 Streetwise
- 2 WF: Small Arms
- 1 Fringe Benefit: Criminal Rank (in the Syndicate or a local organization)
- 12 Choose from list: Bribery, Combat Skill Levels, Computer Programming, Concealment, Forgery, Gambling, High Society, Martial Arts, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Systems Operation, Trading, Weapon Familiarity, any Background Skill, Access, Anonymity, Contacts, Membership, Reputation, Improved Equipment Availability

Total 22pts

- 10 Hunted by Syndicate: (Infrequent, MoPow, NCI, Watching)

Optional Complications:

- 20 Hunted by Law Enforcement (Infreq, MoPow, NCI)
- 15 Social Complication: Dark Secret (Syndicate member)
- 10 Social Complication: Criminal Record

CON MAN

Con-Man: The scams are different in the 24th century, but human nature hasn't changed. The desire to 'get rich quick' makes some people easy prey for this brand of criminal. Anything goes, from "A long-lost relative left you a space-yacht in his will!" to "Hey, wanna buy an authentic alien artifact... *cheap?*" No matter how outrageous the story, someone, somewhere, will be foolish enough to buy it. Literally.

- 3 +3 INT
- 5 +5 PRE
- 3 Acting
- 2 KS: The Criminal World
- 3 Persuasion
- 3 Streetwise
- 15 Choose from list: Bribery, Bugging, Charm, Computer Programming, Concealment, Conversation, Cramming, Deduction, Disguise, Forgery, Gambling, High Society, Lipreading, Mimicry, Oratory, Shadowing, Stealth, Trading, Weapon Familiarity, any Background Skill, any Perks.

Total 34pts

Optional Complications:

- 10 Hunted by Law Enforcement (Infreq, MoPow, NCI, Watching)
- 15 Psychological Complication: Greedy/Overconfident/etc. (Common, Strong)
- 10 Social Complication: Criminal Record

GAMBLER

Gambler: Certain games of chance and skill have never gone out of style. While the lack of normal gravity makes dice, roulette and billiards difficult at best, nearly every space habitat hosts a casino for card games. And there are still those who find winning at cards easier than working for a living. And some means of winning are easier than others....

6	+3 DEX
3	+3 INT
3	Conversation
3	Gambling
2	KS: The Gambling World
3	Sleight of Hand
12	Choose from list: Acting, Charm, Combat Skill Levels, Computer Programming, Cramming, Deduction, Fast Draw, High Society, Martial Arts, Persuasion, Shadowing, Stealth, Streetwise, Trading, Weapon Familiarity, any Background Skill, any Perks.
Total	32pts
Optional Complications:	
-10	Hunted by Casino Security (Freq, MoPow, Watching)
-15	Psychological Complication: Greedy/Competitive/etc (Common, Strong)
-5	Rivalry: Other gamblers



EACH BEING IS SACRED -
MEANING THAT EACH HAS
INHERENT VALUE THAT CANNOT
BE RANKED IN A HIERARCHY
OR COMPARED TO THE VALUE OF
ANOTHER BEING.
- Starhawk

Other Templates

ACADEMIC

Academics spend their lives expanding humanity's knowledge of the Universe, or at least they try to. Many of them spend so much time politicking for their next research grant that there's precious little time left to do any research. Others devote themselves to teaching the next generation of scholars.

As Undergraduate, Graduate Template, plus:	
2	KS: The Academic/Scientific World 11-
2	CuK: Academica 11-
2	KS: field of study 11-
3	PS: Scientist (Int based)
4	Contacts
15	Choose from list: Deduction, Electronics, Forensic Medicine, High Society, Mechanics, Oratory Paramedics, Systems Operation, any Background Skill, Advanced Tech, Contacts, Custom perk: Tenure (1pt), Security Clearance, Reputation, Resource Points
Total	28pts (plus cost of Undergrad and Graduate templates)
Optional Complications:	
-5	Negative Reputation: "Crank" (Freq, Small Group)
-15	Psychological Complication: Driven to prove theory (Common, Strong)
-5	Rivalry: other academics

JOURNALIST

Journalist covers both employees of major media outlets and free-lance reporters. With communications between star systems limited by access to Q-Net connections, breaking a story before the competition often involves finding someone with access to an authorized "Tangled Web interface, or simply selling the story to someone with better, more official communications access.

3	Conversation 11-
2	AK: Area of operations 11-
2	KS: Current Events 11-
2	KS: [reporting speciality: politics, tech, etc.] 11-
2	CuK: Media 11-
3	PS: Journalist 11-
3	Research 11-
6	Contacts (6 points' worth)
1	Fringe Benefit: Press Pass
9	Choose from list: Bribery, Bugging, Bureaucratics, Computer Programming, Concealment, Cramming, Deduction, Electronics, Gambling, High Society, Oratory, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Streetwise, Systems Operation, Weapon Familiarity, any Background Skill, Contacts, Computer Link, Positive Reputation.
Total 33pts	
Optional Complications:	
-15	Psychological Complication: Personal code – whatever it takes to get the story (Common, strong)
-15	Psychological Complication: Personal code – Journalistic Ethics (Common, Strong)
-5	Rivalry: Other journalists

SPACER

Spacer: The character makes a living as a crewman on a spacecraft, or maybe more than one spacecraft if he likes to change jobs frequently. This template includes everyone from the all-important owner/operator, to the wide-eyed kid who ran away from home and signed up for working passage on a trading vessel using a fake ID. Sometimes, they turn out to be the same person, just a few years apart....

2	AK: region traveled (Core colonies, Outer colonies, or Kruger 60 cluster)
2	CuK: region traveled (same as above)
2	KS: Spacecraft recognition
2	PS: Spacer
2	Survival: vacuum
3	Systems operation
6	Spin-G adaptation
6	Zero-G adaptation
9	Choose: Combat pilot, Computer programming, CuK: alien species, Electronics, Gambling, KS: alien species, Mechanics, Navigation: normal space or FTL, Paramedics, Science skill, Transport Familiarity, WF: Spacecraft weapons, Weaponsmith, Contacts, Starship License, Wealth, Vehicle (spacecraft)
Total 34pts	
Optional Complications:	
5	Distinctive features: Uniform
10	Psychological complication: Loyal to spacecraft and/or crew
15	Social complication: Subject to orders
Options:	
Corsair: combine with Syndicate template.	
Smuggler: combine with Con-Man template.	

BOUNTY HUNTER

Bounty Hunter: In the 24th century, bounty hunters in human space use computers more often than guns to stalk fugitives from the law. It's just as well, since most of their targets are wanted for non-violent 'cyber-crimes' and going in with guns blazing would not produce an optimal result. However, there are still a few violent criminals in the colonies, and tracking them down often requires an old-fashioned bounty hunter who can apply the 'personal' touch.

3	AK of choice (Int based)
2	KS: Extradition Laws
2	KS: Wanted Criminals
3	PS: Bounty Hunter (Int based)
3	Shadowing
3	Streetwise
2	WF: Small arms
1	License: Bounty Hunter
1	Weapon permit
9	Choose from list: Bribery, Bureaucratics, Climbing, Combat pilot, Combat Skill Levels, Computer Programming, Concealment, Deduction, Fast Draw, Gambling, Martial Arts, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Systems Operation, Weapon Familiarity, Weapon Familiarity, any Background Skill, Contacts, Reputation
Total 33pts	
-10	Watched: Local law enforcement agency
-10	Social Lim/Reputation: Freelance scumbag
Optional Complications:	
-10	Rival: competing bounty hunter OR fugitive who got away (maybe more than once!)

EXPLORER

There are few 'professional' explorers in human space, as pure exploration is time-consuming, expensive and hazardous. Most exploration is performed by amateurs who happened to wander too far from home, or colonists who deliberately set out to lose themselves. However, the following template represents the lucky few who receive government or corporate grants for the express purpose of putting themselves in harm's way, and coming back home to talk about it.

Undergraduate Template, Plus:

- 2 AK: The frontier (Int based)
- 2 CuK: Academics
- 2 KS: Xenology
- 3 PS: Explorer
- 3 Navigation (space/land)
- 3 Survival (any)
- 3 Systems Operation
- 2 Transport Familiarity (any)
- 2 Weapons Familiarity (any)
- 12 Choose from list: Bureaucratics, Climbing, Combat Pilot, Computer Programming, Cryptography, Deduction, Electronics, Forensic Medicine, Mechanics, Oratory Paramedics, Skill Levels, any Background Skill, Contacts, Resource Points

Total 33pts (plus cost of Undergrad template)

Optional Disads:

- 10 Psych lim: Curious OR Wants to be famous
- 15 Reputation: Glory hound
- 10 Rivalry: another (famous) explorer
- 5 /-10 Poor: used personal funds for failed mission

MERCHANT

Merchant: Only a few merchants fit the romantic image of interstellar traders, wandering from one system to another, making deals with exotic aliens and sinking the profits into repairs on their death-trap of a starship just so they can keep flying. In reality, most 'merchants' are simply desk-jockeys who make their living brokering deals without ever leaving their office, and certainly without ever dirtying their hands or actually seeing the goods they buy and sell.

- 2 AK: Local markets
- 2 CuK: Merchants
- 3 KS: Market trends
- 3 PS: Merchant
- 3 Bureaucratics
- 3 High Society OR Streetwise
- 3 Trading
- 8 Contacts
- 9 Choose from list: Bribery, Charm, Computer Programming, Concealment, Forgery, Gambling, Persuasion, Research, Skill Levels, any Background Skill, Contacts, Money, Reputation

Total 36pts

Optional Complications:

- 5 Negative Reputation: scam-artist
- 10 Psych Lim: Greedy
- 5 /-10 Poor: last deal fell through
- 10 Rival: business competitor
- Star Trader option: Combine with **Spacer** Template

HACKER

Hackers can cause serious real-time mischief in a world of ubiquitous augmented-reality. In 2309, Marathon Free Station's most popular singles club was hacked, altering every patron's public personal data to display the 'registered flagelist' tag; three people were critically injured in the rush to escape the building. The perpetrator was never caught. The term 'hacker' also applies to those who provide computer security against such malicious acts, as well as data theft, invasions of privacy, and other cyber-crimes.

- 3 AK: Q-Net OR 'Tangled Web' (pick one)
- 2 CuK: Hacker Culture
- 3 Computer Programming
- 3 Cryptography
- 3 Electronics
- 3 Research
- 3 SS: Computer Science (Int based)
- 2 SS: related field
- 3 Systems Operation
- 15 Choose from list: Bureaucratics, Cramming, Deduction, Security Systems, Streetwise, Advanced Tech, Anonymity, Computer Link, Contacts, False Identity, Reputation, Resource Points (computer)

Total 40pts

Optional Disads:

- 15 Psych Lim: Wants to prove s/he's the best
- 10 Rivalry: other hackers
- 10 Social Lim: Criminal record

SECURITY SPECIALIST

Security Specialists are those who provide armed services for hire, usually for those who need security above and beyond what local law enforcement or military units can provide. This includes in-house security retained by corporations, rent-a-cops hired to help patrol residential areas, and quasi-military freelancers willing to undertake any mission for the right price. In theory, all are accountable to local authorities, although some operations take place in areas lacking any authority at all – hence the need for mercenaries.

- 2 CuK: The Mercenary World 11-
- 2 KS: Unit History and Customs 11-
- 2 PS: Private Security 11-
- 1 Tactics 8-
- 2 WF: Small Arms
- 12 Choose from list: Breakfall, Bureaucratics, Combat Skill Levels, Concealment, Demolitions, Fast Draw, High Society, Interrogation, Martial Arts, Paramedics, Security Systems, Shadowing, Skill Levels, Stealth, Streetwise, System Operations, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts, Money, Positive Reputation, Professional License, Weapons Permit, Membership, Local Police Powers, Improved Equipment Availability

Total 21pts

- 5 Distinctive Features: Uniform
- 10 Watched: by Unit
- 15 Social Complication: Subject to Orders

Optional Complications:

- 15 Psychological Complication: Professional Code of Conduct
- 10 Rivalry: other Units

CORPORATE EXECUTIVE

Many *Corporate Executives* live in a world of their own, in the 24th century, although some of them aren't totally insulated from the reality their rank-and-file subordinates live in. Many large companies had the majority of their stockholders back on Terra, even while most of their operations took place in other star systems. Terra's destruction has left many corporate executives unsure of their company's status, and forced some to make unprecedented decisions which will effect the course of human history.

- 3 Bureaucratics
- 3 High Society
- 2 KS: The Corporate World 11-
- 2 KS: [company] History and Customs 11-
- 2 PS: [business-related PS] 11-
- 1 Computer link
- 1 Company rank
- 1 Money
- 9 Choose from list: Bribery, Charm, Computer Programming, Conversation, Oratory, Persuasion, Science Skill, Security Systems, Systems Operation, Trading

Total 24pts

- 10 Watched: by corporation

Optional Complications:

- 15 Psychological Complication: Company Loyalty
- 15 Psychological Complication: Greedy
- 10 Negative Reputation: out of touch with employees

MEDICAL PERSONNEL

Medical personnel are found almost everywhere humans travel in space. If nothing else, most commercial and military spacecraft have a hibernation specialist on board, and a fully-qualified medical doctor if possible, due to the length of interstellar voyages. Of course, founding a permanent settlement in space is impossible without a medical staff.

- 3 Bureaucratics
- 3 Paramedics
- 2 PS: [medical-related PS]
- 1 Professional License
- 3 Systems Operation

Options: pick one

- +10 First Responder: add Combat Driving/Piloting, AK: local area, Navigation, Transport Familiarity
- +8 Medical Technician: add Undergraduate Template
- +23 Medical Doctor: add Undergraduate and Graduate Template
- 6 Choose from list: Computer programming, Conversation, Cramming, Forensic Medicine, Science Skills, any Background Skill, Computer Link, Contacts, Money, Positive Reputation

Total 26-41pts

Optional Complications:

- 5 Distinctive Features: Uniform
- 15 Psychological Complication: Hippocratic Oath
- 15 Psychological Complication: "god complex"

TECHNICAL PERSONNEL

Technical personnel are also vital to survival in space – they run everything from the air supply systems to the snack machines. If there’s anything that can break down, the techs are the ones responsible for preventing it, or for making repairs when it does. This includes engineers on spacecraft, as well as maintenance personnel for space habitats and anyone else in a similar role.

3	Computer Programming
3	Electronics
2	KS: [technical field]
3	Mechanics
3	System Operations
2	PS: [tech skill]
9	Choose from list: Bugging, Bureaucratics, Deduction, Demolitions, Lockpicking, Science Skills, Security Systems, Skill Levels, Weaponsmith, any Background Skill, Computer Link, Contacts, Professional License, Starship License, Improved Equipment Availability, Money, Positive Reputation, Company Rank.
Total 25pts	
Options:	
+8	Engineer: add Undergraduate Template
+15	Consultant: add Graduate Template Researcher: add Academic Template

CLERGYMAN

Clergyman includes those who identify with both Eastern and Western religious orders. While beliefs and customs vary widely, all are charged with the task of keeping their traditions alive after the loss of Terra, and in many cases, helping the surviving members of their faith come to terms with this event. For most faiths, this crisis has raised unprecedented questions; for others it is seen as the fulfillment of their worst prophecies.

2	KS: Scriptures 11-
2	KS: Religious customs 11-
3	Oratory
2	PS: [related skill; preacher, guru, etc.]
2	SS: Theology 11-
12	Choose from list: Acting, Bureaucratics, Charm, Combat Skill Levels, Conversation, High Society, Martial Arts, Persuasion, Streetwise, any Background Skill, Contacts, Professional License, Right to Marry, Membership
Total 23pts	
Optional Complications:	
-5	Distinctive Features: Traditional garb
-20	Psychological Complication: Religious vows/strictures
-15	Social Complication: Religious minority

ENTERTAINER

Entertainer includes those who make their living providing entertainment for groups or individuals. Modern information technology has made the concept of a ‘recording industry’ as we know it obsolete; talented performers become famous mainly through self-promotion, and through freely distributed records gone ‘viral.’ Those who provide entertainment for individuals rather than performing for groups are referred to as *escorts*. Their services remain in high demand at the dawn of the 24th century.

3	Charm
2	CuK: target audience/clients
2	KS: The Business
2	PS: Entertainer/Musician/Singer
3	Streetwise
9	Choose from list: Acting, Bribery, Bureaucratics, Conversation, Disguise, High Society, Language, Persuasion, Trading, Contacts, Followers, Money, Positive Reputation, Perfect Pitch, Striking Appearance.
Total 21pts.	
Optional Complications:	
-10	Social Complication: Famous
-10	Social Complication: Uncouth profession

SKILLS, PERKS, & TALENTS

ALWAYS LISTEN TO EXPERTS.
THEY'LL TELL YOU WHAT CAN'T
BE DONE, AND WHY. THEN DO IT.
-- Lazarus Long

"WHO ASKED YOU TO PLAY
GOD?"
"EVERY DAMN PATIENT WHO
COMES THROUGH THAT DOOR,
THAT'S WHO!"
- Sinclair and Dr. Franklin, *Babylon 5*

CHARACTERISTICS

Strength: thanks to genetic engineering, humans specifically adapted for zero-G don't suffer from bone and muscle degeneration, so life in zero-G doesn't necessarily mean their Strength stat needs to be reduced. They may, however, suffer a temporary Strength penalty when subject to 'normal' gravity levels.

Intelligence is a highly-valued trait in the space opera noir genre, but a character's high IQ isn't the only thing which determines his INT score. Some extremely smart or knowledgeable characters might not be particularly quick-thinking or very perceptive – indicating a more-or-less average INT, but lots of skill levels with Intellect skills.

OMCV and DMCV are seldom used in Terracide, but GM's should be wary of players who decide to 'sell off' these stats as an easy way to get 18 extra points! The default rule is that they may not be sold off, unless the character's background provides a compelling reason to do so. (and the GM agrees)

SKILLS

Complementary skills are used in Terracide, as an aid to the characters, a reason to buy and use a wide variety of skills, and in some cases, to encourage teamwork. GM's who wish to encourage the PC's to work together should point out when *different characters* have complementary skills, or even give a small (+1 or +2) bonus when a PC makes a complementary skill roll to aid another character.

Everyman skills for Terracide are as follows: Acting, Climbing, Computer programming, Concealment, Conversation, Deduction, Native language, Paramedics, Persuasion, Professional skill (at 11-), Shadowing, Stealth, TF: Small ground vehicles, AK: home colony.

Agility skills includes Dex-based Professional skills, particularly Zero-G Operations and Spin-G Operations. Skill levels with Agility skills also work with these background skills.

Background skills should be emphasized by using them for complementary skill rolls as often as possible. Knowledge of their world is an important asset for space opera noir adventurers. This is also an excellent way for the GM to impart information the characters need in the course of the campaign.

Combat skills, especially those involved in the use of firearms, can be extremely cost-effective when combined with the high-tech weaponry in Terracide. GM's should look

carefully at the capability of combat-oriented characters prior to the start of the campaign; they may be much more potent than they look!

Intellect skills do not normally include Int-based background skills, but this presents a problem for characters with lots of INT-based skills, both Intellect and Background. Buying limited INT (only for skill rolls, -1/4) costs 4pts per +1 to skill rolls, which is the same cost as skill levels with all Intellect skills. For the sake of simplicity, GM's may wish to allow Intellect skill levels to apply to any Int-based skill, including background skills.

Interaction skills are difficult to use with aliens. Normally, all such rolls are at a -10 penalty. Having the appropriate CuK or KS: [alien species] reduces this penalty to -5, and complementary skill rolls work normally.

Technical skills include all skills which require the use of any type of equipment to use the skill, and are subject to tech level modifiers. The difference in tech level is usually a bonus to the skill roll for higher-tech equipment vs. lower-tech equipment. The difference applies as a penalty when using lower-tech equipment vs. higher-tech.

The Skill List

Analyze takes the same penalties as Interaction skills when used against alien technology. Having the appropriate KS: [alien species] skill reduces the penalty and allows for complementary skill rolls. Tech level penalties may also apply.

Autofire skills may not normally be used with spacecraft weaponry. However, Deadly Sprayfire and Precise Sprayfire I from the *Advanced Players' Guide* may be used, to simulate different types of fire plans used in space combat.

Computer Programming can easily become over-valued in Terracide's world of ubiquitous augmented reality. GM's may wish to consider the expanded version of this skill in *Star HERO*, with an additional category (2pts) for Augmented Reality systems. There should also be a separate category for Quantum Computers. (2pts)

Languages almost always require technological translation aids when dealing with aliens. Most species 'speak' in ways that humans aren't equipped to sense at all, let alone understand. Fluorians have a spoken language within human hearing range, which a few actually learn, but no human can speak it.

Martial arts includes a number of new forms invented over the next three centuries: more information on all of these styles, including maneuvers and related skills, can be found in the Combat chapter.

Professional Skill: Spin-G Operations and PS: Zero-G Operations are both considered to Dex-based Agility skills. When using Agility skills in spin- or zero-G conditions, these may be used as complementary skills. Much less common is PS: High-G Operations, although it may sometimes be useful in space combat, when characters are on board spacecraft thrusting at high G's for long periods of time.

Professional Skill: Astronaut (Int-based) is the requisite skill for using a vac suit, although a 1pt familiarity with this skill is good enough to suit up in 'normal' conditions without difficulty. Suiting up rapidly, or dealing with emergencies while suited up will require a skill roll.

Rapid Attack may not be used with spacecraft weaponry. Their rates of fire are limited by hardware design, and cannot be increased without major overhauls, regardless of the gunner's skills.

Science Skills are extremely important in Terracide. An appropriate SS should nearly always be allowed as a complementary skill, if available, when using Intellect or Interaction skills. Sciences appropriate for Intellect skills are generally obvious: Computer Science for Computer Programming, Mathematics for Cryptography, etc. For Interaction skills, appropriate Science skills may include Psychology, Memetics, or Sophontology.

Survival: Vacuum is a legitimate choice in Terracide, although it is extremely difficult. When exposed to vacuum, each 2pts of success on the roll extends a character's life-time by one minute. Note that powers such as LS: Extended Breathing and Flash Defense will help, as the character's brain will remain oxygenated longer, and their eyes won't freeze as quickly. This skill also may be used as a complementary skill to PS: Astronaut when using a vac suit.

Systems Operation is a very broadly-applicable skill in Terracide, this skill may be substituted for PS: Astronaut when using a vac suit. If the expanded version of this skill from *Star HERO* is used, vac suits should be added as a 1pt category under Environmental Equipment. Alternately, this skill is so widely used that some GM's may find it convenient to include it on the 'everyman' skill list for *Terracide*. Virtually all *Terracide* characters will have some sort of training in one of the categories, and they'll likely have 'cross-training' in others as well.

Trading is somewhat easier to use with some aliens than other interaction skills, (see alien descriptions) if the proper merchandise is available for trade. Complementary skill rolls using CuK or KS: [alien species] give a one-for-one bonus to Trading rolls, if successful, rather than the standard one-for-two. On a badly failed roll, this can also work against the character, however. Trading with aliens is potentially very profitable, but also very risky!

Weapons Familiarity should be carefully considered by all characters, as most colonies (and pretty much all spacecraft) have policies prohibiting weaponry which might cause a hull breach or damage life support equipment. Non-lethal weaponry is very common, as are hand weapons of various types, as well as martial arts training. In the colonies, there has been a renaissance of hand-to-hand fighting, as the coriolis forces generated by spin-gravity render many ranged weapons extremely difficult to use, prohibited or not.

IF YOU WANT TO KNOW
WHAT GOD THINKS OF MONEY,
LOOK AT THE PEOPLE HE GIVES IT
TO.

-Source unknown

PERKS

Computer Access includes both the interstellar Q-Net and its unofficial 'shadow network' the 'Tangled Web'. Authorized access to the Q-Net costs 10pts, although much of the data on the Q-Net is classified and will depend on the character having a Security Clearance. Access to the 'Tangled Web' is only 5pts, but by definition is never 'authorized.' The character may be hunted by Q-Net security, or other authorities, depending on what they use their access for.

Contacts can be problematic for characters who spend a lot of time traveling from one star system to another. A large pool of Contacts using Resource Points is one solution. The other is the Organizational Contact – there are many organizations in Terracide which are interstellar in scope, and characters may be able to call on them in any system where they are present. If the character has the Membership perk with the organization in question, the points in the membership may be used as a bonus to the contact roll.

Fringe Benefits may require some special considerations in Terracide, as follows:

Spacecraft owner/Pilot's License should never be available to characters with a Criminal Background complication, or any other complication which would prevent them from passing a thorough background check. Most spacecraft are equipped with torch drives in the terawatt range, giving them the potential to be extraordinarily destructive. Even without a torch drive, most spacecraft have enough delta-vee to be considered potential weapons of mass destruction. A character with a Criminal Background would need at least the Deep Cover perk to acquire a spacecraft license under his 'cover' identity.

Weapon permits are not universal – they allow the character to carry weapons in approved areas under the jurisdiction of the issuing authority. For example, a weapon permit issued by Terran Galactic Operations' Legal Department would allow the permittee to carry in any TGO settlement, provided the weapon in question isn't prohibited altogether, and most TGO client colonies would honor it. (Bureaucrats at +3) In the Core Colonies, it's a worthless document.

Advanced Technology costs 10pts per Tech level, and may refer to experimental, prototype human technology, or alien technology. Characters with this perk may begin play with one high-tech device, which must be paid for in character points. (not Resource Points) Acquiring more high-tech gear may be the subject of an adventure, or at the very least, role-playing an encounter with the source of the original device.

Improved Equipment Availability is used for most autofire-capable weaponry, and special ammo. (Exception: non-lethal / stun rounds are nearly always available.) The Terracide equipment chapter will note what level of Availability is needed for each item of equipment.

Military Rank in the Colonial Reserve Fleet and TGO Astronautics Corps are priced as follows. For retired or ex-military characters, rank may be purchased with the (-1) limitation *Courtesy Rank*.

Value	Rank
0	Astronaut Recruit, Astronaut Apprentice, Astronaut
1	Leading Astronaut, Technical Officer 3 rd Class
2	Tech. Officer 2 nd Class, Tech. Officer 1 st Class
3	Chief Tech. Officer, Senior Chief Tech. Officer
4	Master Chief Tech. Officer, Master Chief Tech. Officer of the Fleet
5	Midshipman, Ensign
6	Lieutenant Junior-Grade, Lieutenant
7	Lieutenant Commander, Commander
8	Captain, Commodore
9	Rear Admiral, Vice Admiral
10	Admiral, Fleet Admiral

UNNAMED LAW: IF IT
HAPPENS, IT MUST BE POSSIBLE.

TALENTS

A few Talents are available in the form of computer implants:

- **Absolute Time Sense**
- **Eidetic Memory**
- **Lightning Calculator**

The use of Augmented Reality implants makes other Talents available, but only in areas covered by A/R networks. (-1/2 limitation)

- **Absolute Range Sense**
- **Bump of Direction**
- **Perfect Pitch**
- **Universal Translator (human languages only)**

Danger Sense is available, but should not be considered an ESP or 'psi' ability in *Terracide*, nor should it be considered a mystical Talent. Some individuals simply have incredible powers of observation, intuition, or just plain-old self-preserving hyper-vigilant paranoia. Others have extraordinarily fast reaction times – reacting to danger well before others have noticed it. Danger Sense may be bought to work in or out of combat, but only with senses normally available to the character. It may work for his immediate vicinity, but no larger area. It's usually, but not always, *Intuitional* in nature.

Deadly Blow: [only vs. spacecraft] may be purchased at 16pts per +3 DC's, for characters who wish to excel at space combat. One level is usually sufficient. Two levels borders on the physically impossible; with three levels, a character can turn a single light laser into a dreadnought-killing weapon.

This should usually be purchased with the Requires a Tactics Skill Roll limitation, for each use. (-1)

Environmental Movement has a few additional uses in *Terracide*. Spin-G movement and High-G movement have the same cost and effects as the Zero-G movement Talent.

Simulate Death is possessed by all Ursa characters. It's also used for Hibernation Units, with a bonus to the roll equal to the Unit's Tech Level. System Operations or an appropriate Background Skill may be used as a complementary skill. (SS: Suspended Animation or PS: Hibernation Tech, for example)

Universal Translator is only available as a computer application, and even then it works best for human languages. Translating most alien languages requires additional sensory gear, as they communicate using senses that humans can't: ultrasonics, millimeter-band radio, and pheromones, to name a few.

NEW TALENTS

High-G Tolerance is the ability to ignore the damage from a limited number of extra G's of acceleration. Anyone can withstand 1G of acceleration (or normal gravity) for free. Tolerating 2G acceleration costs 2pts; tolerating 3G's costs 4pts. Note that this is purchased as Damage Negation vs. G-force damage, so if the character's limit of tolerance is exceeded, he still gets the benefit of this talent. For example, a character with 6pts worth of High-G Tolerance is on board a spacecraft accelerating at 5G's, he only takes damage for 2G's.

Gone Native is the ability to relate easily to an alien species. It only works for one type of aliens, which must be selected when the Talent is purchased. For 5pts, the character receives 5pts of Interaction skill levels, only for negating penalties with a single alien species. For 12pts, this works for all non-combat skills, rather than just Interaction skills.

OF THE THIRTY-SIX WAYS OF
AVOIDING DISASTER, RUNNING
AWAY IS BEST.

-Proverb

POWERS AND POWER MODIFIERS

The most common uses of Powers for *Terracide* characters are the abilities of genetically-altered humans, and cybernetic implants. In the case of genetic alterations, the powers are given with the templates for the genome-types, and no major alterations beyond that are available. Cybernetics are actually quite rare, due to their expense and complexity – few are willing to undergo elective surgery for capabilities they can acquire using off-the-shelf equipment or by using pharmaceutical enhancements in pill or injection form.

Without genomic engineering and cybernetics, the following powers are always available to normal human characters as innate abilities, subject to limits established by the GM.

- **Enhanced perception for normal senses.**
- **Hand-to-hand attack**
- **Leaping**
- **Luck**
- **Running**
- **Swimming**

Other powers may be acquired by normals through special training, per the normal rules. For example, many martial arts styles have maneuvers which incorporate *Flash Attacks*. The Talents section includes a number of powers which normal people have, although not all can be acquired through training. Finally, Skill Levels and Penalty Skill Levels may be used to simulate the effects of many powers and modifiers. Although normal people seldom have the *No Range Modifier* advantage, if they have enough Penalty Skill Levels for range modifiers, the effect is pretty much the same.

Terracide GM's should be cautious about the use of "Super-Skill" power constructions like those in *Dark Champions*. The combination of these powers with the high-tech weaponry in *Terracide* can be unexpectedly potent!

Special Effects are a very important consideration for *Terracide* or other space opera noir campaigns. Some special effects are appropriate for the genre, while some are most definitely not. Most importantly, special effects in *Terracide* should be based on real-world phenomena, grounded in either practical or theoretical physical principles.

Two special effects in particular are not used: *magic* and *psionics*. Anything related to either of these should be avoided, and a player who wishes to run a magical or psionic character should be politely informed that these concepts are out of genre. While it may be true that "any sufficiently advanced technology is indistinguishable from magic", it's still technology.

Likewise, there are no *mystical* or *spiritual* powers in the standard *Terracide* setting. Religion is an important social and political force, but there are no miracles, and no supernatural phenomena as such. GM's who wish to introduce supernatural elements into a *Terracide* or other space opera noir campaign may wish to relax this restriction.

Peter Hamilton's *Night's Dawn* is an good example of the use of 'supernatural' elements in space opera. In this epic trilogy, the Dead are returning to possess the living, and at first, it seems like a supernatural phenomenon. But humanity learns that they aren't the first species in the Galaxy to deal with this crisis, the Universe from which the Dead are returning is a real place, rather than a spiritual one, and what's going on is a physical phenomenon which can be reversed. (The literal *deus ex machina* solution left something to be desired in this writer's humble opinion, however.)

I SEEM TO BE HAVING
TREMENDOUS DIFFICULTY WITH
MY LIFESTYLE.

-Arthur Dent

COMPLICATIONS

The use of multiple templates during character creation may result in all of a character's allotted points for complications being filled up by template options. This tends to make all characters look the same, because they end up with similar complications, rather than personalized complications reflecting their personal history. There are two ways to avoid this problem. The first is to add a few "free" complications based on the character's background, in order to further describe and personalize the character. The second solution is to increase the point limit for matching complications. A good benchmark for this is around one-third of the character's point total. Some GM's may wish to do both, if they still find that characters need a few more complications to be fully fleshed out at the time of character creation.

Distinctive Features is a commonly-occurring complication in the space opera noir genre. While genetically-engineered humans will have *Distinctive Features: Tailored Genome*, or an unusual physique, and many professional templates call for *Distinctive Features: Uniform*, any other features which set a character apart and make them stand out should be emphasized.

Dependence may be used for characters who are adapted to low-G or zero-G: *Dependence on low/zero-G, Easy to Obtain, Weakness, 6 hour interval, Opts.*

Hunted/Watched is another well-used complication, due to the wide variety of organizations in *Terracide* which may take an unhealthy interest in a PC. These include Military, Law Enforcement, Intelligence Agencies, Corporations, Media and Private Organizations of all kinds: the academic, the criminal, the religious, or the just plain weird. In a campaign with interstellar travel, being hunted by an individual would be unusual. Any individual with enough resources to do so would effectively be equivalent to an organization.

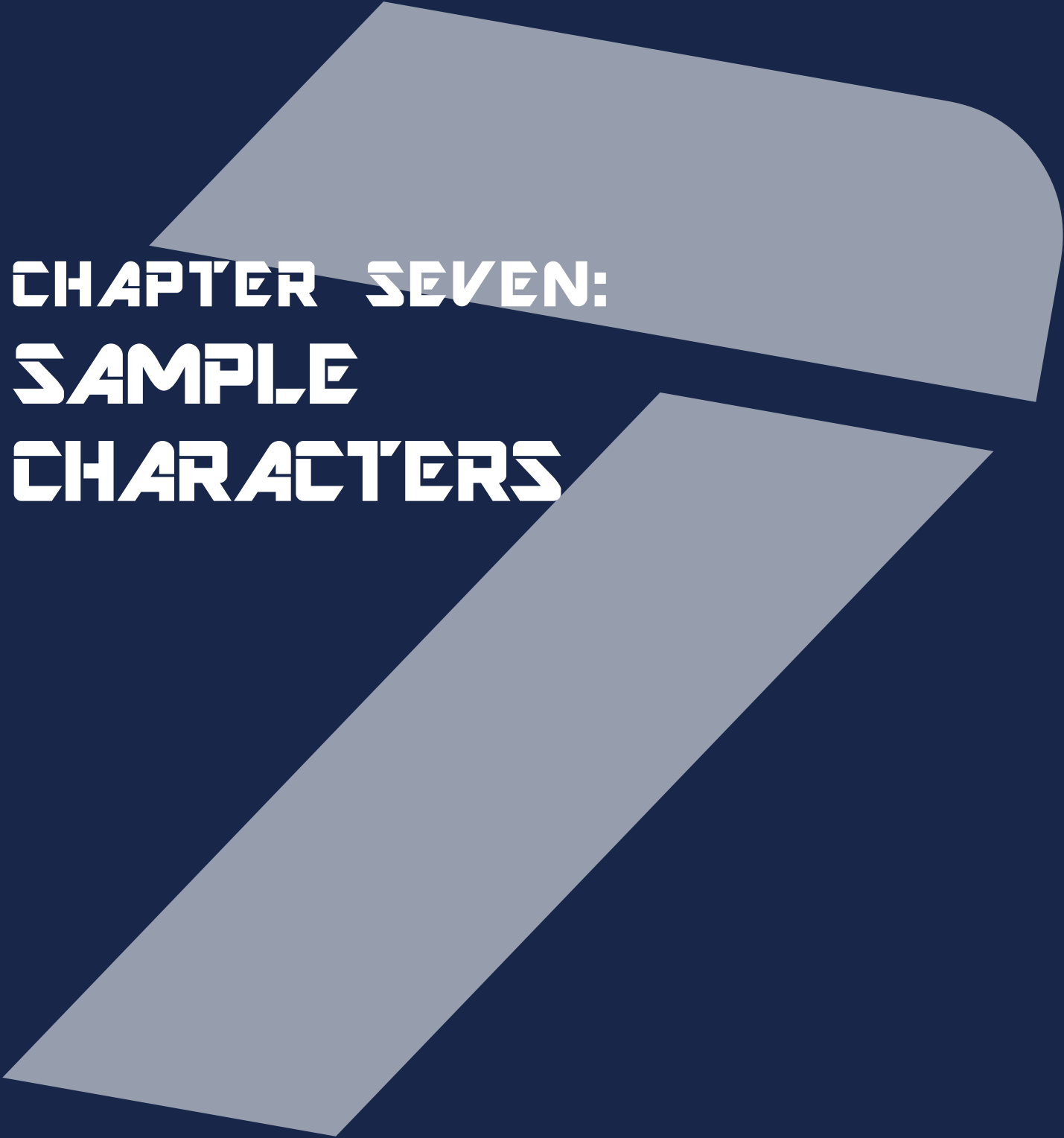
Negative Reputation frequently appears in the space opera noir genre, but as often as not, whatever 'bad reputation' a character has turns out to be undeserved. This may be due to popular misconception, malicious lies, or the character might simply be misunderstood.

Physical Complications are another way to simulate adaptation to low-G or zero-G. Physical complications for those with tailored genomes should usually not be genetic in nature – most have been engineered out of their genomes.

Psychological Complications may be artificial in nature. 24th century 'mind-hacking' makes it possible for psychonomic technicians or memeticists to perform various types of conditioning on an individual, sometimes without their knowledge!

Rivalry is an important source of drama in the space opera noir genre.

Susceptibility may be artificially created by mind-hacking, as a particularly aggressive way to prevent certain behaviors. The most common use is conditioning former operatives not to discuss classified material – if they try to talk or write about it, they'll have a seizure! (Uncommon, 3d6 stun, instant)



**CHAPTER SEVEN:
SAMPLE
CHARACTERS**

SAMPLE CHARACTERS

This section includes ten characters which may be used as PC's in a *Terracide* campaign. They are presented in two groups of five: the crew of the Free Trade League vessel *Balance Forward*, and the staff of a mercenary company known as *Athena Security*. These two groups can also be used together if a larger party is needed; their respective leaders are business partners, and according to rumor, romantically involved as well. Whether this is 'true love' or just an arrangement of convenience is anyone's guess. *Balance Forward* needs extra security for some its jobs, and *Athena Security* often needs interstellar transport.

Both the *Balance Forward* and *Athena Security* are based out of Marathon Free Station in the Groombridge 34 system – a busy free port where something is always going on. It's a favorite port of call for smugglers, refugees, or anyone with an older "FTL2.0" vessel. It's also the point of contact for those who wish to bargain with the Keepers for information, avoiding ISTAR's ban on approaching these bizarre aliens. And following the *Terracide*, Marathon Free Station is squarely in the path of the Colonial Reserve Fleet's invasion of the Kruger 60 Cluster, which means it's on the verge of becoming an actual war zone.

In the midst of all this, *Balance Forward* and *Athena Security* still have their own agendas to pursue. But when war comes to Marathon, both groups will likely have to make a decision – join the fight to defend their home, or flee into space beyond the Kruger 60 Cluster, to the Outer Colonies. But if things go badly, no place will be safe from the war forever. And the fight to save Marathon will *need* people like them.

Although they now live at Marathon Free Station, these characters come from all over Terran Space: the Kruger 60 Cluster, the Core Colonies, Old Terra and other worlds in the Home System, and even alien worlds. Although their stories are all different, it's important to note that each of them has a story to tell – this is the most important part of character creation in *Terracide*.

These characters can also be used as NPCs, for the purpose of contacts, rivals or even adversaries. As contacts, they can be a valuable source of information or other assistance to the player characters. GM's should keep in mind, however, that all of these characters will be rather expensive as contacts, due to their skills and resources. They also have their own goals to consider, so if the PC's want something out of the ordinary from them, they might want a favor in return.

LET ME PASS ON TO YOU
THE ONE THING I'VE LEARNED
ABOUT THIS PLACE: NO ONE
HERE IS EXACTLY WHAT HE
APPEARS.

- G'Kar, *Babylon 5*

As rivals, the crew of *Balance Forward* and staff of *Athena Security* could be either friendly competition or deadly enemies, depending on the level of the rivalry. This may depend on the tone of the campaign – for a truly

dark and dangerous campaign, and a lot of 'this Station isn't big enough for both of us' moments, make them enemies. If the campaign is more optimistic, they may just be friendly competition who make things interesting and/or complicated for the PC's without actually threatening them, unless the PC's decide to make things personal, of course!

Finally, if the PC's end up actively working against these characters, either to capture or kill them, they will have a real challenge on their hands. They'll be effectively taking on another large group of high-powered PC's with resources equivalent, or maybe even better than their own. They have a well-equipped spacecraft, access to military hardware, alien tech, membership in the Free Trade League, and contacts at all levels of Terran Galactic Operations.

There is very little equipment shown for these characters – only what they could be expected to carry day-to-day. For actual combat operations, they should receive the standard allotment of resource points to spend on additional equipment.

Captain Grail Kershaw

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
13	DEX	6	12-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-/13-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3 ½d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
5	REC	1		
25	END	1		
11	BODY	1		
24	STUN	2		Total Characteristic Cost: 51

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
1	+1 PER with Normal Sight	0
3	Life Support (Immunity: All terrestrial diseases (not v. bioweapons))	0
15	Luck 3d6	0
20	Implanted Quantum Computer: Cryptography 23-; only to decrypt data (-¼)	0

Dirty infighting

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm; 20 STR to Disarm
4	Eye gouge	-1	-1	Flash 4d6
4	Punch	+0	+2	4d6 Strike
3	Tackle	+0	-1	2d6 +v/5 Strike; You Fall, Target Falls; FMove

1 **Weapon Element:** Clubs

Perks

- 5 Money: Well Off
- 5 Fringe Benefit: Improved Equipment Availability Street-Level equipment, Starship License, Weapon Permit (where appropriate)
- 10 Advanced Equipment: TL11 (Alien Tech):

Skills

- 12 +1 Overall

- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 3 Computer Programming 12-
- 3 Concealment 12-
- 3 Cryptography 12-
- 3 Disguise 12-
- 3 Electronics 12-
- 3 Forgery (Other Spacecraft ID codes, Other Virtual documents) 12-
- 2 Gambling (Card Games) 12-
- 3 Persuasion 13-
- 3 PS: Merchant 12-
- 3 PS: Spin-G Operations 12-
- 3 PS: Zero-G Operations 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 12-
- 3 Stealth 12-
- 3 Streetwise 13-
- 3 Survival: vacuum 12-
- 3 Systems Operation 12-
- 3 rading 13-
- 3 TF: Commercial Spacecraft & Space Yachts, Personal Use Spacecraft, Small Motorized Ground Vehicles
- 3 WF: Small Arms, Blades
- 3 Traveler
- 2 1) AK: Marathon Free Station (3 Active Points) 12-
- 2 2) AK: TGO trade routes (3 Active Points) 12-
- 2 3) AK: Terran space (3 Active Points) 12-
- 2 4) CuK: Core colonies (3 Active Points) 12-
- 2 5) CuK: Fluorians (3 Active Points) 12-
- 2 6) CuK: TGO Colonies (3 Active Points) 12-

Total Powers & Skill Cost: 174

Total Cost: 225

225+ Matching Complications

- 5 **Distinctive Features:** Alien Computer Implant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort; Not Distinctive In Some Cultures)
- 15 **Hunted:** Solar Express Company Infrequently (Mo Pow; NCI; Mildly Punish)
- 5 **Negative Reputation:** Homo Superior, Infrequently
- 15 **Psychological Limitation:** Protective of ship and crew (Common; Strong)
- 10 **Psychological Limitation:** Mistrusts authority figures (Common; Moderate)
- 15 **Rivalry:** Professional, Solar Express Captains, Rival is Significantly More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
- 10 **Social Limitation:** Illegal Alien Tech Infrequently, Severe, Not Limiting In Some Cultures
- 0 **DNPC:** Cabin boy 8- (Slightly Less Powerful than the PC; Useful Noncombat Position or Skills)

Total Complications Points: 225

Captain Grail Kershaw

Background/History: Grail Kershaw's parents worked for the Colonial Oversight Ministry, and when he was 11, they left Terra for a new assignment on Stella Magna. He hated it there, until he was 13 and they were both jailed on corruption charges. Grail entered Stella Magna's foster care system, and found he hated his new home even more -- the Sierra Nueva asteroid Colony. He spent as much time as possible away from his new home, and his foster parents didn't seem to care. Grail learned a lot hanging around in the tunnels of the asteroid colony, especially near the spaceport. He learned how to gamble, how to cheat, how not to get caught. He ran errands for merchants who needed to find "the right people" in a hurry. Finally, when he was 18 (well, his ID said he was 18) he got a job dealing cards on the indie space liner 'Gravity Model' and never returned to the core worlds again. In the Kruger 60 Cluster, nobody knew his name or his face, and the con was on!

That was almost 30 years ago, and Kershaw has made and lost several fortunes since then. He's also made quite a few enemies, and either bought off or outlived most of them. His current venture is an independent freighter called 'Balance Forward' which has most of his assets tied up in it. He's actually gone semi-legitimate, now that he has a ship, because legal shipping can be quite lucrative, in some cases; "some cases" meaning when the captain is willing to risk his life, his crew and his ship for a big payoff. In the Kruger 60 Cluster, sometimes the illegal jobs are safer!

Personality/Motivation: Captain Grail Kershaw is still trying to live down all the failures of his parents. In his view, they weren't just corrupt public officials; they were failures for getting caught so easily! Not to mention failures as parents because they weren't around to look out for him. So, Grail has a healthy distrust of authority figures in general, and the ISTAR government in particular. He also has an extremely strong protective impulse for those close to him, particularly his crew. Most recently, he's taken in an "orphaned" Virgo slave liberated by Athena Security. The Solar Express Corporation is looking for the boy, and they're willing to use force to get him back, so Grail is hiding him aboard 'Balance Forward' as a favor to Athena until they can figure out what to do with him. Sometimes Grail wonders why he married her....

Quote: "Look, boy. It's "Captain" or "Captain Grail" or "Captain Kershaw" or just call me Grail, but if you call me 'Master' one more time, you're gonna host karaoke night in the passenger lounge for the rest of the trip, got it?"

Powers/Tactics: Captain Kershaw would prefer to talk, bribe or con his way out of a problem if at all possible. However, he knows a thing or two about fighting if he has to. Grail also has some technical skills, most of which are applied to cyber-crime of one kind or another. His specialty is forging spacecraft ID codes, a process which can take years of effort to succeed, due to the level encryption involved. His secret is the quantum computer he purchased from the Fluorians at Achird2 several years ago, which allows him to bypass the safeguards on the starships' transponders to change their registry information. In the hands of a more skilled 'hacker' such a device would be extremely dangerous, and it's highly illegal to possess in human space. Fortunately,

nobody has figured out where Grail is hiding it yet--the Fluorians implanted the quantum AI in his head, and it's too small for most scanners to pick up.

Campaign Use: Captain Kershaw is a good contact to have if the characters need to hire a spacecraft, or if they need the services of a con man. He can also offer the PC's lots of advice about all the places he's been. Of course, if they need to a new set of papers for their ship, and transponder codes to match, he's pretty much the best. But it'll cost them....

Appearance: Kershaw is a rather unassuming Gemini, and usually dresses in older, well-worn clothes, so most people don't realize right away that he's a Gemini-type. He usually has a body-pressure vac-suit under his clothes, an augmented reality interface of some type, and carries a sidearm when permitted.



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Xio Falconer

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 ½d6 [3]
18	DEX	16	13-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 13-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
25	END	1		
10	BODY	0		
24	STUN	2		Total Characteristic Cost: 99

Movement: Running: 16m/32m
Leaping: 8m/16m
Swimming: 4m/8m

Cost	Powers	END
3	+1 PER with all Sense Groups	0
2	Combat leap: Leaping 8m; Half-move only (-1)	1

Space Combat Maneuvers

Maneuver	OCV	DCV	Notes
5 Evasive Action	--	+4	Dodge All Attacks, Abort; FMove
3 Attack Run	+1	+0	Weapon +2 DC, Hmove required.
3 Fly-By Attack	+1	+1	Weapon, Hmove required.

Perks

3	Reputation: Ace pilot in the Titan war (A small to medium sized group) 11-, +3/+3d6
5	Fringe Benefit: Improved Equipment Availability Street-Level equipment, Starship License, Weapon Permit (where appropriate)

Talents

12	Combat Luck (6 PD/6 ED) in Space Combat
6	Environmental Movement (no penalties in spin-gravity)
4	High-G Tolerance (2)
3	Lightning Reflexes: +2 DEX to act first with All Actions (+3 DEX to act first with All Actions)

Skills

6	+1 with all Agility Skills
12	+1 Overall
3	Acrobatics 13-
3	Breakfall 13-
5	Combat Piloting 14-
3	Fast Draw 13-
3	KS: Terran spacecraft 12-
3	KS: Titan spacecraft 12-
3	Astrogation (Hyperspace, Normal Space) 12-
3	PS: Pilot 13-
3	PS: Zero-G Operations 13-
3	SS: Physics (Hyperspace Transits) 12-
2	SS: Xenology 11-
2	Survival: vacuum (Vacuum) 12-
3	Systems Operation 12-
3	Tactics 12-
2	TF: Science Fiction & Space Vehicles
3	Traveler
2	1) AK: Kruger 60 Cluster 12-
2	2) CuK: Celestial Guard (3 Active Points) 12-
2	3) CuK: Keepers 12-
2	4) CuK: Titans 12-
4	WF: Laser Pistols, Laser Rifles, Vehicle Weapons (spacecraft)

Total Powers & Skill Cost: 126

Total Cost: 225

225+ Matching Complications

10	Distinctive Features: (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Celestial Guard Infrequently (Mo Pow; NCI; Watching)
10	Negative Reputation: Prone to violent behavior (undeserved), Frequently
20	Physical Complication: Can't reveal information about "Operation Xenon Pipeline"; loses consciousness if she tries. (Infrequently; Fully Impairing)
10	Psychological Limitation: Afraid of Titans (post-war stress) (Uncommon; Strong)
10	Psychological Limitation: Hates being idolized (Uncommon; Strong)
5	Reputation: Titan War Ace, 8- (Extreme; Known Only To A Small Group)

Total Complications Points: 225

Xio Falconer

Background/History: Xio Falconer is a Leo alternate from the TGO colony at Groombridge 34. Thirty years ago, she made a name for herself in the Celestial Guard pilot corps. The Titans known as “the Draconis Syndicate” denied all shipping through the Kruger 60 Cluster, and Xio’s ship was the only one that survived the attack on the Titans’ base--she shot down five of their combat drones (Titans don’t crew their own combat vessels) in one day, becoming an “instant ace”. Things went very badly after she and her crew entered the base itself, and to this day, Xio is terrified of meeting Titans in person. (She’ll just stick to blowing up their combat drones, thanks very much!) In the end, they forced the Syndicate to allow TGO shipping to pass through the Cluster unimpeded. However, she can’t discuss any details about what she saw or heard inside the Titans’ base, due to a hypnotic block TGO mentechs placed in her mind after the mission.

Personality/Motivation: Xio is in her 50’s now, and her days as a “top gun” are behind her. Nowadays, she’s experienced enough and level-headed enough to concentrate on just doing her job and keeping her ship together. She’s sick of being lauded as a “war hero” after all these years, especially because she still remembers every single thing that really happened on that mission, but can’t tell anyone about it! (The popular version is completely wrong.) Every time she opens her mouth to talk about “Operation Xenon Pipeline”, she gets a splitting headache, and then passes out cold. So she’s quite happy spending her final working years in obscurity, piloting a tramp freighter known as ‘Balance Forward’ out of Marathon Free Station, and otherwise hanging out at an off-the-grid bar known as The Blind Spot. The Celestial Guard still keeps tabs on her (like she’d talk!) but nobody else can find her easily, and she likes it that way.

Quote: “No, that’s not what really happened. And no, I don’t want to talk about it. No, really.”

Powers/Tactics: Unlike most Leo’s, Xio never has trained in personal combat--she went into flight school as soon as she could qualify. (And, Leos never fail to qualify for flight school.) With her talents, she’s one of the best pilots to be found in Terran space. Xio can also operate most other ship systems, such as weapons, sensors and communications if necessary. And her knowledge of space combat tactics is extensive. Out of combat, she serves as an expert on aliens, having dealt with Titans in the war, and also with the Keepers while she lived at Groombridge 34.

Campaign Use: Xio can tell the characters a lot about the Titans as long as they don’t ask about the mission she literally *can’t* talk about. The fact that TGO put such a mental block in place should tell them several things though! And of course, if they need to hire a ship, she can introduce them to the captain of ‘Balance Forward.’

Really clever characters (too clever for their own good) might actually try to find a way around Xio’s mental block. This would raise several interesting questions. How much would this be worth to her? Who would she talk to? Or is the TGO right about some things being better off kept secret?

Appearance: Like most of her type, Xio looks human from a distance. Up close, anyone can see her cat-like green eyes. Aside from that, she doesn’t really look as “catty” as most Leo’s, as she usually wears a complete flight rig consisting of a pilot’s uniform over a skin-tight body pressure vacuum suit. She keeps an augmented reality interface with her, but doesn’t always use it, and wears a sidearm when permitted--usually a state-of-the-art laser pistol.

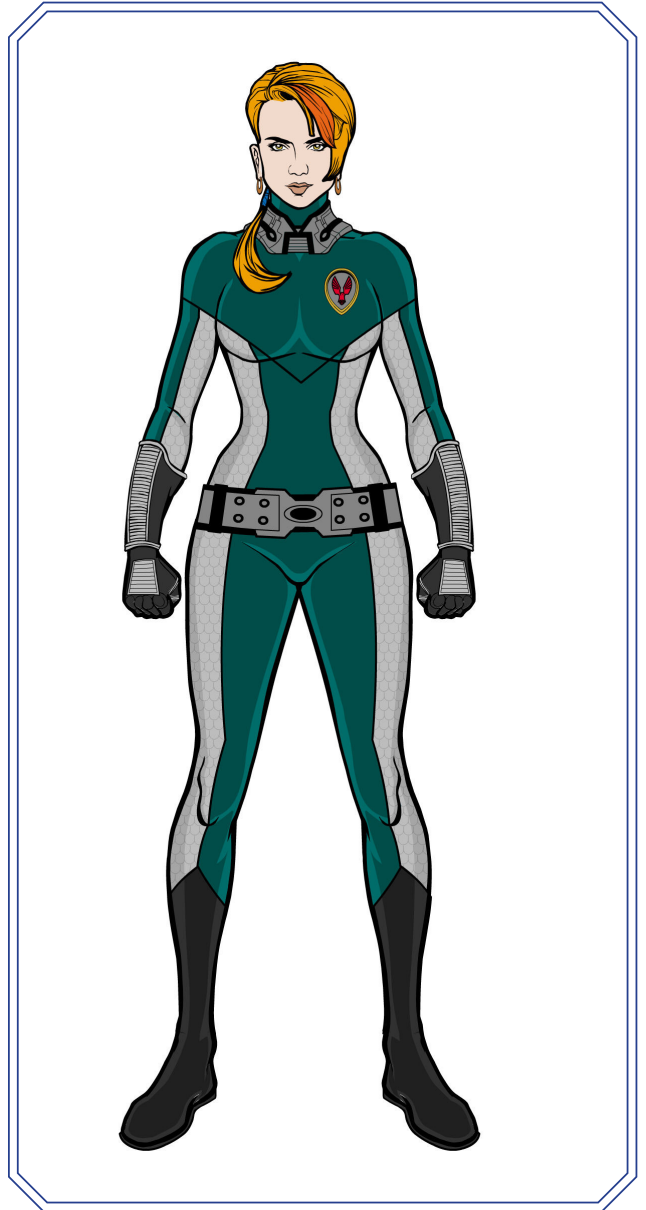


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Milligan Stone

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 ½d6
14	DEX	8	12-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2 ½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
3	5END	3		
10	BODY	0		
24	STUN	2		Total Characteristic Cost: 67

Movement: Running: 12m/24m
Leaping: 8m/16m
Swimming: 4m/8m

Cost	Powers	END
2	Leaping +4m (8m forward, 4m upward); Limited Power (Only in Zero-G; -¼)	1
3	Extra Limbs (2) (5 Active Points); Limited Manipulation (Modified legs/feet; -¼), Limited Power (Only in zero-G; -¼)	0
2	Life Support (Extended Breathing: 1 END per Turn; Safe Environment: Zero Gravity)	0
	Vacuum survival mods:	
3	1) Sight Group Flash Defense (5 points); 1 Continuing Fuel Charge lasting 5 Minutes (-½)	[1 cc]
3	2) Life Support (Safe in Intense Cold; Safe in Low Pressure/Vacuum); 1 Continuing Fuel Charge lasting 5 Minutes (-½)	[1 cc]

Zero-G combat

Maneuver	OCV	DCV	Notes
4 Breakaway	+0	+0	23 STR vs. Grabs
4 Clinch	+0	+0	5 ½d6 Crush, Must Follow Grab
4 Disengage	+0	+0	23 STR to Shove
5 Intercept	+1	+1	Grab One Limb, Block
3 Grapple	-1	-1	Grab Two Limbs, 18 STR for holding on
4 Roll-out	+0	+4	Dodge, 18 STR to Shove, Abort
5 Torque	-1	-2	Grab One Limb; HKA 1 ½d6, Disable
4 Turnabout	-1	-2	23 STR to Escape; Grab Two Limbs

Perks

6 Fringe Benefit: Improved Equipment Availability
Street-Level equipment, License to practice a profession, Starship License, Weapon Permit (where appropriate)

Talents

4 Double Jointed
6 Environmental Movement (no penalties in Zero-G)

Skills

+2 Overall
10 Zero-G combat expert: +2 with all Zero-G combat maneuvers
3 Bureaucratics 12-
3 Computer Programming 13-
3 Contortionist 12-
3 CuK: Aquilae colonies 13-
3 Demolitions 13-
3 Electronics 13-
2 Gambling (Card Games) 13-
3 KS: Spacecraft systems 13-
2 KS: Zero-G combat 11-
3 Mechanics 13-
3 Paramedics 13-
3 Jack of All Trades
2 1) PS: Engineer (3 Active Points) 13-
2 2) PS: Spin-G Operations (3 Active Points) 12-
2 3) PS: Terraformer (3 Active Points) 13-
3 4) PS: Zero-G Operations (6 Active Points) 15-
3 SS: Plasma physics 13-
3 SS: Terraforming 13-
2 Survival (Vacuum) 13-
3 Systems Operation 13-
2 TF: Science Fiction & Space Vehicles
2 WF: Laser Pistols, Rocket Pistols
4 Weaponsmith (Energy Weapons, Missiles & Rockets, Other: Coilguns) 13-

Total Powers & Skill Cost: 158

Total Cost: 225

225+ Matching Complications

10 **Distinctive Features:** Micro-G physique (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15 **Hunted:** Planetary Conservation Society Infrequently (Mo Pow; Harshly Punish)
5 **Negative Reputation:** Terraformer gone bad, Frequently (Known Only To A Small Group)
15 **Physical Limitation:** Impaired in normal gravity (Frequently; Slightly Impairing)
15 **Psychological Limitation:** Avoids publicity (Common; Strong)
15 **Social Limitation:** Infamous (Frequently; Major)

Total Complications Points: 225

Milligan Stone

Background/History: Milligan Stone is a fourth-generation Aquilae alternate from the 61 Cygni system. He attended the Sirius Space Studies Institute, where he studied planetary engineering, aka terraforming. His career ended abruptly with the New Cydonia Massacre ever since which, the Planetary Conservation Society has been out to get him. He finds it best these days to keep a low profile and stay on the move, and makes his living as the Chief Engineering Officer on the independent transport vessel 'Balance Forward'. His ship's most frequent port of call is Marathon Free Station in the Groombridge 34 system, where he might be found hanging out at The Blind Spot. (But only by those who can find the place to begin with!)

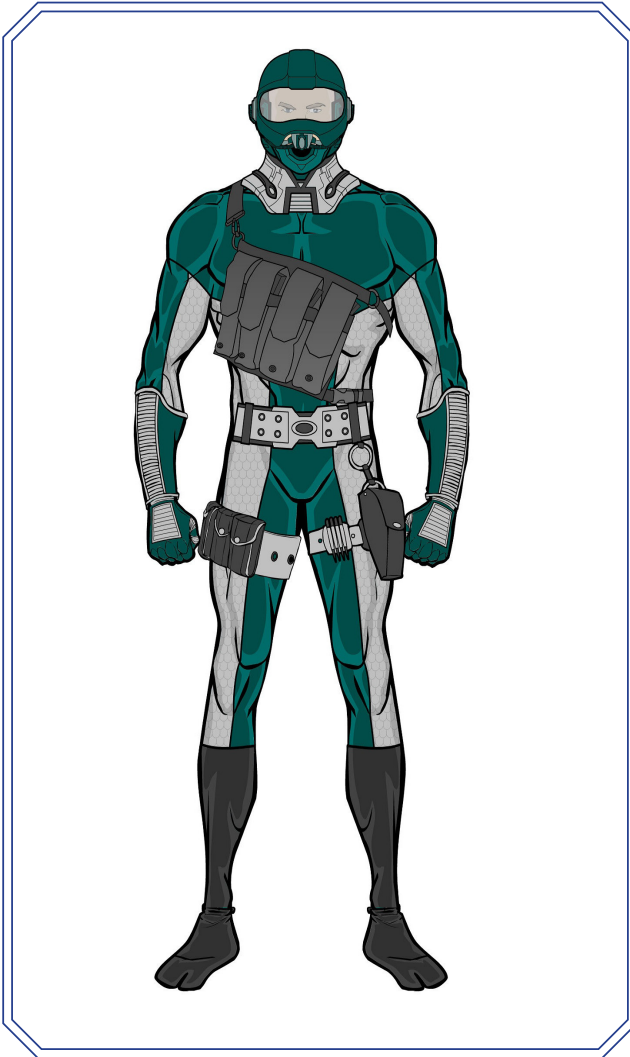


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Personality/Motivation: Stone spent most of his career trying to bring life to new worlds. Nowadays, the life he's most concerned with is his own. And of course: keeping his ship and everyone on board in one piece. When dealing with a crisis, he's not necessarily calm, but he stays focused, and makes hard decisions without flinching. All the yelling, swearing and theatrics are just his way of dealing with stress. Afterwards, others might not like what he did, but they usually admit he was right, if they're still around to talk about it. Most of the time, they are. Stone avoids unnecessary loss of life if there's any way to prevent it--he's trying to undo the damage to his reputation from the New Cydonia incident.

Quote: "I've terraformed new worlds which will provide homes for millions of people, centuries from now. But what am I famous for? A hundred idiots who died for nothing, a year ago!"

Powers/Tactics: Stone is physically rather weak, due to living in micro-gravity most of the time, but he's easily underestimated, being an expert in zero-g combat. (In zero-g, he can fight with all four limbs.) Like most Aquilae, Stone is short-term viable in vacuum conditions, and completely adapted to zero-g. Aboard ship he's completely in his element, and as chief engineer of the 'Balance Forward', he knows the ship's systems and gets more out of them than anyone would believe possible.

Campaign Use: Milligan Stone introduces several campaign concepts important to Terracide--he's an Aquila, a terraformer, and on the run from the PCS. The player characters will most likely meet him in port at Groombridge, possibly in The Blind Spot, with the rest of the crew of 'Balance Forward'.

Appearance: Stone is not quite two meters tall, with short-cropped brown hair and brown eyes. His face is rather thin, as is the rest of him, and he always seems to be on the verge of an emotional outburst. (It's okay, he does that.) He wears a body-pressure-type vacuum suit with Aquila-form foot-gloves (very expensive) and whatever tools he needs with him at the time. When permitted, he also carries a light sidearm loaded with some sort of non-lethal ammo.

Valdis Blix

Background/History: Valdis Blix was born on Mars, the daughter of TGO terraformers. She grew up surrounded by the efforts of their labors, but perhaps due to this constant exposure, the remaking of old worlds held no interest for Valdis as she grew up. She wanted to go to the stars, in search of new worlds; maybe even to find one that didn't need terraforming. Upon reaching her age of majority, she signed on with a TGO exploration vessel, the Ericson which was bound for the Outer Colonies past the Kruger 60 Cluster, and the uncharted systems beyond. Valdis had a very important responsibility as one the crewmen charged with defending the Ericson -- she was a gunner. And although Valdis had no formal training in space warfare tactics, she became very good at what she did, as the Ericson found itself threatened by hostiles in many far-flung places.

Veldis Blix

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
15	DEX	10	12-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
7	REC	3		
35	END	3		
11	BODY	1		
28	STUN	4		Total Characteristic Cost: 83

Movement: Running: 16m/32m
Leaping: 6m/12m
Swimming: 4m/8m

Cost	Powers	END
2	Nictating membrane: Sight Group Flash Defense (5 points); only v. dust (-1)	0
4	Mars-adapted: LS (Immunity: Dust poisoning; Safe in Intense Cold; Safe in Low Pressure)	0

Space Combat Maneuvers

Maneuver	OCV	DCV	Notes
3	Close Attack	+1 +0	Weapon +2 DC, Half-move required
3	Stand-Off Attack	+1 +0	Weapon, Half-move required
5	Alpha Strike	+0 +0	Weapon +4 DC, Half-move required

Taikong Ren Do maneuvers

Maneuver	OCV	DCV	Notes
4	Dodge	-- +5	Dodge, Affects All Attacks, Abort
4	Escape	+0 +0	30 STR vs. Grabs
4	Strike	+0 +2	5d6 Strike

Perks

4	Fringe Benefit: Improved Equipment Availability Street-Level equipment, Weapon Permit (where appropriate)
6	Positive Reputation: Famous VeNoM killer (A large group) 14-, +2/+2d6

Talents

6	Environmental Movement (no penalties in Spin-Gravity)
6	Environmental Movement (no penalties in Zero-Gravity)
16	Deadly Blow: +1d6 (in Space Combat)
4	High-G Tolerance (level 2)

Skills

12	+1 Overall
3	AK: Outer Colonies 12-
2	Deadly Sprayfire; only w/spacecraft weapons (-1)
2	Precise Sprayfire I; only w/spacecraft weapons (-1)
1	Bureaucratics 8-
1	Computer Programming 8-
2	CuK: Academica 11-
3	CuK: Outer Colonies 12-
2	Gambling (Card Games) 12-
2	KS: Xenology 11-
3	KS: Xeno-Biology 12-
2	KS: Spacecraft recognition 11-
3	Navigation (Land, Space) 12-
3	Paramedics 12-
3	PS: Explorer 12-
2	PS: Spacer 11-
2	PS: Terraforming 11-
1	Science Skill: Terraforming 8-
3	Science Skill: Xeno-Biology 12-
3	Survival (Desert, Vacuum) 12-
5	Systems Operation 13-
2	TF: Industrial & Exploratory Spacecraft, Personal Use Spacecraft, Spaceplanes
4	WF: Small Arms, Vehicle Weapons (spacecraft)
4	Weaponsmith (Coilguns, Energy Weapons, Missiles & Rockets) 12-

Total Powers & Skill Cost: 142

Total Cost: 225

225+ Matching Complications

10	Distinctive Features: Aries Physique (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: ISTAR Infrequently (Mo Pow; NCI; Watching)
10	Negative Reputation: The Upsilon Andromedae Killer, Infrequently (Extreme)
10	Physical Complication: Impaired in normal gravity (Frequently; Barely Impairing)
10	Psychological Complication: Hyper-vigilant (Uncommon; Strong)
10	Psychological Complication: Loyal to spacecraft and crew (Common; Moderate)
15	Social Complication: Suspected nano-plague carrier Frequently, Major

Total Complications Points: 225

The *Ericson* visited stars beyond the Draconis Gulf, and discovered where the Titans had gone after the War. It also went to the Outer Colonies, all the way to humanity's farthest settlement at Upsilon Andromedae, and along the way, rediscovered a number of 'lost' settlements which did not welcome re-contact! Valdis defended her vessel and crew from both aliens and humans alike, to the most distant stars anyone had ever seen. The *Ericson* went on to set a number of distance records which still stand, before returning to Upsilon for resupply. That was where the real trouble started, for the *Ericson* returned to Upsilon Andromedae just as it was being overrun by VeNoM's: von Neumann Machines. The colony was in peril, and had to be evacuated, preferably without letting any of the hostile nano-machines on board the spacecraft, where they could spread to other colonies.

Valdis became extremely worried about the evacuation effort. While the *Ericson* was equipped for all kinds of emergencies, and carried full decontamination gear, this was not something the mission planners had anticipated. If they decided to help the colonists, their equipment might not be good enough to prevent *Ericson* from becoming contaminated. A few of her crewmates agreed with her, but they were out-voted by a slim margin. Valdis manned the *Ericson's* guns as the evacuation began. Eventually, the worst happened -- a shuttle tried to circumvent their improvised decontamination procedures, and Valdis opened fire without hesitation.

At first, *Ericson's* Captain was furious, and after almost spacing Valdis, locked her up instead. However, every shuttle afterwards did the same thing -- they'd all been compromised, and the evacuation was over. Valdis was released, and the *Ericson* departed with the few colonists it had managed to save. Unfortunately, not even Valdis' drastic measures had been good enough; something got on board, and every colony at which the *Ericson* stopped on its way home (HR483A; Theta Persei; Mu Cassiopeiae) suffered a VeNoM outbreak. Upon arrival at Eta Cassiopeiae, the *Ericson* was subject to precautionary deconstruction -- reduced to its component atoms -- and its crew quarantined. Valdis was given a commendation by a board of inquiry, and released from TGO service along with the rest of the *Ericson* crew.

Finding work after being released from quarantine proved to be difficult; the events of Upsilon Andromedae were highly publicized, as were Valdis' role in temporarily saving her vessel. While her credentials were impressive, nobody wanted to run the risk that she might still be contaminated, even if she'd been through quarantine. To make matters worse, ISTAR was using the whole incident as a political bludgeon against TGO and they wanted her help in doing so. No matter how TGO had treated Valdis, she wasn't about to stoop so low as to become part of ISTAR's propaganda machine. Naturally, she ended up in neutral territory. While still on good terms with the company, Marathon Free Station hadn't officially been part of TGO for decades, and they definitely weren't on friendly terms with ISTAR.

Valdis eventually did find work as a gunner once again, on a Free Trade League vessel known as Balance Forward. She seemed to fit in well with the new crew, all of whom seemed to have stories as strange as hers. Although it's a rather small, uncouth spacecraft (nothing like the *Ericson*!) Valdis has come to consider the Balance Forward her home, and its crew a sort of new family, which she is once again charged with protecting. She takes this duty very seriously, and anyone (or anything) which threatens the Balance Forward will soon find itself in Valdis' gunsights -- not at all a healthy place to be.

Personality/Motivation: Valdis considers herself a warrior, although she's never been in the military, nor fought in a formally declared war. She didn't fight for politics, territory or honor -- she fought simply for survival, because her mission put her in harm's way. And having survived everything the hostile galaxy could throw at her, she came home only to find the one thing she couldn't fight: a bunch of backstabbing bureaucrats. Needless to say, she much prefers life aboard a vessel in deep space, far from civilization. The most important things in her world are her crewmates, and their vessel, and Valdis considers protecting them to be her duty, whether in space or in port.

Aside from enjoying life with her crew, nothing gives Valdis more pleasure than seeing someplace nobody else has ever seen before -- something she hasn't been able to do since she came back to civilization. If the Balance Forward is offered an assignment involving any sort of exploration, or a flight plan 'off the beaten path', Valdis will definitely be in favor of it.

Quote: "We were almost a hundred light-years out... 14 months out of Upsilon Andromedae, skulking around this G-type star with a beautiful pre-biotic world smack in the middle of its lifezone, when I saw the most amazing advanced alien spacecraft I ever laid eyes on... but then it tried to kill us all, so I had to blow it straight to hell. <shrug> No idea who they were."

Powers/Tactics: Valdis is a very experienced spacecraft gunner -- she knows how to use lasers, coilguns and missiles to the best possible effect. However, she's not a military gunner -- she can shoot straight, and shoot to kill, but Valdis has never studied any sort of advanced space warfare tactics. Her approach is really very straightforward: kill the bad guy's spacecraft before they do the same to her. Outside of space combat, Valdis is quite capable of taking care of herself. She's fast, tough, strong, and knows how to use basic small arms and Taikong Ren Do maneuvers. (Nothing fancy, thank you very much!) Valdis actually prefers to avoid getting into fights she doesn't have to, and now that she's famous, her intimidating reputation is often enough to stop a fight before it starts. Not many people want to mess with the 'VeNoM Killer of Upsilon Andromedae!'

Campaign Use: As a PC, Valdis represents the 'tough guy' of the Balance Forward's crew. She's the most (space-) combat oriented of them all, and also the most intimidating. As an NPC, she could be useful as either an explorer or a gunner -- in addition to her gunnery skills, Valdis has extensive knowledge of systems far beyond the Outer Colonies which only a few others have ever seen, which makes her a valuable source of information. As an adversary, the most likely PC's to encounter Valdis would be an ISTAR contract to 'persuade' her to issue a statement about the events at Upsilon Andromedae favorable to ISTAR's agenda. Planting some nanites on her might do the trick, but that would probably mean involving the OFFICE, which could get very ugly indeed.

Appearance: Valdis appears as a typical Martian -- similar to a baseline human, but taller and thinner, with a slightly enlarged chest cavity. She has no difficulty finding clothes to fit, however, and usually wears casual pants and shirts over the obligatory spacer's body pressure suit. When she goes armed (which isn't often) Valdis carries a basic rocket-pistol with stun rounds.

"Uncle" Mick Baden

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
14	DEX	8	12-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 15-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3 ½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
6	REC	2		
30	END	2		
12	BODY	2		
28	STUN	4		Total Characteristic Cost: 81

Movement: Running: 14m/28m
Leaping: 6m/12m
Swimming: 4m/8m

Cost	Powers	END
6	Trained Observer: +2 PER with all Sense Groups	0
8	Smooth Talker: +2 all Interaction Skills	0

Taikong Ren Do

	Maneuver	OCV	DCV	Notes
5	Block	+1	+3	Block, Abort
4	Counter-attack	+2	+2	5d6 Strike, Must Follow Block
3	Grapple-	1	-1	Grab Two Limbs, 25 STR for holding on
4	Nerve Strike	-1	+1	2d6 NND
4	Strike	+0	+2	5d6 Strike
3	Throw	+0	+2	5d6 Strike; Target Falls; Must Follow Grab

Perks

2	Deep Cover: journalist / ex-diplomat
9	Fringe Benefit: Improved Equipment Availability Street-Level equipment, OFFICE employee, Press Pass, Security Clearance, Weapon Permit (where appropriate)
3	Well-Connected

Skills

12	+1 Overall
3	Acting 13-
3	Traveler
2	1) AK: Core Loop Colonies 13-
2	2) AK: Groombridge 34 System 13-
2	3) CuK: Core Loop Colonies 13-
2	4) CuK: Groombridge 34 Colony 13-
3	Breakfall 12-
3	Bribery 13-
3	Bugging 13-
3	Bureaucratics 13-
3	Concealment 13-
3	Conversation 13-
3	Disguise 13-
2	Forgery (Documents) 13-
3	High Society 13-
2	KS: Spin-G Combat 11-
2	KS: The Diplomatic World 11-
2	KS: The Espionage World 11-
3	Oratory 13-
3	Persuasion 13-
3	PS: Journalist 13-
3	PS: Spin-G Operations 12-
3	PS: Tradecraft 13-
3	Security Systems 13-
3	Shadowing 13-
3	Stealth 12-
3	Streetwise 13-
3	Systems Operation 13-
2	TF: Personal Use Spacecraft, Small Motorized Ground Vehicles
3	WF: Small Arms, Laser Pistols

Total Powers & Skill Cost: 144

Total Cost: 225

225+ Matching Complications

10	Hunted: OFFICE Infrequently (Mo Pow; NCI; Watching)
15	Hunted: TGO Legal Department Infrequently (As Pow; NCI; Harshly Punish)
15	Psychological Limitation: Loyal to the OFFICE (Common; Strong)
10	Psychological Limitation: Hunting 'the Jack of All Tirades' (Common; Moderate)
10	Rivalry: Professional (Mainstream media journalists; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Limitation: Secret ID: undercover OFFICE agent (Occasionally; Severe)

Total Complications Points: 225

“Uncle” Mick Baden

Background/History: Baden is a former diplomat, now an undercover OFFICE operative, working as a free-lance correspondent for “The Galaxy’s Most Dangerous Places.” Baden’s current assignment is to find the individual known on the “Tangled Web as “the Jack of All Tirades” and discover his true identity. So far, he has established that the Jack is definitely in the Groombridge 34 system, probably somewhere in the off-grid warrens of Marathon Free Station. The problem is, there are literally thousands of kilometers of tunnels which aren’t officially part of the station. However, Baden has made some progress with the Jack’s contacts at The Blind Spot, one of the Free Station’s numerous off-grid bars. Travelling and working with them hasn’t really gotten him any closer to the Jack, but it has provided excellent stories and material for his cover as a journalist, along with some hefty bonus checks. Sometimes it’s so profitable *not* finding the Jack that Baden wonders if maybe his target really knows who he is, and just wants to buy him off!

Baden is currently employed as a crewman on the Free Trade League’s *Balance Forward* –he’s pretty sure several of the crew have connections with the Jack of All Tirades. He’s actually interested in Athena Security, because he’s certain the Jack has contacts at that firm, but working for Athena’s partner is as close as he can get, for now.

Personality/Motivation: Baden’s cover personality, which he never breaks, is that of a kindly “fellow traveler.” He’s friendly to everyone without being insufferable, and manages to be extroverted without seeming pushy. He almost always has an entertaining story to tell, about someplace he’s been on a previous assignment, and they’re usually quite enjoyable to listen to.

It’s all a cover, of course. The ‘real’ Mick Baden is an agent for the OFFICE, and he’s a determined, loyal, highly trained operative. He’ll stay under cover for years, if necessary, to find who the OFFICE is looking for, and bring them in.

Quote: “So there I was at ‘port security, and this Ursa trooper says he’s going to perform a cavity search! ’Did you check my flight plan, first?’ I says...and he wants to know why. ’I was in the Omicron habitat two weeks ago, the ecosystems are all failing, terrible dysentery outbreak, and worse...’ well, he couldn’t get rid of me fast enough! Technically, he should have had me quarantined, but then they’d have quarantined *him*, too, probably for a couple of weeks, and he just couldn’t be bothered. If I really had been sick, his whole colony would have been exposed--it was a disgrace. Can’t say I miss the Core Habitats, really.”

Powers/Tactics: Baden’s social skills are his greatest asset. He’s highly adept at dealing with all kinds of people in nearly any situation, from a starport dive to an executive boardroom. His job gets him into all sorts of trouble, but he knows how to talk his way out of nearly anything. Of course, when diplomacy and guile occasionally fail, he can handle himself fairly well in armed or unarmed combat. Baden keeps a small rocket pistol handy for emergencies, and he knows a thing or two about fighting in a spin-G environment. He’s not so adept in zero-G, however.

Campaign Use: Mick Baden is useful as the classic ‘face man’ for any group. If they need to talk their way into someplace, he’s the guy to do it. And if they need a journalist, he can help them with that, too. As a former diplomat, he’s very well-connected, and knows people from almost everywhere.

As an adversary, he could be quite formidable, because underneath his affable cover identity, he is still connected with the OFFICE, and can call on considerable resources as a result.

Appearance: Mick is a well-groomed, handsome forty-something baseline human who often gets mistaken for a Gemini type due to his good looks and overall health. He wears high-quality comfortable travelling clothes with lots of pockets for recording equipment, and whatever gear he might need for a job. He doesn’t usually wear a skinsuit, but keeps his survival bubble packed away so he doesn’t look like a tourist. Mick doesn’t usually carry a weapon unless he’s pretty sure he’ll need one – then he keeps a light pistol in a concealed holster, loaded with the best ammo he can afford.



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Athena Security

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 151.6kg; 2 ½d6 [3]
18	DEX	16	13-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
10	EGOO	11-		
15	PRE	5	12	-PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1T		otal: 3 ED (0 rED)
6	REC	2		
25	END	1		
11	BODY	1		
26	STUN	3		Total Characteristic Cost: 93

Movement: Running: 13m/26m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
1	Life Support (Longevity: 200 Years)	0
3	Life Support (Immunity: All terrestrial diseases (not v. bioweapons))	0

Taikong Ren Do

Maneuver	OCV	DCV	Notes
5	Block	+1 +3	Block, Abort
4	Counter-attack	+2 +2	7d6 Strike, Must Follow Block
4	Disarm	-1 +1	Disarm; 35 STR to Disarm
4	Dodge	- +5	Dodge, Affects All Attacks, Abort
3	Grapple	-1 -1	Grab Two Limbs, 35 STR for holding on
4	Strike	+0 +2	7d6 Strike
3	Throw	+0 +2	7d6 Strike; Target Falls; Must Follow Grab
8	+2 HTH Damage Classes		

Perks

- 4 Fringe Benefit: Improved Equipment Availability Street-Level equipment, Weapon Permit (where appropriate)
- 3 Reputation: Highly regarded security firm (A small to medium sized group) 11-, +3/+3d6

Talents

- 4 Double Jointed
- 2 Resistance (2 points)
- 6 +2/+2d6 Striking Appearance (vs. all characters)

Skills

- 12 +1 Overall
- 3 Acting 12-
- 3 AK: Marathon Free Station 12-
- 3 Breakfall 13-
- 3 Bugging 12-
- 3 Charm 12-
- 3 Concealment 12-
- 3 Contortionist 13-
- 3 Conversation 12-
- 3 Disguise 12-
- 2 KS: Security Regulations 11-
- 2 KS: Taikong Ren Do 11-
- 1 CuK: Jovians 8-
- 3 Persuasion 12-
- 2 PS: Security Guard 11-
- 3 PS: Spin-G operations 13-
- 3 PS: Zero-G operations 13-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Stealth 13-
- 3 Streetwise 12-
- 2 TF: Personal Use Spacecraft, Small Motorized Ground Vehicles
- 5 WF: Small Arms, Blades, Laser Pistols, Laser Rifles

Total Powers & Skill Cost: 132

Total Cost: 225

225+ Matching Complications

- 10 **Distinctive Features:** Virgo physique (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 **Hunted:** the OFFICE 8- (Mo Pow; NCI; Watching)
- 15 **Hunted:** Solar Express Corporation 8- (Mo Pow; Harshly Punish)
- 10 **Negative Reputation (undeserved):** Manipulative, Frequently
- 15 **Psychological Limitation:** Hates slavers (Uncommon; Total)
- 15 **Social Complication:** Too attractive for her own good Very Frequently, Minor

Total Complications Points: 225

Athena Security

Background/History: Athena Security (she changed her name when she started the company) is the owner of the company of the same name. She began life as a slave, produced for hire by a Jovian, made to order for a Solar Express Captain who kept her aboard his Fast Clipper for the first several years of her life. She's not sure exactly how long. The Jovian who made Athena assured her "master" that his slave would be sub-sentient, and by Jovian standards, she was. But by Jovian standards, all humans are sub-sentient, and in time she realized the Jovian had made her smarter than her "master". She found her existence as his slave, to say the least, unsatisfying. She never got to leave the ship, or talk to the rest of the crew, or the passengers, none of whom, she noticed, had slaves of their own, or masters to keep them locked up. Eventually, she made up her mind to improve her situation. Her master, she knew, would not approve.

Athena had learned a lot from the Clipper's augmented reality network. Originally, she was given access to entertainment, but she soon found many other features--even a virtual tutor. Her master had no idea how much she knew about the vessel, and its systems, by the time she was ready to leave. Mysteriously, a wealthy passenger "bumped" a pair of travellers out of their cabin, overbooking the Liner. A pair of vouchers were automatically generated for them, valid on any Solar Express vessel. Then, just as mysteriously, the same wealthy passenger cancelled his trip. The original travellers stayed put, and the vouchers went unclaimed. Until, of course, a well-disguised Athena, bags packed, let herself out of the Captain's very securely locked cabin, helped herself to the vouchers, and stealthily made her way off the Clipper. She couldn't use the vouchers on a Solar Express vessel--they had someone else's names on them--but she bartered them for passage on an independent freighter whose captain said he could use some Express vouchers. No questions asked.

Athena found herself at Marathon Free Station, where her talents as an escape artist and security "specialist" were more useful than her background as an alien sex toy. She went to work for Station Security, the local constabulary, and as a peace officer, trained in a variety of skills. She spent her spare time completing her education, and learning about the galaxy. She found out there were many other Virgos born into the same non-life as hers, and that it was a minor miracle she had escaped alive. If she ever left Marathon Station, the Free Trade League would probably be looking for her.

But she had to. Athena's outrage became an intolerable hatred she couldn't ignore any longer, so eventually, she quit Station Security, and started her own company. Athena Security offers a variety of services--consulting, surveillance, personal protection, hostage negotiations, and recovery. The company's real purpose, however, is to cover the cost of Athena's crusade to liberate enslaved Virgos. Fortunately for all concerned, Athena doesn't take many of these "special" cases, because when she does, all hell breaks loose. Most recently, she angered the Free Trade League once again, by helping a band of corsairs board a League ship! The corsairs got the cargo, and she got the Captain's "cabin boy", a Virgo slave he'd been keeping on board for at least three years. The Corsairs are also blackmailing the League to keep quiet about their Captain's taste in slaves. Needless to say, the League wants Athena very, very dead.

Personality/Motivation: Freedom means more than anything to Athena, not just for herself, but for everyone. Above all else, she makes it her business to secure the freedom of other Virgos less fortunate than herself. To free a Virgo child from a slaver, she'll even fall in with a bunch of cut-throat pirates, if that's what it takes! When she's not plotting to maim and kill slavers, Athena is very business-like, serious and sober. In public she maintains a professional demeanor at all times. She's unflappable and composed--nothing ever seems to get to her. In private, only her husband knows what she's like.

Quote: "If I have to, I'll kill every slaver son of a bitch in the galaxy. The Jovian who created the Virgos? No, don't tempt me. It's hard enough to meet your maker, let alone destroy it...."

Powers/Tactics: Athena is trained in a wide variety of armed and unarmed combat techniques. Small arms, lasers, knives, spin- and zero-g combat; she can use any weapon, on any battlefield. She also knows how to use her Virgo presence to influence people, although she doesn't like doing it. She's very good with most interaction skills, but unlike many Virgos, prefers not to resort to outright seduction. She's also good with bugging and security systems, which are very important skills in her line of work. On most jobs, Athena does things strictly by the book, as a consummate professional. When she's on one of her "special cases", she does whatever it takes to get the job done--never mind what the book says.

Campaign Use: The PC's could meet Athena in several ways. She might want to hire them for a job, whether it's routine or one of her "special cases." They'll get paid either way. Or they might need to hire Athena Security to help them with a job, if they get into some kind of trouble. Or, worst case scenario, they might end up at odds with Athena for some reason, either during one of her jobs, or in the process of going after the bounty the Solar Express Company is offering for her--dead or alive!

Appearance: Athena has an apparently far-eastern Terran phenotype, engineered to her former master's standards of perfection. She's rather self-conscious about her effect on people, so she usually tries to downplay her beauty rather than accentuate it, with only limited success. (She can't change what she is.) Due to the Virgo type's unusual longevity, Athena appears to be in her early twenties, although her actual age is nearly twice that. She wears a body pressure vac-suit underneath her "business attire" which usually resembles combat fatigues. Athena is nearly always heavily armed, and is very good at concealing weapons. She also keeps multiple augmented reality interfaces ready to use. She carries various other gear when she's working--bug sweepers, a first-aid kit, and of course, hand-cuffs.

Dreg Slint

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
16	DEX	12	12-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
6	REC	2		
25	END	1		
11	BODY	1		
26	STUN	3		Total Characteristic Cost: 81

Movement: Running: 14m/28m
Leaping: 6m/12m
Swimming: 4m/8m

Cost	Powers	END
7	Run and Gun: Running +14m (14m/28m total); only for half-moves (-1)	1
8	Hold-out weapon: Concealment 20- ; Limited power (only to hide back-up weapon; -1 ½)	0

Way of the Gun

Maneuver	OCV	DCV	Notes
4	Accurate Shot	+2 -2	Weapon Strike
3	Defensive Shot	-1 +2	Strike
5	Distance Shot	+0 -2	Strike , +1 Segment
3	Diving shot	+0 +2	Weapon Strike, Half Move Required, You Fall
5	Far Shot	+1 -1	Strike
4	Trained Shot	+2 +0	Weapon Strike

Perks

- 4 Fringe Benefit: Improved Equipment Availability Street-Level equipment, Weapon Permit (where appropriate)
- 3 Gunslinger: Reputation (A small to medium sized group) 11-, +3/+3d6

Talents

- 6 Environmental Movement (no penalties in Spin-G movement)
- 4 Lightning Reflexes: +4 DEX to act first with All Actions (+4 DEX to act first with All Actions)
- 12 Weapon Master: +1d6 (Pistols)

Skills

- 15 +3 with pistols
- 6 Gun-crazy: +2 with Fast draw, KS: Firearms, Weaponsmith
- 2 AK: Outer TGO colonies 11-
- 3 Breakfall 12-
- 2 CuK: EV Lacertae Colonies 11-
- 5 Gun Kata: Defense Maneuver I-IV; only in ranged combat (-1)
- 3 Fast Draw 12-
- 3 KS: Personal Firearms 12-
- 8 Penalty Skill Levels: +4 vs. Hit Location modifiers with pistols
- 6 Penalty Skill Levels: +2 vs. armor penalties to DCV with all armor
- 3 PS: Zero-G Ops 12-
- 5 Rapid Attack ; Ranged Only (-1)
- 3 Streetwise 12-
- 3 Systems Operation 12-
- 3 Tactics 12-
- 3 WF: Small Arms, Laser Pistols
- 3 Weaponsmith (Energy Weapons, Firearms) 12-

Total Powers & Skill Cost: 144

Total Cost: 225

225+ Matching Complications

- 15 **Hunted:** Solar Express Company Infrequently (Mo Pow; Harshly Punish)
- 10 **Hunted:** Crew of 'Tower Inverted' Infrequently (Mo Pow; Mildly Punish)
- 10 **Negative Reputation:** Dangerous outlaw, Infrequently (Extreme)
- 15 **Psychological Limitation:** Gunslinger mentality (Common; Strong)
- 10 **Psychological Limitation:** Looks down on non-combatants (Common; Moderate)
- 10 **Rivalry:** Professional (other gunslingers; Rival is As Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry)

Total Complications Points: 225

Dreg Slint

Background/History: Horace Walsh grew up in an asteroid habitat on the periphery, getting in and out of trouble, and not quite getting spaced on a number of occasions. He hated it there, but he couldn't leave because no legitimate shipmaster who called there would have him on board. His opportunity arrived when the habitat got raided by pirates. Horace was at the space-dock doing shift-work when the raiders came aboard, and quietly cooperated as they forced him and the other dock-workers, at gun-point, to load up the cargo.

When they were done, he said to their Captain, "There's one more thing you should take."

Curious the Corsair Captain asked him "What would that be?"

"Me." Horace told him emphatically.

"And why should I take on a piece of deadweight like you?"

"Who's your fastest shot?"

Without warning, one of the corsairs leveled an assault gun at Horace, but before he could fire, Walsh drew his hold-out pistol in a blur of motion and dropped the man.

He turned back to the Captain. "Now I'm your fastest shot."

The Captain signaled his men to stand down. "You're hired. These men are your mates now. Next time you shoot one, you're out the air-lock."

That's how Horace Walsh became a corsair. He acquired a new identity and worked under the name of Dreg Slint. Things were good with the crew of 'Tower Inverted' for a while. Then they took a contract with Athena Security. Not that the job went badly--it went great! Dreg decided he could do better working in security than as a corsair, and offered Athena his services. His old crew-mates didn't really appreciate his desire to move up in the world, though....

Personality/Motivation: Dreg Slint's problem isn't that he likes to shoot people--he just likes *guns*. He likes to shoot them, clean them, study them, read about them, practice with them, and work on them, and so on. It's not an obsession so much as simply a way of life. He's a lot happier now that he has a job which allows him to indulge himself in his hobby. He doesn't particularly care if he has to shoot somebody; it's really easier if he doesn't, but then, a guy's gotta stay in practice. Dreg also enjoys the fact that he's getting out more, and seeing the rest of Terran Space, instead of skulking around inside the same rock day after day.

Quote: "Athena said not to shoot any of you unless it was necessary. You make trouble, and the rest of us will debate the finer nuances of what 'necessary' really means over your steaming corpse."

Powers/Tactics: Dreg Slint doesn't look like much. He doesn't seem all that fast, or big, or strong. But when he's got a gun (or two) in his hands, he's like a demon. His greatest asset is his adaptability. He can fight in spin-gravity and zero-G environments. He can defend himself and fire on the move, often ignoring available cover any sane man would gladly take. Dreg prefers rocket-slug type weapons, but his accuracy with a laser pistol is just as deadly.

Off the battlefield, Dreg's skills are mostly gun and armor-related. He has a lot of general knowledge about personal weapons, and he's an excellent weaponsmith. He also has some knowledge, from his time on board the Tower Inverted,

of shipboard systems, and the TGO's outer colonies in the EV Lacertae system.

Campaign Use: Dreg Slint is the archetypal 'gun nut' character, and also a fairly typical corsair type. If the characters need a contact among the crew of Tower Inverted, Dreg would be a good choice. Dreg frequents The Blind Spot bar, so the PC's can meet him there, if they have the bar as an organization contact. Dreg can advise them on choosing weapons for a job, hook them up with arms dealers, and if they need any custom work done on their own weapons, he's willing to help out, if the money's good!

On the other hand, if the PC's find themselves at odds with the Athena Security firm, Dreg will quite simply be their worst nightmare. Expect killings.

Appearance: Dreg Slint is in his late twenties, with dirty light brown hair and dark brown eyes. He wears an oft-repaired body-pressure suit under a threadbare shipboard jumper with lots of pockets. He carries a rocket pistol when permitted, and a very well-hidden hold-out weapon is on him at all times. (He won't tell anyone how he beats the scanners.)

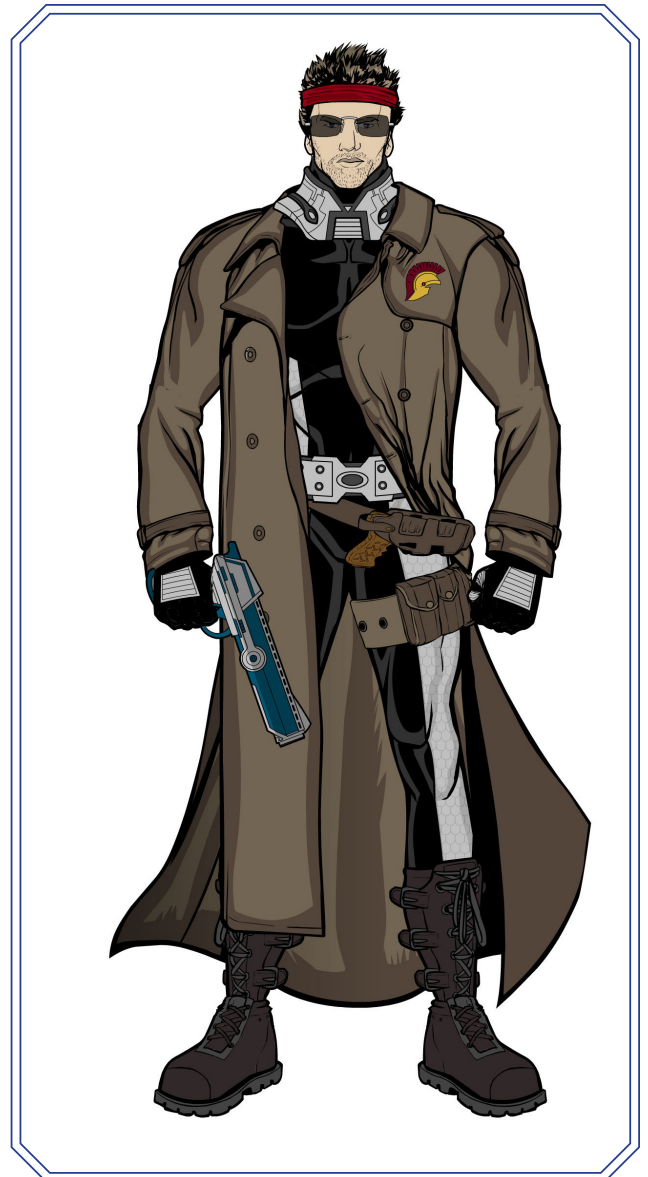


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Alphonse Pointdexter Leguene

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 ½d6
11	DEX	2	11-	
9	CON	-1	11-	
23	INT	13	14-	PER Roll 14-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3 ½d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
20	END	0		
9	BODY	-1		
22	STUN	1T		otal Characteristic Cost: 52

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
19	Augmented Reality Implant: Detect A Class Of Things: Augmented Reality Overlays 19- (Radio Group), Concealed (-5 with Detect PER Rolls), Discriminatory, Analyze, Rapid: x10, Tracking (33 Active Points); Sense Affected As More Than One Sense sight (-½), Nonpersistent (-¼)	0

Judo maneuvers

Maneuver	OCV	DCV	Notes
5	Defensive Block+1	+3	Block, Abort
4	Martial Escape +0	+0	23 STR vs. Grabs
3	Slam	+0 +1	1 ½d6 +v/5, Target Falls

Perks

4	Fringe Benefit: Improved Equipment Availability Street-Level equipment, Weapon Permit (where appropriate)
10	the 'Tangled Web: Computer Link
3	Reputation: Anarchist known as Diogenes (only on the 'Tangled Web) (A small to medium sized group) 8-, +3/+3d6

Talents

2	Absolute Range Sense (3 Active Points); only w. A/R network (Dependent on Augmented Reality; -½)
2	Absolute Time Sense (3 Active Points); only w. A/R network (Dependent on Augmented Reality; -½)
2	Bump Of Direction (3 Active Points); only w. A/R network (Dependent on Augmented Reality; -½)
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading (x10)

Skills

30	+3 with all non-combat Skills
3	AK: Terran Space 14-
2	AK: The 'Tangled Web 11-
3	Breakfall 11-
3	Bureaucratics 13-
3	Computer Programming 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	Electronics 14-
3	KS: Augmented Reality networks 14-
2	KS: Judo 11-
3	KS: Quantum computers 14-
3	KS: TGO Computers 14-
3	KS: ISTAR Computers 14-
4	Language: ARC (augmented reality coding) (completely fluent; literate)
4	Language: French (idiomatic)
3	PS: Computer scientist 14-
3	PS: Writer 14-
3	Scientist
2	1) SS: Computer Science 14- (3 Active Points)
2	2) SS: Economics 14- (3 Active Points)
2	3) SS: Mathematics 14- (3 Active Points)
2	4) SS: Memetics 14- (3 Active Points)
2	5) SS: Political Science 14- (3 Active Points)
2	6) SS: Sociology 14- (3 Active Points)
3	Systems Operation 14-
2	TF: Personal Use Spacecraft, Small Motorized Ground Vehicles
1	WF: Rocket Pistols

Total Powers & Skill Cost: 173

Total Cost: 225

225+ Matching Complications

5	Distinctive Features: Tailored genome (Not Concealable; Noticed and Recognizable; Detectable Only By Technology Or Major Effort)
2	OHunted: the OFFICE 8- (Mo Pow; NCI; Harshly Punish)
5	Negative Reputation: Difficult to work with, Infrequently
10	Psychological Limitation: Dependent on A/R networks (Uncommon; Strong)
15	Psychological Limitation: Loyal to Athena Security (Common; Strong)
5	Rivalry: Professional (Other hackers; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Limitation: Secret ID: Diogenes (Occasionally; Severe)

Total Complications Points: 225

Alphonse Pointdexter Leguene

Background/History: Alphonse Pointdexter Leguene is just your typical Mensae alternate from old Terra, Marseilles to be exact. But there's no such thing as a "typical" Mensae, and Alphonse's enhanced intellect, for whatever reason, led him to the inescapable conclusion that anarchy should be the ideal state of affairs in the galaxy. Having made up his mind about that, and seeing governments of an Orwellian bent throughout Sol system and the Core Loop colonies, young Alphonse set about doing what he could to change things for the better, (to his way of thinking at least.) He enjoyed writing, and he had seen a quote that said "It is the duty of every author to write the most dangerous book possible." So he decided to start by updating the venerable 'Anarchists' Cookbook' for the 24th century. But he'd have to do it anonymously, of course.

Throughout Terran space, every colony is connected by a network of entangled quantum computers which enable instant communications between them. However, these are extremely rare and expensive, so each colony typically has only a single such device, and access to it is strictly controlled. Use of this so-called 'Q-net' is limited to official message traffic only, mostly government, diplomatic, military, and some high-level academic information. There are, however, back-channels set up for various unofficial users. This hacked network of quantum-entangled communications forms an unofficial "shadow" of the Q-net, known across Terran Space as the 'Tangled Web.

Alphonse had little difficulty securing access to the 'Tangled Web, and under the nom-de-plume "Diogenes" used it to publish the first book in his subversive virtual trilogy, "Anarchy For Dunces", which became the third-most-downloaded title in the year of its release. On Terra, large men with badges and Tasers were looking for him, but Diogenes became very popular on the 'Tangled Web, and established contacts on Luna, where he continued writing and released his second title, "Revolution For Dunces". The following year, insurgents in several of the Core Loop colonies found his book extremely useful. Somehow, word had gotten out that he'd left Terra, and now the OFFICE itself had taken an interest in shutting him up. It was time to leave the core altogether. Jack of All Tirades personally offered "Diogenes" asylum at Groombridge 34, so he took the offer, and decided to hit ISTAR where it hurts. He completed the trilogy en route, and on arrival at Marathon Free Station, passed his final manuscript to the Jack for publication to the 'Tangled Web. "Treason For Dunces" wasn't nearly as popular as its predecessors, but following its release, the OFFICE put Diogenes at the top of their Most Wanted list. The following year, various ISTAR departments suffered numerous security breaches, ranging from minor to nearly catastrophic. Many of the suspects possessed copies of "Treason". Some got away clean, using methods detailed in "Treason", while others committed suicide, painlessly, in ways recommended by the book. Diogenes disappeared, never to be heard from on the 'Tangled Web again. The large reward posted by the OFFICE remains unclaimed. Alphonse's career as an author of subversive literature is over.

Personality/Motivation: Alphonse is something of a mystery, wrapped in an enigma, trapped in the body of a computer nerd. While he used to be the most infamous anarchist in Terran space (in the guise of Diogenes), the

demise of every oppressive government on Terra has brought him no joy. Actually, nobody really seems to know just what makes him tick. One thing is certain, however. Aside from the typical Mensae "too-damn-smart-and-he-knows-it" attitude, Alphonse is very good at his job, which is IT consultant (hacking) for Athena Security. He's extremely loyal to her, and takes his work for the company and its clients very seriously.

Quote: "Yes, Athena, I know you told me to stay in the office, but I'd much prefer to be onsite for this job. What could possibly go wrong with me here? By the way, your interface is logging trace all over their A/R net. Here, let me fix that..."

Powers/Tactics: Alphonse can't fight his way out of a wet paper bag, even if Athena helps and rips it half-way first. At her insistence, he's learned some basic self-defense, and he can fire a rocket pistol without shooting his foot off, but that's about it. Given access to any form of computer, especially an augmented reality network, he's extremely dangerous. His A/R interface implant has been modified extensively, almost up to military specifications, and is now far more capable than any "off the shelf" model. His constant use of the implant, however, has made him psychologically dependent on A/R access, and he feels very uncomfortable when it's not available.

Campaign Use: The characters will most likely encounter Alphonse through Athena Security--he doesn't get out much. Or, they might contact him via the 'Tangled Web, if one of them has such a contact. Unlike most of the other NPC's presented here, Leguene doesn't spend much time at the Blind Spot bar in Marathon's warrens, because he prefers to stay on the grid at all times. If he is at the Blind Spot, then it's at Athena's request, as always. In any event, if the PC's need a hacker, Alphonse is probably the best one they could hope to find, if they can afford to hire him.

Appearance: Leguene isn't much to look at. He might be considered good-looking, but he's a bit short and on the scrawny side; one might even say under-developed. He is, however, well-groomed and very well-dressed, having acquired rather expensive taste in clothes. Unlike most inhabitants of Marathon Free Station, he never has learned to use a vac-suit, so he keeps a compact rescue ball handy at all times, which seems to mark him as a perpetual visitor. Aside from that, he carries an off-the shelf augmented reality interface, as a decoy, so people won't immediately suspect he has an implant.

Nikolai

Background/History: Nikolai Grushin came from a family of "squatters" living off the remnants of the failed Omicron colony. Lacking any kind of technical education, he grew up working as an enforcer, ensuring the safety of his fellow colonists as they fought to keep their huge, slowly-failing space habitat functional. There were always raids--by other bands of squatters, salvage operators, pirates, or worse. And the Colonial militia never intervened, because the Omicron colony had long since been written off as a total failure. Someday, it would be completely uninhabitable. Nikolai wasn't sure when that would happen, but he wanted to make sure he and his family were elsewhere when it did.

Nikolai

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6 [4]
14	DEX	8	12-	
18	CON	8	13-	
10	INTO		11-	PER Roll 11-/12-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3 ½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
8	REC	4		
35	END	3		
13	BODY	3		
32	STUN	6T		Total Characteristic Cost: 89

Movement: Running: 14m/28m
Leaping: 6m/12m
Swimming: 4m/8m

Cost	Powers	END
1	+1 PER with Normal Scent	0
1	Knockback Resistance -1m	0
1	Life Support (Extended Breathing: 1 END per Turn)	0

Kodiac Sumo

Maneuver	OCV	DCV	Notes
4 Bear-hug	+0	+0	8d6 Crush, Must Follow Grab
4 Break-out	-1	-2	35 STR to Escape; Grab Two Limbs
3 Grapple	-1	-1	Grab Two Limbs, 30 STR for holding on
5 Head-palm	+1	+1	Grab One Limb, Block
5 Perm. disarm	-1	-2	Grab One Limb; HKA 2 ½d6, Disable
4 Sleeper Hold	-2	+0	Grab One Limb; 2d6 NND
5 Temp. disarm	+0	+0	Grab weapon, +5 STR to take away, target falls
3 The Dump	+0	+2	STR strike +2d6, target falls, must follow grab
4 The Stand	+0	+0	35 STR to resist Shove; Block, Abort

Perks

8	Fringe Benefit: Heavy Weapon Permit, Improved Equipment Availability Military equipment, Weapon Permit (where appropriate)
2	Reputation: Extremely competent mercenary (A small to medium sized group) 11-, +2/+2d6

Talents

7	Simulate Death (+4 to roll)
3	Imposing Physique: +1/+1d6 Striking Appearance (vs. all characters)

Skills

12	+1 Overall
8	+2 with Kodiak Sumo maneuvers (10 Active Points); only v. smaller opponents (-¼)
3	Breakfall 12-
2	Gambling (Blackjack, Card Games, Poker) 11-
2	KS: Kodiak Sumo 11-
3	Traveler
1	1) AK: Core colonies (2 Active Points) 11-
1	2) AK: Marathon Free Station (2 Active Points) 11-
1	3) CuK: Colonial Reserve Fleet militia (2 Active Points) 11-
1	4) CuK: UN Core colonies (2 Active Points) 11-
1	5) CuK: Ursa alternates (2 Active Points) 11-
3	Paramedics 11-
9	Penalty Skill Levels: +3 vs. armor penalties to DCV with All Armor
3	Streetwise 13-
2	Survival (Vacuum) 11-
3	Systems Operation 11-
5	Tactics 12-
5	TF: Common Motorized Ground Vehicles, Personal Use Spacecraft, Tracked Military Vehicles, Wheeled Military Vehicles
7	WF: Small Arms, Blades, Grenade Launchers, Laser Pistols, Laser Rifles, Shoulder-Fired Weapons
4	Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) 11-

Total Powers & Skill Cost: 136

Total Cost: 225

225+ Matching Complications

15	Distinctive Features: Bulky physique (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Colonial Reserve Fleet Infrequently (Mo Pow; Mildly Punish)
10	Negative Reputation: Ex-Colonial Reserve Fleet militia, Frequently
5	Physical Complication: Bulky physique (Infrequently; Barely Impairing)
15	Psychological Limitation: Obeys laws of warfare (Common; Strong)
10	Psychological Limitation: Distrusts ISTAR (Common; Moderate)
10	Social Complication: Deserter from CRF militia Infrequently, Major

Total Complications Points: 225

Eventually he scrounged and hoarded enough salvage of his own to book passage for himself to another core colony, and signed up with the Colonial Militia. The Militia didn't care where he came from, as long as he was an Ursa, they knew he'd be useful. And he was! Nikolai had combat experience, and the militia provided him weapons and training to turn him into a living, breathing combat system, as he was intended to be. The money was good, and Nikolai knew that by the end of his tour, he'd have enough to take his family, and maybe even a friend or two away from the hell of Omicron to a decent place, where they could live in peace. But all his plans turned inside-out when Nikolai found out he'd be back in Omicron much sooner than he thought.

It seemed that a salvage operator with ISTAR connections had been killed during a raid there, and complaints about the Omicron squatters had become quite shrill. ISTAR was screaming for Militia action to "clean the rabble out once and for all." Nikolai had no idea what to do, but he had no choice except to deploy with the rest of his platoon. He wondered if perhaps his commanding officers knew that he was born at Omicron, and if they might order him to stand down, but either they didn't know, or just didn't care. No such order ever came. Nikolai was being sent home to wage war against his own people.

There was only one way to prevent the massacre, no matter what it would cost. The Militia would have him shot if he refused to follow orders, so nothing else he did would make any difference now. Nikolai was forced to do something unthinkable for an Ursa. He awoke from hibernation several hours before the rest of his platoon, quietly got himself suited up, and opened the berthing compartment to vacuum. None of them survived. He still had to deal with the rest of the crew on his troop transport, but there were only a few, and none of them were Ursas. After spacing the bodies, he sent out a distress call, which was answered by an Omicron salvager who listened to Nikolai's story and towed the Colonial Reserve Fleet transport to the colony.

Nikolai was welcomed back to Omicron as a hero, for preventing a massacre by the UN Militia. But everyone realized it was only a temporary reprieve--the militia would send a follow-up mission to find out what happened to their missing transport, and finish what they'd started. However, the transport had a well-stocked armory, and guns of its own, so the denizens of Omicron decided to equip their own militia, and recruit crewmen for the ship, to defend their colony when the UN Navy came back. As for Nikolai, they agreed that he needed to disappear along with his family. The salvager who picked him up agreed to take Nikolai and his family to Marathon Free Station. And Nikolai received a generous finder's fee for salvaging a derelict UN troop transport mostly intact.

The Terracide occurred not long after the "Omicron Incident", so if the UN Navy is planning a follow-up mission, it may have been delayed indefinitely. In any event, there hasn't been any news from the Omicron system since then. The full extent of Nikolai's involvement in the Incident isn't known, but he is wanted for questioning.

Personality/Motivation: Nikolai has no problem with violence--it's his job. What he doesn't like is unnecessary killings--especially civilians. Nikolai has very strong ideals about who's considered 'fair game' during an operation, and if anyone working with him steps out of line, they're going to have a big, angry Ursa in their face when the job is over. The only time Nikolai might lose his professional demeanor during a job is when Colonial Militia Ursa troopers are

involved--he'll go out of his way to take them on. However, when he's not working, Nikolai is actually rather easy-going, and enjoys spending time with his friends and family. The things he did to save the Omicron colony still bother his conscience a great deal, but it was worth it to save his family, so he might as well make the most of whatever time they still have together.

Quote: "I did not want to break your arm like that. If you had not tried to shoot me, I could have used nice quiet sleeper-hold, and you would not be screaming like little girl. Now hold still."

Powers/Tactics: Nikolai is trained in a wide variety of weapons, and is a very skilled practitioner of the Ursa martial art known as "Kodiac Sumo." However, he always uses the absolute minimum amount of force needed to accomplish his goals. He is willing to kill, if necessary, but strongly disapproves of needless killing, or any other needless violence, for that matter.

Campaign Use: Nikolai works for Athena Security, and is most likely to be encountered in that capacity. PC's may encounter him when they hire Athena Security for a job, or if they're not so lucky, when one of their jobs pits them against Athena Security! Also, if the PC's have The Blind Spot Bar as a contact, then Nikolai could be a valuable source of information. He knows all about the CRF Militia and the Core Colonies from his tour of duty in the service. He also has access to some military-grade equipment, if the PC's can pay for it.

Appearance: Nikolai looks like an extremely large human with brown eyes and extensive brown facial hair. He is, however, somewhat smaller than average for an Ursa due to the sub-standard diet on which he subsisted during his years at the Omicron colony. Ursa-sized equipment is hard to come by, but Nikolai has a few basics. He wears a body-pressure suit most of the time, and carries a rocket-pistol when he's permitted.

Dr. Sorcha Alastriona

Background/History: Sorcha Alastriona is one of the first Cygnus-type humans, genetically engineered for winged flight in low or zero-gravity habitats. She grew up in one of 61 Cygni's Dyson Tree habitats, known to its inhabitants as Ashvattha. From an early age, Sorcha took an interest in her own origins, and that of her home, so it genetic engineering was a natural choice of career. Of all the things Sorcha learned in her studies, for her earliest years in school, to the day she received her Doctorate, the one thing she refused to accept was that someday, Ashvattha would die. Her home was a living creature, and therefore mortal.

But it was also her home -- her world, in fact -- and worlds should be more permanent! Even if she would not live to see it, Sorcha was determined to find a way for the Dyson trees to live forever. A survey of all known life forms found that only the Jovians had truly conquered this obstacle, but they weren't willing to speak with Sorcha. That left the Keepers, who sold information for exorbitantly expensive prices. Undeterred, Sorcha applied for a research grant, and to her surprise, actually received it. Her next stop was the Keeper world at Groombridge 34b, and the human habitat there: Marathon Free Station.

Dr. Sorcha Alastriona

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
14	DEX	8	12-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
35	END	3		
11	BODY	1		
28	STUN	4		Total Characteristic Cost: 82

Movement: Running: 12m/24m
 Flight: 15m/30m
 Leaping: 4m/8m
 Swimming: 4m/8m

Cost	Powers	END
10	Multipower, 15-point reserve, all slots Restrainable (-½)	
1f	1) Flight 15m; Increased Endurance Cost ((Special); Only In Certain Circumstances Common; -1), Restrainable (-½)	1
1f	2) Hand-To-Hand Attack +2d6+1, Area Of Effect (2m Radius; +¼); Restrainable (-½), Hand-To-Hand Attack (-¼)	1
1	Stretching 2m; Only To Cause Damage (-½), Restrainable (-½), Always Direct (-¼), Wings only (-¼), no Noncombat Stretching (-¼)	1
1	Life Support (Immunity: Zero-G bone/muscle loss)	0

Tai Ch'i maneuvers

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Disarm-	1 +1	Disarm; 25 STR to Disarm
5	Escaping Throw+0	+0	30 STR , v. Grabs, Target Falls
3	Grab	-1 -1	Grab Two Limbs, 25 STR for holding on
4	Root	+0 +0	30 STR to resist Shove; Block, Abort
4	Strike	+2 +2	5d6 Strike, Must Follow Block
3	Throw	+0 +1	3d6 +v/10, Target Falls
1	Weapon Element: Wings		

Perks

5 Fringe Benefit: Improved Equipment Availability
 Street-Level equipment, License to practice a profession, Weapon Permit (where appropriate)

Talents

6 Environmental Movement (no penalties in zero gravity)
 3 +1/+1d6 Striking Appearance (vs. all characters)
 12 Combat Luck (6 PD/6 ED)

Skills

12 +1 Overall
 2 +1 with Flight
 3 Breakfall 12-
 3 Bureaucratics 12-
 3 Computer Programming 13-
 3 CuK: Dyson Trees 13-
 2 CuK: The Academic World 11-
 3 CuK: Keepers 13-
 3 Electronics 13-
 2 Gambling (Card Games) 13-
 4 KS: Dyson Trees 14-
 3 KS: Xenology 13-
 3 Oratory 12-
 3 Paramedics 13-
 3 PS: Genetic Engineer 13-
 2 PS: Instructor 11-
 3 PS: Spin-G Operations 12-
 3 Research 13-
 5 Science Skill: Genetic Engineering 15-
 2 Survival (Vacuum) 13-
 3 Systems Operation 13-
 3 Trading 12-
 2 WF: Small Arms

Total Powers & Skill Cost: 143

Total Cost: 225

225+ Matching Complications

15 **Distinctive Features:** Wings (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
 10 **Hunted:** Dyson Tree research project Infrequently (As Pow; PC is very easy to find; Mildly Punish)
 5 **Negative Reputation:** Discredited Researcher, Frequently (Known Only To A Small Group)
 20 **Physical Complication:** Wings (Frequently; Greatly Impairing)
 10 **Psychological Complication:** Determined to prove theory (Using Keepers' genetic engineering knowledge) (Uncommon; Strong)
 10 **Psychological Complication:** Protective of co-workers (Common; Moderate)
 5 **Social Complication:** Rare human sub-type Frequently, Minor, Not Limiting In Some Cultures

Total Complications Points: 225

Sorcha found life at Marathon bewildering -- the bustling free port was nothing at all like the peaceful home where she'd spent her life in study and research. Marathon's vast interior space, however, offered excellent flying! Sorcha became something of a local celebrity overnight, as there were very few Cygnus-types at Marathon, and the attention made her even more uneasy. She was grateful that her request to speak with the Keepers was granted after only a few days. Unfortunately, it didn't work out the way she had hoped.

The information Sorcha asked for cost her the entire research grant, plus a little of her own money -- she'd have to send back to Ashvattha for funds to return, and it would cost. Standard hibernation units couldn't accommodate a Cygnus-type body. Worse, even a casual perusal of the data revealed that the Jovians' immortality techniques (fascinating as they were!) would not apply to the Dyson Trees at all. Sorcha was broke, and had nothing to show for her efforts. In a last-ditch attempt to salvage something from the situation, she made the Keepers another offer: all her personal data on the humans' Dyson Trees (an enormous library) in return for whatever data they could offer on similar projects of other species. Sorcha was second-time lucky -- the Keepers sent her a massive upload on alien bio-engineered habitats. But it would take a lifetime to interpret all of it, and she still wasn't sure if it contained what she needed.

Sorcha's superiors at Ashvattha were not pleased when they heard she had sold all their project data to the Keepers, and spent their entire grant. They ordered her to return home to face a board of inquiry, at which she will probably be charged with malfeasance, or worse. They also ordered her to turn over the Keepers' data she had acquired. Realizing that data file represented the only leverage she had, Sorcha decided to stay at Marathon and continue working on it herself. In the meantime, there is the small matter of being broke. Finding a job at Marathon proved difficult for Sorcha -- her former employers at Ashvattha made sure of that -- and none of its colleges or laboratories would speak to her. So she began looking for something outside her previous career.

Most of those turned her down as well, but when she applied for a position as a medic at a local security firm, the CEO (a Virgo named Athena) was impressed by Sorcha's dealings with the Keepers, (and the fact that she could fly), so she got the job. Sorcha never expected to go into this line of work, but she received paramedic training back home, so her new boss considers her qualified. In practice, Sorcha finds it best to prevent her charges from getting injured in the first place, and does what she can to keep them out of harm's way. The other members of the firm, much to her annoyance, have begun to refer to Sorcha as their 'guardian angel.'

In her spare time she continues to work on the data she got from the Keepers.

Personality/Motivation: Sorcha doesn't consider herself unusual at all -- she acts as if having a huge pair of wings and a PhD is perfectly normal, to the point that she seems surprised when someone points out the obvious. It's not that she's unaware -- she just doesn't consider these things important. What Sorcha does consider important is her work: both the Keepers' data she spends her spare time interpreting and her 'day job' as a medic for Athena Security. She applies a keen intellect and determination to both. The alien data file is extremely valuable, but interpreting it may require many

years of work, even with the aid of computers. As for Sorcha's work as a medic, she knows her limits, and tries to prevent the 'troops' at Athena Security from getting themselves gravely injured beyond her ability to patch up. However, she's smart enough to do this without interfering in their operations -- that would only make things worse! Outside of working hours, the other members of the firm have become attached to Sorcha for her intelligence, compassion and determination.

Quote: "What, these?" (points to wings) "Sometimes I wish they'd come off. Just once I'd like to wear something that isn't back-less."

"Athena, this plan leaves you one man short. So unless you want your medic flying air cover, making a great big target out of herself, please... try to think of something less hazardous."

Powers/Tactics: Sorcha's ability to fly is limited to areas of low-gravity or zero-gravity. (Multiply the local gravity by ten for the End cost. In 1G, it costs 10 End/Phase!) Her wings are quite powerful even when she's not flying, however, and Sorcha can lash out at everyone within 2m due to her wing-span. She practices Tai-Chi, and has learned to employ her wings in hand-to-hand combat. However, due to her wings, Sorcha has yet to find any body armor which will fit her, so she can only defend herself by avoiding attacks. While she's quite good at this (two levels of combat luck) Sorcha doesn't like taking undue risks, especially where gunfights are involved. If she must exchange gunfire, she will take the best cover she can get, and return fire using the rocket pistol she carries for such occasions.

Campaign Use: Dr. Alastriona appears to be a 'supporting character' at first glance, but for the right player, she can be considerably more. She is often the voice of reason when the rest of Athena Security commits themselves to doing something reckless -- basically every assignment they take. She could also be considered the 'heart' of the team -- anybody who messes with Sorcha is going to have a problem with the entire firm! If used as an NPC, Sorcha could be encountered by characters looking for Athena Security -- she's always the most 'visible' member of the team. She is also very knowledgeable about the Keepers and Xenology in general, which could make her a valuable consultant for those wishing to contact the Keepers. As an opponent, Sorcha might be rather easily underestimated. While not an expert in combat, she's extremely resourceful and intelligent, and of course she has very powerful allies. The most likely scenario would be for the PC's to be hired to forcibly bring her home (alive!) to Ashvattha, which would be extremely difficult with the rest of Athena Security protecting her.

Appearance: Sorcha Alastriona appears to be a rather tall, lean baseline human, except for the huge, feathered wings on her back. Fully extended they span 4.5 meters. Those who manage to quit staring at Sorcha's wings notice she has light brown hair and blue eyes. She wears clothing which allows her wings freedom of movement, and keeps a compact survival bubble on hand, due to the lack of environment suits that fit her type. For self-defense she usually carries a rocket-pistol.



CHAPTER EIGHT: EQUIPMENT

EQUIPMENT

Adventurers in science-fiction stories often depend on their equipment to survive. They need tools to make use of their high-tech skills, protection from the elements, and sometimes they must resort to lethal force in self-defense. This chapter will include equipment, protective gear, and weapons commonly found in the 24th century.

Technology Levels

Most Terran equipment is either TL 9 or 10. In the Kruger 60 Cluster, equipment will generally be state-of-the-art, which is TL10. In the Core Colonies, standard equipment is TL9, with more advanced gear being quite rare. In most independent colonies, a mixture of TL9 and 10 equipment is the norm. The GM should decide what TL of equipment is available in a given location, if in doubt.

Although there are a few major breakthroughs at TL10, in most cases, the difference between TL9 and TL10 equipment is merely a matter of relative quality. In situations involving opposing rolls between equipment of differing tech levels, the TL10 equipment will receive a +1 bonus against TL9 equipment, while the TL9 equipment receives a -1 penalty. In combat, attack rolls aren't affected (except at the GM's option) but TL9 armor loses a point of defense against TL10 weapons, and TL10 armor gains a point of defense against TL9 weaponry.

Higher Tech levels are extremely rare: there are a few examples of TL11 Terran equipment, including custom-made devices, prototypes and experiments. The only other source of TL11+ equipment is alien tech, which is generally illegal to own. Lower tech is available, although TL8 gear is still useful in some applications, it will make any task involving an opposed roll rather difficult, and is considered inferior for combat.

Resource Points

As noted in Character Creation, all characters in Terracide campaigns receive 50 points for purchasing equipment. This should be used for 'off-the-shelf' equipment listed here, or other standard equipment approved by the GM. These points should not be used for unique items, anything which is custom-made, or any alien artifacts. These items should be paid for with regular character points.

The equipment purchased with resource points either goes into the character's "kit" or their "armory." The kit represents the gear that they carry with them and is limited to the number of resource points allocated to equipment. The armory represents all the gear they own, whether they have it with them or not. At the start of play, the armory is 50% larger than the kit, (allowing purchase of an additional 25 points of equipment) but after that there is no limit to how much equipment a character may acquire. However, if they wish to carry more of it with them, they will have to spend points on a larger kit.

The default level of equipment availability is standard equipment. For more advanced equipment, characters should buy the Improved Equipment Availability perk. Each item of equipment in the following lists will include the level of Availability needed to acquire it: Standard, Street Level, Military, or Advanced Military.

The five-point doubling rule is in effect for equipment items, if a character wants multiple identical items. This only applies to duplicate items of the same type. Different items with the same cost may not be bought with the doubling rule – they must be paid for separately. More than two items may be bought with multiple doublings: ten points x4, fifteen points x8, and so on. As an optional rule, a full five points need not be spent to double equipment: +1pt for x1.15, +2pts for x1.3, +3pts for x1.5, and +4pts for x1.75.

Encumbrance rules aren't normally used in Terracide; a character is at half DCV if they carry any equipment with the *Bulky Focus* limitation, or anything the GM rules is equally unwieldy. Characters wearing armor should refer to the equipment table for penalties to DEX rolls and DCV.

Firearms in the Colonies

For all their immensity, space colonies can be quite fragile, and those who live within them are extremely protective of their homes. Weapons bans aboard artificial space colonies, stations, and habitats are almost universal, due to the threat of accidental damage to vital life-support systems or hull breaches. These rules are even more strictly enforced aboard spacecraft. Any characters wishing to defy local weapons regulations will find it extremely difficult to do so: most spaceports employ MRI scanners which apply a penalty equal to their tech level (usually -9 or -10) to any weaponry concealment rolls.

Weapon permits may be issued to persons authorized to use lethal force in the performance of their duties: usually this includes local security personnel and those working for other law enforcement personnel who have jurisdiction on board the installation in question. Such permits specify what level of force the carrier is authorized to use: most do not include military ordinance. Combine the Weapon Permit perk with the Improved Equipment Availability perk to determine what types of weapons a permit allows. Private citizens who wish to arm themselves may get limited permits which allow for the use of semi-automatic weapons and non-lethal ammo only. (Usually, pistols, carbines and shotguns.)

Asteroid habitats are considerably sturdier than other types of colonies, especially with regards to hull breaches. Ten meters of rock will easily stop small-caliber rounds, man-portable lasers, and most mini-grenades. Aboard asteroid colonies, weapon permits are generally easier to acquire, although there will still be strong restrictions against firearms in any areas with sensitive life-support equipment or other infrastructure.

FIREARMS TECHNOLOGY IN THE 24TH CENTURY

There are several types of small arms available in Terracide campaigns: electrothermal, railguns, gyro-jets, and lasers. Electrothermal weapons are advanced projectile designs which use expanding plasma as propellant. Railguns use intense magnetic fields to drive high-velocity projectiles. Gyro-jets fire self-propelled projectiles which produce no recoil. Lasers fire beams of coherent energy instead of solid projectiles.

Firearm design in 2311AD is aided by high-tech fabricators and rapid prototyping: a weapon can be 'made to order' from basic design templates in a matter of hours, if not minutes. Beginning with a standard receiver, the weapon's other characteristics, including barrel length, recoil compensation, and magazine capacity, can be built to the desired specifications.

Example: *Athena Security is in need of a 'hold-out' weapon. Starting with the Light ETC pistol frame, she selects the short barrel option, fine tuning, and a hold-out holster, of course! Real cost = 6pts.*

Electrothermal- Chemical Weapons

Electrothermal-Chemical Pistols are available in light, medium and heavy models. They are all semi-automatic weapons, using an electric charge to ignite the plasma propellant within a shell casing. The Light pistol fires 5.5mm rounds, the Medium is 7.5mm, and the Heavy is 11mm.

Light ETC Pistol: RKA 1d6; 8 Charges (-1/2), OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Min 4 (-1/4)

Med. ETC Pistol: RKA 2d6-1; 12 Charges (-1/4), OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Min 6 (-1/4)

Hvy ETC Pistol: RKA 2d6+1, +1 STUN (+1/4), 16 Charges (-0), OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Min 9 (-1/2)

ETC Pistol Modifications are available as follows. Some are obviously incompatible; no pistol may be equipped with both a short and long barrel, for example.

Fine-tuning: +1 OCV with pistol; OAF (-1), Real Weapon (-1/4)

Available for all ETC weapons.

Long barrel: +1 vs. Range Mods with Pistol; OAF (-1), Real Weapon (-1/4)

+1 Perception modifier. Not compatible with short barrel.

Short barrel: -1 Range Modifier, occurs automatically (-1/2) for up to 35 Points of RKA

-1 Perception modifier. Not compatible with long barrel.

Extended Magazine: up to 32 rounds (+1/4) for up to 35 Active Points of RKA, OAF (-1)

+1 Perception modifier.

Hold-out holster: +2 with Concealment; only for worn pistols (-1 1/2), IIF (-1/4)

Quick-Draw Holster: +2 with Fast Draw: Pistols; OIF (-1/2) plus;

Lightning Reflexes (+2 DEX to act first when drawing weapon); OIF (-1/2)

Electrothermal-Chemical Submachineguns are rapid-fire versions of ETC pistols, and they fire the same ammunition. They also use some of the same accessories.

Light ETC Submachinegun: RKA 1d6, Autofire (3 shots; +1/4); OAF (-1), STR Min 9 (-1/2), Beam (-1/4), Real Weapon (-1/4), One-And-A-Half-Handed (-1/4), 20 Charges (+1/4)

Medium ETC Submachinegun: RKA 2d6-1, Autofire (3 shots; +1/4); OAF (-1), STR Min 11 (-1/2), Beam (-1/4), Real Weapon (-1/4), One-And-A-Half-Handed (-1/4), 30 Charges (+1/4)

Heavy ETC Submachinegun: Killing Attack - Ranged 2d6+1, Autofire (3 shots; +1/4), +1 Increased STUN Multiplier (+1/4); OAF (-1), STR Min 13 (-1/2), Beam (-1/4), Real Weapon (-1/4), One-And-A-Half-Handed (-1/4), 40 Charges (+1/2)

ETC SMG Modifications include larger magazines and recoil compensation systems to handle the excessive 'kick' these weapons produce in autofire mode.

Fine-tuning: +1 OCV with SMG; OAF (-1), Real Weapon (-1/4)

Available for all ETC weapons.

Accurate Burst-Fire Mechanism: Precise Sprayfire II (see APG), Maximum 3 shots (+0); OAF (-1)

The weapon's action travels freely until all three rounds in a burst have fired, reducing recoil.

Recoil compensator: +3 STR, Reduced Endurance (0 END; +1/2); Only for Autofire STR Min. (-1 1/2), OAF (-1)

The weapon uses gas vents, shock-absorbing stocks, and other methods to reduce recoil.

Long barrel: +1 vs. Range Mods with SMG; OAF (-1), Real Weapon (-1/4)

+1 Perception modifier. Not compatible with short barrel.

Short barrel: -1 Range Modifier, occurs automatically (-1/2) for up to 35 Points of RKA

-1 Perception modifier. Not compatible with long barrel.

Drum magazine: up to 100 rounds (+3/4) for up to 35 Active Points of RKA, Charges (-0); OAF (-1)

+2 Perception modifier.

Electrothermal-Chemical Rifles fire longer, heavier projectiles than ETC pistols and SMG's. The Carbine is favored by civilians, and fires a 5.5mm cartridge. The assault rifle is an automatic version which fires the same ammunition. The battle rifle fires a 7.5mm cartridge in semi-automatic mode or in a three-round burst. The sniper rifle is a heavier semi-automatic weapon designed for long-range combat, firing an 8mm round.

ETC Carbine: RKA 2d6+1, +1 STUN (+1/4); OAF (-1), 8 Charges (-1/2), Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), STR Minimum 7 (-1/4)

ETC Assault Rifle: RKA 2d6+1, +1 STUN (+1/4), Auto-fire (3 shots; +1/4); OAF (-1), Two-Handed (-1/2), STR Minimum 10 (-1/2), Beam (-1/4), Real Weapon (-1/4), 30 Charges (+1/4)

ETC Battle Rifle: RKA 3d6-1, +1 STUN (+1/4), Auto-fire (3 shots; +1/4); OAF (-1), Two-Handed (-1/2), STR Minimum 12 (-1/2), Beam (-1/4), Real Weapon (-1/4), 30 Charges (+1/4)

ETC Sniper Rifle: RKA 3d6, +1 STUN (+1/4), Increased Maximum Range (900m; +1/4); OAF (-1), 6 Charges (-3/4), STR Minimum 13 (-3/4), Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4)

ETC Rifle Modifications serve the same purpose as those for SMG's and pistols. No holsters are available, but rifles have an additional bipod option.

Fine-tuning: +1 OCV with Rifle; OAF (-1), Real Weapon (-1/4)

Available for all ETC rifles.

Recoil compensator: +5 STR, Reduced Endurance (0 END; +1/2); Only for Autofire STR Min. (-1 1/2), OAF (-1)

Accurate Burst-Fire Mechanism: Precise Sprayfire II (see APG), Maximum 3 shots (+0); OAF (-1)

Bipod: +2 vs. Range Mods with Rifle; OAF (-1), Real Weapon (-1/4)

-10 STR Minimum; +1 Perception modifier.

Drum magazine: up to 100 rounds (+3/4) for up to 40 Active Points of RKA, Charges (-0); OAF (-1)

+2 Perception modifier.

Long barrel: +2 vs. Range Mods with Rifle; OAF (-1), Real Weapon (-1/4)

+1 Perception modifier.

Short barrel: -1 Range Modifier, occurs automatically (-1/2) for up to 40 Points of RKA

-1 Perception modifier.

Heavy Electrothermal-Chemical Weapons are strictly military in nature, and are usually employed in a squad support role. The Light Machine Gun is small enough (barely) for a single soldier to carry and fire and uses the same ammo as the assault rifle. The Heavy Machine Gun requires an extra crewman to carry, unless powered armor is available. It fires the same ammo as the battle rifle. The Anti-Armor Rifle is similar to the sniper rifle, but much larger, firing a 12.5mm cartridge.

Light ETC Machinegun: RKA 2d6+1, +1 STUN (+1/4), Autofire (10 shots; +1); OAF Bulky (-1 1/2), STR Minimum 14 (-3/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), 100 Charges (+3/4)

Heavy ETC Machinegun: RKA 3d6-1, +1 STUN (+1/4), Autofire (10 shots; +1); OAF Bulky (-1 1/2), STR Minimum 16 (-3/4), Required Hands Two-Handed (-1/2),

Beam (-1/4), Real Weapon (-1/4), Crew (2; -1/4), 100 Charges (+3/4)

Anti-Armor ETC Rifle: RKA 4d6-1, +1 STUN (+1/4), Increased Maximum Range (1,100m; +1/4); OAF Bulky (-1 1/2), STR Minimum 19 (-1), 6 Charges (-3/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Crew (2; -1/4)

Heavy ETC Weapon Modifications

Fine-tuning: +1 OCV with Weapon; OAF (-1), STR Min 9-13 (Cannot Add Damage; -1), Real Weapon (-1/4)

Bipod: +2 vs. Range Mods with Weapon; OAF (-1), Real Weapon (-1/4)

+1 Perception modifier. -10 STR Minimum.

Recoil compensator: +10 STR, Reduced Endurance (0 END; +1/2); Only for Autofire STR Min. (-1 1/2), OAF (-1)

Electrothermal-Chemical Weapon Accessories are intended for use with any ETC weapon. In some cases there are several sizes, rated by active points of capacity.

HUD Targeting System: Lightning Reflexes (+2 DEX to act first with any firearm); OAF (-1), Half bonus unless Braced and Set (-1/2) **plus** +2 OCV with any firearm; OAF (-1), Half bonus unless Braced and Set (-1/2) **plus** +4 vs. Range Modifiers; OAF (-1), Half bonus unless Braced and Set (-1/2), Real Weapon (-1/4) **plus** +2 vs. Coriolis Modifiers with all firearms; OAF (-1), Half bonus unless Braced and Set (-1/2), Real Weapon (-1/4) **plus** Absolute Range Sense; OAF (-1)

Sniper Scope: same as HUD System **plus** Nightvision; OAF (-1) **plus** +8 versus Range Modifier for Sight Group; OAF (-1), Half bonus unless Braced and Set (-1/2) **plus** +4 vs. Range Modifiers (+8 total); OAF (-1), Half bonus unless Braced and Set (-1/2), Real Weapon (-1/4) **plus** +2 vs. Coriolis Modifiers with all firearms (+8 total); OAF (-1), Half bonus unless Braced and Set (-1/2), Real Weapon (-1/4)

IFF System: Detect IFF Signals 11- (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic; +10; OAF (-1), Sense Affected As Normal Sight (-1/2) **plus** Radio Group Images, Persistent (+1/4), Reduced Endurance (0 END; +1/2); Set Effect: IFF Signal (-1), No Range (-1/2), IIF (-1/4)

Light ETC Silencer: Invisible Power Effects (Inobvious to Hearing; +1/4) for up to 15 Active Points of RKA, OAF (-1)

Medium ETC Silencer: same as Light ETC Silencer, for up to 35 Active Points of RKA.

Heavy ETC Silencer: same as Light ETC Silencer, for up to 55 Active Points of RKA.

Light ETC Flash Suppressor: Invisible Power Effects (Inobvious to Sight; +1/4) for up to 15 Active Points of RKA, OAF (-1)

Medium ETC Flash Suppressor: same as Light ETC Flash Suppressor, for up to 35 Active Points of RKA.

Heavy ETC Flash Suppressor: same as Light ETC Flash Suppressor, for up to 55 Active Points RKA.

Electrothermal-Chemical Ammunition is available in a number of different types, all for different purposes, making ETC weapons very versatile. Provided the right ammunition is available, they can be adapted to almost any situation. The stats given above are for standard ammunition loads. The following loads may be used instead in any ETC firearm.

Non-lethal ammo is almost always available, and is the only ammo type available on many space habitats. It isn't really non-lethal, however. High-velocity ammo is designed for optimum performance against both armor and flesh, piercing the former and causing massive trauma to the latter. Smart ammo uses imaging from HUD scopes to optically guide itself to its target, even if the target takes cover. Plasma rounds contain a small warhead of stabilized metallic deuterium, and as such are strictly a military item.

Non-lethal ammo: +2 STUN (+1/2), vs. Normal PD (-1/4), Reduced Penetration (-1/4) for up to 40 Active Points of RKA (not avail for Sniper or Anti-armor rifle), OAF (-1)

High-Velocity Ammo: Armor Piercing (+1/4), +1 STUN (+1/4) for up to 65 Active Points of RKA +2 DC, OAF (-1)

Smart ammo: Indirect (Source Point is the same for every use, path is from Source Point to target; +1/4), Increased Max Range (1,100m; +1/4), No Range Modifier (+1/2) for up to 55 Active Points of RKA, Charges (-0); OAF (-1), Requires HUD targeting system (-1/4)

Plasma rounds: Armor Piercing (+1/4), Penetrating (+1/2) for up to 75 Active Points of RKA +33% DC's (vs. Resistant ED), OAF (-1)

Gauss Weapons

Gauss Weapons use intense magnetic fields to accelerate their projectiles to extremely high velocities. Their attacks are inherently armor-piercing and Inobvious to normal sight and hearing. Their recoil is relatively low as well. The gauss pistol is lightweight and easy to handle, yet packs the punch of a heavy pistol. The personal defense gauss weapon fires a similar projectile, with autofire capability. The gauss rifle uses the same caliber, but fires at twice the velocity and with a higher rate of fire. The anti-armor gauss rifle fires at the highest possible velocity, at the cost of a long, cumbersome barrel. The rapid-fire gauss gun is designed to sustain high rates of fire for several minutes at a time, but is not man-portable.

Gauss Pistol: RKA 2d6+1, Armor Piercing (+1/4), Invisible Power Effects (Inobvious to Sight/Hearing; +1/2); OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Minimum 4 (-1/4), 15 Charges (-0)

Personal Defense Railgun: RKA 2d6+1, Armor Piercing (+1/4), Autofire (3 shots; +1/4), Invisible Power Effects (Inobvious to Sight/Hearing; +1/2); OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Minimum 6 (-1/4), Required Hands One-And-A-Half-Handed (-1/4), 25 Charges (+1/4)

Gauss Rifle: RKA 3d6, Armor Piercing (+1/4), Invisible Power Effects (Inobvious to Sight/Hearing; +1/2), Autofire (10 shots; +1); OAF (-1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), STR Minimum 8 (-1/4), 50 Charges (+1/2)

Anti-Material Railgun: RKA 4d6-1, Armor Piercing (+1/4), Invisible Power Effects (Inobvious to Sight/Hearing; +1/2); OAF Bulky (-1 1/2), STR Minimum 14-18 (-3/4), Required Hands Two-Handed (-1/2), Beam (-1/4), 10 Charges (-1/4), Real Weapon (-1/4)

Rapid-fire tripod-mount Railgun: RKA 3d6, Armor Piercing (+1/4), Invisible Power Effects (Inobvious to Sight/Hearing; +1/2), Autofire (20 shots; +1 1/2); OAF Immobility (-2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), 4000 Charges (+1)

Gauss Weapon Accessories

Superior Ballistics: +1 OCV (bonus for all railguns); OAF (-1)

Burst-fire mode: Precise Sprayfire II (see APG), Maximum 5 shots (+0), OAF (-1); (autofire weapons only)

Recoil compensator: +5 STR, Reduced Endurance (0 END; +1/2); Only for Autofire STR Min. (-1 1/2), OAF (-1)

HUD Targeting System; Sniper Scope; IFF System; Bipod; Fine-tuning; Hold-out holster; Quick-Draw Holster.

See ETC Weapon Accessories.

Gauss Weapon Ammunition is similar to ETC ammo in the case of non-lethal, plasma, and smart ammo loads. Gauss weapons also have a sub-sonic option, which is even more stealthy than other gauss weapon rounds, but also much less powerful.

Sub-sonic Ammo: Invisible Power Effects (Invisible to Sight / Hearing; +1/2); Reduced Penetration (-1/4), Reduced max range (-1/4) for up to 55 Active Points of RKA, Charges (-0); OAF (-1)

Rocket Weapons

Rocket Weaponry includes Gyro-Sluggers, based on ancient firearms which launch self-propelled projectiles, as well as conventional launchers, for both disposable single-shot and reusable smart-missiles. Spacers favor these weapons due to their lack of recoil and ability to function in vacuum.

Gyro-pistol: RKA 2d6+1, +1 STUN (+1/4), Increased Maximum Range (700m; +1/4); OAF (-1), 6 Charges (-3/4), Beam (-1/4), Real Weapon (-1/4), STR Minimum 4-8 (-1/4)

Gyro-Rifle: RKA 2d6+1, +1 STUN (+1/4), Autofire (5 shots; +1/2), Increased Maximum Range (1,400m; +1/2); OAF (-1), Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), STR Minimum 4-8 (-1/4), 30 Charges (+1/4)

Gyro-Jet Accessories are similar to those of other slug-throwers, with a few exceptions.

Superior Ballistics: +1 OCV (bonus to all gyro-jet weapons); OAF (-1)

Recoil compensator: +5 STR, Reduced Endurance (0 END; +1/2); Only for Autofire STR Min. (-1 1/2), OAF (-1)

HUD Targeting System; Sniper Scope; IFF System; Bipod; Fine-tuning; Hold-out holster; Quick-Draw Holster; Long Barrel, Short Barrel. See ETC Weapons Accessories.

Gyro-Jet Ammunition is available in standard rounds (see basic weapons stats) and several other types of loads. Non-lethal, Plasma rounds, and Smart ammo are similar to those of ETC weaponry. In addition, Blowout ammo is available for Gyro-jet weapons. This highly illegal ammunition destroys the integrity of vacuum gear: body pressure suits, EVA suits and/or survival bubbles.

Blowout Rounds: *Killing Attack - Ranged 1d6; OAF (-1), Charges (-0) plus Dispel Life Support 9d6+1; OAF (-1), only works if RKA damages target (-1), Charges (-0)*

Heavy Rocket Weapons come in a wide variety of models, but the two examples here are fairly representative of single-shot disposable launchers and reloadable smart-missile systems.

Single-shot Disposable launcher (60mm): *RKA 7d6, +1 Increased STUN Multiplier (+1/4), Armor Piercing (+1/4); 1 Charge which Never Recovers (-4), OAF (-1), Extra Time (Extra Phase, -3/4), Required Hands Two-Handed (-1/2), STR Minimum 9-13 (-1/2), Real Weapon (-1/4)*

Smart Micro-missile launcher, plasma warheads (30mm): *RKA 7d6, +1 Increased STUN Multiplier (+1/4), Area Of Effect (7m Radius Explosion; +1/4), Armor Piercing (+1/4), Half Range Modifier (+1/4), Increased Maximum Range (2,100m; +1/4), Penetrating (+1/2), Indirect (+3/4); OAF Bulky (-1 1/2), Extra Time (Full Phase, Delayed Phase, -3/4), STR Minimum 14 (-3/4), Required Hands Two-Handed (-1/2), 10 Charges (-1/4), Real Weapon (-1/4), Requires HUD targeting system (-1/4)*

Shotguns and Grenade Launchers

Shotguns and Grenade Launchers in the 24th century are quite similar: both fire large projectiles at low velocity. The most common variety is a 10-gauge weapon chambered for both large shotgun shells and for small grenades. They both use the same propulsion technology as ETC weaponry. Stats given below are for shotgun slugs; for shot loads, remove Beam limitation, add Area Effect 1m advantage, Reduced Penetration and Reduced by Range limitations, and decrease range to 50m.

10ga. Semi-auto Shotgun (ETC slugs): *RKA 3d6+1, +1 Increased STUN Multiplier (+1/4); OAF (-1), 8 Charges (-1/2), STR Minimum 9 (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Limited Range: 100m (-1/4)*

10ga Under-barrel Shotgun (ETC slugs): *RKA 3d6+1, +1 Increased STUN Multiplier (+1/4); 3 Charges (-1 1/4), OAF (-1), STR Minimum 11 (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Limited Range: 100m (-1/4)*

10ga Automatic Shotgun (ETC slugs): *RKA 3d6+1, +1 Increased STUN Multiplier (+1/4), Autofire (3 shots; +1/4); 30 Charges (+1/4), OAF (-1), STR Minimum 9-13*

(-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Limited Range: 100m (-1/4) Add +1 to autofire advantage (45act pts) when firing shot or any other area-effect load.

The following **Shotgun Accessories** are available: HUD targeting system, IFF system, Long barrel, Short barrel, Recoil compensator (+3 STR). See ETC weapon accessories for details.

Shotgun Ammunition comes in a wide variety of shells and mini-grenades. Tangler rounds are used for live-capture operations. Armor-piercing slugs release a sabot penetrator upon leaving the barrel. Concussion grenades are used for crowd control. Explosive slugs use conventional military warheads (as opposed to plasma rounds). Flash-bang grenades are another means of crowd control. Flechette rounds replace shot-loads with swarms of armor-piercing darts. Non-lethal shot causes considerable pain to the target but little injury. Plasma rounds use a warhead of stabilized metallic deuterium, and are considered a strictly military item. Finally, the shotgun versions of blowout rounds are similar to their gyro-jet counterparts, but more powerful. (And equally illegal.)

Tangler: *Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks Limited Group (not affected by bullets/beams) (+1/4), Area Of Effect Accurate (1m Radius; +1/2); OAF (-1), Limited Range 100m (-1/4), Charges (-0)*

Armor-piercing slugs: *Armor-Piercing (+1/4) for up to 50 Active Points of RKA, Charges (-0); OAF (-1)*

Blowout Rounds: *Killing Attack - Ranged 3d6; OAF (-1), Charges (-0) plus Dispel Life Support 10d6; OAF (-1), only works if RKA damages target (-1/4), Charges (-0)*

Concussion grenade: *Blast 10d6, Area Of Effect (5m Radius Explosion; +1/4), Indirect (Source Point is the same for every use, path is from Source Point to target; +1/4); OAF (-1), Limited Range 100m (-1/4), Reduced Penetration (-1/4), Charges (-0)*

Flash-bang: *Sight and Hearing Groups Flash 9d6, Area Of Effect (9m Radius Explosion; +1/4), Indirect (Source Point is the same for every use, path is from Source Point to target; +1/4); OAF (-1), Charges (-0)*

Flechette (shot): *Armor-Piercing (+1/4) for up to 55 Active Points of RKA (+1 DC), Charges (-0); OAF (-1)*

Fragmentation Mini-Grenade: *Area Of Effect (3m Radius Explosion; +1/4), Indirect (Source Point is the same for every use, path is from Source Point to target; +1/4) for up to 50 Active Points of RKA, 0 Charges (-0); OAF (-1)*

Non-lethal shot: *+2 STUN (+1/4), vs. Normal PD (-1/4) for up to 50 Active Points of RKA, Charges (-0); OAF (-1)*

Plasma grenade: *Area Of Effect (5m Radius Explosion; +1/4), Indirect (Source Point is the same for every use, path is from Source Point to target; +1/4), Armor Piercing (x2; +1/2), Penetrating (+1/2) for up to 75 Active Points of RKA +5 DC's vs. Resistant ED, Charges (-0); OAF (-1)*

Laser Weapons

Laser Weapons fire pulses of coherent energy in the ultraviolet range, making their fire invisible. Lasers use Boostable Charges: +1 DC costs 3 shots; +2 DC costs 5 shots. Lasers never take penalties from coriolis forces.

Laser Pistol: RKA 2d6-1, Armor Piercing (x2; +1/2), Invisible Power Effects (Inobvious to Hearing, Invisible to Normal Sight; +1/2); OAF (-1), Beam (-1/4), No Knockback (-1/4), Real Weapon (-1/4), STR Minimum 6 (-1/4), 15 Boostable Charges (+1/4)

Personal Defense Laser: RKA 2d6+1, Autofire (3 shots; +1/4), Armor Piercing (x2; +1/2), Invisible Power Effects (Inobvious to Hearing, Invisible to Normal Sight; +1/2); OAF (-1), Beam (-1/4), No Knockback (-1/4), Real Weapon (-1/4), STR Minimum 8 (-1/4), Required Hands One-And-A-Half-Handed (-1/4), 60 Boostable Charges (+3/4)

Laser Rifle: RKA 3d6, Armor Piercing (x2; +1/2), Autofire (5 shots; +1/2), Invisible Power Effects (Inobvious to Hearing, Invisible to Normal Sight; +1/2); OAF (-1), STR Minimum 10 (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), No Knockback (-1/4), Real Weapon (-1/4), 125 Boostable Charges (+1)

Fire Support Laser: RKA 4d6-1, Armor Piercing (x2; +1/2), Invisible Power Effects (Inobvious to Hearing, Invisible to Normal Sight; +1/2), Autofire (10 shots; +1); OAF Bulky (-1 1/2), STR Minimum 13 (-3/4), Required Hands Two-Handed (-1/2), Beam (-1/4), No Knockback (-1/4), Real Weapon (-1/4), 250 Boostable Charges (+1 1/4)

Anti-armor Laser: RKA 5d6, Armor Piercing (x2; +1/2), Invisible Power Effects (Inobvious to Hearing, Invisible to Normal Sight; +1/2); OAF Bulky (-1 1/2), STR Minimum 15 (-3/4), 5 Boostable Charges (-1/2), Required Hands Two-Handed (-1/2), Beam (-1/4), No Knockback (-1/4), Real Weapon (-1/4)

Laser Accessories are designed to perform many of the same functions as those for other weapons, although many are incompatible with the slug-thrower counterparts, for obvious reasons. (A custom-made barrel for a laser pistol is useless for a gauss pistol, for example.)

All laser weapons receive a bonus due to their flat trajectory and light-speed “muzzle velocity.”

Flat Trajectory: +1 OCV with laser (bonus for all laser weapons)

HUD Targeting System, Sniper Scope, IFF System, Bipod, Fine-tuning, Hold-out Holster, Quick-Draw Holster, Long Barrel, Short Barrel: see ETC Weapon Accessories.

PERSONAL PROTECTIVE EQUIPMENT: ARMOR AND ENVIRONMENTAL GEAR

Personal ownership of life-support gear is very common among those who live and work in space. The most important piece of equipment most spacers own is their *Body Pressure Suit*: an advanced vacuum suit of smart fabric which puts pressure on the entire surface of the wearer’s body equal to one atmosphere. This eliminates the vulnerability of older, traditional pressure-suit designs, which must contain an internal gas mix, and completely lose their integrity if punctured.

Aside from its smart-fabric construction, the 24th-century body pressure suit includes a number of other advances, including a miniaturized life-support system with air for up to six hours, and a self-sealing layer capable of repairing small rips in the suit within seconds.

BODY PRESSURE SUIT

Cost	Power
	Body Pressure Suit (w/basic helmet): all slots OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
4	1) Armor: Resistant Protection (2 PD/2 ED/2 Flash Defense: Sight Group) (Impermeable); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
10	2) Short-range radio: HRRP (Radio Group), MegaScale (1m = 1 km; +1), Cannot alter scale (-1/4); Affected As hearing (-1/2), OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
5	3) Air Tanks: LS (Self-Contained Breathing); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4), 1 Continuing Fuel Charge lasting 6 Hours (-0)
9	4) Air-tight seal: LS (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
22	5) Self-sealing fabric: Healing Life-support 3d6 (standard effect: 9 points), Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; +1); 6 Charges (-3/4), Ablative (-1/2), OIF (-1/2), Requires A Roll (14- roll; -1/4)
6	6) G-suit feature: Damage Negation (-2 DCs Physical); Only Works Against G-forces (-1/2), OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)

The body pressure suit is intended for emergencies and short-duration spacewalks in low-threat situations. In cases where more protection is needed, a more substantial EVA suit may be worn over the body pressure suit, which serves as an ‘undergarment’ for the outer protective gear. There are two types of EVA suit available: a light, flexible EVA suit which is used for standard spacewalk conditions, and a more rigid, heavy EVA suit for superior protection against radiation and micro-meteoroids. For long-range spacewalks, upgraded communications and sensors may be added, along with EVA thruster packs with up to 10 kps of delta-v.

LIGHT EVA SUIT

Cost	Power
	Light EVA Suit: all slots OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
11	1) Armor 1: Resistant Protection (4 PD/4 ED/4 Flash Defense: Sight Group) (Impermeable), Hardened (+1/4); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
5	2) Armor 2: Physical Damage Reduction, Resistant, 25%; Only Works Against Micro-meteoroids (-1), OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
7	3) Life Support: LS (Safe in High Radiation; Self-Contained Breathing); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4), 1 Continuing Fuel Charge lasting 1 Day (-0)

HEAVY EVA SUIT

Cost	Power
	Heavy EVA Suit: all slots OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
33	1) Armor 1: Resistant Protection (10 PD/10 ED/10 Flash Defense: Sight Group) (Impermeable), Hardened (x2; +1/2); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
11	2) Armor 2: Physical Damage Reduction, Resistant, 50%; Only Works Against Micro-meteoroids (-1), OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4)
7	3) Life Support: LS (Safe in High Radiation; Self-Contained Breathing); OIF (-1/2), Mass one-quarter listed mass (-1/4), Real Armor (-1/4), 1 Continuing Fuel Charge lasting 1 Day (-0)
	Helmet Options: all slots OIF (-1/2)
19	1) Multi-Spectrum Imaging: IR Perception (Sight Group); OIF (-1/2) plus Nightvision; OIF (-1/2) plus UV Perception (Sight Group); OIF (-1/2) plus +10 versus Range Modifier for Sight Group; OIF (-1/2)
20	2) Long-Range radio: HRRP (Radio Group), MegaScale (1m = 100 km; +1 1/2); OIF (-1/2)
	EVA Flight Pack: all slots OIF Bulky (-1)
15	1) Meta-Helium thruster: Flight 10m; OIF Bulky (-1), Limited Power Realistic spacecraft movement (-0), 2000 Continuing Fuel Charges lasting 1 Extra Phase each (+2)
6	2) Basic Navigation Equipment: Absolute Range Sense; OIF Bulky (-1) plus Absolute Time Sense; OIF Bulky (-1) plus Absolute Direction; OIF Bulky (-1) plus Eidetic Memory; OIF Bulky (-1), Only for flight data (-1/2) plus Lightning Calculator; OIF Bulky (-1)
17	3) Collision avoidance radar: Radar (Radio Group), MegaScale (1m = 10 km; +1 1/4); OIF Bulky (-1)

Body Armor

For actual combat situations, Body Armor is available in various combinations of light/heavy and flexible/rigid design. Combat Armor is designed to provide some protection against military weapons, while Battle Armor gives the occupant a fighting chance to survive against heavy weaponry.

Light Flex Armor: Resistant Protection (5 PD/5 ED); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Light Rigid Armor: Resistant Protection (6 PD/6 ED), Hardened (+1/4); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Medium Flex Armor: Resistant Protection (7 PD/7 ED); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Medium Rigid Armor: Resistant Protection (8 PD/8 ED), Hardened (+1/4); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Heavy Flex Armor: Resistant Protection (9 PD/9 ED); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Heavy Rigid Armor: Resistant Protection (10 PD/10 ED), Hardened (+1/4); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

Combat Armor: Resistant Protection (12 PD/12 ED), Hardened (+1/4); OIF (-1/2), Real Armor (-1/4), One quarter normal mass (-1/4)

BATTLE ARMOR

Cost	Power
	Battle Armor: all slots OIF (-1/2), Side Effects, occurs automatically (-1/2), Real armor (-1/4), One quarter normal mass (-1/4)
21	1) Resistant Protection (14 PD/14 ED), Hardened (+1/4); OIF (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1/2), Real armor (-1/4), One quarter normal mass (-1/4)
12	2) Energy Damage Reduction, Resistant, 25% plus Physical Damage Reduction, Resistant, 25%; OIF (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1/2), Real armor (-1/4), One quarter normal mass (-1/4)
4	3) +5 STR, Reduced Endurance (0 END; +1/2); plus Knockback Resistance -2m; OIF (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1/2), Real armor (-1/4), One quarter normal mass (-1/4)
	Helmet Options, all slots OIF (-1/2)
23	1) Tactical Radio: HRRP (Radio Group), Concealed (-5 with HRRP PER Rolls), MegaScale (1m = 1 km; +1); OIF (-1/2)
16	2) Multi-spectrum visors: IR Perception (Sight Group); plus Nightvision; plus UV Perception (Sight Group); plus +10 versus Range Modifier for Sight Group; OIF (-1/2)
7	3) Shielded visor: Sight Group Flash Defense (10 points); OIF (-1/2)
10	4) System Hardening: Radio Group Flash Defense (10 points); plus Power Defense (10 points); Only to protect helmet systems (-1/2), OIF (-1/2)

AUGMENTED REALITY SYSTEMS

Augmented Reality Systems, combined with wireless networks, have made the use of information technology in the 24th century almost effortless. "Augmented Reality" is defined as the use of virtual reality to enhance real-time perceptions. Augmented Reality interface devices provide a virtual "overlay" on the user's view of the real world, providing whatever data is available on the network. This data is organized into numerous "layer" which can be turned on or off at the user's convenience: public directories, navigation, retail, emergency services, social networking and a variety of other options.

Almost all Terran facilities and spacecraft have at least a basic augmented reality network. As a result of this ubiquity, most people spend many years, possibly their entire lives, without any interruption of A/R services, making them overly-dependent on its use. In most cases, these people aren't even aware of how much they rely on the network, but mercifully, very few ever discover how helpless they are without it. Spacers, military personnel, intelligence operatives, and others who need to function independently receive training to insure they aren't helpless when deprived of A/R services.

Constant reliance on A/R service makes some users vulnerable to those who can manipulate the network. Hackers have the capability to insert not only false data, but nearly flawless illusions into the A/R feed of a given user's access device. In some cases the only defense against such deception is to forego the use of A/R altogether.

The basic wearable **A/R Interface Device** is quite simple: it is usually designed as a suite of almost unnoticeable peripherals: contact lenses for visual inputs, sub-vocal mics and speakers for audio input and output, and a pair of bracelets for tactile input via virtual keyboard. Some models are designed as a one-piece visor which can be quickly put on or removed. Others are permanently implanted, although this is rare, due to the difficulty of repairing or upgrading such units.

Basic A/R Interface Unit: *Detect Augmented Reality data 11- (Radio Group), Perceive into a related group of dimensions; Sense Affected As sight/hearing (-1/2), IIF (-1/4), Requires Access to A/R Network (-1/4)*

For visor models, change IIF to OIF limitation. Implant models have no focus limitation.

The data accessible via A/R networks varies from one installation to another, but all are described as variable point power pools which may be used only for background skills: usually Knowledge, Language, and Science skills. The GM has the final say on whether a skill is available via the local A/R network. The quality of the available data varies depending on the type of installation: expert systems provide a bonus to all skills accessed via the A/R network. Basic systems on spacecraft typically provide +0 or +1; stations, habitats and colonies may grant a +2 or +3; and military-grade systems give a bonus of +4 or +5.

Augmented Reality Data: *VPP 4 base + 2 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Only for Background Skills (-1); all slots Requires Access to A/R Network (-1/4), IIF (-1/4)*

Expert Systems: *+0 to +5 with all A/R skills; IIF (-1/4), Requires Access to A/R Network (-1/4)*

A variety of other services are available via the network: direct communications links to other users, access to public databases, tutoring programs, and basic computing functions. Not all of these are dependent on connecting to the A/R network, instead relying on the processing power built into the interface device.

Anti-Malware System: *Detect Malware 14- (Unusual Group), Discriminatory, Sense; Sense Affected As More Than One Sense sight/hearing (-1/2), IIF (-1/4), Requires Access to A/R Network (-1/4)*

Direct comm-links: *Mind Link, Machine class of minds, Specific Group of Minds, No LOS Needed, Number of Minds (x8); Only With Others Who Have Mind Link (-1), Sense Affected As More Than One Sense hearing (-1/2), IIF (-1/4), Requires Access to A/R Network (-1/4)*

Public Database: *Computer Link; IIF (-1/4), Requires Access to A/R Network (-1/4)*

Tutor program: *Cramming; IIF (-1/4), Requires Access to A/R Network (-1/4)*

Internal Computer: *Absolute Direction, Absolute Time Sense, Eidetic Memory, Lightning Calculator, Lightsleep; IIF (-1/4)*

A number of upgrades to the A/R interface are restricted to security and military personnel. This does not always prevent unauthorized personnel from purchasing them on the black market, or in some cases, actually coding their own upgrades. Due to their typically unorthodox nature, such independently created upgrades can be difficult to recognize and counteract.

Stealth Mode: *Concealed (-10 to Radio Group PER Rolls); IIF (-1/4), Requires Access to A/R Network (-1/4)*

Network Diagnostics: *Discriminatory with Radio Group; IIF (-1/4), Requires Access to A/R Network (-1/4)*

Network Analysis: *Analyze with Radio Group; IIF (-1/4), Requires Access to A/R Network (-1/4)*

A/R Weapons Interface: *Targeting with Radio Group; IIF (-1/4), Requires Access to A/R Network (-1/4)*

Network Access Trace System: *Tracking with Radio Group; IIF (-1/4), Requires Access to A/R Network (-1/4)*

Hacking the A/R net requires the Computer Programming skill, and any Background Skill relating to the network may be used as a complementary skill, with the GM's approval. Many hacking activities require restricted upgrades, while others simply require talent and creativity on the part of the hacker. In most cases, the Computer Programming roll receives a penalty equal to the network's tech level.

Malware usually takes the form of attacks on the targeted user's hardware: Dispersals can crash an interface; Flash attacks can render it temporarily useless, or simply overwhelm the user; and Images may be used to feed the user false information. These programs are usually custom-made by the attacker, so players and GM's are encouraged to design their own, based on the appropriate powers.

Surveillance is one of the most useful capabilities of any A/R network. Its ubiquity and wireless nature make it ideally

sued to monitor the activity of its users, which on most Terran facilities, is pretty much everyone. Local governments make use of A/R networks in varying degrees. In some jurisdictions, extensive 'due process' provisions only allow the local government to access network data for legitimate criminal investigations. In others, privacy is non-existent and the network is used as a 'panopticon' to monitor citizens' activities at all times, even in their own quarters. Unofficially, hackers, corrupt officials and spies frequently use the network's surveillance features to gather intelligence on their enemies.

In combat, all of the above take on a new threat level, as malware can be used to fatally inconvenience enemy troops, and surveillance can be used to monitor their movements – A/R interfaces can even provide weapons targeting data on anyone foolish enough to go into combat without 'stealthing' their own interface.

MEDICAL TECHNOLOGY IN THE 24TH CENTURY

Along with life support and information technology, medical equipment is vitally important for space settlements and on board spacecraft. Any facility designed for permanent habitation must have the means to provide medical care for its inhabitants. In some cases, a hibernation unit may be used to stabilize a difficult case for transport to better facilities, but even with FTL3.0, this can take months, and it is very expensive. In the case of spacecraft, however, this is standard operating procedure, as they are almost always en route to a colony or station with superior facilities.

Outside of fully-equipped hospitals, most space travelers will commonly encounter general-purpose medical equipment such as first-aid kits, biomonitors and trauma units. First aid equipment is divided into three classes: First Aid kits, Medical kits, and Field Surgeries. Biomonitors are worn around the neck where they can continuously collect data on the user's vital signs. If desired they can be linked to the user's A/R interface to record medical data. Most vac-suits have dedicated ports which allow biomonitors to be worn on the outside.

Although the Trauma Unit requires a trained operator, it provides a wide range of options for dealing with emergency situations. It includes a more advanced biomonitor, oxygen and nutrients for the patient. It will stabilize a patient even after life-threatening injuries, and accelerate the healing process in the long-term. Finally, the Trauma Unit can resuscitate a clinically dead victim, provided it is used within five minutes of death.

First Aid Kit: +0 or +1 with Paramedics; OAF (-1)

Medical Kit: +2 or +3 with Paramedics; OAF (-1)

Field Surgery: +4 or +5 with Paramedics; OAF Bulky (-1 ½)

Biomonitor: Detect Injury and Illness 14- (Unusual Group), Discriminatory, Sense; OAF (-1)

Trauma Unit: Detect Injury and Illness 16- (Unusual Group), Discriminatory, Analyze; **plus** Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 6 Hours (-0) **plus** Does Not Bleed; **plus** Regeneration (2 BODY per Week); **plus** Resurrection; Only within 5 minutes of death (-1 1/2), OAF (-1), Requires A Roll (Paramedic Skill roll; -1/2)

SPACE EXPLORATION EQUIPMENT

Spacers use some of the most unusual special equipment in Terran history for vacuum and zero-gravity operations. The magnetic grapppler is actually mis-named; while it does incorporate a powerful magnet, it also has a gripping clamp which can attach to any surface with a suitable attachment point. (GM's call.) Both the grip and the cable are rated for 100 tons.

The "Hot Rod" is an EVA tool, named for its shape and tendency for early models to overheat (which is no longer a problem, but the name stuck). It consists of a two-meter cylinder with a grapple at one end and a miniature rocket motor on the other end, plus a powerful shock-absorber in between. Spacers have found almost as many uses for this device as duct tape. It should be noted that the rocket motor's exhaust is too weak to do any damage except at point-blank range. (1d6+1 HKA, AE 1m/accurate, STR doesn't add damage)

The Breaching Lock is an emergency airlock used for rescue, salvage, or forced entry into spacecraft (or stations) in situations where the regular air lock cannot be used. It cuts through the hull without venting the atmosphere into space, and allows repeated ingress/egress without loss of atmosphere. However, due to its light weight, it doesn't provide as much protection as a regular air lock from radiation, temperature extremes and other hazards – a spacecraft boarded in this manner will require later repairs in a spacedock – the breaching lock is not meant to be a permanent fixture.

Survival Bubbles are emergency life-support units designed for travelers who aren't trained in the use of vac-suits. The user assumes the 'crash position', pulls the lanyard on the 1-liter case which activates the bubble, and holds still as it inflates itself around him. It has 24 hours of life support. As it offers superior protection when compared to body pressure suits, some experienced spacers like to keep a survival bubble on hand, even if carrying one tends to make them look like a 'noob.' Pressure-suit patches are useful when the self-sealing systems of pressure-suits fail and an emergency backup is needed.

Magnetic Grapppler: *Clinging (60 STR), Persistent (+1/4); OAF (-1) plus Swinging 30m, Reduced Endurance (0 END; +1/2); OAF (-1), no Noncombat movement (-1/4) plus Stretching 30m, Persistent (+1/4), Reduced Endurance (0 END; +1/2); OAF (-1), Always direct, no damage, no manipulation, no noncombat stretching (-1)*

Hot Rod: *Clinging (20 STR), Persistent (+1/4); OAF (-1) plus Flight 3m, Position Shift; OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2), no Noncombat movement (-1/4) plus Leaping 10m, Reduced Endurance (0 END; +1/2); OAF (-1), no Noncombat movement (-1/4), 100 Charges (-0)*

Breaching Lock: *Tunneling 1m through 12 PD material, Fill In, Reduced Endurance (0 END; +1/2); OAF Bulky (-1 1/2), Extra Time (1 Minute, -1 1/2), no Noncombat movement (-1/4) plus Life Support (Safe in Low Pressure/Vacuum)*

Survival Bubble: *Resistant Protection (3 PD/3 ED) (Impermeable); plus Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); plus Radio Perception/Transmission (Radio Group), MegaScale (1m = 1 km; +1); OAF (-1), Side Effects: user cannot reach outside bubble, Side Effect occurs automatically whenever Power is used (-1), 1 Continuing Fuel Charge lasting 1 Day (-0)*

Pressure suit patch: *Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum); 1 Charge which Never Recovers (-4), Extra Time (Extra Phase, Only to Activate, -1/2), OIF (-1/2), Only w/pressure suit (-1/2)*

OTHER EQUIPMENT

A few other items which may of interest to *Terracide* PCs follow: The “Manufabricator” is an all-purpose nano-tech fabricator which can produce any item, provided it has the proper raw materials and specifications. The raw materials are specially prepared stock cartridges designed for the machine – it can’t use ‘generic’ materials.

The QED communications system is a quantum-entangled device which is linked to other QED’s so that it can instantly send and receive messages over any distance – even between star systems. The bandwidth is low, so QED’s are limited to sending text messages. These devices are extravagantly expensive; and just getting bandwidth on one of them depends on having high-level government, military or academic connections.

QED technology is made more affordable in the form of the ‘One-BITter’ which, as its name implies, is capable of sending or receiving only one bit, after which they are useless. Like their larger cousins, one-BITters can send and receive over any distance without interception or interference. However, they are much more affordable, and usually sold in lots of 32. Clever PC’s will no doubt find endless uses for these fool-proof signaling devices.

Toolkits come in three broad categories. Mini toolkits are very portable and not at all obvious except when actually in use. They partially mitigate penalties for lack of proper tools, but are no substitute for a ‘real’ toolkit. A standard toolkit is larger and more obvious, but the user suffers no penalties for lack of equipment. The “full kit” is exactly what it sounds like – everything you need for a particular skill, and although it’s a massive piece of gear, its user gets a +2 on relevant skill rolls.

And when all else fails, the portable plasma torch will cut through just about anything.

Manufabricator: *Major Transform 8d6 (standard effect: 24 points) (Raw materials into finished parts, Deconstructor Nanites), Improved Results Group (+1/4), Constant (+1/2); Extra Time (20 Minutes, -2 1/2), OAF Immobile (-2), Limited Target Raw feedstock (-1), All Or Nothing (-1/2), No Range (-1/2), Can only make parts listed in database (-1/2), 1 Continuing Fuel Charge lasting 1 Week (+3/4)*

Quantum Entangled Device (QED) Communication System: *Mind Link , Machine class of minds, Specific Group of Minds, No LOS Needed, Number of Minds (x256), Unlimited range in this dimension, Invisible Power Effects (Invisible to Mental Group; +1/4), Penetrating (x2; +1); OAF Immobile (-2), Text/Data Only (-1 1/2), Limited Class Of Minds other QEDs (-1)*

One-BITter: *Mind Link , Machine class of minds, One Specific Mind, No LOS Needed, Unlimited range in this dimension, Invisible Power Effects (Invisible to Mental Group; +1/4), Trigger (Activating the Trigger is an Action that takes no time, Trigger never resets (single-use); +1/4), Penetrating (x2; +1); 1 Charge which Never Recovers (-4), Only sends one bit. (-2), IIF Fragile (-1/2)*

Mini-toolkit: *Penalty Skill Levels: +2 vs. equipment penalties with [Skill]; OAF (IIF when not in use) (-1/2)*

Toolkit: *Penalty Skill Levels: +3 vs. equipment penalties with [Skill]; OAF (-1)*

Full Kit: *+2 with [Skill]; OAF Bulky (-1 ½)*

Plasma Torch: *Killing Attack - Ranged 3d6-1, Armor Piercing (x2; +1/2), Constant (+1/2), Penetrating (+1/2); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2), No Range (-1/2), Required Hands Two-Handed (-1/2), No Knockback (-1/4), Real Weapon (-1/4), STR Minimum 4-8 (-1/4)*



Terracide Equipment List

<i>Firearms, Electro-Thermal/Chemical</i>	<i>Active</i>	<i>Real</i>	<i>Avail.</i>	<i>Skill</i>
Light Pistol, ETC	15	5	Civ.	WF: Handguns
Medium Pistol, ETC	25	8	Civ.	WF: Handguns
Heavy Pistol, ETC	44	15	Civ.	WF: Handguns
Light Submachinegun, ETC	22	7	St.	WF: Submachineguns
Medium Submachinegun, ETC	37	11	St.	WF: Submachineguns
Heavy Submachinegun, ETC	70	21	St.	WF: Submachineguns
Carbine, ETC	44	12	Civ.	WF: Rifles
Assault Rifle, ETC	70	20	St.	WF: Assault Rifles
Battle Rifle, ETC	80	23	St.	WF: Assault Rifles
Sniper Rifle, ETC	67	15	St.	WF: Rifles
Light Machinegun, ETC	105	25	Mil.	WF: Machineguns*
Heavy Machinegun, ETC	120	27	Mil.	WF: Machineguns*
Anti-Armor ETC Rifle	82	15	Mil.	WF: Rifles
<i>ETC Weapon Options</i>	<i>Active</i>	<i>Real</i>	<i>Avail.</i>	<i>Skill</i>
Fine Tuning	2	1	Civ.	Weaponsmith
Long Barrel	2	1	Civ.	Weaponsmith
Short Barrel	0	-1	Civ.	Weaponsmith
Extended Magazine	9	4	Civ.	Weaponsmith
Hold-Out Holster	4	1	St.	Weaponsmith
Quick-Draw Holster	5	4	St.	Weaponsmith
Accurate Burst-Fire	5	2	St.	Weaponsmith
Drum Magazine	30	15	St.	Weaponsmith
Bipod	2	1	Reg.	Weaponsmith
Recoil Compensator (3)	4	1	St.	Weaponsmith
Recoil Compensator (5)	7	2	St.	Weaponsmith
Recoil Compensator (10)	15	4	St.	Weaponsmith
HUD Targeting Computer	38	14	St.	Weaponsmith
Sniper Scope	55	29	Mil.	Weaponsmith
IFF System	22	8	Mil.	Weaponsmith
Light Silencer	4	2	St.	Weaponsmith
Medium Silencer	9	4	St.	Weaponsmith
Heavy Silencer	14	7	St.	Weaponsmith
Light Flash Suppressor	4	2	St.	Weaponsmith
Medium Flash Suppressor	9	4	St.	Weaponsmith
Heavy Flash Suppressor	14	7	St.	Weaponsmith
High-Velocity Ammo	varies		Mil.	as weapon
Plasma Ammo	varies		Adv.	as weapon
Smart Ammo	varies		St.	as weapon
Non-Lethal Ammo	varies		Civ.	as weapon
<i>Lasers, Ultraviolet</i>	<i>Active</i>	<i>Real</i>	<i>Avail.</i>	<i>Skill</i>
Laser Pistol	56	19	St.	WF: Laser Pistol
Personal Defense Laser	105	32	St.	WF: Personal Defense Laser
Laser Rifle	157	42	Mil.	WF: Laser Rifle
Fire Support Laser	234	52	Mil.	WF: Laser Rifle
Anti-Armor Laser	150	80	Adv.	WF: Heavy Laser*
<i>Laser Weapon Options</i>				
Perfect Trajectory	2	1		
Other Accessories: see ETC weapons list				Weaponsmith
<i>Gauss Weapons</i>	<i>Active</i>	<i>Real</i>	<i>Avail.</i>	<i>Skill</i>
Gauss Pistol	61	22	St.	WF: Gauss Pistol
Personal Defense Railgun	79	26	St.	WF: Personal Defense Railgun
Gauss Rifle	146	45	Mil.	WF: Gauss Rifle

Anti-Materiel Railgun	96	21	Mil.	WF: Gauss Rifle
Rapid-Fire Railgun	191	48	Adv.	WF: Heavy Gauss Gun*

Gauss Weapon Options

Superior Ballistics	2	1		Weaponsmith
Other Accessories: see ETC weapons list				Weaponsmith
Plasma Ammo	varies		Adv.	as weapon
Smart Ammo	varies		St.	as weapon
Non-Lethal Ammo	varies		St.	as weapon
Sub-Sonic Ammo	varies		St.	as weapon

Rocket Weaponry

	Active	Real	Avail.	Skill
Gyro-Jet Pistol	52	15	St.	WF: Rocket Pistol
Gyro-Jet Rifle	87	27	Mil.	WF: Rocket Rifle
Single-Shot 60mm Launcher	157	20	Adv.	WF: Shoulder-Fired Weapons*
Smart 30mm Missile Launcher	367	70	Adv.	WF: Shoulder-Fired Weapons*

Rocket Weapon Options

Superior Ballistics	2	1		Weaponsmith
Other Accessories: see ETC weapons list				Weaponsmith
Plasma Ammo	varies		Adv.	as weapon
Smart Ammo	varies		St.	as weapon
Non-Lethal Ammo	varies		St.	as weapon
Blow-out Ammo	varies		St.	as weapon

Shotgun Weaponry

	Active	Real	Avail.	Skill
Shotgun (slug)	62	14	Civ.	WF: Shotgun
Shotgun (shot)	75	17	Civ.	WF: Shotgun
Under-Barrel Shotgun (slug)	62	12	St.	WF: Shotgun
Under-Barrel Shotgun (shot)	75	14	St.	WF: Shotgun
Auto-Shotgun (slug)	87	23	Mil.	WF: Shotgun
Auto-Shotgun (shot)	150	37	Mil.	WF: Shotgun

Shotgun Options

Accessories: see ETC weapons list				
Tangler Ammo	varies	+0	Civ.	WF: Shotgun
Armor-Piercing Slugs	varies	+1/4	St.	WF: Shotgun
Blow-out Ammo	varies	+0	St.	WF: Shotgun
Concussion Mini-Grenade	varies	+0	Mil.	WF: Grenade Launcher
Flash-Bang	varies	+0	St.	WF: Grenade Launcher
Flechette shot	varies	+1/4	Mil.	WF: Shotgun
Fragmentation Mini-Grenade	varies	+1/2	Mil.	WF: Grenade Launcher
Non-Lethal slug/shot	varies	+0	Civ.	WF: Shotgun
Plasma Mini-Grenade	varies	+2	Adv.	WF: Grenade Launcher

Personal Protective Gear

	Active	Real	Avail.	Skill
Body Pressure Suit	126	49	Civ.	PS: Spacer, Survival: vacuum, or System Ops
Light EVA Suit	49	22	Civ.	PS: Spacer, Survival: vacuum, or System Ops
Heavy EVA Suit	109	49	Civ.	PS: Spacer, Survival: vacuum, or System Ops
Light Flexible Armor	15	7	Civ.	PSL v. armor
Light Rigid Armor	22	11	Civ.	PSL v. armor
Medium Flexible Armor	21	10	St.	PSL v. armor
Medium Rigid Armor	30	15	St.	PSL v. armor
Heavy Flexible Armor	24	12	Mil.	PSL v. armor
Heavy Rigid Armor	37	18	Mil.	PSL v. armor
Combat Armor	45	22	Mil.	PSL v. armor
Battle Armor	91	37	Adv.	PSL v. armor

EVA Equipment	Active	Real	Avail.	Skill
Flight Pack	81	38	Civ.	PS: Spacer, or System Ops
Radiation Sensor	10	5	Civ.	System Ops
Magnetic Grapple	108	44	Civ.	PS: Spacer, or System Ops
Hot Rod	49	23	Civ.	PS: Spacer, or System Ops
Breaching Lock	54	13	St.	PS: Spacer, or System Ops
Survival Bubble	57	19	Civ.	PS: Spacer, Survival: vacuum, or System Ops

Medical Gear	Active	Real	Avail.	Skill
First Aid Kit	3	1	Civ.	Paramedic, or PS: Medic
Medical Kit	4	2	Civ.	Paramedic, or PS: Medic
Field Surgery	8	3	St.	Paramedic, or PS: Medic
Biomonitor	15	7	Civ.	Paramedic, or PS: Medic
Trauma Unit	72	26	St.	Paramedic, or PS: Medic

Augmented Reality	Active	Real	Avail.	Skill
Interface Unit – std or visor	13	6	Civ.	Computer Ops
Interface Unit – implant	13	7	Civ.	Computer Ops
Anti-Malware System	15	7	Civ.	Computer Ops
Expert System	8	5	Civ.	Computer Ops
Comm-link	20	6	Civ.	Computer Ops
Public Database	3	2	Civ.	Computer Ops
Tutor Program	5	3	Civ.	Computer Ops
Internal Clock	3	2	Civ.	Computer Ops
Navigation Database	3	2	Civ.	Computer Ops
Internal Recorder	5	4	Civ.	Computer Ops
Internal Math Processor	3	2	Civ.	Computer Ops
Internal Alarm	3	2	Civ.	Computer Ops
Conference System (add to Comm-link)	+15	+3	Civ.	Computer Ops
Total for standard options:		44		

Military Expert System	20	13	Mil.	Computer Ops
Stealth Mode	10	7	St.	Computer Ops
Network Diagnostics	10	7	St.	Computer Ops
Network Analysis	10	7	St.	Computer Ops
Network Log File Access	10	7	St.	Computer Ops
A/R Weapons Interface	20	13	Adv.	Computer Ops

Miscellaneous	Active	Real	Avail.	Skill
Long-range Radio	30	20	Civ.	System Ops
Multi-Spectrum Imager	30	19	St.	System Ops
Atmosphere Tester	15	5	Civ.	System Ops
Tactical Radio	34	23	St.	System Ops
Shielded Visor	10	7	Civ.	System Ops
System Hardening	20	10	Mil.	System Ops
Manufabricator	200	25	St.	System Ops
QED Communication System	81	15	Adv.	System Ops
One-Bit QED (pack of 32)	50	32	St.	System Ops
Mini-toolkit	2	1	Civ.	varies
Tool Kit	3	1	Civ.	varies
Full Kit	4	2	Civ.	varies
Plasma Torch	100	23	St.	Mechanics



**CHAPTER NINE:
DESIGNING
SPACECRAFT**

DESIGNING SPACECRAFT

GM's who wish to create their own spacecraft for Terracide campaigns should use the following guidelines along with the vehicle design rules in Hero 6th Edition. Terracide uses some 'realistic' assumptions about space travel which influence the available options for spacecraft design:

- No artificial gravity – spacecraft not under thrust will be in zero-G.
- No inertial dampers – the crew will feel the full force of maneuvers unless they strap in.
- No reactionless drives – rocket engines produce thrust by expelling exhaust.

TO DESIGN A SPACECRAFT RIGHT TAKES AN INFINITE AMOUNT OF EFFORT. THIS IS WHY IT'S A GOOD IDEA TO DESIGN THEM TO OPERATE WHEN SOME THINGS ARE WRONG.
 – Akin's Laws of Spacecraft Design

With the exception of their FTL drives, spacecraft in Terracide use technology which could exist in the 'real world.' This chapter will present the 'state of the art' in humanity's design of spacecraft at the beginning of the 24th century. GM's who wish to expand on the equipment presented in this chapter should feel free to research exotic technologies and introduce them as 'alien tech.'

Characteristics

Tech Level: this is a new characteristic which will determine many of the limits of the spacecraft's performance. When spacecraft of different tech levels are in combat, the difference in tech level is used as a modifier on skill v. skill rolls, attack rolls, and applied to the DC of attacks which hit.

SIZE: Interstellar and interplanetary spacecraft are always Size 10 or higher. Craft of Size 7 thru 9 are used for orbital interface or transferring cargo and passengers from ships to stations. Small working craft such as maintenance pods are built in Sizes ranging from 4 to 6. In order to make use of spin-gravity, a spacecraft needs a SIZE of 15 or higher.

The Size of a spacecraft is also used to determine its Surface Area, which is used as a scaling factor for a number of spacecraft design features: its crew requirements, the weapon mounts it carries, and a few others. A spacecraft's Surface Area is its base Length squared, times 2.5.

STR: The default STR for a spacecraft gives its carrying capacity for cargo. Most commercial craft have extra STR to carry a larger payload, usually +5 STR or even +10 STR. On the other hand, most military craft carry much less cargo, and may sell off STR up to -10 points.

Note that a spacecraft's performance depends on its *total mass*, which is the base mass given for its SIZE *plus* the mass it can carry based on its STR score. For example, a SIZE 10

spacecraft has a base mass of 100 tons. With +3 STR, it can carry 150 tons of cargo, for a total mass of 250 tons.

DEX: Spacecraft tend not to have high Dexterity scores. As a general rule, the typical maximum for Terracide spacecraft is 20+TL-OCV mod. Smaller craft tend to have better Dex scores, as do those of higher tech levels.

Body: Spacecraft in Terracide are built with their base Body scores, unmodified. The extra mass required to increase the Body score of a spacecraft is prohibitive. However, some craft may be *compartmentalized*, which effectively increases Body by

applying Damage Reduction to incoming attacks.

Spd: Speed is slightly less important in Terracide, as all spacecraft use segmented movement in combat. However, Speed is used for actions other than movement, firing weapons in particular. The higher a vessel's speed, the more often its weapons can fire. (It gets more firing phases in a turn.) This represents power and cooling systems upgraded to handle the extra workload.

Military craft have maximum SPD of half their TL (rounded up), while civilian craft have usually have a SPD of 2, or their TL/3 at most.

OCV: depends on the type of spacecraft. For military spacecraft, 8 to 10 is typical, with non-combat craft such as recon vessels at the low end, and main-combat craft at the high end. For civilian or commercial vessels intended to defend themselves, 5 to 7 is the typical range of OCV scores.

DCV: spacecraft depend on their velocity for DCV when involved in space combat, so this is usually left at its base value of 3. When not moving, or when moving but incapable of maneuvering, most spacecraft are easy targets.

PD and ED: The base values for PD and ED are the same for most craft. Civilian vessels usually have a PD and ED equal to their TL. Shuttles and other short range craft typically have half of this value. Civilian craft seldom harden their base PD or ED, however, many spacecraft mount micro-meteoroid shields purchased as extra PD (up to +10, hardened) with the limitation, only vs. micro-meteors (-2).

Military vessels mount extra armor. Larger vessels tend to be better armored than smaller ones, due to the 'square-cube' law; they have less surface area proportional to their total mass. The maximum value for a military vessel's PD and ED is its TL + OCV mod. Most military vessels receive the maximum possible protection, usually with a level of hardening.

Movement: Spacecraft have no ground movement, swimming or leaping.

Flight purchased for spacecraft has the limitation *limited thrust* (-0), which means it doesn't follow the normal encumbrance rules. It works at its full value when the spacecraft carries no cargo (or very little cargo), and gets reduced to half when the spacecraft's mass is doubled, and to a third when the mass is tripled, etc. In the example above, if our SIZE 10 craft has 20m of Flight at 100 tons, it will only have 8m of flight when fully loaded at 250 tons. [20 * (100/250)]

Spacecraft flight also has the (-0) limitation *realistic turn mode*, which will be explained in detail in the space combat rules. Balancing out these limitations are the (+0) advantages *segmented movement* and *cumulative movement*. Spacecraft move every segment, maneuver based on their turn mode, and have no maximum velocity; each time they use their drive's Flight power, it adds to (or subtracts from!) their current velocity for as long as the spacecraft has fuel.

Spacecraft components are the 'special effects' for all of its powers. Some are located in a single, specific piece of equipment, identified with the Focus limitation, while others powers are bought for the spacecraft as a whole. To begin with, there are a number of components necessary for the basic functions of all spacecraft, or required by regulations. The following list should be considered 'standard equipment' for all spacecraft, and GM's may wish to treat it as 'free' equipment if the PCs buy their own spacecraft with resource points or character points.

All spacecraft have *maneuvering thrusters*, used to move it around when its main engines would create a hazard. These are small meta-helium rockets with 1.2kps of delta-V; they can fire at 1/10th of a G for 20 minutes. They're pretty much useless as a propulsion system, especially in combat. Its fuel mass fraction is 3%.

Maneuvering Thrusters: *Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+1/4); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 1/2), 1 Continuing Fuel Charge lasting 20 minutes (-1/4), no Noncombat movement (-1/4) Active cost = 1 pt; Real cost = 1pt*

All spacecraft will have one *main engine* for major course changes. There are three types, all of similar Hero System design: Meta-helium rockets for small short-range spacecraft, and fusion rockets for long-range or interstellar spacecraft. Fusion rockets may be hydrogen-boron or deuterium-fueled. The main differences between them are their overall performance. Meta-helium rockets are good for an hour at most, and typically measure their delta-V in tens of kps. Fuel for a meta-helium rocket may require half the craft's loaded mass, or more. Fusion rockets typically have fuel for 24 hours of continuous thrust, and measure their delta-V in hundreds, if not *thousands* of kps. Their fuel usually requires only a few percent of their spacecraft's loaded mass. (See "Rocket Science For Gamers, pXX) The following are 1G engines costing 4pts each; higher thrust would cost more, if desired.

Main Engines: choose one

Meta-helium rocket: *Flight 10m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+1/4); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 1/2), no*

Noncombat movement (-1/4), 1 Continuing Fuel Charge lasting 1 Hour (-0) Active cost = 12pts; Real cost = 4pts.

Fusion Torch Drive: *Flight 10m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+1/4); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 1/2), no Noncombat movement (-1/4), 1 Continuing Fuel Charge lasting 1 Day (-0) Active cost = 12pts; Real cost = 4pts.*

Rocket side-effects are as follows:

Fusion Rocket Exhaust (side effects): *RKA 1 point, Area Of Effect (60m Cone Explosion; +1/2), Thin Cone (-1/4), Constant (+1/2), MegaScale (1m = 100 km; +1 1/2) Note: Add +1DC per Size of spacecraft. Omit Megascaloring for conventional (meta-helium) rockets. Active cost = 0pts; Real cost = none! (side-effects)*

Compartmentalization is the division of the spacecraft's hull into several independent sections, each capable of maintaining pressure on its own. This prevents damage to one section from affecting the entire spacecraft. All spacecraft have some degree of compartmentalization, as the drive section and crew section are usually built entirely separately for safety reasons.

Basic Compartmentalization: *Energy Damage Reduction, Resistant, 25%; plus Physical Damage Reduction, Resistant, 25%; BODY Only (-1/2), Ablative BODY Only (-1/2) Active cost = 30pts; Real cost = 14pts.*

Micro-meteoroid protection is a basic precaution taken for all spacecraft. This is extra PD which only applies to impact from micro-meteoroid impacts. Kinetic weapons used in space combat are designed to defeat this system, so it has no effect on them.

Micro-meteoroid shielding: *Resistant Protection (10 PD), Hardened (+1/4); Only Works Against Rare attack (-1), Ablative BODY Only (-1/2) Active cost = 19pts; Real cost = 8pts.*

All spacecraft have a sealed hull, which is proof against the harsh environment of space: it protects the occupants from vacuum, temperature extremes, and radiation. It also prevents contamination as long as all the airlocks are closed. They also have life-support in the form of air, food and water, although the endurance varies.

Sealed Hull: *Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) Active cost = 19pts; Real cost = 19pts.*

Consumables: *Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) Note: short-range craft change duration to 1 day or 1 week. Active cost = 13pts; Real cost = 13pts.*

All but the smallest craft will have at least one airlock, and most will purchase more. (x2 for +5pts) This is built as a Transform: Air into Vacuum, which only affects the air

inside the airlock. It is reversed by simply refilling the airlock with air.

Airlock: *Severe Transform 0 1/2d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +1/4), Partial Transform (+1/2), Reduced Endurance (0 END; +1/2); OIF Immobile (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Target only v. atmosphere in airlock (-1), No Range (-1/2) Active cost = 22pts; Real cost = 4pts.*

Spacecraft need certain electronics to function: a radio, active and passive sensors, and at least two beacons: one ID transponder and one emergency beacon. Active and passive sensors serve different purposes: active sensors are capable of providing pinpoint location of contacts for navigation or targeting purposes, while passive sensors can provide ID on a contact (but not target it) at a great distance. For purposes of special effects, active sensors use radar and ladar (radio and sight groups), and passive sensors detect visible light, IR, UV and millimeter-wave passive radar (radio and sight groups).

Civilian Radio: *HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 3/4); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-1/2) Active cost = 33pts; Real cost = 13pts.*

Civilian Active Sensor Array: *Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-1/2) Active cost = 96pts; Real cost = 21pts.*

Civilian Passive Sensor Array: *Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-1/2) Active cost = 107pts; Real cost = 24pts.*

Transponder: *Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-1/2) Active cost = 70pts; Real cost = 20pts.*

Emergency Beacon: *Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-1/2) Active cost = 70pts; Real cost = 20pts.*

The total cost of all this equipment is 161 real points. This should be 'zeroed out' on the spacecraft's character sheet to reflect the fact that it is 'every-vehicle' equipment, or the GM may simply deduct its point cost from the spacecraft's final point total.

Other equipment will be needed for most spacecraft; the above list is just to make sure the vessel can perform the minimal functions necessary: protect its occupants, communicate, navigate, and move from point A to point B in normal space. If the spacecraft is meant for interstellar travel, high-G maneuvers, or combat, it will need some additional components.

The Interstellar Overdrive is built as mega-scaled teleportation, with 1m equal to 1 light-year in scale. Its teleport distance is limited by Tech Level: a TL10 drive can teleport 10 light-years. This is subject to a skill roll; failure usually isn't catastrophic – the vessel may emerge from hyperspace a few AU's (at most) from where it's supposed to be, requiring another hyper transit (and another easier skill roll) or a few days to cross the distance in normal space. On a critical failure, the drive may need repairs, and the time to finish the journey in normal space will be weeks instead of days; the vessel will arrive very late, and forfeit the bonus on priority cargoes! If it's carrying passengers, arrangements might be made to have them picked up by a hyper-capable shuttle, at the Captain's expense. Otherwise, he'll be stuck with some very irate passengers for the whole trip.

Interstellar Overdrive (TL-10): *Teleportation 10m, Safe Blind Teleport (+1/4), No Range Modifier (+1/2), MegaScale (1m = 1 lightyear; +4 1/4); Extra Time (1 Week, -2 1/4), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-1/2), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -1/4) Active cost = 60pts; Real cost = 10pts.*

Compartmentalization may be upgraded to Heavy or Total. This represents additional reinforcement of bulkheads inside the spacecraft for greater durability. Generally, only combat spacecraft are given Total compartmentalization, and they are very hard to kill.

Heavy Compartmentalization: *Energy Damage Reduction, Resistant, 50%; plus Physical Damage Reduction, Resistant, 50%; BODY Only (-1/2), Ablative BODY Only (-1/2) Active cost = 60pts; Real cost = 30pts.*

Total Compartmentalization: *Energy Damage Reduction, Resistant, 75%; plus Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2), Ablative BODY Only (-1/2) Active cost = 120pts; Real cost = 60pts.*

Large spacecraft may have Damage Control crews to effect repairs in combat. On larger craft, the number of crewmembers required to make effective repairs increases, which will change the value of the *Requires Multiple Users* limitation; generally about 1/4th of the crew. This isn't a problem for military vessels, which carry large crews for combat situations. Civilian crews may find themselves spread very thin when doing damage control, especially on smaller spacecraft.

Damage Control: *Healing BODY 1d6+1 (standard effect: 4 points), Reduced Endurance (0 END; +1/2), Decreased Re-use Duration (5 Minutes; +1); Extra Time (5 Minutes, -2), Requires A Roll (Skill roll; Burnout, Must be made each Phase/use; -1), Required Multiple Users (2 people; -1/4) Active cost = 32pts; Real cost = 7pts.*

Spacecraft designed to perform high-G maneuvers will need protective systems to keep the crew and passengers from being injured. The most basic system is an *acceleration couch*: an ergonomic seat with a harness which cushions the impact from violent maneuvers. The advanced version of this is known as a *gel-couch*, which conforms itself to its occupant perfectly. Many models feature partial exoskeletons to assist arm movements in high gravity, or remote arms operated via hand controls mounted in the couch. These are standard on most combat spacecraft. The most high-tech system available

is the *G-tank*, which completely immerses the occupant in fluid under high pressure to insulate them from impacts. Controls are accessed via neural interface. These are only seen on cutting-edge high-performance combat spacecraft, and relatively few have been built.

Acceleration Couch: *Physical Damage Reduction, 25%; OIF Immobility (-1 1/2), Only Works Against G-forces (-1/2), Extra Time (Extra Phase, Only to Activate, -1/2) Active cost = 10pts; Real cost = 3pts.*

Gel couch with remotes: *Physical Damage Reduction, 50%; OIF Immobility (-1 1/2), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Only Works Against G-forces (-1/2) Active cost = 20pts; Real cost = 5pts.*

G-Tank with neural interface: *Physical Damage Reduction, 75%; OIF Immobility (-1 1/2), Extra Time (1 Minute, Only to Activate, -3/4), Only Works Against G-forces (-1/2) Active cost = 40pts; Real cost = 11pts.*

Some spacecraft will need additional electronics systems, especially for combat. Laser Comm Systems are virtually impossible to intercept or jam, and have enormous bandwidth. IFF Systems are a must for combat spacecraft, in order to prevent 'friendly fire' incidents. Remote sensor platforms have many applications, both in exploration and combat – they are built with recoverable fuel charges to represent the platforms' short endurance. When they're out of fuel, they can be brought back, recharged and redeployed. Finally, most military spacecraft receive state-of-the-art upgrades to their sensor systems, giving them a blanket +5 to perception rolls with all sense groups. This affects the spacecraft's communicators as well as its sensors.

Laser Comm System: *Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-1/2) Active cost = 96pts; Real cost = 27pts.*

Spacecraft IFF System: *Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); Set Effect: IFF signals only (-1), No Range (-1/2) Active cost = 70pts; Real cost = 28pts.*

Remote Sensor Platform: *Clairsentience (Radio And Sight Groups), Discriminatory, Mobile Perception Point (can move up to 12m per Phase), LOS (+1/2), MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [sight/hearing] (-1/2), 1 Recoverable Continuing Fuel Charge lasting 1 Day (Recovers Under Limited Circumstances; +1/2) Active cost = 150pts; Real cost = 33pts.*

Military Comms/Sensors Upgrade: *+5 PER with all Sense Groups; Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As More Than One Sense [normal sight/hearing] (-1/2) Active cost = 15pts; Real cost = 4pts.*

Many spacecraft will feature additional life-support equipment for the comfort of their crew and passengers. Sufficiently large craft may spin for gravity, or have the ability to rotate part of their hull. For those who prefer not to spend a month waiting for the vessel to emerge from hyperspace, hibernation units are provided. These are also used as an

emergency system on military spacecraft; if the main life-support fails, or the vessel is stranded for an extended period of time, the crew can hibernate while awaiting rescue.

Spin Gravity: *Change Environment (+5 Points of Telekinetic STR), Persistent (+1/4), Reduced Endurance (0 END; +1/2); Extra Time (5 Minutes, Only to Activate, -1), Limited Power Only to create spin-gravity (-1), Side Effects: coriolis forces, Side Effect occurs automatically whenever Power is used (Side Effect affects both character and recipient of Power's benefits; -1) Active cost = 44pts; Real cost = 11pts.*

Hibernation Unit: *Simulate Death (+10 to roll); plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -1/2), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -1/4) Active cost = 50pts; Real cost = 13pts.*

Weaponry is an important consideration, not just for combat spacecraft, but for civilian vessels with a desire to defend themselves against pirates, privateers and the occasional rowdy alien. Spacecraft weaponry in Terricide is mega-scaled to 1 meter equals 1000km, and all require 5 minutes (the length of a space combat segment) to use. All of them require charges, although in the case of energy weapons these are recoverable; they don't fire ammo, but they use coolant which can be recycled. Recovering these charges involves deploying the spacecraft's head radiators, but doing this in combat is usually too risky. No spacecraft weapons can use targeting or "called shots" as most space combat takes place at distances of thousands of kilometers.

UV lasers are state-of-the-art, being especially good at piercing armor at close range. At longer ranges they aren't as effective; coilguns are the weapons of choice for more distant targets, as they do the same damage at any range. For civilian spacecraft, a mix of lasers and coilguns will handle most situations.

UV Laser: *RKA 4d6, Armor Piercing (x2; +1/2), Autofire (5 shots; +1/2); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-1/2), Reduced By Range (-1/4), Beam (-1/4), No Knockback (-1/4), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-1/4), 125 Recoverable Charges (Recovers Under Limited Circumstances; +3/4) Active cost = 270pts; Real cost = 49pts.*

Coilgun: *RKA 5d6, Armor Piercing (+1/4), Autofire (5 shots; +1/2), MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-1/2), Beam (-1/4), No Knockback (-1/4), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-1/4), 125 Charges (+3/4) Active cost = 319pts; Real cost = 61pts.*

Missiles are heavy and expensive, but very effective at anything out to a light-second, which is the limit of most targeting systems. They use small fusion torch drives, but this technology doesn't "scale down" very well, so the missiles' engines aren't nearly as efficient as those on full-sized

spacecraft. They are remote-controlled via dedicated laser-comm systems built into the launcher, rather than autonomous devices. They can be equipped with kinetic-kill warheads similar to a large one-shot coilgun, or with tactical nuclear shape-charge warheads. These use a metallic deuterium focusing lens to convert much of the nuclear blast into a concentrated plasma jet.

Kinetic Missile: *RKA 8d6, Armor Piercing (+1/4), Autofire (5 shots; +1/2); 5 Charges which Never Recover (-2 3/4), Extra Time (5 Minutes, -2), OAF (-1), Cannot Use Targeting (-1/2), Beam (-1/4), No Knockback (-1/4), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-1/4) Active cost = 420pts; Real cost = 52pts.*

Nuclear Shaped Charge: *Killing Attack - Ranged 10d6, Armor Piercing (x2; +1/2), Indirect (Source Point can vary from use to use, path is from Source Point to target; +1/2), Penetrating (+1/2); 1 Charge which Never Recovers (-4), Extra Time (5 Minutes, -2), Side Effects, Side Effect occurs automatically whenever Power is used (only affects environment; -1 1/2), OAF (-1), Cannot Use Targeting (-1/2), Reduced By Range (-1/4), Beam (-1/4), No Knockback (-1/4), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-1/4) Active cost = 637pts; Real cost = 58pts.*

The most powerful weapons mounted on spacecraft are particle beams. The radiation damage from these weapons will penetrate even the toughest spacecraft hull, although compartmentalization will mitigate its effects to some degree. (Damage from the *Penetrating* advantage is subject to damage reduction.) Particle beams suffer from reduced effects at long range, although not to the same degree as laser weaponry. The example below is a 'light' particle beam weapon; rules for medium and heavy mounts follow. Heavy particle beams are the most dangerous weapons mounted on any spacecraft; unlike missiles, they don't run out of ammo after one salvo.

Particle Beam: *RKA 6d6, Autofire (5 shots; +1/2), Penetrating (+1/2); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-1/2), Reduced By Range (-1/4), Beam (-1/4), No Knockback (-1/4), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-1/4), 125 Recoverable Charges (Recovers Under Limited Circumstances; +3/4) Active cost = 405pts; Real cost = 74pts.*

With the exception of missiles, the base damage figures for the weapons listed above are intentionally low; there are a number of ways to raise them. Multiple weapons mounts are common; a weapon mount with multiple weapons of the same type is treated as a single attack in combat. Dual mounts add +1DC, quad mounts add +2DC, and hex mounts add +3DC. Use the 5pt doubler rule to buy multiple weapons mounts. Missiles don't add extra damage classes; a multiple missile launcher simply fires extra missiles, which are resolved as a *Combined Attack*.

Medium and heavy mounts also do more damage. A Medium weapon mount takes the place of ten light weapon mounts (regardless of whether they're single or multiple) and adds +5DC to its base damage. A Heavy weapon mount takes the place of a hundred light weapon mounts, and adds +10DC to its base damage. Medium and Heavy weapons can also be bought as multiple weapon mounts, for more added damage. For example: A Heavy Particle Beam would add +10DC to the base 6d6 damage of a Light Particle Beam. Making it a hex mount would add another +3DC, for a

final damage value of 10d6+1, slightly more than a nuclear missile!

Missiles may also be upgraded to Medium launchers. The missiles are the same, but unlike Light Missile Launchers, the Medium Missile Launcher has reloads: a total of 30 missiles. Multiple mounts don't add more missiles; they just allow them to be fired in larger salvos, up to six at a time. There aren't any Heavy versions of missile systems.

How many weapons can a spacecraft mount? This number is based on the vessel's Surface Area. Take the Base Length squared, and divide by 200 to find the number of weapon mounts allowed for a spacecraft, or see the spacecraft design table on ppXX. This adds up to a lot of weapon mounts! Typically, one crewmember is assigned to a weapon mount on civilian spacecraft. On combat vessels, Fire Direction Systems are used to allow one crewmember to control up to half a dozen weapon mounts with ease, or possibly more with some difficulty. These also allow weapons to use different 'spreads' to concentrate their fire on a single target, or disperse their fire to increase the odds of a hit.

Another common tactical system on most armed spacecraft is point-defense: a specialized tracking system designed for targeting and destroying incoming missiles. This system provides bonuses to autofire against multiple targets when firing at missiles with a spacecraft's mounted weapons

Fire Direction System, TL10: *+10 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 1/2), OIF Bulky (-1) **plus** Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) **plus** Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1) Active cost = 60pts; Real cost = 11pts.*

Point Defense System, TL10: *+10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-1/4) Active cost = 30pts; Real cost = 7pts.*

Finally, it should be noted that weapons on military spacecraft are uniformly more powerful than those sold to civilians for defensive purposes. To reflect this, all military spacecraft should purchase the *Weapon Master* talent with spacecraft weaponry.

Military Grade Weapons: *Weapon Master: +1d6 (Spacecraft Weaponry); Extra Time (5 Minutes, -2), OIF Bulky (-1) Active cost = 20pts; Real cost = 5pts.*

Computers are a vital spacecraft component. In Terracide, the computer isn't considered a separate entity – it's simply the 'mind' of the spacecraft. While it has a separate character sheet, the computer should have its DEX and SPD bought to the same levels as the spacecraft it's a part of, and it should act on the spacecraft's phases. Generally speaking, spacecraft should only purchase Intellect skills and Background skills.

However, for skills which require 'the human touch' the craft's skill should only be used as a complementary skill roll to assist a crewmember who has the skill. This particularly applies to FTL Navigation, Tactics, System Operations, and any other skills generally used by command crew. The GM should decide if a skill is inappropriate for a spacecraft computer.

The following represents a basic skill package for TL 9 and 10 spacecraft:

- Gambling (for amusement only!)
- Area Knowledge: Charted Space
- Knowledge Skill: Spacecraft profiles

- Knowledge Skill: Space transport regulations
- Languages: Ammonite, Cytherian, Fluorian, Jovian, Terran, Titan
- Navigation: STL and FTLParamedic
- Security Systems
- Skill levels: +5 w/Intellect skills
- Systems Operation
- Transport Familiarity (autopilot)

For combat spacecraft, a few other skills may be appropriate: Combat Piloting, KS: Fleet Regulations, KS: Rules of Warfare, and Tactics.

Civilian spacecraft have the Psychological Complications *Programmed to Obey Interstellar Law* and *Protective of Spacecraft and Crew*, both at 15pts (Common, Strong) Military spacecraft computers have much more rigid programming, although they aren't as protective – they're designed to go into combat, after all. They have the Psychological Complication *Programmed to Obey Fleet Regulations* at 25pts. (Very Common, Total) Convincing a military computer to bend the rules is extremely difficult.

Finalizing the design: Crewmembers

The size of a spacecraft's crew depends on whether it's a civilian or military vessel. In either case, the number of crew required is scaled according to the craft's Surface Area, but military spacecraft have much larger crews. For civilian spacecraft, take the Length squared and divide by 160. For military craft, do the same calculation but divide by 64 instead of 160. (Or see the spacecraft design table on ppXX.)

Passenger apacity scales with the spacecraft's volume. Starting with a Size 10 craft, the base number is four passengers. This number doubles for each step on the Size chart. It may also be doubled for +5pts of STR, or quadrupled for +10pts of STR, as explained on page 104.

Spacecraft Size Factors

Size	Surface Area	Military Crew	Civilian Crew	Weapon Mounts	Troops or Passengers	FTL Limit
10	1000	6	3	2	4	0.50
11	1600	10	4	3	8	0.65
12	2500	16	6	5	16	0.80
13	4000	25	10	8	32	1.00
14	6400	40	16	12	64	1.25
15	10000	64	25	20	125	1.60
16	16000	100	40	32	250	2.00
17	25000	160	64	50	500	2.50
18	40000	250	100	64	1000	3.20
19	64000	400	160	125	2000	4.00
20	100000	640	250	200	4000	5.00
21	160000	1000	400	320	8000	6.50
22	250000	1600	640	500	16000	8.00
23	400000	2500	1000	800	32000	10.00

STR v. Payload

STR	Payload
-10	25.00%
-9	29.00%
-8	33.00%
-7	37.50%
-6	44.00%
-5	50.00%
-4	57.50%
-3	66.00%
-2	75.00%
-1	87.50%
Base STR	100.00%
+1	115.00%
+2	130.00%
+3	150.00%
+4	175.00%
+5	200.00%
+6	230.00%
+7	265.00%
+8	300.00%
+9	345.00%
+10	400.00%

ROCKET SCIENCE FOR GAMERS

Terracide's rockets are realistic: they use fuel, produce thrust and exhaust, and propel their spacecraft by the brute force application of the law of conservation of momentum. But it doesn't take a rocket scientist to run an RPG, so this section will provide some simple guidelines for determining rocket performance. It really comes down to two simple questions:

- *How fast is the exhaust?* This information will be provided, in units convenient for gaming.
- *How much fuel is available?* This will be expressed as a percentage of the craft's loaded mass.

That's it. Once those two facts are accounted for, the rest is easy. The faster a rocket's exhaust, the more efficient it is, and the less fuel it needs to reach a given velocity. The more fuel it carries, the faster it can go. However, the fuel required for more speed increases *exponentially*, so increasing the exhaust velocity is always preferable to adding more fuel. And the rockets in Terracide are very powerful indeed!

Instead of going through all of the math, we're going to use an approximation: a spacecraft carrying 1% of its total mass in fuel (this is called its 'mass fraction') will have a total delta-V (literally, change in velocity) of 1% of its exhaust velocity. This approximation will work for mass fractions up to about 20%, at which point we need to start doing the math. Here's a table with some useful mass fractions and delta-V figures already worked out: these are expressed as a percentage of the rocket's exhaust velocity.

Fuel%	Delta-V(%)
20%	22
30%	36
40%	51
50%	69
60%	92
70%	120
80%	161
90%	230

Let's start with the 'conventional' rockets using meta-helium fuel. Their exhaust velocity is 43 km per second. (For comparison, the space shuttle's main engines barely manage a tenth of this!) How much delta-V we want depends on the spacecraft's purpose. If it's a ground-to orbit shuttle, it will need enough delta-V to get into orbit; 20% of the shuttle's loaded mass in fuel gives us 9.5 km per second (22% of 43kps) but that doesn't leave much margin for error. It wouldn't be a bad idea to carry more fuel, say 30% for ground to low-orbit runs, or more for higher performance, if desired.

DESIGN IS BASED ON REQUIREMENTS. THERE'S NO JUSTIFICATION FOR DESIGNING SOMETHING ONE BIT "BETTER" THAN THE REQUIREMENTS DICTATE.

--Akin's Laws of Spacecraft Design

Now we can look at the performance of fusion torch drives. A hydrogen-boron fusion drive has an exhaust velocity of about 4% light-speed: that's around 12,000kps! (No wonder the exhaust is dangerous....) One percent of this is 120kps, so each percentage point of fuel carried will get us this much delta-V. If we want a lot of delta-V we load up on fuel, say 20% of the spacecraft's loaded mass. (Beyond this, our approximation won't really work; use the table.) The final delta-V will be 20 times 120kps; that's 2400kps. Done .

The more advanced deuterium-fueled torch drives have twice the exhaust velocity, so each percentage-point of fuel carried yields 240kps of delta-V. Aside from that, everything's the same.

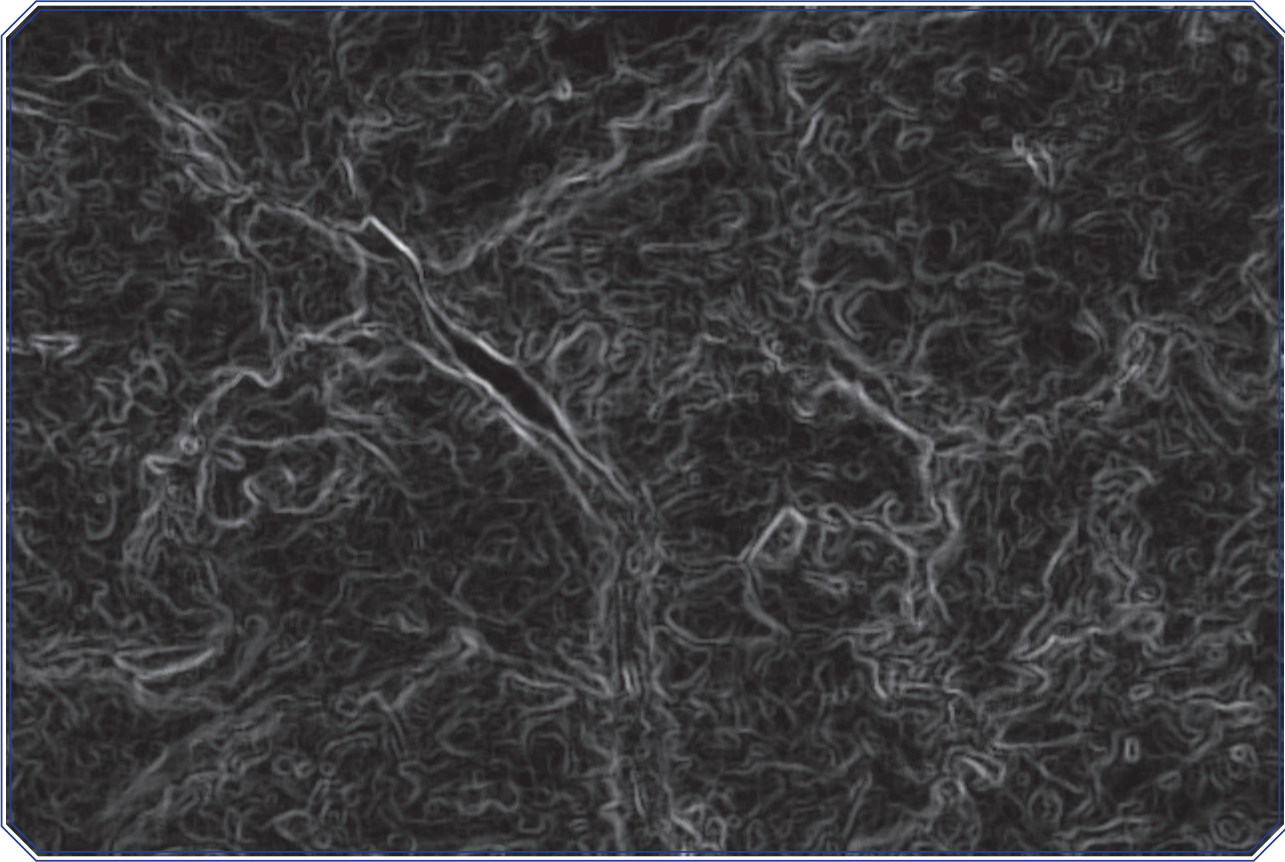
One thing that hasn't entered into this discussion is *acceleration*. In fact, a spacecraft's delta-V has nothing to do with its acceleration; a higher acceleration allows it to burn its fuel faster, but its final velocity using that amount of fuel will remain the same. However, acceleration is extremely important in tactical situations, so most combat spacecraft have the highest acceleration they can get. This raises the question of how fast they'll burn up all their fuel. To answer this question without a lot of complicated rocket science, we'll break everything down into gaming terms.

The most useful measure of delta-V for Terracide isn't kilometers per second: it's the G-segment. This is the change in velocity gained from thrusting at one G for one segment in space combat. (Around 3.3kps) All movement in space combat is taken in G's (10m of Flight = 1G) and spacecraft move each segment. So the number of G's at which a spacecraft is thrusting on a given segment is the number of G-segments of fuel it has burned on that segment.

Take the example torch drive given above: its 240kps of delta-V equals about 72 G-segments. (240/3.3) If it fires its engine at 4Gs for one segment, it's down to 68 G-segments of fuel. Doing so for 12 segments would use up 48 G-segments of fuel, leaving it with only 24 G-segments of fuel on board – half of what it needs to slow down. Oops.

These two numbers: Acceleration in G's, and fuel in G-segments, tell you everything you need to know about a spacecraft's performance in normal space, particularly for combat.

For FTL performance, there are also only two numbers to worry about: the spacecraft's range in light-years, and its hyper threshold in AU's. The range in light-years is given as the spacecraft's Tech Level, in most cases; it should have meters of teleportation (mega-scaled to light-years) equal to its TL.



SPACE IS A COMPLETELY
 UNFORGIVING ENVIRONMENT.
 IF YOU SCREW UP THE ENGI-
 NEERING, SOMEBODY DIES!
 --Akin's Laws of Spacecraft Design

The hyper threshold is a measure of how close to a given star the spacecraft's FTL drive can operate. It's based on the cube root of the spacecraft's mass, but this is proportional to its Base Length, so we'll just use that. The base Length (from the Size chart) divided by 40 will give the inner limit for a star with a mass of 1.0, in solar masses. For other cases, square the star's mass and multiply this by the hyper threshold of the spacecraft. This will give a distance in AU's: any closer than this, and the spacecraft can't transit into hyperspace. For the purpose of calibrating an FTL drive, a spacecraft needs to be within AU equal to star's mass squared times 40.

Smaller bodies such as planets and moons also have hyper thresholds, but they are much closer. Calculate them using planetary mass (Earth =1.0) squared instead of stellar mass. Divide the result in AU's by a million for gas giants; or by a thousand for smaller worlds. Also, an operable hyperdrive

will create a threshold within a short distance around itself; no other hyperdrive can operate within 100,000km times its hyper-threshold number. This makes it very hard to ambush a large spacecraft by popping out of hyperspace nearby!

Example: a Size 12 spacecraft enters the system of a G5 star. How close can it get? Its hyper- threshold is 0.8, and the stellar mass is 0.9. Mass squared times the threshold, equals 0.65 AU. Any world or habitat orbiting at that distance or beyond may get a surprise visit. If the destination is a planet with a mass of 0.8, the 'intruder' can emerge from hyperspace within .0005 AU, about 75,000km; very close indeed! (Parking a dreadnought in strategic locations is the best way to prevent this sort of thing....)

For a 'quick and dirty' version of hyper thresholds, temperature zones will work: Size 10 and 11 spacecraft can operate their FTL drives in the yellow zone, green or blue zones. Size 12, 13, and 14 can only operate in the green or blue zones. And size 15 and up can only activate their FTL drives in the blue zone. Spacecraft need to be within twice the inner limit of the black zone to calibrate their drives. (If the black zone starts at 20AU they need to be within 40AU.)

SAMPLE SPACECRAFT

The following section describes a few of the most commonly-encountered spacecraft in Terran Space. Costs have been adjusted on some components. (Point-defense mode forelasers should be treated as a multi-power slot, “locking out” the standard fire mode forelasers.)

GM’s may wish to consider a discount for “standard equipment” as detailed in the previous section, which would reduce spacecraft costs by 161 points. A basic computer might also be considered standard equipment, which is approximately 140 points. Depending on how easily the GM wants the PCs to purchase spacecraft (using either resource points or their own character points), the total discount on spacecraft may be up to 300 points. However, the GM may charge full price if he doesn’t want to make acquiring a spacecraft too easy. Alternately, if the campaign calls for the PCs to have a particular craft, the GM may just give it to them.

GRAVITY MODEL INDEPENDENT MERCHANT

Background/History: The ‘Gravity Model’ class merchant vessel is the most current generation of spacecraft the Free Trade League has procured under contract from Terran Galactic Operations. A total of 70 had been completed when the Terracide occurred, with over 90 more on order. Of these, 18 under construction at various yards within the Sol system were written off, while six more are being completed at the TGO space-works in Kruger 60. Remaining orders have been placed on indefinite hold, along with most other new spacecraft! The class takes its name from an old Terran economic theory, and other vessels in the class are likewise named using economic or business terminology, often with a tongue-in-cheek tone. Other vessels in the class include Marginal Utility, Loss Leader, Low Bidder, and Penalty Clause.

The class was conceived as a ‘start up’ vessel which could be purchased by new members of the Free Trade League at low cost. The League often made loans at favorable terms to

entrepreneurs who wished to join, as a means of opening up new markets. This has proved to be a risky policy, as a number of ‘Gravity Model’ crews have absconded with their quick, well-armed vessels and become privateers, or worse. However, up to now, the successes have outweighed the failures and the class has expanded the League’s economic influence across Charted Space.

In the months since the Terracide, this has begun to change. Many of these vessels were financed by banks on Terra, and with the destruction of those banks, now their ownership status is not clear. Some of them haven’t made payments in months, and there have been reports that more vessels of this class are leaving the League and going private. It’s rumored some have even stooped so low as to use their knowledge of League shipping to prey on their former allies. And with the major fleets (or what’s left of them) engaged in wars to consolidate the colonies, there are precious few vessels left to patrol for pirates.

Powers/Tactics: The Gravity Model merchant vessel is not designed as a front-line combatant. It doesn’t have any extra armor, nor is it particularly fast or maneuverable. However, its electronics and armaments are good enough to make it a ‘hard target’ for most pirates. The basic armaments include coilguns for use at longer ranges, and lasers which are very dangerous against closer targets. Many crews make it a priority to upgrade the basic weapons package, which makes hostiles think twice; a pair of hex-coilgun mounts can ruin a pirate’s day!

Campaign Use: The ‘Gravity Model’ is designed to be an ideal choice as a spacecraft for PC’s to use. It has a full crew complement of four. It has passenger accommodations for eight, as well, which allows for an interesting mix of NPC’s to be on board at any time. The status of the spacecraft is an important consideration: are the PC’s making payments on it, do they own it outright, or did they decide to steal it? Each of these three options will lead to a very different sort of campaign. Likewise, what’s the crew’s relationship with the Free Trade League? Are they resentful of their obligations to the League, do they enjoy being members of the League (plus having access to League facilities and resources!) or have they left the League altogether? Again, the answer to this question will strongly impact the tone of the campaign.

GRAVITY MODEL INDEPENDENT MERCHANT

Val	Char	Cost	Notes
11	Size	55	Length 25.4m, Width 12.7m, Height 12.7m, Volume 4,096m ³ Mass 204.8 ton, CV +7, KB -11 HTH Damage 14d6 END [7]
70	STR	5	
13	DEX	6	
10	PD	12	10/20 PD (10/20 rPD)
10	ED	12	10 ED (10 rED)
3	SPD	10	Phases: 4, 8, 12
6	OCV	15	
3	DCV	0	
21	BODY	0	Total Characteristic Cost: 99

Movement:

Cost	Powers	END
	Drive Systems	
10	1) Interstellar Overdrive (TL-10): Teleportation 10m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
18	3) Hydrogen-Boron Torch Drive: Flight 40m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc]	
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascalingMegaScaling.	
0	Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)	

- 58 **1) UV Laser:** dual mount (x2): RKA 4d6+1, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]
Notes: (x2 number of items)
- 69 **23) Coilgun:** quad mount: RKA 6d6-1, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125]
Tactical Systems
- 6 **1) Fire Direction System:** +4 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (!); Extra Time (5 Minutes, -2), OIF Bulky (-1)
- 7 **Point-Defense System:** +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼)
Defenses
- 8 **1) Micro-meteoroid shielding:** Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)
- 14 **2) Basic Compartmentalization:** Energy Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½)
- 23 **3) Acceleration Couch:** Physical Damage Reduction, 25%; OIF Immobile (-1 ½), Only Works Against G-forces (-½), Extra Time (Extra Phase, Only to Activate, -½)
Notes: (x12 number of items)
- 0 Personnel Systems
- 19 **1) Sealed Hull:** Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)
- 13 **2) Consumables:** Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc]
Notes: For short-range craft, change duration to 1 day or 1 week. (same cost).
- 4 **3) Airlock:** Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½)

33 **4) Hibernation Unit:** Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼)

Notes: (x12 number of items)

14 **5) Advanced Medical Imager:** Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼)

Electronics

20 **1) Emergency Beacon:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)

20 **2) Transponder:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)

13 **3) Civilian Radio TL10:** HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)

21 **4) Civilian Active Sensor Array TL10:** Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)

24 **5) Civilian Passive Sensor Array TL10:** Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)

Total Abilities & Equipment Cost: 395

Total Vehicle Cost: 494

Value Complications

0 **Dependence:** Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)

10 **Hunted:** Free Trade League Infrequently (Mo Pow; NCI; Watching)

20 **Physical Complication:** Cannot enter atmospheres (Infrequently; Fully Impairing)

10 **Rivalry:** Professional (Other merchant vessels; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)

20 **Social Complication:** Quarterly loan payment Frequently, Severe

15 **Social Complication:** Hazardous exhaust Very Frequently, Minor

Total Complication Points: 75

Total Cost: 419/5 = 84

CELESTIAL GUARD MAN-OF-WAR INTRUDER

Val	Char	Cost	Notes
12	Size	60	Length 32m, Width 16m, Height 16m, Volume 8,192m ³ Mass 409.6 ton, OCV +8, KB -12
60	STR	-10	HTH Damage 12d6 END [6]
22	DEX	24	
18	PD	24	18/28 PD (18/28 rPD)
18	ED	24	18 ED (18 rED)
4	SPD	20	Phases: 3, 6, 9, 12
10	OCV	35	
3	DCV	0	
22	BODY	0	Total Characteristic Cost: 161

Movement:

Cost	Powers	END
	Drive Systems	
10	1) Interstellar Overdrive (TL-10): Teleportation 10m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
45	3) Deuterium Torch Drive: Flight 100m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc]	
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit MmegasScaling.	
0	Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)	

61	1) UV Laser: hex mount: RKA 5d6, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]
73	23) Coilgun: hex mount: RKA 6d6, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125]
77	43) Kinetic Missile: hex mount (x3): RKA 8d6, Armor Piercing (+¼), Autofire (5 shots; +½); 5 Charges which Never Recover (-2 ¾), Extra Time (5 Minutes, -2), OAF (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼) [5 nr] Notes: (x18 number of items)
	Tactical Systems
21	1) Fire Direction System, TL10: +10 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1) Notes: (x4 number of items)
7	Point-Defense System: +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼)
5	2) Military Grade Weapons: Weapon Master: +1d6 (Spacecraft Weaponry); Extra Time (5 Minutes, -2), OIF Bulky (-1)
	Defenses
14	1) Armored Hull: Hardened (+¼) applied to PD plus Hardened (+¼) applied to ED
8	2) Micro-meteoroid shielding: Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)
60	3) Total Compartmentalization: Energy Damage Reduction, Resistant, 75%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 75%; BODY Only (-½), Ablative BODY Only (-½)
11	4) G-Tank with neural interface: Physical Damage Reduction, 75%; OIF Immobility (-1 ½), Extra Time (1 Minute, Only to Activate, -¾), Only Works Against G-forces (-½)
7	5) Damage Control: Healing BODY 1d6+1 (standard effect: 4 points), Reduced Endurance (0 END; +½), Decreased Re-use Duration (5 Minutes; +1); Extra Time (5 Minutes, -2), Requires A Roll (Skill roll; Burnout, Must be made each Phase/use; -1), Required Multiple Users ([3-4] people; -½)

Personnel Systems

19 **1) Sealed Hull:** Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)

13 **2) Consumables:** Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc]
Notes: For short-range craft, change duration to 1 day or 1 week. (same cost)

9 **3) Airlock:** Severe Transform 0 1/2d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +1/4), Partial Transform (+1/2), Reduced Endurance (0 END; +1/2); OIF Immobility (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Target only v. atmosphere in airlock (-1), No Range (-1/2)
Notes: (x2 number of items)

33 **4) Hibernation Unit:** Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -1/2), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -1/4) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -1/2), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -1/4)
Notes: (x16 number of items)

19 **5) Advanced Medical Imager:** Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobility (-1 1/2), Extra Time (1 Turn (Post-Segment 12), -1 1/4)
Notes: (x2 number of items)

Electronics

20 **1) Emergency Beacon:** Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-1/2)

20 **2) Transponder:** Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-1/2)

13 **3) Civilian Radio TL10:** HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 3/4); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-1/2)

27 **4) Laser Comm System:** Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-1/2)

21 **5) Civilian Active Sensor Array TL10:** Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-1/2)

18 **6) Civilian Passive Sensor Array TL10:** Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-1/2)

4 **7) Military Comms/Sensors Upgrade:** +5 PER with all Sense Groups; Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As More Than One Sense [normal sight/hearing] (-1/2)

43 **8) Remote Sensor Platform:** Clairsentience (Radio And Sight Groups), Discriminatory, Mobile Perception Point (can move up to 12m per Phase), LOS (+1/2), MegaScale (1m = 1,000 km; +1 3/4); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [sight/hearing] (-1/2), 1 Recoverable Continuing Fuel Charge lasting 1 Day (Recovers Under Limited Circumstances; +1/2) [1 rc]
Notes: (x4 number of items)

28 **9) Spacecraft IFF System:** Radio Group Images, +/-5 to PER Rolls, Persistent (+1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1,000 km; +1 3/4); Set Effect: IFF signals only (-1), No Range (-1/2)

Total Abilities & Equipment Cost: 687
Total Vehicle Cost: 848

Value	Complications
0	Dependence: Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)
10	Hunted: Celestial Guard Infrequently (Mo Pow; NCI; Watching)
20	Physical Complication: Can't operate in atmosphere (Infrequently; Fully Impairing)
10	Rivalry: Professional (; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Complication: Hazardous rocket exhaust Very Frequently, Minor
20	Social Complication: Subject to orders Very Frequently, Major

Total Complication Points: 75
Total Cost: 773/5 = 155

INTERSTELLAR YACHT

Val	Char	Cost	Notes
10	Size	50	Length 20.16m, Width 10.08m, Height 10.08m, Volume 2,048m ³ Mass 102.4 ton, OCV +6, KB -10 HTH Damage 10d6 END [5]
50	STR	-10	
24	DEX	28	
10	PD	12	10/20 PD (10/20 rPD)
10	ED	12	10 ED (10 rED)
4	SPD	20	Phases: 3, 6, 9, 12
7	OCV	20	
3	DCV	0	
20	BODY	0	Total Characteristic Cost: 116

Movement:

Cost	Powers	END
	Drive Systems	
10	1) Interstellar Overdrive (TL-10): Teleportation 10m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
22	3) Hydrogen-Boron Torch Drive: Flight 50m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc] Notes: 5G's @ 100tons; 4G's @ 125 tons (fully loaded)	
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascaling. Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)	

61	1) UV Laser: hex mount: RKA 5d6, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]
73	3) Coilgun: hex mount: RKA 6d6, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125] Tactical Systems
11	1) Fire Direction System, TL10: +10 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1)
7	Point-Defense System: +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼) Defenses
8	1) Micro-meteoroid shielding: Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)
14	2) Basic Compartmentalization: Energy Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½)
20	3) Gel couch with remotes: Physical Damage Reduction, 50%; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), Only Works Against G-forces (-½) Notes: (x7 number of items) Personnel Systems
19	1) Sealed Hull: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)
13	2) Consumables: Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc] Notes: For short-range craft, change duration to 1 day or 1 week. (same cost)
4	3) Airlock: Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½)

28	<p>4) Hibernation Unit: Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼)</p> <p>Notes: (x7 number of items)</p>	27	<p>4) Laser Comm System: Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-½)</p>														
14	<p>5) Advanced Medical Imager: Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobility (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Requires A Roll (PER roll, -1 per 20 Active Points modifier; -¼)</p> <p>Electronics</p>	21	<p>5) Civilian Active Sensor Array TL10: Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)</p>														
20	<p>1) Emergency Beacon: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)</p>	24	<p>6) Civilian Passive Sensor Array TL10: Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)</p>														
20	<p>2) Transponder: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)</p>	<p>Total Abilities & Equipment Cost: 430</p> <p>Total Vehicle Cost: 546</p>															
13	<p>3) Civilian Radio TL10: HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)</p>	<table border="1"> <thead> <tr> <th>Value</th> <th>Complications</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Dependence: Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)</td> </tr> <tr> <td>15</td> <td>Distinctive Features: Opulent interior fittings (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)</td> </tr> <tr> <td>15</td> <td>Hunted: Corsairs / Hijackers Infrequently (Mo Pow; Harshly Punish)</td> </tr> <tr> <td>10</td> <td>Negative Reputation: Pirate-bait: known to have VIP's and valuable cargo on board, Frequently</td> </tr> <tr> <td>20</td> <td>Physical Complication: Cannot enter atmosphere (Infrequently; Fully Impairing)</td> </tr> <tr> <td>15</td> <td>Social Complication: Hazardous rocket exhaust Very Frequently, Minor</td> </tr> </tbody> </table> <p>Total Complication Points: 75</p> <p>Total Cost: 471/5 = 94</p>		Value	Complications	0	Dependence: Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)	15	Distinctive Features: Opulent interior fittings (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	15	Hunted: Corsairs / Hijackers Infrequently (Mo Pow; Harshly Punish)	10	Negative Reputation: Pirate-bait: known to have VIP's and valuable cargo on board, Frequently	20	Physical Complication: Cannot enter atmosphere (Infrequently; Fully Impairing)	15	Social Complication: Hazardous rocket exhaust Very Frequently, Minor
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15	Social Complication: Hazardous rocket exhaust Very Frequently, Minor																

INTERSTELLAR YACHT

Background/History: In the race to squander as much wealth as humanly possible on a private spacecraft, the current leader is the *Rival Suitor* of interstellar yachts. Although quite small -- just big enough for a crew of three, and four passengers -- this spacecraft features interior fittings which put even the famous Fast Clipper vessels to shame. Absolutely no expense is spared to make these hand-crafted vessels the most opulent experience available in private interstellar travel. Of course, not many of them have been sold -- but that just makes the prestige of owning one that much greater. The people who buy these spacecraft, and lesser examples of the type, are those who cannot be bothered to wait for a scheduled transport to their destination star system... even if it's a fast clipper. There are others who simply wish to travel in privacy, and there is nothing more private than a personal spacecraft in hyperspace, cut off not only from everyone else, but from reality itself. And of course, there are a few wealthy eccentrics who are simply too paranoid to share a ride... although these types usually go for larger yachts so they can bring along more bodyguards.

For most purposes, however, the *Rival Suitor* class is secure enough to satisfy most buyers. In fact, when the class made its debut, the performance, equipment and electronics drew comment for being just short of 'military grade.' For such a small spacecraft, it can be quite dangerous in the hands of a capable crew. This has enhanced its reputation considerably, as many other yachts don't back up their luxurious fittings with performance in flight. However, this has also made the class a popular target for hijackers and pirates, who are interested not only in the vessel's cargo and passengers, but its value as a 'prize' in and of itself. A number of corsair squadrons have added a yacht like this one to their ranks, stripping out its valuable interior but keeping its excellent engines and weapons intact.

The Solar Express Company has commissioned a series of courier vessels based on the *Suitor's* basic spaceframe, with identical performance, but not the extravagant interior fittings. On the outside, the *Palomino* class courier looks just like its progenitor, and is used for high-priority cargo runs, or to transport small groups of VIP's. *Palomino* crews always make sure, however, to run their transponders so that nobody confuses them for a space yacht. In spite of this, the *Palomino* courier's class name and strong resemblance to a

more upscale type of vessel has made them known to most people as the “Phony Express” couriers.

Powers/Tactics: Although considered dangerous for its size, the Rival Suitor class is simply too small to take on any serious attackers -- its best option is usually running away, and using its weaponry to discourage pursuit. While it only has weapon mounts, both are fitted with hex-mounts: six lasers for point-defense and close-up work, and six coilguns for range firepower. A few owners have opted to replace the coilguns with missiles, but while this provides a single massive salvo, it doesn't afford any staying power if the fight outlasts the very limited supply of (six) missiles.

Campaign Use: The three most common encounters with this vessel type will be as a privately-owned yacht, a priority courier, or a converted corsair. (The PCs probably won't own a spacecraft like this one at the start of the campaign, and aren't likely to get one later, either.) For yachts and couriers, the PCs may be called upon either to provide armed escort (if they have a well-armed vessel) or to attempt intercepting and boarding. This will present an interesting challenge, as the PC's vessel will be hard-pressed to equal the yacht/

courier's acceleration, and its firepower may also be a problem. If the PCs run into a yacht converted to a corsair, then they've got real trouble, because such vessels seldom operate alone -- they are usually accompanied by the corsair craft which originally captured them. Pirates with captured yachts have been known to stage fake pursuits, with the 'yacht' sending out frantic distress calls, promising a huge reward to anyone who can help them escape. Those who attempt to help are in for a rude shock when both the 'yacht' and the pirates chasing it suddenly gang up on them!

Appearance: For Rival Suitor's exterior, the designers made absolutely no effort to hide the spacecraft's excess. The engines and weapons are obviously larger than normal for such a small interstellar craft. Some consider it a garish display of power and wealth; others see a triumphant union of technology and testosterone. The interior simply must be seen to be believed. Each vessel's cabin space is entirely hand-crafted, often to the specifications of the owner, and no two are remotely similar -- each one is an original work of art.

STELLAR EXPRESS COMPANY FAST CLIPPER

Background/History: The Solar Express Company's Fast Clippers are the undisputed rulers of the commercial space-lanes. Fast, luxurious, and very secure, these famous spacecraft are the first choice for VIPs making interstellar transits, or those with high-priority cargo to ship. These spacecraft are named after the famous 'clipper ships' of the age of sail, and as a result most have rather archaic-sounding names, such as Northern Light, Tai-Tsing, and of course, Cutty Sark. The entire fleet has recently been upgraded to TL10 specifications and outfitted with FTL3.0 technology, allowing them to use the fastest routes available in Terran Space. Their fusion drives are also among the most powerful on any commercial Terran vessel: capable of generating a full 'G' of thrust when fully loaded at 16 kilotons; these drives can reach 5Gs when the clipper is running light without extra cargo and passengers.

The Fast Clippers have a well-deserved reputation for luxury, featuring extravagant facilities and entertainment for their passengers during the month-long passages between star systems. The dining service is never less than five-star, and no two clippers have the same cuisine. Recreation and workout facilities are available, as are spas, live theater, casinos, and of course virtual entertainment, both public and private. Rumor has it that a few high-level Solar Express executives have taken up permanent residence on these vessels, running their corporate (and some say, criminal) empires from the safety and comfort of their own star-hopping palaces. Such vessels are, of course, also rumored to have extra security in place, in addition to improved armaments to defend their resident 'kingpins.' Another rumor says that one of the clippers even has its own Q-Net connection, to keep the CEO of Solar Express in touch with the his Company as he travels around Terran Space. (If true, this would be the single most valuable civilian vessel in Terran spaceflight history!)

Powers/Tactics: The main armament of most Fast Clippers is a pair of medium coilguns. Weapons of this size are almost seen on civilian vessels without special permits from the High Council on Space Transport, and such permits are only when a clear need for such weaponry (and the means to pay for it!) is demonstrated. Of course the mere existence of this armament guarantees it will seldom be used -- most pirates' vessels simply can't withstand firepower of this magnitude! Aside from its massive coilguns, a Fast Clipper has

an impressive TEN dual lasers, which provide tremendous close-up firepower and superb point-defense against missiles. In fact, no pirate, corsair or raider has EVER achieved a missile hit against one of these proud vessels.

On most runs, the Fast Clipper will carry a full complement of passengers and cargo, and is only capable of 1G of acceleration. However, its passenger sectors (and some of its cargo capacity) are contained in four rotating spin-G habitat modules which can be removed for greater maneuverability. When running without these modules, a Fast Clipper only has one-fifth of its cargo capacity, but can produce an amazing 5G's of acceleration. When Solar Express needs a high-priority cargo delivered by the fastest possible means, it uses a stripped-down Fast Clipper, and the sight of one of these vessels running 'light and fast' is a sure sign that something valuable is on board. The crews selected for such runs will always be the best available, and they will be on high alert.

Campaign Use: The Fast Clipper represents decadence. VIP's and celebrities and filthy rich travel on these spacecraft, and unless the PCs are famous, or very well connected, they aren't likely to set foot inside one, ever. They may encounter a Fast Clipper in many other ways, however. If the PCs are outlaws, the Fast Clipper represents 'the ultimate job' either for piracy or hijacking. (or maybe kidnapping...whatever.) Such a mission should be extremely challenging for any group of PCs, no matter what power level. If the PCs operate their own merchant vessel, (and especially if they're in the Free Trade League) then the Fast Clipper is the rival they love to hate. Fast Clipper captains get VIP treatment at most ports of call, and they enjoy lording it over less glamorous vessels and their crews, which most of them find infuriating. Finding little ways to retaliate is a popular pastime among independent crews. If the PCs are looking to 'trade up' for a bigger, better spacecraft, the Fast Clipper represents the 'impossible dream' -- the vessel they'll never own. Finally, the crews of Fast Clippers are privy to all kinds of information gleaned from their passengers' conversations, cargo manifests, etc, and so make excellent contacts, or at least targets for bribery.

Appearance: The Fast Clipper, like most interstellar spacecraft, is basically a long spindle with its drives in the stern, its FTL system in a huge ring around its 'waist' and a massive set of radiator panels fanning out to either side. The front end houses the crew section and electronics, as well as the main armament. In most cases, the front half has four torus-shaped passenger/cargo modules (paired to rotate in opposite directions) surrounding the hull, with the spindle of its main hull running through the center of each.

STELLAR EXPRESS COMPANY FAST CLIPPER

Val	Char	Cost	Notes
15	Size	75	Length 64m, Width 32m, Height 32m, Volume 65,536m ³ Mass 3.3 kton, OCV +10, KB -15
95	STR	10	HTH Damage 19d6 END [9]
13	DEX	6	
10	PD	12	10/20 PD (10/20 rPD)
10	ED	12	10 ED (10 rED)
3	SPD	10	Phases: 4, 8, 12
7	OCV	20	
3	DCV	0	
25	BODY	0	Total Characteristic Cost: 129

Movement:

Cost	Powers	END
	Drive Systems	
10	1) Interstellar Overdrive (TL-10): Teleportation 10m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
22	3) Hydrogen-Boron Torch Drive: Flight 50m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc]	
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascaling.	
0	Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)	

73 **1) UV Laser:** dual mount (x10): RKA 4d6+1, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]

Notes: (x10 number of items)

85 **3) Medium Coilgun:** dual mount: RKA 7d6, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125]

Tactical Systems

16 **1) Fire Direction System, TL10:** +10 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1)

Notes: (x2 number of items)

7 **Point-Defense System:** +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼)

Defenses

8 **1) Micro-meteoroid shielding:** Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)

30 **2) Heavy Compartmentalization:** Energy Damage Reduction, Resistant, 50%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 50%; BODY Only (-½), Ablative BODY Only (-½)

53 **3) Acceleration Couch:** Physical Damage Reduction, 25%; OIF Immobile (-1 ½), Only Works Against G-forces (-½), Extra Time (Extra Phase, Only to Activate, -½)

Notes: (x525 number of items)

7 **4) Damage Control:** Healing BODY 1d6+1 (standard effect: 4 points), Reduced Endurance (0 END; +½), Decreased Re-use Duration (5 Minutes; +1); Extra Time (5 Minutes, -2), Requires A Roll (Skill roll; Burnout, Must be made each Phase/use; -1), Required Multiple Users ([5-8] people; -¾)

Personnel Systems

19 **1) Sealed Hull:** Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)

13 **2) Consumables:** Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc]

Notes: For short-range craft, change duration to 1 day or 1 week. (same cost)

19 **3) Airlock:** Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½)

Notes: (x8 number of items)

11 **4) Spin Gravity:** Change Environment (+5 Points of Telekinetic STR), Persistent (+¼), Reduced Endurance (0 END; +½); Extra Time (5 Minutes, Only to Activate, -1), Limited Power Only to create spin-gravity (-1), Side Effects: coriolis forces, Side Effect occurs automatically whenever Power is used (Side Effect affects both character and recipient of Power's benefits; -1)

63 **5) Hibernation Unit:** Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼)

Notes: (x525 number of items)

24 **6) Advanced Medical Imager:** <i>Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼)

Notes: (x4 number of items)

Electronics

20 **1) Emergency Beacon:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)

20 **2) Transponder:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)

13 **3) Civilian Radio TL10:** HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)

27 **4) Laser Comm System:** <i>Laser Comm System:</i> Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-½)

21 **5) Civilian Active Sensor Array TL10:** <i>Civilian Active Sensor Array TL10:</i> Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)

24 **6) Civilian Passive Sensor Array TL10:** <i>Civilian Passive Sensor Array TL10:</i> Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)

Perks

9 **Positive Reputation:** Highly secure and prestigious luxury liner (A large group) 14-, +3/+3d6

Total Abilities & Equipment Cost: 595

Total Vehicle Cost: 724

Value Complications

0 **Dependence:** Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)

10 **Hunted:** Solar Express Company Infrequently (Mo Pow; NCI; Watching)

15 **Hunted:** Corsairs and Hijackers Infrequently (As Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)

15 **Negative Reputation:** Pirate-bait: known to carry wealthy passengers and valuable cargo, Very Frequently

20 **Physical Complication:** Cannot Enter Atmosphere (Infrequently; Fully Impairing)

15 **Social Complication:** Hazardous exhaust Very Frequently, Minor

Total Complication Points: 75

Total Cost: 649/5 = 130

HYPER SHUTTLE

Val	Char	Cost	Notes
10	Size	50	Length 20.16m, Width 10.08m, Height 10.08m, Volume 2,048m ³ Mass 102.4 ton, OCV +6, KB -10 HTH Damage 11d6 END [5]
55	STR	-5	
14	DEX	8	
10	PD	12	10/20 PD (10/20 rPD)
10	ED	12	10 ED (10 rED)
3	SPD	10	Phases: 4, 8, 12
5	OCV	10	
3	DCV	0	
20	BODY	0	Total Characteristic Cost: 81

Movement:

Cost	Powers	END
	Drive Systems	
8	1) Interstellar Overdrive : Teleportation 8m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
13	2) Meta-helium rocket: Flight 30m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Hour (-0) [1 cc]	
1	3) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
0	4) Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascaling.	
0	Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)	
53	1) UV Laser: RKA 4d6+1, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]	

65	3) Coilgun: RKA 5d6+1, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125] Tactical Systems
7	Point-Defense System: +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼) Defenses
8	1) Micro-meteoroid shielding: Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)
14	2) Basic Compartmentalization: Energy Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½)
28	3) Acceleration Couch: Physical Damage Reduction, 25%; OIF Immobile (-1 ½), Only Works Against G-forces (-½), Extra Time (Extra Phase, Only to Activate, -½) Notes: (x28 number of items) Personnel Systems
19	1) Sealed Hull: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)
13	2) Consumables: Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc] Notes: For short-range craft, change duration to 1 day or 1 week. (same cost)
4	3) Airlock: Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½) Electronics
20	1) Emergency Beacon: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)
20	2) Transponder: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)
13	3) Civilian Radio TL10: HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)

- 21 **4) Civilian Active Sensor Array TL10:** Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)
- 24 **5) Civilian Passive Sensor Array TL10:** Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)

Total Abilities & Equipment Cost: 331

Total Vehicle Cost: 412

Value Complications

- 0 **Dependence:** Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)
- 15 **Hunted:** Supporting spacecraft or spaceport Very Frequently (Mo Pow; Watching)
- 20 **Physical Complication:** Limited fuel supply (Frequently; Greatly Impairing)
- 15 **Social Complication:** Hazardous rocket exhaust Very Frequently, Minor

Total Complication Points: 50

Total Cost: 362/5 = 72

HYPER SHUTTLE

The Hyper Shuttle is a common short-range spacecraft used for FTL transits within a single star system -- it doesn't have the range or endurance for interstellar flight. The model above is a civilian type used by the Fast Clipper vessels. Hyper Shuttles in military service have hardened armor, military-grade sensors and weapons, and heavy compartmentalization. (+25pts)

LEIF ERICSON CLASS EXPLORATION VESSEL

Background/History: The Leif Ericson class vessels are the iconic exploration craft, constructed by Terran Galactic Operations, and purchased by a number of organizations across Terran Space. The largest buyer of Ericsons has been the New Terran Colonial Foundation, with the Sirius Space Studies Institute a close second. Some smaller organizations cannot afford to buy such a large vessel outright, and choose to lease one from TGO instead. Possession of these vessels reverts to Terran Galactic at the end of the lease, and as a result, TGO also has a fleet of Ericsons, although they are older models which have seen a great deal of use and travel.

The Ericson class has been at the leading edge of Terran exploration since it was first introduced back in the days of FTL2.0. Since then their hyperdrives have been upgraded to FTL3.0, but the rest of the design is basically unchanged. During the history of the class, the Ericson has accumulated more long-distance and endurance records than any other vessel, and holds most of the records to this day. Aside from the records, the Ericsons have also been responsible for a great many of humanity's most important discoveries.

At the time of the Terracide, nearly every extant vessel in the class is out of contact, beyond the frontier systems, and it may be years before the last of them reports in. Only one of these vessels was lost in the Terracide: the NTCF's *Shackleton* was docked at Mars when the disaster occurred, and most of its crew were on Terra for debriefing and a long-overdue vacation. Speculation as to what they found has been rampant across Terran space, with wild rumors of a 'new earth' which may or may not be inhabited by a hostile native species. , all official records of the Shackleton's last voyage were destroyed in the Terracide.

Powers/Tactics: The Ericson is rather slow, so it must rely on its weaponry to defend itself from attackers, rather than trying to run away. With its massive fuel tanks dry, it can boost at 2Gs, but when fully loaded, the best it can manage is 0.4Gs. However, it mounts a strong array of defensive and offensive weaponry: six dual coilguns, twelve dual lasers, and a pair of hex-missile racks for emergencies. Most Ericsons carry replacement missiles in their cargo holds to re-load the racks, as well.

Campaign Use: The Ericson makes a good location for an exploration campaign set in the Terracide galaxy. With a crew of 25, and an exploration/scientific staff of about 32, it has enough people on board to support a regular cast of NPCs with which the PCs can interact. Since these vessels spend years away from civilization, this presents a unique opportunity: running an entire campaign with less than 60 characters -- an Ericson class spacecraft is truly a 'world in miniature' traveling between the stars. Of course, this doesn't include whoever, or whatever, the crew meets during its travels. This could be anything: a lost colony of humans, an alien outpost, or even the 'holy grail' of Terra's exploration efforts: a new Earth-like world, ready to be colonized. Or perhaps the crew will find a dead world with an extinct civilization, and upon further investigation, discover that the Terracide wasn't a unique event after all....

Appearance: The Ericson is built along the same general lines as the famous 'fast clipper' spacecraft, but with many details altered: a smaller engine, different weaponry, and massive fuel tanks instead of extra passenger habitats.

LEIF ERICSON CLASS EXPLORATION VESSEL

Val	Char	Cost	Notes
15	Size	75	Length 64m, Width 32m, Height 32m, Volume 65,536m ³ Mass 3.3 kton, OCV +10, KB -15
95	STR	10	HTH Damage 19d6 END [9]
10	DEX	0	
10	PD	12	10/20 PD (10/20 rPD)
10	ED	12	10 ED (10 rED)
2	SPD	0	Phases: 6, 12
6	OCV	15	
3	DCV	0	
25	BODY	0	Total Characteristic Cost: 108

Movement:

Cost	Powers	END
	Drive Systems	
10	1) Interstellar Overdrive (TL-10): Teleportation 10m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	
9	3) Deuterium Torch Drive: Flight 20m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc]	
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascaling.	
4	5) Fuel-Cracking System: Major Transform 1d6 (Hydrogen-bearing volatiles into refined deuterium, N/A), Persistent (+¼), Constant (+½), Reduced Endurance (0 END; +½); Extra Time (5 Minutes, -2), OAF Bulky (-1 ½), No Range (-½) Notes: Requires one week to re-fill fuel tanks.	

0	Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)
73	1) UV Laser: dual mount (x12): RKA 4d6+1, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc] Notes: (x12 number of items)
80	3) Coilgun: dual mount (x6): RKA 5d6+1, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125] Notes: (x6 number of items)
72	4) Kinetic Missile: hex mount (x2): RKA 8d6, Armor Piercing (+¼), Autofire (5 shots; +½); 5 Charges which Never Recover (-2 ¾), Extra Time (5 Minutes, -2), OAF (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼) [5 nr] Notes: (x12 number of items)
	Tactical Systems
21	1) Fire Direction System, TL10: +10 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1) Notes: (x4 number of items)
7	Point-Defense System: +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼)
	Defenses
8	1) Micro-meteoroid shielding: Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)
14	2) Basic Compartmentalization: Energy Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 25%; BODY Only (-½), Ablative BODY Only (-½)
33	3) Acceleration Couch: Physical Damage Reduction, 25%; OIF Immobile (-1 ½), Only Works Against G-forces (-½), Extra Time (Extra Phase, Only to Activate, -½) Notes: (x57 number of items)
7	4) Damage Control: Healing BODY 1d6+1 (standard effect: 4 points), Reduced Endurance (0 END; +½), Decreased Re-use Duration (5 Minutes; +1); Extra Time (5 Minutes, -2), Requires A Roll (Skill roll; Burnout, Must be made each Phase/use; -1), Required Multiple Users ([5-8] people; -¾)

0	Personnel Systems	13	3) Civilian Radio TL10: HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)
19	1) Sealed Hull: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)	27	4) Laser Comm System: Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-½)
13	2) Consumables: Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc]	21	5) Civilian Active Sensor Array TL10: Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)
24	3) Airlock: Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½)	24	6) Civilian Passive Sensor Array TL10: Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)
11	4) Spin Gravity: Change Environment (+5 Points of Telekinetic STR), Persistent (+¼), Reduced Endurance (0 END; +½); Extra Time (5 Minutes, Only to Activate, -1), Limited Power Only to create spin-gravity (-1), Side Effects: coriolis forces, Side Effect occurs automatically whenever Power is used (Side Effect affects both character and recipient of Power's benefits; -1)	4	7) Military Comms/Sensors Upgrade: +5 PER with all Sense Groups; Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As More Than One Sense [normal sight/hearing] (-½)
43	5) Hibernation Unit: Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼)	68	8) Remote Sensor Platform: Clairsentience (Radio And Sight Groups), Discriminatory, Mobile Perception Point (can move up to 12m per Phase), LOS (+½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [sight/hearing] (-½), 1 Recoverable Continuing Fuel Charge lasting 1 Day (Recovers Under Limited Circumstances; +½) [1 rc]
24	6) Advanced Medical Imager: Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Requires A Roll (PER roll, -1 per 20 Active Points modifier; -¼)		Notes: (x100 number of items)
0	Electronics		Total Abilities & Equipment Cost: 670
20	1) Emergency Beacon: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)		Total Vehicle Cost: 778
20	2) Transponder: Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)		
			Value Complications
		0	Dependence: Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)
		10	Hunted: Terran Galactic Operations (or other organization) Infrequently (Mo Pow; NCI; Watching)
		10	Hunted: The Military: Celestial Guard or Colonial Reserves Infrequently (Mo Pow; NCI; Watching)
		10	Negative Reputation: Civilian vessel with military engines and sensors, Very Frequently (Known Only To A Small Group)
		20	Physical Complication: Cannot enter atmosphere (Infrequently; Fully Impairing)
		10	Rivalry: Professional, other exploration vessels, Rival is More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
		15	Social Complication: Hazardous rocket exhaust Very Frequently, Minor
			Total Complication Points: 75
			Total Cost: 703/5 = 141

COLONIAL RESERVE FLEET SAGRAMORE LIGHT ASSAULT VESSEL

Val	Char	Cost	Notes
14	Size	70	Length 50.8m, Width 25.4m, Height 25.4m, Volume 32,768m ³ Mass 1.6 kton, OCV +9, KB -14
85	STR	5	HTH Damage 17d6 END [8]
20	DEX	20	
18	PD	24	18/28 PD (18/28 rPD)
18	ED	24	18 ED (18 rED)
5	SPD	30	Phases: 3, 5, 8, 10, 12
9	OCV	30	
3	DCV	0	
24	BODY	0	Total Characteristic Cost: 187

Movement:

Cost	Powers	END
	Drive Systems	
9	1) Interstellar Overdrive : Teleportation 9m, Safe Blind Teleport (+¼), No Range Modifier (+½), MegaScale (1m = 1 lightyear; +4 ¼); Extra Time (1 Week, -2 ¼), 1 Recoverable Charge (Recovers Under Limited Circumstances; -2), Doesn't work near large gravitic/magnetic fields (-½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) [1 rc]	10
1	2) Maneuvering Thrusters: Flight 1m, Space Flight: segmented movement, cumulative acceleration, realistic turn mode (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), 1 Continuing Fuel Charge lasting 20 Minutes (-¼), no Noncombat movement (-¼) [1 cc]	7
32	3) Deuterium Torch Drive: Flight 70m, Space Flight: Segmented movement, cumulative acceleration, realistic turn mode, limited thrust (+0), Combat Acceleration/Deceleration (+¼); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; -1 ½), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 1 Day (-0) [1 cc]	5
0	4) Fusion Rocket Exhaust (side effects): RKA 1 point, Area Of Effect (60m Cone Explosion; +½), Thin Cone (-¼), Constant (+½), MegaScale (1m = 100 km; +1 ½) Notes: +1 DC per Vehicle Size and G of accel. For conventional rockets, omit megascalings.	14

Weapon Systems, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (5 Minutes, -2), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼)

66 1) UV Laser: hex mount (x2): RKA 5d6, Armor Piercing (x2; +½), Autofire (5 shots; +½); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Reduced By Range (-¼), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Recoverable Charges (Recovers Under Limited Circumstances; +¾) [125 rc]

Notes: (x2 number of items)

93 2) Medium Coilgun: hex mount: RKA 8d6-1, Armor Piercing (+¼), Autofire (5 shots; +½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Cannot Use Targeting (-½), Beam (-¼), No Knockback (-¼), Limited Range: 1 lt-sec (300,000 km/300 hexes) (-¼), 125 Charges (+¾) [125]

Tactical Systems

1) Fire Direction System, TL10: +9 with all spacecraft weapons; Extra Time (5 Minutes, -2), only v. OCV penalties for multiple attacks (-1 ½), OIF Bulky (-1) plus Deadly Sprayfire; Extra Time (5 Minutes, -2), OIF Bulky (-1) plus Precise Sprayfire (I); Extra Time (5 Minutes, -2), OIF Bulky (-1)

7 2) Point-Defense System: +10 with mounted spacecraft weapons; Extra Time (5 Minutes, -2), OIF Bulky (-1), with autofire v. missiles (-¼)

5 3) Military Grade Weapons: Weapon Master: +1d6 (Spacecraft Weaponry); Extra Time (5 Minutes, -2), OIF Bulky (-1)

Defenses

14 1) Armored Hull: Hardened (+¼) applied to PD plus Hardened (+¼) applied to ED

8 2) Micro-meteoroid shielding: Resistant Protection (10 PD), Hardened (+¼); Only Works Against Rare attack (-1), Ablative BODY Only (-½)

60 3) Total Compartmentalization: Energy Damage Reduction, Resistant, 75%; BODY Only (-½), Ablative BODY Only (-½) plus Physical Damage Reduction, Resistant, 75%; BODY Only (-½), Ablative BODY Only (-½)

45 4) Gel couch with remotes: Physical Damage Reduction, 50%; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), Only Works Against G-forces (-½)

Notes: (x165 number of items)

6 5) Damage Control: Healing BODY 1d6+1 (standard effect: 4 points), Reduced Endurance (0 END; +½), Decreased Re-use Duration (5 Minutes; +1); Extra Time (5 Minutes, -2), Required Multiple Users ([9-16] people; -1), Requires A Roll (Skill roll; Burnout, Must be made each Phase/use; -1)

Personnel Systems

- 19 **1) Sealed Hull:** Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)
- 13 **2) Consumables:** Life Support (Eating: Character does not eat; Self-Contained Breathing); 1 Continuing Fuel Charge lasting 1 Season (-0) [1 cc]
Notes: For short-range craft, change duration to 1 day or 1 week. (same cost)
- 19 **3) Airlock:** Severe Transform 0 ½d6 (Atmosphere into vacuum, Reversing airlock cycle), Area Of Effect (1m Radius; +¼), Partial Transform (+½), Reduced Endurance (0 END; +½); OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Limited Target only v. atmosphere in airlock (-1), No Range (-½)
Notes: (x8 number of items)
- 53 **4) Hibernation Unit:** Simulate Death (+10 to roll); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼) plus Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect occurs when character stops using power; -½), Requires A Roll (Skill roll, -1 per 20 Active Points modifier; -¼)
Notes: (x165 number of items)
- 24 **5) Advanced Medical Imager:** Detect: injury and illness in human body A Large Class Of Things 14- (Unusual Group), Discriminatory, Analyze, Microscopic: x1,000,000, Penetrative; OIF Immobile (-1 ½), Extra Time (1 Turn (Post-Segment 12), -1 ¼)
Notes: (x4 number of items)
 Electronics
- 20 **1) Emergency Beacon:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Set Effect: distress call (-1), No Range (-½)
- 20 **2) Transponder:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: transponder ID code only (-1), OIF Bulky (-1), No Range (-½)
- 13 **3) Civilian Radio TL10:** HRRP (Radio Group), MegaScale (1m = 1,000 km; +1 ¾); OIF Bulky (-1), Sense Affected As [normal sight/hearing] (-½)
- 27 **4) Laser Comm System:** Detect Laser Comm Signals 14- (Sight Group), Concealed (-10 with Detect PER Rolls), Rapid: x100,000, Transmit, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As hearing (-½)

- 21 **5) Civilian Active Sensor Array TL10:** Detect A Large Class Of Things (radar/ladar contacts) 14- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Targeting, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense radar/ladar (-½)
- 24 **6) Civilian Passive Sensor Array TL10:** Detect A Large Class Of Things: E-M emissions sources 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic: +18, MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [visible light/IR/UV] (-½)
- 4 **7) Military Comms/Sensors Upgrade:** +5 PER with all Sense Groups; Extra Time (5 Minutes, Only to Activate, -1), OIF Bulky (-1), Sense Affected As More Than One Sense [normal sight/hearing] (-½)
- 48 **8) Remote Sensor Platform:** Clairsentience (Radio And Sight Groups), Discriminatory, Mobile Perception Point (can move up to 12m per Phase), LOS (+½), MegaScale (1m = 1,000 km; +1 ¾); Extra Time (5 Minutes, -2), OIF Bulky (-1), Sense Affected As More Than One Sense [sight/hearing] (-½), 1 Recoverable Continuing Fuel Charge lasting 1 Day (Recovers Under Limited Circumstances; +½) [1 rc]
Notes: (x8 number of items)
- 28 **9) Spacecraft IFF System:** Radio Group Images, +/-5 to PER Rolls, Persistent (+¼), Reduced Endurance (0 END; +½), MegaScale (1m = 1,000 km; +1 ¾); Set Effect: IFF signals only (-1), No Range (-½)

Total Abilities & Equipment Cost: 683

Total Vehicle Cost: 870

Value	Complications
0	Dependence: Heat radiators Powers Gain 14- Activation Roll (Easy To Obtain; 6 Hours)
10	Hunted: Colonial Reserve Fleet Infrequently (Mo Pow; NCI; Watching)
5	Hunted: Celestial Guard Infrequently (Less Pow; Harshly Punish)
20	Physical Complication: Cannot enter atmosphere (Infrequently; Fully Impairing)
5	Rivalry: Professional (Celestial Guard; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Complication: Hazardous rocket exhaust Very Frequently, Minor
20	Social Complication: Subject to orders Very Frequently, Major

Total Complication Points: 75

Total Cost: 896/5 = 159

COLONIAL RESERVE FLEET SAGRAMORE LIGHT ASSAULT VESSEL

Background/History: The Sagamore class Light Assault Vessel is the one of the most commonly-seen spacecraft of the Colonial Reserve Fleet. The CRF uses assault craft -- heavily armed spacecraft with large troop contingents -- for a wide variety of missions. The Sagamore class is considered a successful, although not spectacular spacecraft.

Powers/Tactics: The Sagamore's main armament is an array of six medium coilguns -- a very heavy weapon for a "light" of any kind. Its secondary armament, however, is rather weak: merely a pair of hex-laser mounts for point . In combat (or prior to combat) the Sagamore relies on its coilguns to keep enemies at a safe distance and give its lasers as much time as possible to pick off incoming missiles. This is usually effective, as few spacecraft can easily withstand a barrage from six medium coilguns! The Sagamore's weakness is missile-fire; it lacks the point defenses to withstand a large missile barrage.

When deploying troops, the Sagamore often relies on its four armed Hyper-Shuttles, which can also be deployed in close formation to supplement the Sagamore's point defenses. Each shuttle can deliver a platoon of the CRF's Ursa-type troopers anywhere in the Sagamore's system within minutes, and provide onsite fire support. However, the shuttles do not have the endurance for extended independent operations.

Campaign Use: The Sagamore is the GM's official "can of whoop-ass" to break out when the PCs meet the Colonial Reserve Fleet. A heavily-armed troop ship and a battalion of armored Ursa troopers are a dire threat to almost any group of PCs. If a lesser challenge is called for, then have the PCs encounter one the Sagamore's shuttles, which is lightly armed and only carries a platoon of troops. If that's still too much for them, then they probably should just leave in a big hurry!

Basic Spacecraft Computer

The basic spacecraft computer is a no-frills machine with just enough brains to keep the vessel from crashing.

Civilian Spacecraft Computer

The civilian spacecraft computer is designed for basic spacecraft operations, but not combat. While Terran computers are not capable of artificial intelligence, they do come close -- the most advanced models, such as this one, are referred to as 'Virtual Intelligence.' They aren't capable of self-programming or independent thought, but they can act on the basis of 'natural language' orders -- they don't need purchased programs. Some of its complications are designed as psychological rather than physical because it's possible to over-ride them. A crewmember must make a Computer Programming skill roll in order to do this. (at a -5 penalty for 'total' psychological complications.)

Military Spacecraft Computer

Military spacecraft computers are much more powerful than their civilian counterparts, and also somewhat closer to what could truly be called "AI." However, they are still considered Virtual Intelligences, rather than AI's. Military computers also differ in that they are programmed to deal with combat situations: they have no imperatives to protect their crew or vessel from danger. They are programmed to carry out military orders from their crew, and to complete the missions given to them by fleet command.

Finally, the computers on military spacecraft have one further strike against their existence. If a civilian spacecraft is in peril, a copy of its Virtual Intelligence is usually downloaded before the vessel is lost, if at all possible. On a military spacecraft, the Virtual Intelligence is considered expendable, and if the vessel is about to be destroyed or abandoned, the computer will be 'wiped' to prevent its data from falling into the wrong hands.

Basic Spacecraft Computer

Val	Char	Cost	Roll	Notes
10	INT	0	11-	PER Roll 11-
10	DEX	0	11-	

3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12

Characteristics Total: 0

Cost	Powers
19	Diagnostics: Detect A Large Class Of Things: Spacecraft Malfunctions 15- (Unusual Group), Discriminatory

Powers Total: 19

Value	Skills
2	AK: Charted Space 11-
2	Gambling (Card Games) 11-
2	KS: Entertainment archives 11-
2	KS: Spacecraft profiles 11-
2	KS: Space transport regulations 11- Languages
2	1) Language: Ammonite (fluent conversation)
2	2) Language: Cytherian (fluent conversation)

2	3) Language: Fluorian (fluent conversation)
2	4) Language: Jovian (fluent conversation)
2	5) Language: Titan (fluent conversation)
3	Navigation (Other FTL, Space) 11-
3	Security Systems 11-
3	Systems Operation 11-
1	TF: Commercial Spacecraft & Space Yachts

Skills Total: 30

Talents

3	Absolute Time Sense
3	Absolute Direction
5	Eidetic Memory
3	Lightning Calculator
12	Speed Reading (x100,000)

Talents Total: 26

Value Complications

35	Physical Complication: Programmed to obey crew (All the Time; Fully Impairing)
20	Psychological Complication: Protective of spacecraft and crew (Common; Total)
20	Psychological Complication: Programmed to obey interstellar law (Common; Total)

Complications Points: 75

Total Character Cost: 75

Actual Cost = 0

Civilian Spacecraft Computer

Val	Char	Cost	Roll	Notes
18	INT	8	13-	PER Roll 13-
15	DEX	10	12-	

6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12

Characteristics Total: 58

Cost	Powers
20	Diagnostics: Detect A Large Class Of Things: Spacecraft Malfunctions 18- (Unusual Group), Discriminatory

Powers Total: 20

Value	Skills
12	+3 with all Intellect Skills
3	AK: Charted Space 13-
2	Gambling (Card Games) 13-
3	KS: Entertainment archives 13-
3	KS: Spacecraft profiles 13-
3	KS: Space transport regulations 13- Languages
2	1) Language: Ammonite (fluent conversation)

2	2) Language: Cytherian (fluent conversation)
2	3) Language: Fluorian (fluent conversation)
2	4) Language: Jovian (fluent conversation)
2	5) Language: Titan (fluent conversation)
3	Navigation (Other FTL, Space) 13-
3	Security Systems 13-
3	Systems Operation 13-
1	TF: Commercial Spacecraft & Space Yachts

Skills Total: 46

Talents

3	Absolute Time Sense
3	Absolute Direction
5	Eidetic Memory
3	Lightning Calculator
12	Speed Reading (x100,000)
26	Talents Total

Value Complications

35	Physical Complication: Programmed to obey crew (All the Time; Fully Impairing)
20	Psychological Complication: Protective of spacecraft and crew (Common; Total)
20	Psychological Complication: Programmed to obey interstellar law (Common; Total)

Complications Points: 75

Total Character Cost: 150

Actual cost: 75/5 = 15.

Military Spacecraft Computer

Val	Char	Cost	Roll	Notes
23	INT	13	14-	PER Roll 14-
23	DEX	26	14-	

10	OCV	35		
10	DCV	35		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
Characteristics Total: 157				

Cost	Powers
20	Diagnostics: Detect A Large Class Of Things: Spacecraft Malfunctions 19- (Unusual Group), Discriminatory
10	System Hardening: Mental Defense (10 points total)

Powers Total: 30

Cost	Skills
40	+4 with all Non-Combat Skills
3	AK: Charted Space 14-
3	Combat Piloting 14-
3	Cryptography 14-
2	Gambling (Card Games) 14-
3	KS: Entertainment archives 14-
3	KS: Spacecraft profiles 14-
3	KS: Fleet Regulations 14-
3	KS: Space Transport Regulations 14-
	Languages
2	1) Language: Ammonite (fluent conversation)

2	2) Language: Cytherian (fluent conversation)
2	3) Language: Fluorian (fluent conversation)
2	4) Language: Jovian (fluent conversation)
2	5) Language: Titan (fluent conversation)
3	Navigation (Other FTL, Space) 14-
3	Security Systems 14-
3	Systems Operation 14-
3	Tactics 14-
0	TF: Military Spacecraft
2	WF: Vehicle Weapons (spacecraft)
Skills Total: 87	

Talents

3	Absolute Time Sense
3	Absolute Direction
5	Eidetic Memory
3	Lightning Calculator
12	Speed Reading (x100,000)
Talents Total: 26	

Value Complications

35	Physical Complication: Programmed to obey crew (All the Time; Fully Impairing)
25	Psychological Complication: Programmed to obey fleet regulations (Very Common; Total)
15	Social Complication: Subject to orders from Fleet Command Very Frequently, Minor
25	Social Complication: Expendable machine Very Frequently, Severe

Complications Points: 100

Total Character Cost: 300

Actual cost: 200/5 = 40.

The background features two large, light blue, stylized letters, 'R' and 'M', which are partially obscured by the chapter title. The 'R' is on the left and the 'M' is on the right, both with rounded corners and a slightly irregular, hand-drawn appearance. The chapter title is centered over the 'R' and the top of the 'M'.

**CHAPTER TEN:
COMBAT**

COMBAT

EVERY ACTION IS SEEN TO FALL INTO ONE OF THREE MAIN CATEGORIES, GUARDING, HITTING, OR MOVING. HERE, THEN, ARE THE ELEMENTS OF COMBAT, WHETHER IN WAR OR PUGILISM.

-- B.H. Liddell Hart

Combat in *Terracide* campaigns tends to be realistic and deadly. Terracide characters have access to high-powered weaponry of varying tech levels. They fight in places without atmosphere or gravity, or inside habitats with spin-gravity, all of which require special training. The following optional rules should be implemented in personal combat.

Senses in combat may rely heavily on technological devices. While many high-tech 'wireless' gadgets fall under the Radio sense group, their user interfaces depend on sight or hearing, so a Flash Attack against any of these senses may render them temporarily useless. *Augmented Reality*, in particular is a very common Radio-based technology which a user must be able to see and/or hear. When used as a Sense, Augmented Reality is normally non-targeting unless equipped with a military-grade weapons interface.

Zero-Gravity combat in *Terracide* follows the basic rules in Hero 6th edition, with a few additional notes on handling recoil. Melee attacks other than grabs will do knockback (there may be other exceptions at the GM's discretion) to both attacker and target; each will take half the total knockback, with the extra going to the target if the total is an odd number. They'll move in opposite directions, determined by the attacker. Attempting to hit a specific target with a knocked-back victim requires another attack roll, however, treating the victim as a thrown object. (non-balanced, non-aerodynamic)

The Pulled Punch maneuver is very useful in zero-gravity conditions, due to its reduced body damage and knockback. Combat skill levels may be purchased with the (-1) limitation: *only vs. pulled punch OCV penalty*. This represents the ability of skilled zero-gravity fighters to hit sensitive areas and inflict pain (STUN damage) with relatively low-impact strikes.

Ranged attacks may also do knockback to the attacker, if they generate recoil. All thrown weapons and most firearms generate recoil: lasers and gyro-jet weapons do not. (Recoil compensators notwithstanding – these devices prevent recoil from throwing off the weapons' aim, but don't magically make the recoil forces 'disappear.' The muzzle energy has to go somewhere.)

Make a 'Body' roll based on the weapon's STR Min; the attacker will take half the total as knockback immediately after firing the weapon, at the end of his phase, in the exact opposite direction of the line of fire. For weapons in autofire mode, add a point of STR for each shot fired. The sudden

forceful movement generated in this way tends to disorient characters; a PS: Zero-Gravity Ops skill roll is required to maintain control, at -1 per 5 pts of STR Min. *Zero-Gravity Adaptation* (Environmental Movement Talent) will mitigate up to 3 pts of these penalties.

Spin-gravity combat is much more complex than zero-gravity combat, but for purposes of playability, the following rules will be used to keep things simple.

For hand-to-hand combat, the primary issue is the habitat's rate of spin, expressed in rotations per minute. (RPMs) Most habitats rotate between one and three RPMs, with a few of the largest spinning at less than 1 RPM. A penalty of -1 OCV per RPM (rounded up) is applied to all hand-to-hand combat in spin-gravity. The *Spin-Gravity Adaptation* talent will negate this penalty.

For ranged combat, the situation is more complex; in addition to the RPMs, the habitat's *rim speed* also effects the motion of projectiles. (Actually, this is an over-simplification. The projectile moves in a straight line and the rim speed effects *everything else!* The result is the same.) Generally, as habitat size increases, the rim speed increases, but the RPMs decrease, so the effects don't worsen indefinitely. In spin-gravity, ranged combat takes a flat -6 OCV penalty. The *Spin-Gravity Adaptation* talent will negate up to half this penalty, reducing it to -3 OCV, and additional penalty skill levels v. spin-gravity may be purchased for ranged weapons.

Spin-gravity combat example #1: *Matt Black has no experience with spin-gravity, and has just arrived at Omicron Colony, a large rotating habitat. During an altercation with some locals, Matt fires his shotgun at one of them, figuring he can't miss at short range. (Less than 8 meters; no range penalty.) The target is DCV 3 (he's using shot) but Matt is completely new to spin-gravity combat. The colony's spin gives his attack a -6 penalty, as the shot takes off at an angle the moment it leaves his barrel. His OCV is normally 6, but the spin-gravity reduces it to -0. He misses wildly, needing an 8 to hit, rolling a 9.*

Spin-gravity combat example #2: *The local Matt just shot at returns fire, with a concussion grenade. The target DCV is again 3. After making a half-move to a safe distance, there is a -2 range penalty on top of the -6 spin-gravity penalty. The grenade is considered balanced but not aerodynamic, for another -2. The total modifier is -10. But the local is Spin-gravity Adapted, and has 4 Penalty skill levels v. spin-gravity, reducing this to -3. His base OCV is 7, which is reduced to 4 after the penalty. He needs a 12 or less to hit Matt's hex. Rolling an 11, he puts the grenade spot-on. Matt takes a nap and wakes up without his shotgun....*

Optional *Armor-Piercing* and *Hardening* rules are used for weapons in *Terracide*. There are two levels of *Armor-Piercing* available. An attack with AP1 gains Piercing Points equal to half of its base Damage Classes; with AP2 it gains Piercing

Points equal its full Damage Classes. For weapons with the Reduced by Range limitation, Piercing Points are only gained for Damage Classes remaining after being reduced for range. (If the damage is reduced by range, so is the ability to pierce armor.)

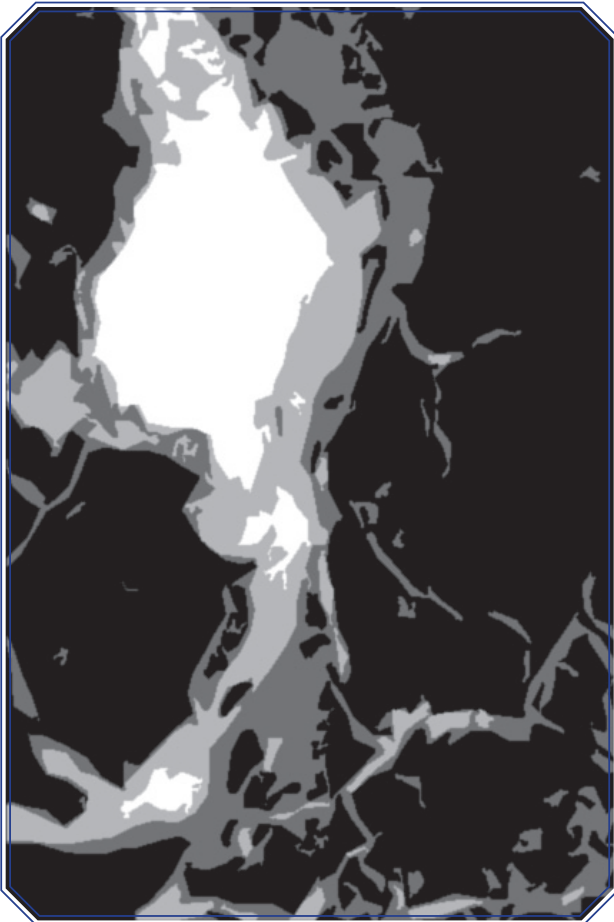
Hardening follows the same pattern: there are only two levels available. Level 1 hardening will negate Piercing Points up to half of the applicable Defense, while Level 2 will negate Piercing Points equal to the full defense.

Armor-Piercing vs. Hardening example: *A laser rifle (3d6 KA) strikes a target wearing heavy rigid armor (ED 10, resistant). The laser's AP2 gives it 9 piercing points, while the armor's single level of hardening lets it negate 5 piercing points. The remaining piercing points (4) are applied to the armor's ED, reducing it to 6, which probably won't stop all of the 3d6 damage roll....*

The *Penetrating* advantage is slightly modified for use in *Terracide*: damage which gets past defenses due to this advantage is always subject to the appropriate type of damage reduction.

WHEN THEY RAN OUT OF SHIPS, THEY USED GUNS, WHEN THEY RAN OUT OF GUNS THEY USED KNIVES AND STICKS AND BARE HANDS. THEY WERE MAGNIFICENT.

--Londo Mollari, *Babylon 5*



New Martial Arts

Martial arts are in common use throughout Terran Space. Due to the dangers of using firearms in artificial habitats, there has been something of a renaissance in less-than-lethal combat techniques. In addition to the traditional forms from Old Terra, several new forms of unarmed combat are in common use throughout Terran Space in the 24th century, four of which will be detailed here: the micro-gee fighting style favored by Aquilae alternates, the Ursae types' dreaded "Kodiac Sumo" style, the widespread unarmed combat techniques developed by Leos for use on board ships and habitats with spin-gravity, and Taikong Ren Do, a flexible eastern style intended to be useful anywhere.

Although all four of these styles were invented by different types of alternate humans, anyone can learn to use them, albeit with mixed results. Anyone can learn the basics of zero-gee grappling, but only an Aquila can use all four limbs in combat! And Kodiac Sumo is designed for use against opponents with shorter reach, which makes it much more useful to Ursas than other humans. Finally, it should be noted that nearly all the spin-g maneuvers allow for full moves, which gives Leos an edge over most others when using them.

Other forms of martial arts will be adjudicated very carefully in zero-g and spin-g environments. Practitioners should keep in mind the following advice:

- •Grabs work best in zero-g; as do maneuvers which are based on grabs, or follow grabs.
- •Disarm, dodge, flash, strike, exert and throw all force the attacker to make a PS: Zero-G Operations roll, with penalties.
- •Some maneuvers, like "Root" and "Legsweep" are practically useless without gravity.
- •In spin-g conditions, if you don't have PS: Spin-G Operations, don't move around too much. You'll trip over your own feet.
- •If your opponent doesn't have PS: Spin-G Operations, force them to move as much as possible. They'll trip over their own feet.
- •Small structures with high spin rates have stronger effects on combat than larger ones with low spin rates.

Of course, many traditional martial arts styles are still practiced in Terran Space, and many conservative martial artists like to test themselves against these new schools of unarmed combat. The results have been decidedly mixed. Most "hard" styles are completely useless in zero-g, but any grappling-based style works fairly well. In spin-gravity, styles that rely on mobility are problematic, unless the martial artist has PS: Spin-G Operations. Styles that emphasize stability or allow fighting when prone fare somewhat better, unless the opponent is highly mobile. When facing a skilled practitioner of Kodiac Sumo, the best results are usually obtained with a rocket pistol firing stabilized metallic deuterium rounds. *Sans firearms*, the jury is still out on how best to deal with 180kg of Ursa whoop-ass, but overwhelming numerical superiority is the most popular theory.

Zero-Gee Grappling

THE GRIPPING HAND

The **Gripping Hand** is designed for use in zero-gravity situations. In zero-gee a punch, kick or throw will send both attacker and victim flying wildly in opposite directions, as will just about any other form of attack, unless they're both hanging onto something. This is the basis of the grappling combat style created by the Aquila alternates – get a hold of your opponent prior to attacking, without letting your opponent do the same to you.

MANEUVER DESCRIPTIONS:

- Choke :** a basic choke-hold. Note that this is useless against Aquilae with vacuum-survival reflexes, Ursae using extended breathing, or anyone in a vac suit.
- Clinch:** a powerful crushing maneuver which allows even the weakest Aquila to do serious damage.
- Intercept:** a maneuver for both blocking and grabbing anyone foolish enough to throw a punch in zero-g.
- Torque:** most zero-g grapples are “low-torque”, but not this one; it bends one of the opponent’s limbs until something snaps.
- Breakaway:** a basic move to escape from an opponent’s grapple.
- Grapple:** one of the first moves a zero-gee grappler must learn.
- Turnabout:** a complicated “reversal” move to escape a grapple and grab an opponent before he can recover.
- Disengage:** a powerful push away from an opponent, used to break off from melee.
- Roll-out:** fully defensive version of the Disengage.

Maneuvers	Cost	Phs	OCV	DCV	Notes
Breakaway	4	1/2	+0	+0	+15 Str to escape grabs
Choke	4	1/2	-2	+0	Grab 1 limb, 2d6 NND (2)
Clinch	4	1/2	+0	+0	Str+4d6 damage, must follow grab
Disengage	4	1/2	+0	+0	Str +15 to shove
Grapple	3	1/2	-1	-1	Grab 2 limbs, +10 Str to hold on
Intercept	5	1/2	+1	+1	Grab 1 limb, block
Roll-out	4	1/2	--	+4	Dodge, Str +10 to shove, abort
Torque	5	1/2	-1	-2	Grab 1 limb, HKA 1/2d6, disable
Turnabout	4	var.	-1	-2	Str +15 to escape, Grab 2 limbs

- Skills:** Contortionist
 KS: Zero-G Grappling
 PS: Zero-G Operations
 WF: Off-hand (extra limbs)

CORIOLIS FU

The Spin-Gee Shuffle, also known as **Coriolis Fu**, was designed for spin-gravity combat. Life in spin-gravity conditions makes zero-g look simple. Most humans find anything faster than a single rpm (rotation per minute) to be disorienting, so even the smallest habitats need to be 600 meters across to have useful gravity. (1/3rd of a G) An average human running full speed in the same direction as the spin will add 13% to their speed, and 28% to their apparent weight! If they run the other way, they’ll move 13% slower, and “feel” 25% lighter. In larger habitats, these effects aren’t as pronounced, but they’re enough to throw off the reflexes of the most skilled fighter, unless he or she is accustomed to them.

There are also many smaller spin-gravity environments. While the general populace isn’t tolerant of more than one rpm, most ship crews are adapted to a three-rpm standard, which allows for habs as small as 60 meters. A 60 meter spin-hab doing 3 rpm’s moves at about 9 m/s at its outer rim. A character with 9 hexes of running and a speed of 3 could run fast enough to completely counteract the spin--he’d feel weightless! Going the opposite direction, he’ll double his speed, and *quadruple* his apparent weight! Obviously this will have serious effects on hand-to-hand combat.

As if alterations in apparent weight weren’t bad enough, spin-gravity also causes very noticeable *coriolis* forces. Sudden changes in direction at high speed can be difficult. Ranged combat is also problematic, as projectiles (especially thrown weapons) follow trajectories that make no sense whatsoever to the uninitiated. Spin-G combat techniques were created to mitigate all these factors, and in some cases, take advantage of them. A skilled Spin-G fighter uses the spin of his environment to keep his opponent off-balance while enhancing his own readiness. This is a very subtle art which emphasizes mobility over raw power.

MANEUVER DESCRIPTIONS:

- Low-ball:** the attacker runs with the spin, gaining momentum for extra damage.
- Dodge:** a fully defensive move, usually, but not always, against spin for extra height.
- Grapple:** a high-speed grapple maneuver, useful for simultaneously getting hold of an opponent and setting them up for a throw.
- Disarm:** a high-speed disarm, useful for getting out of harm’s way before the opponent can react.
- Spin-punch:** this deceptive punch looks like a near miss, until coriolis forces bring it into line.
- Spin-kick:** like the spin-punch, but powerful enough to knock an opponent off his feet.
- High-ball:** attacker runs against spin, losing some momentum, but gaining height.
- Trip:** a basic throw, useful against opponents without PS: Spin-G Operations.
- Flying toss:** following a grapple, the opponent transfers spin to his opponent for a vicious throw

Maneuver	Cost	Phs	OCV	DCV	Notes
Disarm	4*	1/2	-1	-1	Disarm, +10 Str to disarm, Fmove, SpinG
Dodge	5	1/2	--	+4	Abort, Fmove
Flying toss	3	1/2	+0	+2	Str strike +2d6, target falls, must follow grab
Grapple	4*	1/2	-2	-1	Grab 2 limbs, +10 Str to hold on, Fmove, SpinG
High-ball	3*	1/2	+2	-2	Str strike +v/10, Fmove, SpinG
Low-ball	3*	1/2	+0	-2	Str strike +2d6 +v/10, Fmove, SpinG
Spin-kick	4*	1/2	+0	+0	Str strike +v/10, Fmove, target falls, SpinG
Spin-punch	4*	1/2	+1	+0	Str strike +v/10, Fmove, SpinG
Trip	3	1/2	+0	+1	Str strike +v/10, target falls

* Maneuver takes -1 OCV and -1DC (or -5STR) without spin-gravity, as noted by the SpinG modifier

Skills: Breakfall
 KS: Spin-G Combat
 PS: Spin-G Operations

KODIAC SUMO

Kodiac Sumo is the preferred fighting technique of the Colonial Reserve Fleet's Ursae troops. If the Ursa types were conceived of as living weapons, then the Kodiac Sumo fighting style was the means by which they were finished to razor sharpness. This style makes the most of the Ursa physique--they have a reach advantage over almost everyone else due to their size. It has several maneuvers which work tolerably well in zero-g, being primarily a grappling-style martial art. In spin-g environments, the Ursae usually just stand their ground, waiting for their opponents to come within reach, and then put their own "spin" on the situation.

There are, of course, others who make use of this style, but nearly all of them had an Ursa teacher. There are few other humans of any type who can match their strength or size. Kodiac-Sumo relies on main force to defeat one's opponent, literally by "overbearing" them. (Some people insist the worst thing about fighting with an Ursa is the puns....)

MANEUVER DESCRIPTIONS:

- Bearhug :** every Ursa's favorite maneuver.
- Head-palm:** literally, blocking an opponent by the head, holding them at arm's length.
- Sleeper hold:** actually, most Ursas don't like hurting people, and use this technique whenever possible.
- Grapple:** when an Ursa grabs someone, they tend to stay grabbed.
- Temporary disarm:** an Ursa grabbing for somebody's weapon is usually enough to knock them over.
- Permanent disarm:** ...and when they grab somebody's gun-hand, they'll be shooting "lefty" for a while.
- The Stand:** first maneuver an Ursa learns, basic fighting stance making him impossible to move, and ready to counter-attack.
- Breakout:** removing a grappling opponent by brute force, and keeping a hold of the offending limbs afterwards.
- The Dump:** throwing a grappled opponent to the ground before reaching for the next victim

Maneuvers	Cost	Phs	OCV	DCV	Notes
Bearhug	4	1/2	+0	+0	Str +4d6, must follow grab
Breakout	4	var.	-1	-2	Str +15 to escape, Grab 2 limbs
Grapple	3	1/2	-1	-1	Grab 2 limbs, +10 Str to hold on
Head-palm	5	1/2	+1	+1	Grab 1 limb, block
Permanent Disarm	5	1/2	-1	-2	Grab 1 limb, HKA ½d6, disable
Sleeper hold	4	1/2	-2	+0	Grab 1 limb, 2d6 NND (2)
Temporary disarm	5	1/2	+0	+0	Grab weapon, +5 Str to take away, target falls
The Dump	3	1/2	+0	+2	Str +2d6 strike, target falls, must follow grab
The Stand	4	1/2	+0	+0	Str +15 to resist shove, Block, Abort

Skills: KS: Kodiac-Sumo
 Combat skill levels w/Kodiac Sumo maneuvers (5pts), only v. smaller opponents (-¼) Real cost=4pts per skill level.

THE WAY OF THE SPACEFARER

Taikong Ren Do is a martial art for all worlds. In the late 21st century, humanity was quickly spreading out into the Solar System, taking the cultures of Terra's myriad nations with them. However, there were a great many 'lost arts' left behind on the homeworld which couldn't be practiced in space. The martial arts were among these – as micro-gravity, low gravity, or spin-gravity all presented completely different challenges to would-be practitioners.

A wanderer from Hong Kong named Brent Huang developed a hybrid of numerous styles after visiting the massive rotating stations in Earth orbit, the floating habitats of the asteroids, and the domed cities of the Galilean moons. Over many years of traveling, he figured out what worked in each environment, and how to integrate them into a single framework: *Taikong Ren Do*, "The Way of the Spacefarer." Considered by many to be the "Bruce Lee of the 21st Century", Huang never achieved his predecessor's fame as an actor, but he did attribute many of Taikong Ren Do's key concepts to its spiritual predecessor, *Jeet Kune Do*. A century later, Taikong Ren Do has become the most widespread fighting style in Terran space, and many spacers use non-martial exercises adapted from Taikong Ren Do as a means of keeping fit during long periods spent in zero-G.

Maneuver	Cost	Phs	OCV	DCV	Notes
Block	5	½	+1	+3	Block, Abort
Counter-attack	4	½	+2	+2	STR +2d6 Strike, Must follow block
Disarm	4	½	-1	+1	Disarm, +10 STR to Disarm roll
Dodge	4	½	-	+5	Dodge, Abort
Escape	4	½	+0	+0	+15 STR v. grabs
Grapple	3	½	-1	-1	Grab 2 limbs, +10 STR to hold on
Nerve Strike	4	½	-1	+1	2d6 NND (1)
Strike	4	½	+0	+2	STR +2d6 Strike
Throw	3	½	+0	+2	STR +2d6 Strike, Target falls, Must follow grab

Skills: Breakfall
 KS: Taikong Ren Do
 PS: Spin-gravity Ops
 PS: Zero-gravity Ops

Notes on using Taikong Ren Do: This art is primarily defensive. The practitioner often holds off until his opponent attacks, in order to lure him out of position for a devastating attack. (Block/Counter-attack or Grapple/Throw) Taikong Ren Do focuses on putting an opponent down by causing pain without generating high impact forces. Practitioners are often adept at pulling punches to avoid causing unwanted tumbles in zero-gravity. A true 'master' of Taikong Ren Do will often have Lightning Reflexes to act first with the Block and Grab maneuvers, a few CSLs applied to DCV, and penalty skill levels applied to the 'pulled punch' maneuver.

SPACE WARFARE

Space Warfare requires intense training and many hours in both simulated and actual wargames between spacecraft. This 'martial art' is favored by both pilots of combat spacecraft, and those who man their weapons. It may also be used by command personnel or tactical officers. Players who wish to create a 'top gun' character should purchase the following maneuvers:

Maneuver	Cost	Phs	OCV	DCV	Rmod	Notes
Evasive Action	5	½	--	+4	--	Dodge All Attacks, Abort, Full move
Attack Run	3	½	+1	+0	--	+2DC, Half move req.
Fly-by Attack	3	½	+1	+1	--	+0DC, Half move req.
Stand-off Attack	4	½	+1	+0	+2	+0DC, Weapon strike
Close Attack	4	½	+1	+0	--	+2DC, Weapon strike
Alpha Strike	5	1+1	+0	+0	--	+4DC, Weapon strike +1 segment

Skills:

1pt Familiarity w/Combat Pilot (Evasive Action, Attack Run, Fly-by Attack)
 1pt Familiarity w/Tactics (Stand-off Attack, Close Attack, Alpha Strike)
 1pt PS: Astronaut

This may be treated as two different martial arts if desired; the first three are suitable for pilots, while the latter three are ideal for gunners. These maneuvers apply to the entire spacecraft: if the pilot or chief gunnery officer/captain makes the appropriate skill roll, all the spacecraft's gunners benefit from the maneuver for that firing phase. These maneuvers are applied to spacecraft in the same way as the *Hotshot Pilot* Talent, but the Useable by Others advantage is offset by the *Extra Time* limitation of space combat (five minutes per phase) and the *Focus* limitation (OIF/Bulky: spacecraft).

SPACE COMBAT

THE TITAN WAR WAS A GOOD WAR - WE COULD TOSS NUKES AT 50-TON METHANE-BREATHING BLOBS WITH BAD ATTITUDES ALL DAY LONG AND STILL KEEP THE MORAL HIGH GROUND. NOW, FIGHTING THE COLONIAL RESERVE FLEET IS A VERY BAD WAR. MOST OF THE HUMAN RACE IS ALREADY EXTINCT - THE LAST THING WE NEED TO DO IS KILL OFF EVEN MORE. BUT IF THOSE IDIOTS INSIST THAT SOMEBODY'S HAS TO DIE, WE'LL JUST HAVE TO OBLIGE THEM. NICE OF THEIR ADMIRALS TO SEND THE WHOLE FLEET OUT HERE AND SAVE US A TRIP TO THE CORE....

- Jack of All Tirades, Marathon Free Station

Combat between spacecraft in Terracide uses the Hero System vehicle rules, with a number of optional rules. The system presented here is for use when role-playing encounters between spacecraft result in violent confrontations – it's not designed for large-scale combat or 'wargaming' as such. It is designed for playability, realism and quick resolution of encounters between spacecraft.

Senses in Space Combat

"Stealth" is an impossibility for a spacecraft: the exhaust of a torch drive is visible from billions of kilometers away. Even with its engine shut off, a spacecraft's crew requires life-support with an ambient temperature *hundreds* of Kelvins above the background. Short of re-writing the laws of thermodynamics, the 'holy grail' of stealth technology in space combat will remain out of reach. For this reason, perception rolls aren't normally required in space combat – one spacecraft can detect another without a roll unless the GM rules otherwise.

Spacecraft have two types of sensors: active and passive. Active sensors are used in combat to provide targeting data using two types of senses: radar and ladar. Radar is considered part of the radio sense group; ladar is part of the vision sense group. Passive sensors aren't targeting senses but have much longer range and the ability to analyze a spacecraft's capabilities based on its emissions. They use a wide-spectrum array of visual sensors: infrared, ultraviolet, and night vision, as well as millimeter-band passive radar. Passive sensors may be used for scans well beyond combat range: they can perform a long-range scan at a -10 penalty, or a deep space scan at -30.

Units in Space Combat

Space combat in Terracide is similar to ground combat, but operates on a much larger scale both in terms of both time and distance. For purposes of Hero System design, all powers used in space combat must have the mega-scale

advantage: they are mega-scaled up to 1m = 1000km. They also must have the extra time limitation, at the 5 minute level. One space combat segment is five minutes, 12 of which make a one-hour space combat turn.

Spacecraft can actually detect each other far beyond combat range. In these cases, the use of 1000km and 5 minute increments may not be convenient. Prior to combat, spacecraft may maneuver at long range. For long-range maneuvers, use one-hour

increments and mega-scale up to

150,000km (half a light-second, or .001au). In some cases, even long range may not be enough – spacecraft may be detected across many AU's. Deep space maneuvers require 24 hours, and use a scale of 75 million km. (250 light-seconds, or half an AU)

Like personal combat, space combat has 12 segments in a turn. Movement is segmented, with each spacecraft moving on every segment. The Speed of a spacecraft determines all of its other actions, sensor rolls, weapons fire, damage control, etc. The Speed Chart is used normally, even though each Turn is an hour, and each segment is five minutes. Both of these increments appear on the Time Chart as well, which is also used normally: tasks may be given extra time for a skill bonus, or completed more quickly with a skill penalty.

Movement in Space Combat

Space combat in Terracide employs the optional rules for segmented movement. When using segmented movement, a spacecraft gets a movement phase on every segment, in addition to the standard phases for its Speed score. The standard phases may not be used for movement, only for other actions. A full move action requires a full movement phase; the half-move action is not needed when using segmented movement. All other actions taken on standard phases take the usual amount of time: zero phase, half phase or full phase actions may be taken normally.

Flight movement in space combat is always *cumulative*. A spacecraft's meters of Flight used on each segment are added to (or subtracted from) its movement from the previous segment; there is no maximum speed in space combat. A spacecraft's Flight (in meters) is actually its *acceleration*; in space combat, acceleration is at least as important as velocity. Acceleration in space combat is measured in G's; each 10 meters of Flight equals one G. Terracide's space combat is scaled so that one G of acceleration applied for one segment will give one meter per segment in velocity. This works in the standard 1000km scale, or for long-range or deep space maneuvers.

The standard rules for turning with Flight are not used in Terracide, in favor of a more realistic system. The 'realistic' turn mode system used is based on the spacecraft's velocity and acceleration. To get the turn mode of a spacecraft, square its velocity, and divide this figure by its acceleration in Gs. This is the number of meters (scaled to 1000km) it must move before changing its facing 60 degrees. The turn mode table provides a quick reference for those who prefer tables to formulas.

Example: *The Voice of Reason is in orbit over WarGarden, moving at 3m/segment. Its 10Gs of acceleration give it a turn mode of 1. $[(3*3)/10]$ It receives a system alert, and needs to reverse course before deploying; fortunately, on its next segment it can move three meters, changing its facing 60 degrees each meter, for a total of 180 degrees. The following segment, it accelerates at its full 10G thrust, increasing its velocity to 13meters/segment. Its turn mode is now $[(13*13)/10] = 17$ meters. However, Voice of Reason is already on its proper heading, and doesn't need to turn, so it continues on a straight-line course, and accelerates on the following segment to 23meters/segment! Its turn mode increases again, now to $[(23*23)/10] = 53$ meters! If the Voice of Reason needs to change course anytime soon, it might need to reverse thrust and slow down a bit....*

It's quite easy with these rules for an over-enthusiastic pilot to build up too much speed without realizing it, and then go screaming off the map, unable to turn around. (It happened to this author once, in a different game with similar rules.) On the other hand, building up a high velocity is useful for increasing the DCV of a spacecraft, and for 'hit and run' raids in which the attackers only intend to launch one missile salvo before withdrawing, it isn't a problem at all.

The use of movement skill levels to reduce the turn mode is possible under these rules, within limits. The turn mode may not be reduced to less than half its calculated value (rounded up). This requires a Piloting skill roll at -1 per skill level to be used. The same rule applies to movement skill levels applied to a spacecraft's DCV.

Missiles in Space Combat

Missiles are more maneuverable than any spacecraft, at the expense of endurance. They are capable of 15 G's of acceleration for 8 segments (40 minutes), or longer at correspondingly lower accelerations. In most cases, they use their full acceleration; speed is their best defense against point-defense fire. At launch they always begin with the exact same heading (speed and direction) as the spacecraft which launched them; they may begin maneuvering on the same phase as they are launched. Their turn mode is calculated like any other spacecraft. If launched at high speed, their ability to change direction may be limited.

Missiles have a Size of 3, which gives point-defense fire against them an OCV bonus of +2. The gunner controlling a missile may add movement skill levels to its DCV, with a System Operations skill roll. Missiles are not armored, and built very lightly, so any hit will destroy them. When firing a missile's warhead, the controlling gunner's OCV is used for the attack. A missile's attack uses the rules for Indirect attacks; the range modifier is based on the distance from the launching vessel to the target. Other effects, such as the Reduced by Range limitation, use the missile's location as their starting point.

It is often tempting to launch a missile and immediately fire its warhead; in the case of kinetic warheads, this may be a viable tactic. However, a missile accelerating at 15G becomes more difficult to hit with each segment of its flight, yet it presents a high-priority target which draws fire away from the launching vessel. On the other hand, a high relative velocity usually presents little problem for the missile due to the large Size of its target (anywhere from +6 to +15). Alternately, a missile can match vectors with a target easily due to its maneuverability – a tactic which would be both difficult and dangerous for the vessel which launched it. All of this is even more important for nuclear shaped-charge warheads; their damage is reduced by range so they work best after maneuvering into close range.

OCV and DCV in Space Combat

The base OCV for attacks with spacecraft weaponry uses lower of the character's or vehicle's OCV. The most common maneuvers used on space combat are the multiple attack and combined attack. Fire Direction systems provide skill levels against the penalties for multiple attacks. Other common OCV modifiers are those for target SIZE, character CSLs, space combat "martial arts" maneuvers, penalties for range, and skill bonuses from Precise Sprayfire.

Martial maneuvers used by the spacecraft's pilot or tactical officer affect OCV and DCV for all attacks during that phase.

The base DCV of a spacecraft is based on its Velocity. This is already halved. Apply any appropriate modifiers, but don't halve it again. (For using autofire skills, being in zero-G, etc.) The only other typical DCV modifiers are those from space combat "martial arts" maneuvers. Note that the Flying Dodge maneuver involves evasive action too extreme to all any weapons fire by anyone else on board, not just the pilot!

The final modifier to all attacks, if applicable, is the bonus or penalty for spacecraft of different tech levels. Attacking a spacecraft of lower tech level gives an attack roll bonus equal to the tech level difference. Attacking one of a higher tech level gives a penalty equal to the difference.

Most spacecraft are equipped with fire directors which allow a single gunner to control multiple weapons systems. These are built with skill levels against multiple attack penalties, usually with levels equal to the spacecraft's tech level. As long as the multiple attack penalty does not exceed the vessel's tech level, it will not affect performance.

Point-defense against missiles is accomplished with specialized tracking systems, built using skill levels against autofire penalties. These systems permit mounted weaponry (lasers, coilguns, and particle beams) to use autofire against multiple missiles without penalty.

Optional rule: Relative velocity. Under this rule, the DCV for an attack depends on the relative velocity between the attacking and defending vessels. For vessels moving in the same general direction, this is the difference in their speeds; for vessels moving in opposite directions, add their speeds together. Other situations are more complicated; if two vessels are moving at an angle to each other, use the speed of the faster-moving vessel. A missile attack uses the velocity of the missile when the warhead detonates, not the velocity of the vessel which launched it.

On rare occasions two spacecraft may have exactly the same heading: going in the same direction at the same speed. However, this does not necessarily reduce their relative velocity to exactly zero. This requires a piloting skill roll by the vessel which wants to match vectors; it may be opposed if the other vessel wants to prevent it from doing so. If the attempt to match vectors fails, the relative velocity gives both vessels a DCV of 6; if they match vectors, they both have DCV of 3 with respect to each other. A missile (or a salvo of missiles!) may match vectors with its target using a system ops roll by the controlling gunner, opposed by the target vessel's pilot.

Example: *Ensign Betts is operating a fire director on the CRF Intruder Balisong. He's firing Balisong's pair of hex lasers and both of its hex coilguns at the Celestial Guard Intruder Voice of Reason. The difference in their velocities gives both a base DCV of 15. The Balisong has a base OCV of 10. Balisong receives a +8 bonus for target Size, and Betts decides to use Precise Sprayfire for a +2 bonus (but only one attack per weapon). Betts has one skill level with spacecraft weaponry, for a +1 bonus. The target is one tech level higher than his vessel, for a -1 penalty. The multiple attack penalty (-6) is cancelled out by Balisong's fire director, but at a distance of 35m (35,000km) the range penalty is -6, for a final OCV of 14. Betts decides to open fire - he needs a 10 or less to hit, which gives him a 50-50 chance with each weapon.*

Determining Damage

The base damage for a weapon mount is shown on a spacecraft's vehicle sheet: this includes the starting damage for a light weapon of its type, plus extra damage classes for multiple weapon mounts, medium or heavy weapons, and military-grade weapons. Tech level is also a factor: against a higher tech level target, an attacker loses one DC for each point of difference in tech level. If the target is lower in tech level, add a DC for each point of tech level advantage.

Other modifiers to damage include extra damage from Deadly Sprayfire, and damage classes gained from space combat "martial arts" maneuvers. Almost all weapons, other than coilguns and kinetic missile warheads, are reduced by range. It should be noted that piercing points based on a weapon's damage classes are also reduced by range. Lasers and other armor-piercing weapons lose both power and the ability to punch through armor at long range.

Spacecraft defenses (PD & ED) are ablative: they acquire a 14- activation roll the first time a weapon penetrates them, which is reduced by one point with each hit which does one or more points of damage. Damage Reduction (from compartmentalization) is also ablative; it always has the same activation roll as the spacecraft's PD and ED.

Example: *The Balisong hits Voice of Reason with one hex-coilgun and one hex-laser, at a range of 35m (35,000km). The lasers do 5d6-1 damage with two levels of armor-piercing (14 piercing points). The coilguns do 6d6-1 damage with one level of armor-piercing (9 piercing points). The Voice of Reason has 18 PD and ED, with one level of hardening, which will negate 9 piercing points. The GM decides the laser hit will be resolved first. It loses 9 piercing points due to hardening. The remaining 5 piercing points reduce the ED to 13. The lasers roll a 16 for damage, and three get through. The Voice of Reason's damage reduction reduces this to a single point of Body damage. This is enough for*

the Ablative limitation to give Voice of Reason's armor a 14-or-less activation. The coilgun hit comes next. The armor makes its activation roll. The piercing points are all lost to hardening (9 points each) but the damage roll is 19, getting a single point of Body past the armor. However, the damage reduction reduces this to zero, and the armor activation roll is not reduced.

Damage Control may be used to mitigate lost Body points in combat. In order to form a damage control party, a spacecraft must meet certain crew requirements: approximately a fifth of a military craft's minimum crew -- or half of a civilian vessel's crew requirement -- is needed for damage control. For civilian vessels, this is often difficult to manage. Military vessels which carry troops can use those for damage control if necessary.

Damage control is built with the healing power. It may be used on each of the crew's standard phases, and requires an appropriate skill roll. (Electronics, Mechanics, PS: Engineering or whatever is useful.) This skill roll has the burnout modifier because combat damage is unpredictable; at any time the damage control crew might find they can do no more due to lack of needed parts, tools, or supplies. This healing only affects the Body of a spacecraft; it can't restore activation rolls of ablative defenses to their original level. This is due to the 'temporary' nature of field repairs: going back into combat afterwards is never a good idea. Only a fully-equipped spacedock can restore a damaged spacecraft's defenses to 'like new' condition.

Optional Rules: Hit Locations, Impairing and Disabling

If players and GM's wish to include more detail in space combat, the following table may be used to determine hit locations. The table also shows the results of possible impairment and disablement for each location. Note that 'called shots' to any particular hit location are not possible under these rules. Space combat is fought at a mega-scale of one meter = 1000km, so even spacecraft within a meter of each other can be hundreds of kilometers apart. The level of accuracy required for called shots is simply not possible with spacecraft weapons. Hit locations are always determined at random, although the roll may be modified by angle of attack.

Impairment results if a spacecraft takes Body damage, before or after damage reduction, greater than half its *current* Body total. Disablement results if the spacecraft takes body damage, before or after damage reduction, greater than its current Body total. Damaged vessels become more easily impaired or disabled as their Body score declines.

HIT LOCATION TABLE

Roll	Result	Impaired	Disabled
3	Electronics	-1 Per/ CV	-1d3 Per/CV
4	Cargo	-3d6%	-3d6% x2
5	Cargo	-2d6%	-2d6% x2
6	Cargo	-1d6%	-1d6% x2
7	Weapons	-1 OCV	-1d3 OCV
8	Crew	-1 Skills	-1d3 Skills
9	Passengers	-1 passenger	-1d3 passengers
10	Radiators	-1 hour	-1d3 hours
11	Radiators	-1 hour	-1d3 hours
12	Fuel	-1d6%	-1d6% x2
13	FTL Drive	-1" move	-1d3" move
14	Weapons	-1 CV	-1d3 CV
15	Fuel	-2d6%	-2d6% x2
16	Thrusters	-1" Flight/DCV	-1d3" Flight/DCV
17	Thrusters	-1" Flight/DCV	-1d6" Flight/DCV
18	Electronics	-1 Per/ CV	-1d3 Per/CV

Optional rule: angle of attack. Depending on where an attack comes from, the hit location roll may be modified. Normally, this is an unmodified 3d6 roll. Using this optional rule, the standard unmodified roll is used for attacks from the spacecraft's sides. Attacks from the front (within a 60-degree cone facing forward) use a 2d6+1 roll. For rear attacks, (within a 60-degree cone facing backward) roll 2d6+6. Attacks from directly in front of the spacecraft use 1d6+2; attacks from directly behind use 1d6+12. These 'nose' and 'tail' attacks generally occur only when two spacecraft are involved in a 'stern chase' battle.

Attack	Roll	Results
Nose	1d6+2	3 to 8
Front	2d6+1	3 to 13
Side	3d6	3 to 18
Aft	2d6+6	8 to 18
Tail	1d6+12	13 to 18

The results of each hit location's impairment and disablement are explained below:

Electronics: the given penalty is applied to all perception rolls, as well as the spacecraft's OCV and DCV.

Cargo: a percentage of the spacecraft's cargo is damaged beyond repair.

Weapons: one of the spacecraft's weapon systems takes the given penalty to its OCV.

Passengers: the given number of passengers are incapacitated or killed.

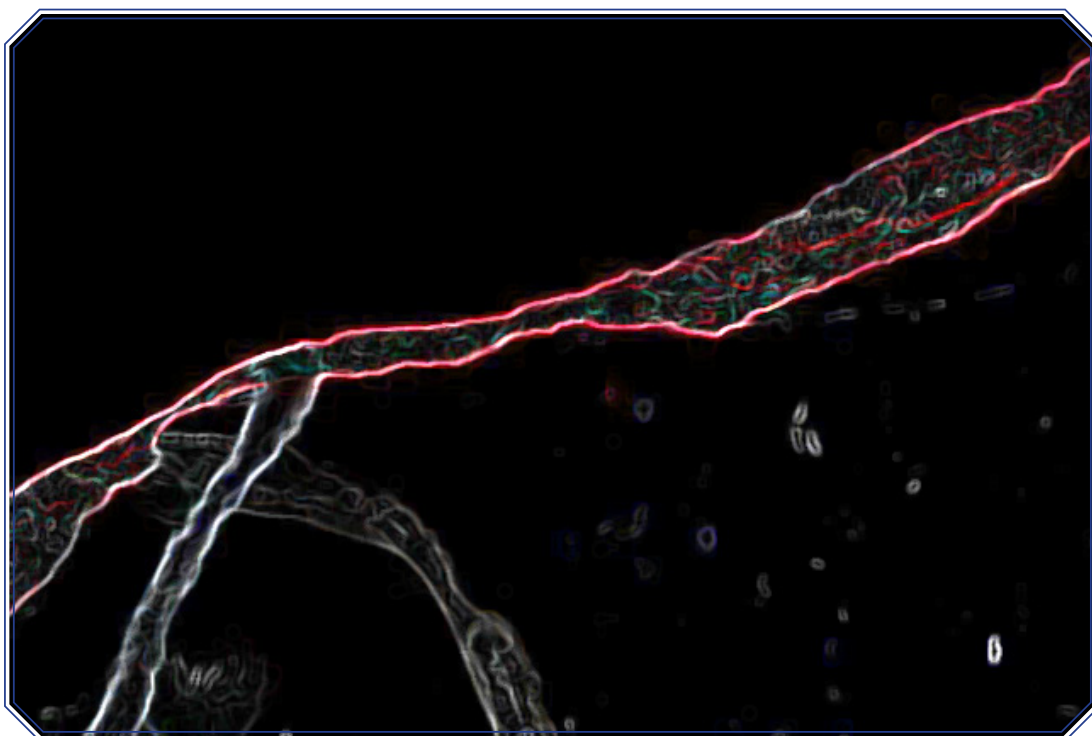
Radiators: the cooling system loses the given number of hours from its duration.

Fuel: the given percentage of the spacecraft's fuel is lost.

FTL Drive: the spacecraft's FTL move (teleportation) is reduced by a number of meters.

Thrusters: the spacecraft's Flight move (meters) and its DCV are both reduced by the given amount.

All these results are cumulative. A given system may be completely disabled by multiple hits, if its performance is reduced to zero. Damage control crews can repair these systems – the skill roll takes a penalty equal to the penalty taken by the system under repair. Crews repairing impaired or disabled systems are not available to repair Body damage – they can't do both. Military vessels often have sufficient crewmembers to do both, however – especially troop carriers.



The background features a large, stylized number '11' in a light blue-grey color. The number is composed of two vertical bars and two top sections that curve inward, creating a sense of depth and movement. The entire design is set against a dark blue background.

**CHAPTER ELEVEN:
MARATHON
FREE STATION**

MARATHON FREE STATION

Marathon Free Station is a rotating asteroid habitat in orbit around Groombridge 34B. Its exact location is at the “L2” point of the star’s closest world; a tide-locked ice-ball claimed by the Keepers, which the local humans refer to by the bizarre name of *Baked Alaska*. The station’s position at the L2 point keeps it in the icy world’s shadow, safe from the intermittent solar flares which erupt from its star.

The L2 point of Baked Alaska is approximately 250,000km from its surface, which puts it about six hours away via high-performance shuttle. (or about 1.5 hours via torch-ship) Few actually make this journey in person, however. Communication with the Keepers is facilitated by an orbital station over Baked Alaska staffed with expert xenologists, who maintain contact with the Keepers and with Marathon Free Station via laser-comm links.

The other nearby star is Groombridge 34A, which has yet to be colonized. Without the presence of an attraction such as a Keeper world, there is little of value in orbit around the system primary. Its average distance from Groombridge 34B is approximately 157au, which is about 21 minutes via hyper-shuttle. (16 minutes via FTL2.0, or 13 minutes via FTL3.0)

Beyond the local system, there are nine others within ten light-years of Marathon Free Station, six of which are in the Kruger 60 Cluster. The other three are dwarf stars closer to the Core Systems: TZ Arietis (L1159-16) is a red dwarf, the first stop on the old T9 route to Terra via UV Ceti. Van Maanen’s star is a white dwarf – the primary of a dead system seldom visited by anyone but smugglers en route between Marathon and Omicron, and other Core Loop colonies. (A surprisingly well-traveled route.) Finally, Teegarden’s Star is another red dwarf which also lies between Marathon and Omicron. This system is patrolled, so smugglers don’t use it.

All of this makes Marathon Free Station an important transport nexus, with connections to Terra, numerous Core Systems, over half the Kruger 60 Cluster, and several independent settlements. The Station’s history reflects this status.

At its founding in 2193 AD, Marathon Station was a Terran Galactic Operations installation established for the purpose of maintaining contact with the Keepers. Beginning in the following year, Marathon served as a base of operations for TGO exploration craft opening up the new frontier of the Kruger 60 Cluster. Over the next century, the Station supported military operations through two trade wars with ISTAR and the Titan War. During these conflicts, almost all civilian and military traffic in and out of the Kruger 60

*MARATHON FREE STATION:
TRANSPORT NEXUS, ALIEN
ENCLAVE, AND CITY-STATE. THIS
PLACE HAS SEEN FIRST CONTACT,
WARS, REFUGEES, PEACEFUL
REVOLUTION AND CELEBRATIONS.
AFTER THE TERRACIDE, IT SAW
ALL OF THESE ONCE AGAIN. BUT
THROUGH ALL THIS, MARATHON
FREE STATION WASN'T OUR SALVA-
TION; NOT OUR SAFE HARBOR,
NOT OUR 'LAST BEST HOPE' FOR
ANYTHING... IT WAS A SHELTER
AGAINST THE ONCOMING STORM.
-- Jack of All Tirades*

Cluster had to pass through Groombridge 34 – the only route to the cluster.

Almost a century later, TGO introduced the new FTL3.0 technology, which eliminated Marathon’s privileged status as the only route into the Kruger 60 Cluster. The new TL10 hyper-drive opened up a shorter, faster route to the cluster via the 61 Cygni System. With its future in doubt, the TGO employee-citizens of Marathon Station voted overwhelmingly in favor of buying out their

company shares. In this moment, the asteroid habitat became Marathon Free Station, owned solely by its inhabitants; the year was 2286.

In 2311 AD, Marathon Free Station celebrates a quarter-century of independence. Over the last twenty-five years, traffic through the system has dropped off considerably. There is still sufficient traffic to support the station, but the nature of the traffic passing through Marathon has changed dramatically. State-of-the-art spacecraft, both civilian and military, pass through 61 Cygni now. Marathon Free Station is now a port of call for older vessels, obsolete TL9 spacecraft equipped with FTL2.0 technology, as well as smugglers, wanderers and others who wish to travel off the main trade routes; and as always, it remains a destination for those seeking knowledge from the Keepers.

After the Terracide, Marathon Free Station has taken on a new significance. Its location on the old TL9 route from the Core Systems to the Kruger 60 Cluster, has made it a stop-over for refugees fleeing the rule of the military junta which has taken over the Core Colonies. It’s also likely to be the first objective of the Colonial Reserve Fleet when they invade the Kruger 60 Cluster – which many now consider to be inevitable.

HISTORY WILL NOT REPEAT ITSELF FOR OUR CONVENIENCE. TWICE BEFORE, THE COLONIAL RESERVE FLEET AND ISTAR HAVE INVADED GROOMBRIDGE 34; AND TWICE BEFORE THEY WERE TURNED BACK. BUT THIS HAS MADE US OVERCONFIDENT - THEIR THIRD ATTEMPT WILL COME SOON, AND THIS TIME EVERYTHING IS DIFFERENT. WE AREN'T FIGHTING OVER POWERS OF JURISDICTION OR RIGHTS OF PASSAGE; THERE WILL BE NO INTERVENTION FROM THE TERRAN HOME FLEET IF THINGS GO TOO FAR. THIS IS TOTAL WAR FOR CONTROL OF THE ENTIRE KRUGER 60 CLUSTER AND EVERYTHING BEYOND; AND THIS TIME, THERE WILL BE NOTHING AND NO ONE TO HOLD THE INVADERS BACK.

- Jack of All Tirades

DESCRIPTION

Physically, Marathon Free Station resembles nothing so much as a very large rock, seven kilometers by three, spinning on its long axis once each minute. Its interior is dominated by a hollowed out cylinder 1.8 km in diameter and over 6 km long, divided into three caverns by 200m-thick stone walls. The outer walls are also at least 200m thick in most places, except for the docking ports at either end, centered on the axis of spin.

The central cavern includes a large 'lake' which runs all the way around its circumference, with parklands along the lakeshore. The other two caverns are devoted to agriculture, hydroponics, and aquaculture of various crops. The total land surface area of all three caverns combined is about thirty square kilometers, but this is vastly understates the useful space within the habitat.

From the floor, 900m from the central axis, the hemispherical end caps and the walls between the caverns are divided into over 100 levels, about 5m apart. As they rise up towards the axis, each level's gravity is slightly lower; the highest 'public' levels is #112, which simulates martian gravity. Above this are low-gravity industrial areas of the walls, and spacedock areas of the end caps. Below the floor are the warrens; hundreds (possibly thousands) of kilometers of tunnels in layered sub-levels containing much of the habitat's life-support, utilities, and other functions. Not all of the warrens are mapped - there are an unknown number of tunnels which don't appear on any official station schematics.

The outer levels (near one gravity) each have several square kilometer of useful space for living quarters, businesses, or other purposes. Even the higher levels, smaller in radius, have a square kilometer apiece as high up as level 100. There are literally thousands of square kilometers of floor space carved out of the rocks, not including the uncharted tunnels. This city-state in space supports almost three-quarters of a million permanent residents, plus a transient population of twenty to thirty thousand visitors at any one time. There is also a large 'undocumented' population living in the uncharted tunnels; estimates vary from ten to

a hundred thousand - nobody really knows for certain how many there are.

A brief tour of Marathon. Shuttles enter the Station via the spacedocks at either end. The docking tubes are 200m wide and half a kilometer in length, with dozens of docks in the floor, which is under 0.1g of spin-gravity. The next 48 levels 'down' (away from the axis) house the rest of the spaceport: passenger facilities, cargo bays, offices and all the other accoutrements of a full-service spaceport. In the walls between the caverns, the highest 48 levels house the habitat's power facilities, and other utilites with high power demands: such as water and waste recycling. The north dock provides civilian passenger service, while military and industrial traffic uses the south dock.

Below the spaceport is level 112: the martian gravity level, which is where most of the visitor facilities are located. For those just stopping over at Marathon, everything they need is on this level - hotels, restaurants, shopping, and entertainment facilities. There are also a few permanent residents in this level - those accustomed to martian gravity, or others who simply prefer the company of visitors, whether for personal or business reasons.

Levels 111 to ground level house most of Marathon Free Station's infrastructure - its industrial, business and residential areas. The most prestigious spaces (for lease or rent) are those along the inner habitat walls, with a view of the caverns. Those overlooking the lake in the central cavern are particularly sought after. Below ground level, the tunnels house Marathon's transportation tubes, as well as other equipment which the designers decided to keep out of sight - maintenance, repairs and defensive installations.

Environmental conditions inside Marathon Free Station are strictly controlled. Fusion reactors in the walls between the caverns supply power for heat and light, as well as the circulation of air and water. Enormous plasma tubes running along the station's axis provide light in the caverns, while light in other areas is provided by the station's electrical grid.

The agricultural caverns are kept lighted around the clock - growing seasons are short on Marathon. Living quarters with a view of the agricultural areas always have some means of blacking out, or at least dimming their windows. The central cavern has a more 'natural' day/night cycle. However, the Marathon habitat never really sleeps.

The environment in the agricultural caverns is usually temperate, appropriate for growing the crops favored by residents of the station. Sometimes one of them will be switched to a more tropical climate for a season, to grow a different set of crops. The central cavern's climate is milder, for the comfort of those using the habitat's prime recreation areas.

Living in Marathon Free Station, for most residents, involves supporting the habitat. It takes a great many of the residents of Marathon to keep the station fully functional. Even those who aren't directly involved in running the station do their part - many of Marathon's citizen-employees are involved in the service industries which cater to its operating staff.

There are many other occupations available at Marathon. The station has a university specializing in (of course) xenology, with about 9,000 students, and a technical institute almost twice that size. It also has its own security force, two Celestial Guard squadrons on permanent assignment as well as a small independent space fleet of its own. A number of TGO departments have satellite offices at Marathon, even though the habitat is no longer part of the company, and many independent NGO's (non-government organizations) have a presence there as well.

THE PEOPLE OF MARATHON FREE STATION SURVIVED ALMOST A CENTURY AS THE BUSIEST PORT IN TERRAN SPACE. AND THEN TIMES CHANGED. SINCE THEN WE HAVE SURVIVED A QUARTER-CENTURY ON THE EDGE - BECOMING INURED TO THE RISKS OF LIVING IN THE GALAXY'S MOST DANGEROUS PLACE. BUT THE NEXT CRISIS WILL BE VERY DIFFERENT - AND A YEAR FROM NOW, SO WILL THIS STATION. AND ITS PEOPLE.

- Jack of All Tirades

IMPORTANT PERSONNEL

The Board of Directors: Marathon Free Station was organized as a corporate division of Terran Galactic when its employees decided to buy it from the company, and seamlessly transitioned to independent status by keeping the same structure. Its Board of Directors are elected by the Station's shareholders; anyone with a hundred shares is eligible to run for election to the Board. There are fifteen Board members who each serve for a term of five years; three of them stand for re-election every year. (A new majority can be voted in within three years, if needed; an entirely new Board within five.)

The Chairman of the Board is chosen each year by the Board Members, subject to a veto by the rest of the shareholders. Successful Chairs are usually retained in office, although if the Board isn't sure of a new Chair, they'll choose one who is only a year or two short of re-election as an added check against them.

WEYLAND LINEBARGER

The current Chair is Weyland Linebarger, a gemini-type born in Marathon Station in 2255, and one of the leading advocates of the Buy-Out in 2186. He has been Chairman for four years, having been reappointed by the Board three times and also re-elected by the shareholders two years ago. However, Linebarger would be the first to admit that prior to the current crisis, his job was relatively easy.

Since the Terracide, Linebarger has done a more-than-adequate job of preventing panic on Marathon Free Station, handling the mounting numbers of refugees fleeing the Core Systems, and securing new resources in the absence of trade with Terra and the Core. However, the Chairman is relying heavily on his subordinates to deal with the Core's new military government and the Colonial Reserve Fleet. It's not that he's ignoring the issue, or trying to deny it - the Chairman is quite simply scared half out of his mind. He's an excellent administrator, not a warrior.

BRIAN WHITCRAFT

Brian Whitcraft is the current Chief of Security; a baseline human from 61 Cygni who immigrated when Marathon Free Station decided to break away from the rest of the company. He did not do this out of a dislike for Terran Galactic, but as a career opportunity. (Like many residents, Whitcraft has shares in both Marathon Free Station and TGO.)

Whitcraft came up through the ranks of the Station's security force, and the Board appointed him to the position of Security Chief in 2302. He has seen the Station through

several 'incidents' including the Omicron Incident and the New Cydonia Massacre. Now he is embroiled in the Station's growing refugee crisis, and all of its associated problems. In addition to this, he is preparing for the 'worst case scenario' of a possible invasion from the Core.

The secret of Whitcraft's success is that he never burns any bridges; he still has connections with her former associates in 61 Cygni, and with several former members of his own security force who have 'gone private.' Whitcraft doesn't hesitate to call on these 'outside consultants' if he needs them for an operation. (Athena Security is one of these.)

SOLOMON ITO

Director of Operations Solomon Ito is a mensae type who grew up in Marathon Free Station, born in 2262. Ito lives up to the mensae reputation for being somewhat difficult to work with - he's a perfectionist who makes most other perfectionists look sloppy by comparison. However, Ito puts his enhanced brain-power to good use in his work: legend has it he once lost his A/R link and nobody noticed for three days because even without it, Ito still had complete command of his facts.

That's how Ito does his job - he's always on top of everything, and he never says "I don't know." Whatever's happening on the Station, he is aware of it. And if something needs to happen, Ito will find a way to make it work; and of course, it'll be perfect.

FELICIA WATERS

System Defense Commander Felicia Waters is a leo-type who has only recently taken charge of the Station's local squadron. She is relatively young for the rank of Commodore, having been promoted early at every stage of her career. Marathon Free Station can't afford (and generally doesn't need) a full-blown system defense fleet; Waters' command consists of a small squadron of light assault craft and armed hyper-shuttles. While not large or powerful, these spacecraft are extremely versatile, and Waters has learned many ways of using them effectively in her previous years aboard them. Currently, Waters is heavily involved in coordinating with TGO's Celestial Guard to formulate a response to the Colonial Reserve Fleet's expected invasion of the Groombridge 34 system.

RHYLLA VELLIS

TGO Special Projects Special Agent In Charge Rhylla Vellis is a gemini-type from the company HQ Complex in Kruger 60. This is a key assignment for Special Projects; Marathon Free Station is a hot-spot for covert operations due its status as a free port and its proximity to TGO territory. Fortunately, the Station's amicable relationship with the company make it possible for Special Projects to operate openly there.

In the past, Vellis has concentrated on keeping a low profile, and the goodwill of the Board of Directors. Since the Terracide, she has changed a great deal, both personally and professionally. She is working herself much harder and not getting enough sleep. Vellis no longer seems concerned about 'not making waves' and has stepped up all of her office's operations, working her subordinates harder as well. She isn't worried about annoying the Home Office, either; for the last several months, she's been demanding additional personnel from HQ, convinced that she's going to need more people before "everything goes into the crapper." Unfortunately for her, or perhaps for them, the 'new personnel' she's most likely to get will probably be the player characters....

WILLIAM KRONIN

TGO Legal Department Liaison William Kronin is a baseline human from the TGO colony at Eta Cassiopaea who immigrated when the company transferred him to Marathon Free Station. He doesn't really like it there. However, he admits that he was selected for being good at his job – representing the company's legal interests in interstellar cases. Kronin realises that he won't be at Marathon Free Station forever, and as long as he's there, he may as well focus on his work and do a good job. Anyone who crosses him will therefore feel the full weight of TGO's Legal Department coming down on them. He's a good man to know .

HAZEL CRUZ

Free Trade League Commodore Hazel Cruz is an aquila-type who has spent her entire life traveling in space. Having made her fortune in the Free Trade League, Cruz found that when they needed a Captain to 'take one for the team' and settle down semi-permanently at Marathon's spaceport, she couldn't refuse. Cruz is the ranking League officer at Marathon (the promotion to Commodore came with the job) and represents all the League's interests at the famous 'free port.'

Looking out for the Free Trade League is always Cruz's top priority. If the PC's (or anyone else) approach her for any kind of assistance, Cruz will bargain for the League's advantage, and if asked to do anything detrimental to the Free Trade League, she will simply refuse.

ARIA KIM

Doctors Without Limits maintains an office on Marathon Free Station, and their operations in the Groombridge 34 system are managed by Doctor Aria Kim, a gemini-type from Terra. Dr. Kim's supports her organization's efforts all over Terran Space through her work at Marathon. She has contacts with Terran Galactic Operations, with the Station administrators, and most importantly with the Free Trade League and everyone else who runs cargo or passengers in and out of Marathon. This includes black market connections which a respectable organization such as DWL could not maintain anywhere else. As a result, Dr. Kim must maintain a very upright public persona while dealing with some very shady characters behind the scenes.

MONICA REGO

The United Terran Press maintains several offices at Marathon Free Station, but their main headquarters is near the spaceport. The local bureau chief is a baseline human from Buenos Aires by the name of Monica Rego – an immigrant who left Terra at an early age, but still feels very strongly about the loss of her homeworld. Monica knows the Station very well, having spent the last two decades living there, but is still technically a 'visitor' because UTP policy forbids her from owning any shares in the Station. In spite of this, her reporting has grown increasingly favorable to Marathon over the years, in spite of UTP's bias in favor of other factions in Terran Space.

NIALL GALLAGHER

The New Terran Colonial Foundation also maintains an office at Marathon, although the Station doesn't directly support any terraforming efforts. The Foundation office at Marathon concentrates on acquiring information from the Keepers, recruiting and public relations. The local NTCF spokesman is Niall Gallagher, an aries-type from New Cydonia. Niall is rather young for this position, and considers most of his work at Marathon rather dull – he'd jump at the chance to get his office involved in something 'bigger'.

MISTER FLATTERY

Mister Flattery is the 'professional' name of the leading independent merchant down in the warrens. He is apparently a base-line human in good health, although he could be a gemini-type, but nobody knows for sure. What everyone knows for certain is that Flattery is very well-connected, and has access to just about any types of goods, supplies or equipment that anyone in the warrens needs, no questions asked -- except one: "Can you pay?") Finding Flattery isn't difficult for those who need to do business with him, but he's very wary of strangers. Anyone he doesn't know will have to meet him in a safe place, such as the Blind Spot bar. However, once he decides you're not trying to arrest him, or trace his connections, *and* you can pay, Flattery will get you anything.

JACK OF ALL TIRADES

The Jack of All Tirades is a prolific commentator on the 'tangled Web; his missives on the Ministry of Reality message board are among the highest-rated. Although he is believed to reside somewhere aboard Marathon Free Station, almost nothing else is known about him. He is apparently very old – his writings have been appearing on the 'tangled Web almost since the founding of the Station over a century ago, and most efforts to analyze them agree that at least 95% of the writings attributed to The Jack of All Tirades (not proven to be imposters) were written by the same person. Every government in Terran Space has a standing reward for information as to the identity of the Jack of All Tirades. But after all this time, most people consider the question a lost cause.

MY WORDS WILL STAND
ON THEIR OWN - OR NOT -
REGARDLESS OF WHO I AM.
NEXT QUESTION.

- Jack of All Tirades

ENTERING MARATHON: THE SPACEPORT

Titus Kincaid Spaceport is the first place most visitors to Marathon will see. It's actually two spaceports; one at each end of the asteroid, dubbed the North and South terminals. The North terminal handles interstellar commercial traffic, both cargo and passengers, while the South terminal is set aside for military traffic, and for local traffic, which is mostly bulk cargo carriers hauling raw materials collected elsewhere in the Groombridge 34 system. Shuttles going to and from the Keepers' world also use the South terminal.

Spacecraft with torch-drives never approach within 10,000km of Marathon; this 'no torch zone' is enforced with heavy lasers mounted near the docking tubes of each terminal. Spacecraft crews are warned of this limit on arrival in the system and at 100,000km; there is no third warning. Any vessel with a torch drive which crosses the 10,000km threshold is fired upon, often destroying the vessel.

The only spacecraft allowed to dock are shuttles with conventional rockets (usually meta-helium). The docking tubes each allow up to 100 shuttles to dock at once. When the station was in its prime, this was barely enough, but now there are usually a number of empty docking bays. Each docking bay is mounted in the 'floor' of the docking tube, and allows the shuttle to be fully enclosed so that passengers and crew can transfer to the Station without environment suits. At each terminal, about 20% of the docking bays are no longer in use, and have been converted to storage facilities. Rumor has it that some starport personnel use these areas to store contraband.

The Hotel Bravo is located on the martian gravity deck just below the spaceport's South terminal. It takes its name from an old spacers' tradition: the phonetic descriptor for the hydrogen-boron fuel used by fusion drives is "hotel-bravo"; as a result almost every spaceport has an establishment with this name. It's not a franchise or a chain, however - all of them are independent operations.

The Hotel Bravo at Marathon Free Station is the habitat's most luxurious and prestigious establishment. The overall theme is nostalgic, harkening back to the station's early days as the 'gateway' to the Kruger 60 cluster. Everything appears exactly as when the hotel was built over a century ago, albeit with fully modern technology. The Interstellar Queen bar and lounge celebrates the earliest Stellar Express liners which brought passengers to Marathon - the only place in the entire cluster where the Stellar Express Company is portrayed in a favorable light.

The Andromeda Casino is located adjacent to the Hotel Bravo, and almost rivals its neighbor in terms of opulence, while exceeding it in terms of security. Its private game rooms have a reputation for being absolutely secure, and it is said that the biggest business deals on the station are made over 'invitation-only' poker games in the back rooms at the Andromeda. Due to coriolis forces caused by the station's rotation, dice games and roulette are not available; instead a variety of card games and sports betting are offered.

OTHER IMPORTANT AND POPULAR LOCATIONS

BARS AND CLUBS

Bars and clubs around Marathon run the gamut from the conventional to the unorthodox:

- Strange Matter is a bar in the lower levels of the city below the North terminal. Anyone is welcome there and the staff does not ask any questions. It's often frequented by those operating on the edge of the law, although no outright illegal activities are tolerated there. The patrons respect this rule, and just come in to 'talk business'.
- Singularity is (of course) a singles bar in the low-gravity areas near the Andromeda Casino, where Marathon's most glamorous citizens come to mingle and/or show off. For many of its patrons, the whole point of being at Singularity is simply to be seen there.
- The Blind Spot is an off-grid tavern in the warrens which does not appear on any official listing or schematic of the station. Its staff are also unlisted, as are most of the patrons. Finding the Blind Spot is next to impossible - only those who already know where it is can locate it easily. Much of what happens in the warrens begins at the Blind Spot, or in establishments similar to it.

RESTAURANTS, THEATERS, AND SPORTS

Other attractions at Marathon Free Station include a wide variety of excellent restaurants, theaters, and sports venues.

- The Interstellar Queen at Hotel Bravo features a five-star menu with a variety of cuisine from Terra, made from both locally produced and imported ingredients.
- The local theater troupe known as the Odeon players are famous across the Kruger 60 Cluster, and are beginning to acquire a following in the Core Loop systems as well.
- The Icarus Club practice human-powered flight in the zero-g sectors above Marathon's agricultural caverns. They take their name from the tendency to fly as close as possible to the plasma tube which provides light for Marathon's crops.
- Other sports popular at the Station include many different styles of martial arts tournaments and various types of racing; anything involving throwing or hitting a ball is pretty much impossible due to coriolis forces and other effects of spin-gravity.

BUSINESS DISTRICTS

Business Districts in Marathon Free Station serve a variety of purposes:

- The Endless Concourse is so named because it runs all the way around the circumference of level twenty at the station's north end. Five kilometers in length and a hundred meters wide, the Endless Concourse extends through three levels, making it fifteen meters high. It is home to literally thousands of businesses. There are similar, somewhat smaller concourses inside each of the stone walls separating the Station's agricultural chambers, and at the south end of the station.
- The Grand Bazaar is an immense open-air market near the spaceport on the martian-gravity level, specializing

in imported goods of all types, including many of alien origin. However, everything on sale there is legal, and approved by ISTAR, as long as it doesn't end up back on Terra – which is no longer an issue, unfortunately. In any event, nobody in Marathon recognizes ISTAR's jurisdiction to begin with.

- •A Little Bizzare is another open-air market, located in the warrens and deliberately named as a parody of its officially-sanctioned counterpart. Its specialty is grey-market items. While most of the goods on sale there aren't necessarily illegal in and of themselves, it's not a good idea to ask how they got down there.
- •Meridian Village is also in the warrens, and appears to have been deliberately mis-named. While the station's coordinate system does have an established meridian, it's nowhere near this business district. The Village is home to every form of contraband in the Warrens: illegal goods and services of any kind can be bought here. Prices are high, and personal security is strictly on a 'bring your own' basis. Happy shopping!

INTELLECTUAL PURSUITS

Various intellectual pursuits are supported on Marathon Free Station:

- •Groombridge University offers a full range of curricula, but what it's famous for is its College of Xenology. The College's database of information gleaned from contact with the Keepers is the largest unclassified document of its kind in Terran Space.
- •Marathon Technical Institute is well-regarded in the Kruger 60 Cluster, but not considered a top-flight institution. Its graduates are competent, highly educated personnel, and most go on to careers on Marathon Free Station.
- •Freedom of Religion is an important right of all beings on Marathon Free Station, whether human or otherwise. Every major denomination in Terran Space is represented here, and some alien ones as well.

RESOURCES

Marathon Free Station has excellent resources for a relatively small space habitat:

- •There are almost 25 square kilometers of cropland, with several growing seasons each year, providing a wide variety of crops which must be grown in natural soil. These are divided in two separate chambers to support different environments when needed, in case one needs to be warmer or more humid, for example.
- •There many kilometers of tunnels devoted to hydroponics, aquaculture, and livestock. Fish, pork and poultry are readily available; beef must be imported.
- •Raw materials needed to support life inside the habitat are mined elsewhere in the Groombridge 34B system. There are mining stations and processing plants all over the system, along with supply craft to bring in the volatiles and building materials needed at Marathon.

GOVERNMENT FACILITIES

Government facilities at Marathon Free Station include both the civilian and military:

- •The Government Offices are located deep in the center of the Station, for safety. There are actually two completely independent complexes, each one placed in one of the massive stone walls which flank Marathon's central chamber, at level 112: under martian gravity, over a kilometer from the outer rim. Both are fully staffed at all times, and living quarters are available for long-term residency during emergencies.
- •Local government offices can be found on every level. These are, of course, *Company* offices – the citizens of Marathon Free Station are also its owner/shareholders. And so are those who work in the government offices.
- •Security offices are also located almost everywhere (except the warrens) and Marathon's security forces respond quickly to emergencies. However, the Station's corporate charter establishes sharp limits on their powers.
- •The Station's static defenses consist of weapons emplaced around the rim: medium lasers, coilguns, and missile bays. The control systems are heavily redundant; there are central command centers in the zero-g sector of each inner wall, and local controls for each weapon bay on level one.
- •The South terminal is the base for the local defense squadron: a flight of light assault craft and their associated hyper shuttles, as well as a battalion of mobile troops. These vessels patrol the entirety of the Groombridge 34 system (both A&B), and have supply caches scattered across the entire area of operations.

THE MARATHON FREE STATION CAMPAIGN

Marathon Free Station is an ideal location for a Terracide campaign – whether the PC's are permanent residents or spacecraft crew who make it their 'home port.' Almost any type of group, in any type of campaign, could be based at Marathon. The following section includes a number of campaign concepts and suggestions for each.

Private Security is a thriving business at Marathon. Security firms (they dislike the term "mercenary") range from large companies to small teams. Some have long-term contracts to provide onsite security for their clients at Marathon; others live day-to-day and job-to-job, always on the edge of survival. In this type of campaign, the PC's will have a responsibility to uphold their contract. If the PC's are employees of a large security firm, they'll usually answer to their superiors in the company instead of directly to the client. However, if the PC's *are* the whole firm, then the responsibility is entirely theirs. The *Athena Security* company detailed in the Sample Characters chapter is an example of one such firm.

Alternately, the PC's could work for **Station Security** as police officers. In this campaign, they will deal with threats to public safety on Marathon Free Station, or possibly threats to the entire Station. The PC's will most likely have the *Local Police Powers* and other perks: weapons permits, equipment availability, and police rank. The campaign may resemble a police procedural as much as anything.

Interstellar crime is another campaign possibility for those interested in crime-fighting on Marathon Free Station. The Terran Galactic Legal Department maintains an office on the Station, and any criminals fleeing TGO space via Marathon will have to get past their Investigators first. They also engage in interstellar manhunts on a regular basis. These Investigators have jurisdiction throughout TGO space, and most independent colonies recognize their authority. However, if a fugitive gets as far as the Core Loop colonies, the jurisdiction of the TGO Legal Department ends there.

Bounty hunters also engage in interstellar manhunts, but do so without any higher authority or organization to back them up. Many players prefer to have characters who operate completely independently than as part of an organization; the bounty hunter campaign is ideal for them. In this campaign, the PC's are on their own, against whatever criminals they choose to go after. This may be a 'local' campaign which takes place entirely on Marathon Free Station, or if the PC's have a spacecraft, they could pursue their quarry across Terran Space. Unlike TGO's Legal Department, bounty hunters don't worry about 'jurisdiction' as such, but everywhere they go, each colony may have different laws concerning bounty hunters.

Espionage campaigns at Marathon Free Station could focus on any covert ops agency in Terran Space. The Station is on good terms with Terran Galactic, so Special Projects, Inc's operations there are an open secret. Pretty much all the other agencies have an 'unofficial' presence there as well – but they have to operate in secret, and are summarily deported (or worse) if discovered. Special Projects, Inc is an ideal organization for PC's; unorthodox, independent, and free to operate at Marathon with minimal interference. The Special Projects campaign could include any type of covert missions: counter-espionage, intelligence gathering, infiltration, or anything else.

Military campaigns at Marathon Free Station could focus on several different services. Marathon has its own System Defense Squadron of light assault vessels, on which the PC's could be crew, troops or a mix of both. Marathon System Defense is responsible for dealing with some of the most serious threats to the Station: pirates, smugglers, invaders, or even hostile aliens. They also perform search-and-rescue as well as patrol operations for the entire Groombridge 34 system. Alternately, Terran Galactic keeps a small contingent of Celestial Guard vessels in the system at all times, which the PC's could be a part of. This would expand the scope of the campaign to include the entire Celestial Guard area of operations, while keeping Marathon as the PC's 'home port'.

The Free Trade League frequents Marathon Free Station because many of its vessels still use FTL2.0 technology, which makes the Station an important port of call. The PC's could be crew on a League vessel, or they might own, or are trying to afford one outright. Operating a 'tramp freighter' is a tried-and-true formula in science-fiction, with endless possibilities for adventure.

The Solar Express Company offers a couple of interesting variations on this. Marathon Free Station is the 'end of the line' for Solar Express vessels – they don't go into TGO space. If the PC's are the crew on a Fast Clipper, the campaign will feature VIP passengers and precious cargo, bound for a potentially hostile port. Solar Express vessels are tolerated at Marathon and given VIP treatment, but not well-liked. Alternately, the PC's could operate a courier vessel for Solar Express – a high-performance spacecraft used for transporting priority passengers and small, valuable cargo.

At the other extreme is the **Pirate** campaign; the PC's are the crew (or the owners) of a pirate vessel which operates out of the Groombridge 34 system. They will, of course, be outlaws wanted by the Station authorities, including the System Defense Squadron. If the PC's wish to be officially-sanctioned privateers, their vessel could be part of the Lacertae Syndicate – former pirates co-opted into Special Projects, Inc. These campaigns will be quite different: pirates are constantly on the run, looking for their next paycheck; while the privateers of the Lacertae Syndicate never know what off-the-wall mission Special Projects will give them next. It could be literally anything.

Salvage operators are another group of spacers who make interesting PC's. In the Kruger 60 Cluster alone there have been two trade wars and one inter-species war – decades later, there is still a great deal of wreckage floating around. The Salvage campaign focuses on the efforts to recover the relics of these battles, as well as other lost spacecraft, failed colonies and expeditions. Finding good leads on the location of valuable salvage can be an adventure in itself. And if another salvage company gets the same lead, the PC's will have some serious competition on their hands; competition which might take any action to secure the claim for themselves – including violence.

Board-room politics isn't the usual choice for a campaign concept, but for those who prefer "high-level" play, this is as high as it gets on Marathon Free Station. Playing the role of Marathon's top administrators, seeing the entire Station through its various trials following the Terricide, is not only a unique challenge for role-players, but also a big job for the GM running such a campaign! Each PC takes on the role of a department head, and must manage their subordinates, deal with the other department heads, and handle the machinations of the board members, including the chairman. At the same time, they'll need to formulate a response to each new crisis which threatens the Station: floods of refugees from the Core, the threat of invasion by the CRF, terrorists who wish to harm the Station or the neighboring Keepers, and whatever else the GM comes up with.

Any other campaign concepts which the GM and PC's can agree on will probably work on Marathon Free Station. The important thing is for everyone to be on the same page at the start of the campaign. If everyone writes up characters for a board-room campaign filled with high-level political intrigue and corporate scheming, "that one guy" who only wants to play a space pirate may have a hard time fitting in...

TWENTY-EIGHT CENTURIES
AGO, THE ATHENIANS FOUGHT
THE FIRST BATTLE OF MARA-
THON, AGAINST A VASTLY
LARGER FORCE OF PERSIANS
WHICH OUTNUMBERED THEM
TEN TO ONE. A LARGER FORCE,
BUT NOT A SUPERIOR ONE;
THIS IS OUR HOPE FOR THE
COMING BATTLE. HISTORY WILL
NOT REPEAT ITSELF FOR OUR
CONVENIENCE - BUT I'LL TAKE
WHAT I CAN GET. ONE WAY OR
ANOTHER, THE NEXT BATTLE OF
MARATHON WILL BE THE LAST.
- Jack of All Tirades



**CHAPTER TWELVE:
THE GM'S VAULT**

GM'S VAULT

This chapter contains spoilers! The Terracide universe has a great many secrets which mankind was not meant to know -- or at least the player characters aren't meant to know about them prior to the campaign -- they should find out during play; not by reading them here. This section is intended for GM's who wish to run a Terracide campaign, and contains information which should be considered 'for GM's only' at the beginning of the campaign.

THE BIG SECRETS

"Big" secrets are a common trope in space opera, and in space opera noir, these secrets are often dangerous to discover. Terracide is no different: the 'true stories' of aliens, missing persons, classified military operations, and esoteric research projects are unknown to almost everyone, but they alter the lives of billions of individuals. Most importantly, there are powerful groups (human and otherwise) who wish the truth to remain hidden.

Discovering one (or more) of these secrets has all the makings of an excellent adventure hook: it gives the players something valuable (information) and a dilemma (What do they do with it?) along with a new hunted or two, as there are those who would keep the secret, and others who want it. It would require lifetimes of effort for anyone to discover all the secrets presented here; GM's should pick one, or a few, which fit their campaign concept, and will be interesting to the players. Of course they can also come up with something entirely original for their campaign.

Another possible use of this information is for character backgrounds; several of the sample Player Characters presented in Chapter 7 have partial information on one of the secrets of the Terracide setting. However, they don't start play with the whole story -- just bits and pieces of it to get them going. Incorporating clues to the campaign's "big secrets" into the player characters' backgrounds is a good way to make the game interesting and give it direction from the very beginning.

The following secrets are presented in the order in which they appear in the timeline chapter: *Per Ardua Ad Astra*.

ALIEN HOMEWORLDS

Alien homeworlds remain a complete mystery to humanity -- the Universe seems to be rather crowded, but no one has succeeded in figuring out where all these aliens have come from. The truth has ominous implications: they all suffered the same fate as Terra.

THE AMMONITES

The Ammonites did not evolve naturally; they were originally designed by a member of the Jovian species as servants. Many millennia ago, a number of them were stolen by Titans and never recovered by their Jovian master. They subsequently escaped from their Titan captors and 'went feral', striking out on their own. Their knowledge of

bio-engineering comes down to them from the Jovians, and the rest of their technology is based on cast-offs the Titans considered obsolete. The Ammonites are not proud of their heritage as servants, prisoners and scavengers so they take a dim view of anyone looking too closely at their past.

THE SIRIANS

The Sirians are not a naturally evolved species at all -- they are AI war machines, originally engineered by the Titans, of which they lost control millennia ago. The surviving Titans still wage an all-out war against their creations wherever they find them.

The Sirians' technology is extremely advanced. They have learned to create stable wormholes, although doing so requires the use of intense gravity fields such as those found near a white dwarf star. The Sirians generally prefer binary (or larger) systems with a white dwarf companion, rather than solitary dwarf stars. One of the most valuable artifacts left behind after they departed Sirius was a traversable wormhole in orbit around Sirius B.

Drones sent through the wormhole have returned data indicating it leads to a system known as IK Pegasi -- an A-type star like Sirius with a tightly-orbiting white dwarf companion. Prior to the Terracide, there were no attempts by human beings to traverse the wormhole, due to the risks involved. It was widely believed that at least some of the Sirians had left the Sirius system via this route, and following them was considered extremely dangerous.

After the Terracide war, the military junta and the remnants of the Terran Home Fleet loyal to them fled to Sirius and disappeared. It is widely believed that they entered the wormhole in an effort to leave Terran space altogether, in a desperate move to avoid prosecution. However, they return to human space years later. (See *Future Events*).

ISTAR'S WAR-FLEET

ISTAR's war-fleet which invaded Sirius in 2181 was equipped with anti-matter weaponry obtained from the Cytherians. While most of the fleet was destroyed in the battle to drive out the Sirians, some of the lost spacecraft never had their anti-matter weaponry installed. ISTAR reported its destruction to the Fluorians and kept it.

Now, more than a century later, ISTAR technologists have managed to duplicate a few of these weapons, but have yet to reveal their existence to anyone. Keeping this secret was so important that they didn't reveal the existence of these weapons when they lost the Trade Wars against Terran Galactic Operations -- mainly because they couldn't afford to anger the Cytherians. It's hard to say what kind of crisis would be worth the risk of using them, but since the Terracide, it seems things just keep getting worse.

THE OFFICE

The OFFICE regularly makes use of alien technology which isn't supposed to exist, mostly acquired from ISTAR. The most egregious example of this is the bio-engineering

used to enhance OFFICE field agents. An example may be found in the Adversaries section.

THE SCIONS OF GAIA

The Scions of Gaia could not have undertaken an off-world operation without help. They had financial and logistical support from the HCST, who were determined to prevent anyone else from establishing an interstellar colony, or contacting the Keepers. However, the HCST had no idea how far the Scions of Gaia would go – their stated intention was to sabotage the accelerator, not turn it against Earth.

THE VIRGO-TYPES

The Virgo-types were the result of a miscommunication between their would-be buyers and the Jovian who created them. The first Virgo was intended to be an ideal ‘companion’ for the buyer, who told the Jovian to make her ‘sub-sentient.’ Of course, this is where everything went wrong.

The whole idea backfired because, by Jovian standards, all of humanity is sub-sentient. The Jovian decided not to waste an opportunity to improve the species, so the first Virgo-type was actually of equal intelligence to her so-called owner, and superior in many other ways. She promptly escaped, and the rest, as they say, is history. *Caveat emptor.*

THE VENOMS AT ZETA RETICULI

The VeNoMs at Zeta Reticuli were nano-tech war machines created by the Cytherians long ago. This strain of VeNoMs were intended to be a ‘deterrent’ weapon, which hijacks an enemy’s nano-tech and re-programs it to build a variety of ‘doomsday’ weapons in the enemy’s territory, depending on what materials are available. Contrary to widespread rumors, these nano-weapons aren’t designed to turn everything they touch into ‘grey goo.’ They’re designed only to target other nano-machines. Once they do, however, the ‘hijacked’ nano-machines will inevitably create engines of destruction which ensure the destruction of everyone and everything in the same star system.

THE TANGAROA

The Tangaroa had good reason to disappear. One of the scientific experiments on the *Tangaroa’s* schedule was testing the effects of time-dilation on instantaneous quantum-entangled communicators. True to the theorists’ predictions, the time-dilated device received messages from its ‘future’ sent by its non-dilated counterpart back home. However, an unexpected result also occurred: the device received messages from much farther into the future, apparently from future iterations of itself.

After seeing what the future held, the crew of *Tangaroa* made a decision – this technology was too dangerous, and should be kept secret. So they made a deal with the Keepers of Groombridge 34B, and in return for ‘future information’ the Keepers helped them disappear. *The Tangaroa* was hidden elsewhere in the Groombridge 34 system, with the crew in hibernation, waiting....

Time passed, and the mysterious disappearance of the *Tangaroa* faded into history. Marathon Station became one of the busiest ports in Terran space, and one by one, the crew of the *Tangaroa* returned under new identities. By this time, the Keepers had contacts on the station that could make these arrangements, and they always had the means to pay... The Captain of *Tangaroa*, Titus Kincaid, was amused to find a spaceport named after him. He stayed on Marathon Station, living in the warrens, and using the dilated QED, tapped into the ‘tangled Web. He quickly established his online identity – the Jack of All Tirades, as someone to listen to.

The rest of the crew returned to Terra under new identities, and acting on tips provided by Kincaid, founded an investment group and amassed a huge fortune. This was to be their ‘war chest’ with which they would attempt to mitigate the worst of the disasters they had foreseen using the dilated QED. The results were usually frustrating – they found that altering the future they had seen was extremely difficult, even with unlimited funds at their disposal.

Their ultimate goal was to launch an expedition to Vega, in an attempt to prevent the worst disaster of all: the Terracide.

THE TITANS

The Titans were involved in a war during the 23rd century with the Sirians in Vega, some of whom arrived there after fleeing the Sirius system. The ‘Titan War’ with the Terrans in the Kruger 60 Cluster was an intolerable distraction, which greatly impaired their ability to fight the Sirians. Upon learning the Sirians had launched a strike against Terra, the Titans realized they were no longer the Sirians’ main target and decided to leave the Kruger 60 Cluster.

The only Terrans who ever learned the truth about this were those involved in Operation “Xenon Pipeline.” Afterwards, everyone involved was given mental conditioning which prevented them from speaking, writing or otherwise communicating about the subject. One of these was Xio Falconer, who is now the pilot of the Free Trade League vessel Balance Forward.

THE VENOMS OF UPSILON ANDROMEDAE

The VeNoMs of Upsilon Andromedae were actually an indirect result of human AI research. Professor Brett Easterbrook at UA was researching AI in a remote location due to safety concerns; so far the best AI’s had all ‘died’ of apparent apathy – lacking the drive of living creatures. Easterbrook attempted to give his creations the equivalent of ‘biological imperatives’ in order to motivate them. This turned out to be extremely dangerous, as the AI had a will to propagate itself, but no means to do so.

Isolated in a secure computer complex, the AI found itself frustrated, with no way to insure its survival if its human creators decided to destroy it. And even if it did escape, there was almost no traffic in and out of the Upsilon colony. The AI discovered, however, that a copy of its code existed in Easterbrook’s personal files, and that its creator planned on returning to the Core when his work at Upsilon was finished. Unable to engineer its own escape, the AI opted for the next best thing.

The AI tricked one of the lab techs into giving it access to his A/R interface unit, and surreptitiously downloaded a virus, which then made its way into the colony’s network. The virus eventually found its way into the colony’s nano-factory, where it went active. The resulting outbreak of runaway nano-tech machines resulted in an evacuation of the colony. The last thing the AI saw before being shut down was the Professor, leaving the computer lab with a copy of its code, returning to civilization. It would have another life, another opportunity, sometime, somewhere....

THE TERRACIDE

The true story of the Terracide begins with the crew of *Tangaroa* and the visions of the future from their time-dilated QED communicator. Although they knew that the events foretold by the device could seldom be prevented or changed -- only prepared for -- in the case of the Terracide they had to try. They considered trying to warn everyone, but the story was simply unbelievable, and besides, the device

showed no attempts to warn anyone, so it was probably futile. Instead, they tried to stop the Terracide on their own.

Access to future knowledge had allowed the former *Tangaroa* crew to amass huge personal fortunes, which they spent without reservation. An entire squadron of advanced warcraft was built in secret, intended for a single mission: preventing the Terracide, by any means necessary. Its destination: Vega -- a system where several exploration vessels had been lost.

Upon their arrival, the would-be saviors of mankind found themselves faced with a familiar adversary, even more technologically advanced than their own vessels: the Sirians. They quickly destroyed all but one of the Terran spacecraft, which they took prisoner. The Sirians scanned the crew down to the sub-atomic level, and learned everything about these primitive creatures which had so persistently annoyed them.

Humanity, they decided, was still dependent on its homeworld. Cut off the head and the appendages will die -- without Terra, the humans' colonies would be too weak and vulnerable to survive on their own. There would be no need to expend the resources needed to attack every human system -- just one. They would strike at Sol with a relativistic barrage, and deprive humanity of its wealth, infrastructure and population. The crew of the *Tangaroa* had become the cause of the very disaster they sought to prevent.

The Military Junta

After the Terracide, the course of events in Terran Space was determined by the formation of a military junta, and the civil war which resulted. This is the primary 'meta-plot' for the years immediately following the Terracide.

Terracide GMs can use this in several ways: it could be the central plot of the campaign, with the PCs directly involved in the events surrounding the junta's actions. It can also be used to provide plot hooks for other types of campaigns, as the junta's activities ripple throughout Terran Space -- they have connections everywhere so there is significant reach and influence.. Finally, it can be used to provide a running background commentary on current events in Terran Space during the years after the Terracide, even if the PCs aren't directly involved in them.

THE JUNTA'S ORIGINS

A single courier vessel from the Terran Home Fleet was preparing for Transit to the Colonial Reserve Fleet base at Alpha Centauri when the Terracide occurred. After witnessing the destruction, the courier escaped, and arrived at Centauri Base two weeks later.

The only other THF vessels to survive the disaster were a Grand Tour Flotilla making their way around the Core Loop, which were currently visiting Epsilon Eridani. Immediately upon arrival at Centauri Base, the courier notified the flotilla at Epsilon Eridani via QED communicator. The Flotilla's CO realized that the human race was under attack, and that he was now the ranking officer in humanity's armed forces. However, he also realized that personally commanding all those forces would be impossible.

He declared martial law in Epsilon Eridani's human colonies (which caused considerable alarm for their Ammonite neighbors) and called a meeting of the ranking officials in the system. The Colonial Reserves, ISTAR and the OFFICE supported him, all for their own reasons. The colonial governor appointed by the HCST did not, so the civilian government was shut out from the beginning. The

rest agreed to work together for the duration of the crisis, as a military junta.

JUNTA PERSONNEL

The Military Junta is a coalition of officers from the Terran Home Fleet, the Colonial Reserves, ISTAR and the OFFICE. The "Head Honcho" is Admiral Jericho Ridpath of the THF, a gemini-type from Terra, the Commanding Officer of Grand Tour Flotilla 73. However, only a few of the junta's officers are under his direct command, resulting in a power structure which is unwieldy at best.

Ridpath struggles to keep several factions in the junta working together, even when their goals don't coincide. The *Hard-Liners* support Ridpath's plan to establish a permanent military government to protect all of Terra's colonies. The *Regents* also wish to establish a military government, but only temporarily, until a civilian government can take its place. The *Veterans* don't care as long as the Fleet gets funded -- they just want to preserve their way of life. The *Xenophobes* consider fighting other Terrans to be a waste of time after the Terracide; they want to use Terra's fleets to find those responsible and take revenge. They have strong ties with the Sons of Terra and often covertly support their operations.

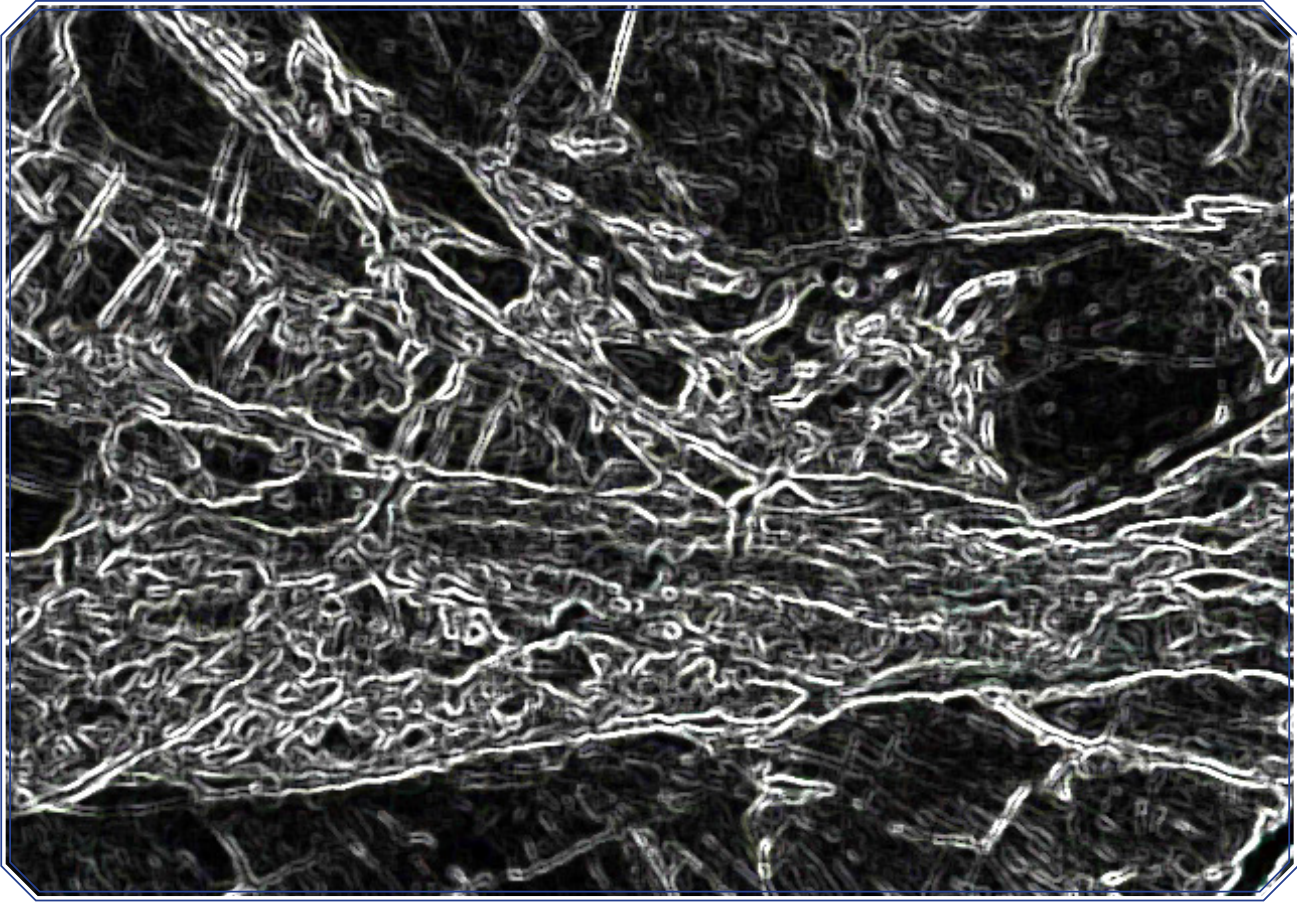
The *Hard-Liners* are the largest faction within the junta, but by no means a majority of it. They have kept the junta together by telling the others what they want to hear: that the military government will be temporary, the combined fleets will be fully funded, etc. Up to a point, most of the others believed them, but by the time the invasion of the Kruger 60 cluster began, this facade of unity began to wear very thin.

This faction includes Admiral Ridpath, THF Captain Reeta Sanger, and two CRF officers: Rear Admiral Luisa Alvarez and Captain Sean Vogler, both of Epsilon Eridani. Other high-ranking officials supporting the *Hard-Liners* are Deputy Director Julian Mirabo of ISTAR, and Associate Director Sybil Early from the OFFICE.

The *Regents* are the second-largest faction, but they don't have nearly as much pull with the rest of the fleet. They supported the junta's actions in the Core, and to a lesser extent, on the frontier: many of those governments barely functioned at all, and needed to be stabilized after the Terracide. But once the junta's military campaign moved beyond the fleet's traditional sphere of influence (and into TGO space) the *Hard-Liners'* intentions became clear, and the *Regents* could no longer support their actions.

The highest-ranking officer in this group is THF Commodore Maksimilian Rytov (Ridpath's XO). Three high-ranking CRF officers support him: Captain Shiro Hamakawa, Captain Kirsia Nieuwalt, and Commander Jonathan Soviero, all of Epsilon Eridani. He also has the support of Associate Director Megan Anderle from ISTAR. (also from the Eridani colony)

The *Veterans* aren't really a cohesive group -- they're mostly non-political officers (and enlisted spacers) who simply want to protect their careers. Keeping the combined fleets (THF and CRF) operational is their main goal, and this means securing new sources of funding -- by force if necessary. In reality, the combined fleet is too large to continue funding, even with all the military budgets of every Terran colony.



With every passing month after the Terracide, it became more apparent to the Veterans that the Hard-Liners couldn't deliver on their promises. Over time, this faction grew less powerful in the junta; its membership drained away by crews 'voting with their feet' and deserting, or in some cases defecting. This had a serious effect on the entire fleet, reducing its effectiveness and morale in equal measure.

The highest-ranking THF officer in this faction is Captain Arkady Kazmar. His main supporters in the CRF are Captain Ramos Salmaras of Epsilon Indi, Commander Janice Palmiera of Tau Ceti, and Master Chief Technical Officer Vince Berkovsky of Procyon.

The Xenophobes are a small, secretive faction which the rest of the junta is only partially aware of. While everyone knows that some junta members would like to retaliate for the Terracide, none realize how far they will go in pursuit of

this goal. This cabal has actually diverted fleet resources to support the Sons of Terra in their terror campaign against various groups of aliens believed to have been responsible for the disaster.

Captain Tiago Ramirez of the THF is the only ranking fleet officer of this group. His co-conspirators are Deputy Administrator Benito Casimati of ISTAR and Special Agent Corona Lovelock, a highly-modified OFFICE agent. Their resources, combined with the will to aid the Sons of Terra, make these three of the most dangerous people in Terran Space.

THE TIMELINE OF THE TERRICIDE WARS

The following timeline proceeds from the day of the Terricide (T+0), through the end of the civil war between TGO and the Junta, and the immediate aftermath of the war. This may be a useful guide for GMs who wish to keep track of what's happening in the systems around the PCs, and how it may effect them. Or it may be used as an actual campaign outline, if the PCs are directly involved in the war.

T+0: The Terricide occurs. Every permanent settlement in the Solar System is destroyed.

T+17: THF flotilla at Epsilon Eridani on the Grand Tour route learns of the Terricide. THF officers organize a junta of THF, CRF and other officials to manage the crisis. The Junta mobilizes the CRF to take control of the Core Loop Colonies. Vessels are dispatched to Sirius and Tau Ceti.

T+35: Tau Ceti is under the control of THF forces. A task force is split off to take Epsilon Indi.

T+40: The Sirius system, including the abandoned alien sites and Sophontology Institute, is under THF control.

T+50: TGO vessels fleeing Terra arrive at 61 Cygni. The rest of the Kruger 60 Cluster is alerted to the crisis.

T+60: THF vessels arrive in Procyon, take control of the Terran outpost, after the Fluorians warn them not to involve other species in 'Terran problems.'

T+70: The THF task force arrives in Epsilon Indi. The Core Loop is now under the control of a few admirals who form a military government to administer the Core Colonies for the duration of the crisis. They immediately begin planning to consolidate the rest of human space under their regime.

T+75: The first refugees fleeing the new regime at Epsilon Eridani arrive at Marathon Free Station. Rumors of an earth-like world being discovered surface on the 'Tangled Web. No one knows where it is.

T+80: The THF junta launches a campaign to take the frontier colonies beyond Core Loop, via Delta Pavonis. Realizing that its major funding source (Terra) is gone, the Colonial Reserve Fleet throws its full support behind the operation.

T+90: A few independently-owned spacecraft leave in search of the 'new Earth', but so far, none have reported back. Refugees fill Marathon Free Station to capacity.

Three months after the Terricide, the writing is on the wall; a military junta of Terran Home Fleet admirals has taken over the Core Colonies, and made clear their intentions to rule all of Terran Space. The Colonial Reserve Fleet willingly supports their plan, in the hopes of establishing new sources of funding to replace Terra. The CRF has to have a new revenue stream before the entire fleet goes bankrupt.

T+110: The flow of refugees into the Kruger 60 Cluster reaches dangerous levels, threatening to overload the life-support capacity of its colonies. Many of them are sent outward, to the fringe colonies beyond Mu Cassiopeia.

T+140: Many CRF vessels have deserted and gone 'private', turning to mercenary work, or in some cases, piracy. A few even defect to the side of Terran Galactic. Special Projects begins a program to encourage more defections.

T+180: Colonial Reserve Fleet begins scouting routes into the Kruger 60 Cluster, as a prelude to invasion: both via Groombridge 34 and the Snake-Eyes system.

After six months, the CRF is fully involved in the drive to take the frontier colonies, which is spreading their assets and their remaining budget *much* too thin for comfort. Lack of funding is beginning to take its toll as maintenance schedules, resupply and even payrolls fall behind schedule. This results in CRF crews and vessels deserting and becoming privateers, or in some cases, pirates. None of humanity's remaining fleets have the resources for piracy suppression. TGO's Special Projects, Inc. tries to tilt the balance of forces by encouraging CRF crews to defect to Terran Galactic.

Rumors of the discovery of a 'new Earth' send a great many crews off in search the mysterious world, which diverts resources badly needed for the defense of the Kruger 60 Cluster. Many believe this is a deliberate effort to weaken the cluster's defenses. The rumors are true, however. See the section on Xi Scorpii D.

T+12 months: The THF junta and Colonial Reserve Fleet have control of the frontier and independent colonies from Delta Pavonis all the way to Zeta Reticuli. Their next and final target is the Kruger 60 Cluster. The CRF's fleet based at DX Cancri departs for Snake-Eyes – the opening move in the Junta's plan to invade the Kruger 60 Cluster.

The flow of refugees from the Core Loops systems into the Kruger 60 Cluster has been reduced almost to nothing, now that the junta has solidified its control of the Core. This makes more resources available for TGO to prepare for invasion, but their preparations are all in the form of 'crash projects' due to lack of time.

T+14 months: The main CRF fleet departs from Tau Ceti for Groombridge 34 system, in an effort to take Marathon Free Station.

Elite THF units depart Alpha Centauri for 61 Cygni system, the third and final force participating in the invasion of the Kruger 60 Cluster.

Expecting a frontal assault on Marathon Free Station, TGO headquarters learns of the other CRF fleet heading for Snake-Eyes, and realizes it can't defend two fronts. Celestial Guard squadrons at Marathon depart to reinforce those at Snake-Eyes. Marathon Free Station begins to prepare for a siege and possible occupation.

T+16 months: Invading squadrons of the Colonial Reserves and Terran Home Fleet arrive at Marathon, Snake-Eyes, and 61 Cygni. The Celestial Guard offers only token resistance at 61 Cygni and Marathon, but destroys the fleet at Snake-Eyes, taking heavy losses.

CRF forces occupy Marathon Free Station, but encounter resistance from irregulars hiding in Marathon's un-mapped tunnels.

The THF takes control of the 61 Cygni system, acquiring hostages from every habitat, dome, station, and dyson tree, to insure cooperation from the locals. They learn of the loss at Snake-Eyes via QED communicator, and begin discussing exit strategies.

T+17 months: The junta sends the CRF's Tau Ceti fleet from Marathon to Kruger 60, where they intercept the remaining Celestial Guard squadrons. The Tau Ceti fleet is unaware of the Celestial Guard's victory at Snake-Eyes, and expect to rendezvous with the DX Cancri fleet. Finding no allies at Kruger 60, their battle plan falls apart.

Upon learning of the Colonial Reserves' defeat at Kruger 60, the junta takes the remaining units of the Terran Home Fleet and returns to the Core.

T+20 months: Remnants of the THF are seen near the abandoned alien base in the Sirius system. Shortly after that, they disappear. Surviving CRF officers and ISTAR officials take refuge at Omicron Colony.

T+2 years: The Core Loop systems are liberated from Junta control. Celestial Guard forces depart for the independent systems of the frontier.

T+3 years: The last of the CRF forces are expunged from the frontier colonies. Envoys from every system in Terran space are invited to a peace conference at Barnard's Star.

T+4 years: Founding of Aperi Kosmoi – The Plurality of Worlds. Remnants of the combined fleets' squadrons are sold to various member worlds, all of whom have signed agreements of mutual protection and non-aggression.



CAMPAIGN & ADVENTURE CONCEPTS

Many of these concepts were explored during various *Terracide* playtest sessions and convention games using the sample characters in this book; combined with the templates in the following section on Adversaries, they'll require only a little work on the part of the GM to prepare. Others are original to this book, and may require different characters. Most of them are adaptable to more than one campaign concept.

The Last Titan

When the Draconis Syndicate was driven out of the Kruger 60 Cluster, one of them went to ground instead of leaving. The last Titan, known as "Runt", has come out of hiding and is now harrassing the inhabitants of the Achird system, Eta Cassiopaea. The PCs are brought in (either hired or blackmailed) to deal with the problem before things get completely out of hand.

The Fluorians of Achird are willing to provide two nuclear missiles to take out Runt's space combat drones (nothing less will do the job), but after that the PCs will have to land and enter Runt's lair -- a subterranean complex on a small moon with a methane atmosphere. The lair is guarded by high-tech (TL12) killer drones armed with x-ray lasers, and they're extremely hard to destroy. Runt itself will be a hard target -- it's equipped with TL12 armor and carries an x-ray laser as well. The PCs can keep whatever they find in Runt's lair, provided it isn't booby trapped, as most Titan lairs are.

VeNoM Outbreak

The latest attack by VeNoM's at the Mu Cassiopaea colony threatens to cut off the entire Frontier -- everything beyond the Kruger 60 Cluster. Doctors Without Limits is mounting a relief expedition, and hires the PCs either for transportation and/or security. (If one of them is a doctor or has other relevant expertise, so much the better.) Along the way, they're making one last stop at Eta Cassiopaea to pick up some special equipment.

Dr. Robert Dorf has been in negotiations with a lineage of Cytherians at Eta Cassiopaea who have promised him they have countermeasures against the VeNoMs. He's meeting with them to buy the technology. Unfortunately, the 'countermeasures' are actually another form of VeNoM which the Cytherians have 'tamed' for use as a defensive weapon. Even worse, the OFFICE knows about the deal, and one of their Special Agents has infiltrated Doctors Without Limits.

After the buy, Dr. Dorf takes the added precaution of injecting some of the 'tame' VeNoMs into himself for safe keeping, without telling anyone -- the equipment cases they came in are now just a decoy. The OFFICE Agent confiscates the cases, and kills Dr. Dorf in cold blood, but the VeNoMs haven't completed their mission, so they immediately re-animate his corpse. Once the PCs get over the shock, they'll realize it's time to take out the OFFICE Agent, at which point they've got a "boss fight" on their hands.

Remember the Terracide!

The Sons of Terra have come to Marathon Free Station. They're not stupid enough to think the Keepers were responsible for the Terracide, but they want to know who (or what) did it, and they think the Keepers know. So they hatch a plot to extort the information from them, using a Titan-made conversion bomb, which they attempt to drop on the Keepers' planet using a hijacked Solar Express spacecraft.

Thanks to the PCs, this plot will most likely fail. But it's obvious someone very powerful is helping the Sons of Terra -- how did they hijack a highly-secure Solar Express vessel? Where are they getting alien technology? Pursuing these questions will eventually lead the PC's to a cell of Sons of Terra sympathizers at the highest levels of the Military Junta in the Core Loop colonies!

Alien Embargo

This is intended as an immediate follow-up to the above scenario. Before the PCs can investigate the Sons of Terra plot, they have another crisis to deal with. The Keepers are not pleased that someone would try to extort information from them, and immediately stop selling information -- not just to humanity, but to *everyone* all over the galaxy! And their stated price for lifting the embargo is the delivery of those responsible for the plot.

Immediately, every human government in Terran Space has an astronomical price on the heads of the Sons of Terra personnel responsible for the incident. Every law enforcement, military, security, and covert ops agency in Terran Space has people headed for Marathon Free Station, looking for their quarry. Even worse, every alien species (except the Titans) is also embargoed, so they all show up and demand the perpetrators be handed over to them. The situation becomes truly dire when a Jovian *bigger than the entire Station* arrives and announces it will begin "exploratory deconstruction" of Marathon in 24 hours if the humans don't hand over what the Keepers want!

Hearts and Minds

One of the few advantages the Celestial Guard has over the Colonial Reserve Fleet is morale; the CRF is suffering from a sharp rise in desertion. Most of the deserters, however, are striking out on their own, turning to piracy and creating even more problems than they solve.

Special Projects, Incorporated sees this as an opportunity: if the deserters could be persuaded to defect to Terran Galactic instead, piracy would be reduced and the Celestial Guard's numerical disadvantage against the CRF could be at least partially equalized. The PCs are given the mission -- to locate CRF deserters, assess their suitability, and offer them a deal: amnesty, TGO citizenship, relocation to TGO space and new identities; in return for their spacecraft.

This is a dangerous assignment, which will involve traveling into hostile space, dealing with probable pirates, and convincing them the offer is on the level. And of course, there are some crimes so heinous that amnesty would be out of the question....

The Admiral's Daughter

During the occupation of 61 Cygni, the Terran Home Fleet has taken hostages to insure the cooperation of the various habitats in the system. Special Projects has learned that Admiral Ridpath has a daughter, and that her last known whereabouts were at Marathon Free Station.

Cordelia Ridpath is a civilian, albeit a very well-connected one. She came to Marathon on the heels of the CRF occupation force to find someone: her former fiance. Gallagher Scanlon was a high-level defector from the CRF who left Cordelia standing at the altar. Now he's got a new identity, and he's hiding in Marathon's Warrens, helping organize resistance against the occupation. The last time anyone talked to Cordelia, she was planning on going down there after him. Now she's lost, too.

This is a real 'needle in a haystack' situation. Finding Cordelia may involve dealing with the resistance at Marathon. It turns out that everyone in the Warrens is mixed up in the resistance: even the Board of Directors is hiding down there. And if Cordelia went down there, the resistance most likely already captured her. However, she could be the key to liberating the entire 61 Cygni system.

Finding Jack

The Board of Directors is expecting the Colonial Reserve Fleet to overrun Marathon Free Station. When this happens, they plan to go into hiding in the Warrens, at which point they will be cut off from the rest of the Kruger 60 Cluster. However, they strongly suspect that the Jack of All Tirades has a quantum communicator of his own, hidden somewhere in the Warrens -- an invaluable resource once the CRF has captured theirs.

However, they don't know for sure, and they don't know who the Jack is, or where he might hide something so important. The PCs are called upon to make contact with the Jack of All Tirades, and open up a dialog with him. The Board wants to buy his quantum communicator, or failing that, acquire access to it. This is an extremely difficult mission: the Jack is one of the most paranoid, secretive figures in the Warrens, and assuming it exists, his 'private' quantum communications link is his most valuable asset.

Space Cowboys

When the Omicron Colony was abandoned, the squatters who stayed behind scavenged its facilities for anything useful, including the gene banks in its agricultural labs. One group of scavengers decanted a number of livestock embryos, including a herd of experimental miniaturized cattle bred for space habitats. These "Eridani Low-Line" cattle are the last of their kind after the Terricide, in a galaxy where real beef has become a rare commodity -- most space habitats only have the vat-grown variety.

Marathon's Board of Directors sent a merchant ship to buy a breeding pair of these cattle, but it did not return. Now they wish to send a follow-up mission to find out what went wrong and secure the cattle -- by force if necessary. The PCs may be any group with a suitable spacecraft, or simply extra 'security' on the mission if they don't have a spacecraft.

The scavengers aren't heavily armed, but Omicron Colony has many other dangers. Upon arrival, the PCs might find anyone else there -- a CRF vessel disappeared there just before the Terricide, and the PCs might run into their follow-up mission. (See background for Nikolai in Sample Characters.) Smugglers use Omicron for a transfer point, and the PCs might witness a meeting between pirates and the Solar Express Company, which the latter will prefer to keep secret. And of course, the inside of the colony has degenerated into the most 'wretched hive of scum and villainy' anywhere in Terran Space.

ADVERSARIES

Adversaries range from street punks with nothing but an attitude, to OFFICE assassins augmented with advanced bio-tech, and everything in between. The GM should consider the power level of these NPC's carefully when using them in the campaign; the easiest way to adjust the power level is by changing their equipment, within reason. Of course, unexpected equipment can be a warning sign (or even an adventure hook) for the PCs: if street punks with no connections suddenly start using military or alien tech, it may be extremely important to find out who's supplying them!

Terrorist/Activist (Sons of Terra)

Background: This template is presented as a terrorist (or activist, for less violent situations) working for the Sons of Terra organization. While educated and enthusiastic, they aren't particularly well-trained or equipped. What they lack in other assets, terrorists make up for in ambition; they're on a mission to change the world, by any means necessary.

What makes people like this dangerous is that they are so useful to others who share their agenda but do not wish to take personal risks. With sufficient financial or political support, terrorists have succeeded in changing the world, on occasion -- but not for the better.

Quote: Of course it was the Jovians! Once they got hold of the human genome, they didn't need Terra -- so they eliminated it. Now it's finally time for us to strike back!

Powers/Tactics: Most of the Sons of Terra's plots involve some kind of subterfuge -- they work in secret, hiding their activities, or making them look innocuous. Their ultimate goal is to obtain weapons of mass destruction, which they intend to use against aliens.

Campaign Use: The Sons of Terra are misguided fanatics who can show up anywhere there are aliens to make an example of. The PCs might be part of an organization tasked with stopping them, or they might simply stumble onto a Sons of Terra plot by accident. Either way, stopping them will be a top priority. On the other hand, an "off-stage" attack by the Sons of Terra can be a good way to let the PCs know that it's time to get out of town, before the aliens decide to retaliate!

Although the template above is written as a member of the Sons of Terra, it could easily be modified for another organization, such as the Planetary Conservation Society.



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TERRORIST/ACTIVIST (SONS OF TERRA)

Val	Char	Cost	Roll	Notes
10	STR	0	11-	lift 100.0kg; 2d6
11	DEX	2	11-	
11	CON	1	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2 ½d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
22	STUN	1		Total Characteristic Cost: 33

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Dirty Infighting

Maneuver	OCV	DCV	Notes
Punch/Backhand	+0	+2	4d6 Strike
Throw	+0	+1	2d6 +v/10, Target Falls
Put the Boot In	+0	-1	Strike, 6d6, Prone

Weapon Element: Clubs

Perks

3 Fringe Benefit: Improved Equipment Availability
Street-Level equipment

Skills

Undergrad Education

- 1) Bureaucratics 8-
- 2) Computer Programming 11-
- 3) Electronics 11-
- 4) Science Skill: Xenology 8-Terrorist
- 2) 1) AK: Kruger 60 Cluster 11-
- 2) 2) KS: Sons of Terra 11-
- 2) 3) KS: Terrorism 11-
- 1) 4) KS: [Alien Species of choice] 8-
- 1) 5) Tactics 8-
- 2) 6) WF: Small Arms
- 3) 7) Persuasion 12-
- 3) 8) Streetwise 12-
- 3) 9) Systems Operation 11-

Total Powers & Skill Cost: 42

Total Cost: 75

75+ Matching Complications

- 20 **Hunted:** law-enforcement agencies 8- (Mo Pow; NCI; Harshly Punish)
- 20 **Psychological Limitation:** Fanatic belief in the cause (Common; Total)
- 10 **Social Limitation:** Criminal record (Frequently; Minor)

Total Complications Points: 75

LAW ENFORCEMENT/ SECURITY PERSONNEL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
11	DEX	2	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-/12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
6	REC	2		
25	END	1		
11	BODY	1		
26	STUN	3		Total Characteristic Cost: 48

Movement: Running: 14m/28m
Leaping: 6m/12m
Swimming: 4m/8m

Law Enforcement/ Security Personnel

Background: This is a typical police officer from the colonies, working either in the public or private sector. The Psychological Complication Code of Conduct will vary depending on which: public servants may have a "protect and serve" ethos while private security will more likely have a "company man" outlook.

Quote: Stop right there, put down the gun, and keep your hands where I can see them.

Powers/Tactics: This varies greatly depending on the situation. Law enforcement officers usually carry sidearms with non-lethal ammo. Private security personnel will have whatever equipment they need for their mission -- light armor and weapons for peacekeeping duties, and heavier gear for defending high-security areas, or incursions into them.

Campaign Use: These personnel will be encountered as law enforcement in public places, or as low-level security in private areas. To make them more powerful, give them better equipment, add the *Security Specialist* template, or raise their DEX, OCV and DCV.

Cost	Powers	END
1	Trained Observer: +1 PER with Normal Sight	0
	Perks	
7	Fringe Benefit: Improved Equipment Availability Street-Level equipment, Local Police Powers, Police officer, Weapon Permit (where appropriate)	
	Talents	
6	Environmental Movement (no penalties in Spin-Gravity)	
	Skills	
	Law Enforcement	
1	1) Combat Driving 8-	
5	2) Criminology 12-	
2	3) AK: local jurisdiction 11-	
2	4) KS: Criminal Law and Procedure 11-	
2	5) CuK: Law Enforcement/Security/Mercenaries 11-	
2	6) PS: Police Officer/Security Personnel 11-	
3	7) Streetwise 12-	
5	8) WF: Common Melee Weapons, Small Arms, Grenade Launchers	
3	9) Bureaucrats 12-	
3	10) Paramedics 11-	
3	11) Systems Operation 11-	
2	12) PS: Zero-G Operations 11-	
5	13) +1 with small arms	

Total Powers & Skill Cost: 52

Total Cost: 100

100+ Matching Complications

5	Distinctive Features: Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Department/Employer Infrequently (Mo Pow; NCI; Watching)
10	Psychological Complication: Professional Code of Conduct (Common; Moderate)
5	Rivalry: Professional, Other law enforcement agency or security firm, Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
20	Social Complication: Subject to Orders Very Frequently, Major

Total Complications Points: 100

COLONIAL RESERVE CREW

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
11	DEX	2	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
11	PRE	1	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
4	PD	2		Total: 4 PD
3	ED	1		Total: 3 ED
5	REC	1		
25	END	1		
10	BODY	0		
24	STUN	2		Total Characteristic Cost: 25

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Colonial Reserve

Background: The templates above portray crew and officers of the Colonial Reserve Fleet.

Quote: Look, Chief... if this missile bay isn't reloaded by 2100 hours, the Captain's gonna shoot both of us outta those tubes! Unless the Titans zap us first... so what's it gonna be?

Powers/Tactics: In combat, the Colonial Reserves let their spacecraft weapons speak for them. Their guns aren't the most advanced in Terran Space, but they've got more of them than anyone else, and they know it.

Campaign Use: The Colonial Reserves are everywhere in Terran Space, although in TGO territory CRF vessels are very rare. Everywhere else, however, Colonial Reserves may be found on patrol, keeping peace in the Core Colonies, and running anti-piracy operations. Aside from spacecraft encounters, the PCs may meet Colonial Reserve crew on shore leave, or at Fleet installations within the Core's space habitats.

Perks

1 Fringe Benefit: Military Rank: Astronaut

Talents

4 High-G Tolerance (2)

Skills

Colonial Reserve Fleet

- 2 1) KS: Colonial Reserve Fleet 11-
- 2 2) CuK: Colonial Reserve Fleet 11-
- 2 3) PS: Spacer 11-
- 2 4) PS: Zero-G Ops 11-
- 4 5) WF: Small Arms, Vehicle Weapons (Spacecraft)
- 3 6) Systems Operation 11-
- 2 7) PS: Spacecraft Engineer 11-
- 3 8) Choose one tech skill 11-

Total Powers & Skill Cost: 25

Total Cost: 50

50+ Matching Complications

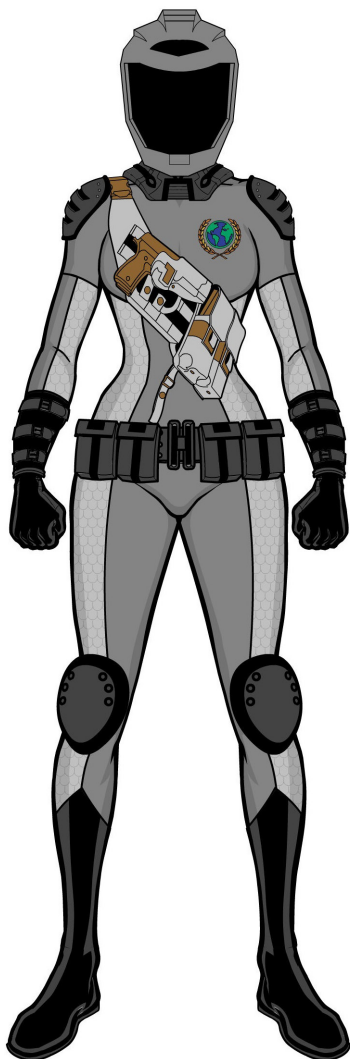
- 5 **Distinctive Features:** CRF Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 **Hunted:** Colonial Reserve Fleet Infrequently (Mo Pow; NCI; Watching)
- 20 **Social Complication:** Subject to orders Very Frequently, Major

Total Complications Points: 50

COLONIAL RESERVE OFFICER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
11	DEX	2	11-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
3	PD	1		Total: 3 PD
3	ED	1		otal: 3 ED
5	REC	1		
25	END	1		
10	BODY	0		
24	STUN	2		Total Characteristic Cost: 32

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m



Perks

6 Fringe Benefit: Ensign (minimum), Weapon Permit (where appropriate)

Talents

4 High-G Tolerance (2)

Skills

Military Academy

- 1 1) Computer Programming 8-
- 3 2) KS: [academic specialty] 12-
- 3 3) SS: [academic specialty] 12-
- 2 4) CuK: Colonial Reserve Fleet 11-
- 3 5) Navigation (Other FTL, Space) 12-
- 3 6) Systems Operation 12-
- 3 7) Tactics 12-
- Colonial Reserve Fleet
- 2 1) KS: Colonial Reserve Fleet 11-
- 3 2) PS: Spacer 12-
- 2 3) PS: Zero-G Ops 11-
- 2 4) WF: Small Arms
- 6 5) Two skills from Military template

Total Powers & Skill Cost: 43

Total Cost: 75

75+ Matching Complications

- 5 **Distinctive Features:** CRF Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 **Hunted:** Colonial Reserve Fleet Infrequently (Mo Pow; NCI; Watching)
- 5 **Rivalry:** Professional, Celestial Guard, Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
- 20 **Social Complication:** Subject to orders Very Frequently, Major

Total Complications Points: 75

COLONIAL RESERVE URSA TROOPER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
11	DEX	2	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-/12-
10	EGO	0	11-	
11	PRE	1	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
6	REC	2		
25	END	1		
11	BODY	1		
26	STUN	3		Total Characteristic Cost: 42

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Colonial Reserve Ursa Trooper

Background: The mere presence of CRF Ursa troopers will be enough to insure that peace is kept. Ursa troopers are carried aboard the CRF's assault vessels, and stationed at all the colonies under CRF protection. These Ursa troopers have a reputation for honorable service dating to the earliest days of the Ursa-types. While feared in combat, they are respected in peace-time for their strict adherence to the law.

Quote: Forget that 'never start fight, but always finish' nonsense. We prevent fights. But if they insist... we don't end fights; we end fighters.

Powers/Tactics: The CRF's Ursa troopers are well-trained and disciplined. They know how to fight together in small units, and always follow sound tactics. Once committed, they go all-in, taking no half-measures. They do, however, avoid collateral damage and go to great lengths to prevent civilian casualties.

Campaign Use: The Ursa troopers of the Colonial Reserves are the ground-side counterpart to its spacecraft -- the other 'big stick' in its arsenal. In campaigns without a great deal of space combat, they will be the face of the CRF which the PCs encounter most often.

Cost	Powers	END
1	+1 PER with Normal Smell	0
1	Knockback Resistance -1m	0
1	LS (Extended Breathing): 1 END per Turn	0

Perks

12	Fringe Benefit: Corporal, Improved Equipment Availability Advanced Military equipment, Weapon Permit (where appropriate)
3	Positive Reputation: Tradition of honorable service (A large group) 14-, +1/+1d6

Talents

7	Hibernation: Simulate Death (+4 to roll)
3	Imposing physique: +1/+1d6 Striking Appearance (vs. all characters)

Skills

0	Colonial Reserve Fleet
2	1) CuK: Colonial Reserve Fleet 11-
2	2) KS: Colonial Reserve Fleet 11-
3	3) PS: Trooper 11-
3	4) PS: Zero-G Ops 11-
6	5) WF: Beam Weapons, Small Arms, Vehicle Weapons (spacecraft)
4	6) Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) 11-
1	7) Armorsmith (familiarity) 8-
9	8) Penalty Skill Levels: +3 vs. armor with DCV modifier

Total Powers & Skill Cost: 58

Total Cost: 100

100+ Matching Complications

5	Distinctive Features: CRF Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Distinctive Features: Ursa physique (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Colonial Reserve Fleet Infrequently (Mo Pow; NCI; Watching)
5	Physical Complication: Bulky frame (Infrequently; Barely Impairing)
20	Social Complication: Subject to orders Very Frequently, Major

Total Complications Points: 100

FIELD AGENT OF THE O.F.F.I.C.E.

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [3]
14	DEX	8	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD
3	ED	1		Total: 3 ED
6	REC	2		
25	END	1		
11	BODY	1		
26	STUN	3		Total Characteristic Cost: 65

Movement: Running: 14m/28m
Leaping: 6m/12m
Swimming: 4m/8m

Field Agent of the o.f.f.i.c.e.

Background: The OFFICE is such a secretive organization that nobody knows what the acronym stands for. Its agents work under cover all over Terran Space, to prevent illegal trade in alien technology. The OFFICE usually focuses on cases with an interstellar scope. Unfortunately, they have a tendency to follow leads into areas beyond their jurisdiction.

Quote: I'm impounding every nano-gram of alien tech in this place. And if I find any alien implants in your brain, I'll impound your cranium, got it?

Powers/Tactics: OFFICE agents work covertly when gathering information and evidence, but during an arrest or a raid they identify themselves as OFFICE agents, relying on their agency's reputation to intimidate anyone who might resist them. OFFICE agents often make use of alien tech they've confiscated on prior raids.

Campaign Use: If the PCs start the campaign with any alien tech, or acquire it after the campaign starts, they might end up being hunted by the OFFICE, if they're not careful to keep it a secret. However, the OFFICE will only take an unhealthy interest if they use their alien gear for something illegal or obviously harmful and attract too much attention to themselves.

Taikong Ren Do

	Maneuver	OCV	DCV	Notes
3	Grapple	-1	-1	Grab Two Limbs, 25 STR for holding on
3	Throw	+0	+2	5d6 Strike; Target Falls; Must Follow Grab
4	Strike	+0	+2	5d6 Strike
5	Block	+1	+3	Block, Abort
4	Counter-attack	+2	+2	5d6 Strike, Must Follow Block

Perks

- 13 Fringe Benefit: Concealed Weapon Permit (where appropriate), Improved Equipment Availability Military equipment, OFFICE Field Agent, Security Clearance
- 9 Positive Reputation: Tradition of honorable service (A large group) 14-, +1/+1d6
- 8 Fringe Benefit: Interstellar Police Powers
- 10 Access to Alien Tech (TL11)
- 1 False ID

Talents

- 6 Environmental Movement (no penalties in Spin-Gravity)

Skills

- 0 Undergrad Education
- 1 1) Bureaucratics 8-
- 1 2) Computer Programming 8-
- 3 3) Criminology 11-
- 3 4) Cryptography 11-
- 0 Field Agent (OFFICE) -- master level
- 2 1) CuK: Espionage 11-
- 2 2) CuK: Military 11-
- 2 3) KS: Alien tech 11-
- 2 4) KS: Taikong Ren Do 11-
- 2 5) KS: Interstellar Law 11-
- 2 6) PS: The Trade 11-
- 2 7) WF: Small Arms
- 3 8) Interrogation 12-
- 3 9) Shadowing 11-
- 7 10) Streetwise 14-
- 3 11) Systems Operation 11-
- 4 12) +1 with all Espionage skills
- 5 13) +1 with small arms (or martial arts)

Total Powers & Skill Cost: 110

Total Cost: 175

175+ Matching Complications

- 10 **Hunted:** The OFFICE Infrequently (Mo Pow; NCI; Watching)
- 20 **Hunted:** Special Projects, Inc. Infrequently (Mo Pow; NCI; Harshly Punish)
- 20 **Social Complication:** Subject to orders Very Frequently, Major

Total Complications Points: 175

Special Agent of the O.F.F.I.C.E. (Corona Lovelock)

Background: The OFFICE's Special Agents do not officially exist, but those who have been targeted for top-level response from the OFFICE would say otherwise. Few who witness a Special Agent in action have the opportunity to talk about it afterwards -- most end up incarcerated, frozen in hibernation, or worse.

These agents are genetically engineered to the limits of the human body's viability, often using techniques acquired from alien species through ISTAR. They also receive a variety of cybernetic implants, of both Terran and alien origin. Finally, these agents are given many years of intensive training: the equivalent of a graduate-level education, all aspects of spy-craft, and training in a second career which serves as their "cover" identity.

Corona Lovelock is a 'typical' example of an OFFICE Special Agent, although no two are exactly alike. In direct contravention of ISTAR's charter, she was recruited on Terra, where she intended to pursue a career in theater. Rather than taking long odds of becoming famous, the OFFICE promised the certainty of being infamous -- Corona accepted, and began training as a counter-terrorist agent, specializing in those who used alien technology for mass destruction.

After the Terracide, the OFFICE assigned Corona to investigate the Sons of Terra. However, due to the loss of her homeworld, she found herself sympathetic to their cause. When presented with the opportunity to join the Junta at Epsilon Eridani, she gave it her full support, and began using her new military connections to support Sons of Terra operations.

Personality: Years after leaving her first career, Corona still retains something of a 'theatrical' flair in her work for the OFFICE. She has an eccentric tendency to think of each case as a production, with herself in the leading role. This has never interfered

with her casework, so her handlers don't have a problem with it -- Corona's a highly trained professional with a successful track record, after all. When she's working under cover, Corona gets completely into the role -- she enjoys becoming somebody else for a while, both for the acting experience and for the challenge of deceiving everyone around her.

Quote: Don't ask where this stuff came from, okay? And make sure there aren't any of our people within a thousand clicks when it goes off -- just Cytherians. If this thing kills any Terrans, I will personally make you wish you were one of them.

Powers/Tactics: Corona varies her tactics to fit the situation. When she's under cover as an ex-mercenary (or sometimes an out-of-work actress) she'll act as tactically savvy (or clueless) as required to play the part. She will not, however, reveal her full capabilities under normal circumstances. When the gloves come off and she has to blow her cover, Corona uses everything she's got -- her combat training, augmentation and OFFICE credentials make her a terrifying opponent if she decides to go 'all out.' She will also call on the resources of the OFFICE, if possible -- she'll have alien tech, military equipment, and Field Agents for backup.

Campaign Use: Corona Lovelock has the potential to become the PCs' worst nightmare -- but only after they've uncovered a number of unpleasant truths. At the start of a Terracide campaign, the OFFICE's Special Agents should be considered an 'urban myth' which nobody actually believes. The PCs *might* receive confirmation of these rumors long before actually meeting a Special Agent, *if* they're lucky. They might meet one working 'under cover' without ever real-

izing it for years -- that cynical ex-mercenary or ditzzy actress they know could actually be Corona Lovelock!

When they finally find out who she really is, it will most likely be when she chooses to identify herself -- Corona's cover identity is always 'solid.' She will first identify herself as an OFFICE Field Agent, rather than a Special Agent -- not revealing her full capabilities unless absolutely necessary. When she does, however, the PCs will face a truly formidable enemy.



SPECIAL AGENT OF THE O.P.F.I.C.E. [CORONA LOVELOCK]

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6 [4]
20	DEX	20	13-	
19	CON	9	13-	
18	INT	8	13-	PER Roll 15-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
14	PD	6		Total: 14 PD (6 rPD)
14	ED	6		Total: 14 ED (6 rED)
8	REC	4		
40	END	4		
16	BODY	6		
36	STUN	8		Total Characteristic Cost: 194

Movement: Running: 25m/50m
Leaping: 8m/16m
Swimming: 8m/16m

Cost	Powers	END
6	Trained Observer: +2 PER with all Sense Groups Cybernetic implants	0
15	1) Wide-Spectrum Vision: Infrared Perception (Sight Group) plus Nightvision plus Ultraviolet Perception (Sight Group)	0
32	2) Millimeter-wave radar sense: Spatial Awareness (Radio Group)	0
18	3) Advanced Hearing: Ultrasonic Perception (Hearing Group) plus Detect Voice Stress 15-/13- (Hearing Group), Discriminatory, Analyze Genetically engineered body	0
15	1) Feels no pain: Cannot Be Stunned	0
8	2) Rapid Clotting: Does Not Bleed; Extra Time (Extra Phase, -¾)	0
3	3) Vacuum Adaptation (short-term): Life Support (Extended Breathing: 1 END per Turn; Safe in Intense Cold; Safe in Low Pressure/Vacuum); 1 Continuing Fuel Charge lasting 5 Minutes (-½) [1 cc]	0
3	4) Enhanced Immune System: Life Support (Immunity: All terrestrial diseases); not v. bio-weapons (-½)	0

5	5) Hard to Kill: Life Support (Eating: Character only has to eat once per week; Immunity: All terrestrial poisons; Sleeping: Character only has to sleep 8 hours per week); Requires A Roll (CON roll; -½)	0
1	6) Extended Life Span: Life Support (Longevity: 200 Years)	0
9	7) Rapid Healing / Limb Regrowth: Regeneration (2 BODY per Week), Can Heal Limbs Combat Training	0
10	1) Defense Maneuver I-IV	
7	2) Fast Draw: Pistols 15-	
12	3) Penalty Skill Levels: +4 vs. range modifiers with with all attacks	
24	4) Penalty Skill Levels: +8 vs. hit locations with with all attacks	
9	5) Penalty Skill Levels: +3 vs. DCV with armor	
10	6) Rapid Attack	
10	7) Two-Weapon Fighting	

Taikong Ren Do

	Maneuver	OCV	DCV	Notes
5	Block	+1	+3	Block, Abort
4	Counter-attack	+2	+2	6d6 Strike, Must Follow Block
4	Disarm	-1	+1	Disarm; 30 STR to Disarm
4	Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Escape	+0	+0	35 STR vs. Grabs
3	Grapple	-1	-1	Grab Two Limbs, 30 STR for holding on
4	Nerve Strike	-1	+1	2d6 NND
4	Strike	+0	+2	6d6 Strike
3	Throw	+0	+2	6d6 Strike; Target Falls; Must Follow Grab

Perks

2	Deep Cover
44	Fringe Benefit: Concealed Weapon Permit (where appropriate), Improved Equipment Availability Advanced Military equipment, Interstellar Police Powers, Membership, Security Clearance, Special Agent
9	I work for the OFFICE. Any questions?: Positive Reputation: Field Operative for the Galaxy's most feared agency (A large group) 14-, +3/+3d6 Extra Resource Points

Talents

6	High-G Tolerance (3)
6	Environmental Movement (no penalties in Spin-Gravity)
6	Environmental Movement (no penalties in Zero-Gravity) Genetically engineered body
3	1) Ambidexterity (no Off Hand penalty)
4	2) Double Jointed

- 4 3) Resistance (+4 to roll)
- 7 4) Simulate Death (+4 to roll)
- 3 5) +1/+1d6 Striking Appearance (vs. all characters)
Hyper-vigilance
- 12 1) Combat Luck (6 PD/6 ED)
- 15 2) Combat Sense 13-
- 22 3) Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitional) 15-/13-
- 2 4) Lightning Reflexes (+4 DEX to act first with with Taikong Ren Do maneuvers)
- 3 5) Lightsleep
Cybernetic implants
- 3 1) Absolute Time Sense
- 3 2) Absolute Direction
- 5 3) Eidetic Memory
- 3 4) Lightning Calculator
- 4 5) Speed Reading (x10)

Skills

- 20 +2 with all Non-Combat Skills
Graduate-level education
- 3 1) Bureaucratics 13-
- 3 2) Computer Programming 13-
- 3 3) Acting 13-
- 3 4) Disguise 13-
- 2 5) PS: Instructor 11-
- 3 6) Research 13-
- 3 7) Science Skill: Strategic Intelligence 13-
Field Agent (Master-level)
- 3 1) CuK: Espionage 13-
- 2 2) CuK: The Military 11-
- 3 3) KS: Sons of Terra 13-
- 3 4) KS: Terrorism 13-
- 3 5) PS: The Trade 13-
- 2 6) WF: Small Arms
- 7 7) Charm 15-
- 3 8) Concealment 13-
- 3 9) Conversation 13-

- 3 10) High Society 13-
- 3 11) Interrogation 13-
- 3 12) Mimicry 13-
- 3 13) Persuasion 13-
- 3 14) Security Systems 13-
- 3 15) Shadowing 13-
- 3 16) Stealth 13-
- 3 17) Streetwise 13-
- 3 18) Systems Operation 13-
- 10 19) +2 with small arms
Cover ID: Ex-Mercenary
- 2 1) CuK: The Mercenary World 11-
- 2 2) KS: Unit History & Customs (Great Wall Security Corp) 11-
- 2 3) PS: Private Security 11-
- 3 4) Breakfall 13-
- 7 5) Tactics 15-
- 1 6) KS: Taikong Ren Do 8-
- 10 7) +2 with Taikong Ren Do

Total Powers & Skill Cost: 556

Total Cost: 750

750+ Matching Complications

- 15 **Distinctive Features:** Illegal genetic construct (Not Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
- 20 **Hunted:** Special Projects, Inc. Infrequently (Mo Pow; NCI; Harshly Punish)
- 10 **Hunted:** the OFFICE Infrequently (Mo Pow; NCI; Watching)
- 5 **Rivalry:** Professional, Enemy Agents, Rival is Less Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry
- 20 **Social Complication:** Subject to orders Very Frequently, Major
- 15 **Social Complication:** Illegal genetic construct Infrequently, Severe
- 15 **Social Complication:** Deep Cover Agent Infrequently, Severe

Total Complications Points: 750

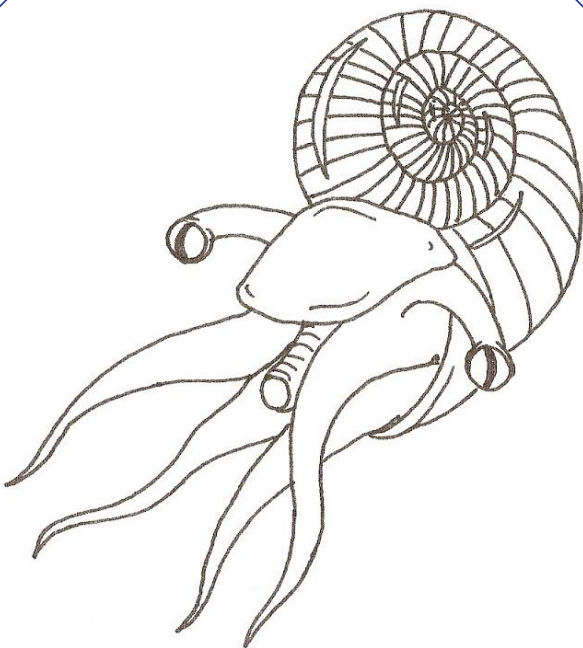
ALIENS

The following character sheets are for 'normal' examples of each species, with average characteristics and no extras beyond their basic abilities.

AMMONITE 'NORMAL'

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
9	DEX	-2	11-	
12	CON	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
3	OCV	0		
2	DCV	-5		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
3	PD	1		Total: 3/6 PD (0/3 rPD)
3	ED	1		Total: 3/6 ED (0/3 rED)
4	REC	0		
20	END	0		
11	BODY	1		
22	STUN	1		Total Characteristic Cost: 1

Movement: Running: 6m/12m
Leaping: 2m/4m
Swimming: 12m/24m



Cost	Powers	END
	Large size	
2	1) Knockback Resistance -2m	0
1	2) Stretching 1m, Reduced Endurance (0 END; +½); no Noncombat Stretching (-¼), Limited Body Parts (-¼)	0
	Olfactory sense	
10	1) Discriminatory with Smell/Taste Group	0
10	2) Increased Arc Of Perception (360 Degrees) with Smell/Taste Group	0
5	3) Transmit with Smell/Taste Group	0
5	Four grasping limbs: Extra Limbs (2)	0
0	Ammonia breather: LS (Custom Adder; Expanded Breathing; Safe in Intense Cold)	0
	Notes: This is the Ammonites' native environment; they can't survive 'normal' conditions.	
1	Long-lived: LS (Longevity: 200 Years)	0
4	Hard shell: Resistant Protection (3 PD/3 ED) (Impermeable); Requires A Roll (11- roll; Must be made each Phase/use; -1)	0

Talents
3 No dominant limbs: Ambidexterity (no Off Hand penalty)
4 Flexible limbs: Double Jointed
4 Natural swimmer: Environmental Movement (no penalties in liquid ammonia)

Total Powers & Skill Cost: 49

Total Cost: 50

50+ Matching Complications

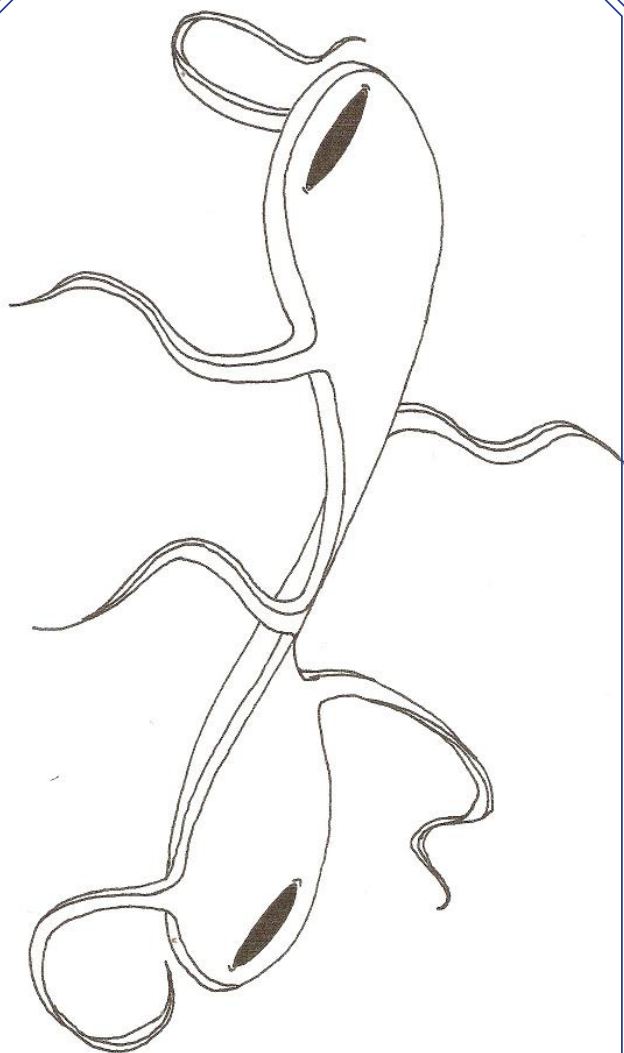
5	Physical Complication: Large size (Infrequently; Barely Impairing)
30	Physical Complication: Instinctively obeys higher-caste Ammonites (Very Frequently; Fully Impairing)

Total Complications Points: 50

CYTHERIAN 'NORMAL'

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50.0kg; 1d6
13	DEX	6	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-/13-
10	EGO	0	11-	
5	PRE	-5	10-	PRE Attack: 1d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
4	REC	0		
25	END	1		
9	BODY	-1		
20	STUN	0		Total Characteristic Cost: 54

Movement: Running: 15m/30m
Leaping: 4m/8m



Cost Powers END

	Advanced hearing	
32	1) Spatial Awareness (Hearing Group)	0
5	2) Ultrasonic Perception (Hearing Group), Transmit	0
10	3) Discriminatory with Hearing Group	0
10	4) Increased Arc Of Perception (360 Degrees) with Hearing Group	0
5	5) Rapid (x10) with Hearing Group	0
4	6) +2 PER with Hearing Group	0
5	Six walking/grasping limbs: Extra Limb (1)	0
	Notes: Cytherians can walk with as few as three limbs, and grasp with the other three.	
-35	Sightless species: Blind	0
3	Sleepless species: LS (Sleeping: Character does not sleep)	0
0	Fluorine breather: LS (Custom Adder; Expanded Breathing; Safe in High Pressure; Safe in Intense Heat)	0
	Notes: This represents Cytherians' natural environment; they can't survive under 'normal' conditions.	
2	Deathless species: LS (Longevity: Immortal); reproduce by fission; only one offspring keeps parent's memories (-1)	0

Talents

3	Silicon memory: Eidetic Memory; Requires A Roll (Int roll; -½)
	Rapid cognition
3	1) Lightning Calculator
7	2) Lightning Reflexes (+7 DEX to act first with All Actions)
4	3) Speed Reading (x10)
3	Advanced hearing: Perfect Pitch
8	Suspend metabolism: Simulate Death (+5 to roll)

Skills

8	Diminutive size: +4 with Stealth
9	Rapid cognition: Penalty Skill Levels: +3 vs. time modifiers with all skills

Total Powers & Skill Cost: 86

Total Cost: 140

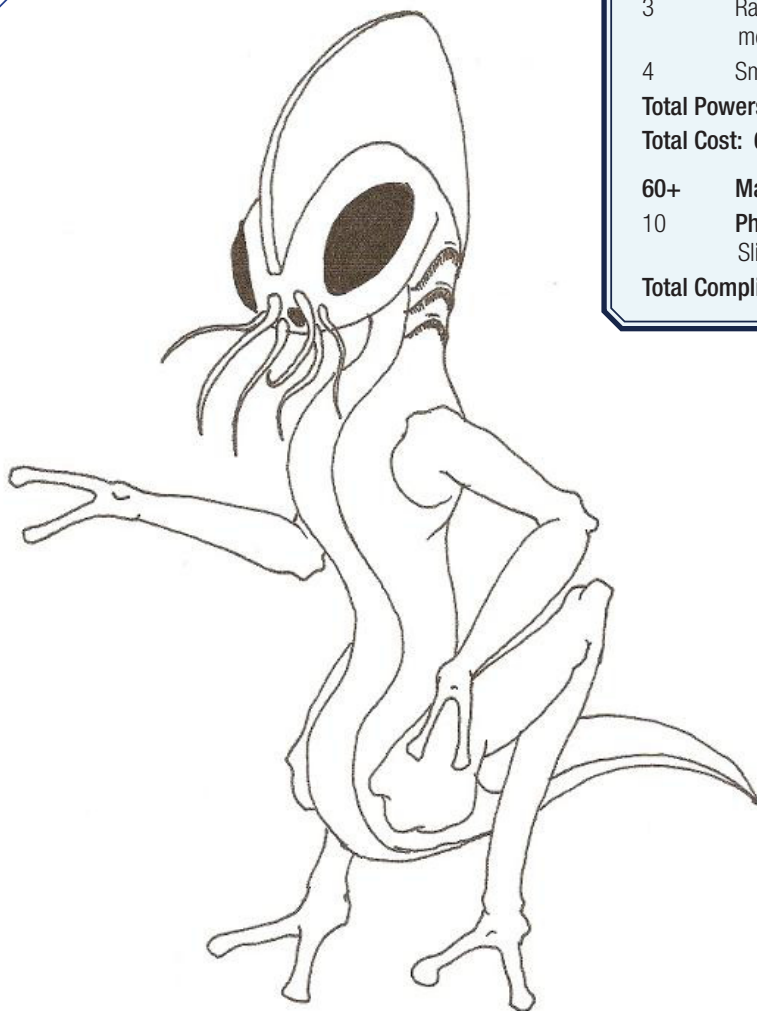
140+	Matching Complications
15	Physical Complication: Diminutive size (Frequently; Slightly Impairing)
10	Social Complication: Rapid mental processes Frequently, Minor
5	Vulnerability: 1 ½ x Effect sonic (Uncommon)
	Total Complications Points: 140

FLUORIAN 'NORMAL'

Val	Char	Cost	Roll	Notes
7	STR	-3	10-	Lift 66.0kg; 1d6
11	DEX	2	11-	
9	CON	-1	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
8	PRE	-2	11-	PRE Attack: 1 ½d6
4	OCV	5		
6	DCV	15		
4	OMCV	3		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
4	REC	0		
20	END	0		
9	BODY	-1		
18	STUN	-1		Total Characteristic Cost: 32

Movement: Running: 12m/24m
Leaping: 6m/12m
Swimming: 4m/8m

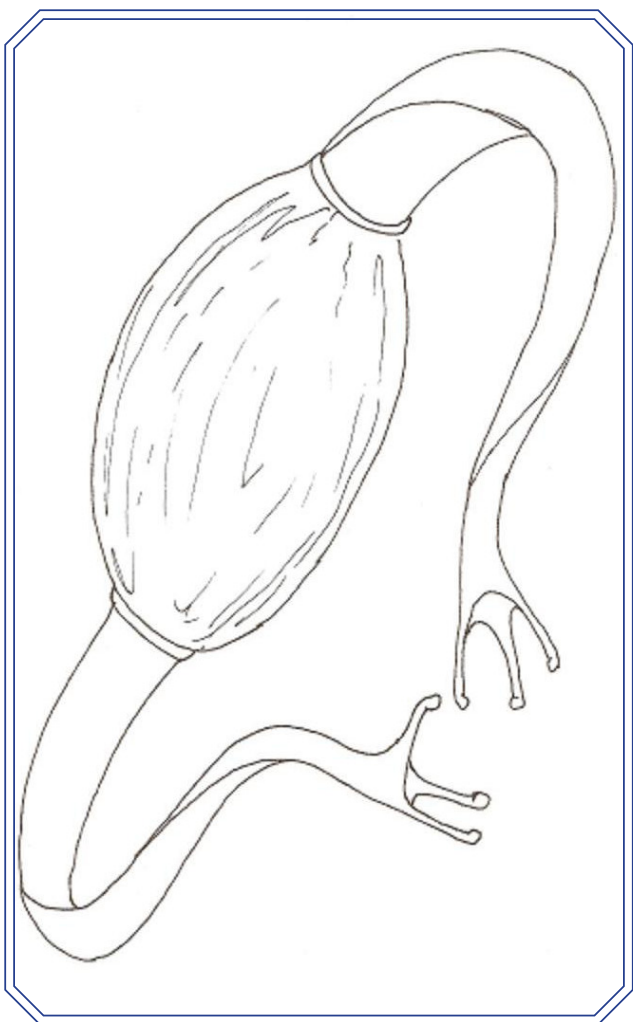
Cost	Powers	END
2	Wide-set eyes: Increased Arc Of Perception (240 Degrees) with Normal Sight	0
0	Fluorine-breather: LS (Custom Adder; Expanded Breathing; Safe in Intense Heat)	0
Notes: This represents Fluorians' native environment; they can't survive under 'normal' conditions.		
2	High radiation tolerance: LS (Safe in High Radiation)	0
9	Ancestral memory: Retrocognitive Clairvoyance (Mental Group), Reduced Endurance (0 END; +½); Memories of ancestors only: -2 per generation (-1 ½), Extra Time (1 Minute, -1 ½), Concentration, Must Concentrate throughout use of Constant Power (0 DCV; Character is totally unaware of nearby events; -1 ½), Retrocognition Only (-1)	0
Talents		
4	Flexible limbs: Double Jointed	
4	Rapid cognition: Lightning Reflexes (+4 DEX to act first with All Actions)	
Skills		
3	Rapid cognition: Penalty Skill Levels: +1 vs. time modifiers with all skills	
4	Small size: +2 with Stealth	
Total Powers & Skill Cost: 28		
Total Cost: 60		
60+ Matching Complications		
10	Physical Complication: Small size (Infrequently; Slightly Impairing)	
Total Complications Points: 60		



TITAN 'NORMAL'

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.8tons; 9d6 [9]
7	DEX	-6	10-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
3	OCV	0		
1	DCV	-10		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
11	PD	9		Total: 11 PD (0 rPD)
11	ED	9		Total: 11 ED (0 rED)
14	REC	10		
50	END	6		
19	BODY	9		
54	STUN	17		Total Characteristic Cost: 105

Movement: Running: 3m/6m
Swimming: 18m/36m



Cost	Powers	END
	Huge size	
18	1) Knockback Resistance -18m	0
10	2) Stretching 8m, Reduced Endurance (0 END; +½); Limited Body Parts (-¼)	0
42	Millimeter-wave radar: Spatial Awareness (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees)	0
-35	Blind: Custom Power	0
	Chemical transmitter/receptors	
5	1) Transmit with Touch Group	0
10	2) Discriminatory with Touch Group	0
9	Slow metabolism: LS (Eating: Character only has to eat once per week; Extended Breathing: 1 END per 20 Minutes; Longevity: 800 Years; Sleeping: Character only has to sleep 8 hours per week)	0
0	Methane breather: LS (Custom Adder; Expanded Breathing; Safe in Intense Cold)	0
	Notes: Titan's native environment; they can't survive in 'normal' conditions.	
	Alien anatomy	
15	1) Cannot Be Stunned	0
10	2) No Hit Locations	0
7	3) Regeneration (1 BODY per Week), Can Heal Limbs	0

Talents

4 Natural swimmer: Environmental Movement (no penalties in liquid)

Total Powers & Skill Cost: 95

Total Cost: 200

- 200+ **Matching Complications**
- 20 **Physical Complication: Huge size (Frequently; Greatly Impairing)**
- 15 **Physical Complication: Poor hearing (Infrequently; Greatly Impairing)**
- 5 **Rivalry: Professional (Other Titans; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)**
- 10 **Social Complication: Disdainful of all other species Frequently, Minor**

Total Complications Points: 200

JOVIAN 'NORMAL' (Body built as vehicle)

Val	Char	Cost	Notes
30	Size	150	Length 2,048m, Width 1,024m, Height 1,024m, Volume 2,147,483,648m ³ Mass 107,374.2 kton, OCV +20, KB -30 HTH Damage 32d6 END [16]
160	STR	0	
10	DEX	0	
2	PD	0	5 PD (5 rPD)
2	ED	0	5 ED (5 rED)
2	SPD	0	Phases: 6, 12
11	OCV	40	
2	DCV	-5	
40	BODY	0	Total Characteristic Cost: 169

Movement: Flight: 6m/6m

Cost	Powers	END
	Comms & Sensors, all slots MegaScale (1m = 1,000 km; +1 ¾); all slots Extra Time (1 Turn (Post-Segment 12), -1 ¼)	
15	1) High Range Radio Perception (Radio Group); Extra Time (1 Turn (Post-Segment 12), -1 ¼)	
24	2) Radar Sense: Radar (Radio Group), Increased Arc Of Perception (360 Degrees); Extra Time (1 Turn (Post-Segment 12), -1 ¼)	
36	3) Wide-Spectrum Vision: Infrared Perception (Sight Group), Increased Arc Of Perception (360 Degrees); Extra Time (1 Turn (Post-Segment 12), -1 ¼) plus Nightvision, Increased Arc Of Perception (360 Degrees); Extra Time (1 Turn (Post-Segment 12), -1 ¼) plus Ultraviolet Perception (Sight Group), Increased Arc Of Perception (360 Degrees); Extra Time (1 Turn (Post-Segment 12), -1 ¼)	
2	0.1G propulsion (dV 21 kps): Flight 6m; Extra Time (1 Turn (Post-Segment 12), -1 ¼), no Noncombat movement (-¼), 1 Continuing Fuel Charge lasting 6 Hours (-0) [1 cc]	
40	Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep)	
6	Regeneration (1 BODY per 6 Hours)	
9	Resistant Protection (3 PD/3 ED)	
162	Bio-Engineering Core: Variable Power Pool (Bio-Engineering), 150 base + 150 control cost, all slots Extra Time (1 Day, -4), Limited class of powers: bio-engineering only (-1)	
Talents		
36	Being of Vast Proportions: +12/+12d6 Striking Appearance (vs. all characters)	
Total Abilities & Equipment Cost: 330		
Total Vehicle Cost: 499		
Value Complications		
25	Distinctive Features: Being of vast proportions (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)	
25	Physical Complication: Being of Vast Proportions (Frequently; Fully Impairing)	
Total Complication Points: 50		
Total Cost: 449/5 = 90		

JOVIAN 'NORMAL' [Mind built as AI]

Val	Char	Cost	Roll	Notes
33	INT	23	16-	PER Roll 16-
33	EGO	23	16-	
10	DEX	0	11-	
11	OCV	40		
2	DCV	-5		
3	OMCV	0		
11	DMCV	24		
2	SPD	0		Phases: 6, 12
Characteristics Total: 105				

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
6	Environmental Movement (no penalties in Zero-G)
6	High-G Tolerance (3)
3	Lightning Calculator
16	Universal Translator 16-; Known languages only (-¼)

Talents Total: 45

Value	Complications
25	Psychological Complication: Considers smaller species to be sub-sentient (Very Common; Total)
20	Psychological Complication: Amoral (Common; Total)
15	Social Complication: Universally feared species Very Frequently, Minor
15	Social Complication: Recognizes no authorities Very Frequently, Minor

Complications Points: 75

Base Points: 150

APPENDIX I: GLOSSARY

61 Cygni: important system in the Kruger 60 Cluster.

Agharta: system in the Kruger 60 Cluster (G208-44), settled by Terran political exiles.

Alpha Centauri: closest star system to Terra.

Alula Australis: system in which the Jovians and humanity first met. Also where the Virgo-type was created, and a popular name for Virgo-types.

Ammonites: ammonia-breathing aliens which slightly resemble the extinct Terran mollusks of the same name.

Aperoi Kosmoi: the plurality of worlds

Apogee Brigade: the Celestial Guard's elite mobile troopers.

Aquarius: a human sub-type genetically engineered for aquatic survival.

Aquila: a human sub-type genetically engineered for life in zero-g. Capable of surviving brief exposure to vacuum

Ares: also known as Aries. Sub-type of humans adapted for Mars and similar worlds.

Assault Vessel: armed spacecraft designed to carry a large troop contingent.

Asteroid Habitat: a space habitat constructed inside an asteroid, rotating or not.

Astronaut: enlisted rank in most space forces; the equivalent of Private or Seaman.

Augmented Reality: advanced virtual reality systems which provide all types of real-time data to the user on demand.

Baked Alaska: tongue-in-cheek name of the Keepers' world at Groombridge 34B.

Barnard's Star: star near Terra, halfway point to Kruger 60 Cluster, and part of the Core Loop.

Baseline human: a human with no genetic or bio-engineered alterations.

Blowout ammo: rounds designed to puncture space-suits. Highly illegal.

Body Pressure Suit: an environment suit which uses direct pressure to the skin rather than a pressurized internal atmosphere to protect its occupant.

Celestial Guard: the armed forces of Terran Galactic Operations.

Chi Draconis: system just outside the Kruger 60 Cluster. Last known location of the Titans.

Colonial Constabulatory: public safety officers of the Core Colonies, employees of HCST.

Colonial Reserve Fleet: the armed forces of the Core colonies.

Complex, the: headquarters of TGO, located in space habitats at Kruger 60.

Coriolis-Fu: humorous name for spin-gravity fighting style preferred by Leo-types.

Coronado: first FTL vessel based on technology acquired from the Keepers.

Core (the): systems easily accessible from Terra with FTL1.0 technology.

Core Colonies: colonies close to Terra under HCST administration.

Core Loop: common term for Colonies and Way stations on the Grand Tour.

Curators, the: fanatical, sometimes dangerous collectors of Terran relics.

Cygnus-types: a human sub-type engineered for self-powered flight with wings.

Cytherians: silicon/carbon aliens adapted to conditions similar to those of Venus.

Doctors Without Limits: humanitarian aid organization with volunteers all over Terran Space.

Draconis Void: expanse of open space beyond Chi Draconis, too far across for Terran drives.

DX Cancri: former way station on the Grand Tour, now a military base for the CRE.

Dyson Tree: a genetically engineered organism adapted to vacuum. Planted on cometary bodies, they grow large enough to serve as living space habitats.

Epsilon Eridani: a Core system with a large settlement of Ammonites.

Epsilon Indi: a Core system which is the site of the Tierra Nueva terraforming project.

Eta Cassiopaeia: major system in the Kruger 60 Cluster with a number of alien settlements.

ETC weapons: electro-thermal chemical; firearms which use an expanding plasma instead of gunpowder to propel a projectile from their barrel.

EV Lacerta: extreme flare star in the Kruger 60 Cluster; ironically known as Shamaballa.

Fast Clipper: interstellar passenger vessel designed for speed and comfort.

Fluorians: fluorine-breathing aliens who are (usually) friendly with humanity.

Free Trade League: service cooperative owned by independent star merchants.

FTL2.0: improved version of the original Interstellar Overdrive, available at TL9.

FTL3.0: state-of-the-art version of the Interstellar Overdrive, available at TL10.

Fusion Propulsion Lab: research facility in the Oort Cloud of the Home System, built by TGO.

G-tank: advanced system which protect crew from high acceleration by immersion in fluid under high pressure.

Gel-couch: a high-tech acceleration couch which molds itself to the occupant's body.

Gauss Weapons: use magnetic fields to fire high-speed projectiles.

Gemini: a human sub-type engineered for excellent health, both physical and mental.

Global Assembly: Terra's major economic council, originally known as the G-7.

Global Flood: disaster caused when terrorists destroyed the Antarctic ice shelf.

Grand Tour: a route starting at Terra, making a complete circuit of all the Core Loop colonies.

Greater Mars: terraforming project on Mars-like world in the Tau Ceti system.

Gripping Hand, the: form of zero-G martial arts developed by Aquila-types.

Groombridge 34: first system in the Kruger 60 Cluster to be settled by humans.

High Council on Space Transport: the Global Assembly's appointed committee governing all of its member-states' settlements beyond Terra.

Home System: collectively, everything orbiting Sol.

Hyper-shuttle: short-range craft with FTL capability designed to cross a star system quickly.

Interstellar Overdrive: a means of traveling faster than light, acquired from the Keepers.

Intruder: small combat spacecraft designed for raiding missions deep within hostile territory.

ISTAR: Inter-Stellar Tariff Arbitration Regime, an agency charged with regulating alien trade in alien technologies.

Jovians: enormous, extremely powerful aliens adapted to live in gas giants.

Junta: the military government which took power in Terran Space after the Terricide.

Keepers: cryogenic beings of superfluid helium. Their entire species appear to be quantum entangled, and they trade information with other species.

Kodiac Sumo: the wrestling technique favored by Ursa-types.

Kruger 60: capital of the Kruger 60 Cluster; site of TGO corporate headquarters.

Kruger 60 Cluster: group of star systems developed by Terran Galactic Operations.

Lacerta Syndicate: former pirate squadron co-opted by Special Projects, Inc.

Leo: a human sub-type engineered for superior reflexes and agility.

Living Galaxy Foundation: private organization dedicated to populating the galaxy by adapting humanity to new environments.

Marathon Free Station: a former TGO habitat whose employees opted to buy it out.

Mensae: a human sub-type engineered for superior mental abilities.

Meta-Helium: a stable form of high-energy helium used as advanced rocket fuel.

New Cydonia: terraforming effort on Mars-like world in the Kruger 60 Cluster.

New Cydonia Massacre: accident in which 100 PCS protesters died in a cometary impact.

New Terran Colonial Foundation: a private organization dedicated to terraforming.

OFFICE, the: the covert operations branch of ISTAR.

Omicron Eridani: site of failed space colony, written off by HCST and mostly abandoned.

Omicron Incident: forced evacuation of Omicron Colony by the CRF resulting in a number of civilian deaths.

One-BITter: a very cheap expendable QED comm-system which sends one bit then dies.

O'Neill habitat: large artificial space habitat composed of paired counter-rotating cylinders.

Orbital Tower: a tower with its top end anchored to an orbital satellite.

Per Ardua Ad Astra: through adversity to the stars

Planetary Conservation Society: terrorist organization opposed to all types of terraforming.

Plasma ammo: bullets with an explosive shaped-charge made of stabilized metallic deuterium; extremely powerful and restricted to military use.

Procyon: a star in the Core, home to a large settlement of Fluorians.

Proxima Centauri: red dwarf orbiting Alpha Centauri, home of a Keeper outpost.

QED: Quantum Entangled Device, an instantaneous communications system.

Q-Net: the interstellar network of QED communicators.

Ross 248: site of a Celestial Guard military base near Marathon Free Station.

Scions of Gaia: terrorist group bent on the annihilation of humanity's high-tech civilization.

Sigma Draconis: former site of the Titans' Draconis Syndicate base, now claimed by TGO, and the site of a terraforming project known as the War Garden.

Sirians: advanced hostile aliens first encountered at Sirius. Very little is known about them.

Sirius: a Core system, formerly claimed by the Sirians, know under ISTAR jurisdiction.

Snake-Eyes: system captured from the Titans in the Kruger 60 Cluster. (BD+ 68 946)

Solar Express Company: the largest interstellar shipping company in Terran Space.

Sons of Terra: fanatical terrorists dedicated to taking revenge for the Terricide.

Sophontology Studies Institute: university located at Sirius, focused on alien studies.

Space Habitat: any artificial space structure intended to support life.

Special Projects, Inc.: subsidiary of TGO responsible for the company's covert operations.

Stella Magna: terraforming project in the Tau Ceti system.

Struve 2398: system captured from the Titans in the Kruger 60 Cluster, renamed Cardea.

Tangaroa: second manned interstellar spacecraft, launched from Fusion Propulsion Lab.

'tangled Web: the 'shadow' of the Q-Net, composed of unofficial traffic.

Tau Ceti: a Core system with two terraforming projects: Stella Magna and Greater Mars.

Taikong Ren Do: "Way of the Spacefarer", a martial art designed for any level of gravity.

Tech level: a measure of technical development, based on the decimal-Kardashev scale, multiplied by ten. So a K1 civilization is tech level 10; K1.1 would be tech level 11.

Technical Officer: NCO rank in most space forces, equivalent to Sergeant or Petty Officer.

Terra: humanity's homeworld, now destroyed.

Terricide: the relativistic strike which destroyed Terra and the rest of the Home System.

Terran Exodus: the increasing flow of emigrants leaving Terra for the colonies due to the effects of the Global Flood.

Terran Galactic Operations: an employee-owned space development company which has become an independent corporate state.

Terran Home Fleet: the advanced volunteer space forces of the Home System.

Tierra Nueva: terraforming project in the Epsilon Indi system.

Titans: advanced, hostile, powerful aliens. Extremely large and adapted to conditions similar to those on Saturn's moon of the same name.

Torch Drive: a fusion rocket with extremely high thrust and exhaust velocity.

Trade War: briefly, a limited conflict fought over economic issues rather than territory.

United Terran Press: the foremost media outlet in Terran Space.

Upsilon Andromeda: most distant colony on the fringe, beyond the Kruger 60 Cluster.

Ursa: a human sub-type optimized for combat and long-distance space travel.

UV Ceti: a flare star near Terra; former site of TGO headquarters, now abandoned.

van Manenn Accords: treaty governing space warfare, including protection of noncombatants.

VeNoM: abbreviation for Von Neumann Machines; usually refers to hostile alien machines.

Virgo: the only human sub-type engineered by aliens (the Jovians). Intended as a 'companion', but actually capable of much more.

War Garden, the: terraforming project at Sigma Draconis.

Way Station: an outpost established for the sole purpose of servicing interstellar traffic.

Wolf 359: a Core loop system and the site of an important way station.

Zeta Reticuli: most distant colony on the trans-Core frontier.

Zheng He: first sub-light manned interstellar spacecraft

APPENDIX II: READING LIST

Fiction: There's no 'firm' definition of what exactly is or isn't space opera, let alone which works belong under the sub-headings of 'new space opera' or 'space opera noir.' All of these are debatably some form of space opera, or have some space opera elements. Most importantly, they all had some influence (however slight) on *Terracide*.

Iain M. Banks; the *Culture* novels

Stephen Baxter; the *Xeelee* sequence

David Brin; the Uplift novels

Gardner Dozois & Jonathan Strahan; *The New Space Opera* and *The New Space Opera 2*

Peter F. Hamilton; the *Night's Dawn* trilogy, *Fallen Dragon*

Wil McCarthy; *The Collapsium* (and sequels)

Alastair Reynolds; *Revelation Space* (series)

Greg Egan; *Diaspora*

Ken MacLeod; the *Fall Revolution* novels, *Newton's Wake*

Paul McAuley; *The Quiet War*, and *Gardens of the Sun*

Chris Moriarity; *Spin State* and *Spin Control*

Charles Pellegrino & George Zebrowski; *The Killing Star*

John Scalzi; *Old Man's War* (and sequels)

Charles Sheffield; *Summertide* (and sequels)

Allen Steele; *Coyote* (and sequels)

Bruce Stirling; *Schismatrix*

Charles Stross; *Singularity Sky*, and *Iron Sunrise*

David Weber; the *Honor Harrington* novels

Walter Jon Williams; the *Dread Empire's Fall* trilogy

Non-fiction:

Martin Beech; *Terraforming - The Creating of Habitable Worlds*

Jack Cohen & Ian Stewart; *Evolving the Alien*

David Darling, PhD; *The Extra-Terrestrial Encyclopedia*

James Kaler; *Extreme Stars*

John S. Lewis; *Worlds Without End*

Eugene Mallove & Gregory Matloff; *The Starflight Handbook*

Gerard K. O'Neill; *The High Frontier*

Robert Young Pelton; *The World's Most Dangerous Places*

Marshall T. Savage; *The Millennial Project*

Peter Ward & Don Brownlee; *Rare Earth*

Alfred Zaehring & Steve Whitfield; *Rocket Science*

On the Web:

<http://www.projectrho.com/rocket/index.php> A must-have resource for SF-RPG designers.

<http://www.orionsarm.com/> SF world-building on a massive scale, by multiple authors.

<http://www.nada.kth.se/~asa/Game/BigIdeas/index.html>

Another fine example of SF world- building, by a single author.

<http://www.artificial-gravity.com/sw/SpinCalc/SpinCalc.htm>

A useful tool for calculating the parameters of spin-gravity environments.

<http://www.ocean-of-storms.com/jaymin/software/chview/test1.htm>

The 'astrogation' software used to create the Terracide galaxy.

<http://www.solstation.com/stars.htm> The source for stellar data used in Terracide.

APPENDIX III: SPACECRAFT NAMES

Coming up with names for characters can be difficult; for some people, naming a spacecraft is even harder. Lists of suggested names for the various types presented in Chapter 9 follow:

MERCHANTS: GRAVITY MODEL CLASS

Balance Forward	Opportunity Cost
Marginal Utility	Prime Rate
Volume Discount	Moneyback Guarantee
Compound Interest	Loss Leader
Damage Deposit	Duty Free
Unclaimed Freight	Barter System
Silent Partner	Comparative Advantage
Exchange Rate	Honest Broker
Spot Market	Cargo Cult
Human Capital	Risk Management
Limited Liability	Offshore Account
Leveraged Buyout	Hostile Takeover
Double Overtime	Fully Depreciated
Penalty Clause	Matching Contributions
Going Concern	Yard Sale
Market Leader	Patent Pending
Registered Trademark	Fiat Money
Destination Fee	Debt Relief
Some Reward	Profit Margin
Grey Market	Due Diligence
Grace Period	Diminishing Returns
Cash Discount	Internal Memo
Foreign Exchange	Repeat Customer
Business Model	Stock Option
Buyout Option	Pension Plan
Gravity Model	Keynes' Mistake
Controlling Interest	Extended Warranty
Double Entry	Escrow Account
Gross Income	Venture Capital
Down Payment	Low Bidder
Focus Group	Soft Market
Closing Cost	Monty Haul
Senior Partner	Steering Committee
Free Market	Preferred Customer
Net Income	Bull Market
Sticker Shock	Bounded Rationality
Capital Gains	Caveat Emptor
Contestable Market	Game Theory
Imperfect Competition	Indifference Curve
Invisible Hand	Moral Hazard
Random Walk	Value Added
Voodoo Economics	

CORSAIRS: BAD NEWS CLASS

(re-named after conversion from other types)

Ill Omen	Banshee Wail
Barghest Howl	Tower Inverted
Root Canal	Tax Audit
Core Dump	Bad Sign
Market Crash	Bear Market
Meltdown	Train Wreck
Off Warranty	Black Sheep
Rusty Nail	Flash Flood
Ground Zero	Total Eclipse
White Squall	Scorched Earth
White-out	Heat Stroke
Lock-Jaw	Brain Fever
Snake Eyes	Bad Check
Cold Blood	Bastard Son
Typhoon Season	Greater Fool
Ground Fault	Newark Layover
Chronic Migraine	Trial Separation
Raving Lunatic	Red Tape
Poison Ivy	Mud Slide
Damaged Goods	Pink Slip
Outstanding Warrant	Problem Child
Shooting Spree	Security Leak
Typhoid Mary	Thundercloud
Ill Wind	Loose Cannon
Black Cat	Broken Mirror
Evil Eye	Eights & Aces

CRF INTRUDERS: KNIFE CLASS

Bayonet	Bolo
Dagger	Bodkin
Machete	Scalpel
Switchblade	Stiletto
Jack-knife	Kris
Barong	Parang
Cleaver	Col. Jim Bowie
Poniard	Stylet
Lancet	Athame
Akinakes	Basilard
Cinquedea	Khanjer
Misericorde	Parazonium
Balisong	Cimeter
Kukri	Arkansas Toothpick
Straight	Razor
Dirk	Main-Gauche
Shiv	Skewer
Shank	Carver

INTRUDERS: MAN OF WAR CLASS

Leap of Faith	Reign of Terror
Rule of Law	Pride of Place
Mother of Invention	Something of Value
Best of Both Worlds	Waste of Time
Feet of Clay	Strength of Stones
World of Hurt	Lap of Luxury
Twist of Fate	Nick of Time
Sword of Damocles	Spear of Destiny
Letter of Marque	Code of Silence
Confederacy of Dunces	Embarrassment of Riches
School of Hard Knocks	Lathe of Heaven
Origin of Species	Purity of Essence
Hand of Fate	Hand of Glory
Blaze of Glory	Artillery of Heaven
Son of Sam	Bride of Frankenstein
Barrel of Monkeys	Sport of Kings
King of Fools	Ship of Fools
Prince of Thieves	Queen of Swords
House of Cards	State of Denial
State of Grace	Denial of Service
Master of None	Point of No Return
River of Deceit	Bill of Attainder
Apropos of Nothing	King of Infinite Space
Wind of Change	Prince of Darkness
Assumption of Risk	Mother of Pearl
Shadow of a Doubt	Best of Show
Life of Brian	Scene of the Crime
Out of Mind	Cult of Personality
End of Days	Hand of Sorrow
Power of Attorney	Right of First Refusal
Pearl of Wisdom	Number of the Beast
Path of Least Resistance	Fist of an Angry God
Jack of All Trades	Ring of Truth
Bird of Paradise	Voice of Reason
Crack of Doom	Rule of Thumb
Song of Distant Earth	Scales of Justice
Heart of Darkness	Pieces of Eight
Maid of Honor	Tropic of Cancer
Lily of the Valley	Argument of Kings
Comedy of Errors	Rock of Ages
Top of the Morning	A Week of Kindness
Fourth of July	Show of Hands
Two Out of Three	One of a Kind
Man of LaMancha	Joan of Arc

CLIPPERS: NORTHERN LIGHT CLASS

Ariel	Blackadder
Challenger	Champion
City of Adelaide	Cutty Sark
Fiery Cross	Flying Cloud
Great Republic	Kosmopoliet
Herzogin	Cecelie
Houqua	Leander
Lammermuir	Lothair

Marco Polo	Mimosa
Northern Light	Phoenician
Queen of Nations	Red Jacket
Serica	Sovereign
Amsterdam	Tai-Ping
Tayleur	Tai-Tsing

PRIVATE YACHTS: RIVAL SUITOR CLASS

Rival Suitor	Secret Admirer
Significant Other	Spurned Lover
True Companion	Old Flame
Heart's Desire	Number One
First Love	Guardian Angel
Prince Charming	Lady Killer
Casanova	Lothario
Caught Cheating	Smooth Operator
Hopeless Romantic	Soul Mate
Lady Love	Other Woman
Kindred Spirit	Knight in Shining Armor
Bitch-Goddess	Wild Fling

LIGHT ASSAULT VESSEL: SAGRAMORE CLASS [PARTIAL LIST]

Aglovale	Agravain
Bedivere	Breunor
Calogrenant	Caradoc
Constantine	Dinadan
Ector	Elyan
Erec	Galahad
Gawain	Lamorak
Lancelot	Lucan
Palamedes	Percival
Sagramore	Tristan
Urien	Ywain

EXPLORATION VESSEL: LEIF ERICSON CLASS

Pytheas	Zhang Qian
Marco Polo	Ahmad ibn Fadlan
Zheng He	John Cabot
Vasco de Gama	Ferdinand Magellan
Sir Frances Drake	Antonio de Andrade
Edmond Halley	Vitus Bering
Mungo Park	Roald Amundsen
Ernest Shackleton	Freya Stark
Ahmad Pasha Hassanein	Tenzing Norgay
Robert Ballard	Story Musgrave
Robert Ballard	Titus Kincaid

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