WING COMMANDER

ROLE-PLAYING GAME

STEPHEN A. ROGERS

WEAPON DISPLAY
Weapon: FF Pike
Gun: Laser

TARGET DATA
Target : Spiculum
Range : 1455 m

T: 126 P: 1457

THE WING COMMANDER ROLE-PLAYING GAME

DISCLAIMERS

Portions of this book have been derived from the rules for <u>The Edge of Chaos</u>, A Wing Commander RPG, originally created by Mark Shotwell. A fair use document is available with the regulations for this game and is available for view on TEOC's official website at http://www.wcrpg.com.

WARNING: This rulebook consists of 100% matter. Any incidental contact of this book with antimatter in any form will result in a catastrophic explosion.

All of the contents included in this game will exert an equal but opposite force to any force applied to said contents. This phenomenon is not unique to this game.

The entire physical universe, including this book and its contents, could very well collapse back into an infinitesimally small space with little or no advance warning. Should a new universe re-emerge, the existence of this rulebook in that universe cannot be guaranteed.

Any reference to any life-form living, dead, or non-existent may or may not be coincidental and is probably intentional.

For Paul and the next generation.

For the brave crew of TCS *Fenris* and all the other crews consigned to Internet oblivion, for inspiring this editor in his own work and in the hopes that they may yet rise up once again.

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CHAPTER ONE: INTRODUCTION

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1.0: INTRODUCTION

This is the Wing Commander Role-Playing Game First Edition Core Rules.

<u>Wing Commander</u> is an award-winning and ground-breaking series of space combat flight simulators, originally created by Chris Roberts and Origin Systems, Inc. Starting with the original game in 1990 and ending with *Wing Commander: Secret Ops* in 1998 (later followed in 2007 with *Wing Commander: Arena*), the series has developed a large following throughout the years from all types of gamers. The series is known for a number of firsts, including some of the first examples of voice acting in the video game industry (WC2), the world's first fully interactive movie (WC3), one of the very first games that could be played over a network (WC: Armada), and one of the first "episodic" video games ever created (WC: Secret Ops).

The *Wing Commander* series is set in the 27th century and chronicles the struggles of the Terran Confederation, a starfaring human society, in their epic struggle and ultimate victory against the forces of the Kilrathi Empire, a cat-like species with a warrior-based culture. After a brief inter-human conflict later in the series, a new conflict heats up against a new, powerful foe known only as the Nephilim.

The book you're reading is a pencil-and-paper (PNP) **role-playing game** adaptation of these original games. The rules contained herein have been designed to be as flexible as possible, so that players may be as detailed or as carefree as they'd like to be while playing the game. They've also been designed such that players may play a game very similar to the original games, or have a much different type of adventure within the Wing Commander Universe.

To play the Wing Commander Role-Playing Game (**WCRPG**), you'll need the following equipment:

- At least two ten-sided dice (2d10) for each player. One of these should show multiples of 10 (a d10x10). If one is not available, the dice should be distinguishable from one another with one of them designated as the "d10x10".
- Pencil and paper. Pencil is preferable to pen, as it is far easier to erase and modify.
- Some kind of screen for the **"gamemaster" (GM)** used to conceal the results of some of their rolls.
- Access to at least one copy of these rules.
- While not strictly necessary, some GMs may prefer to have a calculator handy in order to help with more complex calculations.

An Open Apology to Fans and Haters of the Wing Commander Movie

Fans of the *Wing Commander* franchise will remember the movie <u>Wing Commander</u> released in 1999, starring Freddie Prinze, Jr. as Christopher Blair, Saffron Burrows as Angel and Matthew Lillard as Maniac. A great number of fans out there are dubious as to whether or not the movie should be considered part of the overall Wing Commander continuity, owing to several factors (including the look of the Kilrathi, the look of various ships and fighters, and the overall changes to the universe's continuity). The editors of WCRPG have decided to use the same timeline that was included in the latest installment of the series, *Wing Commander: Arena*. The timeline in that game includes the events mentioned in the movie, and in this regard the continuity of the movie is considered part of WCRPG. Those who do not consider the movie part of the official continuity may simply ignore any

reference to the movie included in these rules. For those who are fans of the movie, the editors would like them to understand that the exclusion of any material from the movie was not done out of any sense of malice and hope no hard feelings are generated as a result. WCRPG's system includes procedures for creating anything and everything that could appear in the Wing Commander Universe (including hairless Kilrathi, modifications to *Rapiers*, etc.), so it is still possible for dedicated fans of the movie to re-create these materials for use in their gaming groups if they so choose.

I.I: THE CORE MECHANIC

WCRPG is based on a **d%** type dice-rolling system. All crucial rolls in the game are made on two ten-sided dice, with one of them designated as "1d10x10" (a "tens-place" die). Valid results on a d% roll therefore range from zero to ninety-nine. Specifically, when a situation comes up wherein a character's failure may affect the outcome of the game, a die roll is required against a certain failure threshold, known as a **difficulty class** (DC) (or **hit difficulty** (HD) in combat situations). These die rolls are known as **Checks**. The DC for all Checks equals the character's score in the Attribute, Skill, Specialization or Save being checked (usually a combination of one or more of these). Other attributes of the character (such as **Traits**) may modify the result of the roll. If the final result is lower than or equal to the DC, the action succeeds. If not, it fails. The amount by which a roll falls short of the DC is its **degree of success**; conversely, the amount by which a roll exceeds the DC is its **degree of failure**. These simple rules govern all die rolls necessary to play the game.

WCRPG commonly uses variants on the standard d% roll. The most common variants are as follows:

- **xd10**: This indicates a roll of x ten-sided dice, where x is a set number (*for example, a roll calling for 3d10 needs three ten-sided dice*). The player rolls the indicated number of dice and sums up the result. *NOTE: There is a distinction between 2d10 and d%; 2d10 is an xd10 roll. Be careful not to confuse the two.*
- **xd5**: This is similar to an xd10 roll, except that the ten-sided dice are treated as five-sided dice. To achieve this effect, take the result of an individual die, halve it, and round up (for example, a result of 7 becomes a result of 4). Zeroes count as 10 (a final result of 5) in this case.
- **xd2**: xd2 rolls are rare in the game, but sometimes occur. Roll the indicated number of ten-sided dice; treat all odd results as 1 and all even results as 2, and sum up the result as with an xd10 roll.

For rolls of d% or xd10, a result of 0 on a die counts as a zero (not 10) unless the situation specifically states otherwise. *For example, the die results of a 3d10 roll are 2, 5, and 0. The result of the roll is 7, not 17.*

Sometimes a player may roll exceptionally well (or exceptionally poorly) on the dice. Certain die rolls have what's known as **critical potential**. Critical potential awards or punishes die results above or below certain **critical thresholds**. Low results may indicate a **critical success**, denoting a particularly good outcome. In combat, a critical success is more commonly known as a **critical hit**. A character's critical success threshold equals zero plus one for every ten points in the given Skill Check DC; a roll of 00 is always a critical success. Conversely, very high rolls may result in **critical failure** (known as a **critical miss** in combat); critical failures often have very nasty effects. A character's critical failure threshold is 90 plus one for every ten points in the given Skill Check DC; a roll of 99 is always a critical failure. Only certain rolls have critical potential; some have outcomes for critical success only, some for critical failure only, and some for both critical success and critical failure. A roll that has critical potential will be noted in the rules, along with the effects of critical results. A critical result

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occurs if the player's roll falls within the bounds of a critical threshold regardless of whether or not the player would have otherwise succeeded against the Check's DC.

CHAPTER TWO: CHARACTERS

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2.0: INTRODUCTION

Players don't necessarily have to play themselves when playing WCRPG (there are no Kilrathi on Earth at the moment - thank God - and even if there were, Terrans aren't the best species for everything!). Rather, they assume the role of a **character**, an alter ego through which a player plays the game. Each player is required to create at least one character, though they may create (and play) as many characters as they wish. The features of characters should be noted somewhere, either on a copy of a Character Record Sheet as provided with this set of rules or on a regular piece of notebook paper.

This chapter goes over the basics of character creation as well as some of the concepts necessary in order to play the game. The first sub-chapter explains Disciplines and Attributes, what they are used for and how they relate to Skills. The second sub-chapter gives detailed information on the many races seen throughout the Wing Commander universe. The third sub-chapter gives detailed procedures on character creation, including a step-by-step example of a character's creation. Finally, the fourth sub-chapter goes over character archetypes, which may be used to speed up the character creation process.

2.1: DISCIPLINES AND ATTRIBUTES

Not all people are alike: some possess great physical strength, some possess great intellect, some are fortunate enough to possess both, while some possess neither. People also have differing sets of skills: some are good at fixing vehicles, some at bookkeeping, others at care-giving, and so forth. Just as no two people are alike, no two characters in WCRPG are exactly alike (in theory at least): some will be good pilots, some good doctors, others good politicians or good snipers. In order to tell how good they are at doing specific tasks, each character has a set of **characteristics**, which affects their **basic combat statistics** *(see Chapter 2.3)* and is affected by their **Skill** scores. In WCRPG, there are two main categories of characteristics, **Disciplines** and **Attributes**. Attributes and Disciplines are qualities that all characters possess which help dictate how well they perform certain actions. The DC of almost every die roll in WCRPG that involves a character will be at least indirectly determined by at least one of their characteristics.

All characters in WCRPG have seven **Discipline** scores. These scores reflect the character's ability to perform specific tasks and their aptitude in certain fields. A character's strength in their Disciplines at the onset of the game is somewhat determined by the species to which they belong *(see Chapter 2.3)*. Each Discipline has five **Discipline Skills**; the scores of the Discipline Skills are summed together to directly determine the score of their controlling Discipline (this is different from most RPGs). The seven disciplines in WCRPG are **Command (CMD), Science (SCI), Navigation (NAV), Tactical (TAC), Engineering (ENG), Communications (COM)** and **Medicine (MED)**:

- **Command: Command** is a measure of a character's ability to negotiate and to lead others. Its Skills are usually required by those put into leadership positions; it's a useful area of focus for anyone in a leadership position, be they a ship's captain or a civil leader *(though the focus of this Discipline tends to be combat-oriented)*.
- **Science**: **Science** is a measure of a character's understanding of how to gather and apply systematic knowledge. This Discipline is primarily needed by science officers and researchers, though it can be useful to any character. All **Science** Skills focus on a particular set of scientific fields and measure the character's knowledge of those fields. The information that can be obtained through the use of **Science** Skills is often of vital importance, whether they are used to determine the military capability of an alien vessel, the gravitational force of a planet, or the severity of the weather.

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- **Navigation**: **Navigation** is a measure of a character's ability to pilot craft and to get people from one place to another without getting lost and is of primary importance to anyone travelling from place to place. This attribute isn't necessarily limited to those who pilot vehicles; persons attempting to use a map and compass will still need to use their **Navigation** attribute.
- **Tactical**: **Tactical** is a measure of a character's understanding of military tactics and their application. This Discipline is primarily needed by anybody who has to do any shooting from a vehicle (firing a weapon is handled by *Security*, which is a **Command** Skill). **Tactical** is used to improve the performance of varying craft and improving their chances of survival in combat situations.
- **Engineering**: **Engineering** is a measure of a character's ability to acquire and apply scientific and technical knowledge to the design, analysis, and/or construction of works for practical purposes. This Discipline is primarily needed by engineering staff, ground crews and mechanics, but can also be used by civilian professionals whose jobs require strong knowledge in construction and maintenance. Characters with high **Engineering** scores perform faster repairs. One of the **Engineering** Skills is also necessary for interstellar travel.
- **Communications**: **Communications** is a measure of a character's ability to exchange information with others, their ability to utilize proper equipment during that exchange and to understand information exchange applications. Almost any character can make good use of **Communications** Skills; they enable the character to speak to alien beings, jam enemy transmissions, send distress calls, gather information and negotiate trades. These Skills come in handy in many critical situations.
- **Medicine**: **Medicine** is a measure of a character's understanding of the science and "art" of maintaining and/or restoring the health of biological beings through study, diagnosis and treatment. This Discipline is primarily needed by doctors and medical staff, but any character can benefit from **Medicine** as its two primary Skills (*Intensive Care* and *Long-Term Care*) can be used to pull them back from the brink of death.

Characters also have six scores in **Attributes**. These scores reflect a character's strengths and weaknesses in various physical and mental fields. Players familiar with other RPGs such as D&D™ and Serenity™ will find Attributes familiar. As with Disciplines, a character's score in their Attributes at the onset of the game is somewhat determined by the species to which they belong *(see Chapter 2.3)*. Each Attribute has three **Attribute Skills**. The six Attributes in WCRPG are **Power (PWR), Finesse (FIN), Physique (PHY), Intellect (INT), Acumen (ACU) and Charm (CHA)**:

- **Power: Power** is a measure of a character's physical strength. It also serves as a limit to the amount and "weight" of equipment a character is capable of carrying (a concept known as **encumbrance**; see Chapter 5.4). Power affects the character's **Melee Attack Bonus** *(see Chapter 2.3)* and is added directly to the damage caused by any melee or thrown weapons.
- **Finesse: Finesse** measures a character's agility, reflex actions and coordination. **Finesse** affects several of a character's basic combat statistics, including their **HD** ratings, their **Initiative** Bonus, their **Ranged Attack Bonus** and their **Reflex Save** DC.
- **Physique: Physique** represents a character's health, stamina and recuperative abilities. It directly affects the number of **HP** (hit points; the maximum amount of damage a character can take before they die) that the character has and also directly affects the character's **Fortitude Save** DC,
- **Intellect: Intellect** measures a character's ability to learn and reason. It determines the character's raw intelligence and learning rate.
- **Acumen:** Acumen measures a character's common sense, intuition and willpower. While **Intellect** is used to analyze information, Acumen is more of a reflection of a character's ability to be in-tune with their surroundings. It directly affects the character's **Willpower Save** DC.
- **Charm:** Charm measures a character's force of personality. It is generally used when a character is attempting to influence others.

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2.2: RACES

The Wing Commander universe is filled with many sapient races, each with their own unique way of looking at the universe. Selecting a race for a player's character is one of the most vital parts of any Wing Commander adventure. The GM of an adventure should be willing to inform the players what it will be about and who it will involve beforehand, so that the players may create characters that are appropriate for that adventure.

It is recommended that beginning players limit their race selections for their characters to the two primary races in the Wing Commander universe - the Terrans and the Kilrathi - for their initial forays. For those who like to throw caution to the wind, a few notes of warning are included for those races that may prove particularly difficult to role-play.

Each playable race in WCRPG has its own profile, which includes the following information:

- **Overview**: This is a general introduction to the race.
- **Personality**: This describes the general stereotypical personality of members of a race. It also contains information on the race's primary cultural features.
- **Physical Description**: This describes the typical physical characteristics of the race in question, including average dimensions, bodily features, etc.
- **Relations with Other Races**: This indicates which other sapient races are on friendly terms with the race in question, which ones are neutral and which ones are hostile. It is unlikely that members of two races that are hostile towards one another would be in the same character group (though WC2 and half of WC3 make a notable exception with the inclusion of Ralgha *nar* Hhallas as a member of *Concordia's* and *Victory's* crew).
- **Territory**: This gives a broad description of where the race in question can be found. This can be as broad as the Sector level for major starfaring races or as narrow as single continents for primitive races.
- **Onomastikon**: This is a sample list of names that are typically used by that race, which gives a fairly good example of what conventions are used to name members of the species and can be particularly useful as a guide to naming a character.
- **Motivation**: This indicates the usual reasons why members of a race would want to go on an adventure, which can help to develop a character's backstory.
- **Basic Characteristics**: This lists the game statistics needed to build a member of the species. Any racial abilities the species features are listed and described here as well as their basic racial statistics.

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2.2.1: TERRANS

Terrans (also known as Humans; *Homo sapiens sapiens*) are an intelligent, highly social, bipedal carbon-based species that originated on the planet Earth (Sol System, Terra Quadrant, Sol Sector). While technically only those Humans who are native to Earth are properly called Terrans, the appellation is usually applied to all of *Homo sapiens sapiens* by members of other species. In the five centuries that the species has been starfaring, the various factions of humanity have established

Bridge of TCS *Victory* with several Terrans in view

several large states that collectively cover the majority of six whole Sectors (with significant populations in another three). The largest of these factions by far is the Terran Confederation, though other important Earth-origin groups include the Union of Border Worlds, the Free Republic of the Landreich and the Grovsner Colonies.

- **Personality:** Terrans in general have a strong need to explore and gather knowledge. They are clever, inventive, aggressive, tenacious, mildly territorial and possessive. Most Terrans care deeply for their families and will go to great lengths to protect their youth, often to the point of laying down their lives. These traits in general have enabled the spread of the species far beyond their homeworld and have ensured their survival despite countless bloody conflicts (not the least of which has been the ongoing conflict with the neighboring Kilrathi).
- **Physical Description**: Terrans are a bipedal omnivorous species with smooth skin and a characteristic mat of scalp hair. They are 1.5 to 2 meters in height and their skin ranges from light beige to dark brown in color. They have the highest body hair density of any Earth-origin primate but their hair is so fine that it is often invisible at all but the closest visual range (with the exception of the aforementioned scalp mat). Terrans have an internal skeleton and two small, narrow-set eyes that allow for binocular vision. While moderately weak physically, Terrans are highly flexible mentally and are particularly adept at theoretical modeling and in applications of logic and inference. Terrans are tetrapods, having a pair of motor and propulsive appendages that each exhibit five digits on their respective distal ends; the opposable thumbs on their hands has in particular granted the species a high degree of manual dexterity. As a cultural norm, they usually eat three times a day, though the species can go a maximum of about two weeks without food and four days without water under normal circumstances. Most adult Terrans require between seven and eight hours of sleep per standard twenty-four hour period; both younger and elderly Terrans may require up to twelve hours of sleep. Although there is a degree of sexual dimorphism in this species, the differences are generally insignificant. Reproduction is performed sexually; Terran females typically produce one offspring via live birth after a 40-week gestation period.
    - *Motor Appendages*: 2
    - *Visual Organs*: 2
        - *Field of Vision*: Optimal 120 degrees forward, Peripheral 200 degrees forward.
    - *Auditory Organs*: 2
    - *Olfactory Organs*: 1
    - *Gustatory Organs*: 1
    - *Propulsive Appendages*: 2
    - *Reproductive Organs*: 1

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- **Relations with Other Races**: As a rule, Terrans are open to the notion establishing friendships with many different peoples. The Firekkan people were members of the Confederation for close to a decade, until the race withdrew prior to the False Armistice in 2668; they still remain major allies of the Human factions. Kilrathi slave races such as the Varni and Wu are also generally welcome (if rare) within the Terran spheres. Terrans are neutral towards underdeveloped races such as the Mopoks, Dolosians and Oasians, and are diplomatically neutral towards minor starfaring races such as the Hagarin, Haggans and Jarma. Contact with the Double Helix has been limited to date mainly due to their mode of communication; attempts at communication have actually been fatal to the researchers involved, though Terran scientists and diplomats still hold out hope for peaceful co-existence with the enigmatic race. Terrans have had no contact with the Mantu to date. By far the race that has shown the most belligerency towards the Terran race is the Kilrathi, along with the few satellite races they have deigned to allow to freely exist (such as the Dioscuri). The Nephilim have also presented themselves as a major threat to the Terran spheres. The Confederation ultimately went to war with both of these races; the wars lasted for the bulk of the latter two-thirds of the 27th Century. The major Terran factions also have had mixed relations with one another; while nominally allies, the war-torn Union of Border Worlds and the stubborn, independently-minded Landreich have both on occasion been the subject of disdain and apathy by the Confederation government, a policy which has led to general distrust (the UBW and Landreich meanwhile are have very strong ties with one another).
- **Territory:** As previously mentioned, there are several sovereign Terran factions. The largest of these factions by far is the Terran Confederation, which holds the vast majority of the Sol, Argent, Avalon and Hawking Sectors (including all of the worlds of the former Pilgrim Alliance), all but a few systems of the Gemini Sector, a good chunk of the Enigma Sector (all but Isaac Quadrant is considered Confederation space), the Deneb Quadrant of Epsilon Sector, the Douglas and Day Quadrants of the Vega Sector and a small number of systems in the Landreich and Trk'Pahn Sector. The Union of Border Worlds is situated in a long "strip" along the border between the Terran Confederation and the Kilrathi Empire (hence its name), from the Roberts and Downing Quadrants in Vega Sector, through the Deneb and Antares Quadrants in Epsilon Sector (with some territory in Sa'Khan Quadrant) and into parts of the Isaac and Roddenberry Quadrants of Enigma Sector. The Cabrea System (Grills Quadrant, Enigma Sector) and New Plains System (Gonwyn Quadrant, Landreich Sector) are also part of the UBW. The Free Republic of the Landreich is confined to the Gonwyn and Tara Quadrants of Landreich Sector. A smaller Terran faction is the outlying Grovsner Colonies, consisting of the Grovsner and Etruria systems on the border of Confederation and Kilrathi space in the Tr'k Hara Quadrant of Trk'Pahn Sector. Finally, the Tri-System Confederation is a starfaring Terran faction located in the Isaac, Hom and Irrulan systems, none of which are connected to the same network of Akwende jumps as the other Terran factions.
- **Onomastikon:** The nature of Terran onomastics varies depending upon the regional culture of origin. For the most part, a Terran name consists of a forename and a surname. Major deviations from this norm include names of Middle Eastern origin (which can include elements such as names of ancestors, descendants, places of origin and so on), names of Far Eastern origin (where the name structure is generally reversed) and names from a few cultures that previously assigned monikers to individuals. Terran forenames are generally assigned to individuals upon birth by the individual's parents along with any meso-names. Most forenames have an underlying concept or meaning, though the importance of this concept has been lost in most Terran cultures over the centuries. Surnames are generally passed down through generations and were chosen by the families involved centuries ago based upon their location, occupation or a noteworthy family patriarch; to this day, the vast majority of Terran surnames are patronymic in origin. A full Terran onomastikon would be exceptionally large; the following sets of names should be considered as examples.

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- o *Male Given Names*: Ali, Chris, Dan, Denis, Domingo, Evan, Faruq, Fenris, George, Glen, Herman, Ian, James, Jeff, John, Joseph, Keith, Kenji, Kien, Kiyoshi, Michael, Paul, Peter, Raphael, Rashid, Stephen, Todd, Vasili, Warren, William.
  - o *Female Given Names*: Adele, Amanda, Andrea, Anne, Arianne, Bernice, Beverley, Camilla, Chuki, Clarice, Danielle, Della, Devika, Elizabeth, Fatima, Gabriella, Hawa, Helen, Hermione, Iola, Jeanette, Kristi, Madeline, Mariko, Naomi, Padma, Sabine, Tamara, Ursula, Wendy.
  - o *Family Names*: Berdak, Blair, Bourbonnais, Casey, Chun, Clemenceau, Devereaux, Fukushima, Gagarin, George, Halcyon, Hausmann, Hideyoshi, Isaac, Johnson, Khumalo, Knudsen, Kwetche, Lee, Loubet, Marshall, McConnell, Melekhin, Miles, Miller, Muchow, Muller, Ndango, Newman, Ngidhe, Oberhammer, Ono, Putin, Rimbaud, Roberts, Rogers, Sanger, Spector, St. John, Taggart, Tanaka.
- **Motivation**: Terrans tend to be quite daring and ambitious; they will go on adventures simply for the experience. They are also a very inquisitive and curious people as a rule, and the drive to explore the universe is one of the major reasons why they have such a prominent interstellar presence. Other Terrans are driven solely by the lure of a fast buck, the prestige involved and the machismo that comes from adventuring. Finally, many of them see their role in Terran society as defender of the future of the species from enslavement or extinction; many Terrans travel far from their homes simply to aid in their defense.

- **Basic Characteristics**:
  - o *Size Class*: C5
  - o *Base HP:* 60
  - o *Base HD*: 50/50/50
  - o *Physical Attribute Building Point Pool*: 150
  - o *Mental Attribute Building Point Pool*: 225
  - o *Discipline Building Point Pool*: 250
  - o *Genders*: 2
  - o *Life Stages*: Adolescent at 13 years. Adult at 18 years. Middle age at 40 years. Old Age at 60 years. Venerable Age at 80 years.
  - o *Lifespan*: 80+4d10 years.
  - o *Height (Male)*: 1.5 + (1d5 x 0.1) meters.
  - o *Height (Female)*: 1.4 + (1d5 x 0.1) meters.
  - o *Mass (Male)*: 40 + ((same 1d5 from height + 1d5) x 10) kilograms.
  - o *Mass (Female)*: 30 + ((same 1d5 from height + 1d5) x 5) kilograms.
  - o *Speed*: Runner (Biped) - 6 kph (10 m/rd); 2 (short-range combat), 1/3 (long-range combat)
  - o *Trade Value*: €740
  - o *Racial Abilities and Restrictions*:
    - ▪ *Complex Origins*: Terran characters may use one of the following "templates" if approved by both the GM and the player involved:
      - ▪ *Colonial*: The character is a citizen of the Union of Border Worlds, Free Republic of the Landreich or Grovsner Colonies. They are generally treated as foreign citizens in the Confederation and mistrust that group. Colonials have <u>Social Status</u> at -5 and <u>Intolerant</u> (Confederation Citizens) at -2.
      - ▪ *Pilgrim Descent*: The character has Pilgrim ancestry. They are very adept at space navigation but are generally hated by the Confederation populace (particularly early in the Terran-Kilrathi War). Pilgrims have <u>Navigational Sense</u> at +15 and <u>Hunted</u> at -5.

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- *Lancer*: The character is either a genetically-enhanced member of an illegal top secret Confederation black ops program or a descendant of such a person. Lancers have a full array of modifications: they begin with 250 points in both Attribute Pools, 300 points in their Discipline Pool and have <u>Discipline</u>, <u>Nerves</u>, <u>Memory</u> and <u>Health</u> all at +10. They also have <u>Reputation</u>, <u>Hunted</u>, <u>Intolerant</u> and <u>Overconfident</u> all at -10. Characters may not use this template for adventures dating prior to 2665.

2.2.2: KILRATHI

The Kilrathi (*Feliduocrura kilrah*) are a race of sapient, bipedal felinoids from the planet Kilrah. A warrior race, the Kilrathi are largely belligerent towards every other species in existence (and are often that way even amongst themselves). Over their documented three centuries as a starfaring species, the Kilrathi have been responsible for the extermination and enslavement of over a dozen species, including the Shata, Utara, Eyoka, Hari, Gorth, Ka, Sorn, Utara, Varni and Wu. Much of their hostility can be attributed to their legends of "Star Gods"

Prince Thrakhath *nar* Kiranka, a Kilrathi.

who defeated the Kilrathi in a war many centuries ago and promised to one day return and bring destruction should they ever fall to an unworthy foe. These legends formed the basis of Kilrathi culture, gave rise to the Cult of Sivar (the only Kilrathi religion) and have as a result led to the pain and suffering of countless members of other species.

- **Personality**: Kilrathi are believed to have evolved from carnivorous pack-hunters, resulting in their belligerent and expansionist behavior; their predatory instinct permeates their entire culture (including their architectural style, which tends toward polygonal structures with razor-sharp points). They are natural guerrilla fighters and pack hunters by nature. Obviously, anything the Kilrathi intellect can overrule anything their instinct suggests, but the pack hunter paradigm is the one that comes most naturally to them and is therefore the one they will turn to under stress or when they believe they have the advantage. Kilrathi are bred and raised in a warrior society, which itself is built upon the tenets of honor and strength of the individual. The society is class-based, with the nobility (thrak'hra) holding power over the commoners (kilra'hra) and a single religion centered around Sivar, the Kilrathi God of War, to which all Kilrathi are expected to pay due deference. The nobility is composed of eight Great Clans to whom all Kilrathi share some allegiance: *nar* Caxki (known for their military prowess), *nar* Qarg (known as strategists; they have a long-standing feud with the *nar* Ragitagha clan), *nar* Ki'ra (clan of the Hunters, known as intellectuals and considered the most noble of the Clans), *nar* Kur'u'tak, *nar* Kiranka (the Imperial Clan, known as administrators, organizers and planners), *nar* Ragitagha (the most widespread clan, known for their mastery of psychological warfare), *nar* Sutaghi (a powerful Clan of religious leaders; they mostly control the Cult of Sivar), and *nar* Sihkag (smallest and least of the great Clans; they act as liaison between the nobility and commoners and serve as secret police and spies). One's loyalties in Kilrathi society are expected to be to the race first and clan second, though there are many documented instances where this is not the case. Obedience to one's superiors without question is the most basic and pervasive social tenet of Kilrathi martial culture. Imagination

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and creativity are only encouraged in senior commanders and nobles. This makes many Kilrathi seem fairly single-minded; they tend to focus only on a specific goal and see to it that it is carried out at all costs. Any insult or challenge is grounds for a struggle to the death in Kilrathi society; it is in fact punishable by death for a warrior in the Kilrathi military to back down from single combat. The friendship of a Kilrathi is hard-won, usually requiring something perceived as an act of great honor by the kil involved.

- **Physical Description**: As with most felids, Kilrathi are obligate carnivores; while they do occasionally consume small amounts of plant material, they lack the physiology required to digest it efficiently. Kilrathi share many of the same basic characteristics as other felids, including flexible, muscular bodies, a pelt of fur that ranges in color from brown to golden yellow (sometimes marked with distinctive spots, stripes and/or rosettes of varying colors; Kilrathi nobility tend to have very distinctive patterns), a raspy tongue, a strong sense of smell and hearing, and a tapetum lucidum to assist with vision in low-light conditions. The major difference between Kilrathi and other cats is their mode of locomotion; Kilrathi are bipedal and plantigrade. Their bipedalism frees up their forelimbs to act as motor appendages; their carpals are much longer than those of other felids, giving them a great deal of manual dexterity. Kilrathi hands have three fingers along with an opposable thumb; this feature partially explains the foundation of Kilrathi mathematics on a base-8 system. Physically, Kilrathi are a little over two meters in height and average about a hundred kilograms in mass. Kilrathi are significantly stronger than humans, with a warrior being able to dead-lift about 700 kg overhead. Kilrathi have teeth and claws, both of which are exceptionally powerful; Kilrathi claws are capable of cleanly severing a Human spinal column with a single swipe. Adult Kilrathi require somewhere between five to seven kilograms of meat per day and can go for about eleven days without food (though it should be noted that starving Kilrathi are *quite* cranky). Kilrathi prefer to gorge themselves on prey when possible and lay torpid for a period of two hours or so afterwards to aid in digestion; the necessities of space flight and war often preclude this, forcing them to use a more "civilized" form of meal-taking. Prior to their achievement of spaceflight, Kilrathi could sleep for up to sixteen hours a day (owing to the large amount of energy spent hunting). Modern Kilrathi don't require quite as much sleep, but they still usually spend anywhere from ten to twelve hours sleeping each day when possible. Kilrathi reproduce sexually, with females entering into a state of estrus about once every three months or so, which lasts for around two weeks. Their gestation period is approximately 110 days, after which the female will give live birth to one or more cubs; single births are by far the most common, but litters of up to four at once have been recorded.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 110 degrees forward, Peripheral 200 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1
  - Propulsive Appendages*: 2*
  - *Reproductive Organs*: 1
- **Relations with Other Races**: In general, the Kilrathi see all other races as falling into one of two categories, *bak* (a fellow predator who may be a threat) or *ukta* (prey-food). Either way, Kilrathi are naturally predisposed to be mistrustful of all forms of life other than their own. This is true of their nominal allies (such as the Dioscuri), their slave species (such as the Varni and Wu), species that conduct trade with them (such as the Hagarin, Haggan and Jarma) and their enemies (species such as the Mantu and Firekkans). Any species with which they are neutral are that way because they have limited interactions with them (Mopoks) or due to treaty (Oasians). Only three species have seriously challenged the superiority of the Kilrathi:

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Terrans (with whom they are at war), the Mantu (whom they were unable to conquer), and the Nephilim (whom, ultimately, are the only race the Kilrathi well and truly fear).

- **Territory**: The Kilrathi Empire is a vast domain; it consists of the entirety of the Vukar Tag, Kilrah and M'shrak Sectors as well as the vast majority of Trk'Pahn Sector (all but five systems belonging to the Confederation and Grovsner Colonies in the Tr'k H'hra Quadrant). Kilrathi holdings also include about half the Antares Quadrant, most of S'Khan Quadrant and all of the Tr'L Rass Quadrant in Epsilon Sector, and all of the Hralgkrak Quadrant in the Landreich Sector (with some holdings in the Gonwyn and Ral'Ifra Quadrants). The Kilrathi also hold nine systems in Vega Sector, four in the Isaac Quadrant of Enigma Sector and three in the Clark Quadrant of Gemini Sector. The Kilrathi are known to have additional territorial holdings in the domain of the former Hari Empire (where they built their *Hakaga*-class carriers and *Hvar'kann*-class dreadnoughts); their exact extent is unknown.

- **Onomastikon**: Kilrathi onomastics uses a set of conventions not unlike those seen during Japan's feudal era. Most Kilrathi have at least two names; those who have but a mononym are usually *utak* (privy workers), the lowest members of Kilrathi society. Kilrathi forenames are generally given to cubs during a special ceremony on their fourth birthday; in ancient times, few Kilrathi would live to reach this age and those who did had a much higher chance of surviving into adulthood. The forename is usually two syllables long, though there are a few single syllable names that are widely used. They convey some kind of personality trait or concept, either one expected to be displayed by the youth in their future or one that's already been observed. Few Kilrathi have meso-names; usually these indicate a notable ancestor. Surnames are most commonly based on the location of an individual's home planet, but can also be based on clan affiliation, birthplace or notable ancestry. The form of surnames is largely dependent upon the level of nobility of an individual kil. Noble Kilrathi use one of six honorifics as a precursor to their surname: *nar*, *lak*, *dai*, *jaq*, *lan* and *ko*. *Nar* is the most common honorific used by Kilrathi and denotes a clan name, either one of the eight Great Clans or one of their offshoots (*lak* is more common for the offshoot clans). *Dai* (a formal variant of *hrai* - family, which itself is reserved for formal retainers of high-ranking nobles) is sometimes seen in Kilrathi names preceding a specific family name, which then usually proceeds the clan name. *Jaq* is also used in this capacity, though usually only by Kilrathi of lower rank. Finally, the lowest-ranked noble Kilrathi will either use *lan* or *ko* in their name, used specifically to denote community of birth or the family's profession, respectively. *Lan* and *ko* are sometimes used by commoners; the absence of an honorific automatically indicates a kil of common birth. Kilrathi do not tolerate the use of nicknames. Their names in general tend to be harsh and guttural, with "C" and "G" sounds almost always pronounced hard. Vowels are almost always pronounced short.
    - *Forenames*: Akhjer, Arrak, Bakhtosh, Bhurak, Buktag'ka, Butlav, Cakg, Dakhath, Dawx, Druvakh, Gar, Ghairahn, Ghellen, Drakj'khai, Ghradhark, Ghraffid, Gilkarg, Graknala, Hassa, Hrothark, Jamuka, Joor'ath, Joor'rad, Jorkad, Julgar, Kahl, Karga, Kavark, Khajja, Khasra, Khrell, Kt'lan, Kuraq, Kurthag, Largka, Mirrach, Naghrah, Najji, Nerrag, Nrallos, Ratha, Ralgha, Rakti, Rusmak, Talmak, Tarros, Thrakhath, Ukar, Vak, Vak'ga, Vorghath, Vurrig.
    - *Surnames*: *dai* Nokhtak, *dai* Ragark, *jaq* Rhang, Jhorrad, *ko* Lannis, *lan* Dorv, *lan* Mraal, *lan* Vharr, *lan* Vrenes, *nar* Caxki, *nar* Dhollas, *nar* Dhores, *nar* Ghorah Khar, *nar* Hhallas, *nar* Hravval, *nar* Ja'targk, *nar* Kiranka, *nar* Poghath, *nar* Ragitagha, *nar* Raktha, *nar* Sihkag, *nar* Sutaghi, *nar* Ta'hal, *nar* Tsahl, *nar* Val, *nar* Volles, Tukarg.

- **Motivation**: The predatory instinct gives a Kilrathi all the motivation they'll ever need. Many Kilrathi warriors leave the comfort of hearth and home just to seek the chance for glory and battle amongst the stars, to sink their teeth and claws into the flesh of their enemies. The few in their society who do not do so are the infirm, the elderly (of which there are very few) or those whose function is to serve the greater good of the whole race. To not seek the glory of the hunt when one is capable of doing so is viewed as a great dishonor to one's self, one's

family and one's clan; it's often only a matter of time before one of these kil is challenged by a relative looking to redeem their honor.

- **Basic Characteristics**:
  - *Size Class*: C6
  - *Base HP*: 70
  - *Base HD*: 53/50/53
  - *Physical Attribute Building Point Pool*: 175
  - *Mental Attribute Building Point Pool*: 200
  - *Discipline Building Point Pool*: 270
  - *Genders*: 2
  - *Life Stages*: Adolescent at 8 years. Adult at 22 years. Middle age at 38 years. Old Age at 55 years. Venerable Age at 72 years.
  - *Lifespan*: 76 + 8d5 years.
  - *Height*: 1.88 + (1d5 x 0.27) meters.
  - *Mass*: 78.75 + ((1d5 from long dimension + 1d5) x 5.25) kilograms.
  - *Speed*: Runner (Biped) - 10 kph (16 m/rd); 3 (short-range combat), ½ (long-range combat)
  - *Trade Value*: €1,150
  - *Racial Abilities and Restrictions*:
    - *Warrior's Talons*. Kilrathi have both fangs (22 Lethal Damage) and claws (30 Lethal Damage).
    - *Night Vision*. Kilrathi have the Enhanced Visual Sense special ability; they can see clearly in low light conditions.
    - *Enhanced Senses*. Kilrathi are natural born hunters with enhanced senses. All Kilrathi have Senses (Sight), Senses (Smell) and Senses (Hearing) all at +5.
    - *Warrior's Code*. Kilrathi society is based upon a strict code of honor; those who violate it are expected to commit ritual suicide in atonement (Creed at -25).
    - *Va ka garga ka naru ha garga*. "Those not of the blood must have their blood spilt"; Kilrathi are Intolerant of non-Kilrathi at -10.

2.2.3: FIREKKANS

Firekkans (*Armatiavis firekka*) are a species of highly social, bird-like lifeforms originating from the planet Firekka (Firekka System, Antares Quadrant, Epsilon Sector). The Firekkans have only recently become a major player on the galactic scene, after the Kilrathi attempted to invade their world for their Sivar-Eshrad ceremony in 2655. Firekkan society is based on a hierarchy of flocks. Because of their strong subordination their flock and its desire to remain tightly knit, few Firekkans have left to go out into space (at

Two Firekkans celebrating the liberation of their world from the Kilrathi

least in the past; with the ascendency of Teehyn Ree Rikik, more Firekkans have launched themselves into the void for the good of their species). Firekkan culture and philosophy are very spiritual and are based heavily on imagery of flight and nature, and their architecture is quite distinct. Probably the most noteworthy thing about the Firekkans is a potent alcoholic drink known as Firekka's Finest, commonly hailed as one of the best drinks available anywhere in Known Space.

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- **Personality**: Firekkans are a friendly, outgoing race. They are very social creatures (particularly with one another) and have developed a complex system of greetings, gestures and customs when dealing with others (including those not of their race). A typical greeting among the Firekkans is to groom one another for parasites and bugs (again, this is type of greeting is often also extended to those not of their race). To those that offer them friendship, friendship is readily given. To those who offer them hostility, Firekkans can be fierce opponents. Firekkan culture relies heavily on a matriarchal flock system, valuing the interests of the flock (and particularly the will of the flock matriarch) above those of the individual. The flocks themselves have a hierarchy, with the leader of the most important flock (the Teehyn Ree) functioning as nominal ruler of the entire species; the species as a whole follows the will of the Teehyn Ree. Firekkans commonly follow the Flame Winds doctrine, which emphasizes living in the moment and not worrying about the future or planning ahead since any single event can undo any future plan. Other notable things about Firekkan personality include the ducking of one's head between the shoulders when embarrassed, involuntarily moulting when frightened, chatting about practically *everything* (even in moments of crisis or where intrepidity is called for), and clacking one's beak when amused.
- **Physical Description**: Firekkans are an avian species similar in appearance to most other members of the family *Accipitridae*, with the main difference being the inclusion of a full arm-and-hand motor appendage assembly separate from their wings. This technically makes them hexapods, though they definitely exhibit far more bird-like than insect-like traits. Firekkans are largely carnivorous like most members of *Accipitridae*, though they are known to occasionally eat seeds and imbibe alcoholic beverages (Firekka's Finest being the most well-known of these). While primarily flyers by nature, their leg and talon structure is such that they are capable of walking; they generally are about as fast as Terran when moving in this manner. Their head structure is like most raptors; they have a sharp, keratinous beak with two nose-holes near the top, two eyes set forward (which are generally blue in color), two ears lacking external pinnae, and a tuft of filoplumes on top of their head covering the ears; this topknot is generally reddish in color. Their bodies are covered with a series of vaned feathers, which are generally a bright orange-yellow color. Only their talons and arms are not covered in feathers; these have a keratinous structure like their beaks and are also an orangish color. Males have been observed with more varied and brighter color patterns on their bodies. Firekkans are on par with Terrans both physically and intellectually, despite the significant difference in the anatomy of the respective species. They communicate with one another verbally, using a language based upon various calls and clicks generated within the beak structure. Firekkans average around 2.13 meters in height, 4.79 meters in wingspan and 92.5 meters in mass, with females of the species being slightly larger and heavier than the males. They feed about four times a day on average and like most raptors; their digestive system is designed to process food that has been swallowed whole. Firekkans can generally go around two weeks without food, but will not have sufficient energy to fly if they don't eat at least once every three to five days. They can generally go about four days without water. Sleep is generally for six hours a day and performed as vigilant sleep; Firekkans are capable of performing roosting flights if necessary. Reproduction is performed oviparously, with females laying a clutch of one to three eggs after a five month gestation period. Eggs generally take another five months or so to hatch, with both parents involved in incubating and caring for their brood.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 200 degrees forward, Peripheral 280 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1

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- o *Propulsive Appendages: 4*
- o *Reproductive Organs*: 1
- **Relations with Other Races**: The Firekkans tend to stick close to home and they're fairly new on the intergalactic scene, so their interactions with other races have been relatively minimal up to this point. Of the major races with which they have had contact, they by far have the best relationship with Terrans; they were even part of the Confederation for several years and even though they withdrew prior to the False Armistice of 2668 they remained strong allies with the Terran governments. They do have some trade relationships with the frontier races (such as the Haggan and Jarma) but for the most part they are neutral towards them. They also honor the neutrality of the planet Oasis. They have practically no relationship with the major non-starfaring races (the Mopoks, Dolosians and Dioscuri). By far their biggest antagonists are the Kilrathi, who briefly held control over the Firekka system and enslaved the entire Firekkan populace during the disrupted Sivar-Eshrad ceremony of 2655. The Kilrathi have since treated the species as "one who got away", with a few of them going out of their way to hunt down Firekkans in later years. The Nephilim also were antagonistic towards the Firekkans during the Nephilim War, particularly when they launched their invasion of the Antares Quadrant in 2691. While the Firekkan systems did not suffer quite as badly as the Terran systems, the Nephilim did cause a significant disruption in trade.
- **Territory**: The Firekkans have not been starfaring for a particularly long time. First contact with the Terran Confederation happened just prior to the start of the Terran-Kilrathi War, with the first few Firekkans leaving their planet for the first time shortly thereafter, beginning their Starfaring Age. From 2654 to 2668, the Firekkans were members of the Confederation, eventually withdrawing to form the Firekkan Planetary Alliance in protest of the Kilrathi Armistice. By 2678, the Firekkans had colonized the adjacent T'Kirsa system. Despite having been starfaring for some time as of 2701, the vast majority of their species remains located in their home system, located in the Antares Quadrant of the Epsilon Sector.
- **Onomastikon**: Without exception, all Firekkan names consist of a single two-syllable word which is usually either five or six characters in length when romanized. This word functions primarily as a forename. Individuals will refer to themselves by flock name only if absolutely necessary in conversation; the flock name is a separate idea in Firekkan speech and is never included as part of the name of an individual. Firekkans are given their names by their brood mothers during a flock ceremony that takes place a few months after they have hatched. Firekkan names are based on no more than four unique vowel sounds: long and short "A", short "I" and long "E". Consonant usage tends to heavily favor "L", hard "H", "K" and "R" (with "R" sometimes trilled), with "L" and "H" slightly more common in male names and "K" and "R" more common in female names. Glottal stops are also sometimes present in female Firekkan names. Firekkan names are usually quick to say and easy to pronounce; nickname usage, while not unheard of in Firekkan society, is generally rare. Firekkan names consist of exactly one prefix and exactly one suffix.
    - o *Male Prefixes*: Haik, Haikk, Hairr, Hak, Hakk, Harr, Heek, Heekk, Heerr, Hik, Hikk, Hirr, Laik, Laikk, Lairr, Lak, Lakk, Larr, Leek, Leekk, Leerr, Lik, Likk, Lirr.
    - o *Female Prefixes*: K', Kaik, Kaikk, Kairr, Kakk, Keek, Keerr, Ki', Kr', Kra', Kraik, Krairr, Kree', Kreekk, Kri', Krikk, R', Rai', Rak, Rakk, Reek, Reekk, Ri', Rik.
    - o *Suffixes*: aik, air, aish, ait, ak, ar, ash, at, eek, eer, eesh, eet, ha, hai, hee, hi, ik, ir, ish, it, ka, kai, kee, ki, kka, kkai, kkee, kki, kra, krai, kree, kri, la, lai, lee, li, na, nai, nee, ni, ra, rai, ree, ri, rra, rrai, rree, rri, sha, shai, shee, shi, ta, tai, tee, ti.
- **Motivation**: It takes a special kind of Firekkan to want to leave hearth and home to voyage amongst the stars, particularly given the race's tightly knit flock culture and the stigma against going against the will of the flock. Those relatively few Firekkans who do leave their planet do so out of a sense of general social rejection, in search of a new "flock" with which to bond. A few of the flocks do hold to the belief that some of their number should seek out new worlds and experiences, the better to come back and enrich the flocks. In that sense, an

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adventure is like the Amish practice of rumspringa to some Firekkans. There are also those bold folks who feel that they can better their own position by heading out into space; the incidences of whole flocks leaving Firekkan to chance their fate among the stars has been minimal as yet, but not unheard of.

- **Basic Characteristics**:
    - *Size Class*: C6
    - *Base HP*: 60
    - *Base HD*: 41/38/53
    - *Physical Attribute Building Point Pool*: 150
    - *Mental Attribute Building Point Pool*: 200
    - *Discipline Building Point Pool*: 220
    - *Genders*: 2
    - *Life Stages*: Adolescent at 20 years. Adult at 26 years. Middle age at 39 years. Old Age at 73 years. Venerable Age at 87 years.
    - *Lifespan*: 90 + 11d5 years.
    - *Wingspan (Female)*: 3.67 + (2d5 x 0.24) meters.
    - *Wingspan (Male)*: 3.52 + (2d5 x 0.23) meters.
    - *Mass (Female)*: 70.76 + (2d5 from wingspan x 4.72) kilograms.
    - *Mass (Male)*: 67.99 + (2d5 from wingspan x 4.53) kilograms.
    - *Speed (Female)*: Flyer - 70 kph (117 m/rd); Runner (Biped) - 6 kph (10 m/rd); 23 (short-range combat, flying), 5 (long-range combat, flying); 2 (short-range combat, walking), 1/3 (long-range combat, walking)
    - *Speed (Male)*: Flyer - 67 kph (112 m/rd); Runner (Biped) - 6 kph (10 m/rd); 22 (short-range combat, flying), 4 (long-range combat, flying); 2 (short-range combat, walking), 1/3 (long-range combat, walking)
    - *Trade Value*: €1,490
    - *Racial Abilities and Restrictions*:
        - *Can Walk if Necessary*. Firekkans have the <u>Multiple Move Modes</u> special ability, and are capable of both flying (primarily) and walking.
        - *Natural-Born Fliers*. Firekkans are innate fliers and do not easily get lost. They have <u>Navigational Sense</u> at +5. They also have a *Three-Dimensional Maneuvers* specialization (Flight) at 15 points.
        - *Bird of Prey*. Firekkans use their keen eyesight to hunt prey animals. They have <u>Senses (Sight)</u> at +5. They also have a sharp beak (21 Lethal Damage) and talons (21 Lethal Damage).
        - *One That Got Away*. Kilrathi will sometimes go out of their way to kill or enslave Firekkans. Firekkans have <u>Hunted</u> at -5.

2.2.4: DOUBLE HELIX

The Double Helix (*Telarumcancer sapiens*) are a sapient race of carbon-based brachyurid arthropods that largely communicate through scents and pheromones. The name "Double Helix" comes from the shape of their spacecraft; their actual name (if they have one) remains unknown. Initial contact between the Confederation and the Double Helix was made by Probe Number H227, which was sent through an Avalon Sector jump-point into Wild Space by the Confederation Committee for Interaction with Alien Intelligences. The probe later returned to Confederation space on 2654.072 carrying artifacts and data from an encounter with their ships; this encounter was by far Terrankind's most significant extraterrestrial contact since the discovery of the Kilrathi. By 2681, several unsuccessful attempts had been made to communicate directly with the Double Helix, including one notable fatality.

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- **Personality**: Not much is really known about the nature of the Double Helix largely due to their modes of communication, namely scents and pheromones. Attempts at replicating their form of communication have failed thus far, with the most notorious incident being the death of famed xenolinguist Dr. Justin Klein - he fried his cerebellum due to improperly calibrated Freneli-complex harmonic samples in the holo-link transmissions through which he was attempting to communicate. The lack of ability to communicate with the species has lent itself to some wild stories about them, none of which can actually be substantiated with any level of authority (*for example, one story says that they haunt the wreck of TCS* Tiger's Claw *and are attempting to take over what's left of the ship's AI core*). Probe Number H227's contact remains the best authority on their nature; the probe observed them to be generally pacifist though somewhat excessive when it came to preparing their food for consumption.
- **Physical Description**: Double Helixes are large decapods that resemble a disk-shaped crab roughly 12 meters in width and averaging about 175 kilograms in mass. Their carapace is dark with a light plastron; it is thick in the middle, thinning out to a razor sharp edge. Along the edges are curved serrations, patterned similarly to those of a circular saw. They are known to be carnivorous, attacking prey creatures by launching themselves with their powerful legs. Once in the air, they give their bodies a ferocious spin by expelling gas with great force from holes their shells, aiming their bodies towards their prey and usually shredding it cleanly in the process. It stands to reason that they could use this same effect in self-defense, but none have been observed doing so. Like most brachyurids, Double Helixes are capable of manipulating objects with a set of overgrown forward pincers. Cutting ability aside, their body structures aren't particularly strong. The Double Helix are obviously possessed of great intelligence; how they can build a starfaring culture without auditory communication remains a mystery. Sleeping and reproductive habits remain unknown, though it's suspected they are ovoviviparous.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 80 degrees forward, Peripheral 120 degrees forward.
  - *Auditory Organs*: None
  - *Olfactory Organs*: 2
  - *Gustatory Organs*: 1
  - *Propulsive Appendages*: 8
  - *Reproductive Organs*: 1
- **Relations with Other Races:** The Double Helix are relatively new players in the local interstellar community and have not yet made direct contact with many of the other races, particularly the ones that are non-starfaring or have only recently achieved FTL capability. They have had contact with the Confederation but no formal diplomatic relations have been established owing to the aforementioned ongoing communications problems. It's suspected that they may have some knowledge of the Mantu and possibly the Nephilim, though the nature of their relationship with those races is unknown.
- **Territory**: The current territory of the Double Helix is unknown; it is not even known whether they possess Faster Than Light drive technology, let alone any substantial interstellar holdings (Probe Number H227 did not detect anything that looked like a standard Akwende or Morvan drive on the ships it encountered). That said it is generally believed the location of the Double Helix homeworld is somewhere coreward and spinward of Avalon Sector; any interstellar territorial holdings would be in that same general region.
- **Onomastikon**: Without a spoken language, there isn't much upon which to base the onomastics of Double Helixes. The data collected from Probe Number H227, however, suggests that each individual has a unique odor which is used as a form of identification. The best way available to Terrankind to describe these odors is through the use of descriptive words (a crude system at best), using a modifier based on the intensity of the odor and how it

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is received by the Terran brain. Double Helix "names" consist of two words, one used as a "prefix" and the other as a "suffix". Any other information on the topic is unavailable.

- o *Prefixes*: Very Weak, Weak, Distinct, Strong, Very Strong, Intolerable.
- o *Suffixes*: Aggregation, Alarm, Aroma, Camphoraceous, Epideictic, Ethereal, Floral, Fragrance, Information, Mint, Musk, Odor, Offensive, Perfume, Primer, Pungent, Putrid, Reek, Release, Reproductive, Signal, Stench, Stink, Territorial, Trail.

- **Motivation**: Without a clear mode of communication, the motivations of Double Helixes remain a mystery (like most aspects of this race). So far they've only been encountered a few times and those encounters have been peaceful, so it may be that they are simple explorers. It could also be that they are patrolling their sphere of influence (if one exists) to protect against any outside threats. It can only be speculated if their motives are more sinister than that or not.

- **Basic Characteristics**:
  - o *Size Class*: C6
  - o *Base HP*: 30 (+50 AHP)
  - o *Base HD*: 49/46/55
  - o *Physical Attribute Building Point Pool*: 75
  - o *Mental Attribute Building Point Pool*: 175
  - o *Discipline Building Point Pool*: 270
  - o *Genders*: 2
  - o *Life Stages*: Adolescent at 16 years. Adult at 21 years. Middle age at 51 years. Old Age at 76 years. Venerable Age at 92 years.
  - o *Lifespan*: 94 + 13d5 years.
  - o *Girth*: 9.08 + (2d5 x 0.61) meters.
  - o *Mass*: 127.5 + (same 2d5 from girth x 8.5) kilograms.
  - o *Speed*: Runner (Multiped) - 36 kph (61 m/rd); 12 (short-range combat), 2 (long-range combat)
  - o *Trade Value*: €2,200
  - o *Racial Abilities and Restrictions*:
    - ▪ *Saw-Like Carapace*. The body of a Double Helix is capable of both attack and defense; it acts as First Class natural Armor and can be used for attack (Slam; 4 Lethal Damage).
    - ▪ *Math Whiz*. Double Helixes appear to be able to handle complex mathematical equations easily; they have <u>Math Expert</u> at +10.

2.2.5: VARNI

Varni (*Venelacerta varni*) are a race of sapient, bipedal lepidosaurians originally from a planet of the same name located in the Trk'Pahn Sector. They are perhaps best known for their poisonous fangs. A formerly starfaring species, the Varni were once masters of a Republic that consisted of ten inhabited worlds. A surprise invasion in the 2590s by the Kilrathi (led by the future Emperor Joor'rad *nar* Kiranka) led to their utter defeat and enslavement. Most Varni were taken as slaves in that action, though a significant number were able to flee into the Terran spheres of influence (particularly Confederation territory) and into Wild Space. The captured Varni managed to impress the Kilrathi and earn their respect, a fact that probably saved them from annihilation. The bulk of the Varni race today remains in the service of their Kilrathi masters.

- **Personality**: Proto-Varni were predators, slowly evolving and developing their civilization over a period of a few million years. By the time they were subjugated, they were a very advanced and civilized race (with some outsiders holding to the opinion that they were *too* civilized,

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which ultimately led to their enslavement). Varni are generally non-aggressive unless necessary. While they aren't particularly fast learners, they aren't incompetent and often come up with brilliant plans and strategies (including the plan to install most of the detonation fuses on early Kilrathi Shield-Buster torpedoes backwards, assuring that they wouldn't work). Varni aren't particularly social creatures, though they do not mind the company of others and often make strong, lasting friendships with those they trust.

- **Physical Description**: Varni are a lizard-like race of carnivorous consumers, averaging about 2.75 meters in height and about 112 kilograms in mass. Like most lepidosaurians, their bodies are covered with a series of overlapping scales, which are generally either grey or brown in color and arranged in bands or large "spots". A few Varni exhibit scales that are a light red to light orange in color, usually in place of any brown markings; such individuals are fairly rare but celebrated in what remains of Varni society. Varni have powerfully built heads that include a standard set of auditory and olfactory organs. They have very acute color vision. Their mouths contain a set of fanged jaws which are capable of injecting prey with a moderate strength nerve toxin; it is thought that proto-Varni hunted prey similarly to Earth's Komodo dragon (biting prey and then waiting it to die from the venom before beginning consumption). Varni are tetrapods, with a pair of arms for fine motor control and two legs that support full bipedal locomotion. Varni are ectothermic and have a correspondingly low metabolic rate; they are not known to move particularly fast. They are powerfully built creatures that rival the Kilrathi in terms of raw strength. Their mental capacity is somewhat limited though they have been known to make brilliant leaps in logic and science (a fact that at one time lead them to the stars); they tend not to learn new skills particularly quickly (a fact that may have been partially responsible for their relatively slow evolutionary process). Varni are xerophiles; a typical Varni need only feed about once every two or three months and usually take in sufficient water to sustain them in the process of feeding. When they do feed, they will try to take in at least a third of their total body mass. Varni don't sleep as a rule, though members of the species will hibernate for extended periods if ambient conditions are too cold (and if they are allowed to do so). Varni reproduce sexually, often forming life-pairs after a complicated mating ritual conducted in late adolescence. Varni are oviparous, with females laying a clutch of two to twelve eggs (five on average) after two months. Eggs hatch after approximately nine months of incubation.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 118 degrees forward, Peripheral 196 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1
  - Propulsive Appendages: 2
  - *Reproductive Organs*: 1
- **Relations with Other Races**: The Varni are technically members of the Kilrathi Empire and as such have the same set of allies/enemies as their Kilrathi masters. The Kilrathi recognize the Varni as *bak*, fellow predators that might be threats. For their part, the Varni are resentful of their enslavement but believe the Kilrathi are quite capable of carrying out a gruesome retribution should they get out-of-line. Those Varni who are free generally hate the Cats with a passion and often find themselves allied with Terrans. They're generally neutral towards other races, though they sometimes have problems with the bird-like Firekkans, notably when any of their youth are around (given that small birds are often part of the Varni diet). The Varni remaining in the Kilrathi Empire at the time of Kilrah's destruction suffered greatly along with their masters when the Nephilim later invaded the former Kilrathi sphere. After 2700, not many Varni still existed outside of the Terran spheres of influence.

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- **Territory**: The Varni are subjugate to the Kilrathi; officially, they are subjects of the Kilrathi Empire and as such they have no territory of their own. Their home system is in the Tr'l H'mass Quadrant of the Trk'Pahn Sector, with direct jumps to the Zarnobian, Omega and Trk'Pahn systems. Their homeworld was subjected to intense orbital bombardment at the end of their war with the Kilrathi; as this happened in the late 26th century, it should come to no surprise that the ambient radiation levels have not yet gone down far enough for them to repopulate their world nor is it likely that the Kilrathi will allow them to return anytime soon.
- **Onomastikon**: It is rare to hear a Varni's full name spoken out-loud; their Kilrathi masters often refer to them as "slave" (when they deign to speak to them), while Terrans and other species are content to use just the individual's given name; most species are unaware of the usage of patronymic surnames amongst the Varni. A Varni's given name is chosen by their brood mother after their first year of life, when a youngling has a greater chance of surviving into adulthood. Varni names, like most names pronounced by a reptilian tongue, are heavy in "T", "S" and "N" sounds; they also favor "V" and "R" sounds to a lesser degree. Vowel sounds in Varni names include short A, long A (represented by e), long E (represented by i), long o, and "oo" (represented by u). Given names consist of two parts separated by a glottal stop (represented by a hyphen); consonant sounds found prior to the glottal stop are never found after it. Varni surnames all start with the prefix "var" and end either in "nao" for males or "nat" for females, with a vastly shortened form of the brood father's given name placed in between.
    - *Given Name Prefixes*: Ana-, Ane-, Ano-, Anu-, Asu-, Ata-, Ate-, Atu-, Ava-, Avi-, Ena-, Eni-, Eri-, Ero-, Ete-, Etu-, Evo-, Ina-, Iri-, Iro-, Ise-, Isu-, Ita-, Ite-, Ito-, Itu-, Iva-, Ivo-, One-, Oni-, Ore-, Oro-, Ose-, Osi-, Osu-, Oti-, Oto-, Otu-, Ova-, Ovi-, Uno-, Ura-, Uri-, Usa-, Uso-, Usu-, Ute-, Uti-, Uto-, Uva-.
    - *Given Name Suffixes*: nat, nav, nes, nos, nov, nun, nur, nus, ran, rat, rav, res, rin, rir, ris, rit, rot, rov, san, sar, sen, ses, set, sin, sor, sos, sus, tan, tav, ten, tet, tev, tir, tis, ton, tov, tuv, vat, ven, ver, ves, vet, vev, vin, vit, vor, vot, vov, vut, vuv.
    - *Male Surnames*: Vartanao, Vartenao, Vartinao, Vartonao, Vartunao, Varranao, Varrenao, Varrinao, Varronao, Varrunao, Varnanao, Varnenao, Varninao, Varnonao, Varnunao, Varsanao, Varsenao, Varsinao, Varsonao, Varsunao.
    - *Female Surnames*: Vartanat, Vartenat, Vartinat, Vartonat, Vartunat, Varranat, Varrenat, Varrinat, Varronat, Varrunat, Varnanat, Varnenat, Varninat, Varnonat, Varnunat, Varsanat, Varsenat, Varsinat, Varsonat, Varsunat.
- **Motivation**: While many Varni yearn for freedom from the yoke of Kilrathi slavery, most do nothing for fear of reprisals against their families. Those Varni who attempt escape are either those that have no family left or are so fed up with being tormented that they no longer fear death. Many who attempt to escape don't make it very far; those that succeed, however, often find friends in the Terran spheres of influence, where they begin actively doing what they can to win back their people's freedom. That usually either means signing on with mercenary crews or joining the Confederation military; either poses a significant risk, as Kilrathi are known to summarily execute any Varni captured while serving with Terrans.

- **Basic Characteristics**:
    - *Size Class*: C6
    - *Base HP*: 70
    - *Base HD*: 54/51/54
    - *Physical Attribute Building Point Pool*: 175
    - *Mental Attribute Building Point Pool*: 100
    - *Discipline Building Point Pool*: 200
    - *Genders*: 2
    - *Life Stages*: Adolescent at 10 years. Adult at 12 years. Middle age at 29 years. Old Age at 48 years. Venerable Age at 60 years.

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- o *Lifespan*: 60 + 7d5 years.
- o *Height*: 2.05 + (2d5 x 0.14) meters.
- o *Mass*: 84 + (2d5 from height x 5.6) kilograms.
- o *Speed*: 7 kph (11 m/rd); 2 (short-range combat), ½ (long-range combat)
- o *Trade Value*: €975
- o *Racial Abilities and Restrictions*:
  - ▪ *Venomous Fangs*. The bite of a Varni inflicts 8 points of Lethal Damage and injects the target with a mild Nerve Agent (15 minutes per Stage).
  - ▪ *Grows Back*. Varni are capable of naturally re-growing lost limbs; they have the **Regeneration** special ability.
  - ▪ *Hinged Jaw*. Varni are capable of chewing but prefer to take in their food whole; they have the **Swallow Whole** special ability.
  - ▪ *Pacifist Demeanor*. Varni tend to be very calm in stressful situations, using force only as a last resort; all Varni have <u>Nerves</u> at +10.
  - ▪ *Enslaved*. The Varni are a Kilrathi slave race and even free Varni are sometimes treated as pariahs in the alien societies in which they are forced to live; all Varni have <u>Social Status</u> at -5.
  - ▪ *Slow Movers*. Varni are often sluggish due to their physiology; all Varni have <u>Reflexes</u> at -5.
  - ▪ *Escaped Slaves*. Varni that have escaped the Kilrathi yoke are sought after and brought to heel; all free Varni have the <u>Hunted</u> Complication at -15.

2.2.6: WU

The Wu (*Homoniparilis adipemluctator wu*) are a humanoid species and one of two extant sapient races native to the Kur'u'khag Quadrant of the Kilrah Sector (the other being the Kilrathi themselves). A formerly starfaring species, the Wu at one time were the leaders of a hegemony of sapient races. A peaceful, artistic people, they were among the first races to be attacked and enslaved by the Kilrathi after that race made first contact with the Utara, ultimately leading to the annexation of the entire Wu Hegemony by the nascent Kilrathi Empire in the process. The bulk of the Wu race today remains in the service of their Kilrathi masters, with some of them serving as a work force and the rest as a *food* source.

- **Personality**: Individual Wu are fairly pacifistic, wishing mainly to lead a creative life (a wish that often goes unfulfilled owing to their enslavement by the Kilrathi). Artwork, music and the like are all highly prized in Wu society and serve an important part of what's left of their culture. To increase the productivity of their slaves, many Kilrathi taskmasters still afford the Wu some opportunity each day to play the stringed instruments for which the species is legendary. Wu communities (usually located near a Kilrathi labor camp or slaughter farm) rely on an individual leader. Normally, this is the chief trustee of the taskmaster; they hold a somewhat more privileged position than the rest of his brethren. Due deference is paid for eldership in Wu society, with elder members of the race receiving preferential treatment even over those in nominal positions of leadership. Elder Wu generally have better clothing, are allowed to eat first and have better sanitation facilities made available to them as a rule. The expense of these privileges increases as a Wu ages and it's not uncommon for Kilrathi to send elderly Wu to the slaughterhouses once they reach the age of 40. Wu will fight to defend the ones they love and can be fierce opponents if enraged.
- **Physical Description**: Wu are a "near-human" species, with their natural, genetically pre-disposed girth being the major difference between them and the Terran norm. They have all of the standard humanoid sensory organs, propulsive appendages and motor appendages. Their faces have a somewhat pinched look due to an epicanthic fold in the area between

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their eyes and nose. Their mat of scalp hair is generally short and arranged in a topknot; it is unclear whether this occurs naturally or is a result of cultural convention. Wu are omnivorous, their incisors having somewhat of a "shovel" shape to them. Their dentition lends itself to a slight slurring of vowel sounds when they attempt to speak alien languages, but the Wu are quite capable of standard auditory communication otherwise. Wu average just under three meters in height and half a metric ton in mass. They are exceptionally strong and intelligent creatures, as capable of solving complex mathematical problems as they are of hauling great weights. They are capable of eating close to ten kilograms of food per day; this usually consists of protein-rich foods to keep their energy levels high. They can go about eight weeks without food and about seven days without water in an emergency. They also require about ten hours of rest per day, with some of it taken during the hottest part of the diurnal cycle of whatever world they're on and the rest at night. Wu reproduce sexually via standard intercourse. Females are polyestrous, capable of conceiving offspring for periods of up to five standard Earth days every thirty days or so. Their gestation period is a full Terran year, after which the female gives live birth. Single births are most common, though larger numbers of offspring are not unheard of; the occurrences of multiple-offspring births are about the same as those of Terrans.

- o *Motor Appendages*: 2
- o *Visual Organs*: 2
    - ▪ *Field of Vision*: Optimal 123 degrees forward, Peripheral 205 degrees forward.
- o *Auditory Organs*: 2
- o *Olfactory Organs*: 1
- o *Gustatory Organs*: 1
- o *Propulsive Appendages*: 2
- o *Reproductive Organs*: 1

- **Relations with Other Races**: The Wu are technically members of the Kilrathi Empire and as such are forced to have the same set of allies/enemies as their Kilrathi masters. The Kilrathi recognize the Wu as *ukta*, prey-food; those of their number who aren't working in the labor camps are kept in "food camps", being cultivated for the day when they are finally led off to the slaughterhouses. Given their large size, a single Wu can feed many Kilrathi and they are prized for this trait, a fact that has probably kept the Cats from wiping them out completely. For their part, the Wu are resentful of their enslavement but know the Kilrathi are quite capable of carrying out a gruesome retribution should they get out-of-line, having seen many of their old Hegemony client races meet that very fate. Those Wu who are free generally hate the Cats with a passion and often find themselves aligned with the Terrans (though not always; some find work as traders and merchants). They're generally friendly towards other races, though they have no formal relations with any of them. Those Wu remaining in the Kilrathi Empire at the time of Kilrah's destruction suffered greatly along with their masters when the Nephilim later invaded the former Kilrathi sphere. After 2700, not many Wu still exist outside of the Terran spheres of influence.
- **Territory**: The Wu are subjugate to the Kilrathi; officially, they are subjects of the Kilrathi Empire and as such they have no territory of their own. Their home system is in the Kur'u'khag Quadrant of the Kilrah Sector, with direct jumps to the S'kur Tql (10), Kur'u'khag (3) and Kur'u'khag (4) systems. Their homeworld was subjected to intense orbital bombardment prior to their enslavement by the Kilrathi; ambient radiation levels have not yet gone down far enough for the Wu to repopulate their homeworld, nor is it likely that the Kilrathi would allow them to go home in any event.
- **Onomastikon**: The Wu language consists of only eleven hard consonant sounds ("H", "K", "M", "N", "R", "S", "SH", "T", "R", "W" and "Y") and five pure, monophthong vowel sounds (short "A", long "A" (usually written as "E"), long "E" (usually written as "I"), long "O", and "OO" (usually written as "U")). It should come as no surprise that Wu names use the same set of

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sounds. Whereas most words in the language follow a repeating structure of consonant-vowel, Wu names place the vowel sound first; this is an easy way to determine if a word is a proper noun or not when listening to spoken Wu. A Wu name consists of a single word with anywhere between four and six individual name elements. The first three name elements are shared by all members of a single family and act as a surname. The last three name elements act as a given name; it is given to an individual by their parents at birth. Usually a Wu given name will consist of one element from the father's given name, one given to all members of that individual's generation and one at random. Wu names are generally not gender based, though the elements "ok", "im" and "em" are exclusive to female given names; note that they may still be present in the family name of a male.

- o *Name Elements*: ak, am, an, ar, as, ash, at, aw, ek, em, en, er, es, esh, et, ik, im, in, ir, is, ish, it, ok, om, on, or, os, osh, ot, uk, um, un, ur, us, ush, ut, uw.
- **Motivation**: An individual Wu risks much by attempting to escape the Kilrathi lash; there have been instances where an entire labor force was exterminated due to the indiscretions of a single individual. Usually those who attempt to escape are in the slaughter camps already, since they and those around them have nothing to lose for trying. Escaped Wu usually head out of the Empire as quickly as they can, where they then face the daunting task of trying to fit in with alien races that are usually a lot smaller than they are. Some Wu fight to free their people, but most wind up serving as traders, a profession in which they can at least make enough money to feed themselves.

- **Basic Characteristics**:
    - o *Size Class*: C7
    - o *Base HP*: 90 (+50 AHP)
    - o *Base HD*: 58/52/58
    - o *Physical Attribute Building Point Pool*: 225
    - o *Mental Attribute Building Point Pool*: 200
    - o *Discipline Building Point Pool*: 200
    - o *Genders*: 2
    - o *Life Stages*: Adolescent at 11 years. Adult at 23 years. Middle age at 31 years. Old Age at 63 years. Venerable Age at 72 years.
    - o *Lifespan*: 72 + 5d10 years.
    - o *Height*: 2.19 + (2d5 x 0.15) meters.
    - o *Mass*: 371.25 + (same 2d5 from height x 24.75) kilograms.
    - o *Speed*: 7 kph (12 m/rd); 2 (short-range combat), ½ (long-range combat)
    - o *Trade Value*: €1,300
    - o *Racial Abilities and Restrictions*:
        - ▪ *Thick Hide*. Wu skin is particularly thick and resistant to damage, especially from any high velocity projectiles (which have a tendency to ricochet if fired from much further than point-blank range). They have First Class natural Armor and **Weapon Resistant (Slugthrower)**.
        - ▪ *Heavy Hitter*. Wu are particularly strong creatures. Any successful unarmed attack made by a Wu causes Basic Damage instead of Non-Lethal Damage (with any additional Lethal Damage still applied as normal).
        - ▪ *Massive Creature*. Wu have the **Trample** special ability; the specific amount of damage caused by this attack will depend on the **Power** modifier of the individual.

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2.2.7: MOPOKS

The Mopoks (*Homoparilis rostovtreis*; also sometimes referred to as **Mopokes**) are a race of primitive sapient humanoids native to Rostov III in the Vega Sector. A stone age-level species, they are technologically capable of creating primitive huts, clubs and spears. Given the location of their homeworld, it is perhaps unsurprising that they briefly became involved in the Terran-Kilrathi War; the Kilrathi made an unsuccessful attempt at enslaving the species in 2654. Generally friendly but leery of outsiders due to the actions of the Kilrathi, they don't have much to offer the starfaring community at large and are usually left alone as a result.

Mopoks, with Terrans and Kilrathi

- **Personality**: Mopoks are generally egalitarian; they hold that all beings are equal to one another and deserve the same political, economic, social and civil rights as any other being. They do recognize the need to have a single voice of leadership in situations wherein the good of the entire tribe may be at stake, but there are no other special privileges afforded to their leaders. Individual Mopoks are generally quiet and respectful; they will discharge whatever role they have taken on in their community diligently. They will fight fiercely only if provoked and make lasting friendships.
- **Physical Description**: The Mopoks are a humanoid race; their overall morphology follows most of the standard humanoid norms. Their skin is usually a dark orange color and they have characteristically black hair and eyes. Mopoks are short for a humanoid species, averaging only about 1.45 meters in height and about 55 kilograms in mass. They aren't particularly strong but have excellent constitutions in general and have a brain-to-body ratio fairly close to that of Terrans (suggesting they are capable of abstract thought). Mopoks are omnivorous, generally requiring about 2500 kilo-Calories of energy to function daily. They can survive for about a month without food; they tend to get crankier the longer they go without eating (with signs of hunger manifesting by the end of the first week). They can go without water for no more than four days at the maximum. They sleep approximately twelve hours per day, with most of that at night but including a few hours during the hottest part of the day. Mopoks reproduce via standard intercourse; females give live birth to one or two offspring after an eleven month gestation period.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 120 degrees forward, Peripheral 200 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1
  - *Propulsive Appendages*: 2
  - *Reproductive Organs*: 1
- **Relations with Other Races**: Being a non-starfaring race, the Mopoks don't really have that much in terms of relationships with other sapient beings; for the most part other races don't take an interest in their world. The only noteworthy exceptions to this rule have been the Terrans, Kilrathi and Nephilim. The Kilrathi attempted to enslave the populace in 2654 when the Rostov system briefly became strategically important; Terran intervention helped to preserve their freedom, after which they left in peace. The Nephilim visited Rostov III during their campaign against the Confederation and remaining Kilrathi, but left the Mopoks alone,

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echoing their sentiment against the proto-Kilrathi - that they were too primitive to be worth exterminating.

- **Territory**: The Mopoks are a non-starfaring race with a Stone Age level of technology. They are native to Rostov III in the Rostov System (Downing Quadrant, Vega Sector), which is the only known world on which they can be found. The system itself is currently in the domain of the Terran Confederation, though the Mopoks themselves are officially neutral in interstellar affairs. Their populace is largely centered on the planet's deciduous and tropical forests in their world's middle to lower latitudes.

- **Onomastikon**: Mopok names are generally short, consisting of one "word" that's probably best described as a controlled, elongated grunt. Their names are very guttural sounding, favoring the use of hard "G" and "R" sounds as well as "N" sounds, with all vowels pronounced short and clipped. Mopok names consist of one prefix and anywhere from zero to two suffixes. It is entirely possible for all the elements in a Mopok name to sound exactly alike and for a suffix element to be used as a prefix. It's not entirely clear what these grunts actually mean (if they mean anything at all), though members of Mopok communities usually have at least some similar sounds in their names (which suggests that Mopok names might be somewhat locative in nature). More study is warranted.
  - *Prefixes*: Ang, Gen, Gr, Grgh, Grn, Grr, Grrr, Na'Chr, Naen, Nagh, N'Ah, Naw, Nen, Nr', Nr'Ah, Nrng, Nw, O', R'Ah, Rga.
  - *Suffixes*: aga, an, ar, g'ah, gr', grw, na', naen, n'ah, nan, narr, nrrr, o', oen, r'ah, ren, rgh, rh', rhen, rhng.

- **Motivation**: If a Mopok leaves their community, it's usually either to hunt or to trade. Mopok tribes will occasionally band together to eliminate common threats; the tribes go their separate ways after the threat has been eliminated. Every few generations, bands of Mopoks will trade females within their tribes to other tribes; this has the effect of reducing inbreeding and partially accounts for their high constitution. The only other time a Mopok will leave a community is when they've committed an infraction so heinous that the local leadership feels compelled to exile them. A lone Mopok encountered in the woods is dangerous, and unfortunately it's difficult to tell the ones who are dangerous from the ones who may just be out hunting.

- **Basic Characteristics**:
  - *Size Class*: C5
  - *Base HP*: 40
  - *Base HD*: 55/55/50
  - *Physical Attribute Building Point Pool*: 100
  - *Mental Attribute Building Point Pool*: 225
  - *Discipline Building Point Pool*: 5
  - *Genders*: 2
  - *Life Stages*: Adolescent at 17 years. Adult at 24 years. Middle age at 42 years. Old Age at 68 years. Venerable Age at 95 years.
  - *Lifespan*: 95 + 11d5 years.
  - *Height*: 1.1 + (2d5 x 0.07) meters.
  - *Mass*: 39.75 + (same 2d5 from height x 2.65) kilograms.
  - *Speed*: 5 kph (9 m/rd); 2 (short-range combat), 1/3 (long-range combat)
  - *Trade Value*: €1,400
  - *Racial Abilities and Restrictions*:
    - *Good Constitution*. Mopoks don't catch diseases easily and are usually able to recover quickly from those they are exposed to (including alien diseases); they have <u>Health</u> at +10.

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2.2.8: DOLOSIANS

Dolosians (*Homoparilis dolos*) are a race of non-starfaring humanoids native to the planet Dolos in the Landreich Sector. They are stronger than they look and they have a very strong sense of community. In 2654, the Kilrathi invaded their world with the intent of performing the Sivar-Eshrad ceremony there, a plan ultimately foiled by Confederation forces.

A group of Dolosian slaves

- **Personality**: The defining trait of the Dolosian people is their tightly knit community structure. Dolosians are very trusting; they take people at their word, sometimes (though not often) to the point of gullibility. They are open, accepting and usually easy to befriend. They have a single leader of each group (generally but not always an elderly male) who speaks for that group and acts in what they feel is its best interest. This can mean that the leader will do things that are out of character. For example, the Dolosian leader Vidkun initially betrayed two Confederation servicemen to the Kilrathi, believing that by doing so he would ensure the Kilrathi would set his people free once they were done building a pyramid for the Sivar-Eshrad. Once he learned the truth, he quickly switched sides.
- **Physical Description**: The Dolosians are a humanoid race and their morphology follows most of the standard humanoid norms, with the biggest differences aside from the shape of their hands and feet being a lack of external ears. They have a set of internal "earholes" which serve to facilitate normal auditory communication. Males of the species are generally bald. Those that have hair generally grow it late in life; it's usually a whitish-grey color and most Dolosian males keep it closely cropped. Females gain scalp hair about the time they reach puberty. It's usually a reddish color and slowly transitions to the same whitish-grey as males as they age. Dolosians have characteristic dull red eyes. They are taller than Terrans, averaging 2.4 meters in height. Despite their generally wiry frames, they have tremendous bone and muscle density; an adult male Dolosian has no problems picking up and throwing a fully grown male Kilrathi. This also means they are heavier than they look, averaging at just over 150 kilograms. They have a high degree of mental flexibility. An omnivorous species, Dolosians may subsist on as little as 1/100th their body weight of food per day and can go for as long as three weeks without food before starvation sets in. They can also go a full seventeen days without taking in water, though most do so far more frequently when they are engaged in any heavy physical labor. Dolosians usually sleep around seven hours per night. The species reproduces via standard intercourse; the gestation period for the females is approximately eight standard months, after which she will give live birth to one or two offspring.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 123 degrees forward, Peripheral 205 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1
  - *Propulsive Appendages*: 2
  - *Reproductive Organs*: 1

- **Relations with Other Races**: The Dolosians are non-starfaring; as might be expected, they haven't had much contact with the other races. In fact, only the Confederation and the Kilrathi have paid any attention to their world at all. The knowledge of the Kilrathi intent to slaughter the populace pretty much turned the Dolosians against them. For their part, even though they have added the Dolosians to their zone of defense, the Confederation has left the Dolosians alone so that they may develop freely.
- **Territory**: The Dolosians have mid-Metal Age equivalent technological level. They are native to the planet Dolos in the system of the same name (Hralgkrak Quadrant, Landreich Sector), which is the only world on which they can be found. The system itself was initially in the domain of the Kilrathi Empire, though it was captured from the Kilrathi by the Terran Confederation in 2654. The Dolosians themselves are officially neutral in interstellar affairs; for obvious reasons they dislike the Kilrathi. They inhabit small to medium-sized communities dotted across their planet, generally located in forested areas in their world's middle latitudes.
- **Onomastikon**: Dolosians use a gender-based ancestral system as the basis for their naming conventions, usually consisting of two words (the individual's given name and their patronym/matronym). They can occasionally be longer depending upon how many generations back an individual wants or chooses to go; this practice is usually reserved only for individuals with a notable ancestor. When introducing themselves for the first time, it's common for an individual to only give their given name, which is chosen by the individual's parents at birth. Dolosian given names are generally six characters long when Romanized and follow a consonant-vowel-consonant-consonant-vowel-consonant pattern. The central two consonants are universally "dk" if the individual is male and "nb" if they are female. The remaining consonant sounds favor "B", "D", "K", "M", "N", "R", "V" and "W"; vowels in Dolosian names are always pronounced short. The ancestral names consist of the name of the ancestor and the suffix "asean" if the individual is/was male, and "asdot" if they were female (*for example, the name "Didkur Ninbowasean Bidkurasdot" would translate roughly as Didkur, son of Ninbow, daughter of Bidkur - the last of whom was probably someone of note*).
    - *Male Given Names*: Bidkur, Budkuw, Didkur, Dudkab, Dudkum, Kadkid, Kadkok, Kidkom, Kidkur, Kodkew, Kodkiv, Modkev, Nadkon, Nidker, Radkeb, Vidkun, Vodkab, Vodkad, Widkow, Wodkuw.
    - *Female Given Names*: Benbik, Bunbam, Bunbew, Dunbar, Kinbab, Menbeb, Monbir, Monbow, Ninbiv, Ninbow, Nonbev, Ranbum, Vinbaw, Vonbav, Vonbuv, Vunbov, Wenbod, Winbiw, Wunbaw, Wunbur.
- **Motivation**: Dolosians are driven by the need to protect the ones they love. If they feel the need to leave their communities in order to accomplish this primary aim, they will do so and engage in whatever activities they deem necessary (trading, fighting, etc.). Even when they do leave their communities, they will try to make their absences as brief as they possibly can.

- **Basic Characteristics**:
    - *Size Class*: C6
    - *Base HP*: 90
    - *Base HD*: 53/50/53
    - *Physical Attribute Building Point Pool*: 225
    - *Mental Attribute Building Point Pool*: 200
    - *Discipline Building Point Pool*: 40
    - *Genders*: 2
    - *Life Stages*: Adolescent at 7 years. Adult at 22 years. Middle age at 37 years. Old Age at 53 years. Venerable Age at 77 years.
    - *Lifespan*: 81 + 7d5 years.
    - *Height*: 1.8 + (2d5 x 0.12) meters.

- o *Mass*: 116.25 + (same 2d5 from height x 7.75) kilograms.
- o *Speed*: Runner (Biped) - 9 kph (14 m/rd); 3 (short-range combat), ½ (long-range combat)
- o *Trade Value*: €2,155
- o *Racial Abilities and Restrictions*:
  - ▪ *Builders and Shapers*. Dolosians have a good grasp of engineering disciplines; they have <u>Mechanical Sense</u> at +5.
  - ▪ *Meant to Be Sacrificed For the Glory of Sivar*. The Dolosians were to be exterminated in the 2654 Sivar-Eshrad, a plan the Confederation disrupted. Kilrathi are liable to kill Dolosians on sight; Dolosians have <u>Hunted</u> at -15 as a result.

2.2.9: DIOSCURI

The Dioscuri (*Homoniparilis dioscurisecundus*) are a race of primitive humanoids native to the second planet of the Dioscuri System in the Landreich Sector. In 2654, a group of Kilrathi landed on the planet with the intent of establishing a forward base in the area. These Kilrathi took the unusual approach of deceiving the local populace that they were their "Lords of the Sky" and commanded them to attack any Confederation forces that approached, giving them "access" to squadrons of *Dralthi* medium fighters. Ultimately the

A group of Dioscuri males.

Kilrathi were driven off when Confederation forces destroyed the remote broadcasting station controlling the fighters, but later attempts to reverse the Kilrathi's cultural contamination failed. The Dioscuri remain Kilrathi "allies" to this day.

- **Personality**: Dioscuri are pretty grumpy in general owing to an enlarged Medulla oblongata. This combined with their strong musculature makes them particularly dangerous to be around (especially when they're enraged). They're a primitive people, capable of producing huts, bolos and double-pronged stone-headed spears. They are also a spiritual people; they believe in a small pantheon of gods and goddesses (whom they call Lords and Ladies, respectively) that play a pivotal role in their culture. Of these, the Lords of the Sky are by far the most important, a fact that the Kilrathi used to their advantage when they first landed on Dioscuri II. Dioscuri respect strength and will back down if they feel they are dealing with a superior force.
- **Physical Description**: The Dioscuri are a humanoid race and their morphology follows most of the standard humanoid norms. The major differences are the lack of an olfactory organ and their largely hairless bodies, though they do have significant hair growth on the backs of their heads; it's generally kept in a ponytail regardless of gender. Dolosians have a brownish-grey overall skin color and their bodies are strong and powerfully built, allowing them to deliver physical attacks with a great deal of force. They are about the same height as Terrans but only weigh about 65 kilograms on average. They have an average level of overall intelligence. Dioscuri are omnivores, though as a rule meat makes up more of their diet (they have yet to develop mass agriculture). Dioscuri usually eat in communal meals twice a day; they can go about two weeks before starvation sets in and about three days without water. They sleep when it is dark, regardless of how long the night lasts during the

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current season. Reproduction is done via standard intercourse; the gestation period for the female lasts approximately seven months after which she'll give live birth to a single offspring.

- o *Motor Appendages*: 2
- o *Visual Organs*: 2
  - *Field of Vision*: Optimal 117 degrees forward, Peripheral 195 degrees forward.
- o *Auditory Organs*: 2
- o *Olfactory Organs*: None
- o *Gustatory Organs*: 1
- o *Propulsive Appendages*: 2
- o *Reproductive Organs*: 1

- **Relations with Other Races**: The Dioscuri, despite it having been revealed to them that the Kilrathi were not the much-lauded "Lords of the Sky", still remain nominally faithful to their Kilrathi ex-masters as well as their slave races (such as the Varni and Wu). Terran attempts at changing their opinion of the Cats have had little effect to date and it is feared that they may attempt use Dioscuri II as a base of operations again at some point in the future.

- **Territory**: The Dioscuri are a non-starfaring race with a Stone Age-equivalent technological level. They are native to Dioscuri II in the system of the same name (Hralgkrak Quadrant, Landreich Sector), which is the only world on which they may be found. The system itself is in the domain of the Kilrathi Empire. Dioscurian villages dot the lower latitudes of their world, particularly near mountainous regions where they may more readily conduct their religious ceremonies.

- **Onomastikon**: The Dioscuri utilize a fairly primitive patronymic naming convention. Their full names are a phrase, structured as "given name, son/daughter of father's given name". This phrase can be as few as four words but since a given name can be several words long, there is theoretically no upper limit. It should be noted that those Dioscuri with exceptionally long names typically employ shortened "nicknames" for day-to-day communication, saving their full name for religious ceremonies. Dioscuri receive their given names upon birth and it is usually the mother who gives it to them. Given names are often bestowed to an individual based on the names of past family members (particularly those of note) or on qualities the mother sees in the child at birth (or hopes to see later in the child's life).

  - o *Given Name Phrases*: (S)He Who is Like the Lords of Might, (S)He Will Add, Lord(Lady) of Abundance, Blessed, Bright, Clear, Comes From The Lords of the Sky, Crowned, Desire, Discernment, Earthworker, Enclosure, Exalted, Fair, Famous, Farmer, Lord(Lady) of the Festival, Fierce Pack Animal, Fighter, Flower, Friend, Grace, Lord(Lady) of Healing, High, Humble, Lord(Lady) of Judgment, King, Little Fierce Creature, Little Lord(Lady), Little, Lovable, Lord(Lady) of the Message, Mighty of the Lords of Might, Moon, Most Holy, Noble, Peace, Pleasant, Protection, Pure, Queen, Rightly Guided, Rock, Spice, Stream, Study Two, Supplanter, The Lords of Might Are Gracious, To Abstain, To Breathe, To Bring Victory, Torch, Tower, True Village Child, Valley, Violet, White, Wiley Pack Animal, Wood.

- **Motivation**: The Dioscuri are a primitive people and have yet to develop abstract notions such as honor. They're largely content to stay near their home community unless something threatens it, in which case they'll go out and attack. Should attacking prove unsuccessful, they won't hesitate to pack up an entire community and head out. Occasionally, members of this race can be found out in the wilderness by themselves; if they're not hunting relatively close to their home, they're usually out on some manner of spirit quest.

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- **Basic Characteristics**:
  - *Size Class*: C5
  - *Base HP*: 60
  - *Base HD*: 55/55/50
  - *Physical Attribute Building Point Pool*: 150
  - *Mental Attribute Building Point Pool*: 150
  - *Discipline Building Point Pool*: 20
  - *Genders*: 2
  - *Life Stages*: Adolescent at 3 years. Adult at 6 years. Middle age at 14 years. Old Age at 22 years. Venerable Age at 28 years.
  - *Lifespan*: 30 + 3d5 years.
  - *Height*: 1.15 + (2d5 x 0.08) meters.
  - *Mass*: 48.75 + (same 2d5 from height x 3.25) kilograms.
  - *Speed*: Runner (Biped) - 4 kph (6 m/rd); 1 (short-range combat), ¼ (long-range combat)
  - *Trade Value*: €1,100
  - *Racial Abilities and Restrictions*:
    - *Heavy Hitter*. Dioscuri have particularly a strong upper body framework; all unarmed attacks will cause Basic Damage instead of Non-Lethal Damage.
    - *A Bit Cranky*. Dioscuri get riled pretty easily; they have <u>Temper</u> at -10.

2.2.10: OASIANS

The Oasians (*Lacertaelpax indesolatioaquam*) are a race of lizard-like creatures native to the planet Oasis in the Landreich Sector. The conditions under which life began on their world are quite mysterious; the world itself is well inside the pre-ecosphere of its star. The Oasians themselves have a legend for what happened, attributing an artifact known as the "Life Orb" for endowing their planet with life. This legend has led the Oasians to follow a philosophy of total peace and tranquility; they are perhaps the only fully neutral race in existence as a result.

An Oasian, with a Terran in the foreground

- **Personality**: Oasians believe in the sanctity of life above all else, feeling themselves to have been genuinely blessed to have been endowed with life by the universe. They extend this philosophy to all aspects of their existence. A welcoming and inviting people, they are friendly to all outsiders. They deplore senseless violence and ask outsiders to keep their struggles off their world, which most visitors respect. Only one documented incident of violence has ever occurred within their system; this incident was resolved under mysterious circumstances. Given the strength of their convictions on its importance, it is unknown how they'd react to anything that truly threatened their peace.
- **Physical Description**: The Oasians are a race of bipedal lizards, averaging just short of two meters in overall height and averaging approximately 70 kilograms in mass. They have a purplish skin color with a light green central chest area and two small horn-like protrusions on their head. They have characteristically small, black eyes. Oasians have a pair of ear holes near their eye slits that enables them to hear and engage in normal auditory

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communications. They don't have any nose-like features; their olfactory sense is handled by a forked, blackish tongue. They have a pair of arms that terminate in a set of dully-clawed fingers. Oasians are not particularly strong, though they are quite intuitive in matters of science and engineering. While both their horns and their claws could be used to harm another lifeform, the Oasians never do so, reserving any violence to small insect-like creatures upon which they prey. This is the limit of their hostilities and they only allow it due to their need for sustenance. Oasians eat about once a year, during which time they will take in about 75% of their body weight in food. They get the water they need from their food. Sleeping is done on a daily basis; the average Oasian will sleep up to fifteen hours a day to conserve their energy. Reproduction is performed via standard intercourse. Females of the species are oviparous, laying a clutch of about two dozen eggs after a two week internal fertilization period. Under proper incubation conditions, these eggs hatch in about five months. Oasian eggs are kept at a carefully set temperature to determine the gender of the hatchlings; males require a higher ambient temperature than females.
- o *Motor Appendages*: 2
- o *Visual Organs*: 2
  - *Field of Vision*: Optimal 159 degrees forward, Peripheral 265 degrees forward.
- o *Auditory Organs*: 2
- o *Olfactory Organs*: see Discussion
- o *Gustatory Organs*: 1
- o *Propulsive Appendages*: 2
- o *Reproductive Organs*: 1
- **Relations with Other Races**: The Oasians are neutral towards all races, again due to their pacifistic beliefs. They pride themselves on the fact that all are welcome to their world and they feel that selecting one race over another to call "friend" would only jeopardize the message of peace, a message that most races respect (at least as far as the system's borders). It is noteworthy that, during the Terran-Kilrathi War, the Oasis system was the only place where Terrans and Kilrathi could meet without having to fight one another; indeed, crews from both sides could often be found on leave on the planet's surface at the same time.
- **Territory**: The Oasians are a non-starfaring race with a late Metal Age-equivalent level of technology. Their technological growth has stagnated largely by choice. They are native to the planet Oasis in the system of the same name (Gonwyn Quadrant, Landreich Sector), which is the only world on which they can be found. The system itself is located in neutral territory, nestled between one jump leading to the Greenhouse system and Free Republic territory, the other leading into Kilrathi territory. Oasis should not be habitable at all; the conditions that make it so are quite mysterious. Given the communal nature of the Oasians, it should come as no surprise that they inhabit a single area of the lower latitudes of their world.
- **Onomastikon**: Oasian names are generally given to individuals after they hatch. Their names generally consist of two words, a given name and a surname passed down through the family line; this is the same naming structure generally employed by most Terran cultures. Oasians are capable of generating a full range of sounds vocally and in general there no sounds are preferred over others in their names. The names themselves are completely gender neutral and usually mean "peacemaker" or something very close to that effect.
  - o *Given Names*: Armonia, Armonie, Caled, Calma, Calme, Cauma, Frede, Freod, Frith, Griaed, Grith, Kaied, Kaleos, Kauma, Keleoz, Pacisor, Pais, Pak, Pango, Pax, Peas, Pece, Pees, Quiescere, Saeht, Saht, Saught, Seht, Serenus, Sib, Sibb, Sibbe.
  - o *Surnames*: Bhow, Bild, Bodlan, Bothlan, Budlan, Budlijanan, Bulban, Buldijanan, Byldan, Ergon, Gawurki, Gors, Macian, Mag, Makonan, Vaerk, Verez, Werah, Werc, Werkan, Woerc, Worc.

- **Motivation**: Oasians will rarely be found outside their communities and almost none are to be found off-world. Those Oasians who do leave their homes for purposes other than trade are often found trying to proselytize the message of peace to those they see who are in greatest need of it (which in this day and age means the Terrans and the Kilrathi). Terrans are liable to just ignore Oasian missionaries (sometimes respectfully, other times not). Unsurprisingly, the Kilrathi are liable to kill any Oasian missionary they come across...

- **Basic Characteristics**:
    - *Size Class*: C5
    - *Base HP*: 60
    - *Base HD*: 50/50/50
    - *Physical Attribute Building Point Pool*: 150
    - *Mental Attribute Building Point Pool*: 175
    - *Discipline Building Point Pool*: 25
    - *Genders*: 2
    - *Life Stages*: Adolescent at 15 years. Adult at 15 years. Middle age at 41 years. Old Age at 59 years. Venerable Age at 73 years.
    - *Lifespan*: 75 + 5d10 years.
    - *Height*: 1.4 + (2d5 x 0.1) meters.
    - *Mass*: 51.75 + (same 2d5 from height x 3.45) kilograms.
    - *Speed*: Runner (Biped) - 7 kph (11 m/rd); 2 (short-range combat), &frac12 (long-range combat)
    - *Trade Value*: €0
    - *Racial Abilities and Restrictions*:
        - *Peaceful Demeanor*. Oasians are naturally a very calm people, even when faced with potential danger; they have both <u>Temper</u> and <u>Discipline</u> at +5.
        - *Trusting Souls*. Oasians believe in telling it like it is; they have <u>Honest</u> at -10.
        - *Pacifists*. Oasians strongly dislike violence in any form and will not tolerate it in their immediate vicinity; they have <u>Intolerant (Violence)</u> at -25.

2.2.11: HAGARIN

Hagarin (*Oveambulans hagarin*) are a race of capridian bipeds. Generally reclusive out of fear for their own safety, they haven't made very large contributions to the interstellar community despite being starfaring. As an extension of their natural fear, they have been generally unwilling to reveal the location of their home territory to others despite their strong desire and willingness to trade. Most encounters with the Hagarin occur in and around the Landreich, though some of their flocks have migrated to Confederation worlds and do consider the Confederation Terrans nominal allies. They have done their best to stay out of Terrankind's war with the Kilrathi, with their Confederation-based populaces largely taking up residence in Argent Sector.

- **Personality**: The Hagarin people are a somewhat bashful species with a strong gregarious instinct, no doubt due to their unique evolution - it was a prey species on their world that ultimately developed sapience and became the dominant lifeform. The species has a strong flocking instinct, sticking together in tightly-knit groups based on a family matriarch. This matriarch is responsible for the overall safety of the flock and must ensure that they have both sufficient food and shelter. Matriarchs in Hagarin society tend to be very shrewd. They often meet together in secret counsels to discuss important issues and to set policies for the race. Probably the most important (and certainly the longest lasting) of the policies set by the Hagarin matriarchs is the decision to never willingly allow outsiders to have knowledge of the location of their homeworld for fear that information would be exploited. Hagarin are not

fighters as a rule; they will tend to flee from danger when it approaches and fight only if there is no other option. While Hagarin can operate independently of their flocks and are willing to conduct trade with other races, it tends to be a stressful experience for them. Befriending a Hagarin is quite easy and making an enemy out of one is equally easy - it depends on how they are treated during their initial encounter.

- **Physical Description**: The Hagarin are a race of herbivorous bipeds. They are a relatively short, heavy-set race, averaging about 0.85 meters in height and around 150 kilograms in mass. They have a fairly standard set of external sensory organs, with elongated, pointed ears and black eyes. Their bodies are covered in a coat of white fur, which changes to black near the ends of their extremities and in their facial area and adds to their overall sheep-like appearance. They are about average in terms of physical strength and are capable of picking up new skills relatively quickly. Their forearms terminate in an appendage similar to a Terran hand (complete with opposable thumb). Their legs end in a hoof-like appendage with the ankle structure designed for bipedal locomotion. Hagarin have a fairly standard vocal apparatus and they are capable of standard vocal communications, though the species tends to roll vowel sounds when spoken (particularly when they attempt to speak a non-native language). Hagarin are ruminant creatures and only need to take in about one-fiftieth their overall body weight per day in new sustenance. They require water about once every five Earth days and are diurnal, going to sleep at dusk and waking with the dawn. The species reproduces sexually via standard intercourse, with Hagarin females going into a period of estrus once every three weeks that lasts approximately 2-3 days. The gestation period is about five months, after which the female will give live birth to one or two offspring.
    - *Motor Appendages*: 2
    - *Visual Organs*: 2
        - *Field of Vision*: Optimal 183 degrees forward, Peripheral 305 degrees forward.
    - *Auditory Organs*: 2
    - *Olfactory Organs*: 1
    - *Gustatory Organs*: 1
    - *Propulsive Appendages*: 2
    - *Reproductive Organs*: 1
- **Relations with Other Races:** The Hagarin are open to having friendly relations with as many different species as is possible, with defense treaties (such as the ones they have negotiated with the Confederation and Landreich) sought after in particular. They have been known to trade with the Kilrathi, though they are exceptionally leery of them owing to the enslavement and occasional devouring of more unfortunate members of their race. Relations are slightly better with some of the Kilrathi slave races, including the Varni and Wu. They are also leery of the Haggan and Jarma races (owing to the predatory nature of those races) but not to the same extent as the Kilrathi. They tend not to have much in terms of diplomatic relations with non-starfaring species such as the Mopoks, Dolosians, Dioscuri and Oasians. They have not been enough direct contact with any of the other races for the Hagarin to form an opinion on them one way or another. When the Nephilim began invading the Terran spheres, the Hagarin moved out of the area, which proved to be beneficial to the species. It should be noted that the Hagarin exercise a level of caution in their dealings with all species, even the ones they consider friends.
- **Territory**: The exact location of Hagarin territory isn't located in Known Space; it's suspected to be either somewhere in the unexplored regions of the Tara Quadrant of the Landreich Sector or rimward of Argent Sector. Given current treaties with the Landreich and Confederation not to explore past the current set of unexplored systems in the Tara Quadrant, that area seems to be most likely. There is no further data on this topic.

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- **Onomastikon**: Hagarin names are almost universally matronymic in origin, with the root surname based either on the name of the family's current matriarch or one of great note in the family's past. Their names are made of two parts, a given name and the family surname, both of which are given to an individual by their parents at birth. The choice of a given name is usually arbitrary. Hagarin given names always consist of two distinct elements separated by a glottal stop (usually represented by an apostrophe in Romanizations of the language); the initial name element is never repeated as the second name element. Male Hagarin name elements universally begin with consonant sounds while female elements begin with vowel sounds. Common consonant sounds in Hagarin names include "B", "BL", "G", "GR", "N", "R", "SN", and "T". "MB" sometimes appears; this is always pronounced as a soft "M" sound. Vowel sounds include "A" or "AA" (both pronounced as the "a" in "hat"), "I", (pronounced as a long "E"), "O" (pronounced long), "U" (pronounced as "OO"), and "EA" (pronounced as the diphthong "E-UH").
    - *Male Given Name Elements*: blo, bo, gea, gri, gu, haa, lea, li, lu, mbea, mbo, na, rea, ro, ru, sna, snea, sni, sno, tea.
    - *Female Given Name Elements*: aab, aal, aat, ag, ah, at, eah, ean, eant, ear, ih, imb, in, int, irt, oh, omb, ont, or, uh.
    - *Surnames*: Baab, Bab, Beab, Bib, Bob, Bub, Gaag, Gag, Geag, Gig, Gog, Gug, Haah, Hah, Heah, Hih, Hoh, Huh, Laal, Lal, Leal, Lil, Lol, Lul, Naan, Nan, Nean, Nin, Non, Nun, Raar, Rar, Rir, Ror, Rur.
- **Motivation**: Most Hagarin are admittedly not interested in traveling very far from their people. Most that do are interested in trading with other races or in serving the collective flock as ambassadors and diplomats on alien worlds. Even then, most Hagarin feel that space holds far too many dangers and as a result any off-world stints are kept as brief as possible.

- **Basic Characteristics**:
    - *Size Class*: C6
    - *Base HP*: 40
    - *Base HD*: 58/55/53
    - *Physical Attribute Building Point Pool*: 100
    - *Mental Attribute Building Point Pool*: 125
    - *Discipline Building Point Pool*: 220
    - *Genders*: 2
    - *Life Stages*: Adolescent at 11 years. Adult at 14 years. Middle age at 25 years. Old Age at 45 years. Venerable Age at 50 years.
    - *Lifespan*: 51 + 7d5 years.
    - *Height*: 0.66 + (2d5 x 0.04) meters.
    - *Mass*: 114.35 + (same 2d5 from height x 7.63) kilograms.
    - *Speed*: Runner (Biped) - 4 kph (7 m/rd); 1 (short-range combat), ¼ (long-range combat)
    - *Trade Value*: €146
    - *Racial Abilities and Restrictions*:
        - *Easily Spooked*. Hagarin are easily startled creatures; they have <u>Nerves</u> at -10.
        - *Facial Recognition*. Hagarin are good with names and faces; they have <u>Memory</u> at +5.

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2.2.12: HAGGANS

The Haggans (*Diadophimagnus lacertacomedenti*; commonly pronounced "hag-GANZ" but more properly pronounced "hajj-AHSS") are a colubrid species with a home range just outside of Known Space. An aggressive but not overtly belligerent species, the Haggan people largely act as trade intermediaries for several races, including those elements of the Terran and Kilrathi spheres that still want to interact with one another. They are perhaps best known as eaters of larger lizard species; in particular, they consider the Jarma a delicacy (a fact that explains the cold relationship between the two races).

- **Personality**: Haggans are fairly aggressive creatures, rarely backing down whenever they feel like they're being threatened or mistreated. Trade with the species can be hazardous and it's not uncommon for them to come away with the better end of a bargain as a result (particularly if the other trader is unskilled; especially if they are a member of a species the Haggan wouldn't hesitate to eat). Haggans are social creatures, preferring the company of others of their own species but willing to socialize with members of other sapient species. They will socialize with members of prey species if absolutely necessary, though this tends to be stressful for all concerned. Haggans are largely nocturnal; they have no problems operating in space but they will grow drowsy on the day side of any planet they're visiting.
- **Physical Description**: Haggans are snake-like creatures, measuring over nine meters in length and having a mass of about 450 kilograms on average. They are closely related to members of the Genus *Diadophis*, with their large size being the main difference between them and other ring-necked snakes. Their bodies are covered in a layer of hard, overlapping chitinous scales. Dorsal coloration is a solid olive, brown, bluish gray or black, which is broken only by a distinct yellow, red, cream-colored or yellow-orange neck band. Individuals may have a reduced or partially-colored neck band that is hard to distinguish. Head coloration tends to be slightly darker than the rest of the body. They exhibit a yellow-orange to red coloration on their ventral side which is usually broken up by crescent-shaped black spots. Some individuals lack the distinct ventral coloration but retain the black spotting. Like most colubrids, the Haggans are strict carnivores and are capable of eating prey that is much larger than the radius of their bodies. Their rear maxillary teeth are elongated into fangs and their Duvernoy's gland produces a fairly potent hemotoxin. Haggans are capable of normal auditory communication; they pronounce most languages with a noticeable sibilant rasp and cannot hear higher frequencies very well due to the location of their auditory receptors. Haggans are reasonably strong creatures though only of average intelligence. Their tails are prehensile and afford the species fine motor control. They are capable of multiple modes of locomotion common to most species of snakes, including lateral undulation, sidewinding and rectilinear motion. Haggans must eat their food whole. They are easily capable of taking in a creature as large as a juvenile Kilrathi and generally need only feed about once every five or six months on average, gaining both their nutritional requirements and water requirements in the process. Haggans have been known to carve up a particularly large creature to share amongst many individuals. Larger meals take a greater period of time for a Haggan to digest; while this is occurring, a Haggan will remain in a dormant state. This is the only time the species well and truly "sleeps" as a rule. Haggans reproduce sexually and oviparously. Haggan females enter estrous roughly every six months provided they are not already tending to a brood. Once impregnated, females of the species will lay a clutch of anywhere from three to ten eggs after about three weeks, which then take about three months to finally hatch. Haggan offspring are precocial and are usually on their own by their fourth year of life.
  - *Motor Appendages*: 1* (see discussion)
  - *Visual Organs*: 2

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- ▪ *Field of Vision*: Optimal 186 degrees forward, Peripheral 310 degrees forward.
  - o *Auditory Organs*: 2
  - o *Olfactory Organs*: 1
  - o *Gustatory Organs*: 1
  - o *Propulsive Appendages*: 1* (see discussion)
  - o *Reproductive Organs*: 2
- **Relations with Other Races**: Haggans have a tough time getting along with many races due to their aggressive nature. They respect the Wu and feel their treatment by the Kilrathi is particularly shameful, something which has earned them some amity from the Terrans; for their part, the Haggans would like to see the Confederation win their war against the Kilrathi. Members of starfaring species that resemble their favored prey animals - such as the Firekkans, the Hagarin and particularly the Jarma - steer clear of the Haggans for fear of becoming a meal. Most of the other races are left alone altogether. Haggan traders have been known to trade with all starfaring races (including the Kilrathi) from time to time.
- **Territory**: The current territory of the Hagarin people is unknown; it's generally believed to be somewhere rimward of the Epsilon or M'Shrak Sectors. Those Wu who have made their way into Confederation space have indicated that the Haggans were once part of the Wu Hegemony and were one of the very few ex-members that managed to escape from the Kilrathi when the Hegemony was finally conquered. This explains their reticence to reveal the location of their new home territory; they are taking an awful risk just by trying to re-join the interstellar community.
- **Onomastikon**: Haggan names are generally given to individuals by their matriarch just prior to them leaving their brood-homes at four years of age. Haggan names consist of two words, a given name and a surname. Given names always consist of three elements; these may be repeated in an individual's name. It is unknown what kind of ideas Haggan names are meant to convey in general. Haggan surnames are matronyms, which consist of the second of the matriarch's given name elements followed by "sssa" if the individual is male and "sssy" if the individual is female. Like the rest of their language, Haggan names consist only of fricative sounds (with the only exception to this rule being the use of soft "G", which is an affricative sound). Consonant sounds include "F". "H", "S", "SH", "TH", "V", and "Z". The letter "n" is frequently added to Romanizations of Haggan names, but is always silent; name elements containing the silent n only occur as the third given name element. Vowel sounds in Haggan names include "AW" (represented by "A"), long "A" (represented by "E"), long "E" (represented by "Y"), and "OO".
  - o *Name Elements*: fa, fan, fe, fen, foo, foon, fy, fyn, ga, gan, ge, gen, goo, goon, gy, gyn, ha, han, he, hen, hoo, hoon, hy, hyn, sa, san, se, sen, sha, shan, she, shen, shoo, shoon, shy, shyn, soo, soon, sy, syn, tha, than, the, then, thoo, thoon, thy, thyn, va, van, ve, ven, voo, voon, vy, vyn, za, zan, ze, zen, zoo, zoon, zy, zyn.
- **Motivation**: Haggans have no problem whatsoever with leaving home for parts unknown, though they generally will prefer to do so in the company of others. Trade is the most common reason why Haggans are found off-world, though sometimes they will leave just to see what's out there (which, as previously mentioned, is a dangerous proposition for them - perhaps the reason why they do it). A few simply head out to test their mettle against other species; these trips tend to be short, especially if the individual decides to go it alone.

- **Basic Characteristics**:
  - o *Size Class*: C7
  - o *Base HP*: 80 (+50 AHP)
  - o *Base HD*: 63/57/58
  - o *Physical Attribute Building Point Pool*: 200
  - o *Mental Attribute Building Point Pool*: 125

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- o *Discipline Building Point Pool*: 300
- o *Genders*: 2
- o *Life Stages*: Adolescent at 9 years. Adult at 12 years. Middle age at 21 years. Old Age at 30 years. Venerable Age at 45 years.
- o *Lifespan*: 49 + 2d10 years.
- o *Length*: 6.82 + (2d5 x 0.46) meters.
- o *Mass*: 337.5 + (same 2d5 from length x 22.5) kilograms.
- o *Speed*: Runner (Pseudoped) - 5 kph (9 m/rd); 2 (short-range combat), 1/3 (long-range combat)
- o *Trade Value*: €770
- o *Racial Abilities and Restrictions*:
    - ▪ *Scales*. Haggan bodies are covered in a layer of toughened scales, which acts as First Class Natural Armor.
    - ▪ *Snakebite*. Haggans consume prey just like any other snake (they have the **Swallow Whole** special ability) and are equipped with a nasty set of venomous fangs (Bite; 22 Lethal Damage + Hemotoxin).
    - ▪ *Tempered Aggression*. Aggressive as they are, Haggans are also capable of showing great mental restraint; they have <u>Discipline</u> at +5.

2.2.13: JARMA

The Jarma (*Varanusapiens jarma*) are a race of sapient, bipedal monitor lizards. The Jarma have a reasonably advanced starfaring culture, but for various reasons have decided to keep out of the limelight in the interstellar community (not the least of which is the tendency for members of the Haggan race to kill and eat any individual Jarma they can waylay).

- **Personality**: Jarma as a rule are cultured and diplomatic as well as devious and cunning. They excel in situations involving protocol and diplomacy; when put in roles requiring adversarial maneuvering, they are without peer. Jarma tend to be very territorial and pride themselves on their practicality. Few of them have any qualms about taking a position in an argument that may seem heartless to other species. They feel the strong must band together and lead for the mutual advantage of all, both in domestic and military matters; in should be noted that they have historical reasons not to ally with the species they see as the strongest, the Kilrathi. As a people, they are rather incurious; they do not concern themselves with motives or mysteries, preferring to simply deal with things as they are. They pursue scientific research solely for the technological strength it promises and care little for non-defense related lines of inquiry. For these reasons, the Jarma remain a very advanced species that nonetheless has much potential yet to be realized.
- **Physical Description**: The Jarma are a large, bipedal race of varunid lizards, measuring on about 2.5 meters in height and about eighty kilograms in mass on average. Their bodies are covered by a layer of tough scales, which range in color from a dull red to grey to black. Some of their scales are reinforced with bone and have sensory plaques connected to nerves that facilitate the tactile sense; these areas are located in the ears, lips, chin, soles of the feet and palms of the hands. They have a long, yellow, deeply forked tongue which serves as both a gustatory and olfactory organ. Jarma are carnivores and are capable of delivering a powerful bite in situations in which they have no other defensive options available. They have a pair of arms that terminate in a three-fingered hand; this gives them fine motor control. They are also capable of standard auditory communication. Like most reptilians, Jarma are ectothermic and are not capable of regulating their own body temperature. Jarma are not particularly strong and exhibit an average level of intelligence. They are capable of eating up to 80% of their own body weight in a single sitting. They have a slow digestive process; they

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can sustain their bodily function on three such meals per standard year and gain any water they need while the digestive process is ongoing. Jarma have a fairly normal sleep cycle. Jarma reproduce via standard intercourse. Females of the species enter estrous once every two or three years and remain fertile for a period of three weeks. The gestation period is about three weeks, after which the female will lay a clutch of about two dozen eggs, which must then be incubated for up to seven or eight months. It should be noted that Jarma are capable of asexual reproduction via parthenogenesis; this is exceptionally rare and usually only happens when a female finds herself completely cut off from the rest of the species for an extended period of time. Offspring produced in this manner are almost always male.

- o *Motor Appendages*: 2
- o *Visual Organs*: 2
  - ▪ *Field of Vision*: Optimal 174 degrees forward, Peripheral 290 degrees forward.
- o *Auditory Organs*: 2
- o *Olfactory Organs*: 1
- o *Gustatory Organs*: 1
- o *Propulsive Appendages*: 2
- o *Reproductive Organs*: 1

- **Relations with Other Races**: The Jarma are largely neutral, willing to trade with almost any other starfaring society and leaving non-starfaring races alone. They don't particularly like the Kilrathi but are willing to trade with them and will even work with/for them if the pay is good enough. They often deal more with the fringes of Kilrathi society rather than doing business directly with the Empire. About the only race with which a Jarma wouldn't be caught dead trading (literally) is the Haggans, who consider the Jarma to be a delicacy.
- **Territory**: The territory of the Jarma people is unknown; it's generally believed to be somewhere rimward of the M'Shrak Sector. Those Wu who have made their way into Confederation space have indicated that they were once very loosely affiliated with the Wu Hegemony, and were one of the few races that were able to escape from the Kilrathi when the Hegemony was finally conquered. This partially explains their reticence to reveal the location of their home territory; they are taking a risk just by being part of the interstellar community. The appetites of the Haggan people also give the Jarma ample reason to keep the location of the bulk of their populace a well-kept secret.
- **Onomastikon**: Jarma names can consist of either one or two separate words; it's largely dependent upon the region in which an individual was born. Jarma occasionally pick up additional names later in their lives to reflect any major accomplishments. Their names can therefore be very long and nicknames are commonly used by members of other species; amongst their own kind, it is considered a grave insult to not address an individual by their full name without their express permission. Many of the sibilant features of Jarma language can be found in their names; they make very heavy use of the "S", "R" and "N" sounds, with "T", "L" and "TH" being only slightly less common. Glottal stops (represented by an apostrophe) are also fairly common. Jarma names use one prefix and one suffix. There is no preference of sounds or even whole names based on gender; it is possible for a male and a female Jarma to have the exact same name. If a listed suffix begins with a capitalized letter, it is meant to be used separately from the prefix; otherwise the two are combined into a single name.
  - o *Prefixes*: Eyss, Iyss, Lhsss, L'qrrl, Nss, N'thr, Nylll, Qrllhy, Qrlnrr, Qrl'qrrl, Rlyy, Ry, Sh, Shsss, Sss, Sysrhsss, Sysrysss, Thyss, Tnrr, Ty.
  - o *Suffixes*: Arrrslythnn, Arrsiyrn, Arr'syrshh, Arr'thrrla, Arrtrryrs, T'hhayslyla, T'hhaysshh, T'hhaysthyrr, T'hhaysyyrn, Thyr'sss, Thyshthnn, Thys'lynnn, T'La'qnn, T'Lasyarr, T'Lathll, hrnn, 'Senninssarr, 'Sennin'syrsth, slyhh, 'syrsrnn.

- **Motivation**: The principle motivations of the Jarma are the cementing of alliances with friendly powers, the continued acquisition of advanced technology and the eventual elimination of any threat to their continued existence (mainly the Haggans). Jarma will leave their world to pursue a goal that lends itself back to at least one of these primary motivations; the specifics are left up to the individual's judgment and are rarely part of some grand master plan. For that reason, Jarma are rarely 100% successful in achieving their aims.

- **Basic Characteristics**:
    - *Size Class*: C5
    - *Base HP*: 40 (+50 AHP)
    - *Base HD*: 51/51/52
    - *Physical Attribute Building Point Pool*: 100
    - *Mental Attribute Building Point Pool*: 125
    - *Discipline Building Point Pool*: 210
    - *Genders*: 2
    - *Life Stages*: Adolescent at 11 years. Adult at 20 years. Middle age at 37 years. Old Age at 62 years. Venerable Age at 78 years.
    - *Lifespan*: 80 + 4d10 years.
    - *Height*: 1.84 + (2d5 x 0.12) meters.
    - *Mass*: 59 + (same 2d5 from height x 3.93) kilograms.
    - *Speed*: Runner (Biped) - 12 kph (20 m/rd); 4 (short-range combat), 1 (long-range combat)
    - *Trade Value*: €1,100
    - *Racial Abilities and Restrictions*:
        - *Scaly Skin*. Jarma have an outer layer of tough scales, which acts as First Class natural Armor.
        - *Lizard Bite*. Jarma have a set of sharp teeth capable of causing some nasty lacerations (Bite; 7 Lethal Damage).
        - *Cold-Blooded*. Jarma require warmer climates in order to function; their "zero-level" ambient temperature category is Tropical (for more details, see Cold Damage in Chapter 12.3).

2.2.14: STELTEK

The Steltek (*Cytisucimex rerumaconduxitpirata steltek*) are an ancient race - perhaps the most ancient race to inhabit the galaxy. They ruled a galaxy-spanning empire long before Terrankind emerged on Earth; relics of a Steltek base found on Mars in the mid-27th Century were eventually dated to 2.4 billion years of age, and even then the Steltek were far more technologically advanced than any known starfaring race. They eventually retreated from the galaxy after bringing ruin upon themselves with their technology (possibly in a civil war). Before leaving, the Steltek attempted to destroy all of their technology so that developing races would not bring the same ruin upon

The "face" of a Steltek over standard comm lines.

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themselves. However, some pockets of their technology still remain; a few Steltek remain in order to eliminate them whenever possible.

- **Personality**: What little that is known about the Steltek comes from an encounter between privateer Grayson Burrows and a Steltek scout craft in the Nitir system in late 2669. The transcript of this encounter was later sold to Dr. Lemuel Monkhouse, who was largely considered to be the foremost Terran expert on the Steltek. The Steltek appear to be a very "precise" race, speaking in unambiguous terms (despite an apparent distaste for use of the first person). They exhibit little more than tolerance for less advanced races but are not overtly hostile towards them either (otherwise they probably would've blasted Burrows from the stars outright). Their mission to eliminate pockets of their own technology from the universe wherever it exists seems to be driven out of genuine concern for the well-being of other races. Whether this indicates an altruistic or self-serving nature cannot be determined without further encounters, which are unlikely to happen in the near future. It is clear that the Steltek are not everywhere; otherwise they may have intervened when the Nephilim began their assault in the Epsilon Sector in 2691 after one of their artifacts was discovered.
- **Physical Description**: Again, a lot of what's known of the nature of the Steltek is from the Nitir encounter and not from direct contact; the following data is a "best guess" when it comes to their nature. The Steltek appear to be a race of "photosynthetic consumers", perhaps 1.5 meters tall and 40 kilograms or so in mass. They're probably bipedal but definitely irregularly shaped, with their bodies made up of a plant-like structure that exhibits rapid motility. It's assumed since their "mouth" was moving as they spoke in the Nitir encounter that they are capable of standard auditory communication, though they have no apparent sensory organs of any kind. A theory has been posited that the Steltek may in fact be partially psionic in nature, using some kind of brainwave translator to modulate their thoughts into sound and vice versa. They don't appear to be particularly strong but are obviously quite intelligent creatures. Any other information on their physical form is simply unknown, including how they are capable of movement and motor control, exact feeding and rest requirements, and mode of reproduction.
  - *Motor Appendages*: 1 + 1d5
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 270 degrees forward, Peripheral 360 degrees.
  - *Auditory Organs*: 1
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: see Physical Description
  - *Propulsive Appendages*: 2
  - *Reproductive Organs*: Numerous
- **Relations with Other Races**: Steltek are reclusive, preferring to be completely uninvolved with less advanced species if at all possible but reluctantly making contact if the situation warrants it. There are some who believe that they have some kind of (probably antagonistic) relationship with the Nephilim, though there is little evidence to back up that claim.
- **Territory**: At one point, the Steltek held the entire galaxy under their dominion. These days they're confined to well-hidden enclaves, possibly located within a different space-time domain. As such, they don't hold territory as most species define it. Those that have tried to follow the Steltek to wherever it is they now call home haven't come back to tell the tale.
- **Onomastikon**: There hasn't been enough contact with the Steltek to establish almost anything about them. The field of Steltek onomastics in particular remains a complete mystery. In the one documented encounter with a Steltek craft in recent memory (the aforementioned encounter in the Nitir system), the commander of the Steltek craft merely identified himself as "Steltek". It is possible that the species has outgrown the need for names entirely but again there is no evidence either way. *Editor's Note: For Steltek characters, roll 10d10 but do not sum up the result. Instead, the character's creator may arrange those numbers in any order*

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they'd like and attach the result with a hyphen to the word "Steltek" as the character's name. An example Steltek name might look like "Steltek-3584192401".

- **Motivation**: The Steltek have only one reason to be out amongst the stars and that is to find whatever pockets of technology they have left behind and either retrieve or destroy it. Any Steltek encountered in normal space is on that mission and it's a Very Bad Idea to interfere with it.

- **Basic Characteristics**:
    - *Size Class*: C4
    - *Base HP*: 40
    - *Base HD*: 52/55/47
    - *Physical Attribute Building Point Pool*: 100
    - *Mental Attribute Building Point Pool*: 150
    - *Discipline Building Point Pool*: 280
    - *Genders*: 1
    - *Life Stages*: Adolescent at 30 years. Adult at 54 years. Middle age at 84 years. Old Age at 119 years. Venerable Age at 162 years.
    - *Lifespan*: 170 + 1d% years.
    - *Height*: 1.1 + (2d5 x 0.08) meters.
    - *Mass*: 30 + (same 2d5 from height x 2.00) kilograms.
    - *Speed*: Runner (Biped) - 5 kph (9 m/rd); 2 (short-range combat), 1/3 (long-range combat)
    - *Trade Value*: €1,285
    - *Racial Abilities and Restrictions*:
        - *Mental Blast*. Angered Steltek are capable of releasing a powerful burst of energy, the exact nature of which is unknown. This counts as a **Natural Weapon-Like Attack** that inflicts 4*d10 points of Lethal Damage at a range of up to 125 meters in a circular area around the individual (use BHD).
        - *Mysterious, Powerful Nature*. The Steltek are the stuff of legends; they have <u>Reputation</u> at +15 with all other races except the Nephilim.
        - *Masters of the Universe*. The Steltek have mastered pretty much every field of expertise in existence and pass that information down to their progeny via racial memory; a beginning Steltek character automatically starts with 1d% points in <u>Math Expert</u> and/or any of the "Sense" Talents of their choice.
        - *Tells It Like It Is*. Steltek are unambiguous and will not obfuscate the truth to achieve their goals; they have <u>Honest</u> at -20.

2.2.15: MANTU

The Mantu (*Canidamysticus sapiens mantu*; also known as "the Darkness" by the Kilrathi) are an enigmatic alien race with territory located somewhere beyond that of the Kilrathi Empire, generally believed to be opposite the Terran Confederation and somewhat to coreward. Before their first contact with the Terran race, the Mantu were the only species able to hold their own for any period of time against the Kilrathi, fighting two major wars that both ended in stalemate. As a result, the Kilrathi "aggrandized, vilified and generally mythologized their former foe". The existence of the Mantu weighed heavily on the Kilrathi psyche for much of the Terran-Kilrathi War; one of the motivating factors behind the construction of the *Hakaga*-class of carriers was to quickly end the war with the Confederation so that the Mantu would not attack while the Empire was already engaged. Though there is some evidence to suggest that the Mantu are technologically superior to most of the species in Known Space, there is little to suggest that they are as fierce as the Kilrathi have made

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them out to be. Indeed, they seem to be an insular, somewhat paranoid race of explorers and prospectors that simply reacted to Kilrathi aggression with extreme prejudice.

- **Personality**: While some members of the species seek solitude, most Mantu are highly gregarious. Like most canids, the Mantu form "packs" with the basic social unit being a periodically monogamous mated pair and their offspring; it's the female in this pairing (the matriarch) that holds authority over the pack. New packs are formed when an offspring from one pack is pair-bonded with a member of a different pack of the opposite gender. Packs rarely adopt outside members; usually when it occurs, the new member is either immature or considered no threat to the matriarchal pair, or an unusual situation exists (such as what occurs on a Mantu ship - there, the "pack" is based on the ship's command structure). Packs are very careful about whom they choose as allies. Proto-Mantu used scent markings to denote their territory; though this behavior is now secondary to the rules of their civilization, they remain highly territorial with little forbearance given to those who encroach upon it. Friendship with a Mantu pack *is* possible, but it requires a respectful, non-aggressive approach and proper due deference to the matriarch. Failure to do so by an outsider generally results in a fatal encounter. Lone Mantu tend to be easier to befriend, though they will need to see some mutual benefit to the relationship and it will take time to garner their trust.
- **Physical Description**: The Mantu are a canid race, generally about 1.5 meters tall and 70 kilograms in mass on average. They are covered in a pelt of tawny fur that varies in color from grayish-brown to yellowish-gray with blackish tips and a stripe of black fur along their backs, with tufts of white and reddish-brown in other areas of their bodies. Mantu exhibit many of the standard canid traits, particularly in their head and facial areas; they have large, pointed ears proportionate to their heads, a tapidum lucidum to assist in night vision and an enlarged olfactory bulb. Their senses are on par with the coyotes of old Earth. Mantu are predominantly carnivorous, though they are not obligate carnivores and can exist for extended periods on a diet devoid of meat. As might be expected, they can inflict a serious bite wound to most other forms of animal life, though it is a rare occurrence when they are forced to resort to the actual hunting of prey given their level of technological development. Their gustatory organs double as an apparatus for normal auditory communications. Mantu are bipedal; they are capable of speeds up to 36 kph in short bursts. Their forelimbs have a level of fine motor control on par with Terrans. While not particularly tough physically, they are very intelligent and can learn new skills quickly. Mantu females are monoestrous, remaining receptive for 2-5 days per Terran year during which mating occurs. The gestation period lasts for approximately 60 Earth days, after which time the female gives live birth to a litter of up to 5 pups. Mantu practice periodical monogamy, with "marriages" lasting between ten and fifteen years on average; there are some mated pairs that choose to remain together for life.
  - *Motor Appendages*: 2
  - *Visual Organs*: 2
    - *Field of Vision*: Optimal 144 degrees forward, Peripheral 240 degrees forward.
  - *Auditory Organs*: 2
  - *Olfactory Organs*: 1
  - *Gustatory Organs*: 1
  - *Propulsive Appendages*: 2
  - *Reproductive Organs*: 1
- **Relations with Other Races**: For most of the species in Known Space, the Mantu remain little more than a Kilrathi legend. This is true even among the Kilrathi slave species and their allies, of whom none have ever had an encounter with the Mantu and returned to tell the tale. Only a few species are nominally aware of the Mantu: the Terrans, who have lost a few

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explorer ships to coreward due to action with the Mantu, the Kilrathi, who see the Mantu as evil itself, and the Nephilim, who have given the Mantu some trouble of their own. It is thought that the Double Helix and the Mantu are at least aware of one another, though the exact nature of their relationship is currently a mystery.

- **Territory**: The Mantu are not extant to Known Space; almost nothing is known about their territorial holdings. Mantu very rarely venture into Known Space; when they do, it's usually in pursuit of a perceived threat.
- **Onomastikon**: Information on Mantu name structure largely comes from Kilrathi records. As a rule, Mantu names consist of a single three-syllable word, with any method of distinguishing between two individuals with the exact same name currently unknown as are the circumstances under which an individual Mantu receives their name. Vowels in Mantu names are pronounced short with the only exception being the long "E" sound (represented in Romanized form by the letter "y"). Favored consonant sounds include hard "C", "CH", "D", "L", "N", "R" "S", "SP", "T" and "V", though it is possible for a syllable to forego a consonant sound and even possible for a Mantu name to contain no consonant sounds whatsoever; repeated sounds in Mantu names are also possible. There are no known variations in name sounds used by the species based on gender. Overall, more study in this field is clearly warranted.
    - *Name Elements*: a, ca, cal, ce, chry, cte, cu, cy, do, du, l, lo, ly, n, ny, o, r, ro, si, so, spe, te, to, u, vu,
- **Motivation**: The biggest motivation most Mantu have for leaving the safety and comfort of their pack is the opportunity to begin a new one of their own, which is always a risky proposition but necessary for the continuance of the species. Other Mantu simply wish solitude or want to serve the greater good by defending the territory of the race as a whole. A very few want to see what is out there among the black, to prove their worth (and worthiness) by daring to face the many dangers that space has to offer.

- **Basic Characteristics**:
    - *Size Class*: C5
    - *Base HP*: 50
    - *Base HD*: 50/50/50
    - *Physical Attribute Building Point Pool*: 125
    - *Mental Attribute Building Point Pool*: 200
    - *Discipline Building Point Pool*: 260
    - *Genders*: 2
    - *Life Stages*: Adolescent at 11 years. Adult at 13 years. Middle age at 31 years. Old Age at 52 years. Venerable Age at 66 years.
    - *Lifespan*: 70+4d10 years.
    - *Height*: 1.12 + (2d5 * 0.08) meters.
    - *Mass*: 50.25 + (same 2d5 from height) * 3.35) kilograms.
    - *Speed*: Runner (Biped) - 9 kph (15 m/rd); 3 (short-range combat), ½ (long-range combat)
    - *Trade Value*: €1,275
    - *Racial Abilities and Restrictions*:
        - *Sharp Teeth*. Mantu have a set of sharp teeth (Bite, 9 Lethal Damage).
        - *Bad Rap*. Thanks to the Kilrathi, most species in Known Space believe the Mantu are evil itself; they have Reputation -10 in relations with other races.
        - *Night Vision*. Mantu have a tapidum lucidum; they have **Enhanced Visual Sense** (Low Light).
        - *Leave the Pack Alone, or Else*. Mantu will respond to any violence against them with extreme prejudice; they have Intolerant (Invaders) at -25.

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> ▪ *Advanced Knowledge*. The Mantu are more advanced than many of the other races; a beginning Mantu character may have up to 10 free building points in any of the "Sense" Talents.

2.2.16: NEPHILIM

"Nephilim" is the codename for a series of closely genetically-related insectoid races (*Tetercimex sociapopulos*) that call themselves the "Allied Peoples". Their home space is centered on the galactic core, though they are known to be a trans-dimensional species with the ability to exist in a parallel space-time domain known as "fluidic space". The emergence of the Nephilim in 2681 was prophesied for millennia by the Kilrathi in the ancient

A Nephilim Overlord

Kn'thrak prophecy, which foretold the dawning of an era of "great darkness" when a race of "Star Gods" would come forth to destroy all who resided in the galaxy. Their emergence marked the beginning of the Nephilim War, which lasted until the end of the 27ᵗʰ Century and cost untold numbers of lives. Despite their apparent defeat and eradication, it is strongly suspected that pockets of their civilization still exist and that they will be seen again at some point in the near future.

- **Personality**: The personality of an individual Nephilim and their function in their society is based a rigid caste system. All Nephilim belong to one of five castes in ascending order of prestige: Drone, Worker, Warrior, Overlord and Queen. Drones serve no other function than to attempt to fertilize the Queen, Workers build, farm and conduct all activities related to supporting the society's infrastructure, Warriors fight under the orders given them by Overlords (who hold nominal power over the entire race), and Queens see to the continuance of the species. The lesser castes are generally uncreative and lack personality, while the personality of higher-ranked castes can generally be summed up in one word: genocidal. Nephilim follow a code of beliefs that dictate that evolution is best served through conflict, with weaker races being eliminated by the stronger and the stronger races growing as a result. To that end, they constantly seek conflict with other races to prove their mettle. They have been known to allow particularly primitive races time to develop (as in the case of the proto-Kilrathi) and have been known to push two or more races into wars with one another, choosing then to fight the victors themselves.
- **Physical Description**: There are few minor differences between the various member races of the Allied Peoples; in general those differences are too minimal to even mention and are limited to minor changes in carapace or eye color. Nephilim are massive insectoid creatures, averaging about 3.5 meters in overall length and averaging about 2.5 metric tonnes, with the bulk of their mass coming from a dense, greyish-green exoskeletal structure. They have a pair of pincers that afford them motor control; they also have glands in them capable of delivering one of several nasty microorganisms, which make them effective biological weapons as well. Nephilim are primarily bipedal but are capable of quadrupedal movement, using their pincers to assist movement. Switching between forms of motion doesn't generally affect their ground speed; it most often occurs prior to an individual rearing up and roaring, used as a means of terrifying any opponents. Nephilim have two small clusters of complex eyes; these clusters are black in color and are so dense that at a distance they appear to have two simple eyes instead. They have two antennae on the front of their triangular-shaped heads that serve both as olfactory and auditory organs. Their mouth structure allows normal

auditory communications, but any language they speak (including their own) will usually sound scratchy and high-pitched. Nephilim are very strong and are among the most intelligent of creatures known, a combination that only augments how dangerous they are. Nephilim have never been observed sleeping or eating; they are generally believed to be omnivorous. Reproduction occurs when a Drone fertilizes a Queen; the Queen immediately slaughters and eats the Drone when this occurs. The Queen will then lay several thousand eggs; these eggs usually hatch within two or three months. While still in the egg, the caste of individuals is determined; the exact mechanics of how this occurs are not known. It should be noted that members of other castes are capable of reproduction, but generally they are not allowed to do so unless a disastrous depopulation of the Drone and/or Queen castes has occurred and the local population has no other means of propagation. It's considered very presumptuous for a Worker, Warrior or Overlord to reproduce under any other circumstance and it's generally punished with death.

- o *Motor Appendages*: 2
- o *Visual Organs*: Numerous
    - ▪ *Field of Vision*: Optimal 120 degrees forward, Peripheral 180 degrees forward.
- o *Auditory Organs*: 2
- o *Olfactory Organs*: see Discussion
- o *Gustatory Organs*: 1
- o *Propulsive Appendages*: 2*
- o *Reproductive Organs*: 1

- **Relations with Other Races**: Nephilim are either antagonistic or apathetic towards other races. Those that are too primitive to be worth their time are generally left alone. Those that are advanced enough to be considered a threat are harassed, pursued, attacked, plagued and eventually erased from existence. There are some anthropologists who suggest that the Nephilim may in fact be an offshoot of the ancient Steltek race; that supposition cannot be verified though it would partially explain why the Nephilim will go out of their way to acquire pieces of Steltek technology.
- **Territory**: The territory of the Nephilim is both vast and complex, with the species inhabiting territory both in normal and "fluidic" space. Their nominal normal space holdings are located some ten thousand light years coreward of Kilrah with at least one major homeworld located in that area. Their fluidic space holdings have proven difficult to penetrate and there is some concern that they may use them to rebuild and reattempt an invasion of Known Space at some point in the near future. There are those who believe the fluidic space domains also serve as home to the Steltek race, though again the exact nature of the relationship between these two advanced races is unknown.
- **Onomastikon**: Whether or not a Nephilim has a name is solely dependent upon their caste. Drones, Workers and Warriors do not have names; they are simply referred to by a number. *Editor's Note: For these characters, roll 5d10 but do not sum up the result. Instead, the character's creator may arrange the resulting numbers in any order they'd like and attach them with a hyphen to the name of the character's caste, which then becomes the character's name; an example Warrior name might look like "Warrior-17340".* Only Overlords and Queens have proper names; they use a single name in order to identify themselves. Typically these names consist of a prefix followed by either one (for Overlords) or three (for Queens) suffixes. Nephilim names are very heavy on hard "X", "K", "Z", "T" and "R" consonant sounds, with "H" indicating a slight softening of the following consonant. Vowel sounds are suppressed, making Nephilim names sound like "buzzes" and nearly unpronounceable by all other races.
    - o *Prefixes*: Hkr, Hkz, Hrh, Hrx, Htt, Htz, Hxr, Khk, Kkh, Kth, Ktt, Kxz, Kzr, Rhx, Rxh, Rzz, Thk, Tkx, Trr, Trt, Tth, Xht, Xhx, Xhz, Xrh, Xtt, Xxh, Xzz, Zhr, Zhx.

- o *Suffixes*: hh, hk, hr, ht, hx, hz, kh, kk, kr, kt, kx, kz, rh, rk, rr, rt, rx, rz, th, tk, tr, tt, tx, tz, xh, xk, xr, xt, xx, xz, zh, zk, zr, zt, zx, zz.
- **Motivation**: The main motivation of the Nephilim is to find other sufficiently developed species and then to fight them, proving which one is worthy of survival. Should two or more species meet their notice at the same time, the Nephilim will do what they can to provoke a war between them, moving in to fight the victor once one side or the other has been vanquished. Should another race prove to be superior to them, the Nephilim will fall back to points unknown and wait, gaining strength in order to try again. In this way, the entire history of the Nephilim consists of long periods of resource gathering and construction followed by periods of prolonged conflict. They are known to seek after Steltek technology wherever it is found, stopping at little to possess it for themselves.

- **Basic Characteristics**:
  - o *Size Class*: C9
  - o *Base HP*: 70 (+50 AHP)
  - o *Base HD*: 62/50/64
  - o *Physical Attribute Building Point Pool*: 175
  - o *Mental Attribute Building Point Pool*: 225
  - o *Discipline Building Point Pool*: 300
  - o *Genders*: 2
  - o *Life Stages*: Adolescent at 10 years. Adult at 27 years. Middle age at 42 years. Old Age at 75 years. Venerable Age at 95 years.
  - o *Lifespan*: 99 + 9d5 years.
  - o *Height*: 2.6 + (2d5 x 0.18) meters.
  - o *Mass*: 2,023.5 + (same 2d5 from height x 134.9) kilograms.
  - o *Speed*: Runner (Biped) - 17 kph (28 m/rd); 6 (short-range combat), 1 (long-range combat)
  - o *Trade Value*: €1,400
  - o *Racial Abilities and Restrictions*:
    - ▪ *Carapace*. Nephilim have a thick outer exoskeleton capable of repelling many energetic bursts; they have First Class natural Armor.
    - ▪ *Pincers*. All Nephilim have a pair of powerful pincers which double as a means of delivering bioweaponry (6 Lethal Damage + automatic exposure to Pox (see Chapter 12.3))
    - ▪ *Advanced Capabilities*. The Nephilim have mastered the use of travel through fluidic space and have developed advanced bioweaponry, as well as organic, living ships; a beginning Nephilim character may automatically start with 2d10 free points in any of the "Sense" Talents of their choice.
    - ▪ *Stuff of Nightmares*. The insect-like Nephilim are feared by most other races, if not for their appearance then certainly for their propensity for biowarfare; they have the **Terrifying Presence** special quality and Reputation at -15.
    - ▪ *Survival of the Fittest*. Nephilim hold that only the strongest race has the right to exist in all of creation, which they hold to the exception of all other philosophies; they have Creed at -25 as well as Intolerant (Other Races) at -25.

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2.3: CREATING CHARACTERS

As previously mentioned, all players must create a character to be their alter-ego in the Wing Commander Universe. A GM will likely have to create many more characters throughout the course of their career, including patrons, allies, villains, bystanders and occasionally a player character or two for themselves. Knowing the steps involved in how to create a character from scratch is therefore crucial to everyone who plays the game.

The steps involved in creating a character are as follows:

1. Determine if the character will be a "player character" (PC) or not.
2. Select the character's species and note the modifiers.
3. Determine the character's "hero level".
4. Select the character's Traits.
5. Spend points on the character's Attributes and Disciplines.
6. Spend points on the character's Skills and skill specializations.
7. Determine derived statistics.
8. Add any additional "finishing touches".

The following procedure outlines how to create a character completely from scratch but this is not always necessary. Sometimes a GM will want to create cookie cutter characters (like a group of Kilrathi children) whose stats really don't matter as much. For those situations, a set of character archetypes has been created. The list of archetypes is located in the next Chapter; instructions for their use are presented at the end of this Chapter. Regardless of whether or not a character is created using archetype rules, all characters use the **Character Record Sheet** *(available in Appendix Two)* in order to record their vital statistics.

Determine if the character will be a "player character" (PC) or not.

One of the biggest decisions a designer can make about a character is whether or not it will be controlled by a player and whether or not there's the possibility that, should the character begin life as an NPC, the character may become a PC later on. These decisions are up to the designer and should be made before the character creation process proceeds. If the character is a PC, the designer should either write their name in the *Player* field on the sheet (if they intend to be the one to play the character) or leave it blank (in all other cases). The designer may simply write "NPC" in the same field if the character is a **non-player character** (**NPC**).

Obviously, a player will need to create at the very least one player character for themselves, but there is nothing that says they cannot create more PCs or NPCs at any time; player-designed NPCs may be used in upcoming adventures if the gamemaster so wishes. Likewise, GMs will be primarily interested in creating NPCs for use in their adventures but may create PCs if they so choose; having a couple of readymade PCs available can save time should a new player want to join the game.

Because a few of the character creation rules can be a little confusing, an example will be provided at the end of each step in the process. A player is creating a character for a non-traditional Wing Commander campaign; they would like for their character to eventually fulfill the role of a ship's Doctor. The player has been instructed by the GM to create their character from scratch. Since this will be the designer's personal player character, this one's a no-brainer; the character will be a PC.

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Select the character's species and note the modifiers.

WCRPG uses a series of **building point pools** to determine the strength of Skills and skill specializations, which in turn determine the strength of the character's **Disciplines** and **Attributes**. The amount of points a character receives when they are initially created is largely determined by their species. A player should select a species for their character depending on the adventure the GM has in mind. *For example, a traditional Wing Commander adventure would likely either require the character to be Terran or Kilrathi, but they could just as easily be a member of an allied or slave species if the GM has that sort of campaign in mind.*

On the **Character Reference Sheet**, there is an area labeled *Race Stats*. Once the character's species has been selected, the designer should note the stats for that species in the box on the sheet, including the number of points in each of the three Point Pools (for **Physical Attributes**, **Mental Attributes**, and **Disciplines**). The remaining modifiers indirectly determine a character's derived stats and will help the player later on in the character creation process.

RACE STATS	
BASE HP	60
BASE HD/THD/FHD	50 / 50 / 50
SIZE CLASS	C5
PHYSICAL POOL	150
MENTAL POOL	225
DISCIPLINE POOL	250

Race Stats Box with Terran Stats

Our player knows that she is creating a PC for a non-traditional campaign. After checking with the GM to see what the campaign will involve, she elects to go ahead and create a Terran character; she names the character Lisa Freeman. Since Lisa's a Terran, the player records the Terran racial statistic values in the Race Stats box.

Determine the character's "hero level".

Hopefully, a GM will have an idea of just how difficult their adventure will be before the character creation process begins. In certain situations, such as when the GM determines their adventure will be particularly difficult for newcomers or when the character is a newcomer to a campaign that has been going on for a while, they may elect to give players additional building points during the creation process. This establishes the character's "**hero level**". GMs are allowed to give as many additional building points as they wish but are generally encouraged to give out no more than 250 additional points for a beginning player character; part of the fun of the game is allowing the characters to grow as they go along, after all. A good rule of thumb when creating a new PC for an ongoing campaign is to add up the total number of points a PC involved in the campaign already has accumulated (preferably the PC with the lowest overall total) and give the new character a comparable amount about 80% or so of that total. If a GM is attempting to create a more seasoned character, they may use as many extra points as they think is appropriate; a thousand points (or more) may be necessary in order to create a character, such as a fully trained Confederation Navy captain or a legendary pilot. Somewhat seasoned characters may have between 250-500 hero points, veterans between 500-750 points and legends between 750-1,000 points. A GM never *has* to allow hero points; it's entirely at their own discretion. If a player is building a character without the guidance of a GM, they may add extra points for hero level but it is **strongly** recommended that the

GM of any future adventure involving that character review it before they or another player attempt to use it.

Hero level building points are set into a general pool; these points may be assigned to any of the character's various Skills at a later time or used to help buy off Talents.

The GM of Lisa's campaign has decided to beef things up just a little bit and gives all players a mere 30 points to add to their general building point pools.

Select the character's Traits.

After any hero points have been assigned to a character, the amount of general points available may be bolstered or reduced by assigning **Traits** to the character; Traits are discussed in Chapter Four. There are three types of Traits: **Complications**, **Talents**, and **Variable Traits**. Strictly speaking, a character does not *need* Traits, but the rules make them mandatory; in addition to adjusting a character's available general pool of building points, Traits add a great deal of depth to a character right from the start. A character's Traits may even become the pivotal focus of an adventure (particularly when it comes to Complications, which are specifically designed to make life interesting...).

Dr. Freeman's Traits

Complications are Traits that generally have negative consequences, which can potentially impact a character and their entire group severely. Examples of Complications are effects such as blindness, short-term memory, a social stigma of some kind, and so forth. To offset their negative impact, a character gains a number of general building points if they **voluntarily** take a Complication. The number of building points the character earns depends entirely on the severity of the Complication; the more severe the degree of the Complication, the more points they earn. *Note that there are times during the game wherein it is possible for a character to take a Complication involuntarily; the character does **not** earn building points in those instances*. A character is usually stuck with the Complications they take and if a situation comes up wherein the Complication may apply, the situation must be role-played. If a player character is placed in a situation wherein a Complication has the potential to dictate their actions, the controlling player oftentimes, **but not always**, has the option to make a self-control Check in order to keep the character from giving in to the dictates of the Complication, or just giving in; giving in is good role-playing and the GM should consider **rewarding** the player for it).

Talents are the polar opposite of Complications. Talents are Traits that generally have positive consequences, which can help a character perform tasks that would be impossible for the average Joe. Examples include sharpened hearing, eidetic memory, a head for numbers and so forth). Because they enhance a character's abilities, Talents cost a number of building points out of their general pool; the more powerful the Talent, the higher the cost. Players may pay for their Talents with points from their Attribute or Discipline pools but points in the general pool should be used first if they are available (*more on resolving a **building point deficit** shortly*).

The third type of Trait is the **Variable Trait**. Variable Traits are unique in that they can behave either as a Complication or a Talent and as a result they can either add building points to the character's general pool (if the Trait is taken as a Complication) or cost building points (if taken as a Talent). Variable Traits taken as Talents can also cause a building point deficit, which can be resolved in the same manner as regular Talents.

Characters are limited in the amount of Talents and Complications they may take. Beginning characters must have at least five points worth of Talents and five points worth of Complications, and no more than fifty points worth of either. It is _recommended_ that a player character (particularly for a player new to role-playing in general) have no more than five Talents and five Complications total; note that this is a recommendation, not a rule. Variable Traits can be used to count towards a character's Talent/Complication tallies. Certain species have Traits as part of their racial abilities and restrictions; where they are listed, the character **must** take those Traits; these have no effect on any building point pool but do count towards the character's Trait tallies.

Doctor Freeman already has 30 general building points from the campaign's hero level. Lisa's player decides that a few more points would be helpful, so she decides to have the character take on a few Complications. She decides to give Lisa a minor (5 point) Allergy to plant pollen, gaining five general building points. The Doc also probably took the Hippocratic Oath; that justifies taking a 15 point Creed to "Do No Harm". These Complications add 20 points total to her general pool, so Lisa now has 50 general building points.

Now the player moves on to Variable Traits. She wants Lisa to have good Nerves and at least a little Wealth. A good Education would also be nice. She decides to give Lisa 5 points worth of in each of these Talents. This takes 15 points from her general pool, leaving Lisa at 35 points. This almost entirely offsets the gain from her Complications, so she decides that Lisa has bad Luck (10 points) and a bit of a Temper (5 points). These add 15 points back into the pool, putting Lisa back at 50 total general building points.

Finally, the player looks at Talents. The Empathic Sense Talent is an obvious choice; she gives Lisa the full 25 points. Lisa is left with 25 points in her general building point pool. She may not have a whole lot of points left there, but she's picked up a very powerful Trait in the process.

Spend points on Attributes and Disciplines.

A character with any additional general building points left over at this point may spend the remainder however they see fit on their character's Discipline and Attribute point pools; the general building point pool **must** be emptied at this point in the character creation process. Should the pool have a negative number of points (i.e. if a building point deficit exists), enough points will need to come out of any combination of the character's other pools in order for the general pool to balance to zero **exactly**.

Once there are no more remaining points in the character's general building point pool, the time has come to "spend" the points in the various characteristics pools on the Attributes and Disciplines covered by those pools. Spending points simply involves making allocations to the appropriate characteristics; points from the physical Attribute pool are allocated to the **Power**, **Finesse** and **Physique** Attributes, the mental Attribute pool is allocated towards **Intellect**, **Acumen** and **Charm**, and the Discipline pool is allocated to the seven Disciplines. A player may choose not to allocate any points to any given Attribute or Discipline but **must** allocate all of the points in the point pools at this time; they cannot be "saved for later". Every ten points (rounded down) added to a characteristic imparts a +1 DC modifier to all Skills categorized underneath it.

<u>Under no circumstances is any Attribute allowed to have more than 150 points allocated to it at any point during the game. Similarly, all Disciplines may have no more than 250 points allocated to them at any time under any circumstances.</u>

After picking out Traits, Lisa's player decides that the 25 points left over from her character's general building point pool would be best spent on Skills under the doctor's **Medicine** Discipline. To facilitate this, she allocates all 25 points to the character's Discipline Point Pool. Lisa's point counts thus sit at 150 in her physical Attribute pool, 225 in her mental Attribute pool and 275 in her Discipline pool.

The player first considers Lisa's physical Attribute scores. Knowing that the Doc's health is of utmost importance and that it's likely her exposure to diseases might be higher than the average character, the player puts 65 points in Lisa's **Physique**. This will give her a +6 modifier to her **Physique** Skill DCs. It's likely that the Doctor would have to go into combat situations sometimes; not getting hit would be important in those cases. Realizing this, the player assigns 60 points to Lisa's **Finesse**. She also gets a +6 DC modifier to all **Finesse** Checks. This leaves 25 points in the pool for Lisa's **Power** score; she can move reasonably well and she's tough, but she's not particularly strong. She only receives a +2 DC modifier for **Power**.

MEDICINE (MED)		m (+3)
INTENSIVE CARE (ITC)	25	38
TREATMENT (TRT)	25	38
XENOBIOLOGY (XNB)	25	38
SPECIALIZED MEDICINE (SMD)	25	38
PSYCHOLOGY (PSY)	28	38

Medicine Discipline with Skill List and DCs

Next on the agenda is Lisa's mental Attributes. Knowing that all three mental Attributes contain potentially useful Skills for a Doctor but given their need to sometimes be forceful with stubborn patients and their need for extensive medical knowledge, the player assigns 85 points from the pool to **Intellect** and **Charm** each, leaving 55 for **Acumen**. She'll get +8 DC to all **Intellect** and **Charm** Checks and +5 DC for all **Acumen** Checks.

Finally, the player moves on to Lisa's Disciplines. Though she is tempted to stick all 275 points directly into Lisa's **Medicine** Discipline, the player does not do so because there are other useful Skills in other Disciplines (not to mention the 250 point limit). After some consideration, the player puts 90 points into Lisa's **Command** Discipline and 80 points into her **Science** Discipline; **Command** contains several useful Skills and a Doctor may have some additional knowledge of practical science. The remaining 105 points go into Lisa's **Medicine** Discipline. With the final allocation of points to **Medicine**, Lisa's building point pools are completely empty.

Spend points on character Skills and Specializations.

Once all the point pools have been drained, the time has come to spend the points the designer has allocated to the character's characteristics on the Skills that they cover. For more information about the effects of Skills, see Chapter Three. Each point spent on a Skill correlates to a +1 modifier to the DC of a d% roll that requires it (called a **Skill Check**). A player may leave any Skill unmodified but must allocate all of the points given to a characteristic to any combination of the Skills listed under that characteristic; points cannot be "saved" to be applied later.

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*Power and **Finesse** Attributes, with Skills, Attribute Specialization list and DCs*

If a designer wishes, they may allocate points to a specific use of a given Skill. For example, if a character is supposed to be a particularly strong swimmer, the designer may want to spend points on "Swimming" instead of the more general *Three-Dimensional Maneuvers* Skill. These specific uses are called **skill specializations**. Specializing in a Skill has advantages and disadvantages. The primary disadvantage is that the bonus involved with a specialization only applies to specific situations wherein the specialization applies; a player rolling for another use of its controlling Skill under a different circumstance may only use the Skill's score. Specializations provide no bonus to any Skill other than the one under which they are assigned. Points allocated to specializations come from the same characteristic pool as general Skills and count towards the overall count of points underneath the controlling characteristic. The main advantage of Skill specializations is that they allow a potentially huge advantage by further increasing the DC of the Check; when making a Check wherein a specialization is involved, the DC is the standard DC from the Skill (the bonus from the controlling characteristic plus the Skill's score) plus the score of the specialization. Specialization Checks always count as a Check of their controlling Skill. There are no defined limitations on specializations, though a GM should always check with their players to make sure their characters haven't selected specializations that are too powerful or too general (for example, taking an "Instant Kill" specialization in *Brawling* is probably too powerful and "Piloting Fighters" under *Vehicle Piloting* is a bit too general, while "Piloting Confederation Heavy Fighters" is not). A character is allowed to have multiple specializations under a given Skill.

<u>*Under no circumstances is a Skill allowed to have more than 25 points allocated to it at any point during the game. Similarly, no specialization may have more than 50 points allocated to it at under any circumstances.*</u>

*Lisa's player decides to assign physical Skill values first. Lisa only has 25 points in **Power**; she decides to put all 25 points in* Three-Dimensional Maneuvers, *as that may help her move around a little easier. For **Finesse**, it's a split of 25 to* Dodge *and 35 to* Dexterous Maneuvers. *Since the allocated number of points to* Dexterous Maneuvers *would exceed the 25 point limit, the player elects to throw a few of those points into specializations; ten points will go to the general* Dexterous Maneuvers *Skill while another ten will go to "Cutting Straight Lines" (which makes sense for a Doctor) and fifteen will go into "Lockpicking", which is a useful and relatively generic adventuring skill. Twenty-five of the 65 points set aside for **Physique** Skills will go to* Recuperation *to allow the Doctor to heal quickly. This leaves forty points; she sinks ten of it into* Stamina, *ten into* Concentration *and twenty into "Concentrate During Surgery", a* Concentration *specialization.*

Moving on to mental Attributes, she puts 20 in Resourcefulness *and* Cunning, *ten into* Knowledge *and the remaining 35 points in **Intellect** into a* Knowledge *Specialization called "Diagnostic Medicine". She sinks ten of the 55 points she has in **Acumen** into both* Perception *and* Survival, *with 25 going to* Performance *and the ten remaining points going to "Clinic Duty", a* Performance *specialization. Finally, 65 points go into the doctor's* Personality *(20 to the general Skill, 20 to a "Debating" specialization and 25 to another specialization called "Defense of Diagnosis") and 20 goes into her* Leadership.

*Now the player moves on to Disciplines. None of the **Command** Skills are particularly crucial for the doc, but she nonetheless put 40 points in* Inspire *(to help out <u>Shaken</u> crewmembers, 25 to the general Skill and 15 to "Oratory") and 50 points in* Security *(25 in the general Skill and 25 in "Hand Lasers"; this will help out the doc's combat bonuses, which haven't received much attention up to now). She takes an even split (40 points apiece) in "Biology" (a* Planetology *specialization) and "Anthropology" (an* Archaeology *specialization), which the player intended. Note than in neither of these cases were points assigned to the underlying Skills; a player may do this, though the bonuses*

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involved won't help out any other circumstances in which the doc will need to make a Planetology *or* Archaeology *Check.*

Finally, the player reaches **Medicine**, *the doc's crucial Discipline with 105 points to spend in its pool. She'll get another 25 points to spend here from her* Empathic Sense *Trait, increasing the pool to 130 points total. While the player might have preferred to spend points on specializations, she realizes the general* **Medicine** *Skills will give Doctor Freeman the greatest degree of latitude. She puts the full 25 points into all five* **Medicine** *Skills and places the remaining five points into an "Emergency Surgery" specialization of* Intensive Care.

Determine derived statistics.

Once a character's final Skill scores have been determined, it is time to figure out their **derived statistics**. All characters have twelve derived statistics: **hit points (HP)**, **non-lethal hit points (NHP)**, **strength index (SI)**, **hit difficulty (HD)**, **touch hit difficulty (THD)**, **flat-footed hit difficulty (FHD)**, **Initiative (INIT)**, **Speed**, **Melee Attack Bonus (MAB)**, **Ranged Attack Bonus (RAB)**, **Fortitude Save (FSV)**, **Reflex Save (RSV)**, and **Willpower Save (WSV)**.

The first two derived stats are the character's **hit point (HP)** and **non-lethal hit point (NHP)** counts. These two counts are used as a measure of the amount of damage the character can sustain before passing out (in the case of NHP) or dying (in the case of HP). The effects of the loss of HP and NHP are thoroughly covered in Chapter 9.2. To determine a character's maximum HP and NHP counts, simply add their **Physique** DC Modifier to the HP amount indicated by the Racial Characteristics of the character's species; any Armor HP or NHP may be added to the HP counts if the character is so equipped.

Derived Statistics Box

The next derived stat is the character's **strength index (SI)**. The Strength index is a measure of how well they rate in combat as opposed to other characters. A character's strength index is a combination of the sum of their hit points (including armor or shield hit points) and the strength of their strongest available weapon. Because this value is armor and weapon dependent, it can fluctuate greatly throughout the course of an adventure; the value recorded should be the maximum possible value for the specific character. The SI value is a basic method of "keeping score" and helps determine whether or not a character will withdraw from combat if given the opportunity.

Hit Difficulties (HD, THD and FHD) are a measure of how hard it is to hit and inflict damage on a character, whether in combat or in potentially lethal situations such as industrial accidents wherein no one necessarily *intends* to cause damage but damage could still potentially result. All characters have a set of three hit difficulty ratings. Normal hit difficulty (or HD) is how hard it is to hit the character under normal circumstances. Touch hit difficulty (THD) measures how hard it is to hit the character with a "touch" attack, an attack wherein the damage mechanism must directly come into contact with the character (such as an attack with a stun baton). Flat-footed hit difficulty (FHD) measures how hard it is to hit the character when they are surprised, i.e. when they don't have a reasonable expectation

to take damage. HD ratings figure heavily into all forms of combat; see Chapter 9.2 for how it is used on the character-scale. All characters and lifeforms have a base rating to each HD count noted with the Racial Characteristics of the character's species. HD bonuses from any armor are subtracted from the character's HD and THD, while the character's Finesse DC modifier is subtracted from their HD and THD ratings. The final results of these calculations determine the character's HD ratings.

Initiative is a measure of a character's ability to react; higher Initiative scores can enable a character to go ahead of other characters in the order of battle, which is desirable particularly if combat is "turn-based". A character's Initiative value equals their **Finesse** DC Modifier.

Speed measures how much distance a character can cover over a given period of time. This stat, sometimes referred to as a character's **base speed**, measures how fast the character may move without any extra exertion on their part; there are actions that allow a character to move at an increased rate. Characters have four speed ratings. The first is movement in meters per round, which is used for local movement and as a base measurement of how fast the character will move in combat. The second is movement in kilometers per hour, used for cross-country movement when a vehicle is not employed. The third and fourth measurements are the character's **combat speed ratings**, which measure the number of range increments the character may move in short-range and long-range combat respectively (for more on the distinction between the two, see Chapter 9.2). Fractional combat speeds indicate how many rounds must pass before the character may move a single range increment. The speed of all characters is determined directly by their species.

All characters have two attack bonuses, their **Melee Attack Bonus (MAB)** and **Ranged Attack Bonus (RAB)**. Both are used as bonuses to a character's attack rolls in combat situations; which one is used depends upon the mode of attack being employed (*for more on this, see Chapter 9.2*). Both bonuses use one-fifth the character's *Security* Skill score (rounded down) as a base value. To determine the specific scores, the designer may add the character's **Power** DC modifier to the base value for the character's MAB and their **Finesse** DC modifier to the base value for the character's RAB.

Finally, all characters have three Save rolls: **Fortitude Save, Reflex Save** and **Willpower Save**. Saves are generally used in extreme situations wherein quick action on the part of the character can either prevent or mitigate serious consequences. Fortitude Saves are used in situations where a character's toughness can mitigate the situation (such as whether or not a character will contract a disease after they've been exposed to it). Reflex Saves are needed when the ability to move instinctively is needed (such as moving to avoid falling boulders or pulling the D-ring to eject from an exploding fighter). Willpower Saves are needed when mental fortitude is required to keep a character from doing something against their will (such as trying to avoid becoming paralyzed with fear after taking a nasty weapon hit). The determination of a character's Saves is dependent upon the value of certain Traits: their <u>Health</u> Trait score is used as the base for their Fortitude Save, <u>Reflexes</u> for their Reflex Save and <u>Discipline</u> for their Willpower Save. The designer must add the character's **Physique** DC modifier to the base value for their Fortitude Save, their **Finesse** DC modifier to the base value for their Reflex Save and their **Acumen** DC modifier to the base value for their Willpower Save. Finally, a value of thirty is added to all three Save values. The final results of these calculations become the DCs of the character's individual Saves.

*Doctor Freeman's derived stats can now be determined. As previously mentioned, her **Physique** DC modifier is +6; this is added to the 60 base HP/NHP count for Terrans to give her an HP and NHP of 66 each (60 + 6 = 66). Her **Finesse** modifier is +6 and she hasn't been given any armor yet. She also has no weapons yet, so only her HP counts towards her SI; her SI is also 66 for the time being. A Terran has a base HD count of 50/50/50 as listed in the species' Basic Characteristics. Lisa therefore has an HD and THD of 44 and an FHD of 50 (50 + 0 - 6 = 44; 50 - 6 = 44; 50 + 0 = 50). Since her **Finesse** DC modifier is +6, she has an **Initiative** value of 6. As a Terran, she can move at 6 kph,*

10 meters per round, 2 short-range combat increments, and one long-range combat increment every three rounds. She has 25 points in her general Security *Skill; her base attack value is 5 (25/5 = 5). She adds +2 to that amount from her* **Power** *DC Modifier, making her MAB +7 (5+2 = 7). She also adds +6 for her* **Finesse** *modifier to the base amount, getting +11 for her RAB (5+6 = 11). She didn't take any points in* <u>Health</u>, <u>Reflexes</u> *or* <u>Discipline</u>, *so the base value of all three of her saves is zero. She has a* **Physique** *modifier of +6, a* **Finesse** *modifier of (once again) +6 and an* **Acumen** *modifier of +5; she therefore has a Fortitude Save DC of 36, a Reflex Save DC of 36, and a Willpower Save DC of 35 (30 + 0 + 6 = 36; 30 + 0 + 5 = 35).*

Add any additional "finishing touches".

Once their derived stats have been calculated, a character is playable. The designer may stop at this point or they may choose to go on and add "finishing touches" to their character, depending on how many details of their character's life they wish to establish right away. Many good role-players will go on and add more details to their characters; doing so adds more depth to them and may explain some of the choices the designer made during their creation. A character's finishing touches can even serve as a launching point for an adventure.

There are a few "finishing touches" that should not be neglected:

- **Name:** If the character hasn't been named yet, now would be a really good time. Example names for characters of a given species are listed in the Onomastikon section of their profile along with the convention used by that species for names. If using a character record sheet, the character's name goes in the *Character* field.
- **Gender:** This may or may not be obvious from the name picked out for the character depending on the species. There are few real game effects that depend upon being male-versus-female-versus-something else; when they occur, they usually crop up during the course of gameplay.
- **Billet:** Occupation is another term for this trait - it describes the job the character performs for a living. This could be anything from a ship's captain to a lowly burger flipper out on some backwater outpost...
- **Age:** A character's age has some in-game effects and can therefore be a vitally important piece of information. There are six categories of ages for each species, known as **life stages**: Child, Adolescent, Adult, Middle Age, Old Age, and Venerable Age. It's generally assumed that a character being created with this procedure is in their Adult life stage, giving them time to gain the knowledge and experience reflected in their Skill scores. If this is not the case, their scores will need to be adjusted. Pre-Adult phase characters have temporary drains on their Attributes; if creating a pre-adult character, a designer should go ahead and assign their stats as with a normal character but make the following set of temporary adjustments when done. A Child takes a -20 DC penalty to all physical Attribute Checks, a -10 DC penalty to all mental Attribute Checks except when they are learning Skills and automatically fail all Discipline Checks. An Adolescent takes a -5 DC penalty to all Attributes and must treat all Discipline Skill Checks as having a DC of 10 regardless of their actual score. The penalties on pre-Adult characters are lifted when the character reaches the Adult life phase. Post-Adult characters have permanent drains and bonuses to their Attribute Checks; a designer should create the character as normal but apply the bonuses/penalties to the character as needed. Middle-Aged characters take a -5 point drain to all physical Attributes and receive five points to all mental Attributes. Old-Aged characters take a -10 point drain to all physical Attributes and receive five points to all mental Attributes. Venerable Aged characters take a -15 point drain to all physical Attributes and receive five points to all mental Attributes. Post-Adult gains and drains are cumulative with each life stage (i.e. a

Venerable Age character will have lost a total of thirty points to their physical Attributes over their lifetime). Bonuses and penalties are applied when a character ages into the next age bracket for their species. When a character reaches Venerable Age, their controlling player should perform the **Lifespan** roll indicated in the species' Basic Characteristics for their character. The resultant age is their character's maximum age; when they finally reach the indicated age, the character will die from old age at some point prior to their next birthday.

- **Height:** This is an indication of the character's "long dimension" (see Chapter 10.2.7). Along with the character's weight and the character's physical Attributes, this little factoid helps to indicate the character's overall build. Height can be determined via the die roll indicated in the character's race profile.
- **Weight:** This is an indication of the character's mass. Along with the character's height and physical Attributes, this little factoid helps indicate the character's overall build. Weight can be determined via the die roll indicated in the character's race profile.
- **Size Class:** Characters have a "Size Class", which is based upon a "bounding box" volume (*the minimum required dimensions of a box needed to contain the whole of the character*). A character's Size Class is directly determined by their species; the Size Class value is listed in the Basic Characteristics section of the corresponding race profile. Size Class is important for a number of actions that may take place during combat.
- **"Handedness":** This stat is called "handedness" for lack of a better term; it's entirely possible that a character has no hands whatsoever. Any character with motor appendages may use one of them more predominantly than the others; when a character has a dominant motor appendage, their "handedness" is in that specific appendage. For example, most Terrans use their right hand predominantly and are thus considered "right-handed"; their handedness is "right". Handedness is important in combat as using the non-dominant appendage (called "using the off-hand") can inflict significant penalties to certain actions.
- **Equipment:** After creating a character, it's not uncommon for a player to want to purchase vital tools. This includes weapons, armor, shields, computers, medicines, food and so forth. Equipment and purchases are discussed in Chapter Five. The amount of money a beginning character receives initially is dependent upon their <u>Wealth</u> Trait; the designer must multiply their <u>Wealth</u> Trait by 30 and add the result to €900 to determine how much money they receive. Note that characters who have <u>Wealth</u> as a Complication will begin with less than €900 and may in fact start out with no money at all if they have <u>Wealth</u> -30. Regardless of how much money they receive, a character receives one outfit free of charge except under unusual circumstances as determined by the GM. GMs may want to restrict the kind of gear available to beginning characters for a number of reasons.

Here are some suggestions for other details to add to a character; these are optional at the time of the character's creation:

- **Distinguishing Marks:** Distinguishing marks help to identify a character and make them unique among the many members of their species. These can be mundane (*such as red hair, blue eyes, dark skin, etc.*) or something more exotic (*such as a jagged scar, third nostril, hypomelanism, etc.*). Some of the more exotic marks may have game effects; a player should consult with a GM before giving their character an exotic distinguishing mark.
- **History:** No good role-player ever neglects their character's history. Characters don't just pop into the world, (*unless they do; this is science-fiction after all*). The vast majority of characters will have a backstory that includes such details as where they were born, the kind of place where they were raised, a family life and other events and experiences that ultimately lead them to where they are, who they are and why they do things the way in which they do them. Characters may have secrets about their life from their experiences; these little tidbits can become elements of an adventure or possibly even its main focus.

- **Personal Goals:** A logical outgrowth of a character's history is a series of personal goals, things that they want to accomplish in their life before they die. Personal goals may be wide-reaching (such as attempting to become a public official or opening up a successful business) or they can be relatively mundane (such as wanting to get married and start a family). As with their history, a character's personal goals may serve as a focus for an adventure as the character tries to fulfill them. All personal goals must be specific, measurable and achievable (*provided that is in line with the character in question; insane characters, for instance, may have personal goals that are in no way achievable*). Personal goals should also not be related to the character's chosen profession in any way. GMs should be willing to award a character that fulfills a personal goal with extra building points, the amount of which should be commensurate with importance of the goal fulfilled.
- **Personality:** All characters have personality, something which indicates how the character acts, what their likes and dislikes are, what makes them react in whatever way they react, whatever code of ethics they live by and their overall life outlook. If a character is a PC, it's best if their personality is compatible with that of the player; this makes being the character more natural for a player. A character's personality can change over time as the character grows, develops and has new experiences.

Dr. Freeman's "Finishing Touches"

The addition of finishing touches does not have to be done at the time the character is created; indeed, they can be added through the course of game-play. The level of development a character reaches is entirely dependent upon the player who portrays them and how much work they want to put into their development.

Lisa's player decides to add a few details to her character. She obviously already has both a name and a gender. She will be assigned as the Chief Medical Officer (i.e. the Doctor) aboard TCS Aberwyvern, an Exeter-class Destroyer. Since Lisa has some medical skill, the player decides that she has just completed a fellowship and is about thirty years old. This makes Lisa an Adult, so none of her stats need to be modified. The player rolls the dice for Lisa's height and weight; she is 1.9 meters tall and weighs 80 kilograms ... so she is taller than average for a female but of average build. Terrans are a Character Size Class 5 species; Lisa is also that Size Class. The player decides to make Lisa left-handed, fair-skinned, blonde-haired and blue-eyed, with pierced ears.

Lisa's Wealth Trait lets her start out with a little more money than normal for purchasing initial equipment (€1050, to be exact). She selects a Military Service Uniform for her free outfit - which makes sense if she's serving on a Confederation Naval ship - as well as a Trouser Holster and a Satchel to hold all of her stuff. She arms herself with a Third Class Phased Shot Laser, a good weapon of variable lethality; she'll put it in her trouser holster. She purchases a First Class Ballistic

Mesh as well as a Second Class Energy Shield, the latter of which she deploys in her uniform's holster pocket. She purchases a PDA and a Short-Range Communicator along with spare batteries for her gun and shield, all of which she places in her uniform pockets. She also purchases a chronometer, which she straps to her wrist. Finally, she purchases three Vita Kits, placing them in her satchel. After all of these purchases, she has €13.15 cash remaining. Her Ballistic Mesh inflicts a +1 penalty to all of her HD ratings, so her final HD ratings are 45/45/51. The Hand Laser can do 35 points of damage, the Ballistic Mesh offers 50 AHP of protection and the Energy Shield offers up 100 SHP. The Armor and Shield Hit Points are added into her HP and the gun damage is added into her SI along with the AHP and SHP, giving her a final SI of 251 (66+35+50+100 = 251) and 216 HP total.

*Now the player begins filling in personal details: Lisa was born into a middle-class family. She had a disease during her childhood (leukemia) and was subjected to a long medical stay in a hospital while undergoing treatment; this led to her interest in medicine but also to a simmering resentment towards her situation and her life outlook, possibly explaining her somewhat bad <u>Temper</u>. Having ultimately been cured of cancer, Lisa recovered but never developed a lot of strength afterwards, hence her low **Power** score. In high school she was part of a track and field team; she wasn't so great at it, but at least it helped her keep limber and helped her develop some stamina. She ultimately went to medical school to fulfill her childhood ambition of becoming a doctor. She ultimately joined the Confederation Navy as a means of paying off her student loans after being fired from her fellowship with the renowned diagnostician Dr. Grigori Domom.*

Lisa does have a bit of a <u>Temper</u>, so it can be hard for her to make new friends. So far it hasn't led her to any incidents of insubordination, but she is aware that it could happen actively tries to keep it reined in. She doesn't make friends easily, though she is generally easy-going towards the people she trusts. She will drop everything to help someone who is in need of medical help and remains steady in a crisis.

The player decides that's enough about Lisa for the time being but continues to consider what she'd like to do with the character. Meantime, the GM begins to tell a fateful tale about the crew of TCS Aberwyvern...

Rapid Character Generation Routine

There are sixteen unique sapient species in WCRPG; something that should be obvious from that fact is that there are a countless number of beings within the Wing Commander Universe. Every individual within each of those various societies performs some kind of function within them, be it as a leader, builder, artist, criminal or whatever. A GM may want to include any one of these individuals at any point in an adventure. If the GM wants to add a character merely as window dressing for a scene, creating a full-on character may seem like a total waste of time. The bad news is that all characters in the game need stats regardless of how minor their role is intended to be, because a GM can't predict when their players will do something totally unexpected and make the little background character do something they didn't intend (such as include them in a combat situation). The good news is that there are two procedures a GM can use in order to build a full set of stats for these characters with a minimal amount of fuss. Note that these procedures aren't designed to replace the character creation process but to try and speed it up as much as possible - hence the term "rapid creation routine". It's also possible to use the procedures more as guidelines; swapping out points between Skills or assigning a different Trait than what's indicated is perfectly acceptable.

To use one of the rapid character generation processes, a player needs to select a character archetype immediately after they select their race; this is the only step that must be added to the normal creation routine. **Character archetypes** are defined as original character models from which

all other similar persons are patterned. Character archetypes in WCRPG consist of "point allocation" tables, which set the number of points in each of the character's Skills as well as the number and degree of their Traits. Basically, the archetype table makes all the difficult decisions for the designer, giving the character expertise in a skill set that best suits their desired purpose.

Between the number of archetypes available and the number of species that are in the game, there are unfortunately far too many possible combinations (over a thousand) to list out them all out explicitly and so it will still be necessary for a designer to do a little bit of work. That said, most of the underlying math has been completed for the creator; it's only left for them to reference the tables included herein to get the final values.

Rapid Creation Routine Without Hero Points

The rapid creation routine works best when a character doesn't require hero points (civilians, background characters and fairly weak opponents work well under this schema). That's not to say that the rapid routine cannot be used with hero points, only that the use of hero points will make the process more complex. The procedure for using hero points with the rapid routine is discussed in the next section.

Once a character's species and archetype have been selected, the procedure is largely a matter of filling in the indicated point values for Attributes, Disciplines and Skills and determining the character's derived statistics as normal. Information on Traits for the character is included with the character archetype; the designer needs to make a 1d5 roll and use the Trait set indicated by the result or just select whichever one they like best.

After the character's Traits have been set, their Discipline and Discipline Skill scores should be determined. The character archetype table contains a list of "priorities" for each of the character's Discipline Skills, which indicate the Skills most needed by a character utilizing it. Skills listed first (further to the left) are more important than ones listed later (to the right) and as a result will receive more points. Note that without the use of hero points it is possible for a Skill to receive no points; the Quinary Discipline Skill (lowest priority) will always have no points in this case. The Disciplines themselves are also listed as a set of priorities, with more important Disciplines listed first (towards the top) and less important ones last (towards the bottom). To determine the number of points going to an individual Discipline, the designer must find the row on the table below corresponding to the number of points in the character's Discipline Point Pool and distribute the points as indicated.

Distribution of Points for Disciplines based on Number of Points in the Discipline Point Pool, without Hero Points							
Points	Primary Discipline	Secondary Discipline	Tertiary Discipline	Quaternary Discipline	Quinary Discipline	Senary Discipline	Septenary Discipline
0	0	0	0	0	0	0	0
5	5	0	0	0	0	0	0
10	10	0	0	0	0	0	0
15	10	5	0	0	0	0	0
20	15	5	0	0	0	0	0
25	15	10	0	0	0	0	0
30	15	10	5	0	0	0	0
35	20	10	5	0	0	0	0
40	20	15	5	0	0	0	0
45	20	15	10	0	0	0	0
50	20	15	10	5	0	0	0
55	25	15	10	5	0	0	0

60	25	20	10	5	0	0	0
70	25	20	15	10	0	0	0
80	30	20	15	10	5	0	0
90	30	25	20	10	5	0	0
100	30	25	20	15	10	0	0
110	35	25	20	15	10	5	0
120	35	30	25	15	10	5	0
130	35	30	25	20	15	5	0
140	35	30	25	20	15	10	5
150	40	35	25	20	15	10	5
160	40	35	30	25	15	10	5
170	40	35	30	25	20	15	5
180	45	35	30	25	20	15	10
190	45	40	35	25	20	15	10
200	45	40	35	30	25	15	10
210	45	40	35	30	25	20	15
220	50	45	35	30	25	20	15
230	50	45	40	35	25	20	15
240	50	45	40	35	30	25	15
250	55	45	40	35	30	25	20
260	55	50	45	35	30	25	20
270	55	50	45	40	35	25	20
280	55	50	45	40	35	30	25
290	60	55	45	40	35	30	25
300	60	55	50	45	35	30	25
310	60	55	50	45	40	35	25
320	65	55	50	45	40	35	30
330	65	60	55	45	40	35	30

Once the number of points for a given Discipline has been determined, the designer may use the table below to determine how those points will be distributed amongst the corresponding set of Discipline Skills.

Distribution of Points for Discipline Skills based on Discipline Score, without Hero Points				
Points	Primary Discipline Skill	Secondary Discipline Skill	Tertiary Discipline Skill	Quaternary Discipline Skill
0	0	0	0	0
5	5	0	0	0
10	10	0	0	0
15	10	5	0	0
20	15	5	0	0
25	15	10	0	0
30	15	10	5	0
35	20	10	5	0
40	20	15	5	0
45	20	15	10	0
50	20	15	10	5
55	25	15	10	5
60	25	20	10	5
65	25	20	15	5

In all cases where a designer may assign points to a specific Discipline Skill, they have the option to assign those points to either the general Skill or to any specialization or combination of specializations. It's generally assumed that a creator building a character in a hurry will simply assign points to the general Skill. No guidelines have been provided for the assignment of Skill points to specializations, though it's generally recommended that any rapidly-built character be kept to a single specialization under a given Skill and that it be related to the character's occupation.

Another factor that needs to be taken into account when determining which Discipline Skills will receive points is the technological era of the character's species. There are some Discipline Skills that would not serve more primitive races at all (such as *Starship Piloting*) and some that may not see frequent use (such as *Translate* if the character is from a race that has a single language and no contact with other starfaring races). The archetype tables have been set up to make any resultant character as generic as possible, so that the results will be applicable to any technological era. That said, character designers may make a few substitutions to make their characters more or less advanced as need be. They can also *split* the available points with another Discipline Skill (splits should divide the available points up as evenly as possible). Substitutions may be made for the following set of Discipline Skills:

- *Orientation* may be split or swapped with *Astrogation*.
- *Ballistics* may be split or swapped with *Marksmanship*.
- *Vehicle Piloting* may be split or swapped with *Starship Piloting*.
- *Defenses* may be split or swapped with *Internal Systems*.
- *Mechanics* may be split or swapped with *Faster-Than-Light Mechanics*.

Attributes and Attribute Skills are determined next; Attributes and Attribute Skill Scores are handled a little differently from Discipline and Discipline Skill scores. As with Disciplines, all Attributes have a set of priority listings for their individual Skills and are themselves listed as a set of priorities. Attribute priorities are determined in two different ways: their overall priority (considering all six attributes) and their categorical priority (a priority set that only considers the Attribute within its category as either a physical or mental Attribute). When the system is used without hero points, only categorical priority matters and handling Attributes is generally the same as handling Disciplines. To determine the number of points going to an Attribute, the designer must find the row on the table below corresponding to the number of points in the character's physical or mental Attribute Pool as appropriate and assign to it the number of indicated points based on its categorical priority.

Determination of Scores for Attributes based on Number of Points in the physical or mental Attribute Point Pool, without Hero Points			
Points	Primary Attribute Score	Secondary Attribute Score	Tertiary Attribute Score
0	0	0	0
15	10	5	0
25	15	10	0
30	15	10	5
45	20	15	10
50	25	15	10
60	25	20	15
75	30	25	20
90	35	30	25
100	40	35	25
105	40	35	30
120	45	40	35
125	50	40	35

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135	50	45	40
150	55	50	45
175	65	60	50
200	75	65	60
225	80	75	70
250	90	85	75

Once the number of points in a given Attribute has been determined, the designer may use the table below to determine how those points will be distributed amongst the corresponding set of Attribute Skills.

Distribution of Points for Attribute Skills based on Attribute Score, without Hero Points			
Points	Primary Skill	Secondary Skill	Tertiary Skill
0	0	0	0
5	5	0	0
10	10	0	0
15	10	5	0
20	15	5	0
25	15	10	0
30	15	10	5
35	20	10	5
40	20	15	5
45	20	15	10
50	25	15	10
55	25	20	10
60	25	20	15
65	30	20	15
70	30	25	15
75	30	25	20
80	35	25	20
85	35	30	20
90	35	30	25

As with Discipline Skills, a character designer may always opt to assign any points allocated to an Attribute Skill to either the general Skill or to any specialization or combination of specializations, with the general assumption that a designer building a character in a hurry will simply assign points to the general Skill.

Once the Attribute Skill scores have been set, the character's derived statistics and finishing touches can be determined using the methods discussed in the general character creation procedure. Characters created through the rapid routine are usually assumed to be the minimum Adult age for the species. If an older or younger character is needed by the designer, the character can be adjusted as they see fit but the designer should be ready to apply any changes that might need to be made due to life stages. Characters created through the rapid routine are assumed to be of average mass and long dimension for their species (assume results of 3 on any die roll for mass and long dimension). In situations where there is some sexual dimorphism, the player may either select a gender at random or use a roll of 1d2 to make a final selection (a result of one indicating male and two indicating female or whatever results are appropriate to the species). All other aspects of the character (such as a name, handedness, distinguishing marks, history and personality) are left up to the designer to fill in at their own discretion.

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At this point, the creator can either decide to call the character done or go ahead and give them equipment. Each archetype table includes a short "starting package" consisting of several basic pieces of equipment a character of that archetype is likely to own as well as its cost and effect to their resultant total encumbrance class. The designer may choose to give their character money and equipment as normal or use the indicated starting package. If an equipment package is used, the designer will need to roll for the character's money. This is usually a 3d5 roll multiplied by €30, adding or subtracting one die for every five points in the character's <u>Wealth</u> trait; the result is the amount of money they have on hand. Some archetypes will roll more or fewer dice for money; designers should check the archetype's notes before making any roll. If a character would end up rolling a negative number of dice, the designer may choose to either give the character no money at all or roll the equivalent number of dice and *apply it as an outstanding debt*. In addition to the gear indicated, creators may choose up to two additional pieces of equipment to add to the character at their own discretion. All gear in the starting package is subtracted from the character's starting money; if they cannot afford the starting package, any amount remaining to be paid off is applied as an outstanding debt. If a holster is indicated in the character's starting package (either by itself or as part of an outfit), they may be given a weapon of the designer's choice; the cost of the weapon is not subtracted from the character's starting money. Characters belonging to certain archetypes may also have armor added to their starting package without the cost being subtracted from their money; archetypes that allow for free armor are indicated in their notes. Finally, it should be noted that some of the gear is designed for characters from more advanced societies, which may not be applicable to those from more primitive civilizations. Characters from Metal Age societies will need to have any Chronometer removed; ones from Stone Age societies will need to have any Wallet removed as well. In both cases, the designer may choose whether or not they want to subtract the cost of the removed gear from the cost of the starting package.

The starting package is okay for most minor characters, but sometimes a designer will want a character to be instantly ready for high adventure (or perhaps they just want them to have more crap available). In those cases, the designer may decide to give them a **fast pack**, a pre-selected set of gear designed to be useful in most adventuring situations. Fast packs have been built around the idea of using a Wilderness Backpack (a staple of role-playing games and one of the largest container objects in WCRPG) as the primary container for the gear; hence the name. As with the starting package, this cost of this gear is subtracted from the character's money; if they cannot afford to purchase a fast pack, they may take on any remaining amount as a debt as with the starting package (though coupling debt from the purchase of a fast pack with an already existing debt is not recommended). Six of the fast packs are "crew packs" designed for specific capital ship crewmembers; these packs are generally a lot more expensive than the others, so designers are welcome to say that they are "ship's property" rather than inflicting any personal cost upon a character. Gear in crew packs includes Starfaring Age equipment, so their use is not recommended for members of more primitive societies. Five "wilderness packs" for Starfaring, Industrial and Metal Age societies are also available for more general adventuring purposes. One of these may be selected using a 1d5 roll for the character's technological level or selected at the creator's discretion. There is also one fast pack available for Stone Age societies. The EC and size of the individual pieces of equipment in the packs is included; this has been done in case the total size of EC of the pack is too much for a character and if the designer would like to make adjustments (it's generally recommended that the *second or third* largest item be removed from a pack first if necessary, as the largest item usually is what makes a pack unique). The specific contents of the various fast packs are outlined in the table below:

Fast Packs			
Name	Cost	TEC	Total Size	Equipment Included
Science Officer's Crew Pack	€911.35	36	369	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Environmental Scanner (EC4; 16), Science Kit (EC8; 256).
Navigator's Crew Pack	€263.15	28	105	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Hand-held Global Navigation/Triangulation System (EC2; 4), Compass (EC2; 4).
Engineer's Crew Pack	€2,153.45	32	353	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Engineering Toolkit (EC8; 256).
Communications Officer's Crew Pack	€443.70	35	140	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Large Battery x2 (EC3; 8), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Translator (EC2; 4), Distress Beacon (EC5; 32).
Doctor's Crew Pack	€1,507.95	32	353	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Medical Kit (EC8; 256).
Security Officer's Crew Pack	€411.50	32	353	Backpack (Wilderness), PDA (EC2; 4), Ship-Linked Communicator (EC3; 8), Flashlight (Terrain-Proof) (EC4; 16), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Security Kit (EC8; 256).
Stone Age Wilderness Pack	€56.40	16	64	Backpack (Wilderness), Hip Pack, Luxury Food* (1wk) (EC5; 32), Rope (EC5; 32), Back Holster, Hip Holster, Quiver (EC3; 8).
Metal Age Wilderness Pack One	€88.10	45	416	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Acid Vial (EC2; 4), Matches (EC2; 4), Canteen (EC5; 32), Luxury Food* (1wk) (EC5; 32), Mess Kit (EC7; 128), Weapon Cleaning/Repair Kit (Mechanical) (EC2; 4), Lockpick Kit (Mechanical) (EC2; 4), Soda (EC6; 64), Bandage (EC4; 16).
Metal Age Wilderness Pack Two	€77.85	37	341	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Acid Vial (EC2; 4), Matches (EC2; 4), Canteen (EC5; 32), Luxury Food* (1wk) (EC5; 32), Journalist's Notepad (EC2; 4), Pencil (EC0; 1), Weapon Cleaning/Repair Kit (EC2; 4), Mess Kit (EC7; 128), Handcuffs (Metal) (EC2; 4).
Metal Age Wilderness Pack Three	€110.25	44	756	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Acid Vial (EC2; 4), Matches (EC2; 4), Canteen (EC5; 32), Luxury Food* (1wk) (EC5; 32), Backpack Tent (EC9; 512), Rope (EC5; 32), Lockpick Kit (Mechanical) (EC2; 4), Weapon Cleaning/Repair Kit (EC2; 4), Handcuffs (Metal) (EC2; 4).
Metal Age Wilderness Pack Four	€71.75	43	382	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Acid Vial (EC2; 4), Matches (EC2; 4), Canteen (EC5; 32), Luxury Food* (1wk) (EC5; 32), Mess Kit (EC7; 128), Compass (EC2; 4), Hip Flask (EC1; 2), Tarp (EC5; 32), Bandage (EC4; 16).
Metal Age Wilderness Pack Five	€102.55	46	621	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Acid Vial (EC2; 4), Matches (EC2; 4), Canteen (EC5; 32), Luxury Food* (1wk) (EC5; 32), Mess Kit (EC7; 128), Compass (EC2; 4), Rope (EC5; 32), Field Binoculars (EC8; 256), Chewing Gum (EC0; 1).
Industrial Age Wilderness Pack One	€112.75	37	343	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), Canned Food (1wk) (EC5; 32), Mess Kit (EC7; 128), Weapon Cleaning/Repair Kit (EC2; 4), Multi-Tool (EC1; 2), Purification Tablets (EC2; 4)
Industrial Age Wilderness Pack Two	€106.60	34	276	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), Canned Food (1wk) (EC5; 32), Toiletry Kit (EC6; 64), Mechanical Pencil (EC0; 1), Journalist's Notepad (EC2; 4), Multi-Tool (EC1; 2)
Industrial Age Wilderness Pack Three	€132.75	42	755	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), Canned Food (1wk) (EC5; 32), Backpack Tent (EC9; 512), Rope (EC5; 32), Lockpick Kit (Mechanical) (EC2; 4), Multi-Tool (EC1; 2)
Industrial Age Wilderness Pack Four	€82.40	36	246	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), Canned Food (1wk) (EC5; 32), Duct Tape (Mini Roll) (EC0; 1), Mechanical Lubricant (EC3; 8), Thermos Bottle (EC4; 16), Hotplate (EC4; 16)
Industrial Age Wilderness Pack Five	€85.90	45	433	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), Canned Food (1wk) (EC5; 32), Toiletry Kit (EC6; 64), Mess Kit (EC7; 128), Compass (EC2; 4), Rope (EC5; 32)
Starfaring Age Wilderness Pack One	€99.55	37	343	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Mess Kit (EC7; 128), Weapon Cleaning/Repair Kit (EC2; 4), Multi-Tool (EC1; 2), Purification Tablets (EC2; 4)

Starfaring Age Wilderness Pack Two	€93.40	34	276	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Toiletry Kit (EC6; 64), Mechanical Pencil (EC0; 1), Journalist's Notepad (EC2; 4), Multi-Tool (EC1; 2)
Starfaring Age Wilderness Pack Three	€119.55	42	755	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Backpack Tent (EC9; 512), Rope (EC5; 32), Lockpick Kit (Mechanical) (EC2; 4), Multi-Tool (EC1; 2)
Starfaring Age Wilderness Pack Four	€62.20	36	246	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Duct Tape (Mini Roll) (EC0; 1), Mechanical Lubricant (EC3; 8), Thermos Bottle (EC4; 16), Fire Jelly Can (EC4; 16)
Starfaring Age Wilderness Pack Five	€72.70	45	433	Backpack (Wilderness), Hip Pack, Bedroll (EC7; 128), Flashlight (Domestic) (EC3; 8), Small Battery (EC0; 1), Matches (EC2; 4), Canteen (EC5; 32), P-Ration (EC5; 32), Toiletry Kit (EC6; 64), Mess Kit (EC7; 128), Compass (EC2; 4), Rope (EC5; 32)

Let's go through a practical example to see how the rapid creation routine works; we'll create a generic Jarma trader. We'll need the Trader archetype for this example. Grabbing the racial stats for the Jarma, we know that they have 150 building points in their physical Attribute point pool, 175 in their mental Attribute pool and 220 points in their Discipline pool. Jarma also have the <u>Hunted</u> Complication at -10 due to their being considered a delicacy by the Haggans. Now we roll 1d5 to determine the trader's Traits: the result is one. Checking the template, we see that the result corresponds to a Trait set of <u>Reputation</u> at +5 and <u>Greed</u> at -5. We'll add the previously indicated <u>Hunted</u> Complication to these Traits; simple enough.

Disciplines are next; again, there are 220 points in the trader's Discipline Point Pool. We first need to consult the various tables to see how many points go into the various Disciplines. The archetype lists **Communications** *as the top Discipline, followed by* **Science**, **Navigation**, **Command**, **Tactical**, **Engineering** *and finally* **Medicine**. *Checking the table for 220 points, we see the point distributions are 50, 45, 35, 30, 25, 20 and 15. Therefore, our Jarma will have 50 points in* **Communications**, *45 in* **Science** *and so on.*

Looking the **Communications** *Discipline in the archetype table, we see that the Skill priority order is* Negotiate, *then* Rapport, *then* Intimidate, Distress, *and finally* Translate. *Fifty points are allocated to this Discipline; checking the point chart, twenty points go to the primary Discipline Skill, fifteen to the next, ten to the next, five to the next and none to the last (as always). So in this case, the character has twenty points in* Negotiate, *fifteen in* Rapport, *ten in* Intimidate, *five in* Distress *and none in* Translate. *The rest of the character's Discipline Skills can be determined similarly: we know our character will have twenty points in* Technology *and* Vehicle Piloting, *fifteen in* Archaeology, Security, Evasive Maneuvers *and* Damage Control, *ten in* Piloting, Orientation, Guidance, Marksmanship *and* Psychology, *and five in* Stealth, Coordination, Mechanics *and* Specialized Medicine. *All other Discipline Skills will receive no points. To keep things simple, we'll assign these points to the Skills only; no specializations will be assigned.*

Attributes come next. Once again, a Jarma has 150 points in their physical Attribute point pool and 175 in their mental Attribute pool. Checking the template, we see that the Attributes are ranked from top to bottom as **Charm**, **Intellect**, **Acumen**, **Finesse**, **Physique** *and* **Power**. *We'll set points for the mental Attributes first (using the point values indicated in the appropriate chart) simply because* **Charm** *is on top.* **Charm** *is the top mental attribute, so it will have 65 points assigned to it.* **Intellect** *is the next highest, so it has sixty points.* **Acumen** *is the lowest mental attribute, so it'll get fifty points. The top physical attribute is* **Finesse**; *from the same chart for 150 points, we know it'll get fifty-five points, with* **Physique** *receiving fifty and* **Power** *receiving 45. Now we check the point and archetype tables. For a score of sixty-five (the indicated number of points for* **Charm**), *the top Skill gets thirty points, the middle gets twenty and the bottom one gets fifteen. According to the archetype, this corresponds to a score of thirty in* Diplomacy, *twenty in* Personality *and fifteen in* Leadership *for our character. In a similar manner, we know the rest of the character's Skill scores: twenty-five in*

Cunning, *twenty in* Knowledge, *fifteen in* Resourcefulness, *twenty-five in* Performance, *fifteen in* Perception, *ten in* Survival, *twenty-five in* Hiding and Seeking, *twenty in* Dodge, *ten in* Dexterous Maneuvers, *twenty-five in* Concentration, *fifteen in* Recuperation, *ten in* Stamina, *twenty in* Brawling, *fifteen in* Three-Dimensional Maneuvers *and ten in* Lifting. Diplomacy *received thirty points, so we have no choice there but to take a specialization; we'll make one called "Pacifying Customers", which could certainly be useful for a merchant regardless of their personal ethics. We'll split the* Diplomacy *points evenly between the general Skill and the specialization; each receives fifteen. We won't assign specializations to any other Skills.*

At this point, the character is basically finished; after figuring up their derived stats, we can set a few finishing touches. The character will be 1.5 meters in height, 84 kilograms in mass (assuming all threes on both die rolls), and the minimum Adult age of eleven years old in this case. We'll use the starting package for the Trader archetype for our character. The Trader archetype is one of those that has a special roll for money, so we'll roll 4d5. The roll totals up to eight, so the character has €240. The starting package costs €45.75, so the character will start out with €194.25 (which is not too shabby). Since this is a beginning Trader character, we can be content not to give them any other pieces of equipment for now. We will still go ahead and give them a First Class Slugthrower since the equipment package does include a Duty Holster and we can get it for free.

Note that only two die rolls were necessary for this whole process and only one of those was needed to determine any of the character's abilities; all of the point levels were determined upon the selection of the character's archetype. Few decisions were really necessary on our part; the biggest one was probably determining the Diplomacy *specialization, which took only a little bit of thought.*

Rapid Creation Routine With Hero Points

As previously mentioned, the rapid character generation routine ***can*** be used with hero points, but it does have a tendency to complicate things and is a bit rigid. This is necessary in order to have pre-generated results. The rapid character creation routine allows designers to use hero points in pre-defined increments as a means of boosting the character's Attribute and Discipline scores (which in turn boosts their Skill scores). For the most part, the procedure is the same as it would be without hero points; the tricky part is figuring out where all those extra points are supposed to go.

If a designer wants to use hero points, they may roll 1d10 and multiply the result by 100 (zero counts as ten in this case) or select a multiple of one hundred up to one thousand arbitrarily; this sets the character's hero point level. Once the number of hero points has been selected, the designer may use the overall priority lists indicated in the character archetype table to distribute these hero points amongst the character's Attributes and Disciplines. These points are *added* to what would be indicated if the character creator was not using hero points; it's this addition which ultimately complicates matters. The amounts to be added to each Discipline and Attribute are outlined in the table below:

Hero Points	Primary Discipline	Secondary Discipline	Tertiary Discipline	Quaternary Discipline	Quinary Discipline	Senary Discipline	Septenary Discipline	Primary Attribute	Secondary Attribute	Tertiary Attribute	Quaternary Attribute	Quinary Attribute	Senary Attribute
				Rapid Generation Routine Hero Point Divisions For Attributes and Disciplines									
100	40	25	10	0	0	0	0	15	10	0	0	0	0
200	50	40	30	20	10	0	0	20	15	10	5	0	0
300	70	55	40	30	20	10	0	25	20	15	10	5	0
400	80	70	50	40	30	20	10	30	25	20	15	10	0
500	90	80	65	50	40	30	20	35	30	25	20	10	5
600	100	90	80	60	50	40	30	40	35	30	20	15	10
700	110	100	90	75	60	50	40	45	40	30	25	20	15
800	120	110	100	90	70	60	50	50	40	35	30	25	20
900	130	120	110	100	85	70	60	50	45	40	35	30	25
1000	140	130	120	110	100	80	70	55	50	45	40	35	25

The character stills receive the same number of points for their characteristics as they would without hero points; these points are assigned in the same manner (by categorical priority based on the number of points in the character's point pools). Once these points have also been allocated to the character's characteristics, the designer may begin allocating points to specific Skills. When hero points are being used, the following set of point tables should be used:

Points	Primary Discipline Skill	Secondary Discipline Skill	Tertiary Discipline Skill	Quaternary Discipline Skill	Quinary Discipline Skill
		Distribution of Points for Discipline Skills based on Discipline Score, with Hero Points			
0	0	0	0	0	0
5	5	0	0	0	0
10	10	0	0	0	0
15	10	5	0	0	0
20	15	5	0	0	0
25	15	10	0	0	0
30	15	10	5	0	0
35	20	10	5	0	0
40	20	15	5	0	0
45	20	15	10	0	0
50	20	15	10	5	0
55	25	15	10	5	0
60	25	20	10	5	0
65	25	20	15	5	0
70	25	20	15	10	0
75	25	20	15	10	5
80	30	20	15	10	5
85	30	25	15	10	5
90	30	25	20	10	5
95	30	25	20	15	5
100	30	25	20	15	10
105	35	25	20	15	10
110	35	30	20	15	10
115	35	30	25	15	10
120	35	30	25	20	10

125	35	30	25	20	15
130	40	30	25	20	15
135	40	35	25	20	15
140	40	35	30	20	15
145	40	35	30	25	15
150	40	35	30	25	20
155	45	35	30	25	20
160	45	40	30	25	20
165	45	40	35	25	20
170	45	40	35	30	20
175	45	40	35	30	25
180	50	40	35	30	25
185	50	45	35	30	25
190	50	45	40	30	25
195	50	45	40	35	25
200	50	45	40	35	30
205	55	45	40	35	30
210	55	50	40	35	30
215	55	50	45	35	30
220	55	50	45	40	30
225	55	50	45	40	35
230	60	50	45	40	35
235	60	55	45	40	35
240	60	55	50	40	35
245	60	55	50	45	35
250	60	55	50	45	40

Distribution of Points for Attribute Skills based on Attribute Score, with Hero Points

Points	Primary Skill	Secondary Skill	Tertiary Skill
0	0	0	0
5	5	0	0
10	10	0	0
15	10	5	0
20	15	5	0
25	15	10	0
30	15	10	5
35	20	10	5
40	20	15	5
45	20	15	10
50	25	15	10
55	25	20	10
60	25	20	15
65	30	20	15
70	30	25	15
75	30	25	20
80	35	25	20
85	35	30	20
90	35	30	25
95	40	30	25
100	40	35	25

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105	40	35	30
110	45	35	30
115	45	40	30
120	45	40	35
125	50	40	35
130	50	45	35
135	50	45	40
140	55	45	40
145	55	50	40
150	55	50	45

Once again, designers can make splits and swaps for certain Skills if they wish (as listed in the previous section). One thing to note about the use of hero points is that it is likely that many Skills will need to have specializations assigned to them, particularly as the number of hero points goes up. It is possible for the most advanced characters to have an indicated characteristic score that exceeds the maximum limits. In those cases, any extra points are lost; they may not be transferred to a different characteristic.

Once all the building points have been allocated to their Skills, all that remains is to generate the character's derived stats and add their finishing touches in the same manner as described in the previous section. For each hundred hero points allocated to the character, their age should be advanced by 1d5 years (or 1d5 months if that's how their species measures age).

One final thing to note about the procedure with hero points is that there is no stipulation for *using the **same** archetype table* throughout the entire procedure; it is possible for a character to be created with one archetype, *then swap out the archetype table* and finish them with a different table. Such "cross-archetype" characters may occur whenever a character has had a major change in their vocation at some point in their life. A cross-archetype character receives a one new Talent and one new Complication from any of the Traits indicated in the new archetype table. They may also roll one-half the number of dice (rounded down) indicated for additional money. Any *subsequent* archetypes used will reduce the amount of dice rolled for money by an additional half (*a character with three archetypes would get one-quarter the number of dice for money and so forth*). Characters do not gain additional equipment when taking a new archetype. In all cases, adding a new table requires the character to take at least 100 hero points specifically for their new archetype; characters may not exceed 1000 hero points at any time as a result of adding additional archetype tables.

Here's a practical example of the rapid character generation routine with hero points. Let's again use the example of a Jarma trader. As with the previous example, we'll need the Trader archetype and racial stats for the Jarma. The racial stats for a Jarma (once again) are 150 points in their physical Attribute building point pool, 175 in their mental Attribute pool and 220 points in their Discipline pool. Jarma also must have the <u>Hunted</u> Complication at -10; we'll mix things up a bit and say our Jarma has <u>Hunted</u> at -15 (perhaps he's got more than just Haggans hunting him).

First things first: we need to roll for a Trait set. The 1d5 roll comes up as a five; from the table, this gives the character <u>Education</u> at +10, <u>Linguistic Sense</u> at +10, and <u>Overconfident</u> at -20; we'll add the <u>Hunted</u> Complication from the character's race to their Traits. Again, this part is pretty simple.

*Now we need to figure out the number of hero points with which we'll be working. Let's let the die decide; the roll comes up as zero (a ten in this case), which we'll multiply by 100; the character will have 1,000 hero points, as far as they can go. Checking the Trader template, we see that overall **Communications** has the top priority for Disciplines, followed by **Science**, **Navigation**, **Command**,*

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*Tactical, Engineering and finally **Medicine**. For Attributes, **Charm** has the top spot, followed by **Intellect, Acumen, Finesse, Physique** and finally **Power**. Now, we need to look at the hero point allocation chart to see what points go where. At a thousand points, 140 points go to the top Discipline with ten fewer points per step down in priority, down to 80 and 70 for the final two Disciplines. 55 points go to the top Attribute with five fewer points per step down and 25 for the final Attribute. So in this case, 140 points will go to **Communications, Science** gets 130, **Navigation** gets 120, **Command** gets 110, **Tactical** gets 100, **Engineering** gets 80, and **Medicine** gets 70. For Attributes, **Charm** gets 55 extra points, **Intellect** gets 50, **Acumen** gets 45, **Finesse** gets 40, **Physique** gets 35 and **Power** gets a paltry 25 points.*

*Now we can distribute the normal amounts of points for a Jarma using the Trader template. Again, a Jarma has 220 building points in their Discipline pool, which will be distributed as per the chart in the previous section as 50, 45, 35, 30, 25, 20 and 15 in priority order. These amounts are added to what was given to the individual Disciplines from hero points. So, the final point totals for the character's Disciplines are 190 for **Communications** (140+50 = 190), 175 for **Science**, 155 for **Navigation**, 140 for **Command**, 125 for **Tactical**, 100 for **Engineering** and 85 for **Medicine**. We'll go ahead and distribute Attribute points while we're at it; the 150 points in the Jarma's physical Attribute pool distribute as 55, 50 and 45, while the 175 mental Attribute points distribute as 65, 60 and 50 in priority order. Adding these amounts to the previously allocated hero points gives us a final total of seventy points in **Power** (25+45 = 70), ninety-five points for **Finesse**, eighty-five points for **Physique**, 110 points for **Intellect**, ninety-five points for **Acumen** and 120 points for **Charm**.*

*Now we just need to consult the point allocation and archetype tables to see how many points each Discipline Skill receives. Looking at the archetype table for **Communications**, we see that the priority order is Negotiate, followed by Rapport, Intimidate, Distress and finally Translate. Checking the allocation chart for the 190 point entry, we see that fifty points goes to the top Discipline Skill, forty-five to the second, forty to the third, thirty to the fourth and 25 to the bottom Discipline Skill. Therefore, the character will have fifty points in Negotiate, forty-five in Rapport, forty in Intimidate, thirty in Distress and twenty-five in Translate. The rest of the character's Discipline Skills can be determined in a similar manner; for the sake of brevity, they will not be listed out explicitly here. Note that each of the Skills has been assigned more than 25 points (except for Translate) and therefore **must** have a skill specialization associated with them.*

*Attribute Skills will be treated similarly. We'll check the allocation and archetype tables once more, using **Charm** as the example. For a score of 120 points according to the allocation table, the top Skill gets forty-five points, the next gets forty and the last gets thirty-five. According to the archetype table, this corresponds to a score of 45 in Diplomacy, forty in Personality and thirty-five in Leadership for our character. We can find out the remaining Skill scores in a similar manner; once again for the sake of brevity, how they're determined won't be spelled out explicitly. The character also has 45 points in Cunning, forty points in Performance and Hiding and Seeking, 35 points in Knowledge and Concentration, thirty points in Resourcefulness, Perception, Dodge and Recuperation and Brawling, twenty-five points in Survival, Dexterous Maneuvers and Three-Dimensional Maneuvers, twenty points in Stamina and fifteen points in Lifting. Again, most of these Attribute Skills will require specializations.*

Since we added a thousand points to this character, we'll need to advance their age by 10d5 years. Rolling this amount comes out as thirty-five, which we'll add to the minimum Adult age of eleven, resulting in an age of forty-six and making our character one old lizard - Old Age, just short of the Venerable Age threshold. We'll need to adjust scores to reflect the increase in age; this means subtracting 15 points from physical Attributes (remember that these adjustments are cumulative for all life stages) and adding ten points to all mental Attributes; the easiest way to adjust the points is simply

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to add the ten points to the top priority mental Attribute Skills and subtract the 15 from the lowest priority physical Attribute Skills.

At this point, our character is basically complete. After figuring up their derived stats, we can make a few finishing touches. The character will be 1.5 meters in height and 84 kilograms in mass (assuming all threes on the die rolls). We'll use the starting package as listed in the Trader archetype for the character. Rolling 4d5 for money (again, a special roll due to the archetype) comes up as a ten; the character thus has €300 for purchases. We can go ahead and add a little more to this character given their level of advancement. We might like to give the character the Communications Officer's Crew Pack since most of that gear might be handy for traders, but we don't want to put the character in debt necessarily, so we'll pick a Starfaring Age Wilderness Pack. Rolling d5 comes up as a four, so we'll go with the fourth pack, costing the character €62.20 and taking them down to €192.05. We can also pick up to two more pieces of gear for the character; we'll go with a Short-Range Communicator and a Translator, which combined add €57.25 to the cost of their gear, bringing the character to €134.80 and four to the character's EC. There's more than enough room left over in the pack for the extra equipment, so we'll put it in there. Finally, the starting package comes with a hip holster, so we can pick a weapon free of charge; we'll go with a Second Class Dazzler. Why not; this guy's being hunted, after all.

Note that the only real decisions necessary in this entire were the selection of the character's gear and skill specializations. For all Skills and Traits, all of the point allocations were established upon the determination of the number of hero points involved. Few decisions were absolutely necessary on our part past that point; it just took a little longer to create the character due to the extra steps involved and due to the decisions we made with the character's gear.

2.4: ARCHETYPES

This sub-Chapter presents the archetype tables. Higher priority Attributes/Disciplines are listed above lower priority characteristics; their associated Skills are listed to their immediate right. Skills on the left-hand side of the row have the highest priority under a characteristic, while those on the left have lowest priority. Located immediately below the Attribute priority sets are the potential Trait sets. Each Trait set corresponds to a possible result on a 1d5 roll; the character will use the Trait set whose associated number matches the result of the roll. Finally, all tables contain a rudimentary equipment package. Because these archetype tables are designed to apply to peoples with various technological levels, none of the packages include any Starfaring Age technology. Debit Chits and Chronometers are Industrial Age technology; corresponding items can be substituted for them in the event that the character involved is from a more primitive society.

Administrator

It seems that no matter where one travels, one always finds someone whose job is merely to direct other people's work without doing much of it themselves. That's the job of an administrator: to direct, manage, execute, dispense and be a pain in the ass to all of their underlings.

Administrator					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Intimidate*	*Negotiate*	*Rapport*	*Translate*	*Distress*
Command	*Coordination*	*Inspire*	*Security*	*Guidance*	*Strategy*
Science	*Technology*	*Archaeology*	*Typhonology*	*Planetology*	*Geology*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Starship Piloting*	*Astrogation*

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Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Medicine	Specialized Medicine	Psychology	Intensive Care	Treatment	Xenobiology
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics

Attribute	Primary		Secondary		Tertiary
Charm	Diplomacy		Leadership		Personality
Intellect	Knowledge		Cunning		Resourcefulness
Acumen	Perception		Performance		Survival
Finesse	Dodge		Hiding and Seeking		Dexterous Maneuvers
Power	Three-Dimensional Maneuvers		Brawling		Lifting
Physique	Concentration		Recuperation		Stamina

Traits	1	Reputation +5, Greed -5
	2	Reputation +5, Social Status +5, Glutton -10
	3	Reputation +5, Education +5, Contacts +5, Allergic (Pollen) -15
	4	Reputation +5, Memory +5, Math Expert +10, Lecherous -10, Impulsive -10
	5	Wealth +10, Luck +5, Addicted (Stimulants) -5, Glutton -5, Overconfident -5

Equipment: Civilian Formal Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €100.80, TEC 1.

Artisan

Artisans are skilled manual workers who use tools and machinery in a particular craft. They are masters of that craft, building functional objects that are oftentimes beautiful as well.

Artisan					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Communications	Negotiate	Rapport	Intimidate	Distress	Translate
Science	Planetology	Archaeology	Geology	Typhonology	Technology
Navigation	Orientation	Vehicle Piloting	Astrogation	Stealth	Starship Piloting
Tactical	Marksmanship	Targeting	Ballistics	Evasive Maneuvers	Combat Maneuvers
Command	Inspire	Guidance	Security	Coordination	Strategy
Medicine	Psychology	Specialized Medicine	Intensive Care	Treatment	Xenobiology

Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Intellect	Resourcefulness		Cunning		Knowledge
Physique	Concentration		Recuperation		Stamina
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Acumen	Performance		Perception		Survival
Charm	Diplomacy		Personality		Leadership

Traits	1	Reputation +5, Mechanical Sense +5, Education -5, Wealth -5
	2	Reputation +5, Reflexes +5, Amputee (Motor) -10
	3	Reputation +10, Social Status +5, Obsessed (Perfection) -15
	4	Mechanical Sense +15, Discipline +5, Tightwad -20
	5	Reputation +5, Social Status +5, Wealth +10, Overconfident -20

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Assassin

In every society, there are people in positions of fame and/or power that can rally huge numbers to whatever causes they support. This usually means that there are other people that want those people permanently silenced. The assassin's job is to do the silencing by whatever means are most expedient.

Assassin					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Rapport	Intimidate	Distress	Negotiate	Translate
Command	Security	Guidance	Strategy	Coordination	Inspire
Science	Technology	Archaeology	Planetology	Geology	Typhonology
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Medicine	Specialized Medicine	Psychology	Xenobiology	Intensive Care	Treatment
Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Charm	Personality		Diplomacy		Leadership
Acumen	Performance		Perception		Survival
Intellect	Resourcefulness		Cunning		Knowledge
Physique	Concentration		Stamina		Recuperation
Power	Three-Dimensional Maneuvers		Brawling		Lifting
Traits	1	Reputation +5, Overconfident -5			
	2	Reputation +5, Luck +5, Impulsive -10			
	3	Reputation +10, Reflexes +5, Overconfident -15			
	4	Luck +5, Reflexes +1, Discipline +5, Impulsive -10, Social Status -10			
	5	Luck +10, Discipline +5, Social Status -15			

Equipment: Civilian Street Casual Outfit, Boots, Pocket Holster, Wallet, Deluxe Chronometer. Cost: €51.25, TEC 1.

Athlete

These are generally worthless members of society who somehow manage to con other people into thinking it's worth paying to go see them exercise. Athletes are people who actively participate in physical sports; they are really little more than glorified players of games, though there's no denying their awesome physical prowess.

Athlete					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Strategy	Inspire	Coordination	Guidance	Security
Communications	Rapport	Intimidate	Negotiate	Translate	Distress
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Combat Maneuvers	Ballistics
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Medicine	Intensive Care	Xenobiology	Specialized Medicine	Treatment	Psychology
Science	Archaeology	Technology	Planetology	Geology	Typhonology
Engineering	Damage Control	Defenses	Mechanics	Internal Systems	Faster-Than-Light Mechanics
Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Physique	Stamina		Concentration		Recuperation

Power	Three-Dimensional Maneuvers	Brawling	Lifting
Acumen	Perception	Performance	Survival
Charm	Leadership	Personality	Diplomacy
Intellect	Cunning	Knowledge	Resourcefulness

Traits		
	1	Comeliness +5, Obsessed (Glory) -5
	2	Discipline +5, Reputation +5, Addiction (Stimulants) -10
	3	Comeliness +5, Discipline +5, Reflexes +5, Obsessed (Glory) -15
	4	Discipline +5, Reputation +10, Reflexes +5, Overconfident -10, Addiction (Alcohol) -10
	5	Comeliness +10, Reputation +5, Overconfident -15

Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €45.55, TEC 1.

Notes: Characters using this archetype may roll 5d5 for starting money.

Barkeeper

Most societies need places where people can go to relax and forget their worries for a while. Barkeepers perform this function through the skill of bartending, mixing liquid chemicals (particularly those that cause intoxication when consumed in excess) in just the right proportions to generate various drinks.

Barkeeper					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Translate	Rapport	Negotiate	Intimidate	Distress
Science	Planetology	Archaeology	Geology	Technology	Typhonology
Medicine	Specialized Medicine	Intensive Care	Psychology	Treatment	Xenobiology
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Tactical	Marksmanship	Targeting	Evasive Maneuvers	Ballistics	Combat Maneuvers
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Command	Security	Coordination	Guidance	Inspire	Strategy

Attribute	Primary		Secondary		Tertiary
Acumen	Performance		Perception		Survival
Charm	Personality		Diplomacy		Leadership
Intellect	Knowledge		Resourcefulness		Cunning
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Physique	Concentration		Stamina		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting

Traits		
	1	Discipline +5, Comeliness +5, Social Status -5, Phobic (Death) -5
	2	Discipline +10, Social Status -5, Bleeder -5
	3	Discipline +5, Comeliness +5, Memory +5, Intolerant (Mean Drunks) -15
	4	Comeliness +5, Memory +5, Reflexes +10, Phobic (Debt Collectors) -10, Bleeder -10
	5	Memory +10, Reflexes +10, Intolerant (Violence) -20

Equipment: Civilian Casual Dress Outfit, Shoes, Trouser Holster, Wallet, Debit Chit, Chronometer. Cost: €41.00, TEC 1.

Bounty Hunter

Where there is law and order, there are going to be those out there who are doing their level best to run away from it. Some members of society can turn a tidy profit by doing what it takes to collect rewards on those who are fleeing from the law, not to mention the rewards offered up by less scrupulous members of society to catch people fleeing from *them*.

Bounty Hunter					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Tactical	Combat Maneuvers	Evasive Maneuvers	Targeting	Marksmanship	Ballistics
Navigation	Vehicle Piloting	Stealth	Starship Piloting	Orientation	Astrogation
Science	Technology	Archaeology	Planetology	Geology	Typhonology
Communications	Rapport	Intimidate	Distress	Negotiate	Translate
Command	Security	Guidance	Coordination	Strategy	Inspire
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Medicine	Specialized Medicine	Intensive Care	Xenobiology	Psychology	Treatment
Attribute	Primary		Secondary		Tertiary
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Acumen	Perception		Survival		Performance
Intellect	Resourcefulness		Cunning		Knowledge
Physique	Stamina		Concentration		Recuperation
Power	Three-Dimensional Maneuvers		Brawling		Lifting
Charm	Personality		Diplomacy		Leadership
Traits	1	Reputation +5, Scientific Sense +5, Overconfident -5, Lecherous -5			
	2	Scientific Sense +5, Navigational Sense +5, Overconfident -10			
	3	Quick Draw +10, Navigational Sense +5, Greed -15			
	4	Reputation +20, Impulsive -5, Greed -10, Lecherous -5			
	5	Quick Draw +10, Reflexes +10, Impulsive -20			
Equipment: Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €72.05, TEC 1.					
Notes: Characters using this archetype can be given up to Third Class armor as a free item.					

Business Owner

Commerce is the very life blood of most societies; without it, individuals within it would have to figure out how and where to get the things they need to survive all on their own, spending time that could otherwise be used for other endeavors. Some members of society specialize in the procurement of a particular set of goods; these individuals then often open up their own shops to distribute those goods and make money in the process.

Business Owner					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Security	Inspire	Guidance	Coordination	Strategy
Communications	Negotiate	Rapport	Intimidate	Distress	Translate
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Science	Archaeology	Typhonology	Technology	Planetology	Geology
Medicine	Specialized Medicine	Psychology	Intensive Care	Treatment	Xenobiology
Attribute	Primary		Secondary		Tertiary
Acumen	Perception		Performance		Survival
Intellect	Cunning		Knowledge		Resourcefulness
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Charm	Leadership		Diplomacy		Personality
Physique	Concentration		Recuperation		Stamina
Power	Lifting		Three-Dimensional Maneuvers		Brawling

Traits	1	Senses (Sound) +5, Greed -5
	2	Senses (Sound) +10, Tightwad -5, Reputation -5
	3	Contacts +5, Social Status +5, Wealth +5, Greed -15
	4	Wealth +20, Greed -10, Tightwad -5, Health -5
	5	Contacts +10, Social Status +10, Tightwad -10, Reputation -5, Health -5

Equipment: Civilian Casual Dress Outfit, Shoes, Back Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €68.80, TEC 1.

Notes: Characters using this archetype may roll 5d5 for starting money.

Clerk

Clerks are ubiquitous members of society found in any office space or running the cash registers at any store. They work with records, accounts and letters and are usually the ones doing any actual work while the owners and administrators are profiting off of them and making policies that ultimately will negatively affect their jobs.

Clerk					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Rapport	Negotiate	Distress	Translate	Intimidate
Science	Archaeology	Typhonology	Technology	Planetology	Geology
Navigation	Astrogation	Stealth	Orientation	Vehicle Piloting	Starship Piloting
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Command	Coordination	Guidance	Security	Inspire	Strategy
Medicine	Specialized Medicine	Intensive Care	Psychology	Treatment	Xenobiology
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics

Attribute	Primary	Secondary	Tertiary
Intellect	Knowledge	Resourcefulness	Cunning
Finesse	Dexterous Maneuvers	Hiding and Seeking	Dodge
Acumen	Performance	Perception	Survival
Charm	Personality	Diplomacy	Leadership
Power	Lifting	Three-Dimensional Maneuvers	Brawling
Physique	Concentration	Recuperation	Stamina

Traits	1	Health +5, Math Expert +5, Wealth -5, Curious -5
	2	Comeliness +10, Curious -5, Education -5
	3	Health +15, Wealth -15
	4	Health +5, Math Expert +5, Contacts +10, Intolerant (Unintelligence) -10, Education -10
	5	Math Expert +5, Contacts +5, Comeliness +5, Intolerant (Unintelligence) -15

Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €20.75, TEC 1.

Commander

Commanders are senior-ranking military officers, typically found in command of large units of people. These are the guys that make all of the command-level decisions for a group, who send their soldiers off to achieve strategic objectives or die trying.

Commander					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Command	*Inspire*	*Coordination*	*Strategy*	*Security*	*Guidance*
Tactical	*Combat Maneuvers*	*Evasive Maneuvers*	*Targeting*	*Ballistics*	*Marksmanship*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Starship Piloting*	*Astrogation*
Science	*Technology*	*Archaeology*	*Planetology*	*Geology*	*Typhonology*
Medicine	*Psychology*	*Specialized Medicine*	*Intensive Care*	*Treatment*	*Xenobiology*
Engineering	*Damage Control*	*Internal Systems*	*Defenses*	*Faster-Than-Light Mechanics*	*Mechanics*
Communications	*Rapport*	*Negotiate*	*Intimidate*	*Translate*	*Distress*
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	*Leadership*		*Diplomacy*		*Personality*
Physique	*Concentration*		*Stamina*		*Recuperation*
Acumen	*Perception*		*Performance*		*Survival*
Finesse	*Dodge*		*Dexterous Maneuvers*		*Hiding and Seeking*
Intellect	*Cunning*		*Knowledge*		*Resourcefulness*
Power	*Brawling*		*Three-Dimensional Maneuvers*		*Lifting*
Traits	1	Discipline +5, Reputation +5, Creed (Protect Nation) -5, Lecherous -5			
	2	Discipline +5, Social Status +5, Creed (Protect Nation) -10			
	3	Discipline +5, Reflexes +5, Quick Draw +5, Impulsive -15			
	4	Social Status +5, Reputation +10, Reflexes +5, Creed (Protect Nation) -10, Lecherous -10			
	5	Quick Draw +10, Reflexes +10, Impulsive -5, Obsessed (Vengeance) -5, Lecherous -10			
Equipment: Military Dress Uniform Outfit, Military Service Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €151.90, TEC 1.					
Notes: Characters using this archetype can be given up to Third Class armor as a free item.					

Con Artist

A common philosophy amongst most civilizations is that "there is a sucker born every minute". Con artists are unscrupulous people who take advantage of the fear and gullibility of others to gain their confidence, usually in an attempt to procure something for themselves. Most have no concern whatsoever for any feelings hurt by their ultimate and inevitable betrayal; those who do often don't stay in the business long enough to see a profit.

Con Artist					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Negotiate*	*Intimidate*	*Rapport*	*Translate*	*Distress*
Medicine	*Specialized Medicine*	*Psychology*	*Intensive Care*	*Treatment*	*Xenobiology*
Command	*Security*	*Inspire*	*Coordination*	*Guidance*	*Strategy*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Astrogation*	*Starship Piloting*
Tactical	*Evasive Maneuvers*	*Marksmanship*	*Ballistics*	*Targeting*	*Combat Maneuvers*
Engineering	*Mechanics*	*Damage Control*	*Internal Systems*	*Defenses*	*Faster-Than-Light Mechanics*
Science	*Technology*	*Archaeology*	*Planetology*	*Typhonology*	*Geology*
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	*Perception*		*Performance*		*Survival*
Charm	*Personality*		*Diplomacy*		*Leadership*
Intellect	*Resourcefulness*		*Cunning*		*Knowledge*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Concentration*		*Recuperation*		*Stamina*

Power		Brawling	Three-Dimensional Maneuvers	Lifting
Traits	1	Comeliness +5, Mechanical Sense +5, Greed -5, Luck -5		
	2	Empathic Sense +5, Nerves +5, Greed -10		
	3	Comeliness +15, Greed -15		
	4	Empathic Sense +5, Mechanical Sense +5, Nerves +10, Overconfident -10, Luck -10		
	5	Comeliness +10, Empathic Sense +10, Overconfident -20		
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.				

Courtesan

In aristocratic societies or circles one can sometimes find courtesans. Courtesans are kept mistresses of powerful noblemen, members of a royal family or perhaps even the sovereign himself. They're really high-class prostitutes, gathering fabulous wealth in exchange for their highly biological services.

Courtesan					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Negotiate	Rapport	Intimidate	Translate	Distress
Command	Security	Inspire	Guidance	Coordination	Strategy
Medicine	Psychology	Specialized Medicine	Treatment	Xenobiology	Intensive Care
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Science	Technology	Typhonology	Archaeology	Planetology	Geology
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Personality		Diplomacy		Leadership
Acumen	Performance		Perception		Survival
Intellect	Cunning		Knowledge		Resourcefulness
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Physique	Stamina		Concentration		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Traits	1	Comeliness +5, Education +5, Bleeder -5, Allergic (Pollen) -5			
	2	Contacts +10, Bleeder -5, Social Status -5			
	3	Comeliness +15, Addiction (Painkillers) -15			
	4	Contacts +10, Education +5, Reflexes +5, Bleeder -10, Allergic (Shelled Lifeforms) -10			
	5	Comeliness +10, Reflexes +10, Allergic (Pollen) -5, Addiction (Hallucinogens) -10, Social Status -5			
Equipment: Civilian Formal Dress Outfit, Shoes, Pocket Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €105.00, TEC 1.					
Notes: Characters using this archetype may roll 4d5 for starting money.					

Crime Lord

Crime takes on many forms in all societies. While most crimes are acts of passion committed by individuals, there are those out there who would use criminal means to gather wealth and power for themselves. The Crime Lord, though almost never referred to by that title, is the head of an organization dedicated to such a purpose.

Crime Lord					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Intimidate*	*Negotiate*	*Rapport*	*Distress*	*Translate*
Tactical	*Combat Maneuvers*	*Marksmanship*	*Ballistics*	*Targeting*	*Evasive Maneuvers*
Navigation	*Stealth*	*Vehicle Piloting*	*Orientation*	*Astrogation*	*Starship Piloting*
Command	*Security*	*Coordination*	*Guidance*	*Strategy*	*Inspire*
Science	*Technology*	*Archaeology*	*Typhonology*	*Geology*	*Planetology*
Engineering	*Internal Systems*	*Damage Control*	*Defenses*	*Mechanics*	*Faster-Than-Light Mechanics*
Medicine	*Psychology*	*Specialized Medicine*	*Xenobiology*	*Intensive Care*	*Treatment*

Attribute	Primary		Secondary		Tertiary
Intellect	*Cunning*		*Knowledge*		*Resourcefulness*
Charm	*Personality*		*Leadership*		*Diplomacy*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Concentration*		*Recuperation*		*Stamina*
Power	*Brawling*		*Three-Dimensional Maneuvers*		*Lifting*
Acumen	*Performance*		*Perception*		*Survival*

Traits		
	1	Discipline +5, Temper -5
	2	Memory +10, Greed -5, Tightwad -5
	3	Contacts +15, Temper -15
	4	Discipline +20, Temper -10, Tightwad -10
	5	Contacts +10, Memory +10, Greed -20

Equipment: Civilian Formal Dress Outfit, Shoes, Trouser Holster, Back Holster, Wallet, Deluxe Chronometer. Cost: €113.80, TEC 1.

Notes: Characters using this archetype may roll 5d5 for starting money.

Debutant

Every society has its worthless members who don't work because they choose not to or don't have to because their family has got so much damn money. Oftentimes these people have absolutely no understanding of how society actually functions; they're simply content to stick their olfactory organs up at it.

Debutant					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Rapport*	*Distress*	*Negotiate*	*Translate*	*Intimidate*
Navigation	*Astrogation*	*Stealth*	*Vehicle Piloting*	*Orientation*	*Starship Piloting*
Tactical	*Evasive Maneuvers*	*Targeting*	*Marksmanship*	*Ballistics*	*Combat Maneuvers*
Science	*Archaeology*	*Typhonology*	*Technology*	*Planetology*	*Geology*
Command	*Coordination*	*Inspire*	*Guidance*	*Security*	*Strategy*
Medicine	*Psychology*	*Specialized Medicine*	*Treatment*	*Xenobiology*	*Intensive Care*
Engineering	*Damage Control*	*Defenses*	*Internal Systems*	*Mechanics*	*Faster-Than-Light Mechanics*

Attribute	Primary		Secondary		Tertiary
Acumen	*Performance*		*Perception*		*Survival*
Intellect	*Cunning*		*Resourcefulness*		*Knowledge*
Charm	*Diplomacy*		*Leadership*		*Personality*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Recuperation*		*Stamina*		*Concentration*
Power	*Three-Dimensional Maneuvers*		*Brawling*		*Lifting*

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Traits	1	Comeliness +5, Intolerant (Lower Classes) -5
	2	Education +5, Memory +5, Jealous (Other Debutants) -10
	3	Wealth +10, Education +5, Intolerant (Lower Classes) -15
	4	Wealth +20, Intolerant (Lower Classes) -10, Discipline -5, Lecherous -5
	5	Comeliness +10, Memory +5, Discipline -5, Lecherous -5, Jealous (Other Debutants) -5

Equipment: Civilian Formal Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €100.80, TEC 1.

Notes: Characters using this archetype may roll 7d5 for starting money.

Deckhand

Most professions require some folks to perform the back-breaking manual labor. For nautical professions (and by extension any starfaring professions in those societies that have them), those jobs are reserved for deckhands. They can best be thought of as skilled laborers with particular emphasis on the technical and mechanical aspects of their jobs.

Deckhand					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Science	Technology	Geology	Archaeology	Typhonology	Planetology
Medicine	Intensive Care	Xenobiology	Specialized Medicine	Psychology	Treatment
Tactical	Marksmanship	Ballistics	Targeting	Evasive Maneuvers	Combat Maneuvers
Navigation	Vehicle Piloting	Orientation	Starship Piloting	Astrogation	Stealth
Communications	Rapport	Intimidate	Translate	Distress	Negotiate
Command	Coordination	Guidance	Security	Inspire	Strategy
Attribute	Primary		Secondary		Tertiary
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Physique	Concentration		Stamina		Recuperation
Charm	Personality		Leadership		Diplomacy
Intellect	Knowledge		Resourcefulness		Cunning
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Acumen	Perception		Performance		Survival

Traits	1	Discipline +5, Creed (Ship) -5
	2	Reflexes +5, Ambidexterity +5, Nerves -10
	3	Mechanical Sense +15, Health -15
	4	Discipline +5, Reflexes +5, Mechanical Sense +10, Nerves -10, Health -10
	5	Discipline +5, Reflexes +5, Ambidexterity +5, Creed (Ship) -15

Equipment: Military Service Uniform Outfit, Military Working Uniform Outfit, Boots, Wallet, Debit Chit. Cost: €68.75, TEC 1.

Diplomat

Diplomats are people who are accredited to officially represent a government or organization in its relations with other entities. They therefore perform a vital political role in society by making sure things go the way their head of state wants them to go.

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Diplomat					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Negotiate*	*Rapport*	*Translate*	*Intimidate*	*Distress*
Command	*Inspire*	*Guidance*	*Coordination*	*Strategy*	*Security*
Medicine	*Psychology*	*Specialized Medicine*	*Intensive Care*	*Treatment*	*Xenobiology*
Science	*Technology*	*Archaeology*	*Typhonology*	*Planetology*	*Geology*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Starship Piloting*	*Astrogation*
Tactical	*Evasive Maneuvers*	*Marksmanship*	*Targeting*	*Ballistics*	*Combat Maneuvers*
Engineering	*Internal Systems*	*Defenses*	*Damage Control*	*Mechanics*	*Faster-Than-Light Mechanics*
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	*Diplomacy*		*Leadership*		*Personality*
Intellect	*Knowledge*		*Cunning*		*Resourcefulness*
Acumen	*Perception*		*Performance*		*Survival*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Concentration*		*Stamina*		*Recuperation*
Power	*Three-Dimensional Maneuvers*		*Lifting*		*Brawling*
Traits	1	Contacts +5, Nerves -5			
	2	Social Status +10, Phobic (Arachnids) -5, Bleeder -5			
	3	Linguistic Sense +5, Social Status +5, Reputation +5, Nerves -15			
	4	Contacts +20, Nerves -5, Phobic (Arachnids) -10, Addiction (Stimulants) -5			
	5	Linguistic Sense +10, Reputation +5, Phobic (Reptilians) -5, Addiction (Hallucinogens) -5, Bleeder -5			
Equipment: Civilian Formal Dress Outfit, Shoes, Wallet, Debit Chit. Cost: €75.00, TEC 1.					

Doctor

Doctors are individuals who spent far too much time in their society's higher seats of learning with the goal of making as much money as possible. With this goal in mind, doctors have been highly educated in the medicinal disciplines and possess the highest degree of knowledge and skill possible when it comes to their application. Ostensibly.

Doctor					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Medicine	*Intensive Care*	*Specialized Medicine*	*Xenobiology*	*Treatment*	*Psychology*
Science	*Technology*	*Planetology*	*Archaeology*	*Geology*	*Typhonology*
Communications	*Rapport*	*Distress*	*Intimidate*	*Translate*	*Negotiate*
Command	*Guidance*	*Coordination*	*Inspire*	*Strategy*	*Security*
Engineering	*Internal Systems*	*Mechanics*	*Faster-Than-Light Mechanics*	*Damage Control*	*Defenses*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Astrogation*	*Starship Piloting*
Tactical	*Evasive Maneuvers*	*Marksmanship*	*Targeting*	*Ballistics*	*Combat Maneuvers*
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	*Knowledge*		*Cunning*		*Resourcefulness*
Acumen	*Perception*		*Performance*		*Survival*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Concentration*		*Stamina*		*Recuperation*
Charm	*Personality*		*Diplomacy*		*Leadership*
Power	*Lifting*		*Three-Dimensional Maneuvers*		*Brawling*

Traits	1	Education +5, Discipline +5, Creed (No Harm) -5, Addiction (Stimulants) -5
	2	Discipline +5, Nerves +5, Honest -10
	3	Education +10, Empathic Sense +5, Overconfident -15
	4	Empathic Sense +20, Honest -10, Overconfident -5, Addiction (Painkillers) -5
	5	Education +10, Nerves +5, Creed (No Harm) -15

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.

Notes: Characters using this archetype may roll 5d5 for starting money.

Drunkard

Drunkards are unique individuals that spend their free time converting their hard earned cash into intoxicating beverages, which they then use to poison themselves to a point of near death, usually also at the cost of any meaningful relationships with family and friends. They may be skilled at what they do for a living, but they're largely good for nothing after hours.

Drunkard					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Communications	Intimidate	Negotiate	Distress	Rapport	Translate
Tactical	Evasive Maneuvers	Targeting	Combat Maneuvers	Marksmanship	Ballistics
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Medicine	Specialized Medicine	Xenobiology	Psychology	Treatment	Intensive Care
Science	Geology	Archaeology	Planetology	Typhonology	Technology
Command	Guidance	Strategy	Security	Inspire	Coordination
Attribute	**Primary**		**Secondary**		**Tertiary**
Physique	Stamina		Recuperation		Concentration
Power	Brawling		Lifting		Three-Dimensional Maneuvers
Charm	Personality		Leadership		Diplomacy
Intellect	Knowledge		Cunning		Resourcefulness
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Acumen	Perception		Performance		Survival
Traits	1		Luck +5, Navigational Sense +5, Addiction (Alcohol) -5, Crude -5		
	2		Navigational Sense +10, Crude -5, Lecherous -5		
	3		Luck +10, Contacts +5, Addiction (Alcohol) -15		
	4		Luck +20, Crude -10, Temper -10		
	5		Navigational Sense +10, Contacts +10, Addiction (Alcohol) -10, Temper -5, Lecherous -5		

Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit. Cost: €19.75, TEC 1.

Engineer

Engineers are individuals who devote themselves to finding technical solutions to physical problems. In Starfaring Age societies, engineers are primarily in charge of maintaining a capital ship's engines and repairing any critical systems. In a sense, they are highly skilled, highly educated mechanics.

Engineer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Engineering	Internal Systems	Damage Control	Faster-Than-Light Mechanics	Mechanics	Defenses
Science	Technology	Geology	Archaeology	Planetology	Typhonology
Navigation	Vehicle Piloting	Orientation	Astrogation	Starship Piloting	Stealth
Command	Inspire	Coordination	Guidance	Security	Strategy
Communications	Rapport	Intimidate	Distress	Negotiate	Translate
Tactical	Targeting	Ballistics	Combat Maneuvers	Evasive Maneuvers	Marksmanship
Medicine	Specialized Medicine	Xenobiology	Intensive Care	Psychology	Treatment

Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Resourcefulness		Knowledge		Cunning
Physique	Stamina		Concentration		Recuperation
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Charm	Personality		Leadership		Diplomacy
Acumen	Perception		Performance		Survival
Power	Lifting		Brawling		Three-Dimensional Maneuvers

Traits	1	Mechanical Sense +5, Math Expert +5, Wealth -5, Social Status -5
	2	Education +10, Wealth -5, Luck -5
	3	Mechanical Sense +15, Addiction (Alcohol) -15
	4	Mechanical Sense +20, Luck -10, Social Status -10
	5	Math Expert +10, Education +10, Addiction (Stimulants) -20

Equipment: Military Working Uniform Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.

Entertainer

The need to distract oneself from the humdrum routine of one's life is a constant throughout most societies. Some members of those societies take it upon themselves to make it a point to distract others; these individuals usually have one field in which they specialize, such as acting.

Entertainer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Negotiate	Rapport	Translate	Intimidate	Distress
Navigation	Vehicle Piloting	Stealth	Orientation	Astrogation	Starship Piloting
Command	Security	Inspire	Coordination	Guidance	Strategy
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Medicine	Psychology	Specialized Medicine	Intensive Care	Treatment	Xenobiology
Engineering	Internal Systems	Mechanics	Damage Control	Defenses	Faster-Than-Light Mechanics

Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Diplomacy		Personality		Leadership
Physique	Concentration		Stamina		Recuperation
Acumen	Performance		Perception		Survival
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Intellect	Knowledge		Cunning		Resourcefulness
Power	Lifting		Brawling		Three-Dimensional Maneuvers

Traits	1	Reflexes +5, Health +5, Impulsive -5, Addiction (Hallucinogens) -5
	2	Health +10, Impulsive -5, Lecherous -5

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	3	Reflexes +10, Contacts +5, Intolerant ("Little" People) -15
	4	Comeliness +20, Intolerant ("Little" People) -5, Addiction (Hallucinogens) -10, Lecherous -5
	5	Reflexes +10, Contacts +5, Comeliness +5, Impulsive -20
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.		

Executioner

In societies that practice capital punishment, there's gotta be a guy that throws the switch, swings the weapon or pulls the trigger. Executioners are individuals whose job is simply to kill people, albeit those whom their society has deemed unworthy to continue living in it. The job probably pays well but one can't help but wonder about the mental state of such individuals...

Executioner					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Command	*Security*	*Guidance*	*Coordination*	*Strategy*	*Inspire*
Tactical	*Marksmanship*	*Targeting*	*Ballistics*	*Combat Maneuvers*	*Evasive Maneuvers*
Communications	*Rapport*	*Intimidate*	*Distress*	*Translate*	*Negotiate*
Navigation	*Orientation*	*Vehicle Piloting*	*Stealth*	*Starship Piloting*	*Astrogation*
Science	*Geology*	*Planetology*	*Archaeology*	*Typhonology*	*Technology*
Medicine	*Psychology*	*Xenobiology*	*Specialized Medicine*	*Treatment*	*Intensive Care*
Engineering	*Defenses*	*Internal Systems*	*Damage Control*	*Mechanics*	*Faster-Than-Light Mechanics*
Attribute	**Primary**		**Secondary**		**Tertiary**
Power	*Brawling*		*Lifting*		*Three-Dimensional Maneuvers*
Finesse	*Dexterous Maneuvers*		*Dodge*		*Hiding and Seeking*
Acumen	*Performance*		*Survival*		*Perception*
Physique	*Concentration*		*Recuperation*		*Stamina*
Charm	*Personality*		*Leadership*		*Diplomacy*
Intellect	*Resourcefulness*		*Knowledge*		*Cunning*
Traits	1	Discipline +5, Nerves +5, Creed (Law) -5, Reputation -5			
	2	Reflexes +5, Quick Draw +5, Temper -10			
	3	Nerves +10, Reflexes +5, Social Status -15			
	4	Discipline +10, Reflexes +5, Quick Draw +5, Creed (Law) -10, Reputation -10			
	5	Discipline +10, Nerves +5, Social Status -5, Temper -5, Creed (Law) -5			
Equipment: Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Back Holster, Wallet, Debit Chit, Chronometer. Cost: €55.25, TEC 1.					

Farmer

Farmers are the unsung backbone of most societies. Their job is to oversee the growth and development of edible flora, protecting it from being consumed by pests until it can be harvested for consumption. In most societies, farmers provide the bulk of whatever food is available.

Farmer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	*Planetology*	*Typhonology*	*Archaeology*	*Technology*	*Geology*
Navigation	*Orientation*	*Vehicle Piloting*	*Astrogation*	*Stealth*	*Starship Piloting*
Tactical	*Marksmanship*	*Targeting*	*Ballistics*	*Evasive Maneuvers*	*Combat Maneuvers*
Command	*Security*	*Coordination*	*Guidance*	*Inspire*	*Strategy*

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Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Medicine	Xenobiology	Specialized Medicine	Psychology	Intensive Care	Treatment
Communications	Rapport	Intimidate	Distress	Translate	Negotiate

Attribute	Primary		Secondary		Tertiary
Physique	Stamina		Concentration		Recuperation
Finesse	Dodge		Dexterous Maneuvers		Hiding and Seeking
Acumen	Survival		Perception		Performance
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Charm	Personality		Diplomacy		Leadership
Intellect	Knowledge		Resourcefulness		Cunning

Traits	1	Scientific Sense +5, Health +5, Wealth -5, Nerves -5
	2	Memory +10, Social Status -5, Education -5
	3	Scientific Sense +15, Wealth -15
	4	Scientific Sense +20, Nerves -5, Social Status -5, Education -10
	5	Health +10, Memory +10, Wealth -20

Equipment: Civilian Street Casual Outfit, Boots, Wallet, Chronometer. Cost: €22.25, TEC 1.

Notes: Characters using this archetype may roll 2d5 for starting money.

Fence

Certain criminals make a living by stealing valuable objects from other people; once they're obtained, it only remains to try and convert the item into cold, hard cash. Fences are unscrupulous businessmen whose job it is to find buyers for the stolen merchandise, usually making a little money for themselves in the transaction.

Fence					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Negotiate	Rapport	Intimidate	Distress	Translate
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Navigation	Stealth	Vehicle Piloting	Orientation	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Command	Coordination	Security	Guidance	Strategy	Inspire
Medicine	Psychology	Specialized Medicine	Xenobiology	Intensive Care	Treatment

Attribute	Primary		Secondary		Tertiary
Intellect	Cunning		Knowledge		Resourcefulness
Charm	Personality		Diplomacy		Leadership
Acumen	Perception		Performance		Survival
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Physique	Concentration		Recuperation		Stamina
Power	Brawling		Three-Dimensional Maneuvers		Lifting

Traits	1	Contacts +5, Luck +5, Reputation -5, Social Status -5
	2	Memory +10, Reputation -5, Social Status -5
	3	Luck +15, Math Expert +10, Greed -15
	4	Contacts +20, Reputation -5, Greed -10, Tightwad -5
	5	Memory +10, Math Expert +5, Tightwad -15

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.

Fisherman

Some societies have developed on worlds with a large hydrospheric coverage and a high biodensity. These societies often send out individuals on seaworthy craft to gather certain lifeforms native to the hydrosphere as a source of food. The money for the work is good, which is fortunate considering the high level of personal risk involved.

	Fisherman				
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Science	Planetology	Typhonology	Technology	Geology	Archaeology
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Command	Security	Coordination	Strategy	Guidance	Inspire
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Tactical	Targeting	Marksmanship	Combat Maneuvers	Evasive Maneuvers	Ballistics
Medicine	Specialized Medicine	Intensive Care	Psychology	Xenobiology	Treatment
Communications	Intimidate	Distress	Rapport	Negotiate	Translate
Attribute	Primary		Secondary		Tertiary
Physique	Stamina		Concentration		Recuperation
Acumen	Survival		Performance		Perception
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Intellect	Knowledge		Cunning		Resourcefulness
Charm	Personality		Diplomacy		Leadership
	1	Scientific Sense +5, Wealth -5			
	2	Luck +10, Education -5, Health -5			
Traits	3	Memory +15, Wealth -15			
	4	Scientific Sense +20, Nerves -5, Education -10, Health -5			
	5	Scientific Sense +5, Memory +5, Luck +5, Nerves -15			
Equipment: Civilian Street Casual Outfit, Boots, Pocket Holster, Wallet, Chronometer. Cost: €26.45, TEC 1.					
Notes: Characters using this archetype may roll 2d5 for starting money.					

Gambler

Gamblers are people who attempt to convert their hard-earned money into even more through playing games of chance, either with other individuals or through established gaming houses. Gamblers have a tendency to be flamboyant and extroverted (at least those who are worth their salt). Unlucky gamblers have a tendency to become vagrants rather quickly.

	Gambler				
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Intimidate	Negotiate	Rapport	Translate	Distress
Tactical	Targeting	Evasive Maneuvers	Marksmanship	Ballistics	Combat Maneuvers
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Navigation	Stealth	Vehicle Piloting	Orientation	Starship Piloting	Astrogation
Command	Security	Coordination	Inspire	Guidance	Strategy
Medicine	Specialized Medicine	Psychology	Xenobiology	Intensive Care	Treatment
Engineering	Mechanics	Faster-Than-Light Mechanics	Defenses	Internal Systems	Damage Control
Attribute	Primary		Secondary		Tertiary

Charm	Diplomacy		Personality	Leadership
Acumen	Perception		Performance	Survival
Finesse	Dexterous Maneuvers		Hiding and Seeking	Dodge
Intellect	Cunning		Resourcefulness	Knowledge
Physique	Concentration		Recuperation	Stamina
Power	Brawling		Three-Dimensional Maneuvers	Lifting

Traits		
	1	Senses (Sight) +5, Comeliness +5, Overconfident -5, Social Status -5
	2	Luck +10, Discipline -5, Education -5
	3	Senses (Sight) +5, Comeliness +5, Reflexes +5, Overconfident -15
	4	Luck +20, Discipline -5, Education -10, Social Status -5
	5	Senses (Sight) +5, Reputation +10, Overconfident -15

Equipment: Civilian Formal Dress Outfit, Shoes, Pocket Holster, Wallet, Deluxe Chronometer. Cost: €105.00, TEC 1.

Hired Gun

Whereas mercenaries are professional soldiers of fortune, a hired gun can be any individual who makes a living by shooting at others. These people tend to be highly skilled in gunplay and are usually either hired on by a small community to "take care" of small-time thieves or as a cheap assassin.

Hired Gun					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Security	Strategy	Coordination	Guidance	Inspire
Tactical	Targeting	Ballistics	Marksmanship	Combat Maneuvers	Evasive Maneuvers
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Communications	Intimidate	Distress	Translate	Negotiate	Rapport
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Engineering	Defenses	Damage Control	Mechanics	Internal Systems	Faster-Than-Light Mechanics
Medicine	Specialized Medicine	Xenobiology	Psychology	Intensive Care	Treatment

Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Power	Three-Dimensional Maneuvers		Brawling		Lifting
Physique	Stamina		Concentration		Recuperation
Acumen	Perception		Performance		Survival
Intellect	Knowledge		Cunning		Resourcefulness
Charm	Personality		Diplomacy		Leadership

Traits		
	1	Discipline +5, Greed -5
	2	Reputation +5, Luck +5, Overconfident -10
	3	Discipline +15, Greed -15
	4	Discipline +5, Quick Draw +10, Luck +5, Lecherous -10, Crude -10
	5	Quick Draw +10, Reputation +5, Overconfident -5, Lecherous -5, Crude -5

Equipment: Civilian Casual Dress Outfit, Shoes, Duty (Hip) Holster, Trouser Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €75.55, TEC 1.

Housemate

Sometimes households in a society can make do with the income provided by just one adult member. If there is another adult member in the household, it usually then falls on them to take care of the household itself. This typically includes all the manual labor involved in keeping it running as well as the transportation of any offspring.

Housemate					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	*Planetology*	*Technology*	*Typhonology*	*Archaeology*	*Geology*
Command	*Security*	*Inspire*	*Guidance*	*Coordination*	*Strategy*
Communications	*Rapport*	*Negotiate*	*Distress*	*Intimidate*	*Translate*
Navigation	*Orientation*	*Vehicle Piloting*	*Stealth*	*Starship Piloting*	*Astrogation*
Medicine	*Intensive Care*	*Specialized Medicine*	*Psychology*	*Treatment*	*Xenobiology*
Tactical	*Evasive Maneuvers*	*Targeting*	*Marksmanship*	*Combat Maneuvers*	*Ballistics*
Engineering	*Damage Control*	*Internal Systems*	*Mechanics*	*Faster-Than-Light Mechanics*	*Defenses*
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	*Survival*		*Perception*		*Performance*
Intellect	*Resourcefulness*		*Cunning*		*Knowledge*
Charm	*Diplomacy*		*Leadership*		*Personality*
Finesse	*Dexterous Maneuvers*		*Hiding and Seeking*		*Dodge*
Physique	*Stamina*		*Concentration*		*Recuperation*
Power	*Lifting*		*Three-Dimensional Maneuvers*		*Brawling*
Traits	1	Discipline +5, Creed (Family) -5			
	2	Discipline +5, Reflexes +5, Allergic (Pollen) -10			
	3	Reflexes +15, Creed (Family) -15			
	4	Discipline +5, Contacts +10, Jealous (Other Housemates) -10, Lecherous -10			
	5	Contacts +10, Social Status +10, Allergic (Pollen) -10, Jealous (Other Housemates) -5, Lecherous -5			
Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €20.75, TEC 1.					

Innkeeper

In any society, people travel to other places for many different reasons. Sometimes their travels take them far enough away from their place of residence that they are unable to return as the end of a day grows near, putting them in need of temporary shelter; innkeepers are individuals who operate businesses that provide it.

Innkeeper					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	*Negotiate*	*Translate*	*Rapport*	*Distress*	*Intimidate*
Medicine	*Psychology*	*Intensive Care*	*Specialized Medicine*	*Treatment*	*Xenobiology*
Tactical	*Combat Maneuvers*	*Evasive Maneuvers*	*Targeting*	*Marksmanship*	*Ballistics*
Navigation	*Orientation*	*Stealth*	*Vehicle Piloting*	*Astrogation*	*Starship Piloting*
Science	*Archaeology*	*Typhonology*	*Planetology*	*Technology*	*Geology*
Engineering	*Internal Systems*	*Damage Control*	*Mechanics*	*Defenses*	*Faster-Than-Light Mechanics*
Command	*Security*	*Guidance*	*Coordination*	*Inspire*	*Strategy*
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	*Diplomacy*		*Personality*		*Leadership*

Acumen	Performance		Perception		Survival
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Intellect	Knowledge		Resourcefulness		Cunning
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Physique	Concentration		Recuperation		Stamina
Traits	1	Contacts +5, Nerves -5			
	2	Reputation +5, Math Expert +5, Tightwad -10			
	3	Contacts +10, Reputation +5, Nerves -15			
	4	Wealth +20, Greed -10, Tightwad -10			
	5	Wealth +10, Contacts +5, Math Expert +5, Greed -20			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.					

Interpreter

People have a tendency to communicate in their own local dialects and languages. Sometimes, peoples who don't speak the same language need to interact with each other and for whatever reason reliable translation technologies aren't available. In those cases, it's the job of interpreters to translate and facilitate successful communication.

Interpreter					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Translate	Rapport	Distress	Negotiate	Intimidate
Science	Archaeology	Technology	Planetology	Typhonology	Geology
Medicine	Psychology	Xenobiology	Treatment	Intensive Care	Specialized Medicine
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Command	Coordination	Guidance	Inspire	Security	Strategy
Engineering	Defenses	Internal Systems	Mechanics	Damage Control	Faster-Than-Light Mechanics
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Combat Maneuvers	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Perception		Performance		Survival
Charm	Personality		Diplomacy		Leadership
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Physique	Concentration		Recuperation		Stamina
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Traits	1	Linguistic Sense +5, Contacts +5, Allergic (Pollen) -5, Wealth -5			
	2	Contacts +5, Senses (Sight) +5, Intolerant (Translator Technology) -10			
	3	Linguistic Sense +5, Senses (Sight) +5, Education +5, Allergic (Shelled Creatures) -15			
	4	Linguistic Sense +20, Impulsive -5, Intolerant (Lower Classes) -5, Wealth -10			
	5	Contacts +10, Education +10, Impulsive -20			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.					

Journalist

A journalist is a pain in the ass whose living is made by butting in on other people's lives - often during their darkest hours - and reporting whatever they find to the general public, using the media format in which they happen to specialize. Such information is typically called "the news" or current events. Occasionally the information journalists gather is important in letting people know what

decisions others have made that will affect their lives; more often, it's merely a dark form of entertainment.

Journalist					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Rapport	Translate	Negotiate	Intimidate	Distress
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Command	Coordination	Guidance	Inspire	Security	Strategy
Navigation	Orientation	Vehicle Piloting	Stealth	Starship Piloting	Astrogation
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Medicine	Psychology	Intensive Care	Xenobiology	Specialized Medicine	Treatment
Tactical	Targeting	Evasive Maneuvers	Marksmanship	Ballistics	Combat Maneuvers
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Knowledge		Cunning		Resourcefulness
Acumen	Perception		Survival		Performance
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Charm	Diplomacy		Personality		Leadership
Physique	Concentration		Stamina		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Traits	1	Education +5, Creed (Truth) -5			
	2	Luck +10, Nerves -5, Intolerant (Violence) -5			
	3	Education +15, Nerves -15			
	4	Nerves +20, Intolerant (Violence) -5, Reputation -5, Impulsive -10			
	5	Nerves +5, Luck +5, Linguistic Sense +10, Creed (Truth) -20			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.					

Laborer

Laborers represent most of the population in any society. These are the people who do the bulk of the manual labor, getting no credit and precious little pay in the process. They may either be largely uneducated and unskilled or very educated and just unlucky.

Laborer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Medicine	Intensive Care	Psychology	Specialized Medicine	Treatment	Xenobiology
Communications	Translate	Intimidate	Rapport	Negotiate	Distress
Tactical	Targeting	Marksmanship	Evasive Maneuvers	Ballistics	Combat Maneuvers
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Command	Coordination	Security	Guidance	Inspire	Strategy
Attribute	**Primary**		**Secondary**		**Tertiary**
Power	Brawling		Lifting		Three-Dimensional Maneuvers
Physique	Stamina		Recuperation		Concentration
Acumen	Performance		Survival		Perception
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Charm	Personality		Diplomacy		Leadership
Intellect	Resourcefulness		Knowledge		Cunning

Traits	1	Contacts +5, Luck -5
	2	Mechanical Sense +10, Luck -5, Crude -5
	3	Contacts +5, Mechanical Sense +5, Ambidexterity +5, Crude -15
	4	Memory +20, Luck -10, Addiction (Alcohol) -10
	5	Memory +10, Ambidexterity +5, Addiction (Alcohol) -15
Equipment: Civilian Street Casual Outfit, Boots, Wallet, Debit Chit, Chronometer. Cost: €22.25, TEC 1.		
Notes: Characters using this archetype may roll 2d5 for starting money.		

Lawyer

It takes someone with a sadistic mind to come up with the rules that govern society and someone with an even more sadistic mind to interpret all the aspects of them. When a member of society finds themselves in violation of those rules, they have no recourse but to turn to one of the latter to try to resolve matters in their favor.

Lawyer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Command	Inspire	Guidance	Coordination	Strategy	Security
Communications	Negotiate	Rapport	Intimidate	Translate	Distress
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Engineering	Internal Systems	Defenses	Damage Control	Mechanics	Faster-Than-Light Mechanics
Medicine	Psychology	Specialized Medicine	Xenobiology	Treatment	Intensive Care
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Combat Maneuvers	Marksmanship	Targeting	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	Perception		Performance		Survival
Charm	Diplomacy		Personality		Leadership
Intellect	Cunning		Knowledge		Resourcefulness
Finesse	Dodge		Hiding and Seeking		Dexterous Maneuvers
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Physique	Concentration		Stamina		Recuperation
Traits	1	Wealth +5, Obsessed (Glory) -5			
	2	Wealth +10, Obsessed (Glory) -5, Addiction (Stimulants) -5			
	3	Discipline +15, Overconfident -15			
	4	Education +20, Obsessed (Glory) -10, Addiction (Hallucinogens) -10			
	5	Education +5, Discipline +5, Reputation +10, Overconfident -20			
Equipment: Civilian Formal Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €100.80, TEC 1.					

Martial Artist

Martial artists aren't found in all societies; notably they're missing in cultures whose members lack Motor and Propulsive Appendages. They are masters of unarmed defensive combat, exerting unbelievable control over mind and body to perform unparalleled physical feats.

Martial Artist					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	Planetology	Geology	Typhonology	Archaeology	Technology
Command	Security	Coordination	Strategy	Inspire	Guidance
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Medicine	Specialized Medicine	Psychology	Intensive Care	Xenobiology	Treatment
Communications	Translate	Rapport	Negotiate	Intimidate	Distress
Navigation	Orientation	Stealth	Vehicle Piloting	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Targeting	Combat Maneuvers	Marksmanship	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Physique	Concentration		Stamina		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Acumen	Perception		Performance		Survival
Intellect	Knowledge		Resourcefulness		Cunning
Charm	Diplomacy		Personality		Leadership
Traits	1	Discipline +5, Nerves +5, Creed (School) -5, Social Status -5			
	2	Nerves +10, Creed (School) -5, Overconfident -5			
	3	Reflexes +15, Creed (School) -15			
	4	Discipline +20, Social Status -10, Comeliness -10			
	5	Discipline +10, Reflexes +10, Social Status -5, Overconfident -5, Comeliness -10			
Equipment: Civilian Street Casual Outfit, Wallet, Chronometer. Cost: €15.75, TEC 1.					

Mayor

A mayor is a special breed of politician or lawyer. A purely municipal figure, a mayor is the duly appointed or elected leader of a community and acts as the head of its executive branch of government. They are charged with making sure all local ordinances are enforced properly. The actual level of power they actually wield, of course, depends on the politics within a specific community.

Mayor					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Command	Security	Coordination	Inspire	Strategy	Guidance
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Communications	Intimidate	Rapport	Distress	Negotiate	Translate
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Combat Maneuvers	Ballistics
Science	Technology	Archaeology	Typhonology	Geology	Planetology
Medicine	Psychology	Xenobiology	Specialized Medicine	Treatment	Intensive Care
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Leadership		Diplomacy		Personality
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Intellect	Cunning		Knowledge		Resourcefulness
Acumen	Perception		Survival		Performance
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Physique	Stamina		Concentration		Recuperation

Traits	1	Contacts +5, Reflexes -5
	2	Contacts +10, Reflexes -5, Greed -5
	3	Contacts +5, Wealth +5, Education +5, Lecherous -15
	4	Reputation +20, Reflexes -10, Greed -10
	5	Wealth +5, Reputation +5, Education +5, Lecherous -15

Equipment: Civilian Casual Dress Outfit, Shoes, Ankle Holster, Back Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €75.30, TEC 1.

Mechanic

A mechanic is a skilled worker capable of building or repairing machinery. They are a specialized form of technician with a lot of hands-on experience. Mechanics are found in any society where a large amount of machinery is present, where it's their job to keep it running smoothly and to fix it when it's not.

Mechanic					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Science	Technology	Archaeology	Geology	Typhonology	Planetology
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Tactical	Marksmanship	Targeting	Evasive Maneuvers	Ballistics	Combat Maneuvers
Communications	Distress	Rapport	Translate	Intimidate	Negotiate
Medicine	Specialized Medicine	Intensive Care	Psychology	Xenobiology	Treatment
Command	Coordination	Guidance	Security	Strategy	Inspire

Attribute	Primary		Secondary		Tertiary
Physique	Concentration		Stamina		Recuperation
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Charm	Personality		Diplomacy		Leadership
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Acumen	Performance		Perception		Survival
Intellect	Cunning		Resourcefulness		Knowledge

Traits	1	Mechanical Sense +5, Ambidexterity +5, Social Status -5, Wealth -5
	2	Mechanical Sense +5, Math Expert +5, Social Status -10
	3	Mechanical Sense +5, Ambidexterity +5, Math Expert +5, Crude -15
	4	Ambidexterity +5, Discipline +10, Reputation +5, Social Status -10, Wealth -10
	5	Discipline +10, Reputation +5, Crude -15

Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €20.75, TEC 1.

Medic

"Medic" is an abbreviated, military form of the word "paramedic". Though the term's origin is military, its usage in this context is as someone who is trained to medically stabilize individuals outside of a hospital setting and to prepare them for transport to a medical facility. In a medical emergency, they are often the first help a victim is likely to see.

Medic					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Medicine	Xenobiology	Treatment	Intensive Care	Specialized Medicine	Psychology
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Tactical	Combat Maneuvers	Evasive Maneuvers	Targeting	Marksmanship	Ballistics
Communications	Rapport	Translate	Negotiate	Distress	Intimidate
Science	Planetology	Technology	Archaeology	Typhonology	Geology
Command	Coordination	Guidance	Inspire	Security	Strategy
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics

Attribute	Primary		Secondary		Tertiary
Acumen	Perception		Performance		Survival
Intellect	Knowledge		Resourcefulness		Cunning
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Charm	Personality		Diplomacy		Leadership
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Physique	Concentration		Recuperation		Stamina

Traits		
	1	Discipline +5, Nerves +5, Honesty -5, Allergic (Pollen) -5
	2	Discipline +5, Empathic Sense +5, Honesty -10
	3	Discipline +15, Allergic (Stimulants) -15
	4	Reflexes +20, Honesty -10, Bleeder -10
	5	Nerves +5, Empathic Sense +5, Reflexes +5, Bleeder -15

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Mercenary

While in the broadest sense of the term all members of society are mercenaries, in this context a mercenary is an individual who is hired to do a job and whose sole motivation for doing it is private gain; these jobs usually but not always involve armed conflict. By their very nature, mercenaries tend to have a broader knowledge and skill base than most other professions.

Mercenary					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Security	Strategy	Guidance	Coordination	Inspire
Medicine	Intensive Care	Specialized Medicine	Psychology	Xenobiology	Treatment
Science	Technology	Planetology	Archaeology	Typhonology	Geology
Communications	Intimidate	Distress	Rapport	Negotiate	Translate
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Tactical	Marksmanship	Ballistics	Combat Maneuvers	Evasive Maneuvers	Targeting
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics

Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Physique	Stamina		Concentration		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Acumen	Survival		Perception		Performance
Intellect	Resourcefulness		Cunning		Knowledge
Charm	Personality		Diplomacy		Leadership

Traits	1	Reputation +5, Greed -5
	2	Reputation +5, Reflexes +5, Temper -10
	3	Reputation +5, Quick Draw +5, Nerves +5, Social Status -15
	4	Reflexes +20, Greed -10, Social Status -10
	5	Quick Draw +10, Nerves +10, Temper -20

Equipment: Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €72.05, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Merchant

A merchant is a more generalized form of shopkeeper, business owner and trader all rolled up into one. Their purpose is to provide commodities to potential buyers, making as much profit for themselves in the process. Whereas traders, business owners and shopkeepers stay in one place, merchants remain mobile and travel from community to community.

Merchant					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Negotiate	Translate	Intimidate	Rapport	Distress
Navigation	Vehicle Piloting	Stealth	Orientation	Astrogation	Starship Piloting
Science	Archaeology	Technology	Geology	Planetology	Typhonology
Command	Coordination	Guidance	Security	Inspire	Strategy
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Engineering	Damage Control	Mechanics	Faster-Than-Light Mechanics	Defenses	Internal Systems
Medicine	Psychology	Xenobiology	Specialized Medicine	Intensive Care	Treatment

Attribute	Primary		Secondary		Tertiary
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Perception		Performance		Survival
Physique	Concentration		Recuperation		Stamina
Charm	Diplomacy		Personality		Leadership
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Power	Lifting		Three-Dimensional Maneuvers		Brawling

Traits	1	Math Expert +5, Nerves -5
	2	Math Expert +10, Nerves -5, Comeliness -5
	3	Luck +15, Greed -15
	4	Empathic Sense +20, Nerves -10, Comeliness -5, Reputation -5
	5	Luck +10, Empathic Sense +5, Comeliness -5, Greed -5, Reputation -5

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Notes: Characters using this archetype may roll 4d5 for starting money.

Monk

Religion is one of the three basic foundations of all societies (the others being mechanics and energy). In most of these societies are individuals whose faith in their religion is so strong that they choose to devote their lives to its service. Usually, their service comes with steep sacrifices of physical comfort and material wealth.

Monk					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Medicine	Treatment	Specialized Medicine	Psychology	Xenobiology	Intensive Care
Communications	Rapport	Distress	Intimidate	Translate	Negotiate
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Science	Archaeology	Planetology	Typhonology	Technology	Geology
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Command	Guidance	Coordination	Inspire	Security	Strategy
Tactical	Targeting	Marksmanship	Evasive Maneuvers	Ballistics	Combat Maneuvers
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Perception		Survival		Performance
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Charm	Diplomacy		Personality		Leadership
Physique	Concentration		Recuperation		Stamina
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Traits	1	Discipline +5, Reputation +5, Creed (Faith) -5, Intolerant (Violence) -5			
	2	Discipline +5, Memory +5, Creed (Deity) -10			
	3	Reputation +15, Wealth -15			
	4	Temper +20, Intolerant (Violence) -10, Wealth -5, Social Status -5			
	5	Memory +10, Temper +10, Social Status -20			
Equipment: Civilian Formal Dress Outfit, Shoes, Wallet, Chronometer. Cost: €76.00, TEC 1.					
Notes: Characters using this archetype may only roll 1d5 for starting money.					

Musician

In societies whose members have auditory organs, there are those individuals who make it a point to generate sounds that are pleasing to others (or at least to themselves). These sounds are often used as a form of entertainment in those societies and oftentimes subconsciously evoke deep emotions in whoever listens to them.

Musician					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	Archaeology	Technology	Typhonology	Geology	Planetology
Communications	Translate	Intimidate	Rapport	Distress	Negotiate
Engineering	Internal Systems	Defenses	Mechanics	Damage Control	Faster-Than-Light Mechanics
Medicine	Psychology	Specialized Medicine	Intensive Care	Xenobiology	Treatment
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Command	Inspire	Coordination	Guidance	Security	Strategy
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	Performance		Perception		Survival
Charm	Personality		Diplomacy		Leadership
Intellect	Knowledge		Resourcefulness		Cunning
Finesse	Dodge		Dexterous Maneuvers		Hiding and Seeking
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Physique	Concentration		Recuperation		Stamina

Traits	1	Contacts +5, Comeliness +5, Phobic (Failure) -5, Nerves -5
	2	Contacts +5, Reflexes +5, Addiction (Alcohol) -10
	3	Contacts +10, Comeliness +5, Phobic (Failure) -15
	4	Comeliness +5, Memory +10, Math Expert +5, Nerves -10, Addiction (Hallucinogens) -10
	5	Reflexes +5, Memory +5, Math Expert +5, Phobic (Mistakes) -15

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Nobleman

Noblemen are members of an aristocracy, found most often in societies ruled by an absolute monarchy but present in almost any civilization. They are usually (though not always) rich, powerful and domineering over the subjects they rule. Basically they're glorified landlords. In traditional role-playing settings, they are more often than not the patrons of an adventuring group.

Nobleman					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Translate	Negotiate	Rapport	Distress	Intimidate
Command	Guidance	Coordination	Inspire	Strategy	Security
Medicine	Specialized Medicine	Psychology	Xenobiology	Treatment	Intensive Care
Engineering	Damage Control	Internal Systems	Defenses	Mechanics	Faster-Than-Light Mechanics
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Tactical	Targeting	Marksmanship	Evasive Maneuvers	Ballistics	Combat Maneuvers

Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	Performance		Perception		Survival
Intellect	Knowledge		Cunning		Resourcefulness
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Charm	Diplomacy		Personality		Leadership
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Physique	Concentration		Recuperation		Stamina

Traits	1	Contacts +5, Creed (Sovereign) -5
	2	Reputation +5, Discipline +5, Creed (Sovereign) -10
	3	Wealth +15, Intolerant (Lower Classes) -15
	4	Reputation +20, Creed (Sovereign) -10, Intolerant (Lower Classes) -5, Greed -5
	5	Contacts +10, Social Status +10, Greed -20

Equipment: Civilian Formal Dress Outfit, Shoes, Duty (Hip) Holster, Ankle Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €117.05, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item, and may roll 5d5 for starting money.

Nurse

Not every medical situation calls for the expertise of a doctor or the emergency training of a medic. Long-term medical care is provided by nurses in most cases, who are medical practitioners skilled in overseeing the day to day operations of a medical facility. In some cases, they may be better at their jobs and know more than the doctors who actually run the facility.

Nurse					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Medicine	Xenobiology	Treatment	Intensive Care	Specialized Medicine	Psychology
Science	Planetology	Archaeology	Technology	Typhonology	Geology
Communications	Rapport	Intimidate	Distress	Negotiate	Translate
Engineering	Internal Systems	Damage Control	Mechanics	Defenses	Faster-Than-Light Mechanics
Navigation	Vehicle Piloting	Orientation	Astrogation	Stealth	Starship Piloting
Command	Coordination	Guidance	Inspire	Security	Strategy
Tactical	Evasive Maneuvers	Combat Maneuvers	Targeting	Marksmanship	Ballistics
Attribute	Primary		Secondary		Tertiary
Acumen	Perception		Performance		Survival
Intellect	Knowledge		Cunning		Resourcefulness
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Charm	Diplomacy		Personality		Leadership
Physique	Concentration		Stamina		Recuperation
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Traits	1	Nerves +5, Discipline +5, Wealth -5, Temper -5			
	2	Nerves +5, Empathic Sense +5, Temper -10			
	3	Empathic Sense +15, Honesty -15			
	4	Comeliness +20, Wealth -10, Honesty -5, Luck -5			
	5	Nerves +5, Discipline +5, Comeliness +5, Luck -15			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.					

Officer

In military circles, an officer is an individual who has some authority over others but is not necessarily in charge of making command-level decisions for an entire group. They tend to have more education than a common soldier, though whether or not that's an asset to a military operation depends entirely on who's asked.

Officer					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Inspire	Security	Strategy	Coordination	Guidance
Science	Technology	Archaeology	Geology	Typhonology	Planetology
Navigation	Orientation	Vehicle Piloting	Stealth	Starship Piloting	Astrogation
Communications	Negotiate	Rapport	Intimidate	Distress	Translate
Engineering	Damage Control	Defenses	Internal Systems	Faster-Than-Light Mechanics	Mechanics
Tactical	Ballistics	Combat Maneuvers	Evasive Maneuvers	Targeting	Marksmanship
Medicine	Intensive Care	Psychology	Specialized Medicine	Xenobiology	Treatment
Attribute	Primary		Secondary		Tertiary
Charm	Diplomacy		Leadership		Personality
Intellect	Knowledge		Cunning		Resourcefulness
Acumen	Perception		Performance		Survival
Finesse	Dodge		Dexterous Maneuvers		Hiding and Seeking
Physique	Recuperation		Concentration		Stamina
Power	Brawling		Three-Dimensional Maneuvers		Lifting

Traits	1	Social Status +5, Discipline +5, Overconfident -5, Temper -5
	2	Social Status +5, Education +5, Obsessed (Glory) -10
	3	Social Status +5, Discipline +5, Addiction (Stimulants) -15
	4	Reputation +20, Overconfident -10, Obsessed (Glory) -5, Addiction (Alcohol) -5
	5	Discipline +5, Education +5, Reputation +5, Addiction (Alcohol) -15

Equipment: Military Dress Uniform Outfit, Military Service Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €151.90, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Pharmacist

Medicines can be tricky business; if an individual is given the wrong medicine for a particular physiological problem, the result can be fatal. Pharmacists are individuals whose job it is to make sure people receive as much of the correct medicines as they need in order to recover from their ailments.

Pharmacist					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Medicine	Specialized Medicine	Psychology	Xenobiology	Treatment	Intensive Care
Science	Geology	Planetology	Archaeology	Technology	Typhonology
Engineering	Internal Systems	Damage Control	Defenses	Faster-Than-Light Mechanics	Mechanics
Communications	Rapport	Negotiate	Translate	Intimidate	Distress
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Command	Coordination	Guidance	Inspire	Security	Strategy
Tactical	Targeting	Marksmanship	Evasive Maneuvers	Ballistics	Combat Maneuvers
Attribute	Primary		Secondary		Tertiary
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Perception		Performance		Survival
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Charm	Personality		Diplomacy		Leadership
Physique	Concentration		Recuperation		Stamina
Power	Lifting		Three-Dimensional Maneuvers		Brawling

Traits	1	Education +5, Phobic (Mistakes) -5
	2	Education +5, Empathic Sense +5, Phobic (Lawsuits) -10
	3	Empathic Sense +5, Scientific Sense +5, Memory +5, Allergic (Pollen) -15
	4	Scientific Sense +20, Phobic (Violence) -5, Allergic (Certain Foods) -10, Bleeder -5
	5	Education +10, Memory +5, Bleeder -15

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Pilot

Pilots are individuals who devote their lives into operating either a particular make or an entire class of vehicles. They can be found in civil fields offering short-range transportation to individuals (particularly travelers) for a nominal fee. In military fields, their expertise is used to support troops on the ground or at sea; in space, they are lauded foot soldiers, taking the battle directly to the enemy in their legendary machines.

Pilot					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Navigation	Vehicle Piloting	Orientation	Astrogation	Starship Piloting	Stealth
Tactical	Evasive Maneuvers	Combat Maneuvers	Targeting	Marksmanship	Ballistics
Science	Technology	Planetology	Geology	Archaeology	Typhonology
Command	Security	Strategy	Guidance	Coordination	Inspire
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Medicine	Intensive Care	Psychology	Treatment	Specialized Medicine	Xenobiology
Communications	Rapport	Translate	Distress	Intimidate	Negotiate

Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Intellect	Knowledge		Resourcefulness		Cunning
Power	Three-Dimensional Maneuvers		Brawling		Lifting
Physique	Stamina		Concentration		Recuperation
Charm	Personality		Leadership		Diplomacy
Acumen	Perception		Performance		Survival

Traits		
	1	Navigational Sense +5, Senses (Sight) +5, Overconfident -5, Impulsive -5
	2	Navigational Sense +10, Overconfident -5, Discipline -5
	3	Navigational Sense +5, Senses (Sight) +5, Senses (Sound) +5, Overconfident -15
	4	Reflexes +20, Impulsive -10, Discipline -5, Lecherous -5
	5	Senses (Sound) +10, Reflexes +10, Lecherous -20

Equipment: Military Working Uniform Outfit, Civilian Street Casual Outfit, Boots, Pocket Holster, Wallet, Debit Chit, Chronometer. Cost: €51.45, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Pimp

The universe's oldest profession is not exempt from the needs of management. When a group of prostitutes want to work in the same area, it helps for them to have someone to keep them from competing with one another for the same customers and to have someone around to shake down any deadbeats occasionally.

Pimp					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Intimidate	Rapport	Negotiate	Translate	Distress
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Command	Security	Guidance	Coordination	Strategy	Inspire
Tactical	Evasive Maneuvers	Marksmanship	Targeting	Combat Maneuvers	Ballistics
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Medicine	Psychology	Specialized Medicine	Xenobiology	Intensive Care	Treatment
Engineering	Mechanics	Defenses	Damage Control	Internal Systems	Faster-Than-Light Mechanics

Attribute	Primary		Secondary		Tertiary
Charm	Personality		Diplomacy		Leadership
Intellect	Cunning		Resourcefulness		Knowledge
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Physique	Concentration		Recuperation		Stamina
Acumen	Perception		Performance		Survival
Power	Brawling		Lifting		Three-Dimensional Maneuvers

Traits		
	1	Wealth +5, Social Status -5
	2	Wealth +10, Social Status -5, Reputation -5
	3	Wealth +10, Contacts +5, Social Status -15
	4	Contacts +10, Math Expert +5, Luck +5, Tightwad -10, Greed -10
	5	Math Expert +10, Luck +10, Reputation -10, Tightwad -5, Greed -5

Equipment: Civilian Formal Dress Outfit, Shoes, Shoulder Holster, Wallet, Deluxe Chronometer. Cost: €112.75, TEC 1.

Pirate

The difference between a pirate and a mercenary is largely one of semantics; for those targeted, a soldier of fortune is considered a pirate. These individuals make a living by preying off of shipping, stealing money, valuable cargo and anything else that they deem valuable. They are pariahs in most societies as a result of their nefarious activities.

Pirate					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Rapport	Intimidate	Distress	Negotiate	Translate
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Engineering	Damage Control	Defenses	Mechanics	Internal Systems	Faster-Than-Light Mechanics
Tactical	Marksmanship	Ballistics	Targeting	Combat Maneuvers	Evasive Maneuvers
Command	Security	Strategy	Guidance	Coordination	Inspire
Science	Technology	Geology	Archaeology	Typhonology	Planetology
Medicine	Psychology	Specialized Medicine	Intensive Care	Treatment	Xenobiology

Attribute	Primary		Secondary		Tertiary
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Intellect	Resourcefulness		Cunning		Knowledge
Charm	Diplomacy		Personality		Leadership
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Physique	Stamina		Concentration		Recuperation
Acumen	Perception		Survival		Performance

Traits		
	1	Quick Draw +5, Navigational Sense +5, Social Status -5, Greed -5
	2	Navigational Sense +10, Social Status -5, Lecherous -5
	3	Quick Draw +5, Reputation +10, Social Status -15
	4	Luck +20, Greed -10, Lecherous -5, Crude -5
	5	Luck +10, Reputation +10, Crude -20

Equipment: Civilian Street Casual Outfit, Boots, Trouser Holster, Wallet, Chronometer. Cost: €27.25, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Politician

All societies function on rules and therefore need someone to maintain them and make sure they are properly enforced. Unfortunately, this job usually falls to the politician. Ostensibly, they are there to make life as easy as possible for the whole of society. More often, however, the policies they set in place only tend to line their own pocketbooks.

Politician					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Negotiate	Rapport	Intimidate	Translate	Distress
Command	Inspire	Coordination	Guidance	Security	Strategy
Navigation	Stealth	Orientation	Vehicle Piloting	Starship Piloting	Astrogation
Tactical	Evasive Maneuvers	Targeting	Combat Maneuvers	Marksmanship	Ballistics
Engineering	Internal Systems	Damage Control	Defenses	Faster-Than-Light Mechanics	Mechanics
Medicine	Psychology	Specialized Medicine	Intensive Care	Xenobiology	Treatment
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Diplomacy		Leadership		Personality
Intellect	Cunning		Knowledge		Resourcefulness
Acumen	Performance		Perception		Survival
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Physique	Concentration		Recuperation		Stamina
Traits	1	Wealth +5, Reputation +5, Addiction (Alcohol) -5, Glutton -5			
	2	Wealth +10, Addiction (Painkillers) -5, Obsessed (Glory) -5			
	3	Discipline +5, Contacts +10, Obsessed (Glory) -15			
	4	Wealth +20, Addiction (Stimulants) -5, Obsessed (Glory) -10, Glutton -5			
	5	Reputation +5, Discipline +5, Contacts +5, Glutton -15			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.					
Notes: Characters using this archetype may roll 5d5 for starting money.					

Priest

Most religious orders are organized such that there are many different levels, ranging from the empire-wide congregation all the way down to the local house of worship. Priests are the individuals in charge at the local level, providing counsel for those who need guidance with their faith and acting as a leader for the local flock.

Priest					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Negotiate	Translate	Rapport	Intimidate	Distress
Command	Inspire	Coordination	Guidance	Security	Strategy
Medicine	Psychology	Specialized Medicine	Treatment	Intensive Care	Xenobiology
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Science	Archaeology	Technology	Typhonology	Planetology	Geology
Engineering	Mechanics	Damage Control	Internal Systems	Defenses	Faster-Than-Light Mechanics
Tactical	Marksmanship	Targeting	Evasive Maneuvers	Combat Maneuvers	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Diplomacy		Personality		Leadership
Acumen	Performance		Perception		Survival
Intellect	Knowledge		Cunning		Resourcefulness
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Physique	Concentration		Stamina		Recuperation

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Traits	1	Empathic Sense +5, Education +5, Creed (Congregation) -5, Intolerant (Violence) -5
	2	Empathic Sense +5, Discipline +5, Wealth -10
	3	Empathic Sense +5, Education +5, Discipline +5, Creed (Religion) -15
	4	Education +5, Social Status +5, Reputation +10, Intolerant (Violence) -10, Wealth -10
	5	Discipline +10, Social Status +5, Reputation +5, Creed (Deity) -20

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Programmer

Computers are notoriously stupid machines; to get them to accomplish even the simplest of tasks, it takes a very detailed, error-free set of instructions given in a proper order. The job of the programmer is to write these instructions, test the results and go back to fix the inevitable mistakes rather than succumbing to the desire to put a discount brick through the damn computer.

Programmer					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	Technology	Archaeology	Typhonology	Planetology	Geology
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Navigation	Stealth	Vehicle Piloting	Orientation	Starship Piloting	Astrogation
Tactical	Evasive Maneuvers	Targeting	Ballistics	Combat Maneuvers	Marksmanship
Communications	Rapport	Distress	Translate	Intimidate	Negotiate
Command	Security	Strategy	Coordination	Guidance	Inspire
Medicine	Psychology	Xenobiology	Treatment	Intensive Care	Specialized Medicine
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Resourcefulness		Cunning		Knowledge
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Acumen	Performance		Perception		Survival
Charm	Personality		Diplomacy		Leadership
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Physique	Recuperation		Concentration		Stamina

Traits	1	Scientific Sense +5, Comeliness -5
	2	Scientific Sense +5, Mechanical Sense +5, Comeliness -10
	3	Scientific Sense +10, Education +5, Glutton -15
	4	Mechanical Sense +5, Education +10, Reflexes +5, Lecherous -10, Bleeder -10
	5	Mechanical Sense +10, Reflexes +10, Glutton -10, Lecherous -5, Bleeder -5

Equipment: Civilian Street Casual Outfit, Shoes, Pocket Holster, Wallet, Debit Chit, Chronometer. Cost: €24.95, TEC 1.

Prospector

The economies of many cultures are based upon the availability of certain minerals, usually ones that are comparatively rare, such as precious metals. Some individuals decide to strike out on their own with what equipment they can carry to go looking for those materials in nature. Those that are successful return to society rich; those that aren't either return disillusioned or die in the attempt.

Prospector					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Communications	Translate	Intimidate	Negotiate	Rapport	Distress

Science	Geology	Typhonology	Technology	Planetology	Archaeology
Tactical	Targeting	Evasive Maneuvers	Ballistics	Marksmanship	Combat Maneuvers
Medicine	Specialized Medicine	Intensive Care	Psychology	Treatment	Xenobiology
Engineering	Defenses	Mechanics	Damage Control	Internal Systems	Faster-Than-Light Mechanics
Command	Security	Strategy	Coordination	Guidance	Inspire
Attribute	Primary		Secondary		Tertiary
Acumen	Survival		Perception		Performance
Charm	Leadership		Personality		Diplomacy
Physique	Recuperation		Stamina		Concentration
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Intellect	Resourcefulness		Knowledge		Cunning
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Traits	1		Navigational Sense +5, Mechanical Sense +5, Crude -5, Luck -5		
	2		Navigational Sense +5, Nerves +5, Crude -10		
	3		Navigational Sense +5, Mechanical Sense +5, Nerves +5, Health -15		
	4		Senses (Sound) +20, Luck -10, Health -10		
	5		Mechanical Sense +10, Senses (Sound) +10, Crude -20		
Equipment: Civilian Street Casual Outfit, Shoes, Back Holster, Wallet, Chronometer. Cost: €28.75, TEC 1.					

Prostitute

All creatures are driven by the need to procreate and continue their species. The physiology of some species, however, is such that they can engage in the procreative act for purposes other than reproduction. When one can't find a suitable partner, one can almost always try to find someone they can pay to engage in the necessary act whether doing so is legal in their society or not.

Prostitute					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Communications	Rapport	Negotiate	Intimidate	Translate	Distress
Science	Archaeology	Planetology	Technology	Typhonology	Geology
Command	Coordination	Guidance	Inspire	Security	Strategy
Medicine	Specialized Medicine	Psychology	Treatment	Intensive Care	Xenobiology
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Engineering	Internal Systems	Mechanics	Damage Control	Faster-Than-Light Mechanics	Defenses
Tactical	Evasive Maneuvers	Marksmanship	Targeting	Combat Maneuvers	Ballistics
Attribute	Primary		Secondary		Tertiary
Acumen	Performance		Perception		Survival
Intellect	Cunning		Knowledge		Resourcefulness
Charm	Personality		Diplomacy		Leadership
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Physique	Stamina		Recuperation		Concentration
Power	Lifting		Brawling		Three-Dimensional Maneuvers
Traits	1		Comeliness +5, Greed -5		
	2		Comeliness +5, Contacts +5, Social Status -10		
	3		Contacts +5, Linguistic Sense +5, Wealth +5, Social Status -15		
	4		Comeliness +20, Health -10, Lecherous -10		
	5		Linguistic Sense +10, Wealth +10, Greed -5, Health -10, Lecherous -5		
Equipment: Civilian Street Casual Outfit, Shoes, Ankle Holster, Wallet, Debit Chit, Chronometer. Cost: €27.25, TEC 1.					

Radioman

Societies that have developed telecommunications have a need for individuals whose job it is to operate and maintain the necessary equipment. Radiomen perform this job and act as a single voice for the organization running the equipment. In Starfaring Age societies, radiomen can often be found functioning as dedicated communications officers aboard capital ships.

Radioman					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Translate	Rapport	Distress	Intimidate	Negotiate
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Science	Archaeology	Technology	Geology	Typhonology	Planetology
Engineering	Damage Control	Internal Systems	Defenses	Mechanics	Faster-Than-Light Mechanics
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Command	Coordination	Guidance	Inspire	Security	Strategy
Medicine	Psychology	Specialized Medicine	Intensive Care	Xenobiology	Treatment
Attribute	Primary		Secondary		Tertiary
Acumen	Performance		Perception		Survival
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Intellect	Knowledge		Cunning		Resourcefulness
Physique	Concentration		Recuperation		Stamina
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Charm	Diplomacy		Personality		Leadership
Traits	1	Linguistic Sense +5, Scientific Sense +5, Bleeder -5, Nerves -5			
	2	Linguistic Sense +5, Memory +5, Curious -10			
	3	Linguistic Sense +10,Senses (Sound) +5, Curious -15			
	4	Scientific Sense +10, Senses (Sound) +10, Bleeder -20			
	5	Memory +10, Scientific Sense +5, Nerves -5, Glutton -5, Curious -5			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.					

Rancher

Most societies that include prey animals as part of their overall diet ultimately develop the field of ranching at some point; this usually involves fencing off a large area and actually raising a herd of prey animals until the majority of them are large enough to be sold for a profit to a slaughterhouse. Ranchers oversee this process, operating and maintaining the land necessary for the animals they have in their inventory.

Rancher					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Science	Planetology	Typhonology	Geology	Archaeology	Technology
Command	Security	Coordination	Inspire	Guidance	Strategy
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Medicine	Psychology	Intensive Care	Specialized Medicine	Treatment	Xenobiology
Communications	Rapport	Negotiate	Translate	Intimidate	Distress
Tactical	Combat Maneuvers	Marksmanship	Targeting	Evasive Maneuvers	Ballistics
Engineering	Mechanics	Damage Control	Defenses	Internal Systems	Faster-Than-Light Mechanics

Attribute	Primary	Secondary	Tertiary
Finesse	Dexterous Maneuvers	Dodge	Hiding and Seeking
Physique	Stamina	Concentration	Recuperation
Intellect	Knowledge	Resourcefulness	Cunning
Acumen	Survival	Perception	Performance
Power	Brawling	Three-Dimensional Maneuvers	Lifting
Charm	Diplomacy	Leadership	Personality

Traits		
	1	Health +5, Phobic (Reptilians) -5
	2	Health +10, Phobic (Poverty) -5, Allergic (Pollen) -5
	3	Health +5, Memory +5, Luck +5, Allergic (Venom) -15
	4	Memory +10, Luck +10, Education -20
	5	Ambidexterity +10, Health +5, Phobic (Arachnids) -5, Allergic (Pollen) -5, Bleeder -5

Equipment: Civilian Street Casual Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Chronometer. Cost: €32.00, TEC 1.

Researcher

Scientific advancement doesn't just happen; it requires the dedication of individuals who are willing to do what it takes to try out new ideas and new theories. Researchers do just that. In Starfaring Age societies, researchers can be seen travelling the space lanes as science officers aboard capital ships; on the ground, they're most common in academic settings.

Researcher					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Science	Planetology	Technology	Archaeology	Geology	Typhonology
Medicine	Treatment	Specialized Medicine	Xenobiology	Intensive Care	Psychology
Engineering	Internal Systems	Defenses	Damage Control	Faster-Than-Light Mechanics	Mechanics
Communications	Rapport	Translate	Negotiate	Distress	Intimidate
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Command	Coordination	Guidance	Inspire	Security	Strategy
Tactical	Evasive Maneuvers	Targeting	Ballistics	Marksmanship	Combat Maneuvers

Attribute	Primary	Secondary	Tertiary
Intellect	Knowledge	Resourcefulness	Cunning
Charm	Diplomacy	Personality	Leadership
Physique	Concentration	Recuperation	Stamina
Acumen	Perception	Performance	Survival
Finesse	Dexterous Maneuvers	Hiding and Seeking	Dodge
Power	Three-Dimensional Maneuvers	Lifting	Brawling

Traits		
	1	Reputation +5, Scientific Sense +5, Addiction (Stimulants) -5, Comeliness -5
	2	Reputation +5, Scientific Sense +5, Comeliness -10
	3	Education +5, Math Expert +5, Scientific Sense +5, Overconfident -15
	4	Math Expert +20, Allergic (Pollen) -5, Overconfident -5, Obsessed (Research) -10
	5	Scientific Sense +10, Math Expert +5, Education +5, Addiction (Stimulants) -20

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Notes: Characters using this archetype can be given up to Second Class armor as a free item.

Scholar

A scholar is an individual who is attempting to better their life through attaining as high of a level of education as they are capable of managing. For some, this effort will ultimately lead them to notoriety, fame and heights of excellence. For others, it's ultimately a wasted effort that more often than not leads them to heights of poverty instead.

Scholar					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Rapport	Translate	Distress	Negotiate	Intimidate
Science	Technology	Archaeology	Planetology	Geology	Typhonology
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Command	Strategy	Coordination	Guidance	Inspire	Security
Medicine	Specialized Medicine	Psychology	Xenobiology	Treatment	Intensive Care
Tactical	Evasive Maneuvers	Marksmanship	Targeting	Ballistics	Combat Maneuvers

Attribute	Primary	Secondary	Tertiary
Intellect	Resourcefulness	Knowledge	Cunning
Finesse	Dodge	Dexterous Maneuvers	Hiding and Seeking
Acumen	Performance	Perception	Survival
Physique	Concentration	Recuperation	Stamina
Charm	Personality	Diplomacy	Leadership
Power	Three-Dimensional Maneuvers	Brawling	Lifting

Traits		
	1	Contacts +5, Education +5, Social Status -5, Allergic (Insectoid Bites) -5
	2	Contacts +5, Education +5, Nerves -10
	3	Contacts +5, Education +5, Math Expert +5, Social Status -15
	4	Social Status +5, Contacts +10, Education +5, Allergic (Mollusks) -10, Phobic (Failure) -10
	5	Social Status +10, Education +20, Allergic (Pollen) -5, Phobic (Vermin) -5, Nerves -10

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.

Scout

Many military operations are made or broken depending on what one side knows about the other. When hard and fast data is needed on the enemy's disposition, scouts are sent in to perform covert reconnaissance work and then report back what they've learned. It's exceptionally lonely work, not to mention highly dangerous.

Scout					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Navigation	Vehicle Piloting	Stealth	Orientation	Astrogation	Starship Piloting
Science	Typhonology	Archaeology	Planetology	Geology	Technology
Tactical	Evasive Maneuvers	Targeting	Marksmanship	Ballistics	Combat Maneuvers
Communications	Rapport	Translate	Distress	Negotiate	Intimidate
Medicine	Specialized Medicine	Psychology	Intensive Care	Xenobiology	Treatment
Command	Security	Guidance	Coordination	Strategy	Inspire
Engineering	Mechanics	Defenses	Internal Systems	Damage Control	Faster-Than-Light Mechanics

Attribute	Primary	Secondary	Tertiary
Physique	Concentration	Recuperation	Stamina

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Intellect	Resourcefulness	Cunning	Knowledge
Acumen	Survival	Perception	Performance
Finesse	Hiding and Seeking	Dexterous Maneuvers	Dodge
Charm	Personality	Diplomacy	Leadership
Power	Three-Dimensional Maneuvers	Lifting	Brawling

Traits		
	1	Navigational Sense +5, Senses (Sight) +5, Comeliness -5, Education -5
	2	Scientific Sense +5, Navigational Sense +5, Curious -10
	3	Reflexes +5, Senses (Sight) +5, Scientific Sense +5, Curious -15
	4	Reflexes +20, Scientific Sense +5, Senses (Sight) +5, Education -10, Comeliness -10
	5	Navigational Sense +10, Senses (Sight) +10, Curious -20

Equipment: Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €72.05, TEC 1.

Security Officer

All societies have rules and as a result have individuals who think that they don't apply to them. When someone actually breaks a rule, it is the job of the security officer to go and apprehend that individual by whatever means are necessary. Usually they're also expected to do what it takes to prevent the rules from being broken in the first place.

Security Officer					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Security	Coordination	Strategy	Guidance	Inspire
Tactical	Targeting	Marksmanship	Combat Maneuvers	Evasive Maneuvers	Ballistics
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Medicine	Intensive Care	Psychology	Specialized Medicine	Xenobiology	Treatment
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Communications	Rapport	Translate	Intimidate	Negotiate	Distress
Science	Technology	Archaeology	Typhonology	Planetology	Geology

Attribute	Primary	Secondary	Tertiary
Physique	Stamina	Concentration	Recuperation
Finesse	Dexterous Maneuvers	Hiding and Seeking	Dodge
Acumen	Perception	Performance	Survival
Power	Brawling	Three-Dimensional Maneuvers	Lifting
Charm	Personality	Leadership	Diplomacy
Intellect	Cunning	Knowledge	Resourcefulness

Traits		
	1	Social Status +5, Temper -5
	2	Social Status +10, Temper -5, Wealth -5
	3	Social Status +5, Discipline +10, Health -15
	4	Quick Draw +20, Temper -10, Wealth -10
	5	Discipline +10, Quick Draw +5, Health -15

Equipment: Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €72.05, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Settler

Communities begin life through the actions of individuals. It takes a very rugged individual to pick up whatever stakes they have in a society, move out to a spot in the wilderness and try to make a new home there. Establishing a new community can be very hard, lonely and dangerous, but it's also very rewarding if it's ultimately successful.

Settler					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	Planetology	Geology	Typhonology	Technology	Archaeology
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Tactical	Marksmanship	Targeting	Evasive Maneuvers	Ballistics	Combat Maneuvers
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Medicine	Psychology	Intensive Care	Treatment	Specialized Medicine	Xenobiology
Command	Security	Coordination	Inspire	Guidance	Strategy
Communications	Rapport	Negotiate	Distress	Intimidate	Translate
Attribute	**Primary**		**Secondary**		**Tertiary**
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Acumen	Survival		Perception		Performance
Physique	Stamina		Concentration		Recuperation
Charm	Diplomacy		Personality		Leadership
Intellect	Resourcefulness		Knowledge		Cunning
Traits	1		Health +10, Phobic (Death) -10		
	2		Health +5, Luck +5, Allergic (Certain Foods) -10		
	3		Health +5, Luck +5, Memory +5, Phobic (Deity) -15		
	4		Health +10, Memory +5, Ambidexterity +5, Allergic (Pollen) -10, Bleeder -10		
	5		Memory +5, Luck +5, Ambidexterity +5, Education -15		
Equipment: Civilian Street Casual Outfit, Boots, Back Holster, Wallet, Debit Chit, Chronometer. Cost: €30.25, TEC 1.					

Shopkeeper

Sometimes a business is so successful that its owner can afford to branch out to other communities. The owner cannot be in all the communities in which their business runs, so they will oftentimes hire a shopkeeper to manage a particular branch. Shopkeepers run the branch office without owning it.

Shopkeeper					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Command	Coordination	Guidance	Inspire	Security	Strategy
Communications	Negotiate	Rapport	Translate	Intimidate	Distress
Science	Archaeology	Technology	Typhonology	Geology	Planetology
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Medicine	Psychology	Intensive Care	Specialized Medicine	Treatment	Xenobiology
Navigation	Vehicle Piloting	Orientation	Stealth	Starship Piloting	Astrogation
Tactical	Marksmanship	Targeting	Evasive Maneuvers	Combat Maneuvers	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Charm	Diplomacy		Personality		Leadership

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Intellect	Cunning	Knowledge	Resourcefulness
Finesse	Hiding and Seeking	Dodge	Dexterous Maneuvers
Acumen	Performance	Perception	Survival
Physique	Concentration	Stamina	Recuperation
Power	Lifting	Three-Dimensional Maneuvers	Brawling

Traits		
	1	Wealth +5, Greed -5
	2	Wealth +5, Math Expert +5, Tightwad -10
	3	Wealth +5, Memory +5, Math Expert +5, Glutton -15
	4	Social Status +5, Memory +10, Reputation +5, Greed -10, Tightwad -10
	5	Memory +10, Math Expert +10, Reputation -10, Glutton -5, Greed -5

Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Deluxe Chronometer. Cost: €60.80, TEC 1.

Notes: Characters using this archetype may roll 4d5 for starting money.

Smithy

Societies that work with metals need dedicated individuals who have studied ores and know how to work with them. Smithies do this kind of work for a living: working in sweltering hot shops and pouring their labor in an effort to turn raw pieces of the ground into something that can ultimately be valued by all of society.

Smithy					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Intimidate	Negotiate	Distress	Rapport	Translate
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Science	Planetology	Geology	Archaeology	Typhonology	Technology
Tactical	Targeting	Marksmanship	Ballistics	Evasive Maneuvers	Combat Maneuvers
Medicine	Intensive Care	Specialized Medicine	Psychology	Treatment	Xenobiology
Engineering	Internal Systems	Defenses	Mechanics	Damage Control	Faster-Than-Light Mechanics
Command	Security	Coordination	Guidance	Inspire	Strategy

Attribute	Primary		Secondary		Tertiary
Charm	Personality		Diplomacy		Leadership
Power	Brawling		Lifting		Three-Dimensional Maneuvers
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Physique	Stamina		Concentration		Recuperation
Intellect	Resourcefulness		Knowledge		Cunning
Acumen	Performance		Perception		Survival

Traits		
	1	Mechanical Sense +5 Curious +5
	2	Mechanical Sense +5, Health +5, Temper -10
	3	Mechanical Sense +5, Health +5, Math Expert +5, Intolerant (Drunkards) -15
	4	Health +10, Empathic Sense +10, Obsessed (Alcohol Abstinence) -20
	5	Empathic Sense +5, Math Expert +10, Obsessed (Alcohol Abstinence) -5, Intolerant (Drunkards) -5, Temper -10

Equipment: Civilian Street Casual Outfit, Boots, Wallet, Debit Chit, Chronometer. Cost: €22.25, TEC 1.

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Soldier

Soldiers are poor sods whose job it is to go out and try to make enemy soldiers die for their country when all the politicians decide they can't solve an issue by any means other than force. They are the lowest members of any military echelon, the ones that perform the labors of war and whose lives are considered the most expendable.

Soldier					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Tactical	Ballistics	Marksmanship	Targeting	Combat Maneuvers	Evasive Maneuvers
Navigation	Stealth	Vehicle Piloting	Orientation	Starship Piloting	Astrogation
Engineering	Defenses	Damage Control	Mechanics	Internal Systems	Faster-Than-Light Mechanics
Command	Security	Strategy	Coordination	Inspire	Guidance
Communications	Intimidate	Rapport	Distress	Negotiate	Translate
Science	Technology	Typhonology	Archaeology	Planetology	Geology
Medicine	Specialized Medicine	Intensive Care	Psychology	Treatment	Xenobiology
Attribute	Primary		Secondary		Tertiary
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Charm	Personality		Leadership		Diplomacy
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Acumen	Perception		Survival		Performance
Physique	Stamina		Recuperation		Concentration
Intellect	Knowledge		Resourcefulness		Cunning
Traits	1	Reflexes +5, Discipline +5, Overconfident -5, Lecherous -5			
	2	Discipline +5, Social Status +5, Education -10			
	3	Senses (Sight) +10, Social Status +5, Overconfident -15			
	4	Reflexes +10, Senses (Sight) +5, Social Status +5, Lecherous -10, Overconfident -10			
	5	Discipline +10, Reflexes +5, Education -5, Creed (Protect Nation) -5, Overconfident -5			
Equipment: Military Dress Uniform Outfit, Military Working Uniform Outfit, Boots, Duty (Hip) Holster, Back Holster, Wallet, Debit Chit, Deluxe Chronometer. Cost: €152.65, TEC 1.					
Notes: Characters using this archetype can be given up to Third Class armor as a free item.					

Spy

Spies are people that do their level best to gather information on a foreign power, organization or even an individual while garnering as little attention to themselves as possible. Their job is to watch, examine, analyze, report and get the hell out once their job is done.

Spy					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Rapport	Negotiate	Intimidate	Translate	Distress
Science	Technology	Archaeology	Geology	Planetology	Typhonology
Navigation	Stealth	Orientation	Vehicle Piloting	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Targeting	Ballistics	Marksmanship	Combat Maneuvers
Medicine	Specialized Medicine	Psychology	Xenobiology	Intensive Care	Treatment
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Command	Security	Strategy	Coordination	Inspire	Guidance
Attribute	Primary		Secondary		Tertiary
Charm	Personality		Diplomacy		Leadership

Acumen	Perception		Performance		Survival
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Intellect	Cunning		Resourcefulness		Knowledge
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Physique	Concentration		Stamina		Recuperation
Traits	1	Navigational Sense +5, Impulsive +5			
	2	Navigational Sense +5, Memory +5, Curious -10			
	3	Navigational Sense +5, Linguistic Sense +5, Memory +5, Lecherous -15			
	4	Memory +10, Senses (Sound) +10, Impulsive -20			
	5	Linguistic Sense +10, Senses (Sound) +10, Lecherous -5, Curious -5, Overconfident -10			
Equipment: Civilian Casual Dress Outfit, Shoes, Trouser Holster, Wallet, Deluxe Chronometer. Cost: €65.80, TEC 1.					

Surveyor

Engineering any structure takes precision calculations of the surrounding terrain, no matter how complex it is. Surveyors make a living by using occasionally complex mathematics to determine the exact positions and dimensions of objects on a planet's surface. Without their efforts, building high-quality structures would be impossible.

Surveyor					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Navigation	Orientation	Astrogation	Vehicle Piloting	Stealth	Starship Piloting
Engineering	Mechanics	Damage Control	Internal Systems	Defenses	Faster-Than-Light Mechanics
Tactical	Targeting	Marksmanship	Evasive Maneuvers	Ballistics	Combat Maneuvers
Science	Archaeology	Technology	Geology	Planetology	Typhonology
Communications	Rapport	Translate	Negotiate	Intimidate	Distress
Command	Coordination	Guidance	Security	Inspire	Strategy
Medicine	Intensive Care	Psychology	Specialized Medicine	Treatment	Xenobiology
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	Perception		Survival		Performance
Intellect	Resourcefulness		Knowledge		Cunning
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Physique	Concentration		Stamina		Recuperation
Charm	Diplomacy		Personality		Leadership
Traits	1	Math Expert +5, Crude -5			
	2	Math Expert +5, Scientific Sense +5, Comeliness -10			
	3	Math Expert +10, Mechanical Sense +5, Scientific Sense +5, Luck -15			
	4	Education +10, Mechanical Sense +5, Scientific Sense +5, Addiction (Alcohol) -10, Crude -10			
	5	Mechanical Sense +10, Scientific Sense +5, Addiction (Tobacco) -5, Crude -5, Comeliness -5			
Equipment: Civilian Street Casual Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €20.75, TEC 1.					

Teacher

Education is an important cornerstone of most societies; without it, there would be no one with the knowledge needed to carry out advanced tasks. It is the job of the teacher to impress and to impart knowledge upon their students to the best of their ability. Though many societies recognize the

important job teachers do, they usually aren't willing to give them the funding they need to actually do it.

Teacher					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	Archaeology	Planetology	Geology	Typhonology	Technology
Communications	Translate	Rapport	Negotiate	Intimidate	Distress
Command	Inspire	Guidance	Coordination	Security	Strategy
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Medicine	Psychology	Intensive Care	Specialized Medicine	Treatment	Xenobiology
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Tactical	Evasive Maneuvers	Combat Maneuvers	Marksmanship	Targeting	Ballistics
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Knowledge		Cunning		Resourcefulness
Acumen	Perception		Performance		Survival
Charm	Leadership		Diplomacy		Personality
Physique	Stamina		Concentration		Recuperation
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Power	Lifting		Three-Dimensional Maneuvers		Brawling
Traits	1	Education +5, Discipline +5, Honesty -5, Wealth -5			
	2	Education +5, Senses (Sight) +5,Wealth -10			
	3	Education +5, Senses (Sight) +5, Senses (Sound) +5, Bleeder -15			
	4	Discipline +10, Senses (Sound) +10, Honesty -20			
	5	Senses (Sound) +5, Senses (Sight) +10, Impulsive -10, Honesty -5, Wealth -5			
Equipment: Civilian Casual Dress Outfit, Shoes, Wallet, Debit Chit, Chronometer. Cost: €36.00, TEC 1.					

Technician

A technician is an individual who studies, professes or practices the body of tools and implements produced by a given society, usually specializing in a very specific area. Technicians can be found anywhere where knowledge of how a piece of technology works can be vital to its continued operation.

Technician					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Navigation	Orientation	Vehicle Piloting	Stealth	Astrogation	Starship Piloting
Science	Technology	Archaeology	Planetology	Geology	Typhonology
Command	Security	Coordination	Guidance	Inspire	Strategy
Communications	Distress	Rapport	Negotiate	Intimidate	Translate
Tactical	Evasive Maneuvers	Marksmanship	Targeting	Combat Maneuvers	Ballistics
Medicine	Intensive Care	Specialized Medicine	Psychology	Treatment	Xenobiology
Attribute	**Primary**		**Secondary**		**Tertiary**
Intellect	Resourcefulness		Knowledge		Cunning
Finesse	Dexterous Maneuvers		Hiding and Seeking		Dodge
Acumen	Perception		Performance		Survival
Power	Three-Dimensional Maneuvers		Lifting		Brawling

Physique	Concentration		Recuperation		Stamina
Charm	Personality		Diplomacy		Leadership
Traits	1	Mechanical Sense +5, Comeliness -5			
	2	Mechanical Sense +5, Math Expert +5, Reflexes -10			
	3	Mechanical Sense +5, Memory +5, Nerves +5, Luck -15			
	4	Math Expert +10, Memory +10, Comeliness -20			
	5	Nerves +10, Memory +10, Reflexes -5, Bleeder -10, Luck -5			
Equipment: Military Working Uniform Outfit, Shoes, Pocket Holster, Wallet, Debit Chit, Chronometer. Cost: €40.20, TEC 1.					

Thief

Many societies hold to the questionable idea that the accumulation of material goods is something to be valued. This sometimes produces individuals who decide that the best way to further their own wealth is to take it from others illegally. While many of these individuals often get caught, others are skilled enough at it to actually make a living.

Thief					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Engineering	Damage Control	Mechanics	Defenses	Internal Systems	Faster-Than-Light Mechanics
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Command	Security	Coordination	Guidance	Strategy	Inspire
Science	Technology	Geology	Archaeology	Planetology	Typhonology
Communications	Intimidate	Distress	Rapport	Negotiate	Translate
Medicine	Psychology	Intensive Care	Specialized Medicine	Xenobiology	Treatment
Attribute	Primary		Secondary		Tertiary
Intellect	Cunning		Knowledge		Resourcefulness
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Charm	Personality		Diplomacy		Leadership
Physique	Stamina		Concentration		Recuperation
Acumen	Perception		Survival		Performance
Power	Three-Dimensional Maneuvers		Lifting		Brawling
Traits	1	Ambidexterity +5, Contacts +5, Greed -5, Overconfident -5			
	2	Ambidexterity +5, Reflexes +5, Obsessed (Big Heist) -10			
	3	Ambidexterity +5, Luck +5, Contacts +5, Greed -15			
	4	Contacts +10, Reflexes +10, Overconfident -10, Obsessed (Vengeance) -10			
	5	Contacts +10, Reflexes +10, Luck -10, Obsessed (Big Heist) -5, Greed -5			
Equipment: Civilian Street Casual Outfit, Boots, Trouser Holster, Wallet, Debit Chit, Chronometer. Cost: €27.25, TEC 1.					

Thug

Thugs are burly individuals who are often employed by criminal organizations. Their job is a fairly simple one: if anybody crosses someone higher up in the organization, they are dispatched to find that person and to express their boss's deep dissatisfaction with them. Usually this involves some manner of violent treatment.

Thug					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Navigation	Vehicle Piloting	Stealth	Starship Piloting	Orientation	Astrogation
Tactical	Ballistics	Marksmanship	Targeting	Combat Maneuvers	Evasive Maneuvers
Command	Security	Strategy	Coordination	Guidance	Inspire
Communications	Intimidate	Distress	Rapport	Negotiate	Translate
Engineering	Mechanics	Defenses	Damage Control	Internal Systems	Faster-Than-Light Mechanics
Medicine	Psychology	Specialized Medicine	Xenobiology	Intensive Care	Treatment
Science	Technology	Archaeology	Geology	Typhonology	Planetology

Attribute	Primary		Secondary		Tertiary
Power	Brawling		Lifting		Three-Dimensional Maneuvers
Physique	Stamina		Recuperation		Concentration
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Acumen	Performance		Perception		Survival
Charm	Personality		Leadership		Diplomacy
Intellect	Resourcefulness		Knowledge		Cunning

Traits		
	1	Health +5, Overconfident -5
	2	Health +5, Reflexes +5, Crude -10
	3	Health +5, Reflexes +5, Reputation +5, Temper -15
	4	Health +5, Reflexes +5, Reputation +10, Temper -10, Overconfident -10
	5	Discipline +10, Nerves +10, Temper -10, Addiction (Painkillers) -5, Crude -5

Equipment: Civilian Street Casual Outfit, Boots, Trouser Holster, Back Holster, Wallet, Chronometer. Cost: €35.25, TEC 1.

Notes: Characters using this archetype can be given up to Third Class armor as a free item.

Trader

Traders are individuals who provide commodities to potential buyers. They usually don't leave the area in which they conduct their trade and work in concert with other traders in an attempt to maximize each other's profits. In Starfaring Age societies, traders are tasked with the job of moving commodities in between worlds through specialized trading posts licensed by local planetary governments.

Trader					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Communications	Negotiate	Rapport	Intimidate	Distress	Translate
Science	Technology	Archaeology	Planetology	Geology	Typhonology
Navigation	Vehicle Piloting	Orientation	Stealth	Astrogation	Starship Piloting
Command	Security	Guidance	Coordination	Inspire	Strategy
Tactical	Evasive Maneuvers	Marksmanship	Ballistics	Targeting	Combat Maneuvers
Engineering	Damage Control	Mechanics	Internal Systems	Defenses	Faster-Than-Light Mechanics
Medicine	Psychology	Specialized Medicine	Intensive Care	Treatment	Xenobiology

Attribute	Primary		Secondary		Tertiary
Charm	Diplomacy		Personality		Leadership
Intellect	Cunning		Knowledge		Resourcefulness
Acumen	Performance		Perception		Survival
Finesse	Hiding and Seeking		Dodge		Dexterous Maneuvers
Physique	Concentration		Recuperation		Stamina

Power	Brawling	Three-Dimensional Maneuvers	Lifting
	1	Reputation +5, Greed -5	
	2	Reputation +10, Greed -5, Addict (Gambling) -5	
Traits	3	Reputation +5, Wealth +10, Greed -15	
	4	Wealth +20, Luck -5, Discipline -15	
	5	Education +10, Linguistic Sense +10, Overconfident -20	

Equipment: Civilian Casual Dress Outfit, Shoes, Duty (Hip) Holster, Wallet, Debit Chit, Chronometer. Cost: €45.75, TEC 1.

Notes: Characters using this archetype may roll 4d5 for starting money.

Vagrant

Most societies have individuals living within them that, for whatever reason, cannot work. These individuals will often find themselves homeless, jobless and penniless once their money runs out; they are then forced to perform whatever actions are necessary in order for them to survive. They are usually considered the lowest members of society, on par with criminals.

Vagrant					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Science	Planetology	Typhonology	Archaeology	Geology	Technology
Navigation	Vehicle Piloting	Stealth	Orientation	Starship Piloting	Astrogation
Medicine	Psychology	Specialized Medicine	Intensive Care	Treatment	Xenobiology
Communications	Negotiate	Distress	Rapport	Intimidate	Translate
Engineering	Damage Control	Internal Systems	Mechanics	Defenses	Faster-Than-Light Mechanics
Tactical	Evasive Maneuvers	Combat Maneuvers	Marksmanship	Ballistics	Targeting
Command	Guidance	Coordination	Security	Strategy	Inspire

Attribute	Primary		Secondary		Tertiary
Physique	Stamina		Recuperation		Concentration
Finesse	Hiding and Seeking		Dexterous Maneuvers		Dodge
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Survival		Perception		Performance
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Charm	Diplomacy		Personality		Leadership

Traits		
	1	Health +5, Wealth -5
	2	Health +10, Wealth -5, Social Status -5
	3	Health +10, Senses (Sound) +5, Wealth -15
	4	Senses (Sound) +10, Math Expert +10, Wealth -20
	5	Education +5, Senses (Sound) +10, Luck -5, Wealth -5, Social Status -5

Equipment: Civilian Street Casual Outfit, Shoes, Chronometer. Cost: €15.75, TEC 0.

Notes: Characters using this archetype do not roll for starting money.

Zookeeper

Zookeepers have a fairly unique job; they are tasked with the care of an array of animal lifeforms, providing food and medical care for them and making sure that their habitats remain optimally suitable for their habitation. The animals themselves may be in an environment well outside their norms, placed in specialized parks as a peculiar form of entertainment.

Zookeeper					
Discipline	**Primary**	**Secondary**	**Tertiary**	**Quaternary**	**Quinary**
Science	*Planetology*	*Technology*	*Geology*	*Typhonology*	*Archaeology*
Medicine	*Xenobiology*	*Treatment*	*Intensive Care*	*Specialized Medicine*	*Psychology*
Navigation	*Vehicle Piloting*	*Orientation*	*Stealth*	*Astrogation*	*Starship Piloting*
Tactical	*Targeting*	*Ballistics*	*Marksmanship*	*Evasive Maneuvers*	*Combat Maneuvers*
Command	*Security*	*Coordination*	*Guidance*	*Inspire*	*Strategy*
Communications	*Rapport*	*Negotiate*	*Intimidate*	*Distress*	*Translate*
Engineering	*Mechanics*	*Damage Control*	*Defenses*	*Internal Systems*	*Faster-Than-Light Mechanics*
Attribute	**Primary**		**Secondary**		**Tertiary**
Acumen	*Performance*		*Perception*		*Survival*
Intellect	*Knowledge*		*Resourcefulness*		*Cunning*
Physique	*Recuperation*		*Concentration*		*Stamina*
Power	*Brawling*		*Three-Dimensional Maneuvers*		*Lifting*
Finesse	*Dodge*		*Dexterous Maneuvers*		*Hiding and Seeking*
Charm	*Diplomacy*		*Personality*		*Leadership*
Traits	1	Reflexes +5, Scientific Sense +5, Creed (Care for Animals) -5, Nerves -5			
	2	Scientific Sense +5, Comeliness +5, Luck -10			
	3	Education +5, Empathic Sense +5, Scientific Sense +5, Nerves -15			
	4	Reputation +10, Education +5, Comeliness +5, Creed (Care for Animals) -10, Nerves -10			
	5	Senses (Sight) +10, Senses (Sound) +5, Intolerant (Stupid Behavior) -15			

CHAPTER THREE: SKILLS

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3.0: INTRODUCTION

This chapter goes over Skills, how they are used and how they affect game play.

There are thirty-five **Discipline Skills** in WCRPG; five for each Discipline. All characters will have levels (points) in all of these Discipline Skills, *even if that level is zero*. The sum of the scores of all Discipline Skills and their specializations determines the total "score" of that Discipline, *which in turn determines a DC modifier to all Discipline Skills under that Discipline*. There are also eighteen **Attribute Skills**; three for each Attribute. Attribute Skills function exactly like Discipline Skills and for purposes of discussion throughout this rulebook, both Attribute Skills and Discipline Skills will be referred to simply as **Skills** except where it is absolutely necessary to distinguish between them.

When a character needs to use one of their Skills to get past an obstacle and when there are significant consequences in the event of failure, a **Skill Check** is required. To perform a Skill Check, a player simply rolls d% and compares the result to the score of the character's Skill plus the modifier from its controlling characteristic (one-tenth the total number of points in the characteristic, rounded down); the sum of the Skill score plus the Discipline/Attribute modifier is the DC for the task. The term "Skill Check" also covers situations wherein the character may be able to apply a Skill specialization to the situation. If a specialization applies, its score is added to the final DC; specializations therefore make it far more likely a character will succeed at specific tasks. **A character may only apply** *one* **specialization to a Skill Check regardless of how many specializations may apply to the situation and it is the GM that selects what specialization is to be used**. Occasionally, a player will need to make a die roll against a set of rolls made by the GM. These **opposed rolls** are used in those cases where they are appropriate to the situation (such as when a target's *Dodge* roll is rolled in response to a character's *Brawling* roll in a melee). In these cases, the lower throw wins; these are still considered Skill Checks, even though the Check is not against the normal DC for that Skill.

When a character succeeds at a Skill Check, they may gain experience in the Skill utilized; if the result is at least twenty points less than the DC, not only does the character succeed in the task at hand but they also gain one point in that Skill. *Remember, no Skill can ever have a score greater than 25 and no specialization may ever have a score greater than 50*.

Characters can also fail Skill Checks by rolling a result that's greater than the indicated DC. How the GM handles failure is entirely up to them but should be appropriate to the situation. The character may or may not be allowed to try again after failing a Skill Check; they should be allowed to try again unless their time is restrained or it's obvious that trying again is impossible. Failing a task wherein the character won't get a second chance may derail an adventure in a hurry, so those situations should be few and far between.

Situations may arise during the course of an adventure wherein the GM does not want the characters to succeed at a certain task (usually for plot reasons). In those situations, the GM has to decide if the task at hand is totally impossible or just nearly so. If the task is utterly impossible, the GM should not have the players roll the Skill Check against it; they may simply act as though the task was attempted and failed. This will, of course, make it obvious to the players that they cannot succeed at the task, which may annoy them. Totally impossible situations should not have penalties for failure. If the task is just nearly impossible, there's still an off-chance the characters will succeed; players should be allowed to roll the Check but the DC should be sure to apply a stronger than normal unfavorable circumstances modifier (discussed below) to it

A GM can add penalties or bonuses to the DC of a Skill Check if they feel that circumstances are either significantly in the character's favor or vice versa (a **circumstantial modifier**). In these situations, if the GM is having problems deciding how much to raise or lower the DC, they can just use ±10 as

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a rule of thumb. Since the players know the DC normally required for success, however, they should be notified when the GM elects to use a modifier. At their own discretion, a GM may also add a permanent modifier to all Skill Check DCs; this may be a good idea if they note that their players are constantly failing Checks. In this case, it's generally recommended that a modifier of no greater than +20 be used. Hardcore GMs may, of course, choose to subtract an amount from the DC of all Checks in order to make the game more difficult.

In situations wherein a player is confident of success in a situation, they have the option to either **take fifty** or **take zero**. Taking fifty is simply a declaration that they player will take the average result of a die roll (a roll result of fifty) without actually rolling. Taking zero, on the other hand, is a declaration that indicates that their character will perform the task until they get it exactly right. Taking zero takes twenty times the normal amount of time required but guarantees success. If a short amount of time is available for the character to complete a task, they may only take fifty.

The rest of this Chapter is devoted to a discussion of the individual Skills. Each Skill is listed by its controlling Discipline/Attribute. Each entry will contain a basic overview of the Skill, notes about its intended usage, a list of bonuses a character may receive for having a particularly high score in it, possible and recommended specializations and any other special notes.

3.1: POWER SKILLS

The **Power** Skills are as follows:

- *Three-Dimensional Maneuvers* (used for movement along the vertical axis)
- *Brawling* (used in hand-to-hand combat situations)
- *Lifting* (used when attempting to lift and carry objects)

Three-Dimensional Maneuvers (3DM)

This Skill is used in place of most traditional RPG Strength skills (such as Running, Swimming, Climbing, Flying, etc.). It represents how well a character can perform these feats; a character may specialize in any of them. The *Three-Dimensional Maneuvers* Skill is negatively affected by Armor (see Chapter 5.3 for details).

Brawling (BRW)

This Skill is used when a character is required to perform any hand-to-hand combat; the attack roll for all melee combat is always a *Brawling* Check. A character may specialize in any form of martial arts or hand-to-hand fighting styles (such as boxing or wrestling). Every ten points added to this Skill adds a +1 modifier to the amount of **basic damage** caused by a melee or unarmed attack (*for more details, see Chapter 9.2*). A successful Check of a specialization of this Skill will add an extra +5 modifier to basic damage.

Lifting (LFT)

This Skill is used when a character is required to lift an object in situations where they must either hold the object for a substantial length of time or when there is a significant chance of failing to lift it (such as when a character attempts to lift a heavy object). This Skill is typically subject to circumstantial DC adjustments; objects that are heavy, bulky or that must be held for a long time are not circumstantially favorable. A character may specialize in a particular range of weights or in a type

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of weight (such as a haltere or dumbbell). Every ten points added to this Skill gives a character a -1 bonus to their total encumbrance class (*see Chapter 5.4*).

3.2: FINESSE SKILLS

The **Finesse** Skills are as follows:

- *Dodge* (used to get out of the way of anything that can cause damage)
- *Dexterous Maneuvers* (used in situations that require agility to succeed)
- *Hiding and Seeking* (used when attempting to hide something or to seek something out)

Dodge (DDG)

This Skill is used when a character is required to dodge something (such as something thrown or shot in their direction). A character may specialize in dodging specific types of objects (such as bullets or dodgeballs). A character's *Dodge* Skill is compared to an enemy combatant's Attack Bonus prior to an attack and will modify the HD of the character, possibly improving their chances of escaping damage.

Dexterous Maneuvers (DXM)

This Skill is used in place of most traditional RPG Dexterity skills. It is used whenever a character has to be agile in order to succeed; some examples of these kinds of situations include riding a wild animal or walking a balance beam in between two tall buildings. Specializations in *Dexterous Maneuvers* include riding specific animals, trying to keep one's balance, disabling traps, picking locks, and so on. Picking a mechanical lock is handled using the *Dexterous Maneuvers* Skill; electronic locks, however, require a *Cunning* Check (which is an **Intellect** skill; see Chapter 3.4). The amount of time that passes in a *Dexterous Maneuvers* Check will vary greatly based upon the situation and may require multiple successful Checks (at the GM's discretion). Some actions, such as picking a simple catch-hook lock, may take as little as 1 round. Others, such as carefully defusing a bomb, may take upwards of an hour or more. When in doubt, a GM should use the result of a 3d5 roll to indicate the amount of time in rounds a *Dexterous Maneuvers* Skill Check will take. This Skill is typically subject to circumstantial DC adjustment; for example, attempting to pick a particularly complex lock is not circumstantially favorable.

Hiding and Seeking (H&S)

This Skill is used in place of traditional RPG skills such as Hiding, Seeking, Searching, etc. A player may specialize in hiding and/or seeking particular kinds of objects (for example, a law enforcement official might specialize in "Seeking Illicit Narcotics" while a drug pusher might specialize in "Hide Illicit Narcotics from Cops"). The amount of time needed for a *Hiding and Seeking* Skill Check varies; as a general rule, the longer it took to hide something, the longer it takes to find it again. This Skill is typically subject to circumstantial DC adjustments; having a great deal of time to search for or hide something works in a character's favor.

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3.3: PHYSIQUE SKILLS

The **Physique** Skills are as follows:

- *Concentration* (used to concentrate on a specific task)
- *Stamina* (used to endure physical hardship)
- *Recuperation* (used to heal physical damage)

Concentration (CCN)

This Skill is used when a measure of concentration is required to perform a specific task and is typically used as a prerequisite for a second Skill Check (for example, when defusing a bomb, a *Concentration* Check may be required prior to a *Dexterous Maneuvers* Check; failure of either could trigger the bomb). The degree of success or failure of a *Concentration* Check may be added to the DC of any subsequent Skill Check. Specializations include specific sets of circumstances (such as concentrating under fire).

Stamina (STM)

Stamina is used when a character is enduring physical hardship or duress (such as when they have been hit by certain weapons). It can also be used to resist damage due to the character's exposure to heat, cold, radiation, biohazards, etc. A failure of a *Stamina* Check results in damage (loss of HP) or some other detrimental effect (such as becoming <u>Stunned</u> or <u>Shaken</u>, or becoming infected with a disease). Every ten points added to this Skill reduces the amount of Lethal Damage the character receives as the result of any attack by one point. Specializations represent an above average ability to resist specific ailments (for example, a character that has had influenza before could "specialize" in Resist Influenza to keep from getting the Flu again).

Recuperation (RCP)

Recuperation is used when a character is attempting to regain their vitality (HP or NHP). It can be enhanced with the successful application of medicines and completely countered by poisons or toxins. Specializations represent the ability to recover quickly from specific ailments (for example, a player who has received a rubeola vaccination could "specialize" in Recover from Rubeola). Every ten points added to *Recuperation* adds a +1 modifier to the number of HP/NHP a player regains on a successful Check.

3.4: INTELLECT SKILLS

The **Intellect** Skills are as follows:

- *Knowledge* (used to test a character's memory and/or understanding of a specific subject)
- *Cunning* (used in situations that require cleverness to succeed)
- *Resourcefulness* (used when crafting or destroying objects, or when being resourceful is required for success)

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Knowledge (KNW)

This Skill is used when a character's knowledge must be tested. This Skill is typically subject to circumstantial DC adjustments; being asked about a topic in which the character has experience works in their favor. A character may specialize in any particular field of knowledge.

Cunning (CUN)

This Skill is used whenever the character is forced to be clever in order to succeed in a situation. This Skill is typically subject to circumstantial DC adjustments; for example, a character attempting to persuade an enemy guard into letting them go without saying anything will probably face very unfavorable circumstances. Specializations in this Skill may include con artistry, persuasion, deception, treachery, seduction, and so forth.

Resourcefulness (RSF)

This Skill is used whenever a character needs to craft an item, when they need to figure out a way to demolish something, or when they must be inventive in order to succeed. Some examples of situations where this Skill apply include crafting a crude weapon, figuring out where to set explosives in order to turn a reinforced structure into dust, or getting out of a jail cell with no more than a stick of gum and a paper clip. Specializations include practical applications of mechanics or schools of engineering (such as "Use of Duct Tape").

3.5: ACUMEN SKILLS

The **Acumen** Skills are as follows:

- *Perception* (used to observe a character's surroundings - particularly when there's something important to be noticed)
- *Performance* (used in situations where a character is performing a task not covered by any other Skill)
- *Survival* (used to measure a character's application of survival techniques)

Perception (PRC)

This Skill is used whenever a character needs to notice something in a hurry and reflects the way they see their universe; it is used in place of the Spot skill used in traditional RPGs. Specializations include spotting specific types of objects. Every ten points added to this Skill give the character an effective -1 range modifier for all ranged attack actions the character makes in combat (*for further details, see Chapter 9.2*).

Performance (PRF)

This Skill is used whenever the character is required to perform any task that is not covered by another Skill. This includes any mundane tasks done during the performance of a character's job. For example, a farmer would make several *Performance* Checks to successfully plant or harvest crops (note in this case that they won't know if those Checks were successful for quite some time). Specializations include the performance of the duties of particular occupations (shelving books, mopping floors, flipping burgers, acting, playing an instrument, etc.).

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Survival (SRV)

This Skill represents the character's knowledge and application of survival techniques in extreme situations. Specializations may include various types of terrain or weather conditions. A *Survival* Check may be made as a precursor to a *Stamina* Check to survive adverse conditions; the degree of success or failure is added to the DC of the subsequent Check.

3.6: CHARM SKILLS

The **Charm** Skills are as follows:

* *Personality* (used when strength of character will determine the outcome of a situation)
* *Leadership* (used to reflect the character's ability to lead)
* *Diplomacy* (used to attempt a diplomatic solution to a situation)

Personality (PER)

This Skill reflects the strength of the character's emotional, attitudinal and behavioral response patterns, and is used in place of traditional RPG skills such as Willpower. Specializations include any skill that requires strong force of personality (such as debating, resisting torture, etc.). A *Personality* Check may be made as a precursor to any *Diplomacy*, *Cunning* or *Intimidation* Check, with the degree of success or failure adding to the DC of the subsequent Check.

Leadership (LED)

This Skill reflects a character's ability to lead others in a given situation, used to rally others or to organize a group into a functioning team. It can also be used whenever it seems like a group is about to degenerate into factions. This Skill is typically subject to circumstantial DC adjustments; for example, a character trying to whip an unruly mob into shape is likely facing unfavorable circumstances. Specializations include specific situations wherein leadership may be important (such as commanding a ship or leading a squad of marines against heavy enemy fire). *Leadership* Checks may be made as a precursor to any **Command** Check (with the exception of *Security*), with the degree of success or failure adding to the DC of the subsequent Check.

Diplomacy (DIP)

This Skill reflects how diplomatic the character is and how skillful they are at employing diplomatic techniques. Use of diplomacy can get a character out of many hostile situations and can help bring two previously unfriendly groups together in friendly co-existence. This Skill is typically subject to circumstantial DC adjustments; for example, any Terran attempting to negotiate a truce with a Kilrathi is likely facing unfavorable circumstances. Specializations include signing treaties, opening dialogue, pacifying hostile aliens, and so forth. *Diplomacy* Checks may be made as a precursor to any *Negotiate* or *Intimidate* Check, with the degree of success or failure adding to the DC of the subsequent Check.

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3.7: COMMAND SKILLS

The **Command** Skills are as follows:

- *Inspire* (Prevents others from becoming <u>Shaken</u>)
- *Strategy* (Used to improve offensive and defensive maneuvering)
- *Coordination* (Allows a character to issue instructions)
- *Guidance* (Allows a character to advise others)
- *Security* (Provides a bonus to ranged attacks and improves ambush detection)

Inspire (INS)

This Skill reflects a character's ability to inspire faith and confidence in others. *Inspire* Checks can be performed as a Standard action in combat by a vehicle or capital ship's commander to prevent other characters from becoming <u>Shaken</u> in combat and bolster their confidence; this in turn provides a small temporary bonus to any affected character's Checks. Specializations include specific types of groups or inspirational techniques.

Strategy (STR)

This Skill reflects a character's knowledge of offensive and defensive combat strategies. A character who is highly skilled in Strategy has an easier time getting their forces into an advantageous position over an opposing force. A Strategy Check is required when a character must come up with a battle plan in order to succeed in a situation. Only a group commander may make this Check; the definition of a "group" in this case is left to the discretion of the GM. This Skill may be opposed by a corresponding Strategy Check performed by the commander of the opposing force. For every five points in the degree of success of the Check, all forces under the commander's direct control and carrying out their battle plan will gain a temporary +1 bonus to their Combat Maneuvers and Evasive Maneuvers Skill scores; the bonus extends to any specializations that may apply to specific situations. Specializations include specific offensive or defensive maneuvers.

Coordination (CRD)

This Skill reflects a character's ability to utilize the full resources of every member of a group. If a character is part of a larger group that includes NPCs (such as a wingman), they may make a *Coordination* Check to give them specific instructions. *Coordination* Checks may be required multiple times for particularly large groups; the higher the number of successful Checks, the more likely things will occur as the character has designed, with fewer overall mistakes. This Skill is typically subject to circumstantial DC adjustments; a character flying on Todd Marshall's wing will likely be facing *very* unfavorable circumstances when attempting to issue him orders. Specializations include the coordination of specific situations, job positions or occupations.

Guidance (GUD)

This Skill measures the amount of experience a character has with various types of situations and how much of their knowledge and experience can be imparted to others. *Guidance* Checks are made when a character wants to impart some of their knowledge to another character as a precursor to any Check made the other character; one-tenth (rounded up) of the degree of success or failure is added to the DC of the subsequent Check. Specializations include specific subjects or situations.

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Security (SEC)

This Skill reflects a character's general knowledge of security protocols and their ability to apply that knowledge. A character highly Skilled in Security can more readily identify threats in the immediate area and take positive action to mitigate them. *Security* Checks are used when a character is required to fight in ranged combat on the character-scale. Specializations include any specific type of ranged weapon or stratagem. Every five points added to this Skill imparts a +1 modifier to the character's Attack Bonuses; in situations wherein a specialization applies, this bonus is extended to that situation. A *Security* Check may also be made as a precursor to any *Hiding and Seeking* Check made to detect ambushes; the degree of success or failure is added to the DC of the subsequent Check.

3.8: SCIENCE SKILLS

The **Science** Skills are as follows:

- *Planetology* (Used to scan and analyze planetary and stellar objects)
- *Technology* (Used to utilize pieces of technology and scan vehicles/capital ships)
- *Archaeology* (Used for archaeological and anthropological research)
- *Geology* (Used when locating mineral deposits)
- *Typhonology* (Used to predict and analyze hazardous local solar, ionic, meteorological, seismic and volcanic activity)

Planetology (PLT)

This Skill reflects a character's working knowledge of natural space-borne objects (such as stars, asteroids, comets, etc.) and their ability to identify key features about them. *Planetology* Checks are required to compile basic information on a space-borne object (such as atmospheric components, bio-diversity, mass, global weather, etc.) when there is no information readily available about it. A character will still gather some data on the target object in the event of a failed Check; see the *Technology* Skill entry for more details. *Planetology* Checks have critical potential; in the event of a critical success, the GM may divulge any **metadata** to the group about the object being scanned that they wish to reveal (such as the specific locations of fault lines, age, etc.). Specializations include specific classes or types of planetoids or stellar objects.

Technology (TCH)

This Skill reflects a character's knowledge of technologies, including their ability to identify, use and provide detailed information on a given technology that they may encounter. *Technology* Checks are required any time the character must operate a piece of technology (such as a computer) and when attempting to scan objects such as vehicles and capital ships. If using this Skill to scan a target, any damage to the scanning equipment utilized must be subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to localize a scan on a certain section of a craft to gather data on it will have less favorable circumstances than they would by performing a general overall scan. A character will still gather some data on the target in the event of a failed Check. *Technology* Checks have critical potential; in the event of a critical success when attempting to scan a target object, the GM may divulge any **metadata** to the group about it that they wish to reveal (such as any installed accessories, current HP levels, etc.). Specializations include specific classes or types of craft and particular pieces of technology.

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The following chart outlines the specific pieces of information a character does gather on a failed *Planetology* or *Technology* Check, based on its degree of failure. Note that "Object" in the chart refers to space-borne objects (such as planets) while "Craft" refers to vehicles and capital ships.

	Data Received after Failed *Planetology/Technology* Check via Degree of Failure				
	Data Received				
Degree of Failure	Type (Object or Craft)	Gravity (Object) Size (Craft)	Atmo. Density (Object) Shield Status(Craft)	Temperature (Object) Guns Status (Craft)	Weather (Object) Ordnance Status (Craft)
>30	No	No	No	No	No
30	No	No	No	No	Yes
29	No	No	No	Yes	No
28	No	No	Yes	No	No
27	No	Yes	No	No	No
26	Yes	No	No	No	No
25	No	No	No	Yes	Yes
24	No	No	Yes	No	Yes
23	No	No	Yes	Yes	No
22	No	Yes	No	No	Yes
21	No	Yes	No	Yes	No
20	No	Yes	Yes	No	No
19	Yes	No	No	No	Yes
18	Yes	No	No	Yes	No
17	Yes	No	Yes	No	No
16	Yes	Yes	No	No	No
15	No	No	Yes	Yes	Yes
14	No	Yes	No	Yes	Yes
13	No	Yes	Yes	No	Yes
12	No	Yes	Yes	Yes	No
11	Yes	No	No	Yes	Yes
10	Yes	No	Yes	No	Yes
9	Yes	No	Yes	Yes	No
8	Yes	Yes	No	No	Yes
7	Yes	Yes	No	Yes	No
6	Yes	Yes	Yes	No	No
5	No	Yes	Yes	Yes	Yes
4	Yes	No	Yes	Yes	Yes
3	Yes	Yes	No	Yes	Yes
2	Yes	Yes	Yes	No	Yes
1	Yes	Yes	Yes	Yes	No

Archaeology (ARC)

This Skill reflects a character's knowledge of topics in archaeology and anthropology, including the identification of ruins and artifacts of various origins. *Archaeology* Checks are used to identify specific buildings or artifacts, their original function and their overall condition. Conducting a survey of an archaeological site or performing anthropological research generally takes more than one successful *Archaeology* Check in a row; the greater the number of successful Checks, the more successful the character's efforts. *For example, a character may find potsherds with a single successful Check, an artistic curio with two successful Checks, a find of some significance (such as ancient writings) with*

three Checks, a significant treasure on four successful Checks, and a find of major cultural and historical importance (such as a stone that perfectly translates from Steltek into Ancient Kilrathi) on five successful Checks in a row. This Skill is typically subject to circumstantial DC adjustments; more significant or heavily disguised items will impart unfavorable circumstances on the character. Specializations include particular types of buildings or specific ancient cultures of specific species.

Geology (GEO)

This Skill reflects a character's knowledge of topics in geological disciplines, with particular emphasis on being able to distinguish between different types of fundamental elements and ores and knowledge of the conditions under which they are likely to form. *Geology* Checks are used on planetary surfaces in order to locate suitable mineral deposits for planetary mining. This Skill is typically subject to circumstantial DC adjustments; a character who is simply out to find ore of any type will likely face favorable circumstances, while those who are looking for specific ores on worlds where it's known that they are very rare will likely face unfavorable circumstances. If a mineral deposit is found while the character is exploring the surface of a world (see Chapter 8.2), the find will automatically increase in size by one-tenth the number of points in their *Geology* Skill (*e.g. the character will find an additional 5.3 cubic meters of Gold in a find if they have a Geology score of 53*); alternatively, the same amount of a different mineral may be found at the same time. Specializations include the identification of particular ores.

Typhonology (TYP)

This Skill reflects a character's knowledge of the theoretical and practical uses of atmospheric science, solar weather phenomena and/or seismology, with particular emphasis on the prediction of hazardous phenomena. *Typhonology* Checks are used to predict impending severe planetary weather, imminent solar flares, novae, ion storms, earthquakes, volcanic eruptions, and the like. A *Typhonology* Check may be performed as part of the hourly Check while exploring planetary surfaces (for details, see Chapter 8.2). For every ten points in the degree of success of a *Typhonology* Check (rounded up), the character gets an extra hour of "lead time" on any impending hazardous event. Additionally, should the character be unable to reach adequate shelter in time, their *Typhonology* score may be subtracted from the amount of subsequent damage that may be caused by such phenomena. Specializations include prediction techniques for specific types of hazardous phenomena.

3.9: NAVIGATION SKILLS

The **Navigation** Skills are as follows:

- *Astrogation* (Used to calculate safe FTL jump paths)
- *Starship Piloting* (Used when piloting a capital ship)
- *Orientation* (Used to track a vehicle's location in confusing terrain or to locate surface objects)
- *Vehicle Piloting* (Used when piloting a vehicle)
- *Stealth* (Used when attempting to avoid detection while piloting a craft)

Astrogation (AST)

This Skill reflects a character's ability to look at star charts and gather interstellar data in order to determine the ship's location in space and to plot a safe course between star systems. *Astrogation* Checks are made as a precursor to *Faster-Than-Light Mechanics* Checks; combined, these Checks are used to determine whether a craft makes a successful FTL transit or not (see Chapter 8.4 for full details). Specializations include knowledge of the navigational systems of specific types of craft and specific FTL drive types (Akwende, Morvan, D-Drive, etc.).

Starship Piloting (SSP)

This Skill reflects a character's familiarity with capital ships and how to navigate them in space. This can be a particularly important Skill, especially if the ship is damaged or if any attempts are being made to avoid space hazards. *Starship Piloting* Checks are used inside planetary systems to move a capital ship from one point to another within the same system (see Chapter 8.3 for full details). *Starship Piloting* Checks are also required in combat situations if there is damage to the ship's propulsion system, with the amount of Engine damage subtracted from the DC of the Check. For every 20 points in a character's *Starship Piloting* Skill, the fuel efficiency of their ship goes up by one category (to the maximum of 100%); this bonus also extends to any specializations that may apply. Specializations include any specific class or type of craft (provided said craft are capital ships).

Orientation (ORT)

This Skill reflects a character's ability to use navigational aids (such as a map and compass) in order to determine their exact position on the surface of a planet. *Orientation* Checks are necessary if planetary weather becomes particularly severe (severe enough to cause damage to a vehicle) or if a vehicle passes through "confusing" terrain (such as a cavern or a particularly dense bank of fog). *Orientation* Checks may also be made to remember the location of objects on a planet's surface (such as cities, trade posts, rich mineral deposits, unfueled vehicles, enemy targets, etc.). This Skill is typically subject to circumstantial DC adjustments; a character trying to find their primary bombing target whenever it is shrouded in fog will likely be facing unfavorable circumstances. Due to its nature, a character may never take zero on an *Orientation* Check. This Check has critical potential; in the event of a critical failure, the character becomes completely <u>Lost</u>. A new *Orientation* Check may be made after one hour has passed; this Check must succeed for the character to determine their position once more. In the event this subsequent Check fails, additional *Orientation* Checks must be made each hour until one of the Check is passed; the character remains <u>Lost</u> in the interim.

Vehicle Piloting (VEP)

This Skill reflects a character's familiarity with vehicles in general as well as their skill in piloting them. *Vehicle Piloting* Checks are used to move vehicles from one point to another (similarly to the function of the *Starship Piloting* Skill; see Chapter 8.2 and 8.3 for full details). *Vehicle Piloting* Checks are also required in combat situations if there is damage to a vehicle's propulsion system, with the amount of damage to its engine subtracted from the DC of the Check. For every 20 points in a character's *Vehicle Piloting* Skill, the fuel efficiency of their current vehicle goes up by one category (to the maximum of 100%); this bonus also extends to any specializations. Specializations include any specific class or type of craft (provided it is not a capital ship).

Stealth (STL)

This Skill reflects a character's ability to use piloting techniques in such a manner as to make their craft harder to detect by conventional scanning means. *Stealth* Checks are made hourly while exploring a planet's surface and determine whether a craft will encounter any lifeforms. *Stealth* Checks are also used to determine whether or not a craft will have an encounter in space either during an hourly Check or upon arrival at a Nav Point. For full details, see Chapters 8.2, 8.3 and 8.4. This Skill is typically subject to circumstantial DC adjustments; a character flying through an area with active scanning devices (such as radar) while trying to remain undetected will likely be facing unfavorable conditions. Specializations include stealth, ECM and ECCM systems on specific classes or types of craft.

3.10: TACTICAL SKILLS

The **Tactical** Skills are as follows:

- *Targeting* (Enables targeting of specific sub-systems)
- *Marksmanship* (Used to fire guns)
- *Ballistics* (Used to fire ordnance)
- *Combat Maneuvers* (Increases the chances of successfully hitting a target)
- *Evasive Maneuvers* (Increases the chances of successfully evading incoming fire)

Targeting (TAR)

This Skill reflects a character's ability to pinpoint areas on a target's hull that are sensitive or vulnerable to weapons fire in order to inflict damage specifically to that area. This allows the character to make a "called shot" in a combat situation (see Chapter Nine). A *Targeting* Check may be made as a Standard action; a successful Check will cause some measure of systems damage to the targeted area as long as the same target is fired upon in subsequent rounds. Specializations include targeting of specific sub-systems.

Marksmanship (MKM)

This Skill reflects a character's familiarity with gun-style weaponry (such as lasers, mass drivers, etc.) and their ability to use such weaponry in combat situations. *Marksmanship* Checks are used as the attack roll when using guns; a successful Check indicates the potential for multiple hits. Specializations include specific gun types.

Ballistics (BAL)

This Skill reflects a character's familiarity with various types of ordnance (such as missiles, mines and torpedoes) and their ability to use such weaponry in combat situations. *Ballistics* Checks are used as the attack roll when firing off any type of ordnance; a successful Check indicates a hit. Specializations include specific types of missiles or torpedoes.

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Combat Maneuvers (CMN)

This Skill reflects a character's familiarity with offensive combat piloting tactics and maneuvers, which allow them to maneuver their craft into an advantageous tactical position prior to firing. A character's *Combat Maneuvers* score will be opposed by the *Evasive Maneuvers* Check of the target's pilot, modifying the effective HD of the target (for full details, see Chapter Nine). Specializations include specific offensive maneuvers (Immelmann turns, scissors, etc.).

Evasive Maneuvers (EVM)

This Skill reflects a character's familiarity with defensive combat piloting tactics and maneuvers, which allow them to maneuver away from neutral and disadvantageous tactical positions and hamper an enemy's ability to find a firing solution on their craft. A character's *Evasive Maneuvers* score is used in opposition to the *Combat Maneuvers* score of the opposing craft's pilot, modifying the effective HD of their craft (for full details, see Chapter Nine). Specializations include specific defensive maneuvers (split-s, yo-yo defense, etc.).

3.11: ENGINEERING SKILLS

The **Engineering** Skills are as follows:

* *Damage Control* (Used to reduce damage, prevent malfunctions and bring a systems back on-line)
* *Internal Systems* (Used to repair a capital ship's internal systems and hull)
* *Defenses* (Used to repair a capital ship's defensive systems and increase its shield regeneration rate)
* *Mechanics* (Used to repair the systems of vehicles)
* *Faster-Than-Light Mechanics* (Required to perform FTL transits)

Damage Control (DMC)

This Skill reflects a character's ability to direct damage control parties, to quickly repair critical components of a system no matter how badly damaged it is and to make improvised repairs in critical situations. It may also be used to mitigate the amount of damage a craft receives as it is happening. *Damage Control* Checks are required whenever an attempt is made by any member of a craft's crew to use a damaged system or when a rapid set of repairs are needed to get a system functioning temporarily. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in a hostile environment will likely face unfavorable circumstances. Failure of a *Damage Control* Check results in a malfunction of the system in question. This Check has critical potential; in the event of a critical failure, the system is destroyed outright. Systems that are jury-rigged are considered "available" for purposes of combat (see Chapter 9.3), though any amount of damage inflicted on a jury-rigged system immediately causes it to malfunction. Due to its nature, a character may never take zero on a *Damage Control* Check. Specializations include damage control and/or jury-rigging of specific systems.

Internal Systems (ITS)

This Skill reflects a character's knowledge of the theoretical and practical uses of a diverse array of topics, including common metallic elements, EM fields, quasi-EM fields, EM radiation, nuclear physics

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and quantum mechanics. In particular, it reflects their knowledge of these topics in regards to how they contribute to the smooth operation of a capital ship; this knowledge can be used to aid in the repair of the vast majority of its internal systems. An *Internal Systems* Check is required to affect repairs to a capital ship's Core, Armor, Sensors, Communications, Flight Deck, Life Support and Engines. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in any hostile environment will likely face unfavorable circumstances. Specializations include specific systems. Every ten points in the character's *Internal Systems* Skill adds a +1% bonus to the amount of repair work affected on a successful Check; this includes points in Skill specializations.

Defenses (DEF)

This Skill reflects a character's knowledge of common types of weaponry and practical uses of general and special relativity, particularly in regards to the launching mechanisms of ordnance launchers, emission methodology of gun-style weaponry and maintenance of the field generators that generate a capital ship's shields. This knowledge can be applied to aid in the repair of a ship's defensive systems. A *Defenses* Check is required to affect repairs to a capital ship's Shields or Weaponry of any type. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in a hostile environment will likely face unfavorable circumstances. Specializations include specific defensive systems. Every ten points in the character's *Defenses* Skill adds a +1% bonus to the amount of repair work done on a successful Check; this includes points in Skill specializations. *Defenses* also acts as a bonus to shield regeneration; the *Defenses* score of the designated ship's Engineer is added to the recharge rate of the shields in SHP (for details, see Chapter 9.4).

Mechanics (MEC)

This Skill indicates a character's practical knowledge of common machinery, in particular the care and maintenance of the systems required for its continued operation. This knowledge can be used to aid in the repair of any system installed on any small craft (such as vehicles, shuttles, and fightercraft) in the character's care. A *Mechanics* Check is required whenever any system on a vehicle needs to be repaired; this Skill behaves exactly like the *Internal Systems* and *Defenses* Skills, including all indicated bonuses and penalties. Specializations in this Skill include specific types or classes of vehicles.

Faster-Than-Light Mechanics (FTL)

This Skill is a measure of a character's practical knowledge of faster-than-light mechanics, particularly in regards to the inner workings of FTL drives and how they are affected by phenomena in the interstellar medium. *Faster-Than-Light Mechanics* Checks are used to execute any superluminal transit (for details, see Chapter 8.4). An *Astrogation* Check is always made as a precursor to a *Faster-Than-Light Mechanics* Check, with the degree of success or failure of the *Astrogation* Check modifying the DC of the *Faster-Than-Light Mechanics* Check. Specializations include specific drive types (Akwende, Morvan, D-Drive, etc.) or specific FTL-capable craft.

3.12: COMMUNICATIONS SKILLS

The **Communications** Skills are as follows:

- *Translate* (Used when translation is required)
- *Rapport* (Used to gather information)
- *Intimidate* (Required whenever intimidation or lying are required to succeed)
- *Negotiate* (Used to haggle over the price of goods)
- *Distress* (Used to either issue or jam distress calls)

Translate (TRL)

This Skill reflects a character's familiarity with the structures and forms of various languages and their ability to apply that knowledge into the translation of a given particular language. A *Translate* Check is required any time the character is in a situation where they must either read, write or speak in a language other than their primary language to be successful. This Skill is typically subject to circumstantial DC adjustments; a character attempting to read something in a language with which they are completely unfamiliar will likely be facing unfavorable circumstances, as will a character attempting to listen to a message that has been badly garbled by static. Failure of the Check means that some parts of the message will be un-translatable, with the amount of any useful portion of the message decreasing as the degree of failure increases (GMs may handle these situations in any manner that they wish through role-playing). Specializations include any specific language and/or associated writing system.

Rapport (RAP)

This Skill indicates a character's ability to gather information by various means. *Rapport* Checks are required in situations where the target of communications may or may not remember (or is deliberately withholding) some piece of important information the character must know in order to succeed. They may also be used in an attempt to get a target to give more details on something they've already mentioned. This Skill is typically subject to circumstantial DC adjustments; a character that is talking to an uncooperative subject will likely be facing unfavorable circumstances. Failure of the Check means that the target has either forgotten the fact, will say something that's entirely accurate, or flat out refuse to divulge what they know. Specializations include specific methods of gathering information, specific species or members of specific occupations or groups.

Intimidate (IND)

This Skill reflects a character's ability to instill fear in others through the sheer force of their personality or to tell a convincing falsehood. *Intimidation* Checks are required when a character must act aggressively, must attempt to instill fear on a target or must lie convincingly in order to succeed at a task. This Skill is typically subject to circumstantial DC adjustments; attempting to lie to someone who is gullible will work in a character's favor, while trying to tell an outrageous lie or trying to intimidate an opponent who is in a clearly superior position will not. In addition to any other effects, a failure of an *Intimidate* Check will impart a -2 DC reaction penalty in all future dealings with the target of the Check. Specializations include any method of intimidation, specific species or members of specific occupations or groups.

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Negotiate (NEG)

This Skill reflects a character's familiarity with the techniques of negotiation and their ability to utilize them in a real world setting. *Negotiate* Checks are used by a character when trading in order to move the offered price of an item in their favor; they are used in opposition to an opposing *Negotiate* Check performed by the trader. Whoever has the higher degree of success may move the price point of a commodity in their favor or close out any further attempt at haggling. For specifics of how the *Negotiate* Skill is used in trading, see Chapter 5.1. Specializations include specific goods or categories of goods.

Distress (DIS)

This Skill reflects a character's familiarity with the use of emergency communications equipment both for the purpose of sending out general distress signals and interfering with the ability of hostile forces to do the same. *Distress* Checks are required whenever a character wishes to attempt to issue a distress signal. A *Distress* Check performed in opposition to an enemy combatant's *Distress* Check in order to attempt to jam their signal and vice versa; whichever side has the higher degree of success will be able to perform their desired action. The successful transmission of a distress signal will ultimately result in the arrival of a number of friendly forces during an encounter, the composition of which should be directly proportional to the degree of success of the Check as should be the amount of time it takes for them to arrive. This Skill is typically subject to circumstantial DC adjustments; a character whose craft is very far from the closest base and is in an encounter with a sizable enemy force will likely be facing unfavorable circumstances. Specializations include the communications/jamming systems on specific classes of craft or types of craft.

3.13: MEDICINE SKILLS

The **Medicine** Skills are as follows:

* *Intensive Care* (Used to heal characters in emergency situations)
* *Treatment* (Used to help heal characters)
* *Xenobiology* (Assists in the healing of a character based on their species)
* *Specialized Medicine* (Used to treat the effects of poisons and pathogens)
* *Psychology* (Used to treat mental disorders and effects of psionic attacks)

Intensive Care (ITC)

This Skill measures a character's knowledge and ability to administer emergency first aid to a critically injured person. Should another nearby character be in clinical death, the character may make an *Intensive Care* Check in order to curtail or prevent their slide towards brain death. An amount equal to the amount by which the "patient" is below their maximum HP is subtracted from the DC of an *Intensive Care* Check when it is performed; other factors (such as whether sufficient equipment is available, if the treatment is taking place in a moving vehicle, etc.) may also adjust the DC. The patient will gain or lose one-tenth the amount of success/failure of the roll in HP, rounding up. *Intensive Care* Checks may also be made as a last resort attempt to prevent a character's death; if the Check fails, brain death is immediate. If the Check succeeds, however, they are placed in stasis (see Chapter 9.2) and can subsequently be healed normally. Specializations in *Intensive Care* include specific emergency situations (gunshot wound, heart attack, etc.).

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Treatment (TRT)

This Skill measures a character's ability to handle the medical needs of people under their care. *Treatment* Checks are made to actively treat patients. The amount by which a patient is below their maximum HP is subtracted from the DC of a *Treatment* Check when it is performed. *Treatment* Checks are performed hourly. If the Check fails, the patient restores no HP that hour. This Check has critical potential: in the event of a critical failure, the patient loses one-tenth the degree of failure in HP (round down). A successful Check restores a number of HP or NHP equal to the degree of success up to the patient's maximum HP/NHP. Skill specializations are reserved for specific types of injuries (blunt-force trauma, gunshot wounds, etc.).

Xenobiology (XNB)

This Skill indicates a medic's familiarity and flexibility in determining and working with the anatomy of various life-forms; this knowledge can be used to speed the healing of others. Specializations include specific species (Terran, Kilrathi, Firekkan, etc.). A *Xenobiology* Check may be made as a precursor to any *Intensive Care* or *Treatment* Check; the degree of success or failure is added to the DC of the subsequent Check. For every five points in the Doctor's *Xenobiology* Skill, another point of HP may be healed above the normal amount indicated by an hourly *Treatment* Check for a patient; this bonus extends to any specializations that may apply.

Specialized Medicine (SMD)

This Skill reflects a character's familiarity with various types of toxins and pathogens as well as their ability to detect and treat them. A *Specialized Medicine* Check may be made by a character in order to counter the effects of any poison, disease or other contagion to which another character has been exposed. This Skill is typically subject to circumstantial DC adjustments; a character faced with the treatment of a fast-acting neurotoxin is likely facing unfavorable circumstances. Specializations include any specific or general category of poisons or diseases. For a partial listing of poisons and pathogens, see Chapter 12.3. Note that in some cases, a *Specialized Medicine* Check may also be used to prevent a pathogen from infecting an entire group of characters.

Psychology (PSY)

This Skill reflects a character's familiarity with various types of mental disorders (whether naturally occurring or induced by certain conditions) as well as their ability to detect and treat them. A *Psychology* Check may be made to counter the effects of any psionic attacks to which any other character has been subjected (for a brief discussion of psionics, see Chapter 12.3). They may also be used to curtail a psionic effect before it becomes too pronounced, or to temporarily curtail the effects of the Insane Complication. This Skill is typically subject to circumstantial DC adjustments; a character attempting to calm a raging psychopath is likely facing unfavorable circumstances. Specializations include any of the psychological disciplines (such as criminal behavior, psychoanalysis, sports psychology, etc.).

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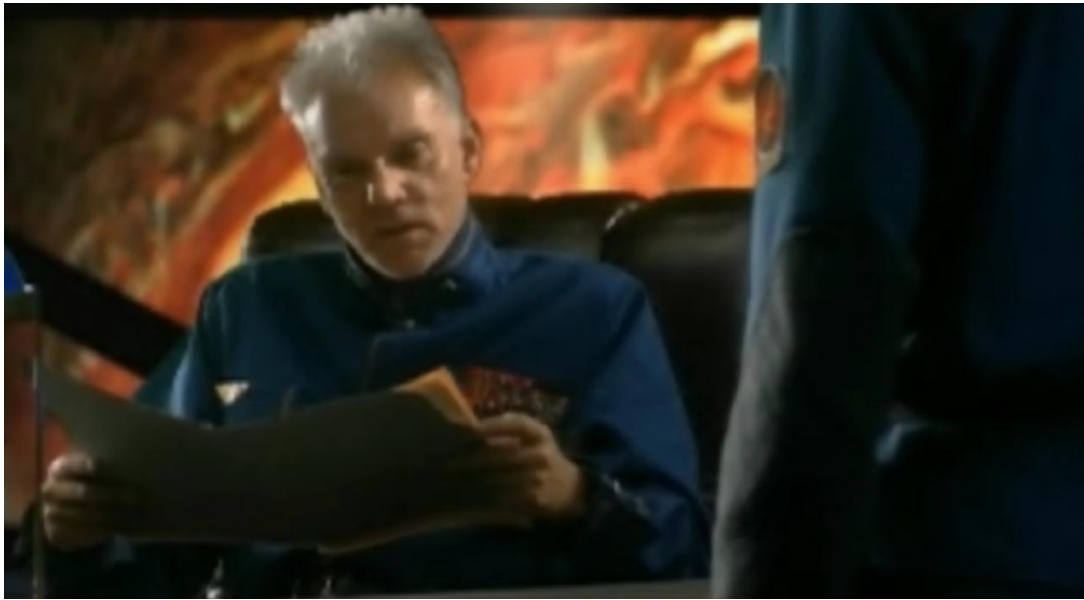
CHAPTER FOUR: TRAITS

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4.0: INTRODUCTION

This Chapter describes the various **Traits** that a character may be given during the creation process. All Traits in the game fall into one of three general types: Variable Traits, Talents, and Complications. **Variable Traits** are Traits that may act either as a Talent or a Complication. **Talents** are generally positive Traits that will help a character excel in a particular field. Talents have a building point cost; when they are selected, the point cost must be paid either by using some of the points in one of the character's building point pools for Disciplines or Attributes, or by buying Complications. **Complications** are negative Traits that serve to make a character's life interesting, serving as a point of internal conflict that can get in the way of their success in certain situations. Complications have a negative point cost and thus give the character additional building points, which can then be spent on Skills or as a way of "buying off" a Talent.

A character's Traits provide a modifier to the outcome of any die roll where they may apply. This includes **self-control Checks**, a (usually) voluntary roll made to gauge a character's reaction to a given situation; these Checks have a base DC of 50 plus the number of points present in the Trait. The modifier provided always equals the Trait's score; Talents provide positive modifiers while Complications provide negative ones. Traits can compound upon one another in certain situations, making certain actions almost guaranteed successes and others guaranteed failures. All Traits must be role-played where appropriate; if a player does not role-play a character's Trait, a GM may inflict whatever penalty they wish during a gaming session's wrap-up. Usually, this will be the denial of a Skill point or two that the character might've otherwise earned or the reduction of the level of the Trait in question (*see Chapter 11.1 for more details on giving Skill, Talent and Complication points*).

4.1: VARIABLE TRAITS

All Variable Traits have a point cost of -30 to +30 points. Variable Traits with a score of -1 or less are considered **Complications**, while those with a score of +1 or more are considered **Talents**. If no level is taken in a Variable Trait, it is assumed the character has a score of zero in it.

Comeliness

A character's <u>Comeliness</u> level reflects how beautiful they are. This is based on the standards for attractiveness used by their species (e.g. an individual Varni with a high <u>Comeliness</u> score may not appear very attractive to members of other races by their standards, but to other Varni they could be akin to a lesser deity). A character's <u>Comeliness</u> level applies in situations where their level of physical beauty will make a difference to its final outcome. Players with positive comeliness levels (<u>Comeliness</u> as a **Talent**) are considered attractive, while those with negative levels (<u>Comeliness</u> as a **Complication**) are considered ugly; those with significant scores may even be considered that way by members of other species. Characters by default have a <u>Comeliness</u> level of zero, representing average attractiveness.

Senses

A character's <u>Senses</u> Trait reflects how sharp or dull their senses are. The <u>Senses</u> Trait may be taken multiple times by a character, each time reflecting a particular abnormality in one of that character's senses; alternatively, a player may consider this Trait an average value of all their character's senses. The <u>Senses</u> Trait is added to any Checks in which how well a character can see, hear, etc. will have an impact on the final result of a situation. Characters who take the <u>Senses</u> Trait at the maximum

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Complication level (-30) completely lose the sense in question. Characters by default have a <u>Senses</u> level of zero, representing average ability.

Wealth

A character's <u>Wealth</u> trait reflects their current level of personal wealth. A high <u>Wealth</u> score doesn't necessarily indicate that a character has a great deal of money; rather, it reflects their overall purchasing power and strength of their assets (money, personal assets, livestock, property, etc.). <u>Wealth</u> applies when a character is making purchases, whether for themselves or for the rest of their group. Characters who have <u>Wealth</u> as a Talent are fairly rich and have little trouble accessing goods regardless of their overall quality; the wealthiest people may hold significant assets (such as their own private fleet of spacecraft). Conversely, characters who have <u>Wealth</u> as a Complication are unusually poor and have to struggle to make ends meet. The poorest of these people are dirt broke, with no prospects for serious work or in so much debt that they'll never work their way out of it. Characters by default have a <u>Wealth</u> level of zero, denoting average wealth and a lower-middle class lifestyle. The combined <u>Wealth</u> scores of a character group can be used by a GM to determine their initial amount of money; they simply average together the <u>Wealth</u> values of all the players in the group, multiply the result by 1000, and add it to an initial value of €15,000 (note that it is possible for a character group to start out in debt should all its members be unusually poor). For individual characters, a GM may add €300 to an amount equal to 100 times their <u>Wealth</u> level to determine the amount of money with which they have to purchase initial equipment (note that characters with a <u>Wealth</u> score of -30 will start out with no money).

Reputation

A character's <u>Reputation</u> Trait reflects how well known they are in their field (for better or worse). Characters that are well known in their field may get stronger reactions from others, particularly from those who know or have at least heard of the character, and know their level of expertise. A character's <u>Reputation</u> Trait applies in situations where their reputation will make a difference to the outcome. Characters that have <u>Reputation</u> as a Talent are well-respected and praised for their work in their particular field; conversely, characters that have <u>Reputation</u> as a Complication are treated as a hack by other members of their field whether they deserve to be treated that way or not. Note that a person outside of the character's field may still have heard of them; they just won't react as strongly as someone within the same field. Characters by default start with a <u>Reputation</u> of zero, denoting a lack of any repute.

Social Status

<u>Social Status</u> reflects how important a character is in their society and what niche they fill. This Trait is particularly important in caste-based societies, wherein a character's <u>Social Status</u> may determine such things as their social rights, who they may associate with, which laws they are expected to obey, which buildings are off-limits, etc. Characters apply their <u>Social Status</u> score in situations where their status in society makes a difference to the outcome. Characters that have <u>Social Status</u> as a Talent are important in their society; those with the highest levels may be members of a ruling class or at least a well-known celebrity. Conversely, characters that have <u>Social Status</u> as a Complication are relatively unimportant in their society and may suffer ill-effects as a result; those with the lowest <u>Social Status</u> scores are considered pariahs within their society and are usually subject to extreme persecution. A character's <u>Social Status</u> score is added to their Discipline building point pool during the creation process (members of high society can be expected to have had more opportunities for applied learning). Characters by default have a <u>Social Status</u> score of zero, denoting a person of the most common social class.

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Nerves

The Nerves Trait reflects a character's ability to stay calm or brave in intense situations (or how easily they get shaken up). The character's Nerves score is added in situations where a player's bravery will make a difference to the outcome. Characters that have Nerves as a Talent are exceptionally calm and courageous in the face of danger; something has to be seriously wrong for them to become rattled. Conversely, characters that have Nerves as a Complication tend to be easily shaken and/or frightened. By default, characters have a Nerves score of zero, denoting an average level of bravery.

Memory

The Memory Trait reflects a character's ability to remember critical details about their life experiences and encounters. A character's Memory applies in situations where it is important that the character remember something in order to succeed. Characters who have Memory as a Talent are very good at remembering minor details about things that have happened to them; they can be counted on as a viable source of information about the past. Conversely, characters that have Memory as a Complication have trouble remembering little things such as what they ate for breakfast that morning. Characters start off with a Memory score of zero, denoting average memory skill. NOTE: This score reflects a *character's* memory, not their player's. A GM must remind a player of any key facts if a situation comes up wherein they have forgotten them, but their character would remember them.

Luck

The Luck Trait reflects how lucky a character is. Characters who have Luck as a Talent are unusually lucky and often find things going their way; those that take Luck as a Complication are the exact opposite. Once per gaming session, the GM has the option of adding a character's Luck score to the DC of any roll of their choosing, reflecting the influence of luck on the outcome. Characters have a default Luck score of zero, denoting average luck.

Health

The Health Trait reflects a character's general level of health, including their level of physical fitness and how easily they catch disease. A character's Health score applies to any situation wherein their resistance to disease or their physical shape will help determine the outcome. Characters that have Health as a Talent are remarkably healthy (despite any other indications to the contrary); they are always the last member in a group to contract a disease and usually recover from any diseases they do catch very quickly. Conversely, characters that have Health as a Complication are remarkably unhealthy, are vulnerable to diseases and tend to suffer from their effects for extended periods. By default, characters have a Health score of zero, denoting average health and resistance to disease. A character's Health score directly determines the DC of their **Fortitude Save**.

Reflexes

The Reflexes Trait reflects how quickly a character is able to handle parts of their body. The character's Reflexes score applies to any situation wherein quick bodily control will help determine the outcome. Characters that have a high Reflexes score can move their body with lightning speed; they can see something about to hit their head and manage to get out of the way in time to avoid it. Conversely, a character with a low Reflexes score doesn't move all that fast; they might have trouble getting out of the way of a passing cyclist and have never been good at dodgeball. By default,

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characters have a <u>Reflexes</u> score of zero, denoting average reflexes. A character's <u>Reflexes</u> score directly determines the DC of their **Reflex Save**.

Discipline

The <u>Discipline</u> Trait reflects how well a character has trained their mind and body to resist external stimuli, particularly to situations that would either trigger a strong flight reaction or result in severe physical pain. The character's <u>Discipline</u> score applies to any situation wherein their force of will or resistance to pain will help to determine the outcome. Characters with high <u>Discipline</u> scores don't break easily; they won't give information away even if tortured and can effectively resist truth-telling drugs. Conversely, those with low <u>Discipline</u> scores will break with very little stimuli; they spill their guts at the slightest poke. By default, characters have a <u>Discipline</u> score of zero, denoting an average overall level of mental resistance and pain tolerance. A character's <u>Discipline</u> score directly determines the DC of their **Willpower Save**.

Education

The <u>Education</u> Trait reflects how well a character has been educated whether through formal schooling or direct experience; it may also reflect the quality of the institution at which a character received their education. A character's <u>Education</u> score applies to any situation wherein something they've learned in an educational setting has a significant bearing on the outcome. Characters who take <u>Education</u> as a Talent either have a great deal of education or attended very high quality schools. Conversely, those who have <u>Education</u> as a Complication may have no education whatsoever or may have performed very poorly while in school. A value equal to twice the character's <u>Education</u> score is added to their Discipline building point pool during the creation process; it's generally assumed those with a better overall level of <u>Education</u> have higher aptitudes in applied fields. By default, all characters have an <u>Education</u> score of zero, denoting average overall performance in average quality schools.

Temper

The <u>Temper</u> Trait reflects how easily a character may become angry as well as the potential severity of their anger. A character's <u>Temper</u> score applies to any situation wherein how short of a fuse they have will have a bearing on the final outcome. Characters who have <u>Temper</u> as a Talent are very slow to anger, tend not to stay angry once angered and remain generally non-violent; those with the highest <u>Temper</u> scores may be almost pacifistic in nature. Conversely, those characters who have <u>Temper</u> as a Complication tend to become angry quickly, tend to stay angry, hold grudges and may become violent; those with the lowest <u>Temper</u> scores may become so easily enraged that managing their anger is a constant struggle. By default, all characters have a <u>Temper</u> score of zero, denoting an average temper.

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4.2: TALENTS

All Talents have a point cost of 0 to +25 points. Points that are spent on Talents must first come from any points gained by taking Complications. If there aren't enough points from Complications to foot the bill, the remaining cost must be paid out of the character's Attribute or Discipline building point pools (or both).

Contacts

Characters with the <u>Contacts</u> Talent know people who either owe them a favor or who are useful to know (*For example, knowing a Firekkan trader on a first name basis may help get the character better prices or allow them access to particular kinds of goods while trading with them*). The strength of the Talent depends on the "quality" of contacts the character has; contacts with a great deal of influence in their area will tend to lend themselves to a higher score. The <u>Contacts</u> Trait may be taken multiple times by a character, each time reflecting a different person or group. A character's <u>Contacts</u> scores are highly flexible and it is possible for them to lose this particular Talent if the contact dies, becomes unavailable or fulfills the conditions of any obligation they owe to the character. When a contact is attempting to do anything the character has asked them to do, the GM may add the number of points in the character's <u>Contact</u> score to the DC of any Check that's required.

Ambidexterity

Characters with the <u>Ambidexterity</u> Talent are capable of using more than one motor appendage with a high degree of skill. This offsets any "off-hand" penalties the character may face when wielding multiple weapons (*see Chapter 9.2 for more details*). For every five points (round down) spent on <u>Ambidexterity</u>, the GM may subtract one point from the amount of the character's off-hand penalty.

Math Expert

Characters with the <u>Math Expert</u> Talent are particularly skilled in mathematics. When a situation arises in which the character's knowledge of mathematics or the ability to calculate mathematical solutions quickly is required, the GM may add the number of points in the character's <u>Math Expert</u> score to the DC of whatever Check is involved.

Quick Draw

Characters with the <u>Quick Draw</u> Talent are able to draw and aim a weapon very quickly. Ordinarily, a character in combat draws a weapon as a standard action (see Chapter 9.2); this Talent enables them to draw any single weapon per round as a free action instead, provided their <u>Quick Draw</u> score is greater than or equal to their current total encumbrance class (*for more on encumbrance, see Chapter 5.4*).

Scientific Sense

Characters with the <u>Scientific Sense</u> Talent are unusually gifted in their understanding and knowledge of applications of science for a member of their species. Characters who have the <u>Scientific Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Scientific Sense</u> score to the DC of all **Science** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Scientific Sense</u> during the character creation process, which must be spent

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specifically on Skills under their **Science** Discipline. Finally, for every ten points (rounded down) they have in <u>Scientific Sense</u>, a character gets an arbitrary "freebie" per day on any **Science** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Navigational Sense

Characters with the <u>Navigational Sense</u> Talent are unusually gifted in their ability to pilot craft without getting lost for a member of their species. Characters who have the <u>Navigational Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Navigational Sense</u> score to the DC of all **Navigation** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Navigational Sense</u> during the character creation process, which must be spent specifically on Skills under their **Navigation** Discipline. Finally, for every ten points (rounded down) they have in <u>Navigational Sense</u>, a character gets an arbitrary "freebie" per day on any **Navigation** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Mechanical Sense

Characters with the <u>Mechanical Sense</u> Talent are unusually gifted in their ability to apply technical knowledge for practical purposes for a member of their species. Characters who have the <u>Mechanical Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Mechanical Sense</u> score to the DC of all **Engineering** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Mechanical Sense</u> during the character creation process, which must be spent specifically on Skills under their **Engineering** Discipline. Finally, for every ten points (rounded down) they have in <u>Mechanical Sense</u>, a character gets an arbitrary "freebie" per day on any **Engineering** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Linguistic Sense

Characters with the <u>Linguistic Sense</u> Talent are unusually gifted in their ability to exchange information with others for a member of their species. Characters who have the <u>Linguistic Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Linguistic Sense</u> score to the DC of all **Communications** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Linguistic Sense</u> during the character creation process, which must be spent specifically on Skills under their **Communications** Discipline. Finally, for every ten points (rounded down) they have in <u>Linguistic Sense</u>, a character gets an arbitrary "freebie" per day on any **Communications** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

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Empathic Sense

Characters with the <u>Empathic Sense</u> Talent are unusually gifted in their understanding and knowledge of applications of the medical arts for a member of their species. Characters who have the <u>Empathic Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Empathic Sense</u> score to the DC of all **Medicine** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Empathic Sense</u> during the character creation process, which must be spent specifically on Skills under their **Medicine** Discipline. Finally, for every ten points (rounded down) they have in <u>Empathic Sense</u>, a character gets an arbitrary "freebie" per day on any **Medicine** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Tactical Sense

Characters with the <u>Tactical Sense</u> Talent are unusually gifted in their understanding and knowledge of applications of military tactics for a member of their species. Characters who have the <u>Tactical Sense</u> Talent gain a number of significant bonuses. First, they may add their <u>Tactical Sense</u> score to the DC of all **Tactical** Checks they make. Secondly, the character gains an additional number of building points equal to their <u>Tactical Sense</u> during the character creation process, which must be spent specifically on Skills under their **Tactical** Discipline. Finally, for every ten points (rounded down) they have in <u>Tactical Sense</u>, a character gets an arbitrary "freebie" per day on any **Tactical** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

4.3: COMPLICATIONS

All Complications have a point "cost" of -25 to 0 points. Points gained by taking Complications may either go towards the purchase of Talents or may be used to boost a character's Attribute or Discipline building point pools. When dealing with Complications and their effects on Checks, a GM should bear in mind that their scores are technically negative and should be treated as such in any "addition" indicated for their usage.

Abnormal Height

Characters with the <u>Abnormal Height</u> Complication are either unusually tall or unusually short for a member of their species. Characters with low <u>Abnormal Height</u> scores are noticeably abnormal, though it is still unusual when they garner any undue attention because of it. Character with high <u>Abnormal Height</u> scores definitely stand out in a crowd (or not). When a character is given this Complication, they must begin with the highest possible long dimension for a member of their species and gender if they are abnormally tall or the lowest possible long dimension if they are abnormally short. From that base amount, an amount equal to 1d2+1 times the degree of the Complication (in centimeters) is added if they are abnormally tall or subtracted from it if they are abnormally short. A character may not have a long dimension of zero centimeters or less; preferably, characters will have a long dimension of no less than fifty centimeters. When faced with situations wherein their unusual height may affect their ability to perform an action, the character's <u>Abnormal Height</u> score is added to its DC.

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Abnormal Weight

Characters with the Abnormal Weight Complication are either unusually overweight or underweight for a member of their species. Characters with low Abnormal Weight scores are noticeably abnormal, though it is still unusual when they garner any undue attention because of it. Character with high Abnormal Weight scores are either grotesquely overweight or so underweight that they risk falling over in a light breeze. When a character is given this Complication, they must begin with the highest possible mass for a member of their species and gender if they are abnormally overweight or the lowest possible mass if they are abnormally underweight. From that base amount, an amount equal to 1d5 times the degree of the Complication (in kilograms) is added to the character's mass if they are overweight or subtracted from it if they are underweight. A character may not have a mass of zero kilograms or less; preferably, characters will have a mass of no less than five kilograms. When faced with situations wherein their unusual mass may affect their ability to perform an action, the character's Abnormal Weight score is added to its DC.

Addicted

Characters with the Addicted Complication think that they require something in order to function in life that is generally hard to come by and sometimes illegal or dangerous. Whatever it is, they have to have it regularly regardless of its effects their life and/or personal relationships. When a character takes the Addicted Complication during the character creation process, the object of the addiction must be declared; the magnitude of the Complication indicates both how badly and how often they must have it. Subtract the magnitude of the Complication from 26; the result indicates how often, in days, the character must indulge their addiction. If they don't subject themselves to the object of their addiction within that time period, they begin to *detox*. Detoxing takes twice the number of days as the magnitude of the Complication, during which time the character is at a -20 penalty to all rolls. The character comes becomes detoxed after spending the indicated amount of time in detox or by indulging their addiction. A detoxed character no longer requires exposure to the object of their addiction but may *choose* to make a self-control Check if offered it later on. If the Check fails, they succumb, partake, and are no longer considered detoxed. For every month a character "stays clean", they may buy off one point of their addiction; they may do this until the magnitude of the Complication reaches two. A character may never completely "buy off" an addiction. A character that partakes in the object of their addiction (or in a substance to which they may become addicted) must make a self-control Check immediately afterwards; failing that Check increases the magnitude of the addiction by one (if possible). A character may have multiple addictions.

Allergic

Characters with the Allergic Complication have particularly bad reactions when exposed to certain materials, such as certain foods, plant pollens, venoms, etc. Any allergies must be specified at the time of a character's creation and may never be bought off directly. The severity of the character's reaction to an allergy is dependent upon the magnitude of the Allergic Complication. Someone who takes a relatively low score may start sneezing uncontrollably or break out in hives when they come into contact with their specific allergen. Someone with a high score may be reactive, bringing on some kind of life-threatening situation (*anaphylactic shock, for example*). The character's Allergic Complication score is added to any Fortitude Save made to resist being affected by the specific allergen; failure of the Save by more than twenty points brings on a life-threatening condition with the rules for Suffocation immediately taking effect (see Chapter 12.3). A character may take the Allergic Complication more than once in order to reflect multiple allergies.

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Amputee

Characters with the <u>Amputee</u> Complication are missing parts of their body. Low <u>Amputee</u> scores may reflect a missing finger or toe whereas the highest scores may be given to a quadriplegic. A character's <u>Amputee</u> score is subtracted from the DC of all **Power, Physique** and **Finesse** Checks they make, acting as a permanent penalty.

Bleeder

Characters with the <u>Bleeder</u> Complication are particularly susceptible to wounds. Whenever a character with this Complication takes damage (no matter how minor), a number of points equal to the magnitude of their <u>Bleeder</u> Complication score is subtracted from their HP; this is in addition to any other damage they may receive due to the situation. *As might be obvious, this Complication is most definitely not recommended for PCs (particularly those who enter combat frequently).*

Creed

Characters with the <u>Creed</u> Complication live their lives by some kind of code, which they will obey above the principles of all other things. The strength of this Complication reflects how arbitrary and irrational the requirements of the code are as well as the penalties the character may face for breaking it. In situations where the character's <u>Creed</u> may be challenged, they may *choose* to make a self-control Check. If the Check fails, the character will go with the dictates of their creed no matter the potential consequences. In the event the character is able to override the dictates of their creed, they must make a second self-Control Check; should that Check fail, they must perform whatever penance is required by the dictates of the creed no matter the personal cost.

Crude

Characters with the <u>Crude</u> Complication are generally considered boorish and rude by the members of the societies in which they most frequently interact. If there's a wrong thing to say or do in a social situation (such as picking one's teeth, belching, complimenting the hostess's physical attributes while her significant other is within earshot, etc.), the character will have a tendency to insert one of their propulsive appendages into their corresponding gustatory organ. Crude characters tend to be viewed as objects of disgust in polite society. In any situation wherein a character with this Complication has to interact with members of "polite society", they may *choose* to make a self-control Check. Should the Check fail, the character will do something that the group will probably come to regret sooner rather than later; the GM can be as imaginative as they wish as far as the specifics are concerned. Any NPCs that interact with the character after they fail a <u>Crude</u> self-Control Check will have a negative reaction in any future interactions with them (a -2 DC penalty, which is cumulative).

Curious

Characters with the <u>Curious</u> Complication are abnormally curious about everything. They've always got to satisfy that curiosity, even if they know that the consequences will be disastrous. If a character with this Complication is presented with an interesting item or situation, they may *choose* to make a self-control Check to overcome their innate sense of curiosity. Failing the Check means the character will take whatever steps are necessary to satisfy their curiosity regardless of the consequences.

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Glutton

Characters with the <u>Glutton</u> Complication love to eat to the exception of almost anything else. Characters with this Complication never willingly skip a meal and rarely refuse to eat anything offered to them. *Gluttonous characters are not necessarily overweight or unhealthy.* If a Gluttonous character is presented with a situation in which they should not partake in food or drink (if the food is tainted or poisoned, for instance), the character may *choose* to make a self-control Check. Failing the Check means the character partakes of what's offered them regardless of the consequences.

Greedy

Characters with the <u>Greedy</u> Complication lust after wealth and will do whatever it takes to accumulate more. Characters with this Complication may *choose* to make a self-control Check any time they are offered money in payment for a service (no matter what kind of service); the character may add their <u>Wealth</u> Trait score to the normal DC of the Check. Should the Check fail, the character will do whatever it takes to get the final payoff regardless of the consequences to themselves, their acquaintances and society in general.

Honest

Characters with the <u>Honest</u> Complication are honest to a fault; they will hardly ever tell a lie and when they do they are bad at it. They are honest even when being so hurts the efforts of the group or may hurts another's feelings. When asked a question wherein a character's ability to tell a convincing lie lends itself to a successful conclusion or when they must perform a dishonest act, they may *choose* to make a self-control Check. If the Check fails, they must behave honestly regardless of the cost. In the event that the Check succeeds, they are allowed to perform the dishonest action but then must make a second self-control Check to deal with their guilt; should that Check fail, the character must admit their dishonesty to whatever authority is present regardless of any personal cost.

Hunted

Characters with the <u>Hunted</u> Complication have people who are "out to get them" (in reality; characters who only *think* they have people out to get them probably have the <u>Insane</u> Complication instead). For example, a character who pissed off the Sarn consortium will have bounty hunters coming after them and will find it hard to stay in one place for very long; they therefore have this Complication. The strength of the Complication depends on just who is hunting the character; multiple parties on the hunt or just a few that happen to have a great deal of influence will lend themselves to a higher <u>Hunted</u> magnitude. The <u>Hunted</u> Complication may be taken multiple times by a character; each one indicates a different party interested in their head. A character's <u>Hunted</u> score is highly flexible and it is possible for them to "pay off" this particular Complication if the party hunting them dies or becomes disinterested, or if the character manages to atone for whatever action caused them to become a target in the first place. When there is a chance that the character might be recognized by someone who represents a party hunting after them, the GM must add the character's <u>Hunted</u> score to the DC of whatever Check is required to resolve the situation.

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Impulsive

Characters with the Impulsive Complication have a tendency to rush into situations without thinking them through; this usually leads them into situations that are more difficult to overcome than they needed to be. If a character with this Complication is in a situation where thinking something out before acting is crucial to success, they may *choose* to make a self-control Check. Failure of the Check means that the character won't stop to think; they'll just act regardless of the consequences to themselves and others.

Insane

Characters with the Insane Complication may have any of a spectrum of abnormal mental behaviors, which typically present themselves as violations of societal norms. Insane characters may readily become a danger to themselves and others. Characters with low magnitude scores in Insane may simply suffer from an occasional nervous breakdown, while those with high scores may be completely psychotic and a danger to all around them. At any time during the course of an adventure, the GM may decide an Insane character will temporarily "lose control" and try to do something off. To fight this, they may *choose* to attempt a Willpower Save, adding their Insane score to the DC. If the Check fails, the character will immediately exhibit odd behavior; the higher the magnitude of their Insane score, the worse that behavior will be. At a score of -15 or more, the GM may decide to have the character openly attack any other nearby characters.

Intolerant

Characters with the Intolerant Complication have some kind of irrational grudge against a person, group or category of object. This can be members of other species, different ethnic groups or social classes within one's own species, certain classes of fighters, and so forth. If a character with this Complication must interact with someone or something to which they are ordinarily intolerant, they take a penalty to the DC of all Checks involving the object of their disgust equal to the magnitude of their Intolerant score. A character may *choose* to attempt to control their intolerance with a self-control Check; success cancels the penalty for the current situation only. Characters may have the Intolerant Complication multiple times; each instance represents a group/object to which they are intolerant.

Jealous

Characters with the Jealous Complication tend to become irrationally angry when listening and reacting to the fortunes of others. A character with this Complication will react negatively towards the object of their jealousy (a person, group or object). If forced to interact with it, the character may *choose* to make a self-control Check in order to contain their jealousy. Should the Check fail, the character will take a penalty to the DC of any Check made in which interaction with the object of their jealousy is required; the penalty is equal to the degree of failure of the Check. A character is allowed to take the Jealous Complication more than once; each instant represents another object towards which they are jealous.

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Lecherous

Characters with the <u>Lecherous</u> Complication are unusually enamored with the opposite sex and find it hard to control their libido whenever they have more than the briefest contact. Characters with this complication may *choose* to make a Check for self-control when they encounter a member of the opposite sex; if it fails, they must make a "pass" regardless of the potential consequences.

Obsessed

Characters with the <u>Obsessed</u> Complication are so fixated on achieving a particular goal that anything that they can do to achieve it takes precedence over everything else in their life to the detriment of everything else. Such goals may include avenging the loss of something/someone important to them, obtaining a particular item, participating in a particular event, and so forth. If a character is presented with an opportunity to do something that will enhance their chances of achieving the goal of an obsession, they may *choose* to make a self-control Check in order to resist the offer; if the offered a chance to fulfill the goal in full (or at least potentially fulfill it), an additional 25 points are subtracted from the DC of the Check. Should the Check fail, the character will do whatever has been asked of them regardless of the consequences. A character may take the <u>Obsessed</u> Complication multiple times, with each instance representing another obsession (*a character with multiple obsessions should have a priority order established for them, particularly if fulfilling one obsession would result in the non-fulfillment of another*).

Overconfident

Characters with the <u>Overconfident</u> Complication tend to overestimate the strength of their position in crucial situations; they have a tendency to not prepare for those situations as well as they should, sometimes leading to disastrous consequences. If a character with this Complication is faced with a situation wherein they need to reconsider whether or not they've made adequate preparations and the outcome of the situation may be crucial, the character may *choose* to make a self-control Check. Failure of the Check will lead them to believe they can overcome the situation whether they actually can or not.

Phobic

Characters with the <u>Phobic</u> Complication are unusually (and oftentimes irrationally) afraid of certain objects, people or situations. Phobias must be declared at the time of the character's creation and may never be bought off. The severity of a character's reaction when they come into contact with the object of their phobia depends on the magnitude of the Complication; characters with low scores may feel minor discomfort and may find it difficult to concentrate or perform involved tasks, while those with high scores can be deeply affected just by thinking about it and may go into a catatonic state when actually confronted by the genuine article. If they come into contact with the object of their fear, the character may *choose* to make a Willpower Save to overcome it with the <u>Phobic</u> score added to the DC. Should the Save fail, the character will take a penalty to the DC to all Checks while still in contact with the object of their fear; the penalty is equal to the degree of failure of the Save. A character may take the <u>Phobic</u> Complication more than once, with each instance reflecting a unique fear.

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Tightwad

Characters with the <u>Tightwad</u> Complication do not willingly part with their money or personal property for any reason. If a character with this Complication is place in a situation wherein they must give up their money or property, they may *choose* to make a self-control Check. If the Check fails, the character will either attempt to haggle over the price further (if the Check fails by less than ten points) or simply refuse to pay up regardless of the consequences.

CHAPTER FIVE: EQUIPMENT AND TRADING

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5.0: INTRODUCTION

This Chapter discusses equipment that can be bought and used by characters. In the original Wing Commander games, such equipment was not available and it is up to the GM whether or not to allow the player characters to use the equipment described in this Chapter. The equipment lists in this Chapter are by no means comprehensive, nor will any attempt to create such a list be made at any point in the future. This is because the vast majority of objects in WCRPG with which characters can interact are mundane (*e.g. clothing, bookchips, vids, etc.*) and usually don't have any kind of in-game effect. Any effects they do have can be determined at the GM's discretion as discussed in Chapter 10.2.6. Players are welcome to discuss and contribute items as the need for them arises.

This Chapter also discusses the rules utilized for conducting trade in WCRPG. Generally, all transactions (including commodity trades as well as the purchase of non-mundane equipment such as personal weaponry and armor) are conducted at friendly Commodity Exchanges, with the price of equipment fixed at a certain level; characters may haggle over this price if they wish. Trading can be conducted at any Exchange friendly or not, though what a trader will want to trade depends upon factors such as their technological level, their physiology, any local laws and their attitude towards the race of the buyer/seller (*e.g., a Terran looking for equipment at a Kilrathi Commodity Exchange is more likely to be gutted than to find what they were looking for*). It's up to a GM to decide whether or not a particular item is available for trade at a given Exchange and whether or not the trader wants to trade with a given character.

Section One of this Chapter includes the specific rules for conducting trade. Sections Two through Four contain lists of personal weaponry, armor and equipment. Finally, Section Five lists the most common Commodities available for trade and their prices at various locations.

5.1: TRADING

The original games did not involve trading for the most part; <u>Privateer</u> and <u>Privateer 2</u> were notable exceptions and in those games, trading was a means through which a player could make a profit and ultimately improve their craft to its maximum capabilities. "Trading" as used in WCRPG encompasses all business transactions; this includes not only the purchase and sale of commodities but also includes personal equipment, spare parts for capital ships and vehicles, full working craft and so forth.

Trading in WCRPG uses a fairly simple economic model, which is designed to roughly emulate day-to-day market forces. Each item in the game that has monetary value has a listed base cost in credits (represented in WCRPG by the generic currency symbol, **€**). Some items have a range of values associated with them; this range represents the **potential price** of one unit of that item and is associated with a very specific die roll. It is up to the GM to set the final price of these items when a character may enters a trading post, store or Commodity Exchange. *NOTE: for purposes of this discussion, the term "trading post" will be used to encompass any venue wherein the potential for trading exists. Also, this sub-Chapter is written from the **merchant's** point of view; when the discussion talks about "selling", it is the merchant selling to the characters (i.e. the characters buying from them) and vice versa when the discussion talks about "purchasing".*

When a GM knows that the characters are going to enter into a trading situation during the course of an adventure or if the potential for them to do so exists, they should prepare a list of goods that will be available for sale at a given trading post along with a list of goods in the characters' possession that the traders are willing to buy. The types of goods available for sale and purchase will be dependent upon the type of planet or base at which the characters are located (*for example,*

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Agricultural Worlds and Mining Bases will both accept Luxury Foods in trade but only the Agricultural World will sell those goods). Trade lists take a fair amount of work in order to create; like many things in the game, they should preferably be built between gaming sessions.

Building Trade Lists

The basic procedure for compiling a trade list is as follows:

1. Determine the disposition of the trader.
2. Find the data for the particular type of trading post in question.
3. Select a list of items for sale and set their value.
4. Determine the list of items for purchase and set their value.

Determine the disposition of the trader

The first concept to understand when it comes to trading is that it is an interaction between at least two sapient beings, the character doing the negotiating and the trader. The trader is always a character in their own right; they should have all the stats that a normal character should have. Creating a generic trader is a relatively simple task that can be done with one of the rapid character creation routines in Chapter 2.3. Of particular concern to trading is the trader's **Communications** Discipline score, their *Negotiate* Skill score, any applicable <u>Reputation</u> Trait and their <u>Temper</u> Trait. A GM may choose the archetype they feel best suits the type of trader the character group will encounter; the main archetypes usually encountered in trading posts are Business Owner, Clerk, Merchant and (of course) Trader.

In addition to their normal character stats, traders may have one of three categorical disposition types based on how tolerant they are to the notion of **haggling** (i.e. how willing they are to negotiate over an item's price). Traders will <u>Bargain a Lot</u>, <u>Bargain a Little</u> or <u>Not Bargain at All</u>. Before trade takes place, it is important that the GM determine which of these three dispositions the trader will display. A trader's disposition is somewhat dependent upon the type of trading post involved; there are some types of trading posts wherein a trader simply isn't allowed to do any bargaining (most retail stores in the United States fall under this category) and so their disposition will always have to be <u>Not Bargain at All</u>. In the cases where a trader has a choice in the matter, it will be more of a function of their personality than anything else. The GM may look at the generated statistics for the trader and pick the disposition they think best suits them or they may roll 1d10 and use the table below:

Trader Disposition by 1d10 Roll		
1d10 Result	Disposition	Maximum Negotiation Count
0-2	<u>Not Bargain at All</u>	0
3-6	<u>Bargain a Little</u>	1-2 (1d2)
7-9	<u>Bargain a Lot</u>	1-5 (1d5)

Coming up with a trade list can take a lot of work; it seems appropriate that an example be provided.

Let's say the current adventure involves the characters paying a visit to Nephele II. There's not a great deal of information available about it: <u>a moderately-populated desert planet where most of the colonists make a living as farmers. It plays a small role in agriculture</u>.

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So the first step in creating a trade list is generating a trader and determining his disposition. We'll be dealing with a Terran character. For the sake of example, let's make our trader a generic Clerk with no hero points; that will give him a **Communications** *score of 55 and a* Negotiate *score of 15. His die roll for Traits ultimately doesn't affect his* <u>Reputation</u> *or* <u>Temper</u> *scores, leaving them both at zero.*

With the trader's scores in hand, we just need to determine his disposition. A roll of 1d10 results in a nine, so our trader will like to <u>Bargain a Lot</u> *(provided we place the trader somewhere where he's free to cut deals, of course.)*

Find the data for the particular type of trading post in question

The next step in making a trade list is to search for any existing data on a particular type of trading post. In the case of a general Commodity Exchange, this data is listed out in Chapter 5.5 for the main types of bases that exist in the Wing Commander Universe. All the GM needs to do is record what goods are associated with that type of base; specifically, the highlighted commodities are ones the Exchange will sell and any others with a listed price are ones the Exchange will purchase. In most cases, it's sufficient to note the goods in which the Exchange will *not* want to trade. *For the sake of simplicity, any Sector Capital can use the lists for either New Constantinople or Janus IV, any Industrial World can use the lists for New Detroit, Athos or Desolia, any Naval Base can use the Perry or Hades lists, any Agricultural World may use the standard list or the lists from Bex, Destinas or Terrel and any non-explicitly listed world can use the Oxford list or any of the Tri-System lists.* Any other type of trading post (one not covered by these options) will require the generation of a unique list. Finally, a GM always has the option of generating a unique list for *any* given trading post if they so choose.

The description of Nephele II would suggest that it could be considered an Agricultural World (albeit a minor one). We could go with a list from one of the Tri-System Worlds if we wanted to (Destinas, perhaps), but to keep things simple and our list short, we'll just go with the standard Agricultural World. From the list of commodities in Chapter 5.5, we see that the Commodity Exchange will trade in everything besides Plutonium, Uranium and Mining Equipment. Commodities for sale are Grain, Generic Foods, Luxury Foods, Furs, Liquor, Pets and Wood.

Of course, these examples won't help much if we went with just that ... so let's assume that while the characters might *go to the local Commodities Exchange, they almost definitely* will *wind up at a local general store...*

Select a list of items for sale and set their value

Selecting a list of items for sale at a trading post is a reasonably straight-forward process, though it is highly dependent upon the type of business in which the trading post engages primarily. *For example, it's highly unlikely that a trading post specializing in the sale of communications equipment would also have robotic workers for sale, though it's not entirely impossible.* The GM may begin by rolling 1d5 if the trading post is a Commodity Exchange, or 1d10 for any other type of trading post; the result of this roll is the number of types of items that will be available for sale.

Once a GM has the number of item types for sale, they need to select the specific items. If the trading post is a Commodity Exchange, the GM may either make their selections at random based on the tables in Chapter 5.5 or make a number of d% rolls equal to the number of indicated items and compare the results to the tables to determine the corresponding commodities. Note that in all cases when selecting commodities, the GM is limited in their selections to those that are highlighted on the tables (*for example, Perry Naval Base may only have Space Salvage and Weaponry on its list of items for sale; it will never have any other commodities available*).

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If the trading post is not a Commodity Exchange, the GM has more work to do. Non-commodity items are grouped into several different categories depending upon their in-game purpose. General Equipment (see Chapter 5.4) is grouped into seven distinct categories: <u>Clothing and Container Objects</u>, <u>Tools and Wilderness Gear</u>, <u>Comestibles</u>, <u>Scanners and Computer Technologies</u>, <u>Communications Technologies</u>, <u>Medicine and Medical Technologies</u> and <u>Weapon Accessories, Ammunition and Batteries</u>. Items can also be <u>Weapons</u>, <u>Armor</u> or <u>Vehicles</u>. GMs can make selections of items from one or more of these categories at random (if dealing with a general store type of trading post) or from a single category (if dealing with a specialty trading post - for example, a medical supply store will likely sell only Medicine and Medical Technologies). Alternatively, they may roll 1d10 and select an item from the resultant category indicated on the table below.

Item Categorical Selection for Sale List by 1d10 Roll	
1d10 Result	**Item Category**
0	Clothing and Container Objects
1	Tools and Wilderness Gear
2	Comestibles
3	Scanners and Computer Technologies
4	Communications Technologies
5	Medicine and Medical Technologies
6	Weapon Accessories, Ammunition and Batteries
7	Weapons
8	Armor
9	Vehicles

Note that die rolls made on this table only selects the *type* of item, not specific items; the GM will still need to go to the appropriate list and make a selection at random. Finally, GMs may always choose to add items with no distinguishable in-game purpose (so called "Mundane" items) to their list if they so choose.

As a final note, it is *recommended* that the GM not select items that are more advanced than the technological level of the trading post in question (see Chapter 10.2.7); less advanced items may be selected, however. If items are being selected at random, the GM may completely ignore any repeat instances of a particular good and may choose to ignore any instances of a good more advanced than technological level of the trading post.

Once the item list has been finalized, the GM needs to set the price of each item at that particular trading post. Again, there's a difference in how this is handled between commodity and non-commodity items. Most commodity items have a range of possible prices associated with them as well as an average value and an associated die roll for the range. A few commodities have a single price listed; this should be assumed as their average value. The GM may set the price of the item at the average value, select a price at random within the range of given values or make the indicated die roll and set the price of the item equal to the amount indicated by the result. All non-commodity items will have only a single price listed for them; the GM may either go with that price or roll 2d10 and use the table below to find a price multiplier, which can then be used to set the price of the item (round any decimal remainder to the closest integer).

Item Price Multiplier by 2d10 Roll	
2d10 Result	Multiplier
0	0.50
1	0.60
2	0.65
3	0.70
4	0.75
5	0.80
6	0.85
7	0.90
8	0.95
9	1.00
10	1.05
11	1.10
12	1.15
13	1.20
14	1.25
15	1.30
16	1.35
17	1.40
18	1.50

Items that are being sold at trading posts located in communities may further have the prices of all commodities adjusted depending upon the community's Qualities; Depressed communities should subtract 25% off the indicated price of all items, while Prosperous communities should add 25%. In both cases, the resultant amounts should be rounded to the closest integer. For more information on community Qualities, see Chapter 10.2.5.

Once the prices of all goods on the trade list have been determined, the final step is to determine the number of units of each item the trader has for sale. Again, this is determined differently for commodities versus non-commodities. Trading posts may or may not already have a quantity of goods set, depending if the GM is using items from the Privateer 2 commodities lists or not. Commodities on the Privateer 2 list already have a quantity value listed with them; the GM may either use the indicated quantity or not. For all other commodities, quantities are set with a d% roll, with the final number of units of the given item equal to the result. For all other items, the die roll depends on the type of trading post involved and the category of the involved item. For all trading posts that specialize in the item's category, a d% roll can be used as with commodities. For general stores, different die rolls are used: Weapons and Armor will use a d10 roll, Vehicles will use a d5 roll, Weapon Accessories and Medical Technologies will use 2d10 and all other items will use a simple d10 roll (with any zero counting as ten in this case).

We'll do a couple of examples here, one for Nephele II's Commodity Exchange and one for a local general store located in the main spaceport.

Let's start with the Commodity Exchange. We're dealing with an Agricultural World and we'll be using the standard Agricultural World list of commodities from Privateer. Our first job is to determine how many items will wind up on our sale list; this is done with a 1d5 roll, since we're working with a Commodity Exchange. The die is cast and comes up as a five, so there will be five different commodities on our sale list. To select them, we'll let the dice decide. We need five d% rolls; the results are 21, 60, 66, 12 and 29. Checking the tables in Chapter 5.5, this corresponds to Factory

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Equipment, Furs, Furs, Factory Equipment, and Generic Foods. Since Factory Equipment and Furs both appear twice, we'll toss out the second instances. For the sake of example, we'll go ahead and throw in Grain, even though it doesn't correspond to a die roll. This will leave our sale list with four commodities instead of five, but we can do that so we will. The final sale list will be Grain, Generic Foods, Factory Equipment, and Furs.

Now that we have our items, we need to set their prices; we'll use Grain as an example. According to the Comestibles table in Chapter 5.5 for an Agricultural World, Grain can have a value from six to sixty credits with an average value of twenty-six credits. The corresponding die roll for the price is 6+6d10; we'll go ahead and make this roll to set the price of Grain. The result of the roll is twenty-five, so we'll set the price of Grain at €31 (25 + 6 = 31). Doing likewise for the remaining commodities gives us values of €59 for Generic Foods, €112 for Factory Equipment and €282 for Furs.

Finally, we need to set the quantities of each commodity. Since we don't have set commodities, we can determine their quantities through d% rolls. Doing this for each commodity in turn gives us 12 units of Grain, 35 units of Generic Foods, 78 units of Factory Equipment and 25 units of Furs.

Now we'll set up the trade list for our general store. Since we're not dealing with a Commodity Exchange, we'll begin with a 1d10 roll to determine the number of items being sold; the result is an eight, so we'll need to populate our list with eight items. Rather than making random selections, we'll let the dice decide the categories of our items. We need to make eight d10 rolls; the results are 0, 0, 5, 1, 4, 0, 6 and 5. This corresponds to three Clothing and Container Objects, one Tool, one Communication Technology, two Medical Technologies and one Weapon Accessory/Battery. We'll need to flip to the equipment lists in Chapter 5.4 to make specific selections. For the sake of this example, let's say the list will consist of Backpacks (Wilderness), Satchels, Civilian Casual Outfits, Canteens, Short-Range Communicators, Vita Kits, Bandages and Small Batteries.

Since all of these are non-commodity items, we can either go with their listed prices or roll for price multipliers. Let's go ahead and roll for the sake of example. We'll need to roll 2d10 eight times, once for each item on the list; the results are 8, 12, 4, 6, 12, 18, 6 and 11. According to the table above, this corresponds to multipliers of .95, 1.15, 0.75, 0.85, 1.15, 1.50, 0.85 and 1.10. We'll apply the multipliers to the prices of each item in turn. This gives us prices of €21.47 for the Backpacks, €9.20 for the Satchels, €18.75 for the Civilian Casual Outfits, €1.70 for the Canteens, €28.75 for the Short-Range Communicators, €48.38 for the Vita Kits, €2.76 for the Bandages and €7.15 for the Small Batteries.

Finally, we need to set the quantities. Since we're dealing with a general store and non-commodities, the rolls will be slightly different for some of our goods; specifically, the Vita Kits, Bandages and Small Batteries will use a 2d10 roll instead of a 1d10 roll. Rolling for quantities gives us four Backpacks, four Satchels, one Civilian Casual Outfit, three Canteens, nine Short-Range Communicators, ten Vita Kits, nine Bandages and ten Small Batteries.

For those who think Nephele II is a more rough-and-tumble locale, a police outfitter specializing in Weapons and Armor may be present somewhere (though we won't be putting together a trade list for it...)

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Dynamic Events

The Wing Commander universe is not a static place; there's usually something going on somewhere whether good or bad for those involved. Some of these events can easily affect the prices of goods where they occur, affecting their supply or demand as a result and causing a corresponding change in their price. If a GM doesn't want to muck about with altering the prices of goods based upon die rolls, they might want to consider using **dynamic events**. To use dynamic events in an adventure, the GM makes their trade lists for a specific site as normal, but always sets the prices to the average value. When an adventure begins, the GM will need to roll d% and use the table below to see what has taken place.

			Dynamic Event Selection by d% Roll	
d% Roll	Event	Planet Type Affected	Commodity Bought At Percentage Rate	Commodity Sold At Percentage Rate
00-03	Crop Failure	Agricultural	Fertilite (+20%)	All Comestibles (+30%)
04-07	Plague	Any	Medical Equipment / All Medical Commodities (+50%)	All Commodities (-25%)
08-11	Rebellion	Any	Weaponry (+50%)	All Commodities (+60%)
12-15	Solar Flares	Any	Communications Equipment/Units (+25%)	Medical Equipment / All Medical Commodities (+40%)
16-19	Miner Strike	Mining	All Luxury Goods/Commodities (+50%)	All Commodities (+50%)
20-23	Worker Strike	Industrial	All Contraband / Weaponry (+20%)	All Commodities (+50%)
24-27	Computer Virus	Any	Software (+30%)	All Commodities (-10%)
28-31	Famine	Any	All Comestibles (+50%)	No effect
32-35	War (Local)	Any	Weaponry, Communications Equipment/Units (+50%)	All Commodities (+40%)
36-39	Infestation	Any	Weaponry, Medical Equipment / All Medical Commodities (+90%)	All Commodities (-30%)
40-43	Mining Accident	Mining	Mining Equipment / Atomic Chisels (+25%)	All Ore Commodities / All Raw Materials (+20%)
44-47	Industrial Accident	Industry	All Industrial Commodities / Capital Goods (+20%)	No effect
48-51	Tourists Kidnapped	Pleasure/Pirate	Slaves / Pleasure Borgs (Pirate Only; -15%)	Slaves / Pleasure Borgs (Pleasure Only; -10%)
52-55	Flood	Agricultural	Fresh Water (-25%)	All Comestibles (+50%)
56-59	Stock Market Crash	Everywhere	All Commodities (-20%)	All Commodities (+30%)
60-63	Drought	Agricultural	Fresh Water (+25%)	All Comestibles (+50%)
64-67	Pirate Base Destroyed	Any	All Contraband (+50%)	No Effect
68-71	Bountiful Harvest	Agricultural	No Effect	All Comestibles (-10%)
72-75	Blood Banks Depleted	Any	Blood / Medical Equipment (+25%)	No Effect
76-79	Holiday (Local)	Any	No effect	All Commodities (-5%)
80-83	New Field Opens	Mining	No Effect	All Raw Materials, Gems, Cerulean Gemstones, All Ore Commodities (-10%)
84-87	Cyber Virus	Any	Robotic Workers/Servants, Cybernetic Limbs, Pleasure Borgs (+20%)	All Commodities (+15%)

88-91	Mutiny	Military	Weaponry (+20%)	All Commodities (+20%)
92-95	Worldwide Power Failure	Any	Advanced Fuels, Solar Generators (+25%)	All Commodities (+30%)
96-99	Earthquake	Any	Construction Equipment, Pre Fabs, All Industrial Commodities (+25%)	All Commodities (+15%)

A GM may, at their discretion combine the use of dynamic events with the normal methods employed for determining the price of goods; if they do this, they will need to make any price adjustments based upon the current value of the affected goods instead of its average value.

Once an event has taken place, the GM will need to see if the prices of any items sold at the trading post have been affected; if any have, they will need to adjust their prices as indicated (round any decimal remainders to the closest integer). Note that some of these events affect all of the items at the post while a few only affect a specific commodity. The GM will roll for new events once every 1d5 days as the adventure continues; once a dynamic event has taken place, the price changes go into effect immediately and remain at their new levels due to the event for the next 2d10 days.

Here's an example of how this works. Let's say we have a GM who is using the same trade list we generated above and wants to incorporate dynamic events into their campaign. On the first day of the campaign, the GM rolls d%; the result is 52. Checking the chart, this corresponds to a Flood, which will reduce the price of Fresh Water for purchase by 25% and increase the price of all other Comestibles for sale by 50%. Checking the Commodity Exchange trade list, we see that there are two Comestible commodities on it - Grain and Generic Foods. The initial prices on the list are €31 for Grain and €59 for Generic Foods. A 50% increase in those prices (with rounding) will increase the price of Grain to €47 and Generic Foods to €89. The GM rolls 2d10 to see how long the prices will remain that way; the result is eleven, so the prices will remain elevated for eleven days (during which time, the character group may want to steer clear of Nephele II for purposes of buying food items). Finally, the GM makes a 1d5 roll to see when they will need to generate a new dynamic event; it'll be three days before something else happens.

Supply, Demand and Quantity Levels

A GM may want to set up the economics of an adventure or campaign such that the quantities of items available at a given trading post are dependent upon the level of trade that has already taken place there. This can be emulated rather easily, though it does involve bookkeeping on the part of the GM. First, trade lists for all the trading posts involved must be generated. Every seven in-game days and for any trading post wherein production of a given commodity *may* occur, the GM must roll d% and subtract 50 from the result for each applicable item; the final result is the quantity produced. For non-commodities, the roll is a standard d10 roll with five subtracted from the result. Items produced that were not originally part of the base's sale list have their price set at the average value. If the net production of a commodity is positive (i.e. if items are created), the price of those items goes down by one credit per ten of those commodities created (round up), and vice versa. For non-commodities, the price drops by one credit per unit of items produced.

Purchases and sales of commodities and other items affect the price of those items on a daily basis. Every time a commodity is bought at a specific trading post, its price there goes up by one credit per ten units bought (round up) at the end of the current day and vice versa. Similarly, every time a non-commodity is bought, the price of that item goes up by one credit per unit bought and down by one credit per unit sold at the end of the current day.

GMs are welcome to tinker with the amounts the prices go up and down as they wish (particularly for more expensive items where a credit here or there isn't going to make that big of a difference). A suggested level of tinkering is to keep the change in price within two orders of magnitude of the normal price of the item (i.e. for items with values in the thousands the price can fluctuate by ten credits, items with values in the tens of thousands can fluctuate by one hundred credits, etc.). GMs may also ignore the normal item price limits if they so choose. The net effect of this process is that trade routes the characters are utilizing may become less and less profitable as time passes and the value of a commodity go up at the source and down at the destination.

Note that a clever set of players may be able to use this system of quantity and price fluctuations to create arbitrage opportunities for themselves. GMs should be on the lookout for this kind of activity and (if they so choose) should implement whatever limiting factors they feel are necessary to curtail it. In general, it is best to combine this system with one of the other methods for adjusting the price of goods.

Let's say our GM also decides to incorporate fluctuating commodity prices based on supply and demand into their campaign. We have our Commodity Exchange sale list for Nephele II; 12 units of Grain at €47, 35 units of Generic Foods at €89, 78 units of Factory Equipment at €112 and 25 units of Furs at €282. The General Store on Nephele II has four Wilderness Backpacks at €21.47, four Satchels at €9.20, a Civilian Casual Outfit at €18.75, three Canteens at €1.70, nine Short-Range Communicators at €28.75, ten Vita Kits at €48.38, nine Bandages at €2.76 and ten Small Batteries at €7.15.

Let's say a Tarsus *crew stops by the Nephele II Commodity Exchange. Unaware of the recent flooding, they purchase the Exchange's entire stock of Generic Foods. Since they bought 35 units, the price of Generic Foods at Nephele II will increase by four credits to €93 at the end of the day. The crew also buys two Satchels at the General Store; the price of the remaining two will go up to €11.20 at the end of the day.*

Production occurs a week later. Nephele II is an Agricultural World, so it can produce up to nine unique commodities (Construction, Factory Equipment, Generic Foods, Grain, Luxury Foods, Furs, Liquors, Pets and Wood). A total of nine d% rolls (one for each commodity) will be needed to check for production; the roll results are 10, 65, 18, 97, 45, 1, 68, 59, and 67 and subtracting 50 from each result gives final values of -40, 15, -32, 47, -5, -49, 18, 9 and 17. We'll assign each result to each commodity in the order they're listed above. This means that Nephele II has offloaded forty units of Construction in the past week; since there were none to begin with, Construction will remain at zero and the result is ignored. Fifteen units of Factory Equipment are produced. This one is on the trade list; fifteen units of production will drop the price of the Factory Equipment by two credits to €110 and increase the stock from 78 to 93 units. The next result, -32, corresponds to Generic Foods. All the Generic Foods have been bought, so there is no stock. However, we do have a price and a drop of 32 units will still raise the price by four credits to €97. 47 units of Grain production lowers its price to €42 and increases the stock to 59. Luxury Foods are not in stock and have no price, so the -5 result may be ignored. 49 units of Furs are sold; this will deplete Nephele's stock and raise the price to €287. Finally, the last three results will all generate new commodities; each of these is set at their respective average prices. In addition to what it already had for sale, the Nephele II Commodity Exchange now has 18 units of Liquor at €41, 9 units of Pets at €86 and 17 units of Wood at €83 available.

We are considering some of the combined effects from dynamic events in these examples. After four more days have passed since production, the price effect from the Flood event ends; eleven days have elapsed, the time indicated in the prior sub-section example for the length of the Flood event. The price of all Comestibles would therefore drop by 50%; Grain goes from €42 to €28 and Generic

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Foods drops from €97 to €65. Luxury Foods, which it still is not on our trade list, is not affected by the change.

Determine the list of items for purchase and set their value

With the list of items for sale complete, the last thing that needs to be done is to determine what goods the trader would like to purchase. This is done in largely the same manner as creating a list of items for sale, with the principle exception being that the quantities of items available for purchase never need to be randomly determined; the amount always equals the quantity currently in the character group's possession. If the item is a commodity and has a value listed for the type of world/base at which the trading post is located, the trader will be interested in purchasing it. A trader's interest in non-commodity items may be determined in the same way as for the sale of such items outlined above, though in this case the trader's interest will be limited to items strictly in the possession of the characters. In both cases, the value at which a trader will want to buy the item is determined in the same manner as for items the trader is selling. Any item appearing on the purchase list that happens to also be on the sale list will automatically have its value set to the same amount. As with goods for sale, it is *recommended* that a GM not allow the purchase of goods above the trader's technological level.

In the previous example, a Tarsus *paid a visit to Nephele II.* Tarsi *have a cargo hold area of 100 cubic meters - enough to haul 100 units of commodities - so let's say it was hauling 27 units of Iron, 19 units of Tungsten and 54 units of Uranium its crew bought had previously bought from a nearby mining base. This gives us our commodities and quantities for the purchase list; all we have to do is come up with the prices. For Iron and Tungsten, we'll just make the indicated die rolls; the value of Iron at Nephele II will be €52 and the price of Tungsten will be €102. The commodities lists for Uranium at an Agricultural World indicate a price of zero, so we automatically know the Nephele Commodity Exchange is not interested in purchasing it; Uranium will remain off of the purchase list. The final purchase list for Nephele's Commodity Exchange is 27 units of Iron at €52 and 19 units of Tungsten at €102.*

Conducting Trade

The actual trading process is a great deal easier to do than building trade lists. To trade an item, the characters first indicate the item they would like to trade; the GM will then look up that item on their prepared trade lists. If the item is not there, the trader simply is not interested in the item or doesn't have it for sale. If it is there, then a transaction *may* take place; the GM will need to note the item's value. Knowing this value becomes particularly important in case the characters decide they want to haggle (negotiate the price by making one or more counter offers).

Whether or not a character can haggle is entirely dependent on their location. *For example, a big chain market advertising "everyday low prices" usually won't allow any haggling to take place.* If the trader's trading disposition is "Not Bargain At All", no haggling over the price will be tolerated. The GM gives the characters the value of them item indicated on their trade lists as their initial offer; the characters must accept the price as given and go on to indicate how many units of the item in particular they'd like to trade or just refuse the offer (*which automatically causes the trader to break off the trade and raises their **Frustration Level** (see below) by two points*). An attempt to haggle in this instance will result in the trader's refusal to bargain (i.e. the same price will be offered again) and an increase of their Frustration Level by one point.

When a trader's location/disposition allows for bargaining, characters are allowed to haggle over the price. The GM gives the characters the value indicated on their trade list as their opening price. At this point, the character who is conducting the actual negotiations makes a *Negotiate* Check which is

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opposed by the trader's own *Negotiate* Check (GMs should keep the result of the trader's check secret during the negotiation process). If either party to the negotiations has earned a reputation in trading circles, subtract any applicable <u>Reputation</u> Trait modifier from the result of the roll; any <u>Temper</u> modifier they have is also subtracted from the result of the roll. This opposed Check determines if trading will go in the character's favor (if their final result is lower than the trader's) or in the trader's. It's generally recommended that haggling be attempted by characters that are strong in the **Communications** Discipline (particularly by those who are strong in *Negotiate*); of course, any character may attempt to conduct trade negotiations for a group.

After the *Negotiate* Check has been made, the character has three options: they can either accept the price as is, they may make a counter offer or they may refuse the offer. If the character refuses the offer or makes a counter offer, the trader's next action depends on who had the better Check as well as the degrees of success or failure involved; see the table below for specifics. If the trader's next action as prescribed by the table is a counter offer but the indicated new price would make a deal worse for the trader than simply accepting the character's last offer (i.e. a higher price than offered while selling or a lower price than offered while purchasing), the trader will accept the current offer instead.

Negotiate Check Actions and Results			
Character's Action		*Negotiate* Check Result...	
Trader Selling Item	Trader Buying Item	...favors the Character	...favors the Trader
Character's Offer is Greater than the Current Price.	Character's Offer is Less than the Current Price.	Trader Agrees to the Character's offer. -2 points to the Trader's Frustration Level.	Trader Agrees to the Character's offer. -1 point to the Trader's Frustration Level.
Character's Offer is Less than the Current Price but above the Minimum Value for the item.	Character's Offer is Greater than the Current Price but below the Maximum Value for the item.	Trader Counters the Current offer, lowering the price by two credits per ten points in the difference between the Character's and Trader's degrees of success/failure (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying).	Trader Counters the Current offer, lowering the Offer Price by 1d10 credits (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying). Zero counts as ten in this case.
Character's Offer is Less than the Minimum Value for the item.	Character's Offer is Greater than the Maximum Value for the item.	Trader Counters the Current offer, lowering the price by one credit per ten points in the difference between the Character's and Trader's degrees of success/failure (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying).	Trader Refuses the Character's Current Offer. +1 to the Trader's Frustration Level.
Character Refuses the Current Offer.		Trader Counters the Current offer, lowering the Offer price by 1d10 credits (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying). Zero counts as ten in this case. An extra point is added to the Trader's Frustration Level.	Trader also Refuses and no transaction will take place. +2 to the Trader's Frustration Level.

Should the trader make a counter offer, the character may choose to either make a fresh opposed *Negotiate* Check or just use the same result of the previous Check (whether it was in their favor or not). Taking a fresh Check may give the negotiating character more chances to increase their Skill score in *Negotiate* at the risk of failing the Check and making life harder on their group. Not re-rolling the Check speeds up the trading process a lot but sticks the group with whatever result they got from the initial Check, which may not work out in their favor. The whole process of offer/counter-offer repeats until either one side accepts the other's offer or both sides refuse to deal any further.

A trader will not negotiate with a character forever; all trades have a "negotiations count", which increases as trading goes on and has a maximum score based upon the trader's disposition. Prior to each individual transaction, the GM may select a maximum negotiations count score based upon the trader's disposition or simply make the indicated die roll. The trader's current Frustration Level sets the initial value of the count in every trade; frustrated traders are going to be much less forgiving to characters who have already tried their patience. Every time the trader makes a counter offer, the negotiations count increases by one point; it goes up by two points when the trader refuses an offer. Traders will automatically refuse all further counter offers once their negotiations count score meets

or exceeds the maximum; each such refusal increases the trader's Frustration Level by one point. It is possible for a character to start a transaction with a score so high that the trader will automatically refuse all counter offers.

In all successful trades (i.e. ones in which a final price is settled), characters are limited in the number of units of the item they can purchase by the amount of free storage space currently available to them, the amount of cash they have on hand and the number of units the trader has available. They are limited in the amount they can sell to a trader by the number of units they have available and in many cases by the amount of cash the trader has on hand. It's generally assumed that traders at Commodity Exchanges have access to unlimited amounts of cash. Trades in specific communities may be limited by their buy-back limit; for details, see Chapter 10.2.5.

Frustration Level

Some of the actions listed above refer to a trader's **Frustration Level**, which is a measure of how angry the trader has become towards the character since they walked into the trading post. A trader usually begins trading with a Frustration Level count of zero. This is modified based on the Reputation level of the character who will be conducting the negotiations; for every five points of an applicable Reputation Trait they have as a Complication, the starting Frustration Level is increased by one point and vice versa. *Note that if a trader has a low enough maximum Frustration Level and if the character has a large enough Reputation Complication, it is possible that the trader will already be fed up with the character before they even enter the trading post; if this is the case, they will be denied entry to the trading post altogether*. Leaving a trading post with the trader in a good mood (a negative Frustration Level) will earn the character who conducted the negotiations a point in Reputation as a Talent for the next time they conduct negotiations at that specific trading post.

A trader's Frustration Level can only be so high before they become totally fed up; the maximum level is determined by the trader's disposition. Traders that like to Bargain a Lot are fed up when the Frustration Level count reaches seven or after the character performs four actions in a row that increase the trader's Frustration Level. Those that only like to Bargain a Little are fed up at a count of six or three actions in a row, while those that do Not Bargain at All are fed up at a count of five or two consecutive actions. The maximum count may be raised by one point for every ten points in the character's *Negotiate* Skill DC. Once a trader is fed up, the next action that raises their Frustration Level will cause the trader to stop all trade; they will force the character group to leave the trading post and the character who conducted the negotiations must take a point in Reputation as a Complication for the next time they conduct negotiations at that specific trading post.

The trader's Temper Trait can also be a factor in how their Frustration Level increases. If the trader's Temper is a Complication, their Frustration Level will increase by an extra point for every ten points in their Temper Trait. Conversely, if the trader's Temper is a Talent, then their Frustration Level is decreased by an extra point for every ten points in their Temper Trait.

An Example of Trade

Trade in WCRPG is not a particularly difficult concept to grasp. Nevertheless, it seems fair to offer up one final example on how the whole process works.

We'll go ahead and use our previous set of examples to set up an example trade scenario. The character group has a Tarsus *Merchant Scout without the cargo expansion module installed; it thus has a maximum cargo capacity of 100 cubic meters, which translates to 100 units of goods. Having visited a nearby mining base, the ship is hauling 27 units of Iron, 19 units of Tungsten and 54 units of Uranium when its crew puts in at Nephele II. The local Commodity Exchange has 12 units of Grain*

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at €31, 35 units of Generic Foods at €59, 78 units of Factory Equipment at €112 and 25 units of Furs at €282. The Commodity Exchange offers €52 for the crew's Iron and €102 for their Tungsten, and indicates they are not interested in their Uranium. The GM knows the Commodity Exchange's Clerk has a **Communications** score of 55 and a Negotiate score of 16 (a DC of 21) with no Reputation or Temper scores. His disposition is Bargain a Lot.

We need to know something about the character conducting the negotiations on behalf for the Tarsus crew. Let's go ahead and create a generic Terran character using the Mercenary archetype with 200 hero points. The point distribution will give him 55 points in **Communications** and a Negotiate Score of 5 (a DC of only 10). To make things even more interesting, we'll give the merc a Reputation Talent of +5 in trade circles and a Temper Complication of -10. This will have the net effect of adding five points to the result of the mercenary's haggling rolls.

After being welcomed to the Commodity Exchange by the trader, the mercenary has an opportunity to look at what's available and what the prices are. The merc has no available scratch, so the first thing they would like to do is offload their own goods. They picked up the Iron at the mining base for €44 and the Tungsten for €76. The merc thinks the price being offered for the Tungsten is fair, so they agree and sell off all they have; the trader takes possession of all 19 units at €102, earning the merc a fast €1,938 (for a profit of a little less than €500).

The price offered for the Iron is a little low for the merc, seeing as he'd only make eight credits per unit in profit with the offered price. So, he decides to haggle and makes a counter-offer of €75 - a dangerously high counter-offer for an Agricultural World. The GM rolls 1d5 for the trader (since he likes to Bargain a Lot) and comes up with a three; the trader will therefore make no more than three counter-offers. An opposed Negotiate Check takes place; the trader's roll comes up as 99 and the merc's roll comes up as 84, both failures (technically a critical failure for the trader, but the Negotiate Check has no critical potential, so it has no other effects). The merc adds five points to their roll for a final result of 89. The trader's degree of failure is 78 and the merc's is 74, so the Check favors the merc. In this case, the trader will make a counter offer; since there's only four points difference between the degrees of failure, the trader will simply raise their offer by one credit to €53. The trader has made a counter offer and so their negotiation counter increases by one. The merc is still not thrilled with the offer, so he makes a new counter-offer: €74. Same situation as before; the trader rolls 98 with the merc rolling 63 this time for a total of 68. This time, there are exactly twenty points difference between the degrees of failure, so the trader will go up on their offer to €55. The trader's negotiate counter is now two.

The merc decides to press his luck and counters with €72. The dice are cast with the trader rolling 34 and the merc a 02 (adjusted to 07, a success). There's 27 points difference in the degrees of success/failure, so the trader goes up on their offer to €58, which is now about the normal maximum price one would ordinarily expect for Iron at an Agricultural World. The trader's negotiation count is now at three, its maximum; the trader automatically refuses the merc's new counter offer of €69, increasing their Frustration Level to one. The merc knows it will be fruitless to haggle further and accepts the offer of €58, earning €1,566. While the profit margin may not have been as high as the merc had hoped, they still wind up earning a little over €375 in profit.

The merc now has a total of €3,504 and nothing else to offer the trader. The merc's next intended stop is an Industrial World to offload the Uranium that's tied up all their cash. While they might want to do something else with the money they've made so far, the merc also doesn't want to head out with a hold that's nearly half-empty, so they decide to look at what the trader has for purchase.

The merc is smart enough to consider their potential profit margin at their destination from the Goods being offered. Of what's being offered, the Furs are a good buy; there's a comparatively low chance of taking a loss there, though they don't offer a particularly high profit margin and they're

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expensive - at the listed price, the merc only has enough scratch for twelve units. Grain is the next best buy available; while the potential for loss is a little higher, it's cheap and could potentially offer a decent profit margin. The trader only has twelve units available, so the merc would have to team it up with something else to turn a reasonable profit. Generic Foods at the current price is potentially risky but it also offers the highest potential profit margin of any of the items available. Moreover, there are enough units available that the merc could leave with a decent quantity in tow and still have scratch left over. The merc doesn't even bother considering the Factory Equipment; there's practically no chance of making a profit there considering his next destination.

The merc decides to try his luck haggling over the Generic Foods. The GM makes their d5 roll; it comes up as a five but the trader's Frustration Level is one, so they will make no more than four counter offers. Again, the GM keeps this information secret. The merc's counter offer is €25. The checks are made; the trader rolls 02, while the merc rolls 92. Clearly the trader is favored here (by a margin of 95); fortunately, the offer is above the Minimum Value for the item, so the trader rolls 1d10. The result is zero, so they trader will lower the offer by ten credits to €49, with their negotiate count going up by one. The merc goes up to €29 and a new Check is made; the trader rolls 11 and the merc rolls 89. Again, the trader is favored with a margin of 93. 1d10 is rolled; the trader comes down by nine points to €40. The merc makes one last offer of €30. The trader rolls 01 and the merc rolls 43, for a margin of success of 47. 1d10 is rolled again and a six results, bringing the trader's counter offer to €34. The merc decides to accept that offer rather than risk upsetting the trader and buys all 35 units of Generic Foods.

This leaves the merc with €2,314, enough left for them to go ahead and buy the Grain outright, filling their hold to its maximum and leaving them with €1,942. At the end of trading, the mercenary has made nearly two thousand credits in profit; enough to conduct repairs, refuel and make preparations to visit their next port of call.

5.2: WEAPONS

Most role-playing adventures will require the characters to engage in combat at one point or another. For those times when characters have to get into the thick of things, they'll need weapons.

The use of weapons on the character-scale is covered in-depth in Chapter 9.2. Weapons on the character-scale come in three main varieties: **beam weapons** (ranged weapons that fire in streams), **projectile weapons** (ranged weapons wherein an impactor is shot at the target, whether it is comprised of a physical object or not), and **melee weapons** (close-range weapons that rely on a character's strength or dexterity to cause damage and are usually not fired at the target). All weapons have the following statistics:

- Name: What the weapon is called.
- Availability: This indicates the level of technological development required for the weapon to be available for general use.
- Type: The general kind of weapon being described (a beam, projectile or melee weapon).
- Recharge: This indicates the amount of time that must pass after it has been fired before it may be fired again. Weapons with a recharge of 1 round may be used again on the next combat round.
- Range: This indicates the maximum distance a target may be from the point of discharge before the weapon becomes ineffective.
- Appendages: This indicates the number of **motor appendages** required to operate the weapon. Weapons count against the character's **encumbrance** (see Chapter 5.4). The EC of a weapon is the number of appendages required multiplied by three, and the number of equipment slots required to store it is two the power of its EC. _For example, all one-_

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appendaged weapons will have an EC of three and need eight equipment slots (1x3 = 3,
$2^3=8$).

- Magazine: This lists the number of times a ranged weapon may be fired before it needs to be reloaded or to have its battery replaced. It's generally a good idea for both the GM and the character's controller to keep track of how many shots are left in a given weapon. If the GM ever needs to determine the number of shots left in a weapon, they may roll 1d10; the result indicates the remaining number of shots.
- Falloff: This indicates either an amount of damage lost or the amount by which a target's hit difficulty decreases for every range increment the target is from the weapon's point of discharge.
- Effects: This lists out various sundry effects the weapon may have. For a complete list of general weapon effects, see Chapter 10.2.6.). Any HD penalties listed here are applied to whoever is **wielding** the weapon.
- Class: This lists a specific **Class** of the type of weapon in question. All weapons have ten Classes, with higher levels capable of more damage and having a higher cost.
- Cost: This is the amount a weapon of the given Class costs in credits.
- Damage: This lists the amount and type of damage the weapon inflicts to its target upon a successful hit.
- Options: This is a list of bonus features that may be added to a type of weapon that will change one or more of its basic characteristics. A weapon may only incorporate one listed options listed at any given time. Options are strictly voluntary; all weapons may be used without any options in use. Again, any HD penalties listed in the options section apply to whoever is wielding the weapon.

A "pure" Wing Commander adventure won't involve the use of character-scale weaponry as the original games never involved opportunities for combat on the character-scale. That said, a "traditional" Wing Commander game will tend to use only the Laser Gun and Grenade weapons systems without options. For Industrial Age races, the Slugthrower is the recommended weapon of choice. More primitive races will tend to use melee weaponry more heavily with the Bow and Arrow available as a ranged weapon option. The other weapons listed in this sub-Chapter are meant to be used as examples of what a creative GM might decide to implement and as a means of adding a little variety.

Note that the statistics listed are for typical medium-sized weapons. There are other factors that may apply to all forms of weaponry that may be used to affect any of a weapon's basic statistics. These factors may always be used at the GM's discretion:

- Age: A weapon may be more or less effective than normal depending on how long ago it was manufactured. A three-thousand year old firearm may be priceless to a collector but it's probably not going to fire worth a damn, so it's usefulness as a weapon will likely be quite limited (unless it's used as an improvised club).
- Quality: A well-manufactured weapon may have capabilities that go above and beyond its design specifications. The effects of a well-made weapon may include longer than normal range, faster reload or extra punch. An above-average quality weapon will almost always be more expensive, especially in those situations where such high standards of manufacture are deliberately sought. Conversely, weapons of below-average quality may not perform nearly as well as an average weapon; they're likely to be cheaper though, which in a time of war makes them far, far more common. Weapons of the worst quality may jam or break whenever someone attempts to use them (the GM can roll 1d10 when such a weapon is used; if the number rolled is lower than the weapon's Class, it malfunctions). The key thing about quality is that unless a character has an innate knowledge of weaponry, it'll almost always be impossible for them to tell a higher quality weapon from a lower one.

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- Rarity: Depending upon where a character tries to acquire a weapon, it may be less common and therefore more expensive. Weapons might also be rarer because fewer of them were made or because fewer specimens of that weapon have survived the test of time. In these cases, acquiring the weapon is likely to be quite pricey. Conversely, common weapons are going to be pretty cheap.
- Size: Weapons don't necessarily have to be One Size Fits All; there may be some species that couldn't use a weapon either because it's too heavy for them to lift or because the weapon itself would be too delicate or small to be handled. GMs can make larger or smaller weapons of the same type and Class in this case. Usually, larger than normal weapons are more expensive and have higher ECs while smaller ones are less expensive and less encumbering. Regardless of any size alterations necessary, the weapon will still do the same amount of damage as a normal-sized model (i.e. a First Class Laser Gun is a First Class Laser Gun whether it's large, medium or small).

Finally, as with many of the other sections in this rulebook, the list of weapons included herein is by not meant to be a complete directory of every weapon that can be used in the Wing Commander universe. GMs are welcome to create their own weapons using the item creation rules in Chapter 10.2.6. Should a player wish for their character to use a type of weapon that is not listed herein, it'll be up to the GM whether or not to allow its use; if it is allowed, the GM may either modify an existing weapon or just create the weapon from scratch. If they are adapting a weapon, the GM will need to adjust any of the original weapon's stats as they deem necessary. The player in question may offer suggestions during the design process but by no means should they be allowed to design the weapon entirely by themselves.

Beam Weapons

Flamethrower
- Availability: Metal Age
- Type: Beam
- Recharge: 2 rounds.
- Range: 125 m (Range 5; Metal Age), 250 m (Range 10; Industrial Age), 375 m (Range 15; Starfaring Age)
- Appendages: Two (All Classes).
- Magazine: Requires Flammable Gas Canister (any size), uses a number of charges equal to the weapon's Class per shot.
- Falloff: -5 HD per range increment.
- Effects: *Burns*. Causes Fire Damage to all targets hit (*see Chapter 12.3 for further details*) and double Wounds. Cannot be used in space or underwater.

Flamethrower		
Class	Basic Cost	Damage
First Class	€10	3
Second Class	€20	7
Third Class	€40	12
Fourth Class	€70	17
Fifth Class	€120	22
Sixth Class	€250	23
Seventh Class	€500	25
Eighth Class	€1,000	27
Ninth Class	€2,000	30
Tenth Class	€4,000	33

*Options:
Spread-Fire; Industrial Age, -1 range increment (-25 m), spread 1/2 damage (round down), fires in a 45-degree cone ahead of the weapon.
"Greek Fire"; 1.5* cost, 1.5* damage, increases number of successful Reflex Saves in a row required to put out the fire from two to four. Can be used underwater.
Napalm; Industrial Age, -1 range, 2* cost, can set metal-skinned objects (including Armor) on fire (the same general set of effects apply whether the object can ordinarily be set on fire or not).
Cryo-Gas Dispenser; Starfaring Age; 1.1* cost, requires Cryogenic Gas Canister, causes Cold Damage equal to five plus Class rating temperature severity levels (see Chapter 12.3) instead of indicated Fire Damage and causes an additional amount of Non-Lethal Damage equal to double the amount of any Lethal Damage inflicted.

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Sonic Gun

- Availability: Starfaring Age
- Type: Beam
- Recharge: 2 rounds.
- Range: 125 m (Range 5).
- Appendages: One (First Class through Three); Two (Fourth Class through Seven); Three (Eighth Class through Ten).
- Magazine: Requires Large Battery, uses a number of charges equal to five times the weapon's Class per shot.
- Falloff: -10 damage per range increment (25 m), or -5 damage per range increment if underwater.
- Effects: Non-Lethal Damage only. Inoperative in space or in a vacuum. Seventh Class and higher weapons add a +1 HD/THD penalty to the wielder.

Sonic Gun		
Class	Basic Cost	Damage
First Class	€40	10
Second Class	€100	25
Third Class	€260	40
Fourth Class	€440	55
Fifth Class	€730	85
Sixth Class	€1,450	90
Seventh Class	€2,900	95
Eighth Class	€5,810	100
Ninth Class	€11,610	105
Tenth Class	€23,230	115

*Options:
Sonic Rifle; 1.5* cost, requires +1 Appendages. Range 250 m (Range 10).
Boom Cannon; 3*cost, all Classes require a Tripod Mount, +1 HD/THD per Class to the wielder, range 2500m (sniper), can be set for Basic Damage at user's discretion.

Projectile Weapons

Laser Gun

- Availability: Industrial Age
- Type: Projectile
- Recharge: 1 round.
- Range: 1625 m (Sniper, Calm Weather); 375 m (Range 15, Light Weather); 250 m (Range 10, Heavy Weather; 125 m (Range 5, Severe Weather).
- Appendages: One (First Class through Fifth Class); Two (Sixth Class through Tenth Class).
- Magazine: Requires Medium Battery. Use number of charges equal to Weapon Class per shot.
- Falloff: -5 damage per range (minimum 10), -5 to target HD per range increment.
- Effects: *Burns*. All Lasers cause double the normal amount of Wounds and cause Fire Damage (*see Chapter 12.3 for further details*). The weapon's damage reduced by 10% for each level of weather (10% Light, 20% Heavy, 30% Severe).

Laser Gun		
Class	Basic Cost	Damage
First Class	€30	10
Second Class	€60	20
Third Class	€175	35
Fourth Class	€290	50
Fifth Class	€490	65
Sixth Class	€970	70
Seventh Class	€1,940	75
Eighth Class	€3,880	80
Ninth Class	€7,770	90
Tenth Class	€15,530	100

*Options:
Dazzler; beam weapon, falloff -20 damage per range increment, 0.5* cost, Non-Lethal Damage only.
Phased Shot; 2.0* cost, weapon can be set for Non-Lethal, Basic or Lethal Damage and can be fired at lower "Class" settings for less total damage.
Spread-Beam; beam weapon, falloff -15 damage per range increment, 1.1* cost, fires in a 45-degree cone ahead of the weapon, spreads 1/2 total damage (round down) to all targets in firing cone.
Repeater; 3* cost, 1.1* damage, re-fires a number of times per round equal to the weapon's Class plus one.

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Slugthrower

- Availability: Metal Age
- Type: Projectile
- Recharge: 3 rounds (Metal Age), 1 round (Industrial Age, Starfaring Age)
- Range: 75 m (Range 3; Metal Age), 225 m (Range 9; Industrial Age), 375 m (Range 15; Starfaring Age)
- Appendages: One (All Classes; using Two Appendages adds +2 DC to the *Security* Check for attack).
- Magazine: 1 (Metal Age), 6 (Industrial Age), 20 (Starfaring Age)
- Falloff: -10 target HD per range increment (Metal Age), -5 target HD per range increment (Industrial/Starfaring Ages).
- Effects: Metal Age weapons limited to First Class. Industrial Age weapons limited to First Class through Fifth Class.

Slugthrower		
Class	Basic Cost	Damage
First Class	€30	15
Second Class	€70	30
Third Class	€150	55
Fourth Class	€300	75
Fifth Class	€500	115
Sixth Class	€1,000	120
Seventh Class	€2,000	130
Eighth Class	€4,150	135
Ninth Class	€8,300	140
Tenth Class	€16,570	150

*Options:

Shotgun; Industrial Age, 1.1* cost, requires +1 Appendages with no DC bonus, -2 range (-50 m), -15 target HD per range increment, 2* damage, double Wounds.

Rifled Barrel; Industrial Age, 2* cost, requires +1 Appendages with no DC bonus, 1.5* damage, +3 range (+75m).

Sniper Rifle; Industrial Age, 2.5* cost, requires +1 Appendages with no DC bonus, 1.5* damage, range 2000 m (sniper).

Repeater; Industrial Age, 3* cost, 1.1* damage, re-fires a number of times per round equal to the weapon's Class plus one.

Basic (Dumb-Fire) Missile

- Availability: Industrial Age
- Type: Projectile
- Recharge: 1 round
- Range: 375 m (Range 15)* (*see effects*)
- Appendages: Two (All Classes; "shoulder" mounted - also requires the shoulder mountpoint of at least one of the Motor Appendages used).
- Magazine: 1
- Falloff: -5 target HD per range increment*.
- Effects: *Anti-Vehicle Weapon.* This weapon uses vehicle-scale damage and range scales. Must specify against what kind of target (land vehicle, sea vehicle, or air vehicle) the weapon is designed to be used against. -2 to wielder HD/THD per Class.

Basic Missile		
Class	Basic Cost	Damage
First Class	€5,000	20
Second Class	€10,000	40
Third Class	€20,000	70
Fourth Class	€40,000	100
Fifth Class	€65,000	150

*Options:

Kinetic Energy; 0.5* cost, 1.5* damage, -20 target effective HD per range increment.

Heat Seeker; 1.2* cost, 0.8* damage, re-acquires target at -10 effective HD in the event of miss.

Friend-or-Foe; 1.1* cost, 0.9* damage, if the missile misses, it automatically targets next enemy craft with lower initiative (or friendly craft with malfunctioning communications) at -5 effective HD. If no such craft exist, the weapon misses.

Image Recognition; 1.5* cost, -2 target effective HD per range increment, re-acquires target at -5 effective HD in the event of a miss, decreasing by another five HD on subsequent misses.

Electromagnetic Pulse Missile; 1.2* cost, causes no damage but completely disables the target for a number of seconds equal to the one-tenth the amount of damage that would otherwise have been done.

Anti-Radiation; 1.3* cost, 0.75* damage, causes 1d% damage to target's sensors in addition to all

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other damage effects.
Radar-Guided; 1.4* cost, 0.6* damage, no HD penalty is applied for range.

Railgun

- Availability: Industrial Age
- Type: Projectile
- Recharge: 2 rounds
- Range: 3,540 m (sniper)
- Appendages: One (First Class through Sixth Class); Two (Seventh Class through Eighth Class).
- Magazine: Requires Medium Battery. Uses five charges per weapons Class per shot.
- Falloff: -10 target effective HD per range increment, -5 damage per range increment (minimum 5).
- Effects: None.

Railgun		
Class	Basic Cost	Damage
First Class	€30	15
Second Class	€70	30
Third Class	€200	55
Fourth Class	€300	75
Fifth Class	€500	100
Sixth Class	€1,100	105
Seventh Class	€2,150	115
Eighth Class	€4,300	120
Ninth Class	€8,500	135
Tenth Class	€17,000	150

*Options:
Gauss Gun; 1.5*Cost, 1.2* damage.
Gauss Rifle; 2.5*Cost, 2*Damage, requires two Appendages, -5 target effective HD per range increment, no damage falloff.
Explosive Shells; 1.5* Cost, +xd10 damage (where x is the weapon's Class), use target's BHD.
Needler; 1.1* Cost, maximum range 125 m (Range 5), *1/10 damage, Doubles target HD, bypasses shields.

Plasma Gun

- Availability: Starfaring Age
- Type: Projectile
- Recharge: 1 round
- Range: 25 m (Range 1) per weapon Class.
- Appendages: One (All Classes).
- Magazine: Requires Large Battery, uses three charges per weapon Class per shot.
- Falloff: For each range increment, the weapon does one lower Class of damage.
- Effects: Causes Fire Damage (for more details, see Chapter 12.3). Target is automatically Dazed and knocked prone (roll the Reflex Save to check for a critical failure).

Plasma Gun		
Class	Basic Cost	Damage
First Class	€60	30
Second Class	€150	60
Third Class	€450	100
Fourth Class	€750	150
Fifth Class	€1,250	200
Sixth Class	€2,500	210
Seventh Class	€4,850	225
Eighth Class	€9,750	250
Ninth Class	€19,450	275
Tenth Class	€38,800	300

*Options:
Long Range; 1.5* cost, Sixth through Tenth Class requires two Appendages, +3 to range (75 m), no falloff until after 75 m (Range 3).
Repeater; 2* cost, Tenth Class requires two Appendages, weapon re-fires a number of times per round equal to the weapon's Class plus one.

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Bow and Arrow

- Availability: Stone Age
- Type: Projectile
- Recharge: 1 round.
- Range: 25 m (Range 1) per 10 points in the wielder's **Power** Attribute (minimum 25 m).
- Appendages: Two (First Class through Ninth Class); Three (Tenth Class).
- Magazine: 1.
- Falloff: -15 target effective HD per range increment (Stone Age); -10 target effective HD per range increment (Metal Age); -5 target effective HD per range increment (Industrial Age); no falloff (Starfaring Age).
- Effects: Add the character's Ranged Attack Bonus to the amount of any damage caused by the weapon.

Bow and Arrow		
Class	Basic Cost	Damage
First Class	€2.50	3
Second Class	€10	6
Third Class	€17.50	9
Fourth Class	€30	12
Fifth Class	€50	15
Sixth Class	€100	18
Seventh Class	€200	21
Eighth Class	€400	24
Ninth Class	€800	27
Tenth Class	€1,500	30

*Options:

Compound Bow; Industrial Age, 1.5* cost, requires Two Appendages (All Classes), increases range to 50 m per 10 points in the wielder's **Power** Attribute.

Sight; Industrial Age, 1.1* cost, no HD penalty for range.

Crossbow; Metal Age, 2* cost, requires Two Appendages (All Classes), First Class through Sixth Class can be fired with One appendage (at -5 DC to the Security Check made for the attack), 3* basic weapon damage, do not add the wielder's Ranged Attack Bonus to the amount of damage inflicted.

Grenades

- Availability: Metal Age
- Type: Projectile
- Recharge: N/A
- Range: 25 m (Range 1) per 10 points in the wielder's **Power** Attribute.
- Appendages: One (All Classes)
- Magazine: 1.
- Falloff: -5 target effective HD per range increment per 10 kph of wind. -10 damage per range increment (Metal Age); -5 damage per range increment (Industrial Age); -2 damage per range increment (Starfaring Age).
- Effects: *Blast Weapon*; use the target's THD or BHD as appropriate. *Anti-Vehicle Weapon*; does damage in vehicle-scale hit points.

Grenade (Fragmentation)		
Class	Basic Cost	Damage
First Class	€10	5
Second Class	€30	10
Third Class	€90	15
Fourth Class	€150	20
Fifth Class	€250	25
Sixth Class	€500	30
Seventh Class	€950	35
Eighth Class	€2,000	40
Ninth Class	€4,000	45
Tenth Class	€7,750	50

*Options:

Concussion; 0.8* cost, half-damage at one range increment, quarter-damage at two range increments, no damage past two range increments.

Stun; Industrial Age, 1.1* cost, does character-scale Basic Damage plus added character-scale Non-Lethal Damage equal to the weapon's base damage.

EMP Canister; Industrial Age, 1.2* cost, causes no damage but disables a mechanical target for a number of seconds equal to the normal amount of damage.

Sonic; Starfaring Age, 0.5* cost, does character-scale Basic Damage.

Satchel Charge; Industrial Age, 3* cost, requires either shoulder (First Class through Fifth Class only) or Back mountpoint to carry, Sixth Class through Ninth Class requires Two Appendages, Tenth Class requires Three Appendages and inflicts a -1 HD/THD penalty to the wielder, 5* damage, half

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damage at one range increment, quarter damage at two range increments, no damage past two range increments; comes with a radio remote to allow for controlled weapon detonation.

Melee Weapons

Blades

- Availability: Stone Age
- Type: Melee
- Recharge: N/A
- Range: 5 m (Melee Range 1) per 10 points in wielder's **Power** Attribute (if thrown).
- Appendages: One (First Class through Ninth Class); Two (Tenth Class).
- Magazine: N/A.
- Falloff: N/A.
- Effects: May bypass a personal Shield (Energy, Standard) if not thrown at the target. If thrust at target, add the wielder's Melee Attack Bonus to the amount of damage done.

Blade (Dagger)		
Class	Basic Cost	Damage
First Class	€3	2
Second Class	€10	4
Third Class	€20	6
Fourth Class	€40	8
Fifth Class	€60	10
Sixth Class	€120	12
Seventh Class	€250	14
Eighth Class	€500	16
Ninth Class	€1,000	18
Tenth Class	€1,950	20

Options:
Axe; Metal Age, 1.1* cost, Eighth Class through Tenth Class requires Two Appendages, 1.5* damage.
Battle Axe; Metal Age, 1.3* cost, Seventh Class through Tenth Class requires Two Appendages, 2.5* damage.
Short Sword; Metal Age, 1.1* cost, Sixth Class through Tenth Class requires Two Appendages, 2* damage.
Long Sword; Metal Age, 1.5* cost, Fifth Class through Ninth Class requires Two Appendages, Tenth Class requires Three Appendages and inflicts a -1 HD/THD penalty to the wielder, 3* damage.
Laser Knife; Starfaring Age, requires Small Battery (uses one charge per weapon Class per round of use), 10* cost, 2*damage, causes Burns (double Wounds; see Chapter 12.3 for further details). Laser Sword; Starfaring Age, requires Medium Battery (uses one charge per weapon Class per round of use), 20* cost, does the same amount of damage as a Laser Gun of the equivalent Class, causes Burns (double Wounds).

Sprays

- Availability: Industrial Age
- Type: Melee
- Recharge: 1 round
- Range: 1 m per weapon Class (Industrial), 5 m per weapon Class (Starfaring).
- Appendages: One (All Classes).
- Magazine: 20 (Industrial), 50 (Starfaring).
- Falloff: -5 target HD per melee range increment.
- Effects: Causes Basic Damage. If Visual organs are targeted, causes temporary Blindness (-25 Senses (Sight)) for a number of minutes equal to the weapon's damage. If other unarmored Sensory Organs or Reproductive Organs are targeted, the target is Dazed for a number of minutes equal to the weapon's damage.

Spray (Pepper Spray)		
Class	Basic Cost	Damage
First Class	€2	6
Second Class	€5	12
Third Class	€10	18
Fourth Class	€20	24
Fifth Class	€40	30
Sixth Class	€70	35
Seventh Class	€150	40
Eighth Class	€300	45
Ninth Class	€600	50
Tenth Class	€1,150	60

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*Options:
Tear Gas; 1.5* cost, 1.2* damage,* Blast Weapon *(use the target's BHD), radius 50 m, affects all targets in blast area, Requires two successful Fortitude Saves in a row to avoid becoming* Dazed *for a number of minutes equal to the weapon's damage, magazine 1.*
Sticky Foam; 5 cost, Non-Lethal Damage. If the spray hits a Motor or Propulsive Appendage, it prevents its usage for a number of rounds equal to the weapon's damage.*
Acid Spray; 20 cost, Lethal Damage, causes Burns (double Wounds; see Chapter 12.3 for details)*

Clubs

- Availability: Stone Age
- Type: Melee
- Recharge: None
- Range: 0 m (Melee Range Zero).
- Appendages: One (First Class through Fifth Class); Two (Sixth Class through Tenth Class).
- Magazine: N/A.
- Falloff: None.
- Effects: Basic Damage. Add the wielder's Melee Attack Bonus to the amount of any damage done.

Club		
Class	Basic Cost	Damage
First Class	€3	1
Second Class	€6	2
Third Class	€20	3
Fourth Class	€30	4
Fifth Class	€50	5
Sixth Class	€100	6
Seventh Class	€200	7
Eighth Class	€400	8
Ninth Class	€750	9
Tenth Class	€1,500	10

*Options:
Metal Club; Metal Age, +1 damage, causes Lethal Damage.*
Stun Baton; Industrial Age, 1.5 cost, requires Small Battery, uses a number of charges equal to the weapon's Class per impact, use THD, recharge 1 turn, causes additional Non-Lethal Damage equal to three times the weapon's base damage.*

5.3: ARMOR

Since combat is such an integral part of most role-playing games, it follows that death and injury are also part of them. In order to make sure that this occurs to the bad guys and not to themselves, characters will need extra protection; they will need armor.

Most societies in the Wing Commander Universe generally don't allow the use of armor except in combat situations or as part of police duties; it is unusual to see anyone wearing armor openly in normal everyday life unless that person either is expecting trouble or plans to cause it. A notable exception to this general rule is Kilrathi society, where personal body armor is quite fashionable amongst the thrak'hra.

Specific armor types have their own statistics, which are as follows:

- Name: What the type of Armor is called.
- Type: The general kind of armor being described (either Armor or Shield).
- Availability: This indicated the level of technological development required before the Armor becomes available.
- Deployment: This lists how long it takes to put on and remove the Armor, assuming the character has no help from other characters; if they do have help, it takes half the listed amount of time (rounded down). For electronic forms of Armor, this lists how long it takes to activate or deactivate it. A character can put on their Armor **hastily**, which requires fewer rounds but inflicts a +1 HD, -1 DC *Perception* and -1 DC **Finesse** penalty for each round skipped. These penalties apply whether or not the armor ordinarily inflicts penalties for its use.

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- Regeneration: This lists how fast the Armor repairs itself, assuming it has that capability.
- Damage Reduction (DR): This lists the amount of damage that is removed from a weapon's hit before the Armor's hit points are reduced. It is entirely possible for a character to be hit by a weapon that does no damage if its associated DR is high enough.
- EC: This lists the armor's Encumbrance Class (*for details on encumbrance, see Chapter 5.4*).
- Penalties: This lists any penalties inflicted on the character when utilizing the Armor; typically these include penalties to HD, **Finesse** Skill Checks and/or *Perception* Checks.
- Effects: If the Armor has any special qualities, they are listed here. Armor that indicates it prevents damage from a weapon will take no damage whatsoever from that weapon. Armor that indicates it is *ineffective* against a weapon will allow all damage from that weapon through to the user, without taking damage itself in the process.
- Cost: This is how much typical armor of the type and Class costs in credits.
- Hit Points: This lists the amount of AHP the Armor imparts to the character; after the Armor has accumulated that much Lethal Damage, it is worthless. AHP also serves as a measure of the amount of Non-Lethal Damage the armor will absorb before any excess is imparted to its wearer.
- Options: This is a list of features that may be added to a piece of Armor that will change one or more of its basic characteristics. Armor may only have one of the options listed below the specific given type (if any are selected at all).

Note that the stats as presented herein are for "medium-sized" pieces of armor with default features; the same general list of modifiers that applied to weaponry (age, rarity, quality and size) are also applicable to various forms of armor. They also assume that the wearer is being subjected to weapons from the same technological era; if this is not the case, the effectiveness of the Armor may be reduced or enhanced. If the armor is one technological era ahead of a weapon, damage from the weapon is halved; if it is more than one technological era ahead, the weapon does **no** damage. If the weapon is one technological era ahead of the armor, its effectiveness is reduced by one-half; if the weapon is more than one technological era ahead, it is completely ineffective.

As with weaponry, this sub-Chapter does not contain comprehensive or exhaustive list of all the types of armor available everywhere within the Wing Commander Universe (again, it'd be too time consuming to come up with one). Should a player want to use a type of armor for their character that is not listed herein, it will be up to the GM whether or not to allow it; if it is allowed, either an existing form of armor may be adapted into the new type or the new armor may be created from scratch using the item creation rules in Chapter 10.2.6. If adapting an existing form of Armor, a GM will need to adjust its stats as they deem necessary.

Armor (Full Suit)

- Type: Full-Plate Physical Armor
- Availability: Metal Age
- Deployment: 4 minutes
- Regeneration: None.
- DR: None.
- EC: 3 per Class.
- Penalties: +2 HD/THD/FHD per Class, -4 DC to all **Finesse** Checks, -2 DC to all *Perception* Checks per Class.
- Effects: Transforms all Lethal Damage from melee weaponry (except Laser Sword and Laser Knife) into Non-Lethal Damage. Prevents Spray Acid damage and does not catch fire unless hit by Napalm. Players may if they so choose buy "components" instead of a whole suit all at once; each component protects a

Full-Plate Armor		
Class	Basic Cost	Hit Points
First Class	€48	50
Second Class	€100	75
Third Class	€200	100
Fourth Class	€400	125
Fifth Class	€800	150
Sixth Class	€1,600	175
Seventh Class	€3,200	200
Eighth Class	€6,400	225
Ninth Class	€13,000	250
Tenth Class	€26,000	275

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specific bodily area. These components may be mixed and matched with any other type of Armor option. Each component contributes a specific penalty to the suit.

*Options
Pocketed Armor: Industrial Age, 1.05*cost, provides 6x16 pockets on exterior.
Leather Armor: Stone Age, 0.15* cost, deployment 1 minute, EC1 per two Classes, no penalties, AHP*0.25, transforms damage from a Bow and Arrow hit into Non-Lethal Damage; no Lethal Damage is transformed from any other type of weapon.
Mail: 0.5* cost, 1/2 deployment time, EC2 per Class, +1 HD/THD/FHD per Class, -2 DC to all **Finesse** Checks, -1 DC to all Perception Checks per Class, AHP*0.5, ineffective against Slugthrowers and explosive ordinance.
CBRN: Industrial Age, 1.1* cost, EC5 per Class, +3 HD/THD/FHD per Class, -5 DC to all **Finesse** Checks, -3 DC to all Perception Checks per Class, prevents exposure to and damage from chemical, nuclear, biological or radiological hazards, 15% damage reduction to all weapons hits.
Ballistic Mesh: Industrial Age, 1.25* cost, EC1 per Class, +1 HD/THD/FHD per Class, no **Finesse** or Perception penalties, protects Body Area (vital/non-vital) only against damage from Slugthrowers; transforms all Lethal Damage from Slugthrowers into Non-Lethal Damage. 10% DR for all other weapons hits.
Ballistic Plating: Industrial Age, 1.5* cost, EC5 per Class, +3 HD/THD/FHD per Class, -5 DC to all **Finesse** Rolls, -3 DC to all Perception Checks per Class, covers entire body, transforms Lethal Damage from all projectile weapons (except Lasers and Plasma Guns) into Non-Lethal Damage, 25% DR for all beam weapon hits.
Regenerative Armor: Starfaring Age, 2* cost, same penalties/benefits as Ballistic Plating, restores 10% of any lost AHP per round.
Reflective Armor: Starfaring Age, 1.3* cost, same penalties/benefits as Ballistic Plating. If hit by a Laser, half of the laser's damage is reflected back to the source (a Reflex Save may be made by the source to avoid damage).
Ablative Armor: Starfaring Age, 1.2* cost, same penalties/benefits as Ballistic Plating, transforms all damage from Lasers and any Fire Damage into Non-Lethal Damage.

*Components:
Helm: 0.25* cost, contributes all Perception DC penalties and EC1 per Class, deployment 1 round, protects Cognitive, Gustatory, Olfactory and Auditory organs only.
Cuirass: 0.25* cost, contributes half of the total HD/THD/FHD penalties (round up) and EC1 per Class, protects Body Area (vital/non-vital) only.
Armored Sleeve: 0.25* cost, contributes all **Finesse** DC penalties and EC1 per Class (multiple sleeves do not add further penalties or EC), protects one Motor Appendage or Propulsive Appendage only.
Fauld: 0.25* cost, contributes half of the total HD/THD/FHD penalties (round down), protects Reproductive Organs only.

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Shield (Physical)

- Type: Shield (Physical)
- Availability: Metal Age
- Deployment: 2 rounds
- Regeneration: None.
- DR: None.
- EC: 2 per Class.
- Penalties: +2 HD/THD/FHD per Class.
- Effects: First through Fifth Class require one motor appendage to deploy; Sixth Class and higher requires two motor appendages. Requires a successful *Dexterous Maneuvers* Check (with unfavorable circumstances) to protect any one body area, which can be rolled at the time of an opponent's attack. Cannot be pocketed but can be directly sheathed on the back (covers Non-Vital Body Area while sheathed).

Shield (Physical)		
Class	Basic Cost	Hit Points
First Class	€25	25
Second Class	€50	50
Third Class	€100	75
Fourth Class	€200	100
Fifth Class	€400	125
Sixth Class	€800	150
Seventh Class	€1,600	175
Eighth Class	€3,200	200
Ninth Class	€6,400	225
Tenth Class	€13,000	250

Options:
Wooden Shield: Stone Age, 0.1* cost, 0.1* AHP, Dexterous Maneuvers *Check with favorable circumstances required to deploy, EC1 per two Classes. Sundered on any attack that causes more than 50 points of Lethal Damage.*
Scutum: Metal Age, 1.2* cost, +3 HD/THD/FHD per Class, covers all body parts except Propulsive Appendages when deployed.
Buckler: Metal Age, 0.5* cost, 0.5* AHP, Dexterous Maneuvers *Check with favorable circumstances required to deploy. Can be used as an improvised melee weapon; inflicts 1/2 its total remaining AHP (round down) as Non-Lethal Damage.*
Spiked Buckler: Metal Age, 0.6* cost, 0.5* AHP, Dexterous Maneuvers *Check with favorable circumstances required to deploy. Can be used as an improvised melee weapon; inflicts 1/2 its total remaining AHP (round down) as Basic Damage.*
Ballistic Shield: Industrial Age, 1.5* cost, converts all Lethal Damage from projectile weapons into Non-Lethal Damage.

Energy Shield

- Type: Shield (Energy)
- Availability: Starfaring Age
- Deployment: 1 round
- Regeneration: *Requires Medium Battery for operation.* Uses one battery charge per Class per hour while active; requires one charge to activate. SHP loss recharges at a rate of 10% of the maximum SHP every two minutes. User may use one charge per HP to rapidly regenerate up to 50 SHP per round at their discretion; this action requires manual operation.
- DR: None.
- EC: 1 (All Classes).
- Penalties: None.
- Effects: Ineffective against melee weapons. Shield generator requires a belt or holster to deploy; can be pocketed (requires two slots, all Classes).

Energy Shield		
Class	Basic Cost	Shield Hit Points
First Class	€150	50
Second Class	€400	100
Third Class	€1,050	150
Fourth Class	€2,250	200
Fifth Class	€4,000	250
Sixth Class	€8,000	300
Seventh Class	€16,250	350
Eighth Class	€32,500	400
Ninth Class	€64,500	450
Tenth Class	€130,000	500

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*Options:

Personal Cloak: 400* cost, available only at Metropolis or Megalopolis-sized communities, *0.5 SHP, -25 HD/FHD while active, wearer becomes effectively invisible (+50 DC to any Hiding and Seeking Check made for hiding).

Total Shield: 1.5* cost, also effective against melee weapons.

Offensive Shield: 3* cost, character can use a Battery charge (per Shield Class) to inflict Basic Damage equal to the Shield's current SHP at Melee Range Zero.

Half-Shield: 0.5* cost, requires Small Battery for operation, 1/2 SHP, does not cover motor or propulsive appendages.

Area Shield: 0.25* cost, requires Small Battery, 1/2 SHP, covers a single body part (should be specified in the Shield's statistics).

Bio-Hazard Shield: 1.5* cost, requires Large Battery, prevents exposure to and damage from chemical, nuclear, biological and radiological hazards.

Laser Resistant Shield: 1.1+x* cost (x=level of Class reduction), treat damage from Laser hits as if they were done by a Laser x number of Classes below the weapon's actual level. If the reduction would indicate a "Class Zero" laser or less, the weapon causes no damage.

Rapid Recharge Shield: x* cost, Shield recharges at a rate of x * 50 SHP per charge expended when recharged manually.

5.4: GENERAL EQUIPMENT

A character may carry around other objects in addition to any weapons and armor; in general these other objects are classified as **equipment**. Equipment can include gear for adventuring in different types of terrain, tools, kits, everyday items and so forth. The effect of a piece of equipment usually comes into play only in certain specific situations but having it available at the right time can make the difference between success and failure.

As with weapons and armor, it is assumed that all of the equipment listed in this sub-Chapter are generic, medium-sized pieces of equipment. It is possible for pieces of equipment to be modified, enhanced or to come in a size suited for sapient beings that are substantially larger or smaller than Terrans. The same general list of modifiers that may be applied to weaponry and armor (age, rarity, quality and size) can also be applied to various forms of equipment at a GM's discretion.

Encumbrance and Pockets

While it might be nice if a character could carry everything possible all at one time and be prepared for any contingency they might face as a result (particularly from the standpoint of a player), the truth of the matter is that this optimistic state of affairs simply isn't realistic; stuff takes up space and has weight. Sooner or later, a character hauling around enough crap will get to the point where its combined weight is going to affect their abilities. This effect is known to all experienced role-players by that foulest of words, **encumbrance**.

Encumbrance in WCRPG is handled through the use of **"pockets"**. Pockets are any item or device that allows a player to carry an item without the use of a "motor appendage" (*more on motor appendages later*). A pocket can also be referred to as a **container**; any object that has pockets is known as a **container object**. Container objects include items such as backpacks, sacks, purses, luggage, utility belts and holsters. Pockets sewn into clothes also count as containers and as a result the most common class of container objects in the WC universe are articles of **clothing**, which are listed among the equipment presented in this sub-Chapter. The number of pockets a character receives from a container object is listed with that object's stats.

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Pockets are given ratings in units of **slots** based upon their relative size; each available slot in a pocket correlates to a volume of 50 cubic centimeters of internal space. All of the pockets used to store an object must belong to the same container object and it must have enough available slots to store the object; the container may not be used to carry an object if these conditions are not fulfilled. A pocket may hold as many objects as its overall size will allow.

Additionally, all objects have an **encumbrance class** (**EC**) that factors in their size and weight; the combined ECs of all of the objects a character is carrying is called their **encumbrance total** or **total encumbrance class (TEC)**. _For example, a Terran character is carrying Field Binoculars, a Laser Pistol, an Environmental Scanner and a PDA. The field binoculars have an EC of 8, the laser has an EC of 3, the scanner 4 and the PDA 2; their encumbrance total is therefore 17 (8+3+4+2 = 17)._ Container objects are assumed to have an EC of zero unless otherwise noted. Some items are so heavy by themselves that they have additional HD/THD and **Finesse** Skill penalties; where an added penalty applies, it will be so noted. A character whose TEC is less than their **Power** score suffers no penalties for encumbrance. If a character's TEC is greater than their **Power** score but less than 1½ times that amount (rounded down), they are **burdened**, can only move at half of their base rate and cannot run faster than three times their base speed. Further, they take a -10 DC penalty to all Physical Checks (all **Power**, **Finesse** and **Physique** Checks). A character whose load is between 1½ and two times their **Power** score is **strained** and cannot run faster than twice their base speed, with the Physical Check DC penalty increasing to -25. When a character's TEC is twice their **Power** score or greater, they are so overloaded with stuff that they cannot move under any circumstances and automatically fail all Physical Checks. Penalties for carrying specific objects apply regardless of whether the item is being carried by a motor appendage or in a pocket.

When purchasing items for their characters (including weapons and some forms of Armor such as Shields), players should specify the container object in which they plan to carry the object. This will make it easier for a GM to determine changes in a character's TEC if they should happen to drop the specific container object. It also tends to make it easier to determine when exactly that container is full.

Note that a character may wear Armor over their clothing and may wear some pieces of clothing that are designed to fit over other pieces (such as a coat). Objects may still be carried in pockets that will be physically covered by other pieces of clothing or armor, _provided that they are placed in the pockets **before** the character adds the outer clothing/Armor layer_. Objects in pockets covered by outer layers may **not** be accessed without first removing the covering layer first unless otherwise noted. Objects that can be worn over clothes and Armor will usually be so noted (items such as weapons holsters, belts and backpacks are usually assumed to be worn over clothing and Armor without any notation).

A Quick Word about Body Parts and Pockets

Regardless of their species, all characters in WCRPG have various bodily areas; perhaps unsurprisingly, these areas are collectively known as **body parts**. The nature of these areas largely determines how a species behaves biologically and can have some in-game effects. Body parts correspond to the same areas on a character's body that can take damage in combat (see Chapter 9.2).

The Wing Commander Universe contains a small number of non-humanoid species. Because of the need to represent a dichotomy of both humanoid and non-humanoid species, the names given to body parts in WCRPG are somewhat vague; because it is assumed that _most_ of WCRPG's players will be Terrans in real-life, Terran frames of reference are used whenever it is deemed necessary. The following is a brief overview of body parts in WCRPG and how pockets tend to be used with them.

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Cognitive Organs are what enables a character to think and to control their life processes; the Terran equivalent would be the brain and spinal column. Related to this bodily section are **Sensory Organs** including eyes, ears, noses, antennae, infrared pits, etc., which are used to provide the character with sensory information about their surroundings. In general, these organs are so crucial to a lifeform's very existence that their performance is best left unimpeded; no container objects are usually made to be carried on these areas, though certain pieces of gear (*such as sunglasses, hearing aids, nose plugs, etc.*) can be set for use with these areas directly without the need for pockets. A piece of equipment that can be used in this manner will be so noted in its description.

Motor Appendages (more properly called "motor-control appendages") include arms, tentacles, prehensile vines or anything else that a lifeform uses for the purpose of manipulating objects; for Terrans, this includes either complete arm assembly from the shoulder all the way down to the fingertips. They may be used to directly "store" an object that isn't being used; in this case the object is considered to be "carried in hand". A character is allowed to carry one item per motor appendage unless the item specifically states that it requires the use of multiple appendages. If an item requires more appendages than the character currently has available for its use, the character cannot use the item though they are still allowed to carry it. Particularly large or heavy objects may be carried by multiple characters; any penalties that come from carrying such an item are shared equally by all of the characters carrying it. A motor appendage can have an additional pocket or two added to it from clothing and the "shoulder" (the part of a motor appendage that directly attaches to a lifeform's body area) can itself be used to carry certain pieces of gear with straps directly (*including items such as purses, backpacks, satchel charges and so forth*). Heavy items stored in a motor appendage pocket will make it more difficult for a character to utilize the appendage; if an item stored in a motor appendage pocket has an HD penalty associated with it, it will inflict an equal DC penalty to all of the character's **Finesse** Checks.

Propulsive Appendages include legs, tentacles, prehensile root structures or anything else whose purpose is to enable a lifeform to move. Propulsive appendages may have some pockets added to them from clothing. A heavy item stored in a propulsive appendage pocket may make it more difficult for a character to move quickly; if an item stored in a motor appendage pocket has an HD penalty associated with it, the item inflicts an equal DC penalty to all of the character's **Finesse** Checks and will also reduce their base movement speed by one-tenth of the same amount.

Reproductive Organs include any kind of gonadal structure or genitalia used in order for a lifeform to procreate. Typically, putting any kind of additional weight on these structures results in a marked drop in the lifeform's overall performance (*get your mind out of the gutter, you pervert*) not to mention severe pain and the organ's possible permanent dysfunction. The reproductive organs are like sensory organs in that in general no pockets are usually added to them though a creative and somewhat repressed GM may come up with some pieces of equipment that may be set for use in these areas directly. Penalties associated with combat damage to the reproductive organ areas may be applied to any object being carried in the same area; for details, see Chapter 9.2.

Finally, the **Body Area** constitutes the remainder of the lifeform's internal volume, containing the majority of the vital internal organs and the lifeform's center of mass (assuming it's symmetrical); for a Terran, this would include the torso area down to the waist. Typically, most of the pockets added to a character via their gear will be in this area of their body. There are two particularly important parts of the body area that deserve special attention: the "waist" and the "back". The waist area can be used as a mounting point for equipment such as belts. All characters are allowed to wear one belt of any type; for some species, this may be the only way they can haul any gear whatsoever. The back is required to haul larger pieces of equipment including large satchel charges, backpacks, flammable gas canisters and so forth. When carrying objects on the back, two of the character's "shoulders" are also used; other objects can be simultaneously mounted on the same shoulders. Finally, a character

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may have a holster for a weapon that requires multiple appendages to use mounted on their back at the same time they have another object mounted there.

Equipment

The following section lists specific pieces of character equipment by category. While most of these categories will have their own set of statistics, there are a few pieces of data that are common them; these are known as **basic stats** and consist of the following items:

- Category: This lists the specific category into which a given piece of equipment fits. When an effect is universal to every item in the category, it will be so noted.
- Name: This is the name given to the specific piece of equipment.
- Availability: This lists the minimal technological level a culture must achieve before the equipment will become available for its general use. Note that any piece of equipment may be **used** by any member of any species; this just lists when a species may start making if for themselves.
- Cost: This lists the general cost of the equipment in credits assuming average quality and level market conditions.
- EC: This lists the equipment's encumbrance class, which counts towards the TEC of any character carrying it.
- Size: This lists the size of the equipment in slots.
- Appendages: This lists the number of appendages required to use the equipment.
- Description: This gives a generic description of the equipment; if it has any special qualities or effects, they will be listed here.

Any changes to the usage of these basic stats will be indicated in a given category's general overview along with any additional stats specifically used by it.

Clothing and Container Objects

As explained above, the primary function of clothing and container objects is to provide a character with additional **pockets**, which determine how much stuff they can carry at any given time. Clothing is fairly ubiquitous amongst sentient races; nudity is taboo in many cultures, although what level of surface exposure constitutes it is another matter entirely. All characters are assumed to have at least one **outfit** at the time of their creation that's appropriate to the role they play in their society, unless the GM has a good reason for letting them run around naked. All clothing listed herein becomes available in Metal Age societies unless expressly stated otherwise. Because containers are used primarily for holding other objects, they have a **pockets** statistic instead of a size statistic; this lists the number of pockets that come with the container as well as the number of slots in each individual pocket. Containers also have a listing for **mountpoints**; this statistic indicates the part of the body on which the container is designed to be worn. Clothing in particular always goes on underneath other objects that may share the same mount point. Containers otherwise use the basic stats.

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Clothing and Container Objects					
Name	Cost	EC	Pockets	Mountpoint	Description
Military Dress Uniform	€72.60	0	1x64†,3x4	Body Area	*Outfit.* A military uniform designed to be worn for ceremonies such as change of command, retirement, commissioning and decommissioning or when otherwise appropriate. Consists of a dress shirt, dress pants or skirt, dress socks and shoes, belt, hat with service insignia and dress jacket to which is affixed all service insignia and adornments. Usually comes with a sword belt, which is included in the cost.
Military Service Uniform	€32.25	0	1x8†,4x4	Body Area	*Outfit.* A military uniform designed to be worn in office environments, in positions that interact with the public and in watch situations. Typically consists of a duty dress shirt to which is affixed service insignia and ribbons, dress pants or skirt, dress shoes, dress socks and duty holster belt.
Military Working Uniform	€25.00	0	3x8†,2x4,8x2	Body Area	*Outfit.* A military uniform designed to be worn in the field as well as industrial environments. Typically consists of a plain color undershirt and underwear (the color of which may serve to denote a service member's specialty), a one piece coverall to which is affixed service all insignia, boots and a utility duty holster that holds one single-appendaged weapon. Often worn with an informal hat such as a ballcap.
Civilian Formal Dress	€65.00	0	1x2	Body Area	*Outfit.* A set of civilian garments designed to be worn on very formal occasions such as proms, cotillions, weddings as a participant, etc. In Terran terms, this would be the equivalent of a full tuxedo (*ruffled shirt, cummerbund, formal pants, dress socks and shoes, underwear, overcoat with tails, bow tie, cufflinks and a top hat*) or dress ball gown (*full length dress with or without petticoat, dress shoes, underwear, hose, garter and possibly some manner of luxury headwear such as a tiara*).
Civilian Casual Dress	€25.00	0	5x4,2x2	Body Area	*Outfit.* A set of civilian garments designed to be worn in professional environments or semi-formal occasions such as graduations, funerals, religious services, weddings as a non-participant, etc. Includes a pocketed long-sleeved button-up shirt or blouse, pocketed dress pants or skirt, dress jacket and undergarments. Usually also includes a necktie or ribbon. Dress shoes will still be needed for this outfit.
Civilian Street Casual	€9.75	0	4x4,1x2	Body Area	*Outfit.* A set of civilian garments designed to be worn as general everyday clothing. Includes a pocketless, short-sleeved t-shirt and jeans combo as well as undergarments. Separate shoes will still be needed for this outfit.
Arctic Wear	€241.95	1	6x8,4x4,2x2	Full Body	*Industrial Age.* A full body suit designed to be worn in extremely cold weather conditions. Includes a sweater, over-pants, gloves, mittens, over-gloves, heavy thermal boots and a heavy coat. The suit provides three levels of thermal protection for the entire body. Inflicts a +5 penalty to HD/THD and a -1 DC penalty to all **Finesse** Checks when worn.
Raingear	€11.25	1	2x16	Body Area†	A specialized suit made of materials that include at least one layer that is relatively impermeable to water. The material is designed such that the wearer can still remain relatively cool while being protected from adverse weather conditions. The price listed is for a combination raincoat, hat and pants.
Swimwear	€3.25	0	None	Body Area†	A very light garment designed to streamline the flow of water around a being's body, usually worn in social situations wherein total nudity while swimming is taboo or illegal. Usually covers only a portion of the wearer's Body Area and their Reproductive Organs; some models only cover the Reproductive Organs. Use of swimwear is for casual occasions; there is no such thing as formal swimwear, though athletic swimming teams may have matching "uniforms". The price listed is for a single-piece suit.
Fire Fighting Gear	€3,225.00	12	None	Full Body	*Industrial Age.* A suit designed to offer full body protection from fire and sources of extreme heat. The suit includes a fire-retardant jacket and pants, gloves, self-contained breathing apparatus with transparent face mask (small Oxygen Tank equivalent), heavy boots and a hard waterproof hat (Second Class Helmet equivalent). It also typically includes a hand axe (First Class Axe equivalent). Provides heat protection (three levels) and prevents burns from all sources except Laser-based weaponry. Inflicts a +5 penalty to HD/THD and a -1 DC penalty to all **Finesse** Checks when worn.
Diving Gear	€219.50	3	8x2	Full Body	A set of equipment designed to be used in water at shallow to moderate depths. Includes a wetsuit, a rebreather with face mask, a pair of swimming fins and a utility belt. The suit allows its wearer to remain submerged at depths up to 100 meters for periods up to six hours, including some time to decompress from lower depths. Any underwater movement penalties are ignored while wearing this gear.

Item	Price			Area	Description
Pressure Suit	€64,520.00	20	4x16	Full Body	*Industrial Age.* A small sealed frame resembling a suit of physical armor with elaborate pressure joints to allow articulation while maintaining suitable internal pressure. The suit allows its wearer to remain submerged at depths up to 700 meters for periods of up to 48 hours without requiring decompression before resurfacing. The suit also allows the wearer to remain in total vacuum for periods of up to 48 hours. Industrial Age suits are heavy and bulky; they inflict a +20 HD/THD penalty and -5 DC penalty to all **Finesse** Checks when worn. Starfaring Age suits reduce the penalties to +10 HD/THD and -2 DC to **Finesse**; they cost €32,260.00. The suit acts as a full suit of Third Class Armor. If it is reduced to zero AHP, the suit is breached.
Shirt (Short Sleeved)	€1.60†	0	None†	Body Area	An article of clothing designed to be worn on the upper part of a humanoid body, which typically covers up the Body Area only. This kind of shirt is meant to be worn on informal occasions or in warmer climates. The price listed is for an un-pocketed shirt; a shirt can have up to two 2-slot pockets, with each adding €0.25 to the cost.
Shirt (Long Sleeved)	€3.25†	0	None†	Body Area	An article of clothing designed to be worn on the upper part of a humanoid body, which typically covers up the Body Area as well as most of the wearer's Motor Appendages. This kind of shirt is meant to be worn in more formal occasions or in cooler climates. The price listed is for an un-pocketed shirt; a shirt can have up to two 2-slot pockets, with each adding €0.25 to the cost.
Shorts	€3.25	0	None†	Waist (Body Area)	*Industrial Age.* An article of clothing designed to be worn on the lower portions of a humanoid body, which typically covers up the area around the Reproductive Organs. This kind of covering is meant to be worn in very informal occasions and in particularly warm ambient conditions. The price listed is for an un-pocketed pair of shorts; shorts can have up to four 2-slot pockets or two 4-slot pockets. Each 2-slot pocket adds €0.25 and each 4-slot pocket adds €0.65 to the cost.
Skirt	€3.25	0	None†	Waist (Body Area)	An article of clothing designed to be worn on the lower portions of a humanoid body, which typically covers up the area around the Reproductive Organs and part of the Propulsive Appendages. Skirts do not form-fit a being as do pants and shorts. This kind of covering can be worn in many different types of occasions and is generally best worn in warm ambient conditions. The price listed is for an un-pocketed skirt; a skirt can have up to two 4-slot pockets, with each adding €0.65 to the cost.
Pants	€5.00	0	None†	Waist (Body Area)	An article of clothing designed to be worn on the lower portions of a humanoid body, which typically covers up the area around the Reproductive Organs and the Propulsive Appendages. This kind of covering is meant to be worn in semi-formal occasions or in cooler ambient conditions. The price listed is for an un-pocketed pair of pants; pants can have up to four 4-slot pockets and one 2-slot pockets. Each 2-slot pocket adds €0.25 and each 4-slot pocket adds €0.65 to the cost.
Jeans	€8.00	0	4x4, 1x2†	Waist (Body Area)	An article of clothing designed to be worn on the lower portions of a humanoid body, which typically covers up the area around the Reproductive Organs and the Propulsive Appendages. This kind of covering is meant to be worn for casual occasions, though nicer pairs may be worn for semi-formal ones. They're typically made of a thick material; they add one level of thermal protection. Jeans may have two 8-slot pockets substituted for two of the 4-slot pockets; each 8-slot pocket adds €0.65 to the cost.
Cargo Pants	€6.50	0	4x8, 1x2†	Waist (Body Area)	An article of clothing designed to be worn on the lower portions of a humanoid body, which typically covers up the area around the Reproductive Organs and the Propulsive Appendages. This kind of covering usually has higher carrying capacity when compared to pants and can be worn in many of the same situations. Cargo pants can include up to four more 2-slot or 4-slot pockets; each 2-slot pocket adds €0.25 and each 4-slot pocket adds €0.65 to the cost.
Hat	€3.25	0	None	Head (Cognitive Organ)	An article of clothing designed to be worn on a humanoid head, which typically covers up the area around the being's Cognitive Organ. It may provide some protection for the being's Auditory and Visual Organs depending upon their placement and design; most hats provide one level of thermal protection.
Shoes	€5.00	0	None	Propulsive Appendages	An article of clothing designed to be worn on the far end of a being's Propulsive Appendages, which is designed to protect them against light terrain hazards such as rocks and burrs. There are many different types of shoes; usually only certain types are considered appropriate for certain occasions. Some beings go so far as to have specific pairs of shoes for specific outfits in their wardrobes. The price listed is for a single matching pair of shoes.

Boots	€6.50	0	None	Propulsive Appendages	An article of clothing designed to be worn on the far end of a being's Propulsive Appendages. Boots are a toughened form of Shoe designed to provide additional protection. Most are meant to be worn in cold weather, combat and/or wilderness conditions. Most boots provide one level of thermal protection. The price listed is for a matching pair of boots.
Gloves	€3.25	1	None	Motor Appendages	An article of clothing designed to be worn on the far end of a being's Motor Appendages. Gloves are designed to provide a protective layer between the being's fine manipulators and the outside environment. Though sometimes worn in fine society, they are more often used as barrier protection in garages, machine shops, hospitals and other critical care facilities or as thermal protection in outdoor settings (this last type of glove provides one level of thermal protection). The price listed is for one pair of gloves.
Sweater	€5.00	0	None†	Body Area	An article of cold-weather clothing designed to be worn on the upper part of the humanoid body, which typically covers up the Body Area and most of the wearer's Motor Appendages. Sweaters are meant to be worn over Shirts as a means of providing extra thermal protection (one level). The price listed is for an un-pocketed sweater; up to two 2-slot pockets may be added for an additional €0.25 to the cost.
Coat	€6.50	1	3x4†	Body Area	An article of cold-weather clothing designed to be worn on the upper part of the humanoid body, which typically covers up the Body Area and most of the wearer's Motor Appendages. Coats are meant to be worn over Shirts and Sweaters as a means of providing thermal protection in sub-freezing temperatures (one level of thermal protection). Coats may have up to four additional 8-slot pockets; each adds €1.00 to the cost. Coats may be fitted over Armor.
Heavy Coat	€8.00	2	4x8, 4x4, 1x2	Body Area	An article of extremely cold-weather clothing designed to be worn on the upper part of the humanoid body, which typically covers up the Body Area most of the wearer's Motor Appendages. Coats are meant to be worn over Shirts and Sweaters as a means of providing maximum thermal protection in subfreezing temperatures (two levels of thermal protection). Heavy coats may be fitted over Armor. They inflict a -2 DC penalty to all **Finesse** Checks.
Duty (Hip) Holster	€9.75	0	1x8†	Waist (Body Area)	A belt which contains a special pocket designed to carry a single one-appendaged weapon or a deployed energy shield. The pocket has a clasp that is designed to keep the weapon from falling out or being drawn by anyone other than its wielder. For non-weapon objects, the pocket is useless. Multiple-appendaged weapons can be stowed in this type of holster; add €1.50 to the cost for each added appendage needed by the weapon and multiply the available number of slots by eight. This particular type of holster allows the weapon to be drawn from the lower body area (around the area of the humanoid hip) and is designed to be worn over Armor and clothing.
Ankle Holster	€6.50	0	1x8†	Propulsive Appendage	A strap which contains a special pocket designed to carry a single one-appendaged weapon or a deployed energy shield. The pocket has a clasp that is designed to keep the weapon from falling out. For non-weapon objects, the pocket is useless. This particular type of holster allows a weapon to be carried in the lower area of a Propulsive Appendage and is designed to be worn under clothing.
Trouser Holster	€5.00	0	1x8†	Waist (Body Area)	A special pocket designed to hold a single one-appendaged weapon or a deployed energy shield; it can clip to a belt thus allowing the weapon to be concealed inside a pair of Pants. The pocket has a clasp that is designed to keep the weapon from falling out or being drawn by anyone other than its wielder. For non-weapon objects, the pocket is useless. This particular type of holster allows the weapon to be stowed and drawn from the lower Body Area and is designed to be worn under clothing.
Shoulder Holster	€11.95	0	1x8†	Shoulder (Motor Appendage)	A set of straps to which is attach a special pocket designed to carry a single one-appendaged weapon or a deployed energy shield. The straps are designed to be worn like a backpack and can be worn underneath one. The pocket has a clasp that is designed to keep the weapon from falling out. For non-weapon objects, the pocket is useless. This particular type of holster allows the weapon to be stowed in the upper portion of a Motor Appendage and may be worn either over or under clothing and/or Armor.
Pocket Holster	€4.20	0	1x8†	Varies†	A special pocket insert designed to convert a normal pocket into a holster for a single one-appendaged weapon rated First or Second Class (but not a *deployed* energy shield). The pocket has a clasp that is designed to keep the weapon from falling out. If a weapon is being carried in this kind of holster, the corresponding pocket may not carry other objects. This particular type of holster can be placed in any pocket that has at least eight slots regardless of its position on the body.

Back Holster	€8.00	0	1x8†	Back (Body Area)	A baldric to which a special pocket designed to hold a single weapon or a deployed energy shield is attached. For non-weapon objects, the pocket is useless. Multiple-appendaged weapons can be stowed in this type of holster; add €1.75 to the cost for each added appendage needed by the weapon and multiply the available number of slots by eight. The size of the pocket will be proportionately bigger as well. This particular type of holster allows a weapon to be stowed in the middle of the back and is designed to be worn over clothing and armor; it may be worn either over or under anything else the wearer is carrying on their back.
Backpack (Academic)	€6.50	1	2x128,4x64	Back (Body Area)	*Industrial Age.* A medium-sized polyester sack designed to hold a large number of textbooks and other school supplies. Each pocket comes with a zipper to help protect the sack's contents from the elements. It also comes with straps for mounting on the wearer's shoulders and an additional handle for direct Motor Appendage carrying.
Backpack (Wilderness)	€22.60	3	1x512,1x128, 5x64, 2x32	Back (Body Area)	A large, multi-pocketed sack and frame assembly designed to enable its wearer to carry a large number of supplies and pieces of field equipment. Comes with straps for mounting on the wearer's shoulders as well as a belt to prevent the pack from causing too much strain. The sack portion may either be made out of cloth with grommet fasteners or advanced polymers with zippers depending upon the period of manufacture. It inflicts a -2 DC penalty to all of the wearer's **Finesse** Checks.
Sack (Plastic)	€4.25	0	1x128†	Motor Appendage	*Industrial Age.* A bag made from polyethylene resin open at one end with handles for easy carrying. It can be folded down into a much smaller shape (2 slots) for storage. The cost listed is for 100 units.
Sack (Paper)	€0.65	0	1x1024†	Motor Appendage	*Industrial Age.* A very large sack shaped like a rectangular prism with one short end missing. The sack is made of 3-ply durable paper capable of handling a significant amount of internal weight. It may or may not have handles; non-handled sacks will impose a -1 DC penalty to all **Finesse** Checks while they are being carried. It can be folded down into a much smaller shape (8 slots) for storage. The cost listed is for a single sack.
Satchel	€8.00	0	1x128	Shoulder (Motor Appendage)	A large amorphous or hardened rectangular sack made out of durable cloth or leather. It usually has an adjustable strap designed to allow the sack to be slung onto a shoulder and it seals with a zipper. The cost listed is for a single satchel.
Briefcase	€6.50	0	1x64	Motor Appendage	A medium-sized rectangular case made out of durable cloth or leather. It incorporates a hard grip for carrying and seals with a zipper. The cost listed is for a single briefcase.
Suitcase	€11.25	1	1x1024, 1x16	Motor Appendage	A very large, hard, plastic-based fabric case with a leather grip for carrying. It seals with a zipper that runs along the perimeter of the pockets. It also has a separate, smaller outer pocket. If packed carefully, a suitcase can carry a wardrobe for a single person for up to two weeks. While being carried, the suitcase inflicts a -4 DC penalty to all **Finesse** Checks. Some models come with an extendable handle and wheels; they add €1.50 to the cost but reduce the **Finesse** DC penalty to -1.
Hip Pack	€3.25	0	1x64, 1x4	Waist (Body Area)	A medium-sized circular or amorphous cloth bag designed to attach to a body using an adjustable belt. The belt is designed to fit over clothing and Armor. Both pockets seal with zippers.
Utility Belt	€8.00	0	8x4	Waist (Body Area)	A belt that has a number of small pouches and loops attached to it; each pouch has a button clasp that is designed to hold in its contents. The belt is designed to fit over clothing and armor. Some Utility Belts include a Duty Holster (which adds €3.25 to the cost, adds a 1x8 holster and removes 2x4 pockets).
Armor Enhancement Suit	€161.25	0	None†	Body Area	*Starfaring Age.* A specialized combination shirt and pants designed to fit underneath physical armor plating. The materials inside the suit's fiber serve to amplify the strength of the wearer's movements, effectively countering any loss of mobility due to the weight of Armor. The suit imparts a -10 HD/THD bonus as well as a +4 DC bonus to its wearer's **Finesse** Checks; these bonuses are imparted whether the wearer is actually wearing Armor or not.

Tools and Wilderness Gear

Tools are devices that provide either a mechanical advantage in accomplishing a physical task or an ability that is not naturally available to its user; the vast majority of useful objects fall into this broad category. Related to tools are pieces of **wilderness gear,** which are include tools that are generally meant to be used in planetary environments outside of urban areas. Tools and Wilderness Gear utilize the basic stats only.

Tools and Wilderness Gear						
Name	Availability	Cost	EC	Size	Appendages	Description
Duct Tape (Mini Roll)	Industrial Age	€0.65	0	1	One	A 250 centimeter-long roll of adhesive tape with heavy tensile strength. It can be cut into strips to conduct temporary repair work. Adds a +5 DC bonus to all *Damage Control* Checks when utilized for repairs.
Duct Tape (Large Roll)	Industrial Age	€6.50	4	16	One	A 60 meter-long roll of adhesive tape with heavy tensile strength. It can be cut into strips to conduct temporary repair work. Adds a +5 DC bonus to all *Damage Control* Checks when utilized for repairs.
Mechanical Lubricant	Industrial Age	€1.50	3	8	One	A pressurized 350 milliliter can that contains a cleaner, lubricant and anti-corrosive solution designed to deliver it to a specific area as an aerosol. The can comes with a plastic tube for precision application to a particular area. Can be used for a variety of purposes (GM's discretion). Adds a +5 DC bonus to any **Engineering** Check when utilized for repairs.
Acid Vial	Metal Age	€2.25	2	4	One†	A 500 milliliter glass vial of moderately concentrated acid (default hydrochloric acid). It can be thrown like a grenade for 1d5 Acid Damage or higher at the GM's discretion; for details, see Chapter 12.3. In addition to its potential use as a weapon, a vial of acid can be used in many different situations such as trying to pick a mechanical lock, neutralizing a caustic substance, cleaning off a badly corroded item and so forth. Use of a vial of acid may impart favorable conditions on a Skill Check (+10 DC bonus) at the GMs *discretion. GMs should use their judgment as to whether an Acid Vial requires multiple appendages when applied to a task.*
Engineering Toolkit	Starfaring Age	€1,935.50	8	256	One†	A metallic case containing various tools and equipment designed for use in engineering applications aboard capital ships; it typically includes items such as Duct Tape, Mechanical Lubricant, specialized tools such as plasma torches and molecular re-synthesizers, an Environmental Scanner modified for engineering applications and a PDA or Tablet Computer. Provides the materials required for a ship's Engineer to perform any kind of significant repair or maintenance work.
Lock-Picking Kit (Mechanical)	Metal Age	€16.10	2	4	Two	A stethoscope, a set of hooks and various other tools packaged in a relatively small casing. It can be used to pick mechanical locks such as catch-hooks and deadbolts; its use adds a +10 DC bonus to any *Dexterous Maneuvers* Check made to pick a mechanical lock.
Lock-Picking Kit (Electronic)	Industrial Age	€24.25	3	8	Two	Requires a Small Battery; uses one charge every minute operational. A wrist computer, thumb print reader and complex false retinal pattern imager all packaged together in a relatively small casing. It can be used to pick electronic locks; it adds a +10 DC bonus to any *Cunning* Check made to pick an electronic lock.
Pencil	Metal Age	€0.25†	0	1†	One	A non-refillable wood-encased carbon-graphite rod sharpened to a fine point on one end. It includes a small piece of rubber on the other end. The graphite rod can be used to leave physical marks on surfaces, while the rubber end may be used to expunge any such marks made. The price listed is for a box of eight pencils (2 slots). Their primary function is to leave marks on paper but they can be used for any number of purposes at the discretion of the player or GM.
Mechanical Pencil	Industrial Age	€7.50†	0	1†	One	A refillable plastic-encased carbon-graphite rod. The rod has been pushed out a small hole on one end via an internal mechanism. It includes a holder for a piece of rubber on the other end. Mechanical Pencils function in the same manner as normal Pencils. The price listed is for a box of six pencils (2 slots); refill leads (0 EC; 1 slot; box of 12) cost €0.25.

Name	Age	Price				Description
Paper	Metal Age	€0.25	4	16	One	A piece of flattened material made from vegetable fibers composed of cellulose, designed to be marked upon in situations wherein use of a non-electronic medium is necessary. Paper comes in a tablet of 100 sheets and can be used for a variety of purposes at the discretion of the players and GM. When writing or leaving a message, a piece of paper provides a +5 DC bonus to any *Intimidation* or *Knowledge* Check wherein the information on the paper is relevant to the situation. Paper can also be used to help start a fire; it imparts a +10 DC bonus to any *Survival* Check made to light a fire.
Journalist Notepad	Metal Age	€2.60	2	4	One	A pad of 200 small Paper sheets ink-lined in a ruled or orthogonal grid pattern and encased in a hardened leather binding. The inside of the binding comes with a small pocket (1 slot) for the storage of very small objects. It can be used for a variety of purposes at the discretion of the players and GM. When writing or leaving a message, a piece of paper provides a +5 DC bonus to any *Intimidation* or *Knowledge* Check wherein the information on the paper is relevant to the situation. Paper can be torn out and used to help start a fire; it imparts a+5 DC bonus to any *Survival* Check made to light a fire.
Audio Recorder	Industrial Age	€85.50	4	16	One	Requires Medium Battery; uses one charge every minute while operational. A rectangular box containing an apparatus that is designed to capture audio waves via a microphone attachment and record them onto a small recording disc (1 slot; box of 3; costs €1.50). It comes with a shoulder strap for easy carrying (shoulder mount). It provides audio recording capabilities for up to one hour, after which time a new disc will be required.
Video Recorder	Industrial Age	€193.50	4	16	One	Requires Large Battery; uses one charge every thirty seconds while operational. A hand-held apparatus designed to capture sequences of images and accompanying sound and to store those images on a Memory Stick. It comes with a shoulder strap for easy carrying (shoulder mount) and provides visual recording for up to two hours before needing a data dump (requires any Computer).
Field Recorder	Starfaring Age	€209.75	3	8	None*	Requires Large Battery; uses one charge every five minutes while operational. A self-propelled repulsor device equipped with a full camera mount. It can record in visual and infrared spectrums and provides visual recording for up to 6 hours before needing a data dump (requires any Computer). It also comes with a 1 slot, EC0 remote control and can be set to directly transmit its data; power usage increases to one charge every thirty seconds in this mode.
Holographic Recorder	Starfaring Age	€1,250.00	3	8	None*	Requires Large Battery; uses one charge every five minutes while operational. A self-propelled repulsor device designed to capture three-dimensional sequences of images with accompanying sound and store them onto a Data Crystal. It comes with a 1 slot, EC0 remote control and generally includes a conversion module for HXS disks and provides high-definition, three-dimensional visual recording for up to six hours before a data dump (requires any Computer).
Thermos Bottle	Industrial Age	€2.25	4	16	One	A domestic vacuum-insulated flask with a metallic exterior and a handle for gripping. Its lid may be used as a cup. It holds up to one liter of liquid at its current temperature for up to seven hours.
Oxygen Tank (Small)	Industrial Age	€123.00	5	32	None	A portable O_2 canister; it provides thirty minutes worth of air at a rate of one liter per minute. It comes with its own belt (belt requires waist mount) and a recharge unit.
Oxygen Tank (Large)	Industrial Age	€23.25	9	512	One	A portable O_2 canister; it provides ninety minutes worth of oxygen at a rate of up to four liters per minute. It comes with a wheeled cart for portability; it Inflicts a +3 HD/THD penalty when carried.
Trash Incinerator	Starfaring Age	€39.75	8	256	One*	A metallic box with hinged door on the top. It comes with a separate, collapsible tripod mount. Once set on the mount, the user can place trash inside the box until it is full and press a button to activate it. Anything placed inside the box is instantly flash-incinerated. The user must wait one minute after use before storing or re-using the device as its exterior gets hot enough to cause burns during the incineration process (it inflicts 1d10 Basic Damage and two Wounds if touched before it has a chance to cool).
Compact Field Binoculars	Industrial Age	€17.75	6	64	One†	A set of dual telescoping lenses set into a metal and hard-plastic casing, designed to allow its user to see objects clearly at a distance. The lenses are coated with special chemicals to prevent fogging and dust contamination, while porro prism mirrors are used to reduce undesired reflection. It comes with a manual adjustment wheel that enables the user to see a sixty degree field of vision clearly at a range of one hundred meters, or less clearly at larger distances. It comes with a shoulder strap and case for carrying as well as caps for the exterior lenses when not in use.

Field Binoculars	Metal Age	€42.90	8	256	Two	A set of dual telescoping lenses set into a metal and hard-plastic casing, designed to allow its user to see clearly at a distance. The lenses are coated with special chemicals to prevent fogging and dust contamination, while roof mirrors are used to reduce undesired reflection. A rubber armor exterior protects the device from damage if it is accidentally dropped. It comes with a manual adjustment wheel enabling the user to see an eighty-five degree field of vision clearly at a range of one kilometer, or less clearly at larger distances. It comes with a shoulder strap and case for carrying as well as caps for the exterior lenses when not in use.
Field Multi-Spectral Goggles	Starfaring Age	€96.75	5	32	None†	*Requires Sensory Organ Mount.* A set of goggles that include optical instruments whose purpose is to allow images to be produced in levels of light approaching total darkness. Image intensifiers in the device change all ambient EM wavelengths into a range detectable by the user; a sensor shuts off the intensifier if the ambient EM becomes high enough to overload the user. It allows the wearer full vision in conditions in which they would not ordinarily be able to see and includes the ability to manually see a one hundred degree field of vision clearly at a range of one kilometer; less clearly at ranges beyond that.
Toiletry Kit	Industrial Age	€5.50	6	64	One	A medium-sized cloth bag designed to carry toiletry items for travel. A typical kit for a Terran may include such items as a comb, small hairbrush, astringent, cotton balls, wipes, a collapsible toothbrush, toothpaste, razors, shaving cream, deodorant, 2-in-1 shampoo and soap or body wash. It generally holds enough of these items for up to five contiguous days of use. The effects of toiletry kits may vary at the GM's discretion; any DC penalties from their lack of use should be limited to **Charm** Skills.
Mess Kit	Metal Age	€6.50	7	128	One	A rudimentary set of aluminum cookware designed to nest together for easy storage and transportation. A typical mess kit includes a twelve-inch skillet (the handle of which can be adjusted to lock the entire assembly together for storage), a slightly smaller lid/bowl, a pot with lid, utensils and a small cup. It can be used for cooking and eating food in wilderness settings.
Bedroll	Metal Age	€8.00	7	128	Two†	A set of cloth pads designed to serve as emergency bedding in wilderness areas; at least one pad is thicker than the rest and is meant to be placed directly on the ground with the others serving as blankets. Later era bedrolls come in a single "sleeping bag" unit that is usually thicker and thus able to keep the user warmer at night. It usually comes with a cloth bag that, if filled with relatively soft materials such as dirty laundry, can be used as a makeshift pillow.
Rope	Stone Age	€0.65	5	32	One†	A length of fibers twisted or braided together to improve strength for pulling and connecting objects; it has tensile strength but is too flexible to provide compressive strength (i.e., it can be used for pulling but not pushing). Materials for Rope vary from natural sources such as vines to advanced polymers designed to prevent rot and mildew damage, depending on the age of manufacture. Rope can be used for multiple purposes including tying off shelter-halves, climbing, animal wrangling, as a method of strangulation and so forth.
Mountaineering Kit	Industrial Age	€193.50	8	256	Two	A hard metallic case containing tools designed to be used for ascent and descent in areas with an extreme grade greater than 45 degrees, such as sheer cliffs or mountains. A typical mountaineering kit may contain items such as multiple ropes, pulleys, carabiners, a helmet (First Class equivalent), pads, gloves, spikes, chocks, ascenders, cams, a hand-axe (First Class equivalent) and harnesses. The kit provides a +10 DC bonus to any *Three-Dimensional Maneuvers* Check made for the purposes of climbing an extreme grade.
Carabiner	Industrial Age	€0.65	0	1	One	A metallic loop with a sprung or screwed gate. It can be used as a secure fastening point for a rope-and-pulley system. Carabiners can also be used to fasten objects to the exterior of a Utility Belt, allowing it to carry objects up to four times larger than the size of any pocket on the belt at the cost of a -1 **Finesse** DC modifier for every object carried in this manner.
Portable Generator	Industrial Age	€234.00	9	512	One	Requires Flammable Gas Canister; uses one charge every three minutes while operational or one charge for every period required by any device hooked up to it. A large internal combustion reactor designed to provide power to electronic devices. It comes with a set of wheels and a carrying bar for transportation. It may be used to power any electronic device with an external port (i.e. any device that would otherwise require Batteries if it is at least 8 slots in size or larger; weapons and shields are included in this definition). Later age models are a fusion reactor design that use fuel slugs for a power source instead (adds €88.75 to the cost; EC 6, 64 slots, provides 30,000 charges).

Matches	Metal Age	€0.25	2	4	One	A wooden stick approximately 4 centimeters in length with an enlarged tip that contains a chemical solution including red phosphorus. When struck on a surface, some of the white phosphorus is produced, which subsequently ignites from the heat of friction. The stick is coated with wax, which enables it to light even when wet. It can be used to start fires. The price listed is for four 1 slot, EC0 boxes containing 50 matches a piece.
Fire Jelly Can	Starfaring Age	€1.00	4	16	One	A metallic can filled with a gelatinous, flammable material; it is 8 inches tall and burns at a temperature of 285 °C for a maximum of sixteen hours. Putting the lid back on snuffs out the flame; it can be re-lit as long as there is still fuel in the can. It may be used as a portable light and heat source but must be ignited using another flame source.
Hotplate	Industrial Age	€8.00	4	16	One	Requires Flammable Gas Canister; uses one charge every minute while in operation. A small metal plate hooked up to a gas-powered heater with adjustable settings. When activated, the plate warms up enabling the controlled heating of any object placed on top of it. It may hold and warm up the contents of a pot or skillet with a diameter of up to 30 centimeters. The device can also be used in a pinch as a ready heat source.
Flashlight (Domestic)	Industrial Age	€0.65	3	8	One	Requires Small Battery; uses one charge every two minutes while in operation. A hard plastic cylinder with a small, moderate wattage incandescent bulb on one end designed to provide directional illumination. It provides full light at a distance of up to ten meters or dim light up to sixty meters from the emitting end.
Flashlight (Terrain-Proof)	Industrial Age	€27.40	4	16	One	Requires Medium Battery; uses one charge every three minutes while in operation. A metallic cylinder with several small light-emitting diodes on one end designed to provide directional illumination. It requires twice as much damage to sunder as a normal object. It provides full light at a distance of up to twenty meters or dim light up to 120 meters from the emitting end.
Flashlight (Emergency)	Industrial Age	€3.25	3	8	One	A metallic, rounded trapezoidal prism with three light-emitting diodes on one end designed to provide directional illumination. It comes with a hard plastic hand crank; turning the crank rapidly for one minute produces enough power to operate the device for up to one hour. It provides full light at a distance of up to ten meters or dim light up to sixty meters from the emitting end.
Compass	Metal Age	€3.25	2	4	One	A magnetized needle designed to float freely either inside or on top of a liquid medium. If the planet on which the device is utilized has a magnetic field, its needle will be able to serve as a constant pointer towards the planet's magnetic poles; the planet **must** have a magnetic field for the device to function. Later age compasses may come with sights, magnified readouts, inclinometers and the ability to adjust for declination (adds €14.50 to the cost). It provides a +10 DC bonus to any **Navigation** Check made while planetside.
Canteen	Metal Age	€2.00	5	32	One	A one-liter metal bottle with a cloth exterior cover. It has a twist on/off lid to keep its contents from spilling. It has no insulation, so over time its contents will heat up or cool down to the ambient temperature. It comes with a belt; the bottle hooks to the belt for storage.
Hip Flask	Metal Age	€6.50	1	2	One	A six-fluid ounce engraved metallic bottle designed to contain a small amount of liquid. It has a twist on/off lid to keep its contents from spilling. It has no insulation, so over time its contents will heat up or cool down to the ambient temperature. The bottle is curved to match the contours of the humanoid hip, which allows it to be concealed and carried discreetly.
Survival Kit	Industrial Age	€484.00†	9	512	One†	A 22-liter hard plastic cylinder containing supplies and equipment designed to be used in the event of an emergency. Typical contents include ten Protein Rations, five Fire Jelly Cans, a box of Purification Tablets, an Emergency Flashlight, Matches, a roll of Duct Tape, a Tarp, Plastic Sacks, Pencils, Paper, a Rope, a Compass, a Multi-Tool and a First Aid Kit. The price listed is for a kit designed to support up to ten people for a period of up to one week under emergency conditions. Larger kits may include a Distress Beacon and extra Batteries (adjust the price accordingly to include such goods).
Backpack Tent	Metal Age	€25.00	9	512	Four†	A kit containing materials designed to provide a temporary A-frame shelter for up to two persons in field conditions. A typical tent usually consists of two poles, a large cloth cover or tarp, ropes and ground stakes. Later era tents will come with two more tarps (one to function as a ground cloth and one to function as a rain fly); these are usually made of more durable materials. It usually comes with a large bag with a shoulder strap for storage and transport and requires two people to set it up in ten minutes under normal ambient conditions.

Crew Tent	Metal Age	€53.25	10	1024	Six†	A kit containing materials designed to provide a large, multiple-room temporary shelter in field conditions. This kind of tent typically consists of multiple poles, a very large cloth cover or tarp, ropes and ground stakes. Internal assemblies allow portions of the interior to be cordoned off with additional Tarps, creating "rooms". Later era tents will come with a ground cloth and rain fly and are usually made of more durable materials. It usually comes with a large bag with a wheeled frame assembly for storage and transport and requires three people to set it up in thirty minutes under normal ambient conditions. It provides shelter for up to twelve people.
Tarp	Metal Age	€3.25	5	32†	Two	A large sheet of reinforced soft, waterproof plastic designed to fold up to a relatively small size for transport. The edges include several metal grommets designed to allow ropes or poles to be attached at various points along the perimeter. It can be used to cover objects that need protection from the elements. In a pinch, a tarp can be used along with rope and poles as a shelter-half, thus providing limited shelter.
Hoverpack	Starfaring Age	€32,260.00	6	64	Two	*Requires Back Mount.* Requires Large Battery; uses one charge every minute while in operation. A pack equipped with a miniaturized repulsor sled unit. When activated, it allows its user to hover in the air at altitudes up to five thousand meters and travel at a rate of up to nine hundred kph. Control is handled by two joysticks attached to the device. It comes with a modified Environmental Field Generator to maintain oxygen and to prevent ill effects from traveling at high speed, though for safety a Pressure Suit is still recommended when the device is in use. An emergency parachute is included with the unit in the event of sudden power loss.
Environmental Field Generator	Starfaring Age	€1,935.50	10	1024	One	Requires Large Battery; uses one charge per minute while in operation. A large projector apparatus designed to produce a unified field barrier, which is used to cordon off an area of a planet's surface. The device can modify ambient conditions in this area to suit atmospheric and gravitational requirements of anyone located inside the field, making it useful for setting up campsites in otherwise inhospitable environments. It can cover a hemispherical area up to fifty meters in radius from the projector. It is as effective as a First Class vehicle Shield and auto-recharges when damaged. It also has a dual battery bus; the unit can run on one battery while the other is being replaced.
Wallet	Metal Age	€5.00	1	2	One	*Container; 10x1.* A tough cloth pouch designed to hold very small objects such as coins. Later age models are designed to hold paper money and/or Debit Chits. It may also be used for holding paper notes and receipts. It can hook onto or fit inside any normal pocket.
Debit Chit	Industrial Age	€0.00†	0	1	One	A small, flat piece of plastic encoded with a magnetic stripe that is designed to be quickly scanned by a reader. The reader will read off the information encoded on the stripe and use it to access a remote bank account, allowing the card's carrier to pay for transactions without having any actual cash on their person. For it to work, the user must be within transmission range of their bank. Some models also require a passkey, thumbprint, retinal scan and/or blood sample in order to activate it. Debit Chits are usually issued through the user's bank.
Chronometer	Industrial Age	€1.00	0	1	None†	Requires Small Battery; uses one charge every five days. A small, hard plastic casing containing a microprocessor, a small quartz crystal, a lithium-ion battery and liquid crystal display. It is designed to keep track of the passage of time and constantly display that information to its user. In addition to showing the time, small push buttons allow the user to set alarms and to allow it to act as a stopwatch. It straps to a wrist (Motor Appendage) for transport.
Deluxe Chronometer	Industrial Age	€25.80	0	1	None†	Requires Small Battery; uses one charge every four days. A small, metallic casing containing a microprocessor, a small quartz crystal, a lithium-ion battery and liquid crystal display. It is designed to keep track of the passage of time and constantly display that information to its user. In addition to having the features of a normal Chronometer, it can act as a calculator, radio receiver and voice memo recorder. It straps to a wrist (Motor Appendage) for transport.
Multi-Tool	Industrial Age	€21.00†	1	2	One†	A generalized instrument consisting of several small metallic tools designed to fold down into a metallic case encased in hard plastic. Each included tool locks down into position individually when they are in use. The tools included vary from model to model. The price listed is for a model that contains two Blades (First Class), pliers, two types of screwdrivers, a file, a bottle opener, a small ruler, tweezers, wire cutters, scissors, a toothpick and a hole punch.

Textbook	Metal Age	€21.50	5	32	Two	A thick stack of Paper glued to a piece of cloth, attached to two pieces of thick cardboard and glued in place with additional paper. This kind of book typically includes material on a single topic matter and is used in academic settings, though not all books of this type are academic in nature. The accuracy of the information contained in the book may vary depending on the topic, the author's knowledge of the topic and its date of publication. It can be used to increase the result of a user's *Knowledge* Check on a given subject.

Comestibles

Comestibles consist of items that provide biochemical energy when ingested or assist in its generation. For most races, any comestible is a single-use item (*and we really don't want to think about those races that eat their food more than once*). Characters must eat; if they don't, it can have serious physiological consequences (see Chapter 12.3). A comestible item often has to be carried in some kind of container until it is ready to be consumed; the "Size" stat below reflects the size of the container, not necessarily the food itself. Comestibles generally require only one Motor Appendage to consume and two to get the container open. Comestibles otherwise use the basic stats.

Comestibles					
Name	Availability	Cost	EC	Size	Description
Food (Luxury)	Metal Age	€10.65	Varies†	Varies†	The good stuff; this can be anything from caviar to filet mignon as long as it represents food that is very rare or very "choice" (and therefore very expensive). It's unusual to find this kind of food anywhere in a spaceship's larders. The cost listed is per "unit" of food (i.e. enough food for one person for one meal or a single *course* of one meal in particularly exorbitant cases).
Food (Fresh)	Stone Age	€43.00	Varies†	Varies†	This refers to any food that goes in a straight line from its source to a plate; usually this is local fruits and vegetables but occasionally will include various meats. Fresh food is a high luxury to most starfaring crews; it's rare to find a crew well-off enough to keep a steady supply of fresh food for every meal, particularly with a war going on. The cost listed provides enough food to feed one CSC 5 sapient for approximately one week, assuming the food itself will stay fresh for that long.
Food (Canned)	Industrial Age	€26.75	Varies†	Varies†	As the name suggests, canned food has been processed for prolonged storage in some form of tin or metallic can. Storage in cans tends to deprive the food of some of its flavor and nutritional value; on the other hand, cans are extremely easy to store and transport. Pull-tabs are used to open the can and access the food. Once the food inside is consumed, the can itself can be used for various purposes. The vast majority of starfaring crews carry canned food for the bulk of their meals. The cost listed provided enough food to feed one CSC 5 sapient for approximately one week. Cans generally keep the food fresh enough for consumption for several months or sometimes years.
Meal, Ready to Eat (MRE) Rations	Industrial Age	€16.75	10	1024	*Three lies for the price of one - it's not a meal, it's not ready and you can't eat it.* A box of twelve standard military rations. Each ration comes with a high-energy course, a high-carb course, drink mix and pouch, accessory pouch (includes utensils and necessary materials) and a flameless heater. Each ration has a shelf life of up to ten years if kept in dry storage. The heater unit can be used to jury-rig an improvised explosive device (Requires a successful *Resourcefulness* Check; First Class Satchel Charge equivalent).
Protein Ration	Starfaring Age	€13.55	5	32	Protein Rations are about as basic as it gets but in a pinch they provide a reliable source of emergency food. Each ration tube is filled with a nearly tasteless paste high in protein content, which can provide enough energy to sustain a person until better food can be found. Dirt-poor starfaring crews can subsist on this stuff, though the lack of taste is liable to put a serious dent in their morale. The cost listed is for a single tube, which (if doled out in proper servings) contains enough paste to feed a CSC 5 sapient for one week. Protein Rations are designed as a permanent staple; they will be as nutritious a hundred years from their date of manufacture as they are when they are first packaged - they will also likely be just as "tasty".
Chewing Gum	Stone Age	€0.25	0	1	A package of seventeen individually wrapped slices of sweetened and flavored hardened tree sap; each slice is mildly adhesive once chewed. Gum appeases hunger and staves off the need for sleep for approximately one hour. It may be used for a variety of other purposes.
Beer	Stone Age	€1.50	4	16	An alcoholic beverage distilled from the fermentation of sugars derived from starch-based material. The price listed is for one .59 liter (20 fluid ounce) stein. Beer may require more than one Motor Appendage in order to consume depending on how much of it the drinker has already consumed. Beer reduces the amount of time the drinker can go without water by one hour and causes Intoxication (see Chapter 12.3).

Wine	Stone Age	€34.50	9	512	An alcoholic beverage distilled from the fermentation of fruits. The price listed is for a case of twelve magnums (1.5 liters each; 18 liters total) of medium-quality wine. Wine can require more than one Motor Appendage in order to consume depending on how much of it the drinker has already consumed. Wine reduces the amount of time the drinker can go without water by half an hour and causes Intoxication (see Chapter 12.3).
Whiskey	Metal Age	€30.00	6	64	A strong alcoholic beverage distilled from fermented grain mash and aged in a wooden cask. The price listed is for three 0.75 liter decanters of high concentration drink (approximately 80 proof). This drink usually requires more than one Motor Appendage in order to consume depending on whether or not the drinker has already consumed at least one drink. Whiskey reduces the amount of time the drinker can go without water by two hours and causes Intoxication (see Chapter 12.3). If the particular brew is higher than 80 proof, there is a chance that the drink will cause blindness (requires a Fortitude Save to avert and additional Fortitude Saves for each additional drink).
Soda	Metal Age	€0.25	6	64	A non-alcoholic beverage made from a combination of carbonated water and various syrups. The price listed is for one two-liter (67.6 fluid ounce) plastic bottle of soda. Soda reduces the amount of time the drinker can go without water by one hour. Drinking the entire bottle at once inflicts a -1 DC penalty to all **Finesse** Checks for the next eight hours.
Purification Tablets	Industrial Age	€2.25	2	4	A box of thirty 600 milligram chlorine dioxide tablets impregnated with a flocculating agent. Each tablet can purify up to a liter of water at 25°C with multiple tablets required at lower temperatures. The agent takes approximately thirty minutes to purify the water and make it safe for consumption (it removes any biological and chemical contaminants present).

Scanners and Computer Technologies

A **scanner** is any device used to electronically gather information about a character's surroundings. **Computer technologies** include any type of machine that manipulates data according to a given list of instructions known as a program as well as the programs themselves and any corresponding documentation. The presence of scanners and computer technologies in a society generally doesn't come about until their Industrial Age, though there are a few primitive societies that have simple counting machines that can be considered computers. For the sake of simplicity, GMs should assume these technologies are available in Industrial Age societies; Starfaring Age tech will be so noted. Some of the items indicated are *software*, while others are *computers*. Software requires a computer in order to work; the type of computer needed can be determined by the GM. Scanners and computer technologies otherwise use the basic stats.

Scanners and Computer Technologies					
Name	Cost	EC	Size	Appendages	Description
Environmental Scanner	€645.00	4	16	One	*Starfaring Age, Computer.* Requires Large Battery; uses one charge per minute of operation. A small, compact scanning device primarily designed for geophysical, biological, archaeological, anthropological and meteorological applications. It can be adapted to function as any other kind of computer or scanning device with the proper add-ons and software. Use of the scanner grants a +25 DC bonus to all **Science** Checks while on a planetary surface or a +10 DC bonus to all **Science** Checks in any other situation.
Science Kit	€48.40	8	256	One†	A metallic case containing beakers and flasks of various sizes, vials of litmus paper, vials of acid, Petri dishes, forceps and various tools designed to perform multiple scientific tasks. It adds a +10 DC bonus to any **Science** Check when used, with the bonus decreasing by 1 per additional use unless refilled. Starfaring Age science kits will also include an Environmental Scanner (adds €650 to the cost).
Gun Scanner	€580.70	1	2	None	*Starfaring Age.* Requires Small Battery; uses one charge per day and one charge to initially activate its alarm system. A palm-sized device designed to scan exclusively for any kind of ranged weapon within a certain radius (usually 200 meters) and to alert its user of a weapon's presence if one is detected. A display on the device indicates the azimuth, elevation and range to the weapon detected. It can be set for audible alarm, to vibrate silently and/or to transmit a remote alert message. A network of these scanners can be set up independently to provide zone security for a given area, though given its high per unit price it is far more common to see them used as individual units.

Motion Detector	€112.90	1	2	None†	Requires Small Battery; uses one charge every two days and one charge to initially activate its alarm system. A small device that contains passive infrared sensors as well as microwave emitters designed to alert its user if motion is detected within its sensor's field of view. A display on the device indicates azimuth, elevation and range to the motion detected. It can be set for audible alarm, to vibrate silently (for handheld models) and/or to transmit a remote alert message. A network of these scanners can be set up to provide zone security for a given area.
Hand-held Global Navigation/Triangulation System	€41.95	2	4	One	Requires Small Battery; uses one charge per minute while in operation. A hand-held, battery operated device designed to assist in planetary navigation and location. The device receives a signal from orbiting geosynchronous satellites and uses the information received to triangulate its own position on a planetary surface. Starfaring Age sets will work without an orbiting satellite network provided that a communication link with a planetary transmitter is available; a parked capital ship counts. Using the device provides a +25 DC bonus to any *Orientation* Check made by its operator provided it is in good working order.
PDA	€65.00	2	4	One	*Computer*. Requires Medium Battery; uses one charge per minute while in operation; it can be plugged into a power socket for extended-term use. A small, limited utility handheld computer. Comes with day-planner, personal directory, scientific calculator and memo-taking software; it usually comes with a few games as well. It can carry up to five pieces of installed software.
Tablet Computer	€129.05†	4	16	Two	*Computer*. Requires Medium Battery; uses one charge per minute while operational; it can be plugged into a power socket for extended-term use. A medium-sized, mixed-utility handheld computer designed to combine the portability of a PDA with the functionality of a more traditional laptop computer. It comes with a 25 centimeter high-resolution, fingerprint-resistant touchscreen and can be equipped with several internal features including video and audio recording capabilities, global positioning features, on-board accelerometers and gyroscope stabilization. It comes with a day-planner, personal directory, scientific calculator and memo-taking software as well as music and navigational software; it usually comes with a few games as well. Some models are equipped with a stylus for writing utilities. It can carry up to fifteen pieces of installed software; some models may carry more software with a proportional increase in the price.
Laptop Computer	€435.50	6	64	Two	*Computer*. Requires Large Battery; uses one charge per minute while operational; it can be plugged into a power socket for extended-term use. A large, portable computer, designed with many of the same features as a desktop or integrated terminal with the hardware miniaturized and optimized for mobility and efficient power consumption. It usually comes with at least one port for Memory Sticks and/or Data Crystals. It may have several programs installed as part of the on-board operating system; it can carry up to 25 pieces of additional installed software.
Wafer Laptop	€12,750.00	0	1	One†	*Starfaring Age, Computer*. Requires Small Battery; uses one charge per minute while operational; it can be plugged into a power socket for extended-term use. A portable computer the size of a debit chit designed with many of the same features as a full-sized laptop or integrated terminal. It uses extreme hardware miniaturization including wireless data ports and virtualization where needed, optimized for mobility and efficient power consumption. It usually comes with five wireless digital ports for data crystals, a virtual 10x minidisk with adapter, wave.net frequency adapter and installed software. It may have several programs installed as part of the on-board operating system; it can carry up to 25 pieces of additional installed software. It may be carried in a standard Wallet when not in use.
Memory Stick	€16.15†	0	1	One	A thin device roughly the size of a Terran forefinger with a dongle designed to interface with a computer's input port. It can be used to store computer files and small pieces of software independently of a computer. The memory capacity for the price listed is approximately four gigabytes; higher capacity sticks typically cost more and vice versa.
Data Crystal	€1.60†	1	2	One	*Starfaring Age*. A carborundum crystal employed as a form of optical, non-volatile data storage. The hardness of the crystal makes it particularly difficult to leave surface scratches, leading to a minimal amount of data corruption over an extended period of time even under conditions of extreme mechanical and thermal stress. Its overall storage capacity is dependent upon the physical size of the crystal itself. It can be used to store computer files and small pieces of software independently of a computer. The memory capacity for the price listed is approximately four gigabytes, which is typically the lowest capacity available. Higher capacity crystals typically cost substantially more.

Software Development Suite	€290.35	0†	0†	None†	*Software.* A set of inter-related programs and libraries designed to allow a user to develop their own computer programs. This kind of development suite has been thoroughly assembled, tested and debugged by a dedicated software development company and is typically released to the consumer at great expense. The suite utilizes the programming language of the user's choice. It typically includes an IDE interface as well as a compiler or interpreter depending on the needs of the particular programming language, and a debugger. Writing software is a complicated process that takes a lot of time and effort to accomplish; it takes at least one full day of concentrated effort to write and begin debugging a program, which requires three successful *Resourcefulness* Checks in a row; the circumstances of the Checks are dependent upon the amount of time the developer wants to spend on the program and its final level of complexity).
Freeware Development Suite	€0.00	0†	0†	None†	*Software.* A set of inter-related programs and libraries designed to allow a user to develop their own computer programs. This kind of development suite has been put together by a single programmer or independent programming group and is typically released to the consumer at no expense. The suite utilizes the programming language of the user's choice. It may or may not include an IDE interface and/or a debugger but always comes with a compiler or interpreter, depending on the needs of the specific programming language. Writing software is a complicated process that takes a lot of time and effort to accomplish; it takes at least one full day of concentrated effort to write and begin debugging a program, which requires three successful *Resourcefulness* Checks in a row; the circumstances of the Checks dependent upon the amount of time the developer wants to spend on the program and its final level of complexity).
Anti-Virus Software	€25.80†	0†	0†	None†	*Software.* A set of inter-related programs designed to minimize a computer's susceptibility to malicious software. It typically includes a real-time malware protection system, real-time scanner and firewall program. It can protect a computer system from any form of malicious software, provided the attacking software is included in the protection system's set of malware definitions. There's a €13.00 annual fee to renew the usage of the software if it is privately owned. It inflicts a DC penalty on any Check made to hack the computer upon which the software is installed, the degree of which is left to the discretion of the GM based on the sophistication of both the malware and anti-virus software.
Office Application Software	€96.80	0†	0†	None†	*Software.* A set of inter-related programs typically designed to be used by scholars and clerical workers usually designed with similar interfaces amongst the various programs of the software suite. Typically includes a full word processor, spreadsheet program, personal information manager and presentation program; it can be expanded with additional programs such as a database management or dedicated desktop publishing program). It enables a character to perform basic office tasks using a computer; the game effects are left to the discretion of the GM.
Library Computer Software	€395.20	0†	0†	None†	*Starfaring Age, Software.* A set of inter-related programs and data files designed to be used by researchers and academics, usually with similar interfaces amongst the various programs of the software suite. It typically includes many different types of data files as well as software for reading those files and searching for particular subjects or key phrases within them. It can be expanded with cataloging software to control a particular library collection. It enables a character to perform research using a computer, which gives a +20 DC bonus to any *Knowledge* Check made while using the software. Other effects are possible at the GM's discretion.

Communication Technologies

Communication Technologies include any type of mechanical device designed to facilitate the transmission and/or reception of a message (usually audio, video or text) over a significant distance. Mechanical forms of broadcasting usually come about during a society's Industrial Age, although primitive societies that have regular contact with more advanced species will tend to employ advanced communication technologies (particularly translators). The communication technologies listed herein are available in Industrial Age societies unless otherwise noted. Also, it is assumed that societies employing these technologies have developed them to the point where they are relatively light and compact and can therefore be operated with a single Motor Appendage unless otherwise noted. Communication technologies otherwise use the basic stats.

Communication Technologies				
Name	Cost	EC	Size	Description
Short Range Communicator	€25.00	2	4	Requires Medium Battery; uses one charge per hour in standby mode and one charge every two minutes while operational. A small, multi-channel low-powered voice transmitter and receiver assembly encased in hard plastic; when activated, it enables long-range voice communication. Because most of the device's internal power goes to encryption, its range is limited though it is substantially harder for outside parties to intercept and listen in on any transmissions to or from it (subtract 25 from the DC of any such attempt). It enables any planetbound character to "hail" any ship or character on the same planet's surface set up to receive the transmission. Industrial Age sets must be no more than ten kilometers away from a suitable broadcast tower; Starfaring Age sets add €100 to the price and can broadcast up to a range of 150 kilometers without access to towers.
Long Range Communicator	€48.40	3	8	Requires Large Battery; uses one charge per hour in standby mode or one charge every two minutes while operational. A medium-sized, multi-channel high-powered voice transmitter and receiver assembly encased in hard plastic; when activated, it enables long-range voice communication. Because most of the device's internal power goes into transmission, it has a longer range than encrypted transmitters (up to 500 kilometers). However, all messages sent from it will be "in the clear"; anyone tuned in to the same frequency will receive the transmission whether they are meant to or not. It enables any planetbound character to "hail" any ship or character on the same planet's surface set up to receive the transmission. Starfaring Age sets add €100 to the price and have the same level of encryption as a short-range set.
Ship-Linked Communicator	€80.65	3	8	*Starfaring Age.* Requires Large Battery; uses one charge per hour in standby mode or one charge every two minutes while operational. A medium-sized, multi-channel high-powered voice transmitter and receiver assembly encased in a hard plastic; when activated, it enables long-range voice communication. Ship-linked communicators are set to a specific frequency and may not be re-tuned in the field without cracking them open and resetting them by hand (which requires two successful *Damage Control* Checks in a row). The selected frequency is monitored by the device's parent craft, enabling a character equipped with the device instant communication with it. Ship-linked communicators use heavy encryption and are guaranteed to be able to contact their parent craft regardless of its position as long as it is within 500 kilometers.
Translator	€32.25	2	4	*Starfaring Age.* Requires Medium Battery; uses one charge per hour in standby mode or one charge every two minutes while operational. A modified short-range communicator designed to analyze an incoming message through its receiver, wash it through a sophisticated translation matrix and output a translated message through an auditory monitor (which takes the place of the device's signal transmitter). The device is capable of delivering a message with almost 100% accuracy even if the source and/or target language is not within its pre-programmed database. When employed, the device grants a +25 DC bonus to all *Translate* Checks.
Handsfree	€12.90	0	1	*Requires No Appendages; inserts into Auditory Organ.* Requires Small Battery; uses one charge per minute while operational. A small transceiver assembly designed to be worn in the ear containing a miniaturized microphone and speaker assembly. The device is designed to make a wireless connection to any dedicated Communicator (Short-Range, Long-Range or Ship-Linked Communicator). It enables the user to use their Communicator without having to have it in hand. Any frequency re-tuning required will have to be done through the parent Communicator.
Concealed Emergency Signal Device	€484.00	0	1	*Starfaring Age.* A gold-alloy ring with a carborundum or diamond stone setting. The interior of the ring incorporates a miniaturized personal location beacon with a range of approximately fifty kilometers; turning the stone to a pre-set position activates it, covertly sending out a distress signal to any local authorities. The extreme miniaturization of the technology combined with the value of the materials involved make this device particularly expensive. It is also available in the form of a bracelet, brooch or pendant.
Distress Beacon	€161.30	5	32	Requires Large Battery; uses one charge per minute while operational. A large box containing an ultra-high power transmitter pre-set to a specific emergency frequency band. Upon activation, the device transmits a brief repeating signal on the pre-selected frequency; this signal will repeat until deactivated or until the device runs out of power. Starfaring Age sets will allow the user to record their own custom distress message and will contain a GPS navigation system, allowing the device to transmit its own location along with the emergency signal. Its maximum broadcast range is 50,000 kilometers in clear weather with markedly worse performance in poorer conditions. It enables a planetbound character to perform *Distress* Checks in order to send a long-range distress call.
Signal Jammer	€72.60	5	32	*Requires Two Motor Appendages.* Requires Large Battery; gulps down one charge every ten seconds while operational. A large box containing an ultra-high power transmitter. It is designed to be tuned into a limited set of frequencies and to send out a dead-air transmission along them; this overpowers any other transmission without necessarily revealing any overt jamming to the intended receiver (who receives nothing; not even static). Given the large amount of power typically required to jam a transmission, its Batteries tend not to last very long. Typically, these devices are equipped with a dual "bus" so that one Battery can be switched out while the device operates on the other. Its range is typically 500 kilometers; it enables a planetbound character to perform *Distress* Checks in order to jam any desired transmission source within that range.

Medicine and Medical Technologies

Medicine includes any item used for the prevention and/or treatment of a variety of ailments. **Medical Technologies** include any kind of device or tool designed to be used for the purpose of diagnosing medical problems. These items in aggregate include everything from simple bandages, inoculations for particular diseases, items designed to repair serious injuries and so forth. For the sake of simplicity, all objects in this category are available in Industrial Age societies unless otherwise noted. Medicine and Medical Technologies otherwise use the basic stats.

Medicine and Medical Technologies					
Name	Cost	EC	Size	Appendages	Description
Medical Kit	€1,290.00	8	256	One†	*Starfaring Age*. A large metallic briefcase containing various medical tools and supplies, including a Bio-Scanner, hypodermic autoinjectors containing various medicines (up to 20 individual doses), three IV Sacks, a Cellular Regenerator and other various pieces of sundry medical equipment. The kit allows a character to perform any medical procedure in the field short of major surgery or putting someone in stasis (it adds 20 to the DC of any *Treatment* Check made outside of a hospital setting).
First-Aid Kit	€195.00	7	128	One†	A basic but extensive emergency medical care kit containing various basic medical supplies including bandages of various sizes (10 normal Bandages), anti-septic wipes (10 Medicated Bandages), an IV Sack, a vial of Anti-Toxin and Painkillers (3 autoinjectors). The kit allows any person to perform basic life-saving procedures in the field; it adds 15 to the DC of any *Intensive Care* Check.
Burn Kit	€19.25	6	64	One†	A specialized emergency care kit designed for the treatment of burns. Its contents include two Bandages, one Medicated Bandage, one Painkiller autoinjector and one Antibiotics autoinjector. It also includes a small, vacuum-sealed vial of distilled water and another of polyethylene glycol to be used for the treatment of chemical burns; in a pinch, the water vial can be used to put out or flush away any chemical burn agent still in contact with the patient. It allows a medic to treat any secondary Wound caused via a Burn or to prevent infection in the initial Wound; a Burn Kit is required for such treatment.
Vita Kit	€32.25	5	32	One	A rudimentary first-aid kit designed for use by non-medical personnel to be used in the event of an emergency well away from any source of medical care or while traveling solo. The kit contains a Painkiller autoinjector, a Stimulant autoinjector and a Bandage. Some kits also include a Protein Ration tube, which may be used in the event that the user also is in need of a ready source of nutrients (adds €13.00 to the cost). While a user can't expect a lot of medical care in a real emergency from one of these, they're better than nothing; its use removes any unfavorable circumstances from an *Intensive Care* Check made outside of a hospital setting.
Bio-Scanner	€580.75	4	16	One	*Starfaring Age*. Requires Large Battery; uses one charge per minute while operational. A specialized type of Environmental Scanner that has been modified for dedicated biological and medical applications. It usually comes with a probe the size of a Terran palm; this probe is used for detailed scans at close range. The scanner grants a +5 DC bonus to all **Medicine** Checks when used prior to any treatment.
Bandage	€3.25	4	16	Two	*Metal Age*. A rolled-up strip of sterile cloth or gauze used to cover any open wounds in order to keep any dirt and pathogens out and to aid in clotting. It can be cut into smaller strips as needed. Industrial Age bandages come in a box with roughly 30 pre-cut strips, each with adhesive ends; these are generally designed for smaller wounds. It can be applied to a wounded character to prevent any additional HP loss from Wounds.
Medicated Bandage	€3.75	4	16	Two	A standard Bandage that has been impregnated with a form of liquid antibiotic. Usually this kind of Bandage is already pre-cut into smaller strips but large versions do exist. The shelf-life of a medicated bandage is approximately three months, after which the antibiotic goes inert; the bandage simply functions as a normal Bandage after that point. It can be applied to a wounded character in order to prevent additional HP loss from Wounds and will keep those Wounds from becoming infected if they aren't already so.
Cellular Regenerator	€484.00	2	4	One	*Starfaring Age*. Requires Medium Battery; uses one charge every thirty seconds while operational. A hand-held device designed to scan a lifeform for physical damage. It produces a field that re-bonds damaged cells and tissues, allowing quick healing with minimal scarring even in the worst cases. It is useful for healing anything from light cuts and scrapes all the way to deep tissue damage. The process does take some time to take hold, so it is impractical to perform any form of major surgery (such as re-attaching a severed limb) without administering additional forms of medication and treatment. When used, the device adds a +25 DC bonus to any *Treatment* Check made to heal a Wound and allows an extra Wound to be healed per healing attempt.

Anti-Toxin	€113.00	1	2	One	An autoinjector containing a dose of antitoxin. Industrial Age injectors will be for very specific types of toxins (*antivenins for snakebites, etc.*); Starfaring Age injectors may be used to counter any toxin. Starfaring Age injectors also incorporate a small stasis unit inside the autoinjector, which extends the medicine's shelf life; add €16.25 to the cost of Starfaring Age doses. When injected with Anti-Toxin, a patient must attempt to two Fortitude Saves in a row; if both are successful, the medicine will not work. When successfully used on a patient, it grants a +25 DC bonus to any *Specialized Medicine* Check made in an attempt to counter any poison previously given to them.
Stimulant	€16.25	1	2	One	An autoinjector containing two doses of general stimulant (*epinephrine is a Terran example*). It can be used to temporarily revive an unconscious character (*see Chapter 9.2*) or to provide a temporary boost in order to stave off the need for sleep (it temporarily removes fatigue but **not** sleep debt). It is also effective against anaphylaxis; it reduces the effect of allergens if the character has a significant <u>Allergic</u> Complication unless the character's allergy is to the stimulants themselves. Stimulants are mildly addictive; a character must make a Willpower Save in order to avoid taking an additional point towards an <u>Addicted</u> Complication (Stimulants). When injected with Stimulants, a patient must make two Fortitude Saves in a row; if successful, the medicine will not work.
Antibiotics	€3.25	1	2	One	An autoinjector containing one dose of general broad-spectrum medicine designed to promote anti-bacterial, anti-fungal and/or anti-parasitic activity within the body (*penicillin is a Terran example*). It can be used to fight existing infections within wounds (the shot removes an infection on a successful *Specialized Medicine* Check) or to prevent an infection from occurring (which requires a successful *Treatment* Check). When injected with Antibiotics, a patient must make three successful Fortitude Saves in a row; if successful, the medicine will not work.
Painkillers	€4.75	1	2	One	An autoinjector containing one dose of a general analgesic (*morphine is a Terran example*). It can be used to temporarily cancel any penalties to a character's Checks from having Wounds. When injected with Painkillers, a patient must make two successful Fortitude Saves in a row; if successful, the medicine will not work. Painkillers are generally effective for a period of eight hours per dose. Note that painkillers do not prevent HP loss from Wounds. Painkillers are highly addictive; a character must make two successful Willpower Saves in a row in order to avoid taking an additional two points towards an <u>Addicted</u> Complication (Painkillers).
Tranquilizer	€8.00	1	2	One	An autoinjector containing one dose of a general anesthetic/analgesic medicine (*ketamine is a Terran example*). It can be used to render a patient unconscious, a necessary step before beginning emergency surgery or any other activity wherein the patient would be exposed to excruciating pain (if limiting pain is a consideration). When injected with Tranquilizers, a patient must make two successful Fortitude Saves in a row; if successful, the medicine will not work. Tranquilizers induce immediate stasis (the patient becomes <u>Unconscious</u> with 0 NHP) if successfully administered. Tranquilizers are moderately addictive (character must make a Willpower Save to avoid taking an additional point towards an <u>Addicted</u> Complication (Tranquilizers)).
Intravenous Fluid (IV) Sack	€2.00	5	32	Two*	A sterilized, sealed plastic bag containing one liter of a solution of water, 5% dextrose and 0.45% sodium chloride. It allows a patient that is either starving or dehydrated to begin recovering if they are <u>Unconscious</u> and can be used to give injections to patients who for whatever reason cannot receive them directly (such as a patient who has been badly burned). It requires a successful *Treatment* Check in order to administer properly; it inflicts one point of Lethal Damage on a successful Check and 1d10 points of Lethal Damage on a failed Check. Once in place, the patient may use a portable hangar to keep the bag in position to deliver medicine or simply hold it over their head.
Portable Stasis Unit	€806.50	10	1024	Two	*Starfaring Age.* Requires Large Battery and a Cryogenic Gas Canister; uses one charge of both battery power and cryogenic gas every thirty seconds while operational; if it is required to operate on only a single Battery, the rate of both power and gas consumption doubles. A metal and canvas stretcher large enough to carry a CSC 5 creature, which incorporates a miniaturized, focused Environmental Field Generator as well as a miniaturized Repulsor Sled. The field has been modified such that it can maintain a cryogenic environment inside the field no matter what ambient conditions exist. A triple battery bus allows the freezer unit to maintain operation on two Batteries while the third is being replaced; similar fixtures are available for Cryogenic Gas Canisters. The repulsor allows a single operator to move the unit around even while the device is in operation. It allows a character to place a patient into stasis temporarily while awaiting transport to a more dedicated stasis unit.

Weapon Accessories, Ammunition and Batteries

Ammunition is any object required by a weapon in order for it to function as intended, such as metal slugs (bullets), kinetic darts with sabot jackets (generally just called sabots) and arrows. A **Battery** is an object required by another device in order to provide enough electrical power for it to function as intended. Devices that require Batteries include certain tools, personal energy shield generators and some weapons (the reason why they are included in this section). The amount of remaining electrical power that an individual battery can provide to a device is measured in **charges**; once depleted of charges and/or the ability to recharge, a battery is worthless. Finally, **weapon accessories** are objects designed to attach to a weapon in order to improve upon or maintain its performance or usability; laser designators and sights are included in this definition. Unless otherwise noted, it's assumed that Ammunition, Batteries and Accessories are directly utilized by the weapons/devices that require them; they do not require direct manipulation by a character's Motor Appendages. This is not the case when the need arrives to reload the weapon in which these objects are being used; it's generally assumed that two Motor Appendages are required to reload a weapon in all cases. They otherwise use the basic stats.

Weapon Accessories, Ammunition and Batteries					
Name	Availability	Cost	EC	Size	Description
Metal Age Bullets	Metal Age	€0.25	1	2	A leather pouch containing up to twenty lead balls along with wadding and black powder. It provides ammunition for any Metal Age Slugthrower.
Industrial/Starfaring Bullets	Industrial Age	€8.00†	3	8	A cardboard box containing 100 cartridges; add €1.50 to the cost for each Slugthrower Class above First Class for which the cartridges are meant to provide ammunition. If the weapon itself has a cost modifier, multiply the ammo cost by that modifier. It provides ammunition for a Slugthrower provided it is used with the corresponding weapon Class.
Bullet Clip	Industrial Age	€8.00	2	4	A spring-loaded device designed to hold and load slugs into a Slugthrower. It can hold a full magazine's worth of bullets for a given firearm; it reduces the reloading time of a given Slugthrower to a single round provided it's loaded with ammo that corresponds to the weapon's Class.
Bullet Belt	Industrial Age	€40.25†	5	32	*Requires One Appendage*. A belt with one thousand cartridge rounds designed to substantially increase the size of the magazine of a Repeater Slugthrower. It cannot be used with other Slugthrower types. Add €3.25 to the cost for each Slugthrower Class above First Class for which the cartridges are designed to provide ammunition. It provides ammunition for a Repeater Slugthrower provided it is loaded with ammo that corresponds to the weapon's Class.
Tranquilizer Dart Sabot	Industrial Age	€129.00†	3	8	A cardboard box containing 100 darts; each dart contains an autoinjector system designed to deliver one dose of tranquilizer to its target and is encased in a metal sabot, which enables it to be fired from a normal Slugthrower. If the dart hits an unarmored portion of the target's body, it is injected with Tranquilizer (*see above*); otherwise the dart acts like a normal dart. Add €3.25 to the cost for each Slugthrower Class above First Class for which the darts are designed to provide ammunition; if the weapon itself has a cost modifier, multiply the ammo cost by that modifier. The dart itself does 0.25* the damage of a bullet of the same Class but it is never converted to Non-Lethal Damage by Armor. It provides ammunition for a Slugthrower provided it is used with the corresponding weapon Class.
Explosive Dart Sabot	Starfaring Age	€322.50†	4	16	*Blast Weapon*. A cardboard box containing 100 explosive squash-head darts; each dart is encased in a sabot, which enables it to be fired from a normal Slugthrower. Add €16.25 to the cost for each Class above First Class for which the darts are designed to provide ammunition; if the weapon itself has a cost modifier, multiply the ammo cost by that modifier. It causes 1.5 times the normal damage of a Slugthrower of the indicated Class; damage falls off at a rate of 20 points per range increment from the point of impact. Damage from this ammo type is never converted to Non-Lethal Damage by Armor. It provides ammunition for a Slugthrower provided it is used with the corresponding weapon Class.

Poison Dart Sabot	Industrial Age	€161.25†	3	8	A cardboard box containing 100 darts; each dart contains an autoinjector designed to deliver one dose of nerve agent to the target and is encased in a metal sabot, which enables it to be fired from a normal Slugthrower. If the dart hits an unarmored portion of the target's body, the target is injected with nerve agent (see Chapter 12.3); otherwise the dart acts like a normal dart. Add €8.00 to the cost for each Class above First Class for which the darts are designed to provide ammunition; if the weapon itself has a cost modifier, multiply the ammo cost by that modifier. The dart itself does 0.25* the damage of a bullet of the same Class but it is never converted to Non-Lethal Damage by Armor. It provides ammunition for a Slugthrower provided it is used with the corresponding weapon Class.
Sabot Belt	Starfaring Age	€64.50†	4	16	*Requires One Appendage.* A belt with one thousand flechettes, each encased in a large expanding cup sabot designed to enable firing from a Repeater Slugthrower. Add €1.50 to the cost for each Class above First Class for which the darts are designed to provide ammunition. The flechettes themselves do 0.25* the damage of a bullet of the same Class but it is never converted to Non-Lethal Damage by Armor. It provides ammunition for a Repeater Slugthrower provided it is used with the corresponding weapon Class.
Small Battery	Industrial Age	€6.50	0	1	A set of small electrochemical cells connected in series and encased in a metallic wrapper. It is useful for providing power to pieces of equipment via direct electrical current. This kind of Battery carries **100 charges**. Some batteries can be recharged once discharged (add €1.50 to the price; recharging occurs at a rate of 5 charges per hour and removes five charges from the total maximum charge of the Battery). It can be used as an improvised explosive device if thrown into a fire (First Class Grenade equivalent).
Medium Battery	Industrial Age	€13.00	1	2	A set of medium-sized electrochemical cells connected in series and encased in a metallic wrapper. It is useful for providing power to pieces of equipment via direct electrical current. This kind of Battery carries **125 charges**. Some batteries can be recharged once discharged (add €1.50 to the price; recharging occurs at a rate of 5 charges per hour and removes five charges from the total maximum charge of the Battery). It can be used as an improvised explosive device if thrown into a fire (Second Class Grenade equivalent).
Large Battery	Industrial Age	€19.35	2	4	A set of large electrochemical cells connected in series and encased in a metallic wrapper. It is useful for providing power to pieces of equipment via direct electrical current. This kind of Battery carries **150 charges**. Some batteries can be recharged once discharged (add €1.50 to the price; recharging occurs at a rate of 5 charges per hour and removes five charges from the total maximum charge of the Battery). It can be used as an improvised explosive device if thrown into a fire (Third Class Grenade equivalent).
Quiver	Stone Age	€1.50	3	8	A wooden or leather bag designed to hold arrows. It comes with twenty arrows, each of which costs €0.25 to purchase separately. It provides ammunition to a Bow of any Class.
Flammable Gas Canister	Metal Age	€9.75†	7†	128†	A metal canister containing a volume of aliphatic hydrocarbons in liquid form. It is usually accompanied by a second canister containing pressurized nitrogen gas, which is used to project the hydrocarbon mixture over a distance. Canisters come in three sizes: small (100 charges), medium (125 charges; EC8, 256 slots; adds €3.25 to the cost), and large (150 charges; EC9, 512 slots; adds €8.00 to the cost). It can be recharged at a dedicated station; the process takes 15 minutes. It can be used as an improvised explosive device if the interior of the canister is exposed to fire or heat (Fifth Class Grenade equivalent). It provides ammunition to a Flamethrower of any Class and can also provide fuel for certain devices.
Cryogenic Gas Canister	Industrial Age	€8.00†	7†	128†	A metal canister containing a volume of liquid nitrogen. It is usually accompanied by a second canister containing pressurized helium gas, which is used to project the liquid nitrogen over a distance. Canisters come in three sizes: small (100 charges), medium (125 charges; EC8, 256 slots; adds €3.25 to the cost), and large (150 charges; EC9, 512 slots; adds €8.00 to the cost). It can be recharged at a dedicated station; the process takes 30 minutes. It can be used as an improvised explosive device if the canister is punctured (Fourth Class Grenade equivalent). It provides ammunition to a Cryo-Gas Dispenser of any Class and can also provide fuel for certain devices.
Missile	Industrial Age	Varies†	8	256	A miniaturized rocket assembly designed to be loaded into a shoulder-mounted launcher used for the purpose of remotely delivering an explosive charge to a given target. The price of the missile is 0.75* the total cost indicated for a weapon of a given Class (and option, if applicable). It provides ammunition to a Missile Launcher and allows it to be re-used after its initial ordnance has been fired.
Handcuffs (Zip-Tie)	Industrial Age	€3.25	2	4	A set of six ratcheted straps made from very heavy plastic designed to securely bind the ends of two or more of an individual's Motor Appendages together. Plastic handcuffs prevent a character on which they have been deployed from using any Motor Appendages bound together by the cuffs. They are sundered after sustaining 50 points of Lethal Damage.

Handcuffs (Metal)	Metal Age	€6.50	2	4	A set of nickel-plated manacles designed to securely bind the ends of two of an individual's Motor Appendages together (or more, depending on who manufactured it). Metal Handcuffs prevent a character on which they have been deployed from using any Motor Appendages bound together by the cuffs for any reason (*unless attempting to use a mechanical Lock-Picking Kit on them*).
Security Kit	Industrial Age	€193.55	8	256	A metal case containing various security-related tools and supplies including a pouch with a Short-Range Communicator, one pair of Metal Handcuffs, six pairs of Zip-Tie Handcuffs, a Terrain-Proof Flashlight, a Vita Kit and other related supplies. It also contains various pouches for holding weapons and tools (1x8, 2x4 and 3x2 pockets). For active police and security forces, the "kit" is more commonly a belt (similar to a Utility Belt; Waist Mount-point) from which various tools and equipment either hang or fit. It allows security personnel easy access to a number of crucial tools in the field).
Security Field	Starfaring Age	€2,419.50	10	1024	Requires Large Battery; uses one charge per minute while operational. A modified Environmental Field Generator designed to deliver an electrical shock to anything that contacts the field (Fifth Class Stun Baton equivalent; automatic hit; uses 10 charges per shock). This effect can be used to both keep things out of an area (such as dangerous wildlife or hostile sapient beings) as well as to keep things within an area (prisoners for example). The projector sits outside its own field. It can cover an area as wide as 50 meters in radius or as narrow as a single meter. It is as effective as a First Class vehicle shield and auto-recharges at the same rate when damaged; its effectiveness increases by one Class level equivalent per ten meters the field is tightened. It has a dual battery bus; the unit can run on one Battery while the other is being replaced.
Vacuum Case	Starfaring Age	€13.00	4	16	A special airtight casing with a compressed oxygen canister designed to fit around the end of a Slugthrower's barrel. When in vacuum or a low atmospheric density environment, the case pumps in the necessary oxygen to allow the weapon to fire normally. It allows a Slugthrower to be used while EVA but can only provide enough air for about ten shots.
Suppressor	Industrial Age	€322.50	0	1	A metallic baffle system designed to attach to the end of a weapon in order to reduce any muzzle flash and sound that may result from its firing, so as not to make such effects readily identifiable as weapon reports. A 1d% roll must be made after firing a weapon shot with the suppressor attached; on a result of 00, the suppressor is rendered useless. It must be attached to a weapon after it is drawn in order to be used; it cannot remain attached while the weapon is holstered. Starfaring Age suppressors completely eliminate all ambient flash and noise from the weapon's firing, cannot be rendered useless and can remain attached while the weapon is holstered. Suppressors may only be used with non-repeating weapons.
Weapon Cleaning/Repair Kit	Metal Age	€13.00	2	4	A case (either wooden, plastic or metal) containing rods, tips, patches, wipes and cleaning solutions designed to keep the bores of ranged weapons clean and to repair them weapons should they become damaged. The kit can be used to repair any weapon that has been rendered inoperative for any reason.
Scope	Industrial Age	€59.75	1†	2†	*Requires One Appendage.* A plastic attachment for a ranged weapon containing a magnifying telescope assembly. It is designed to fold up into a very small space when not in use. If properly focused, the scope allows its user to see much further downrange. It may remain attached to a weapon while it is holstered; it is considered part of the weapon in that case. When used, it grants a +10 bonus to the user's **Ranged Attack Bonus** in all cases and it allows sniping if it is attached to a weapon with the prerequisite range.
Laser Designator	Industrial Age	€72.50	2†	4†	Requires Small Battery; uses 2 charges when activated and one every minute it is operational. A metallic attachment for a ranged weapon containing a low-powered red neon laser designed to substitute for the weapon's sight. It can be seen by the weapon's user downrange at a great distance except in bad weather; the laser can be seen and traced back to the source in foggy or smoky conditions. It may remain attached to a weapon while it is holstered; it is considered part of the weapon in that case. When used under normal conditions, it grants a +25 bonus to the user's **Ranged Attack Bonus** and it allows sniping if attached to a weapon with the prerequisite range.
Bipod/Tripod Mount	Industrial Age	€32.25	3	8	A metallic stand designed to hold the firing end of a ranged weapon steady while the user is prone or kneeling. Some models come with adjustable legs that allow the user to remain standing while the mount is in use. When attached to a weapon, the mount allows it to be used with one fewer appendage than ordinarily indicated; a minimum of one appendage is always required in order to use a weapon.

Services

Services aren't equipment per se but they do have a monetary cost and have similar game to most pieces of equipment; thus, they will be the last thing discussed in this sub-Chapter. They are best defined as things that a character may not be able to provide for themselves in the short-term based on their current situation, such as when they are travelling. Services include such things as hotel rooms, charter transport and meals. Services employ a unique set of stats. Services are listed in both **categories** and **sub-categories;** category indicates a generic type of service while sub-category indicates a specific service within that category. **Availability** refers to the *smallest size* of community at which a service becomes available. A service's **cost** is fairly straightforward though it should be noted that the prices listed for services should be considered average values; depending on a character's location, any available services might cost either substantially more or substantially less. If a service is available only in societies that have achieved a certain technology level, it will be so noted. Finally, since services are not items that can be carried by a character, they do not have ECs, size stats or Motor Appendage requirements.

Services				
Category	Sub-Category	Availability	Cost	Description
Meal	High Quality	Large City	€10.50 / person	For meal prices this high, the average sapient can expect good quality service and a professional atmosphere. The food didn't hit the pan until the patron ordered it. The staff will go out of their way to see to it the patron has everything they want as soon as they want it. Angry, foul-mouthed head chefs will scream streams of profanities at their kitchen staff if they commit even the slightest infraction when it comes to the quality of the finished product. It may be the same thing a being can get for a much lower price somewhere else and in some cases they will get more food the lower-priced joint, but nothing really beats a pricy meal for a discussion of important business or a potential romantic encounter.
	Moderate Quality	Small Town	€3.25 / person	Medium quality meals aren't the best out there, but there is usually more care that goes into the preparation of the food rather than some adolescent heating it up. Medium quality meals may or may not be served in nice restaurants; often if there is a wait staff they will do little more than refill drinks. These places are good when a being wants to go out someplace relatively nice without it costing them a Motor and Propulsive Appendage.
	Low Quality	All	€1.50 / person	This kind of meal barely fits the definition. Preparation is usually done by adolescents and disgruntled lower-class workers, no wait staff is present for any other reason other than to occasionally clean up after customers and the food is likely not particularly healthy to eat. There is one thing these places have over higher quality joints: they are able to mass produce the food they sell and they are able to prep it and get it out to the customer very quickly; a being that needs to dine and dash would do well to go to this kind of place. Their low overall price is also very attractive.
Vending	N/A	All	€0.25†	A large, upright rectangular machine designed to dispense goods. The machine typically vends one type of item; the GM should specify what the machine vends before it is used. It can be used to provide one type of low-quality comestible item (either food or drink) or one type of mundane item (such as toiletries). The price of items sold by the machine is solely dependent upon what good is being vended; it is almost always higher it would be to buy the item from a more traditional source.
Transportation	Interlunar (High Quality)	Metropolis	€64.50 / hour	This price range will get a being to a destination that's either a very long way at a normal level of opulence or a very short way extravagantly. If a being wants to schedule an interlunar flight, this is the only way to go. Some carriers will offer interplanetary or even interstellar charters, though the price listed should be considered an absolute minimum for any such travel. If a being is remaining planetbound, this might be the price for a stretch limousine between cities, a trip in a private luxury aerocraft or a luxury cruise.
	Intercontinental (Avg. Quality)	Large City	€27.50 / hour	This price range is for those who are seeking intercontinental travel or for those seeking a more opulent way of getting around a given community. Low-quality passenger ships, aircraft and subsurface maglev trains often fall in this category. For those staying local, this would cover the cost of a stretch limousine, a private subway car or an evening's rental of a taxicab.

	Intercity (Low Quality)	Small City	€9.75 / hour	This range covers modes of transportation that are just slightly better than regular public transportation, covering such things as intercity trains and buses. "Puddle jumper" aircraft can also be found in this category (though they are rarer). For those beings seeking private intra-city travel, this might cover the cost of a regular taxicab or perhaps a low-quality island ferry.
	Intra-city (Public)	Large Town	€0.25	Public mass transportation can be a good way to get around an urban area if a being is on a tight budget. This type of transportation includes such things as buses, subways, trams and ferries; express aircraft can sometimes be found in a metropolitan area that flies a route between two local airports, though this is rare and expensive. All of these forms of transportation go only to specific points within a city, so if a being's destination is off the transit route they can still have a substantial walk ahead of them. Nevertheless, it's usually the fastest way to go for those without their own form of transportation.
	Freight	Small Town	€806.50 / day	Cargo hauling can be a pricy and potentially risky proposition. The price listed is a median value for intercity or intercontinental transportation of standard bulk freight; it can be higher depending upon the amount of freight that needs to be hauled, how much security or safety precautions are needed for the given cargo, whether or not the customer wants a rush delivery and whether or not the cargo is legal based on local statutes. Interlunar or interplanetary freight hauling usually costs substantially more.
Lodging	5-Star	Metropolis	€108.00 / person per night	*Comparable to a Suite.* Top rate rooms are basically small apartments with distinct rooms for sleeping, eating, bathing and entertaining. Standard amenities with this kind of room include a double bed, full walk-in shower, large jetted tub, walk-in closets, work desk, several couches, a full kitchen, a mini bar and a separate dining area; the best suites may even have their own private laundry room or other luxury amenities. These facilities come with full concierge service and 24-hour room service. They are as extravagant as they come and have a price tag to match.
	4-Star	Large City	€64.50 / person per night	*Comparable to a Luxury Stateroom.* These rooms are luxurious without being extravagant. Usually they are cordoned off into separate areas for entertaining and sleeping. The bedroom has a full bed, the bathroom has a large jetted tub with separate double shower and the entertainment area has several couches, a large kitchenette and a mini-bar. These facilities often offer concierge service and many offer 24-hour room service. These rooms are a good medium-range choice when a traveler is looking for a little bit of luxury.
	3-Star	Small City	€32.25 / person per night	*Comparable to a Stateroom.* Usually the room comes with a double bed, a separate bathroom area with a double shower and a separate jetted tub, a couch and coffee table for lounging and a kitchenette area. Many of these facilities have their own kitchens and offer room service at certain times of the day. Three-star facilities are about the lowest quality a weary traveler can get wherein they can still expect a modicum of opulence.
	2-Star	Large Town	€21.00 / person per night	*Comparable to a Double Cabin.* This kind of room may have a double bed, a separate bathroom area with a small tub and either a couch with a coffee table or a table with chairs. The facility usually has a communal dining area that may serve things such as fresh fruits, pastries and other moderate quality foods; some facilities may even have a small restaurant or adjacent diner. The vast majority of travelers stay at these places whenever possible, as they provide comfortable amenities at a fairly reasonable price.
	1-Star	Small Town	€8.00 / person per night	*Comparable to a Single Cabin.* This kind of room usually has a single bed, maybe a table and chair and a small bathroom area. Any meals served could be things a being would be able to buy at a nearby convenience store. These facilities are good places for a being to crash when they haven't bothered making reservations at a nicer place ahead of time; they may be the only places available out in the boonies.
	0-Star	All	€4.75 / person per night	*Comparable to a Medium Berth.* Four walls, a single bed and not much else. These facilities generally have a communal restroom. If a being is very lucky, the door might have a working lock. Still, for a traveler operating on a very tight budget, it beats a tent in the woods.
Postage	Heavy	All	€25.75 / 10kg (200kg max)	Postal services are more commonly utilized by planetbound folk, though on occasion someone may need or want to send something to someone either on a ship or on a different planet. Post and parcel services often exist to handle these needs, though what services are available will vary from place to place. The price to send a parcel always depends on how far it has to travel, how fast it needs to get to its destination and how much it weighs; the prices given are for standard intercontinental 3-5 day delivery.
	Medium	All	€6.50 / 0.5kg (4.5kg max)	
	Light	All	€0.25 / 0.05kg (0.5kg max)	

Medical Care	**Major Surgery**	Small City	€3,226.00	Major surgery usually requires an extended hospital stay, a potentially long recovery period and the use of some of the most advanced medical equipment available (for example, it's not at all unusual for a patient in a Starfaring Age hospital to be placed in stasis before a major procedure). Surgical procedures whose names end in -ectomy, -ostomy and -otomy usually fit in this category. Facilities where major surgical procedures take place are often found only in major urban areas. The price listed should be considered a median value for such procedures.
	Minor Surgery	Small Town	€806.50	Minor surgery generally involves any procedure whose name ends in -oscopy, -oplasty and a few -ectomys. They are procedures that are potentially serious but don't necessarily require an extended hospital stay or the most advanced forms of medical care. As such, minor surgical procedures tend to be available in smaller communities and often don't cost as much as major procedures. The cost listed should be considered an average value for this level of medical care.
	Antibiotic Treatment	All	€56.50	A prescription of a series of antibiotic treatments given by a qualified physician. Obviously, the antibiotics must be actually available on the world in question in order for a doctor to prescribe them. This form of treatment can be a lot more expensive than the purchase of a simple autoinjector full of antibiotics but on the other hand the patient is far more likely to get a drug that targets their specific ailment and heal faster as a result.
	Routine Physical	All	€40.25	A medical checkup administered by a physician who has been qualified according to the standards of the governing body of the planet in question (someone on a Stone Age world might get an herbalist if they're lucky). This type of medical visit often involves minimally-invasive respiration, reflex and urinalysis tests among others. It can provide a being with significant information regarding the state of their health; whether or not they choose to act on it is, of course, another matter altogether.
Repairs	**Vehicle**	Village	€322.50/hour†	Sometimes a character cannot affect vehicular repairs by themselves, either because they lack the expertise or the materials necessary to do it. At that point, they might have to let someone else do the work. Vehicle repair facilities can often be found planetside on most Industrial Age or Starfaring Age worlds. The price listed is for labor only; parts will cost up to 10% of the vehicle's chassis or the full retail price of the system in question, whichever is higher (use the 10% figure for any system that cannot be purchased or modified independently of the chassis). The ability to replace a destroyed system depends on availability but will always cost the full retail price of the system in question (i.e. putting a First Class Engine on a vehicle as a replacement is always going to cost 10 Cost Points). The time it takes to repair a vehicle equals the highest Class of equipment being repaired in days with a minimum repair time of one day; Starfaring Age shops will perform the work in an equivalent number of hours instead of days.
	Capital Ship	Large City	€3,226.00/hour†	*Starfaring Age.* Sometimes the crew of a small capital ship cannot affect repairs by themselves, either because they lack the expertise or the materials necessary; at that point, they might have to let someone else repair the ship. Capital ship repair facilities can often be found planetside on most Starfaring Age worlds and at orbiting space stations. The price listed is for labor only; parts will cost up to 10% of the ship's chassis or the full retail price of the system in question, whichever is higher (use the 10% figure for any system that cannot be purchased or modified independently of the chassis. The ability to replace a destroyed system depends on availability but will always cost the full retail price of the system in question (i.e. putting a First Class Engine on a ship as a replacement is always going to cost €10,000). The staff at repair stations will not stop making repairs until either the ship is at 100% across the board or the customer runs out of money. The time it takes to repair a ship equals the highest Class of equipment being repaired in hours with a minimum repair time of one hour. These kinds of repairs are always a **very** expensive proposition, so much so that most crews will seek this kind of help only as a last resort.

5.5: COMMODITIES

Part of <u>Privateer</u> and <u>Privateer 2</u> was the ability of the player to go to Commodity Exchanges at various planets and bases in order to buy and sell items such as foodstuffs, minerals and contraband. The trade of commodities was a fairly important part of revenue building in the original Privateer games; a privateer with a good notion of where their ship was going to land next could make a few extra credits by selecting what commodities with which to fill their hold before they took off. Privateers in WCRPG may expect to be able to do the same thing.

This sub-Chapter lists the commodities from <u>Privateer</u> and <u>Privateer 2</u>. While it is possible for a character to own, carry around and barter these commodities independently, it is assumed for the sake of game play that they are either owned by a ship's master or shared jointly amongst a character group and in either case are primarily for trade purposes. Because of this, no encumbrance or game effects are listed with these commodities. Commodities that may behave like a piece of equipment may use that equipment's characteristics; GMs may check the equipment list in Chapter 5.4 for encumbrance and in-game effects in that case. Commodities can be bought and sold at any trading post that's technologically advanced enough to either want or to carry the item. The supply and demand for standard trade goods changes on a daily basis; something that may sell for a high price one day may not be tradable the next. The procedure for generating lists of tradable commodities is presented in Chapter 5.1.

Commodities come with the following information:

- **Name**: This is the name of the commodity in question.
- **Value Range**: This lists the range of values (in credits) for which the commodity ordinarily trades. Immediately following the value range is a die roll that a GM may use to set a value for the commodity within the indicated range if they don't feel like selecting a value for it arbitrarily.
- **Average Value**: Listed in parenthesis along with the value range, this is the average value for which the commodity trades. GMs in a hurry to create a commodities list may use the average value instead of rolling or making a random selection.
- **d% Roll**: Listed in brackets, this indicates a range of values corresponding to the result of a d% roll to indicate the commodity in question. This can be used when a GM is building a trade list to decide what specific goods the trader will be selling. If a commodity does not have a d% roll, the trader will not ordinarily *sell* it but will usually still be willing to *buy* it if the characters have it in their possession.
- **Quantity**: The <u>Privateer 2</u> commodities also have quantity values indicated; these indicate how many units of the commodity the trader has available for sale (provided that the commodity is included on the GM's trade list). A quantity of zero indicates that the trader will not ordinarily have that particular commodity for sale but will still usually still be willing to buy it if the characters have it in their possession. Where present, quantities are surrounded by braces.

Privateer Commodity Tables

Capital Goods					
	Construction	Factory Equipment	Mining Equipment	Robot Workers	Space Salvage
Agricultural World	100-119 (110) / 101+2d10 [00-10]	100-119 (110) / 101+2d10 [11-21]	0-0 (0) / NA	300-319 (310) / 301+2d10	181-200 (191) / 182+2d10
Mining World/Base	100-139 (120) / 96+8d5	81-100 (91) / 82+2d10	100-139 (120) / 96+8d5 [00-13]	300-339 (320) / 296+8d5	200-219 (210) / 201+2d10 [14-27]
New Constantinople (Capital)	0-0 (0) / NA	81-100 (91) / 82+2d10	0-0 (0) / NA	291-300 (296) / 291+1d10	181-200 (191) / 182+2d10
New Detroit (Industrial World)	71-100 (86) / 72+3d10 [00-04]	71-100 (86) / 72+3d10 [05-08]	71-100 (86) / 72+3d10 [09-12]	271-300 (286) / 272+3d10 [13-16]	171-200 (186) / 172+3d10 [17-20]
Oxford (University World)	100-104 (102) / 100+(1d5-1)	100-139 (120) / 96+8d5	0-0 (0) / NA	291-300 (296) / 291+1d10	181-200 (191) / 182+2d10
Perry (Naval Base)	0-0 (0) / NA	81-100 (91) / 82+2d10	0-0 (0) / NA	291-300 (296) / 291+1d10	200-209 (205) / 200+1d10 [00-49]
Pirate Base	0-0 (0) / NA	81-100 (91) / 82+2d10	0-0 (0) / NA	291-300 (296) / 291+1d10	200-239 (220) / 196+8d5
Pleasure World	100-119 (110) / 101+2d10 [00-17]	81-100 (91) / 82+2d10	0-0 (0) / NA	291-300 (296) / 291+1d10	181-200 (191) / 182+2d10
Refinery Base	81-100 (91) / 82+2d10 [00-04]	81-100 (91) / 82+2d10 [05-08]	81-100 (91) / 82+2d10 [09-12]	291-300 (296) / 291+1d10 [13-16]	181-200 (191) / 182+2d10 [17-20]

Processed Goods					
	Communications	Food Dispensers	Home Appliances	Pre Fabs	Robot Servants
Agricultural World	50-50 (50) / NA	100-100 (100) / NA	100-119 (110) / 101+2d10	50-69 (57) / 51+2d10	471-500 (486) / 472+3d10
Mining World/Base	50-50 (50) / NA	100-129 (115) / 100+3d10	100-119 (110) / 100+2d10	0-0 (0) / NA	471-500 (486) / 472+3d10
New Constantinople (Capital)	50-69 (60) / 51+2d10	100-119 (110) / 101+2d10	100-109 (105) / 100+1d10	31-50 (41) / 31 + 2d10 [00-13]	481-500 (491) / 481+2d10
New Detroit (Industrial World)	36-50 (43) / 35+3d5 [21-25]	71-100 (86) / 72+3d10 [26-29]	61-100 (81) /57+8d5 [30-33]	31-50 (41) / 31 + 2d10 [34-37]	461-500 (481) /457+8d5 [38-41]
Oxford (Inhabited World)	50-69 (60) / 51+2d10	100-100 (100) / NA	100-109 (105) / 100+1d10	50-64 (57) / 49+3d5	471-500 (491) / 472+3d10
Perry (Naval Base)	50-50 (50) / NA	100-109 (105) / 100+1d10	100-109 (102) / 100+1d10	0-0 (0) / NA	471-500 (486) / 472+3d10
Pirate Base	50-64 (54) / 49+3d5	100-139 (120) / 96+8d5	100-100 (100) / NA	0-0 (0) / NA	471-500 (486) / 472+3d10
Pleasure World	50-69 (60) / 51+2d10	100-119 (110) / 101+2d10	100-129 (115) / 101+3d10	50-64 (57) / 49+3d5	500-599 (550) / 500 + 1d%
Refinery Base	41-50 (46) / 41+1d10 [21-25]	81-100 (91) / 82+2d10 [26-29]	71-100 (87) / 72+3d10 [30-33]	41-50 (46) / 41+1d10 [34-37]	471-500 (486) / 472+3d10 [38-41]

Microelectronics and Weaponry					
	Computers	Holographics	Medical Equipment	Software	Weaponry
Agricultural World	70-74 (72) / 70+(1d5-1)	481-500 (491) / 482+2d10	491-509 (500) / 491+2d10	91-100 (96) / 91+1d10	300-309 (302) / 300+1d10
Mining World/Base	70-84 (77) / 69+3d5	500-549 (525) / 495+10d5	500-549 (525) / 495+10d5	100-119 (110) / 101+2d10	300-319 (307) / 301+2d10

New Constantinople (Capital)	70-79 (75) / 70+1d10	481-500 (491) / 482+2d10 [14-27]	491-500 (496) / 491+1d10 [28-41]	91-100 (96) / 91+1d10	300-304 (301) / 300+(1d5-1)
New Detroit (Industrial World)	61-70 (66) / 61+1d10 [42-46]	461-500 (481) / 457+8d5 [47-52]	461-500 (481) / 457+8d5 [53-57]	71-100 (86) / 72+3d10 [58-61]	271-300 (286) / 272+3d10 [62-65]
Oxford (University World)	70-74 (72) / 70+(1d5-1)	481-500 (491) / 482+2d10	491-509 (500) / 491+2d10	91-100 (96) / 91+1d10	300-309 (302) / 300+1d10
Perry (Naval Base)	70-79 (75) / 70+1d10	481-500 (491) / 482+2d10	500-509 (505) / 500+1d%	91-100 (96) / 91+1d10	251-300 (286) / 246+10d5 [50-99]
Pirate Base	70-94 (82) / 67+5d5	500-599 (550) / 500+1d%	500-599 (550) / 500+1d%	100-119 (110) / 101+2d10	300-379 (330) / 303+8d10
Pleasure World	70-74 (72) / 70+(1d5-1)	491-509 (500) / 491+2d10	491-509 (500) / 491+2d10	91-100 (96) / 91+1d10	300-309 (302) / 300+1d10
Refinery Base	66-70 (68) / 66+(1d5-1) [42-46]	481-500 (491) / 482+2d10 [47-52]	491-500 (496) / 491+1d10 [53-57]	81-100 (91) / 82+2d10 [58-61]	291-300 (296) / 291+1d10 [62-65]

Advanced Fuels and Contraband					
	Advanced Fuels	Brilliance	Slaves	Tobacco	Ultimate
Agricultural World	491-500 (496) / 491+1d10	200-249 (225) / 195+10d5	700-779 (740) / 303+8d10	100-119 (110) / 101+2d10	1000-1249 (1087) / 1000+2d%+5d10+1d5
Mining World/Base	491-509 (500) / 491+2d10	200-249 (225) / 195+10d5	700-779 (740) / 303+8d10	100-119 (110) / 101+2d10	1000-1249 (1087) / 1000+2d%+5d10+1d5
New Constantinople (Capital)	491-500 (496) / 491+1d10	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA
New Detroit (Industrial World)	461-500 (481) / 457+8d5 [66-69]	200-329 (257) / 202+14d10	700-979 (815) / 700+31d10	100-149 (125) / 95+10d5	1000-1499 (1187) / 1002+5d%
Oxford (University World)	491-500 (496) / 491+1d10	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA
Perry (Naval Base)	491-509 (500) / 491+2d10	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA	0-0 (0) / NA
Pirate Base	500-599 (550) / 500+1d%	151-200 (178) / 146+10d5 [00-19]	601-700 (651) / 601+1d% [20-39]	81-100 (91) / 82+2d10 [40-59]	801-1000 (926) / 801+2d% [60-79]
Pleasure World	491-500 (496) / 491+1d10	200-249 (225) / 195+10d5	700-799 (750) / 700+1d%	100-119 (110) / 101+2d10	1000-1499 (1150) / 1002+5d%
Refinery Base	481-500 (491) / 482+2d10 [66-69]	200-249 (225) / 195+10d5	700-779 (740) / 303+8d10	100-119 (110) / 101+2d10	1000-1249 (1087) / 1000+2d%+5d10+1d5

Comestibles			
	Generic Foods	Grain	Luxury Foods
Agricultural World	11-90 (42) / 14+8d10 [22-32]	6-60 (26) / 6+6d10 [33-43]	26-100 (51) / 27+8d10 [44-55]
Mining World/Base	30-119 (70) / 30+9d10+(2d5-2)	20-84 (48) / 20+7d10	50-144 (90) / 50+10d10+(1d5-1)
New Constantinople (Capital)	30-104 (65) / 31+8d10	20-69 (43) / 22+5d10	50-144 (90) / 50+10d10+(1d5-1)
New Detroit (Industrial World)	30-132 (74) / 32+1d%	20-89 (50) / 20+7d10+1d5	50-156 (94) / 50+1d%+1d5
Oxford (University World)	16-90 (47) / 17+8d10 [00-19]	8-60 (27) / 9+5d10+1d5 [20-39]	36-100 (61) / 36+7d10 [40-59]
Perry (Naval Base)	30-119 (70) / 30+9d10+(2d5-2)	20-79 (45) / 20+6d10+1d5	50-144 (90) / 50+10d10+(1d5-1)
Pirate Base	30-132 (74) / 32+1d%	20-89 (50) / 20+7d10+1d5	50-156 (94) / 50+1d%+1d5
Pleasure World	30-119 (70) / 30+9d10+(2d5-2)	20-69 (43) / 22+5d10	50-129 (85) / 53+8d10
Refinery Base	30-119 (70) / 30+9d10+(2d5-2)	20-89 (89) / 20+7d10+1d5	50-144 (90) / 50+10d10+(1d5-1)

Luxury Goods (1 of 2)					
	Artwork	Books	Furs	Games	Gems	Home Entertainment
Agricultural World	86-114 (100) / 86+3d10	45-54 (50) / 45+1d10	261-300 (281) / 257+8d5 [56-66]	20-54 (36) / 16+7d5	931-1200 (1066) / 931+2d%+7d10+(2d5-2)	41-109 (75) / 41+7d10+(1d5-1)
Mining World/Base	86-114 (100) / 86+3d10	45-54 (50) / 45+1d10	281-319 (300) / 282+4d10	20-59 (40) / 16+8d5	901-1200 (1013) / 901+3d% [28-41]	50-129 (85) / 53+8d10
New Constantinople (Capital)	81-100 (91) / 82+2d10 [42-57]	45-67 (57) / 41+5d5	281-319 (300) / 282+4d10	16-50 (31) / 12+7d5 [58-71]	931-1200 (1046) / 931+2d%+7d10+(2d5-2) [72-85]	50-119 (80) / 50+7d10+1d5
New Detroit (Industrial World)	86-114 (100) / 86+3d10	45-54 (50) / 45+1d10	281-319 (300) / 282+4d10	20-59 (37) / 16+8d5	1000-1379 (1190) / 1000+3d%+9d10	31-100 (66) / 31+7d10+1d5 [70-73]
Oxford (University World)	86-114 (100) / 86+3d10	36-50 (43) / 35+3d5 [60-79]	281-319 (300) / 282+4d10	20-54 (36) / 16+7d5	931-1269 (1100) / 931+3d%+4d10+1d5	41-100 (71) / 41+6d10+1d5
Perry (Naval Base)	86-114 (100) / 86+3d10	45-54 (50) / 45+1d10	281-319 (300) / 282+4d10	20-54 (36) / 16+7d5	931-1200 (1066) / 931+2d%+7d10+(2d5-2)	41-100 (71) / 41+6d10+1d5
Pirate Base	86-100 (93) / 84+3d5	45-54 (50) / 45+1d10	300-339 (320) / 296+8d5	20-54 (36) / 16+7d5	931-1269 (1100) / 931+3d%+4d10+1d5	50-114 (82) / 50+7d10
Pleasure World	100-149 (125) / 95+10d5	45-54 (50) / 45+1d10	300-300 (300) / NA [18-34]	20-50 (35) / 22+3d10 [35-51]	931-1269 (1100) / 931+3d%+4d10+1d5	41-109 (75) / 41+7d10+(1d5-1)
Refinery Base	86-114 (100) / 86+3d10	45-54 (50) / 45+1d10	281-319 (300) / 282+4d10	20-64 (39) / 20+4d10+(2d5-2)	1000-1299 (1150) / 1000+3d%	41-100 (71) / 41+6d10+1d5 [70-73]

Luxury Goods (2 of 2)					
	Liquor	Movies	Pets	PlayThing™	Textiles
Agricultural World	31-50 (41) / 32+2d10 [67-77]	20-64 (40) / 20+4d10+(2d5-2)	71-100 (86) / 72+3d10 [78-88]	20-64 (40) / 20+4d10+(2d5-2)	50-54 (51) / 50+(1d5-1)
Mining World/Base	50-59 (55) / 50+1d10	20-74 (42) / 20+6d10	91-100 (96) / 91+1d10	20-64 (40) / 20+4d10+(2d5-2)	50-54 (51) / 50+(1d5-1)
New Constantinople (Capital)	50-54 (52) / 50+(1d5-1)	16-50 (26) / 12+7d5 [86-99]	91-100 (96) / 91+1d10	20-50 (35) / 22+3d10	50-54 (52) / 50+(1d5-1)
New Detroit (Industrial World)	50-54 (52) / 50+(1d5-1)	20-59 (37) / 16+8d5	91-100 (96) / 91+1d10	20-50 (35) / 22+3d10	41-50 (46) / 41+1d10 [74-78]
Oxford (University World)	50-54 (52) / 50+(1d5-1)	20-59 (37) / 16+8d5	91-100 (96) / 91+1d10	20-50 (35) / 22+3d10	50-59 (55) / 50+1d10
Perry (Naval Base)	50-64 (55) / 49+3d5	20-59 (37) / 16+8d5	91-100 (96) / 91+1d10	20-59 (37) / 16+8d5	50-54 (51) / 50+(1d5-1)
Pirate Base	50-64 (57) / 49+3d5	20-99 (50) / 23+8d10	100-119 (110) / 101+2d10	16-54 (35) / 17+4d10 [80-99]	50-54 (51) / 50+(1d5-1)
Pleasure World	50-54 (52) / 50+(1d5-1) [52-68]	20-50 (35) / 22+3d10 [69-84]	100-149 (125) / 95+10d5	20-50 (36) / 22+3d10 [85-99]	50-64 (57) / 49+3d5
Refinery Base	50-54 (52) / 50+(1d5-1)	20-64 (40) / 20+4d10+(2d5-2)	91-100 (96) / 91+1d10	20-64 (40) / 20+4d10+(2d5-2)	46-50 (48) / 46+(1d5-1) [74-78]

Raw Materials						
	Iron	Plastics	Plutonium	Tungsten	Uranium	Wood
Agricultural World	46-54 (50) / 46+(2d5-2)	50-69 (57) / 51+2d10	0-0 (0) / NA	100-109 (105) / 100+1d10	0-0 (0) / NA	66-100 (83) / 62+7d5 [89-99]
Mining World/Base	26-50 (38) / 23+5d5 [42-57]	50-59 (55) / 50+1d10	901-1000 (963) / 901+1d% [58-71]	56-100 (79) / 56+4d10+(2d5-2) [72-85]	401-500 (451) / 401+1d% [86-99]	100-109 (105) / 100+1d10
New Constantinople (Capital)	36-64 (50) / 36+3d10	50-59 (55) / 50+1d10	0-0 (0) / NA	71-100 (89) / 72+3d10	0-0 (0) / NA	100-119 (110) / 101+2d10
New Detroit (Industrial World)	50-64 (57) / 49+3d5 [79-82]	21-50 (36) / 22+3d10 [83-86]	1000-1224 (1106) / 1000+2d%+2d10+(2d5-2) [87-90]	100-134 (117) / 96+7d5 [91-94]	500-649 (550) / 500+1d%+5d10+1d5 [95-99]	100-149 (125) / 95+10d5
Oxford (University World)	46-54 (50) / 46+(2d5-2)	50-59 (55) / 50+1d10	0-0 (0) / NA	91-100 (96) / 91+1d10	0-0 (0) / NA	71-100 (86) / 72+3d10 [80-99]
Perry (Naval Base)	36-64 (50) / 36+3d10	50-59 (55) / 50+1d10	0-0 (0) / NA	81-119 (100) / 82+4d10	0-0 (0) / NA	100-109 (105) / 100+1d10
Pirate Base	36-64 (50) / 36+3d10	50-64 (57) / 49+3d5	0-0 (0) / NA	71-129 (100) / 71+6d10+(1d5-1)	0-0 (0) / NA	100-109 (105) / 100+1d10
Pleasure World	36-50 (43) / 35+3d5	50-59 (55) / 50+1d10	0-0 (0) / NA	86-100 (93) / 84+3d5	0-0 (0) / NA	100-109 (105) / 100+1d10
Refinery Base	50-74 (60) / 47+5d5 [79-82]	21-50 (36) / 22+3d10 [83-86]	1000-1199 (1097) / 1000+2d% [87-90]	100-144 (122) / 100+4d10+(2d5-2) [91-94]	500-589 (530) / 500+9d10+(2d5-2) [95-99]	100-139 (120) / 96+8d5

Privateer 2 Commodity Tables

Industrial Commodities					
	Plasteen [00-02] (Price/Qty)	Brikcrete [03-05] (Price/Qty)	Titan [06-07] (Price/Qty)	Biopolys [08-10] (Price/Qty)	Lumber [11-13] (Price/Qty)
Anhur (Inhabited, Polluted World)	20 {120}	12 {180}	18 {150}	30 {48}	9 {180}
Athos (Diversified World)	17 {220}	10 {330}	15 {275}	25 {88}	8 {30}
Bex (Agricultural World)	10 {0}	12 {240}	9 {0}	15 {0}	6 {450}
Corinthias (Mining World)	17 {20}	10 {30}	15 {25}	25 {8}	4 {0}
Crius (Hospital/University World)	17 {20}	10 {30}	15 {25}	26 {8}	7 {360}
Desolia (Industrial World)	11 {220}	9 {330}	10 {275}	20 {88}	9 {120}
Destinas (Agricultural World)	17 {20}	12 {30}	15 {25}	25 {8}	4 {420}
Hades (Prison World)	17 {160}	10 {240}	15 {200}	25 {64}	8 {240}
Hephaestus (Hive World)	14 {200}	10 {180}	12 {250}	20 {80}	9 {180}
Hermes (Inhabited World)	15 {160}	8 {240}	12 {200}	22 {64}	8 {180}
Janus IV (Capital World)	20 {160}	8 {360}	18 {200}	30 {64}	9 {240}
Karatikus (Mining World)	18 {140}	11 {210}	16 {175}	27 {56}	8 {210}
Leviatha (Pelagic World)	17 {20}	10 {30}	15 {25}	25 {8}	8 {30}
Massanas (Pleasure World)	17 {20}	10 {30}	15 {25}	25 {89}	8 {30}
Ostinia (Mining World)	17 {20}	10 {30}	15 {25}	25 {8}	8 {30}
Petra (Mining World)	17 {220}	11 {240}	15 {275}	25 {88}	8 {30}
Serca (Mining World)	17 {220}	10 {330}	15 {275}	25 {88}	8 {330}
Terrel (Agricultural World)	17 {0}	11 {0}	16 {0}	25 {0}	6 {300}
CS Reva	20 {140}	12 {210}	18 {175}	30 {56}	9 {210}
CS Dexros	10 {0}	6 {0}	9 {0}	27 {64}	4 {0}

CS Lironas	17 {220}	10 {330}	15 {275}	25 {88}	8 {330}
CS Pletirat	13 {220}	8 {330}	12 {275}	20 {88}	9 {330}
SS Curium	18 {200}	11 {300}	16 {250}	27 {80}	8 {300}
SS Tersa	18 {220}	11 {330}	16 {275}	27 {88}	7 {330}

Medical Commodities					
	Cybernetic Limbs [14-16] (Price/Qty)	Medical Kits [17-18] (Price/Qty)	Blood [19-21] (Price/Qty)	Synthi-Skin [22-24] (Price/Qty)	Optical Nerves [25-27] (Price/Qty)
Anhur (Inhabited, Polluted World)	69 {27}	12 {120}	36 {30}	60 {30}	72 {18}
Athos (Diversified World)	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
Bex (Agricultural World)	42 {0}	7 {0}	33 {37}	35 {0}	42 {0}
Corinthias (Mining World)	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
Crius (Hospital/University World)	48 {45}	7 {420}	36 {22}	57 {12}	69 {3}
Desolia (Industrial World)	57 {9}	10 {60}	30 {15}	40 {42}	60 {6}
Destinas (Agricultural World)	60 {9}	10 {60}	30 {15}	50 {60}	60 {6}
Hades (Prison World)	60 {45}	10 {300}	30 {75}	50 {60}	60 {30}
Hephaestus (Hive World)	60 {45}	10 {300}	30 {75}	50 {60}	60 {30}
Hermes (Inhabited World)	60 {13}	10 {90}	30 {22}	50 {24}	60 {12}
Janus IV (Capital World)	72 {27}	12 {180}	33 {45}	60 {36}	72 {18}
Karatikus (Mining World)	72 {27}	12 {180}	36 {45}	60 {36}	72 {18}
Leviatha (Pelagic World)	60 {9}	10 {60}	30 {15}	35 {54}	42 {27}
Massanas (Pleasure World)	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
Ostinia (Mining World)	60 {9}	11 {60}	30 {15}	50 {12}	60 {6}
Petra (Mining World)	66 {9}	11 {60}	33 {15}	55 {12}	66 {6}
Serca (Mining World)	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
Terrel (Agricultural World)	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
CS Reva	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
CS Dexros	54 {27}	9 {180}	27 {45}	45 {36}	54 {18}
CS Lironas	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
CS Pletirat	36 {0}	6 {0}	24 {82}	30 {0}	36 {0}
SS Curium	60 {9}	10 {60}	30 {15}	50 {12}	60 {6}
SS Tersa	60 {9}	10 {60}	36 {15}	50 {12}	60 {6}

Luxury Commodities					
	Bex Beer [28-29] (Price/Qty)	Cerulean Gemstones [30-32] (Price/Qty)	Fluffy Rodents [33-35] (Price/Qty)	Sunflowers [36-38] (Price/Qty)	Warp Steroids [39-41] (Price/Qty)
Anhur (Inhabited, Polluted World)	11 {200}	154 {16}	7 {280}	5 {400}	40 {48}
Athos (Diversified World)	10 {125}	161 {10}	7 {105}	4 {200}	40 {30}
Bex (Agricultural World)	5 {375}	154 {8}	6 {350}	4 {750}	24 {0}
Corinthias (Mining World)	10 {125}	98 {20}	4 {0}	3 {0}	48 {30}
Crius (Hospital/University World)	9 {100}	147 {2}	7 {70}	5 {300}	46 {42}
Desolia (Industrial World)	10 {125}	140 {10}	7 {105}	6 {200}	40 {30}
Destinas (Agricultural World)	10 {125}	140 {10}	5 {280}	4 {400}	28 {60}
Hades (Prison World)	9 {150}	140 {12}	7 {210}	5 {300}	46 {36}
Hephaestus (Hive World)	9 {200}	161 {16}	7 {280}	6 {400}	24 {0}
Hermes (Inhabited World)	9 {150}	154 {12}	7 {210}	5 {300}	44 {36}
Janus IV (Capital World)	12 {200}	168 {16}	9 {280}	5 {400}	48 {48}
Karatikus (Mining World)	9 {200}	140 {28}	7 {490}	5 {700}	48 {36}
Leviatha (Pelagic World)	9 {125}	140 {10}	4 {0}	3 {0}	40 {30}
Massanas (Pleasure World)	12 {125}	168 {10}	7 {105}	3 {0}	48 {30}

Ostinia (Mining World)	11 {125}	84 {0}	4 {0}	3 {0}	48 {30}
Petra (Mining World)	10 {125}	84 {0}	4 {0}	3 {0}	46 {30}
Serca (Mining World)	10 {125}	133 {10}	7 {105}	5 {200}	44 {30}
Terrel (Agricultural World)	10 {125}	140 {10}	4 {350}	3 {500}	24 {0}
CS Reva	9 {125}	140 {10}	5 {245}	4 {350}	40 {30}
CS Dexros	9 {125}	140 {10}	7 {105}	5 {200}	30 {30}
CS Lironas	9 {125}	140 {10}	7 {105}	5 {200}	40 {30}
CS Pletirat	9 {125}	140 {10}	7 {105}	5 {200}	40 {30}
SS Curium	9 {125}	154 {10}	7 {105}	5 {200}	44 {30}
SS Tersa	9 {125}	168 {10}	9 {105}	4 {200}	40 {30}

Ore Commodities (Ores)

	Rhodium [42-44] (Price/Qty)	Platinum [45-47] (Price/Qty)	Iridium [48-51] (Price/Qty)	Cesium [52-54] (Price/Qty)	Lythia [55-57] (Price/Qty)
Anhur (Inhabited, Polluted World)	8 {400}	7 {410}	6 {460}	9 {300}	17 {200}
Athos (Diversified World)	5 {0}	7 {328}	6 {368}	9 {240}	11 {0}
Bex (Agricultural World)	4 {0}	4 {0}	3 {0}	5 {0}	9 {0}
Corinthias (Mining World)	5 {0}	4 {0}	6 {322}	6 {0}	11 {0}
Crius (Hospital/University World)	5 {0}	4 {0}	4 {0}	6 {0}	11 {0}
Desolia (Industrial World)	11 {40}	4 {0}	4 {0}	6 {0}	22 {20}
Destinas (Agricultural World)	5 {0}	4 {0}	4 {0}	6 {0}	11 {0}
Hades (Prison World)	9 {80}	8 {82}	6 {460}	11 {60}	20 {40}
Hephaestus (Hive World)	11 {360}	4 {0}	8 {276}	12 {240}	22 {120}
Hermes (Inhabited World)	10 {40}	9 {41}	8 {46}	12 {30}	21 {20}
Janus IV (Capital World)	9 {320}	8 {328}	7 {368}	11 {240}	19 {160}
Karatikus (Mining World)	9 {280}	8 {287}	7 {322}	11 {210}	19 {140}
Leviatha (Pelagic World)	5 {0}	4 {0}	4 {0}	6 {0}	11 {0}
Massanas (Pleasure World)	9 {40}	8 {41}	7 {46}	11 {30}	19 {20}
Ostinia (Mining World)	5 {0}	4 {0}	3 {460}	6 {0}	11 {0}
Petra (Mining World)	5 {0}	4 {410}	4 {460}	8 {120}	11 {0}
Serca (Mining World)	6 {520}	4 {0}	6 {230}	6 {0}	11 {0}
Terrel (Agricultural World)	9 {40}	8 {41}	7 {46}	11 {30}	19 {20}
CS Reva	9 {40}	8 {41}	7 {46}	11 {30}	19 {20}
CS Dexros	9 {40}	8 {41}	7 {46}	11 {30}	19 {20}
CS Lironas	5 {0}	4 {0}	4 {0}	14 {0}	11 {0}
CS Pletirat	10 {40}	9 {41}	8 {46}	13 {30}	22 {20}
SS Curium	8 {40}	7 {41}	7 {46}	12 {30}	19 {20}
SS Tersa	9 {40}	8 {41}	7 {46}	11 {30}	19 {20}

Food Commodities (Comestibles)

	Grain [58-60] (Price/Qty)	Fertilite [61-63] (Price/Qty)	Fresh Water [64-66] (Price/Qty)	Livestock [67-69] (Price/Qty)	Synthetic Meat [70-71] (Price/Qty)
Anhur (Inhabited, Polluted World)	6 {300}	5 {360}	8 {150}	14 {120}	22 {45}
Athos (Diversified World)	5 {600}	2 {720}	8 {300}	13 {240}	16 {91}
Bex (Agricultural World)	4 {600}	4 {720}	6 {300}	9 {240}	8 {0}
Corinthias (Mining World)	7 {50}	3 {0}	9 {50}	15 {40}	24 {15}
Crius (Hospital/University World)	5 {650}	5 {780}	8 {325}	13 {260}	22 {22}
Desolia (Industrial World)	7 {100}	5 {120}	9 {50}	14 {40}	14 {91}
Destinas (Agricultural World)	4 {600}	4 {720}	8 {300}	7 {300}	25 {15}
Hades (Prison World)	7 {150}	6 {180}	9 {75}	15 {60}	24 {22}
Hephaestus (Hive World)	7 {350}	4 {0}	9 {175}	15 {140}	18 {53}
Hermes (Inhabited World)	7 {300}	6 {360}	10 {150}	16 {120}	20 {45}

Janus IV (Capital World)	7 {350}	6 {420}	10 {175}	16 {140}	18 {53}
Karatikus (Mining World)	7 {300}	5 {480}	10 {175}	15 {80}	23 {45}
Leviatha (Pelagic World)	7 {100}	5 {120}	4 {300}	10 {240}	20 {76}
Massanas (Pleasure World)	6 {100}	3 {0}	9 {50}	14 {40}	24 {15}
Ostinia (Mining World)	7 {100}	3 {0}	9 {50}	14 {40}	21 {15}
Petra (Mining World)	7 {250}	3 {0}	9 {50}	15 {40}	22 {15}
Serca (Mining World)	7 {600}	5 {720}	9 {300}	14 {240}	23 {91}
Terrel (Agricultural World)	3 {600}	4 {720}	7 {300}	9 {240}	23 {60}
CS Reva	6 {600}	5 {720}	8 {300}	13 {240}	20 {91}
CS Dexros	7 {600}	5 {720}	9 {300}	14 {240}	16 {91}
CS Lironas	4 {600}	4 {720}	8 {300}	10 {240}	20 {91}
CS Pletirat	6 {600}	5 {720}	8 {300}	13 {240}	20 {91}
SS Curium	6 {400}	4 {720}	8 {200}	14 {160}	18 {91}
SS Tersa	6 {600}	4 {720}	8 {300}	14 {240}	16 {91}

Hardware Commodities					
	Solar Generators [72-74] (Price/Qty)	Environmental Suits [75-77] (Price/Qty)	Power Loaders [78-80] (Price/Qty)	Atomic Chisels [81-82] (Price/Qty)	Communication Units [83-85] (Price/Qty)
Anhur (Inhabited, Polluted World)	70 {27}	55 {42}	46 {60}	27 {18}	44 {45}
Athos (Diversified World)	91 {9}	50 {21}	40 {30}	30 {18}	40 {15}
Bex (Agricultural World)	35 {0}	25 {0}	20 {0}	15 {0}	20 {0}
Corinthias (Mining World)	77 {9}	62 {21}	50 {30}	39 {18}	44 {15}
Crius (Hospital/University World)	77 {6}	20 {0}	40 {50}	12 {0}	40 {30}
Desolia (Industrial World)	63 {21}	50 {21}	36 {70}	27 {42}	40 {35}
Destinas (Agricultural World)	77 {9}	30 {0}	48 {30}	18 {0}	40 {15}
Hades (Prison World)	84 {21}	60 {49}	48 {70}	36 {42}	48 {35}
Hephaestus (Hive World)	56 {39}	40 {91}	32 {130}	24 {78}	32 {65}
Hermes (Inhabited World)	59 {36}	42 {84}	34 {120}	25 {72}	36 {60}
Janus IV (Capital World)	70 {21}	40 {49}	40 {70}	30 {42}	32 {35}
Karatikus (Mining World)	87 {15}	65 {35}	40 {50}	30 {30}	40 {25}
Leviatha (Pelagic World)	70 {9}	50 {21}	40 {30}	30 {18}	40 {15}
Massanas (Pleasure World)	70 {9}	50 {21}	40 {30}	30 {18}	40 {15}
Ostinia (Mining World)	77 {9}	60 {21}	50 {30}	39 {18}	40 {15}
Petra (Mining World)	77 {9}	65 {21}	48 {30}	36 {18}	46 {15}
Serca (Mining World)	80 {9}	60 {21}	46 {30}	36 {18}	44 {15}
Terrel (Agricultural World)	80 {9}	30 {0}	46 {50}	18 {0}	44 {30}
CS Reva	70 {9}	50 {21}	40 {30}	30 {18}	40 {15}
CS Dexros	70 {9}	50 {21}	40 {30}	30 {18}	40 {15}
CS Lironas	84 {9}	60 {21}	48 {30}	36 {18}	48 {15}
CS Pletirat	70 {9}	50 {21}	40 {30}	30 {18}	40 {15}
SS Curium	70 {9}	50 {21}	40 {30}	30 {18}	36 {15}
SS Tersa	70 {9}	40 {21}	40 {30}	30 {18}	40 {15}

Black Market Commodities (Contraband)					
	Nerve Toxins [86-88] (Price/Qty)	Organs [89-91] (Price/Qty)	Firearms (Weaponry) [92-93] (Price/Qty)	Brain Implants [94-96] (Price/Qty)	Pleasure Borgs [97-99] (Price/Qty)
Anhur (Inhabited, Polluted World)	22 {45}	120 {18}	21 {90}	126 {0}	42 {0}
Athos (Diversified World)	12 {0}	72 {0}	10 {0}	108 {0}	72 {36}
Bex (Agricultural World)	8 {0}	48 {0}	7 {0}	72 {0}	24 {0}
Corinthias (Mining World)	20 {0}	120 {0}	18 {0}	180 {0}	69 {6}
Crius (Hospital/University World)	20 {10}	156 {14}	10 {0}	234 {14}	48 {0}
Desolia (Industrial World)	20 {5}	120 {0}	18 {0}	216 {0}	75 {6}
Destinas (Agricultural World)	12 {0}	72 {0}	10 {0}	108 {0}	66 {0}
Hades (Prison World)	12 {0}	72 {0}	10 {0}	108 {0}	36 {0}
Hephaestus (Hive World)	12 {0}	108 {16}	9 {0}	162 {22}	60 {60}
Hermes (Inhabited World)	18 {50}	108 {20}	16 {150}	162 {20}	54 {60}
Janus IV (Capital World)	8 {0}	138 {8}	7 {30}	216 {8}	72 {30}
Karatikus (Mining World)	12 {10}	72 {16}	21 {30}	126 {12}	36 {0}
Leviatha (Pelagic World)	14 {40}	120 {0}	18 {0}	126 {10}	60 {6}
Massanas (Pleasure World)	14 {50}	96 {30}	12 {375}	126 {28}	30 {120}
Ostinia (Mining World)	16 {40}	120 {0}	21 {15}	180 {0}	72 {6}
Petra (Mining World)	14 {0}	84 {0}	12 {0}	126 {0}	66 {6}
Serca (Mining World)	12 {0}	120 {0}	18 {0}	108 {0}	72 {6}
Terrel (Agricultural World)	8 {0}	48 {0}	7 {0}	72 {0}	24 {0}
CS Reva	20 {0}	120 {0}	18 {0}	180 {0}	60 {0}
CS Dexros	20 {0}	120 {0}	18 {0}	180 {0}	60 {0}
CS Lironas	20 {0}	120 {0}	18 {0}	180 {0}	60 {0}
CS Pletirat	20 {0}	120 {0}	18 {0}	180 {0}	60 {0}
SS Curium	18 {5}	120 {0}	14 {75}	180 {0}	60 {6}

CHAPTER SIX: VEHICLES

6.0: INTRODUCTION

Most of the time, characters will need to go to a destination that is too far away or too dangerous to travel on foot. Some other mode of transportation will be necessary to travel to these places. Enter vehicles.

Vehicles had a prominent role in the Wing Commander games. The focus of every game was on Fightercraft, which were used by the player to fight against the Kilrathi or Nephilim (and in some of the games, against the Confederation). Flying a fighter was what the player did in the original games; indeed, it was the very point of them. Given the importance of fighters, it stands to reason that vehicles in general (of which Fightercraft are but one type among many) should be a central part of most adventures set in the Wing Commander Universe.

There are a plethora of different types of vehicles in WCRPG, with the differences between them dependent on the terrain in which they are designed to be used and their intended function. There are four main categories of vehicles: land, sea, air and space. Each category has several different types of **chassis**, each of which affects the performance of the vehicle in different conditions. Each individual chassis has a number of **weights** ranging from super-light to super-heavy, which affects the vehicle's overall performance and defensibility. Finally, there are four main categories of vehicle **users**: civilian, commercial, industrial and military. There are in fact *504* different combinations of chassis, chassis weight, and users in WCRPG, without accounting for all the different races in the game! Vehicles are so varied, in fact, that it is very difficult to design a system that covers every type of vehicles conceivable; while WCRPG's system is reasonably thorough, some types of vehicles are simply not possible in the game's context. The system has been designed to allow for some flexibility and to allow easy game play, which unfortunately requires that some aspects of it be kept a little unrealistic.

Most of the contents of this Chapter are devoted to the process of constructing vehicles. Section One covers basic rules regarding vehicles including how they operate and what players need to know in order to use them properly. Section Two begins the discussion of vehicular construction. It also includes a number of subsections that describe the different chassis, the four types of users and the different types of equipment and systems that can be added to a vehicle. Finally, Sections Three and Four contain a catalog of vehicles (both canonical and non-canonical) that are present in the Wing Commander universe, including a list of every fighter to make an appearance in any of the games. These catalogs are presented both for use in adventures and as an example of the end product of vehicular construction.

6.1: BASIC RULES REGARDING VEHICLES

Vehicles use most of the same general rules as characters, though on a larger scale of action. There are really only a few basic rules regarding vehicles and their behavior that need to be discussed.

Using Vehicles

Vehicles are fairly straight forward to operate. When characters enter a vehicle the vehicle assumes the Skill scores of a certain group of characters; essentially the characters and the vehicle behave as a single entity. One character automatically assumes the role of the vehicle's **pilot**; this can be any character regardless of their *Vehicle Piloting* Skill, though it is common for vehicles that are used regularly by a group of characters to have one character be the sole pilot. The pilot's *Vehicle Piloting*, *Evasive Maneuvers*, *Combat Maneuvers* and *Orientation* DC scores should be recorded on the vehicle's stats sheet. A vehicle may have one or more mission **specialists** aboard as well; one or more

of them may be put in charge of the vehicle's weaponry (i.e. be a **gunner**). The *Marksmanship*, *Ballistics* and *Targeting* DC scores of all gunners should also be included on the vehicle's stats sheet, with the specific set of weapons under a character's direct control also noted. The indicated Skills are particularly important in the event of combat (*see Chapter 9.3*). Finally, a vehicle may have a **commander** (like a ship's captain or other senior officer) whose job it will be to delegate responsibility over who controls what aspects of the vehicle's operation; the GM should go to this character when determining what actions a vehicle will take. On small, one-person vehicles, it is permissible for a single character to assume all of these roles. The Discipline Skills indicated above are the main Skills needed to operate a vehicle; other Skills will only be needed on very rare occasions.

Most of the procedures involved in the creation and maintenance of a vehicle are geared towards how it performs in combat. However, characters are not guaranteed to fight every time they get inside a vehicle; indeed, life would be far too rough if that were the case. More often than not, a vehicle will simply be needed to go from one place to another. Piloting a vehicle from one point to another requires a single *Vehicle Piloting* Check; for more information on the specifics of using vehicles to travel from point to point, see Chapters 8.2, 8.3 and 8.4.

When using a vehicle's scanners, any **Science** Skill may apply depending upon the target of the scan; Chapter 3.8 lists the specific Skills which apply in various situations (*if a vehicle is scanning a lifeform, a* Planetology *Check is called for, if the target is a ruin an* Archaeology *check is called for, and so forth*). Certain conditions may crop up in the course of game-play that can affect the DC of a scanning Check. The GM may consult the chart below to see if a qualifying condition exists; if so, the amount indicated is added to the DC of the Check. The player performing the Check should be so notified of the modifier.

Conditional DC Modifiers for Scanning	
Scanning DC Modifier	Qualifying Condition
-5	For each Size Class the target is smaller than the scanning vehicle
+5	For each Size Class the target is larger than the scanning vehicle
+10	If the target is using its own active scanning systems
-10	If the target is not using any active electrical systems (i.e. is running silent)
-25	If the target is concealed behind another object at least three Size Classes larger than itself.

Scale of Action and Vehicles

Vehicles operate on a larger spatial scale than characters and creatures. Whereas most creatures take up a volume of no more than two or three cubic meters, vehicles can be up to 600,000 cubic meters in volume; some are large enough to be considered capital ships. The sizes of vehicles and capital ships are categorized by a **Size Class** value, which is dependent on a "bounding box" volume. Size Class will be discussed more in Chapter 6.2 and Chapter 7.2.

Vehicles treat how they handle damage differently than characters. Vehicles have four HP counts, one for the vehicle's bow (front), stern (back), portside (left) and starboard (right) defensive arcs. Each count includes the number of **shield hit points** (SHP) and **armor hit points** (AHP) in the arc. Additionally, all vehicles can take **systems damage** and have a maximum amount of **core damage** they can take before being destroyed. For further details, see Chapter 9.3.

Certain vehicles can provide **cover** for characters. Cover comes in three levels: none, limited and full. When a vehicle offers cover, a character may receive a lessened amount of damage from weapons fire in the event that the vehicle is hit in combat. Cover is discussed in Chapter 9.2.

Purchasing, Owning and Maintaining Vehicles

A vehicle's cost is dependent upon who is allowed to purchase it, whether or not the vehicle is used and any other modifiers a GM may choose to use. *An example of a GM-imposed modifier may be whether a brand new model of a vehicle has just come out, thus lowering the demand for the older model and lowering its price while raising the demand and price for the newer model.* Used vehicles may cost between 25 to 50% the cost of a new vehicle, but it is possible that it may have picked up a few flaws in its service lifetime. Military or any other kind of "illicit" vehicles may not be available for purchase by characters through normal means...

When a character buys a vehicle, it's not considered part of their equipment but rather an asset; ownership of the vehicle should be added to the character's notes. A character must pay 10% of the purchase price of the vehicle for licensing, tags and insurance at the time of purchase. This amount will have to be paid annually to any local authorities in order to keep the vehicle legally licensed. If a character forgets to pay it, they have a three-month grace period during which time they can receive a fine if they get pulled over by a law enforcement official; these fines can run up to €100 or more depending on the local government. After that time, if a law enforcement official pulls over the vehicle, they have an obligation to impound it at once.

Characters may purchase vehicles in installments. These installments are usually set at a price of no more than €300 to €500 per month; higher rates can be found at less scrupulous dealerships. Failure to make a payment incurs the wrath of the financing institution, which may then decide to repossess the vehicle. For the first week after a payment is due, roll 2d10. On a roll of 0, the vehicle will be repossessed. For each week afterwards, increase the threshold by two. If a character has missed their payments for eight weeks in a row, repossession becomes automatic (though, of course, the repo man still has to come and take it...)

A character has to be able to maintain any vehicle they own; they alone are responsible for the payment of any repair and maintenance costs. If they will be leaving an area and cannot take their vehicle with them, they have to make arrangements to put it in a garage or an impound yard of some kind, or attempt to sell it. Impounding a vehicle can get expensive, but is probably a better option than selling it if the character won't be gone for an extended period of time; vehicles often pay for themselves in the sheer utility they can provide.

6.2: CREATING AND MODIFYING VEHICLES

The process of creating a vehicle is a somewhat more complicated than the process of creating a character but it can be just as rewarding; it is entirely possible that a specific vehicle may become legendary, such as the *General Lee* or the *Enola Gay*. Entire lines of vehicles may also achieve the status of legend; in the Wing Commander Universe, the best example is perhaps the F-44 *Rapier-II*.

The basic procedure for creating a vehicle entirely from scratch is as follows:

1. Build a design concept.
2. Select the species that primarily uses the vehicle.
3. Select a chassis, weight class, user and Size Class and note any modifiers.
4. Add any desired Flaws to the vehicle's design.
5. Determine the type, amount and cost of the vehicle's Armor.
6. Select the vehicle's Engine Class and determine its cost.
7. Select all accessories for the vehicle.
8. Determine the vehicle's crew and passenger complement and its cargo capacity.

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9. Figure up the vehicle's total cost.
10. Record the vehicle's vital stats.
11. Put finishing touches and any desired additional traits to the vehicle.

Build a design concept

Before the designer actually begins to build a vehicle, they should take a little time to think about just what exactly it is they want to create. Having a design concept for a new vehicle type is a step that is often overlooked and yet is quite important for the overall design process. Design concepts are simply ideas; they can be drawings, a set of desired stats, a design programme and so forth.

The purpose of the design concept is to direct the designer as they go through the creation process and to help them think about ways they may work around situations wherein the creation system may be a little fuzzy. The vehicle creation system has been designed to be as comprehensive as possible; it's not perfect and there may be times when a designer has to improvise. *Take for example a designer who wants to create an SUV-type vehicle for an adventure and decides to add a luggage rack. Going through the design process, the designer discovers that there is no "luggage rack" accessory, so they decide to substitute a Cargo Bay Module that uses only 1 cubic meter of space.* Circumstances like this happen quite often, particularly when a vehicle is of an unusual design.

The vehicle creation process is generally straightforward. Nevertheless, to help keep potential vehicle creators from getting overly confused, an example will be provided at the end of each step in the process.

The CF-117b *Rapier* from the Wing Commander movie.

For our vehicle example, we're going to try and re-create the CF-117b Rapier *from the Wing Commander Movie. This is going to be an interesting build since we're dealing with a fighter that is far smaller than every other fighter in the Wing Commander Universe.*

We've got a pretty good concept for the Rapier *from the Confederation Handbook:* <u>*Currently the primary utility fighter of the Confederation Space Force, development of the Rapier began in 2527 and the first order of 700 was commissioned in 2536. The B-model, with enhanced missile capacity and gun, was phased in beginning in '45; the A-model has been completely phased out. The Rapier has now largely supplanted the earlier CF-105 Scimitar, particularly in frontline operations. The Rapier combines acceleration, maneuverability and firepower to make it the premier one-on-one dog fighter in space today. Its handling superiority is necessary, since its short-range neutron guns require close approach to the enemy in combat. The Rapier's most distinguished visual feature is its rotary-barrel neutron gun. The rotating multi-barrel allows longer continuous neutron fire. The dual neutron pulse generators can be set to alternate or synchronous fire. Wing mounted lasers provide longer-range fire support. It also mounts up to ten guided or dumb-fire missiles, Confed Tempest targeting and navigational AI, and a jump capable drive array. Its life-support systems are rated for up to seven hours cruise time. (A LARP variant exists, the 117b -L, with an enhanced sensor package and rated for up to 72 hours life support, but lacking the neutron gun.) The Rapier is not capable of sustained atmospheric operations - its wings function strictly as weapon/missile mounts. It can*</u>

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generate a retrieval tractor rated for up to 75 tonnes. It is capable of ejecting its pilot into a standard survival pod.

- *Class: Medium Fighter*
- *Length: 9 meters*
- *Cruise/Max Velocity: 250/'***450 kps***
- *Weapons:*
    - *Two Wing-Mounted Laser Cannon, '***Dual-Pulse Rotary Barrel Neutron Gun (forward)***
    - *10 Missile Mounts*
- *Defenses:*
    - *Fore and aft phase shields rated to 7 cm*
    - *5 cm fore armor /4 cm aft armor, '***3 cm port /starboard armor***

That's a lot of information and we're lucky to have it; most of the time, a concept won't be nearly this fleshed out in the early going of a vehicle's design.

Select the species that primarily uses the vehicle.

Species selection is perhaps the easiest thing that can be determined about a vehicle; the designer simply needs to select the race that either uses or manufactures the vehicle. Vehicles tend to operate in the territories in which they were manufactured though a few may be exported to other territories (in which case the vehicle's cost should be increased as appropriate).

The selection of the primary user of the vehicle is a critical decision and should not be overlooked. In WCRPG, each species has its own categorical level of **technological development**; these are the same four general eras of development listed in Chapter 10.2.7: Stone Age, Metal Age, Industrial Age, and Starfaring Age. Certain chassis are unavailable to less developed races and it's important to know whether a species is developed enough to build a vehicle that uses the intended chassis.

We've pretty well determined this step through the concept of the Rapier *(more proof of the importance of creating a concept); this will be a Confederation craft and Terrans will be the primary species using it, though it may be exported out to the Union of Border Worlds, Landreich, Firekkan Planetary Alliance, etc.'.*

Select a vehicle chassis, chassis weight, user and Size Class and note any modifiers.

The next step in creating a vehicle is to select its **chassis** (a vehicle type), its **weight class** (how sturdy/massive a particular frame compares to other frames of the same chassis type) and its **user** (the specific group that the vehicle has been designed for). This is a crucial step as it will determine several of a vehicle's base statistics including its intended terrain usage, cost, base HD, base speed and the number of accessories that can be installed.

The vehicle's Size Class should also be determined at this time. Size Classes are dependent upon a **bounding box** volume, the minimum size a rectangular prism (a box) would have to be in order to fit the whole vehicle inside of it. A vehicle is said to be of a certain Size Class as long as it is at least as large as its minimum required volume while not exceeding the minimum volume of the next largest Size Class. The bounds for possible vehicle Size Classes are listed in the table below.

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WCRPG Vehicle Size Class Conversion Chart			
Size Class	Approximate Minimum Bounding Box Volume (m3)	"Safe" Accommodation Space (m3)	"Safe" Cargo Space (m3)
1	5	0.1	0
2	11	0.2	0
3	22	0.4	0
4	44	0.7	0
5	88	1.5	0
6	176	2.9	0
7	352	5.9	0.1
8	703	11.7	0.2
9	1406	23.4	0.4
10	2813	46.9	0.8
11	5625	93.8	1.6
12	11250	187.5	3.1
13	22500	375	6.3
14	45000	750	12.5
15	90000	1500	25
16	180000	3000	50
17	300000	5000	100
Size Class 18 begins at 600,000 m³ (see Chapter 7.2).			

In addition to their minimum bounding box volume, each Size Class has a **safe accommodation space** and a **safe cargo space** volume, which are used to determine the ship's complement and cargo capacity respectively. The amounts indicated take into account the fact that most vehicles do not take up the whole indicated bounding box volume for the Size Class (the chart assumes only about one-sixth of the bounding box volume is used) and that only a small fraction of the available space is used for purposes of quarters and cargo (10% for quarters, 0.2% for cargo).

These data set the basic properties of the vehicle's design. The properties imparted to a vehicle by its chassis, weight class, user and Size Class can never be _directly_ changed, though certain accessories or traits may be given to it later in the design process that may impart some degree of change to them.

We need to select a chassis, weight class and user for the Rapier. _Given what we're creating, one of the Fightercraft chassis would make the most sense. However, if we go ahead and calculate the_ Rapier's _bounding box volume given the statistics we have (which we can do since there are side-view and forward-view aspect pictures of the_ Rapier _available and since we have a length stat already), we find that the volume is a mere 113.3 cubic meters, which puts the_ Rapier _in Size Class Five (which is where we must set its Size Class). This is too small even for the Super Light weight class of Fightercraft. Since it's too small for any of the Fightercraft weight classes, we're going to have to use a different chassis. Of the space vehicle chassis and weight class combinations available, only the Medium weight Capsule chassis; that will be what we have to use. Since we're building a military craft, we can go ahead and set the user to Military. Thus, our base chassis, weight class and user is_ **Medium Military Capsule.**

Note what all this information already tells us about the Rapier. _At Size Class Five, we have 1.5 cubic meters of accommodation space and no internal cargo space with which to play. Our base HD ratings will be 35/45/35 accounting for the base amount from the chassis and the HD bonus from the Military User. The_ Rapier's _base cost is five Cost Points and we will have a times-twenty Cost modifier for the Military User. Its default atmospheric speed is 1000 kph and we'll have a total of_

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thirteen accessory slots with which to fill, three from the chassis and ten from the Military user. For design purposes, the default armor amount will be three centimeters, with a maximum amount of seven centimeters after adding the bonus two centimeters from the Military User. The default Engine is Sixth Class, the craft's top atmospheric speed is 10,000 kph and its standard Cost Modifier is €161.30 per Cost Point. It gets two extra points to its Initiative rating thanks to the Military User. Finally, since we know we're dealing with a Starfaring Age craft, we know that we get to add the Tachyon Radar accessory as a freebie. We've already got a lot of information on the Rapier *and we haven't made a whole lot of decisions yet.*

Add any desired Flaws to the vehicle's design

Sometimes a vehicle's design doesn't work out as well as intended either due to inadequate manufacturing processes or mistakes made during construction, leading to problems with the vehicles functioning. These problems might not be caught until after a substantial number of vehicles have been manufactured with the problem intact. They may even sometimes be something someone knew about before the first vehicle rolled off the assembly line but either couldn't or wouldn't fix. These problems are collectively known as **flaws**.

Flaws may be used to reflect problems inherent in a vehicle's design or serve as a reflection of imperfect manufacturing processes used in the technological era in which it was constructed. Flaws affect a vehicle's modifiers and/or the ability of its users to fix any problems. If a designer wants to add flaws to their vehicle, they may choose their own or they may use the chart below. A designer can add flaws and other characteristics to an entire class of vehicle if they wish. The same flaw can be given repeatedly a vehicle; it has a cumulative effect in each case. Designers should make any selections from the "Design" column below; the "Acquired" column is specifically for flaws that are inflicted on existing vehicles during the course of combat (see Chapter 9.3).

	Vehicle Flaws by d%	
d% Result	Flaw (Design)	Flaw (Acquired)
01-10	The vehicle's design makes inefficient use of interior space; reduce its accommodation, cargo and hangar volume by 10%. This flaw can be repaired with three successful *Mechanics* Checks in a row at a rate of one per day.	The vehicle's paint job is scratched or chipped; no game effect.
11-20	The vehicle's design is not easily modified; reduce its normal maximum number of accessories by one per two Size Classes. All upgrades and modifications to the vehicle will take twice as long as normal to complete. This flaw can be repaired with five successful *Mechanics* Checks in a row at a rate of one Check per day.	Part of the vehicle's outer surface is dented in. No game effect.
21-30	The vehicle has slower than normal throttle settings; reduce its movement rate by one. This flaw can be repaired with two successful *Mechanics* Checks in a row at a rate of one Check every three hours.	One of the vehicle's systems takes some minor but irreparable damage (GM's choice); one of its systems takes 5% damage permanently. This flaw may accumulate.
31-50	Some of the vehicle's systems have had to be jury-rigged in order for it to operate normally; -20 on all *Mechanics* Checks made to the vehicle. The repair DC for this flaw is dependent upon the specific systems that have been affected at the GM's discretion.	One of the vehicle's systems malfunctions. The GM must select one system randomly (see Chapter 9.3); the system malfunctions immediately regardless of its current damage level.
51-60	The cooling system is inadequate to the needs of the vehicle's reactor, making it easy for it to overheat at high speeds. The vehicle may only travel up to half its normal maximum speed without incident; it takes 5% Engine damage for every minute that it travels at speed greater than that level. This flaw can be repaired with two successful *Mechanics* Checks in a row at a rate of one Check every twelve hours.	The vehicle's Engine has overheated; it takes an immediate 50% Engine Damage. It takes a further 5% Engine damage for each minute it remains in operation until the vehicle slows to ¼ of its maximum speed. Afterwards, the vehicle may not travel faster than ½ of its maximum speed. This flaw can be repaired with two successful *Mechanics* Checks in a row at a rate of one Check every twelve hours while vehicle is not in operation, or six successful *Mechanics* Checks in a row at a rate of one Check every six hours while vehicle is still in operation.

61-70	The vehicle's handling is shaky and/or sluggish; -20 to all *Vehicle Piloting* Check DCs while the vehicle is being operated. This flaw cannot be repaired.	One of the vehicle's stabilizers has blown loose. This causes an immediate 20% Engine Damage, -1 to the vehicle's Initiative rating and a -20 DC penalty to all *Vehicle Piloting* Checks. This flaw can only be repaired by replacing the stabilizer as well as by completing two successful *Mechanics* Checks in a row at a rate of one Check per day.
71-75	The vehicle has been designed with sub-standard scanning equipment; it takes a +1 Range penalty to all *Marksmanship* and *Ballistics* Checks. This flaw can be repaired via replacement of the scanner pallets while the vehicle is not in operation as well as two successful *Mechanics* Checks in a row at a rate of one Check every two days.	The vehicle's Sensors malfunction; it immediately takes a +2 Range penalty to all *Marksmanship* and *Ballistics* Checks. This flaw can only be repaired by replacement of the scanner pallets while the vehicle is not in operation and two successful *Mechanics* Checks in a row at a rate of one Check every two days. If the vehicle has no scanners, roll again on this table.
76-80	The vehicle's weapons systems only work intermittently; every time they are activated, there is a 10% chance of a weapons system malfunction. This flaw can be repaired while the vehicle is not in operation via the re-wiring of the weapon power taps as well as three successful *Mechanics* Checks in a row at a rate of one Check every eight hours. If the vehicle has no weapons, roll again on this table.	The vehicle's fire control systems have malfunctioned; it takes an immediate -10 DC penalty to all *Marksmanship* and *Ballistics* Check. This flaw can be repaired with four successful *Mechanics* Checks in a row at a rate of one Check every eight hours. If the vehicle has no weaponry, roll again on this table.
81-90	The factory where the vehicle was built employed laborers or equipment whose work was sub-standard; each time the Armor has to absorb damage, there is a 10% chance the armor plates will completely fall off. This flaw can be repaired via the complete removal and replacement of the armor plating at a garage; this takes three times the normal amount of time for Armor replacement. Upon replacement, roll d%; on 10 or less, the flaw is still present.	The vehicle's weapons capacitors short out; its weapons systems are rendered inoperative and cannot be used again until the damage is repaired. The short causes a blast that inflicts d% Core Damage to the vehicle. Repair of the weapons systems requires five successful *Mechanics* Checks in a row at a rate of one Check per hour. If the vehicle has no weapons or if the capacitor has already shorted out, roll again on this table.
91-95	The vehicle was designed with sub-standard structural materials; each time the Armor has to absorb damage, there is a 25% chance the armor plates will completely fall off. Additionally, the vehicle has a permanent 1d10% Core Damage. Repair of this flaw requires a full overhaul of the vehicle's chassis to replace the affected beam members; this requires ten times the normal amount of time for Armor replacement. Upon replacement, roll d%; on 25 or less, the flaw is still present.	Serious damage to the vehicle's internal framework; it immediately takes 2d% Core Damage and must double all its HD ratings. Repair of this flaw requires five successful *Mechanics* Checks in a row, with each check made at intervals equal to a number of hours equal to the amount of HD points gained. The GM is allowed to select secondary effects from this flaw at their discretion (such as lowered AHP, Core Damage or system malfunctions).
96-00	Other. Some other system is either flawed or has become flawed; the GM/designer is encouraged to be somewhat cruel.	

Note that flaws added at this stage of the design process apply to entire makes of vehicles; for individual vehicles, flaws do not necessarily have to be added until the "finishing touches" step as described below.

We could add flaws to the Rapier *but let's not do so for the sake of argument. If we did anything, we could take the "other" route and give it an unstable jump drive (like what's eventually seen on the F-95* Morningstar*), causing a total temporary systems failure for 1d5*10 minutes after any failed jump.*

Determine the type, amount and cost of the vehicle's Armor

Once the vehicle's basic stats have been determined, it's time to begin selecting its basic equipment starting with its Armor. Armor's primary function is to act as a defensive system; since shields are a relatively expensive and advanced technology, more vehicles than not have Armor only and as such a vehicle's Armor should be selected carefully. Armor is available to Industrial Age and Starfaring Age vehicles only and some of the stronger forms of Armor are further limited by a "service date", prior to which it does not exist and may not be installed on any vehicle.

A designer may arbitrarily set the vehicle's amount and type of Armor. Each Armor type has a Durasteel equivalency rating, which measures the effectiveness of the armor as compared to an equal amount of Durasteel. The vehicle will receive ten AHP per centimeter of Durasteel equivalency installed. *For example, Plasteel armor has an equivalency of 10 centimeters Durasteel per centimeter. If a designer puts two centimeters of Plasteel armor on their vehicle, the vehicle will have the equivalent of 20 centimeters of Durasteel armor installed and will thus have 200 AHP.* Armor

amounts are always listed in tenths of a centimeter and always reflect the actual thickness of the armor on the vehicle in question.

Each chassis has a **default armor** and a **maximum armor** rating. The default armor stat is considered an optimal thickness of Armor for the chassis; installing the default amount of Armor on a vehicle will have no effect on its HD ratings. A designer can put less armor on the vehicle if they so desire; this will have the effect of lowering its HD ratings. For each full centimeter (rounded down) below the default armor amount, each of the vehicle's HD ratings should be reduced by one point. If a higher than optimal amount of Armor is installed, each of the vehicle's HD ratings should be increased by one point for each full centimeter above the optimal amount installed. Note that the Armor's *type* has no bearing on HD ratings but the *amount* does.

The maximum armor stat lists the highest thickness of Armor that can be installed on the vehicle under normal circumstances; there is an accessory that will allow a designer to add even higher amounts of armor, though it is quite expensive. If the maximum amount of Armor rating is installed on the vehicle, the vehicle's HD ratings should be increased by an additional point above what would normally added for higher Armor amounts.

Armor is not essential and can be ignored entirely should a vehicle designer choose to do so, though as stated above, it usually is the only substantial defensive system most vehicles have; removing it will greatly reduce a vehicle's survivability.

From the design notes, we know that the Rapier *has five centimeters of armor forward, four aft and three on the sides. There's nothing in the rules about having variable amounts of armor per quarter; the easiest thing we can do here is just average the armor among the four quarters. Doing this gives the craft an average of 3.75 centimeters of Armor, which for the sake of argument we will round up to an even four centimeters. From our notes, we know that the default armor is three centimeters and the maximum armor is seven centimeters; this amount falls comfortably within that range. The movie* Rapier *is a comparatively early design, so Durasteel armor will do just fine. We'll need four centimeters; this will add a total of €2,000 to the final cost of the craft and give it a mere 40 AHP. We've added one centimeter of armor over the default amount, so we need to raise the HD ratings by one point a piece. This puts them at 36/46/36 for the time being.*

Select the vehicle's Engine Class and determine its cost.

The next most crucial piece of equipment to select is the vehicle's Engine. The Engine's primary function is to provide the vehicle with propulsive and electrical power; the system always includes whatever power generation technology is required to complete these aims. Each vehicle chassis has a **default engine** rating, which indicates an Engine Class considered optimal for the chassis; installing the default Engine Class will have no effect on the vehicle's HD ratings. A designer can put a lesser Engine Class on the vehicle if they so desire *in most cases* (see below for details). Conversely, a higher Engine Class will decrease the HD and BHD ratings by two points apiece. A vehicle's Engine never has an effect on its FHD rating.

Engines have a direct effect on the vehicle's fuel efficiency (*see Chapter 8.1*) as well as its top speed. For each Class above the default engine rating, the top speed of the vehicle is doubled; this cumulates per Class increase (i.e. two Classes above will multiply the normal top speed by four, three Classes above will multiply the top speed by eight and so forth). Sea vehicles are an exception to this rule; added Engine Classes only raise their top speed by 10 kph. If an increase in the vehicle's speed will put it above the maximum for its chassis, it must be set at the chassis maximum; it cannot be raised above that amount. Installation of higher Engine Classes will increase a vehicle's fuel efficiency even after it has reached the maximum speed for its chassis.

Lower Engine Classes halve the indicated top speed, rounding down. Sea vehicles are an exception again; lower Engine Classes reduce their top speed by ten kph. Most vehicles can still operate with a First Class Engine installed though both their fuel efficiency and speed will be abysmal. A few vehicle chassis have a **minimum engine** rating; any Engine Class below this minimum rating installed on a vehicle will not provide sufficient power for the vehicle to operate. No vehicle may have a speed of lower than five kph regardless of its Engine rating.

If they so desire, a designer may reduce the maximum speed of their vehicle below the amount indicated by its Engine Class (i.e. they may add a "**speed governor**" to the vehicle). Speed governors are considered part of the vehicle's Engine system. Characters are welcome to try to remove a vehicle's speed governor in order to improve its performance; this requires a successful *Jury Rig* Check. If successful, the vehicle's top speed increases to the full amount indicated by its Engine Class; this also allows the vehicle to travel at speeds exceeding the maximum rated speed for its chassis type. If a vehicle is being operated at speeds exceeding its chassis maximum, it takes 1% Core Damage every three minutes with the attendant risk of catastrophic failure and all associated penalties for systems damage (see Chapter 9.3).

Not all vehicles require an Engine; those that don't have "None (Unpowered)" as their default engine rating. These vehicles are capable of running on some kind of non-internal source such as wind, water, work animal or sentient power. If external sources are used for locomotion, the vehicle can travel as fast as the external source (e.g. a Yacht driven by a 20 kph wind will travel at 20 kph, a Groundcar drawn by a horse at 15 kph will travel at 15 kph and so forth). Externally driven vehicles have no speed governor and may experience the same potential effects that come from the lack of one if the vehicle's speed becomes greater than its chassis maximum, though such occurrences would be *exceptionally* rare. The Initiative value for a vehicle with a non-internal power source is zero.

We know that a Capsule's default Engine rating is Sixth Class. We also know that we're designing a fighter capable of moving at speeds rated in kps, which is ultimately going to require an Ion Engine accessory (which will switch the velocity units of the vehicle's speed ratings from kph to kps and reduce their values tenfold). From our concept, we know that the top speed of the Rapier *is 450 kps. The default Engine Class for a Capsule is Sixth Class and the Ion Engine changes its default speed from 1000 kph to 100 kps. A Seventh Class Engine would double this to 200 kps, an Eighth Class will double it again to 400 kps and a Ninth Class will double it yet again to 800 kps. We therefore need to install a Ninth Class Engine on the* Rapier *and add a speed governor to knock its top speed down to 450 kps. Note that the Ion Engine also affects the maximum chassis speed (changing it from 10,000 kph to 1,000 kps), so we're still below that limit.*

Since a Ninth Class Engine is three levels above the default Engine rating for a Capsule, we get to subtract six points from the Rapier's *HD and BHD ratings, bringing them to 30/40/36. It will also add nine points to its Initiative rating, bringing it up to eleven. Finally, the Engine will add a whopping 1,400 Cost Points.*

Air Vehicles, Space Vehicles, and Aerodynamic Ratings

Some Air and Space vehicles are capable of moving in a planet's atmosphere at speeds high enough to generate a great deal of friction, in the process generating sufficient heat to melt their frame if heat-dissipating materials are not added to its outer skin. As expected, these materials add to the cost of the vehicle; for every 1,000 kph a vehicle is capable of traveling in atmosphere, one Cost Point should be added to its basic cost. A vehicle's **aerodynamic rating** is equal to the increase of the vehicle's cost and sets the maximum speed at which it can travel through atmosphere. It functions like a speed governor except that it can be exceeded simply by installing a certain type of Engine; the same risk of catastrophic failure applies. Should the vehicle be operated at a speed greater than both

its aerodynamic rating and the maximum speed, for its chassis the amount of Core Damage it sustains is increased to 2% every minute. No vehicle may travel faster than 10,000 kph in a planetary atmosphere.

Space vehicles have a few additional rules in regards to atmospheric operations. It is assumed that all space vehicles are capable of moving at a speed sufficient to enter a parking orbit around the world from which they operate and are capable of travelling at a speed sufficient to conduct any tasks locally (i.e. around the planet and its moons but not much further than that). The maximum chassis speed for a Space Vehicle is ignored when it is operating in space or during launch and landing; it only applies when it is conducting extended operations in a planetary troposphere

It is generally assumed that Air and Space Vehicles have been given sufficient heat-dissipating material on their outer skin in order for them to operate normally in any kind of planetary environment; this includes vehicles that are transported and used on worlds with significantly varying tropospheric conditions (temperature, atmospheric density, gravity, etc.). Simply put, it's easier to make this assumption rather than have to calculate a multitude of permutations of environments in which a vehicle may be called upon to operate, though it is good role-playing to have characters comment on the suitability of a certain vehicle on a certain worlds or to have a problem it crop up because of the environment.

From our concept, we know that the Rapier *is "not capable of sustained atmospheric operations". Thus, we can easily say that it is not an atmospheric-capable craft and we do not have to add any Cost Points for an aerodynamic rating.*

Select all accessories for the vehicle.

The vehicle's accessories should be selected next provided it can support them; if it cannot or if the designer doesn't feel like adding them, this step may be skipped. It should be noted that a vehicle that can carry at least one accessory has the potential to carry many more thanks to the Modified Chassis accessory (though adding this accessory will add quite a lot to a vehicle's cost). Accessories have a number of effects; for more information about what specific accessories are capable of doing, see Chapter 6.2.3. Accessories can change a lot of the basic characteristics of a vehicle; any changes should be noted with the accessory's effect. Certain chassis may indicate the inclusion of one or more "freebie" accessories; these accessories may be included at a designer's discretion without taking up available accessory slots and without adding their cost to the vehicle; they are considered part of the chassis).

Shield systems are one type of accessory that may be added to a vehicle. Shields are considered full accessories and count as such in a vehicle's accessory count except for Fightercraft and Transports. Like Armor, an arbitrary number of shield hit points (SHP) may be set for a vehicle at the time of its design, with each ten SHP equivalent to one centimeter of equivalent Durasteel Armor plating. This can lead to situations wherein the indicated strength of the Shields does not match the amount indicated by any of the Classes of Shields in the equipment list (see Chapter 6.2.3). If this is the case, the designer will need to find the first Shield Class whose SHP value is more than what they have indicated; that Class becomes the vehicle's official Shield Class. *For example, a designer elects to create a vehicle with 105 SHP. This doesn't correspond to any established Shield Classes; checking the chart, the first Class of Shield with a higher SHP value is Second Class at 200 SHP, so the vehicle has Second Class Shields.* When modifying a vehicle, the values and Classes of Shields must correspond to the chart; the SHP cannot be arbitrarily set. No vehicle may have over 1,000 SHP. Shields have no effect on a vehicle's HD.

Weapons systems are another type of accessory that may be added to a vehicle at this time. To add a weapon to a vehicle, a Weapons Station accessory must be placed first, which will determine into what combat arcs a weapon may fire as well as the number of weapons present (for more on the Weapons Station accessory, see Chapter 6.2.3; for more on combat arcs, see Chapter 9.3). Vehicles may have multiple types of weapons installed on the same Weapons Station if the designer so chooses (e.g. a vehicle could carry both Standard and Long Range Heat Seeking Missiles on the same weapons station) but may not carry any class of weapon for which it is not designed (e.g. an Ordnance Weapons Station cannot mount Lasers or any other type of Gun). Weapons Stations help the designer to note what weapon is located on what particular mount. Each mount point allows a single weapon of the appropriate type to be mounted on it; these weapons do not take up additional accessory slots but do take up the mounting points on the Weapons Station. The amount of damage or effect of a weapon should be recorded in the appropriate boxes on the Vehicle Record Sheet.

Finally, vehicles may be configured to carry other vehicles (through use of the *Vehicle Rack* or any of the various *Hangar Bay Module* accessories). "Child" vehicles never count as accessories but if they are normally carried by a **parent vehicle** their cost should be added to its final cost after the rest of its cost has been calculated (see below). Stats should also be made available for the smaller craft if they aren't available already.

From our earlier notes, we know that we have thirteen accessory slots with which to work. Unfortunately, that doesn't look like it's going to be sufficient; we know the Rapier *has Shields (which we won't get for free since we're not using a Fightercraft or Transport chassis), an Ion Engine, an Akwende Drive and a total of thirteen Weapons Stations; that's going to equate to sixteen accessories at a minimum. We'll have no choice but to put the Modified Chassis Accessory on the* Rapier*, so we should go ahead and figure out what other accessories we're going to want to add. Going back to our design concept, we're going for something maneuverable with one Gatling gun and a tractor beam, a good tactical and navigational AI, seven hours cruise time and pilot ejection capabilities. From that description, we can add a Scout Module, an ECM module, a Tracking Computer, ITTS, a Tractor Beam and an Ejection Seat to what we have so far. While an Afterburner and a Countermeasure Pod dispenser would make sense given what we're building, they don't appear in the official statistics and so we won't add them.*

So, we'll need a total of twenty-two accessory slots to fit everything we want on the Rapier*. This means we'll need a Modified Chassis +9 accessory, which will add 900 Cost Points and the remaining accessory slots we need. We can now add ten Light Ordnance Hardpoints (at 25 Cost Points per mount for a total of 250 Cost Points), two Gun Sponsons for the Lasers (also at 25 apiece for a total of 50 Cost Points) and a Gatling Gun Hardpoint (at 240 Cost Points) for the Neutron Gun. We'll then add the Tracking Computer (20 Cost Points), ITTS (10 Cost Points), ECM Module set at times one (which costs 20 times the Size Class; 100 Cost Points total), Tractor Beam (which again costs 20 times the Size Class for 100 Cost Points total), Ejection Seat (10 Cost Points), Ion Engine (250 Cost Points) and Akwende Drive (1,000 Cost Points). Lastly, we need to add a Shield Generator; since the* Rapier *only has seven centimeters of Shields and that doesn't correspond to any Shield on the equipment list, we'll need to check for the next highest amount of SHP. This turns out to be a First Class Shield; we'll add it for a cost of ten Cost Points and set the* Rapier's *SHP amount to seventy. We also get a Tachyon Radar as a freebie; its addition does not take up any additional accessory slots and we don't have to add its normal cost (which would otherwise be 35 times the Size Class; 175 Cost Points in this case). Adding everything up, the total cost of our accessories is 2,940 Cost Points.*

We also need to add weapons at this time. Our concept is not particularly specific about a default missile loadout, so we'll just say six Dumb-Fires and four Image Recognition Missiles. We can save a little from the craft's cost if we go with the lighter versions of each weapon; this is actually appropriate for a craft of the WC1 era, so we'll go with Light Dumb-Fire and Civilian-Grade Image Recognition Missiles. Each DF costs €90,000 and each ImRec costs €750,000; we'll be adding a total of

€3,540,000 in ordnance. We also need to add two Laser Cannons for the wingtips; Civilian-Grade Lasers (the only kind available for the era) cost €1,000 apiece. Finally, we'll need to add a Neutron Gun to the design; the Standard gun is the only one available and it costs €4,800. The final total cost of our weaponry is €3,546,800.

Determine the vehicle's crew and passenger complement and its cargo capacity.

With the vehicle's accessories determined, there is only one major issue that needs to be addressed before its remaining stats can be determined: its crew complement and cargo capacity. Crew complement is an indication of how many people are required to operate the vehicle (its crew) as well as the number of additional people it can carry that aren't essential to its operation (passengers). Similarly, a vehicle's cargo capacity indicates the volume of equipment, parts and commodities it can carry at any given time.

Vehicles have an amount of space set aside for the purpose of housing occupants; this **safe accommodation space** is determined by a vehicle's Size Class. The amount of space involved has been pre-calculated for each Size Class making the following three basic assumptions about vehicles:

1. A vehicle's bounding box volume is no larger than the minimum amount indicated for its Size Class.
2. A vehicle's actual internal volume is only one-sixth the amount of its bounding box volume.
3. A vehicle devotes ten percent of its actual internal volume to accommodation space.

The amount of accommodations space available on a specific vehicle can be vastly different if any of these assumptions are incorrect; for the most part, a designer can be rest assured that the amount of space indicated is what would usually be available. If a larger amount of space is desired, it's recommended a designer not go above 50% of the bounding box volume for the available internal volume and that no more than 25% of that space be set aside for living areas. Living space can also be transferred from a vehicle's safe cargo space if the designer so chooses.

Accommodations spaces partition a vehicle's accommodation volume into spaces for individual occupants. These spaces vary greatly in size from single seats all the way up to opulent, apartment-like suites. A description of the available types of accommodation spaces is provided in the table below:

Vehicle and Starship Accommodation Spaces		
Name	Approximate Size (m³)	Brief Description
Suite	400	This is a full-sized apartment. It comes with separate full bathroom and sleeping areas off of a main living area or office space and has its own kitchen and dining areas.
Luxury Stateroom	200	This is an efficiency apartment. Its kitchen, living space and bedroom are all rolled into one space, which can be partitioned if so desired by its occupant. It does have a separate full bath area.
Stateroom	100	This is a high-class cabin. It usually has its own full bathroom, a table and chairs for office space, a large bedding area and maybe a kitchenette. This is a good size space for first-class family accommodations.
Double Cabin	50	This is a good medium-sized room. It usually comes with a full bath area, large bed and a small work area. It typically utilizes a shared common area. This is a good size space for first-class accommodations on space vehicles.
Single Cabin	25	Dinky in comparison to some types of quarters, a single cabin has enough room for a bed, a person's belongings and maybe a small toilet. It typically utilizes a shared common room. This size of space is used a lot for second-class passenger passage.
Steerage Cabin	12.5	Steerage cabins are cramped, usually containing just the bed and maybe a desk and a little space for personal effects. It usually requires a shared restroom but otherwise affords a person at least some privacy.

Large Berth	6.25	A good size bunk that folds up into the wall, giving an occupant a good amount of space for working as well as a little more in the way of storage for personal effects. If a shared common space and bathroom are used, there's probably just enough space in the actual room for the bunk and not much else.
Medium Berth	3.125	A larger bunk that can fold up into a wall with a larger storage area. This volume of space is usually good when comfort isn't a priority but some work or office space is needed. Jail cells are usually about this size.
Crew Berth	1.5625	A bunk bed with a locker for storage. The bunks in these spaces are usually stacked three high. This volume of space is good when you have to cram large numbers of people into a really small space. They aren't very private or very comfortable.
Airplane Seat	0.78125	This is one reasonably comfortable partially reclining seat with an overhead bin to hold a small amount of cargo as well as a small cargo space under the chair. This volume of space is good for hauling passengers on trips not much longer than twelve hours or so at the most.
Bucket Seat	0.390625	This is about as basic as it gets; it's a seat that still offers support for the back. No cargo space is included. This amount of space is good for hauling passengers on short trips of about two hours or less, perhaps longer if breaks are scheduled in.
Saddle	0.1953125	A place to put your butt; that's about it. At least you don't have to share it with anyone...

Regardless of its type, each accommodation space added to a vehicle adds one person to its overall complement. A designer is allowed to perform **hot racking** on any Berth-sized space; this will add an additional person for every two such berths added to the vehicle resulting in a minor drop in its overall performance: if the vehicle's base fuel efficiency is 50% or less, its fuel efficiency should be lowered by 5% (to a minimum of 5%; for more information on fuel efficiency, see Chapter 8.1). Additionally, all Checks made by the vehicle's occupants will be at a -2 DC penalty. An additional person may be added without hot racking for Cabin-sized spaces and larger; a third person may be added for each Stateroom or Suite-sized quarters added. The listed accommodation types assume Terran occupancy; if the species for which the craft is being designed is larger than Terrans (CSC 5), the designer should double the indicated size of the accommodation space for each point of difference in their Size Class. Likewise, the indicated space should be halved for smaller species. The specific types of quarters do not have much in the way of game effects but may add flavor to some adventures.

Not all of the available accommodation space needs to be filled in; some can be transferred over to cargo carrying volume, transferred to hangar space if the vehicle is equipped with any Hangar Bay Modules or just left empty.

Once the number of persons that can occupy a vehicle has been determined, the designer may set any number of them as crew with the rest becoming passengers. A designer is welcome to assign however many spaces they desire to crew, though they should keep in mind that larger vehicles will probably require a significantly larger crew just to run things. As a general rule, about 20% of the indicated number of persons should be required as crew if the vehicle is either Commercial or Industrial (six persons at a minimum), one person for every two Size Classes is required if the vehicle is Civilian and 95% or more (usually all) should be required if the vehicle is Military. Obviously these figures are suggestions; they won't apply all the time (*a vehicle with the* Automation Module *accessory, for instance, doesn't require a crew at all*) but should be good for most situations.

Once they have been determined, a vehicle's crew and passengers should be recorded in the appropriate boxes on the Vehicle Record Sheet along with the various types of accommodation spaces placed inside the vehicle.

Cargo space is determined next. It is similar to the safe accommodation space in that a certain volume has been set aside for cargo carrying based on the vehicle's Size Class; the amount set aside is approximately one-sixth of one percent of a vehicle's actual internal volume (again assuming the vehicle takes up only one-sixth of the minimum possible bounding box volume). Like accommodation space, this volume can be adjusted to fit the vehicle's intended function (for example, a transport ship might utilize something like 25% of its internal volume as cargo space; 80% or so may be used for bulk good transports).

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Determining a vehicle's cargo capacity is simple enough; the designer just needs to add up any cargo space the vehicle gains from any Cargo Modules installed on the vehicle (including the Refrigeration, High-Temperature, Bio-Hazard and Waste Disposal Modules as well as the standard Cargo Module and Bulk Cargo Module accessories) and add to it the amount of space reserved for cargo. The resultant amount is the vehicle's cargo capacity, which must be recorded in the cargo capacity box on the Vehicle Record Sheet along with a list of its various cargo carrying modules. As with accommodation space, space reserved for cargo can be transferred to accommodation space, hangar space (if the vehicle has been equipped with any type of Hangar Bay module), both or neither at the designer's discretion. Note, however, that cargo space granted to a vehicle from its modules cannot be transferred; that space must remain devoted strictly for cargo carrying.

We know from the movie that the Rapier _is a single-seat fighter. We also know from our earlier notes that we've got 1.5 cubic meters of space for accommodations. We can easily stick an Airplane Seat on the_ Rapier_; this will give us a little extra space for a "boot". The Airplane Seat will take up 0.78125 cubic meters of space, leaving us with 0.71875 cubic meters. We'll put an even 0.25 cubic meters to cargo space for the boot and ignore the rest. This gives us a compliment of one person with no passenger room._

Figure up the vehicle's total cost.

Once all accessories have been selected, any weapons systems have been mounted and the vehicle's complement and cargo capacity are all known, it's time to start figuring up its vital statistics starting with its cost. A designer may begin this process by tallying the cost factors of all of the vehicle's "non-direct" cost equipment; this includes anything whose value is listed in Cost Points such as Accessories, Engines and Shields). Multipliers are applied after this "subtotal" has been tallied beginning with the user's cost factor. If the Eco-Safe Module Accessory has been added to the vehicle, the tally will be halved after the user multiplier has been applied, rounding up. The resultant amount is then multiplied by the Cost Multiplier indicated for the vehicle's chassis. Once all multipliers have been applied, the cost of any direct cost equipment is added to the result; this includes anything whose value is listed in credits such as Armor, Weapons and any child craft. The final result is the total cost of the vehicle in credits; it should be recorded in the "Cost" box on the Vehicle Record Sheet.

We've been keeping good track of our costs as things have progressed. Our base cost was 5 points, the Engine cost 1,400 and we have 2,940 Cost Points worth of Accessories; tallying these up gives us a total of 4,345 Cost Points. We now have two multipliers to attend to, a times twenty multiplier for the Military User and a €161.3 multiplier for the Capsule chassis. Applying the multipliers gives us a cost of €14,016,970. We then add the cost of our Armor (€2,000) and Weaponry (€3,548,800), giving us a grand total of €17,565,770. This value is unusually low for a fighter but is explainable when you consider we based the craft on the Capsule chassis instead of Fightercraft.

Record the vehicle's vital stats.

Once the vehicle's cost has been calculated, it's time to figure up the remainder of its vital stats. The designer should have been keeping notes as they were going along; if not, then it's important for them to go back and record the effects of the vehicle's equipment. From these design notes, it is possible to determine the vehicle's combat modifiers (SI, SHP, AHP, Max Speed, INIT, HD, BHD, FHD, Crew and Passengers). Here is an overview of these stats, what they mean and how to determine them:

- **Strength Index (SI)**: Strength index is a measure of how well a vehicle rates in combat as opposed to other vehicles. A vehicle's strength index is a combination of the sum of its shield hit points, armor hit points, and the combined strength of all of its onboard guns. Because

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this value is dependent upon a vehicle's current defensive capabilities, it can fluctuate greatly throughout the course of an adventure; the value recorded should be its maximum possible value. The SI value is a basic method of "keeping score" and helps determine whether or not a vehicle will withdraw from combat if given the opportunity.

- **Hit Difficulties (HD/BHD/FHD)**: Hit Difficulties are a measure of how hard it is to hit and inflict damage on a vehicle, whether in combat or in potentially hazardous situations wherein no one necessarily *intends* to cause damage but damage could still potentially result. Several factors determine how difficult it is to actually hit a vehicle, including its size, mass and ability to accelerate. The lower the hit difficulty, the lower the result needed on a d% roll to damage the vehicle. Vehicles have three hit difficulties: normal (HD), "blast" (BHD) and "flat-foot" (FHD). Normal hit difficulty (HD) is used in most situations. Blast hit difficulty (BHD) is used when the vehicle is exposed to the effects of blast weaponry (grenades, missiles, nuclear explosions, etc.). Flat-foot hit difficulty (FHD) is used when the vehicle is surprised or disabled. Each vehicle chassis and weight class has a base HD rating, which is modified by Armor effects, Engine effects, its user and its Size Class.
- **Initiative (INIT)**: As with characters, Initiative measures a vehicle's ability to react; it is used to determine the order in which different vehicles engaged in combat situations will fight; the higher the vehicle's Initiative, the more likely it is that it will get to deliver damage before other vehicles. A vehicle's Initiative modifier is determined directly from its user and Engine Class and may be adjusted depending on the presence of certain accessories or flaws.
- **Maximum Speed (MAX SPEED)**: This lists the vehicle's maximum speed rating, as determined by its chassis type, its aerodynamic rating, and/or the setting of its speed governor. A vehicle may travel at any rate of speed from zero to this maximum speed.
- **Combat Speed (SPEED)**: A related figure to a vehicle's maximum speed is its **combat speed**, which is the number of range increments it may move during a combat round (see Chapter 9.0). The derivation of a craft's combat speed depends on the units involved in its maximum speed rating and its general terrain category (i.e. if it's a land vehicle, sea vehicle, air vehicle or space vehicle). If a craft's maximum speed is measured in kps, the designer must multiply it by .006 and round the result to the closest integer; the result is the craft's combat speed. If it is measured in kph and the vehicle is a land or air vehicle, the designer must first multiply the craft's speed by .0017; the result of this calculation will give the craft's speed in kilometers per round. If the vehicle is a land vehicle, this result is its combat speed. If it's an air vehicle, however, this result must be divided by twenty; that result becomes the vehicle's combat speed. For sea vehicles, the designer may simply multiply the vehicle's speed by .01; the end result is its combat speed in kilometers per six-minutes (the length of a combat round for sea vehicles). For more on combat ranges and how they play into these calculations, see Chapter 9.3.
- **Shield Hit Points (SHP)**: This is a measure of the strength of the vehicle's Shields, if any are installed. Shields can regenerate in combat at a rate affected by the *Defenses* Skill score of the vehicle's mechanical specialist. If a vehicle's Shield HP is reduced to zero, any excess damage points are applied either to any Armor the vehicle has or straight to systems damage if it has none.
- **Armor Hit Points (AHP)**: This is a measure of the strength of the vehicle's Armor. Armor does not regenerate in combat. If a vehicle's Armor HP is reduced to zero, any excess damage points go directly to systems damage. Some vehicles can take systems damage even if their Armor is not breached; see Chapter 9.3 for details.
- **Crew**: This lists the number of personnel required to operate the vehicle under normal conditions. Crew listings can be filled out by any type of character, including player characters, specific NPCs or "redshirts". A vehicle that has less than 90% of its crew requirement aboard will take a general penalty for being undermanned (see Chapter 9.3).
- **Passengers**: This lists the number of personnel the vehicle can transport as passengers. Unlike crew, passengers are not essential to the successful operation of the vehicle. A vehicle may take a general penalty for being overcrowded (see Chapter 9.3) if there are at least

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120% of its combined crew and passenger compliments aboard. "Passengers" come in many forms, including travelers, troops and prisoners just to name a few examples.

We're ready to figure up derived statistics. We know the Rapier *has 70 SHP and 40 AHP. Its Lasers inflict 18 points of damage apiece (36 between the two of them) and the Neutron Gun inflicts 30; this all adds up to a total SI of 176. We've kept track of the HD ratings as we were going along; it didn't change after we put the Engines on, so the final HD ratings are 30/40/36. We also know its Initiative rating is 11 (again, determined after the Engines were put in place; +9 from the Engines and +2 from the Military User), its maximum speed is 450 kps (which makes its combat speed 3; .006 * 450 = 2.7, which rounds to 3), it has a compliment of one crew and it can carry no passengers.*

Put finishing touches and any desired additional traits to the vehicle.

A vehicle is essentially complete after its vital stats have been recorded. If the designer is only designing a general make of vehicle, they may stop there and call it done; a name should be assigned to the make/model if one has not been selected already. A manufacturer and model name will suffice in most cases (e.g. something like the "Origin *Daystar*" or "Proxima Spaceworks *Errant*"); a service number may also be added if desired (e.g. something like "CF-117/B *Rapier*"). If, however, the designer is creating a specific vehicle (such as one a characters group is trying to buy), they may choose to add details to the vehicle such as the color of its paint job, any scratches or dents in its skin or armor, any acquired flaws and so forth.

One thing a designer should consider at this point is who will have access to their vehicle. Obviously, it is unlikely that the general population would be allowed to purchase a battle tank or that the military would want to use an unarmed sporting bike. Of course, there's always the chance the vehicle will be hijacked by someone who's not intended to operate it...

At this point, a vehicle is complete enough to include in adventures but the creation process does not necessarily need to end. Such information as a design programme, the name of the chief designer, the vehicle's history and so forth can also be added; this will help give the vehicle some of the "personality" that all infamous vehicles seem to have. This part of the creation process does not have to be done at the time the vehicle is created; such information can be added through the course of game-play.

We're pretty satisfied with the Rapier *as it is; in fact, we're going to call it done at this point. This is the same craft that appears in Chapter 6.4; it's not necessarily non-canonical but that's probably the best place for it given that our version is a home-brew.*

Modifying Vehicles

As mentioned previously, the procedure laid out in this sub-Chapter is used to create a brand new vehicle from scratch. "Creating" a specific vehicle of an existing make for use in an adventure (such as a player character's *Epee*) is as simple as copying the information provided from whatever source is available (usually from this guidebook or the GM's own notes). At some point, however, the players or GM may want to make modifications that vehicle. Modifying a vehicle or capital ship is a relatively simple process; all that is required is the removal from and/or addition of a system from the craft, a re-calculation of its cost and a re-determination of its vital stats. The procedure outlined above can also be used for the modification process. Modders should be careful and pay attention to the craft's cost multipliers during this process; the cost of any non-direct cost equipment added or removed will

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need to be multiplied by the indicated amount before it is subtracted from or added to the craft's overall cost. If necessary, a modder may choose to recalculate the overall cost of the craft themselves.

If a modification involves the removal of old equipment, a vehicle's owner may expect to receive some money back for it. The value of equipment depreciates the moment it is installed on any craft. While in the real world the amount of depreciation would be dependent upon how long the equipment has been in use, for purposes of the game all equipment sold earns 50% of its full value. This amount can be reduced based on any damage it has at time of sale; the GM should shave 0.5% off of the equipment's depreciated value (not the full value) for each point of damage the equipment has received. Destroyed equipment has no value at all. In all cases, it is the equipment's full value (not the depreciated value) which is deducted from the overall value of the craft.

Modification of any of a craft's systems takes time to complete. The amount of time required is fully dependent upon the Class of the equipment being removed, the Class of equipment being added and how well the mechanic (or mechanics) doing the work perform in the course of doing their job. To calculate the base amount of time necessary, simply add the Class of the old equipment to the Class of the new equipment; the result is the amount of time needed for the modification in hours. *For example, upgrading from a Fourth Class Engine to a Fifth Class Engine will take nine hours (4+5 = 9).* For accessories, a single hour is needed for each piece of old equipment being added or removed; *for example, replacing a SWACS Module with a Scout Module and adding another Scout Module will take three hours total.* Armor addition will take one hour per whole centimeter equivalent being added or subtracted. Guns will take one hour for every hundred damage points being added or subtracted (round up), light ordnance will take fifteen minutes and heavy ordnance will take one hour.

The amount of time required for modifications may be modified by a *Mechanics* Check; a successful Check shaves one hour off the amount of time needed to make the modification for every ten points in the degree of success (rounded down). Should the Check fail, another hour is added for every ten points in the degree of failure (rounded up). This Check has critical potential: in the event of a critical success, the modification takes a single hour *regardless* of the equipment involved. In the event of a critical failure, an additional amount of time is added to the modification time as for a normal failure, with an additional 2d5 hours also added. Each additional mechanic working on a specific modification will shave one hour off of the final required amount of time to a minimum of one hour.

Modifications are allowed to take place concurrently, provided there is at least one mechanic available for each modification requested. If there is an insufficient number of mechanics, the tasks that would take the longest are "queued up" and won't begin until a mechanic is free to work on them. In the event two modifications would take the same amount of time, the vehicle's owner may select which modification they'd like to have happen first.

Let's say we had one of the movie style Rapiers *that we wanted to mod a bit by beefing up its shields from seven to fifteen centimeters, swapping out its Durasteel Armor for an equal amount of Plasteel Armor, adding a couple of chaff pods and adding an afterburner that will allow it to go up to 1,350 kps. In the game world, there is a team of four mechanics available to make these modifications, so these mods can occur simultaneously.*

For the shields, an increase from seven to fifteen centimeters of effectiveness is going to require the removal of the First Class Shield Generator and the addition of a Second Class Shield Generator. This will add a total of €3,226 to the cost of the Rapier *(shields are adjusted by the Cost Modifier, 30-10 * 161.3 = 3,226). It will take a total of three hours to complete and the* Rapier *will have 150 SHP after the modification. Four centimeters of Durasteel are being removed from the Rapier and four centimeters of Plasteel are being added; this will double the price of the onboard Armor (adding €2,000 to the* Rapier's *cost), change its AHP from 40 to 400 and take a total of eight hours*

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*to complete. Accessories are going to be a little more tricky; the first thing that needs to happen is the replacement of the Modified Chassis +9 Accessory with a Modified Chassis +11 Accessory to accommodate two additional accessories on a vehicle that already doesn't have any spare accessory slots. The change will add a total of €32,260 to the fighter ((1,100-900)*161.3 = 32,260). Adding a Countermeasure Pod Dispenser with two charges will add €1,935.60 to the cost (12*161.3 = 1935.6). Afterburners have a listed cost of 25 Cost Points times the vehicle's Size Class times x, where x is the multiplier of the craft's normal maximum speed. We have to do some math here; x will be three (1,350/450 = 3.0; no way we did **that** on purpose) and the Size Class is 5, so the Afterburner will add a final cost of €60,487.50 (25*3*5*161.3 = 60,487.5). The removal of the old Modified Chassis Accessory and the addition of the new one will take an hour (since the mechanics responsible for making the changes to the accessories need to swap out the Modified Chassis first, it makes sense that they'd work together on that one). Once that done, both the addition of the Afterburner and the Countermeasure Pods Dispenser can take place during the same hour, so the accessory changes will take two hours total.*

Since the modifications can occur simultaneously, these changes will take no more than eight hours to complete; in fact if the mechanics join in on the mods as they go, the total time will be three hours and forty-five minutes (2 hours for the accessories, an additional 20 minutes with three mechanics now working on the shields after the first two hours, and an hour and 25 minutes for four mechanics working on the armor after the first 2 hours and twenty minutes). The cost of the Rapier *will increase by €99,909.10 to a total of €17,665,679.10. Its SI will have increased from 176 to 616, its SHP will have increased from 70 to 150 and its AHP will have changed from 40 to 400. Note that since the same amount of armor was added as was taken away, there was no overall effect to the* Rapier's *HD ratings. In fact, the only other vital rating that was affected was combat speed; the* Rapier *will gain an AB combat speed of eight thanks to the addition of the Afterburner.*

6.2.1: VEHICLE CHASSIS

As stated previously, there are four general categories of vehicles based upon the terrain in which they normally operate. Within each general category of vehicle are a whole slew of different vehicles that can be further divided into subclasses based upon their general characteristics. The most basic division is the **chassis**, the vehicle's frame, which is perhaps the biggest factor in determining what a vehicle can and cannot do. Each general category of vehicle has several different types of chassis, which in aggregate cover the entire range of vehicles from one-person bicycles all the way to massive space-going cargo transports.

Each chassis type affects several of the vehicle's basic statistics. The following pieces of data on how a vehicle's statistics are affected are included in each description:

- Overview: This gives an overview of the chassis type and describes its intended functions.
- Default Armor: This indicates the default amount of armor installed on vehicles of the chassis (in centimeters). The HD figures listed for the chassis assume that the default thickness of armor is what will finally be installed on the finished vehicle; the actual material employed does not matter. Vehicles can be built with a different thickness of armor, though this will have an effect on the vehicle's HD ratings (*see Chapter 6.2*).
- Maximum Armor: This lists the maximum thickness of armor (in centimeters) that the chassis can support. Thicker armor will cause the underlying framework to buckle the first time the vehicle is used. Thicker armor can be installed on a vehicle with the *Reinforced Chassis* accessory, which is very expensive but may be worth it in certain situations.
- Default Engine: This indicates the default Engine Class for the chassis. The HD figures listed for the chassis assume that the default Class of Engine is what will finally be installed on the finished vehicle. Vehicles can be built with different Engine Classes, though this will have an

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effect on the vehicle's HD ratings (*see Chapter 6.2*). Certain vehicles are allowed to be used "unpowered", which means that they can utilize some form of external locomotion; engines need not be installed on these vehicles. All other vehicles require a working Engine in order to operate.

- Maximum Chassis Speed: This lists the highest safe speed attainable by the type of chassis; above this speed, the vehicle will literally shake itself apart if given enough time (*see Chapter 6.2)*. Vehicles can travel at rates slower than the indicated maximum speed.
- Cost Modifier: This stat enables designers to calculate the final monetary cost of a vehicle after taking all of its installed equipment into account. The Cost Modifier is a multiplier and must be taken utilized whenever any equipment is added or removed from a vehicle.
- Availability: This indicates the minimum technological era a culture must obtain before they are allowed to construct a vehicle using the given chassis. Availability is always listed as the earliest era necessary (so a Canoe, which is available in the Stone Age, is may also be constructed by Metal, Industrial and Starfaring Age societies, while a Transport may only be constructed by a Starfaring Age society).
- Weight: This lists a given "weight class" sub-category under a given chassis. All chassis have the same seven weight categories: Super Light, Very Light, Light, Medium, Heavy, Very Heavy, and Super Heavy. As a general rule, heavier weight classes are slower and more expensive but oftentimes support a greater number of accessories than lighter weight classes.
- Size Class Range: This gives the range of Size Classes that are available for a given weight class; oftentimes the "range" includes only one Size Class. There are a few game effects that occur based on the vehicle's Size Class (*for example, a smaller combatant gets a bonus to their HD in cross-scale combat.*)
- Base HD: This lists the base hit difficulty ratings for a given chassis weight class. As with characters, this helps to determine how hard the vehicle is to hit. If a chassis has multiple HD ratings, use the set for the corresponding Size Class as indicated in parentheses.
- Base Cost: This lists the base cost of the vehicle chassis for a given weight class. This number is listed in Cost Points and is figured into the final cost of the vehicle (keep in mind that ultimately this amount will be multiplied by the chassis Cost Modifier when the final vehicle price is calculated).
- Base Speed: This lists the base speed of the vehicle for a given chassis weight class assuming the use of the default Engine Class.
- Number of Accessories: This lists the maximum number of accessories (including weapons, shields and equipment) a given chassis weight class is designed to carry. This number can be increased if the *Modified Chassis* accessory is installed on the final vehicle, though this tends to be a pricey option.

Land Vehicle Chassis

Bike

A *Bike* is a light, one-to-two person land vehicle designed primarily for local transport, although some civilizations have developed the Bike for intercity travel. Bikes are popular with younger users as they tend to not be as sophisticated as larger vehicles. Military applications of the Bike are limited but do include light transport over rough terrain. They are one of the few chassis types that can utilize archaic hull materials and can operate without an Engine. They tend not to be able to carry a lot of equipment though they can be outfitted with rudimentary armament. Bikes offer No Cover.

- Default Armor: 1 cm
- Maximum Armor: 3 cm
- Default Engine: None (Unpowered)
- Maximum Chassis Speed: 750 kph

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- Cost Modifier: €13.00 per Cost Point
- Availability: Metal Age

Bike					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	1	27/41/27	1	35 kph	0
Very Light	1	30/44/30	1	30 kph	1
Light	2	34/47/34	1	25 kph	1
Medium	2	37/50/37	1	20 kph	2
Heavy	3	41/53/41	2	15 kph	2
Very Heavy	3	44/56/44	2	10 kph	3
Super Heavy	4	48/59/48	2	5 kph	3

Groundcar

A *Groundcar* is a light land vehicle capable of hauling anywhere from four to ten occupants depending on the size of the vehicle. Groundcars are by far the most popular form of ground transport. While most operate on wheels, some are outfitted with repulsor sleds for better performance and a smoother ride. Groundcars have many applications in the commercial and civil fields. Military applications include light combat area transport. Industrial applications are somewhat limited. Groundcars can make use of powerful reactor systems though most tend not to carry a lot of equipment. Groundcars offer Limited Cover.

- Default Armor: 1 cm
- Maximum Armor: 3 cm
- Default Engine: Second Class
- Maximum Chassis Speed: 900 kph
- Cost Modifier: €80.65 per Cost Point
- Availability: Metal Age

Groundcar					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	1	24/38/24	4	45 kph	1
Very Light	2	28/41/28	4	40 kph	1
Light	3	32/44/32	5	35 kph	1
Medium	3	35/47/35	5	30 kph	2
Heavy	4	39/50/39	6	25 kph	2
Very Heavy	5	43/53/43	6	20 kph	2
Super Heavy	6	47/56/47	7	15 kph	3

Skimmer

Skimmer is a generic name for any vehicle that is designed to hover a few inches above the ground via some form of anti-gravity technology. They are designed primarily as land vehicles though they can be adapted for sea surface use. In advanced civilizations, the Skimmer is the vehicle of choice for civil service units including law enforcement, fire, medical, mass transit and waste disposal. They also see use among wealthier civilians as a luxury alternative to a Groundcar. The military uses Skimmers because of their easy adaptability to a number of environments though their maintenance costs and high degree of complexity limit the degree to which they are utilized. Skimmers offer Limited Cover.

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- Default Armor: 2 cm
- Maximum Armor: 4 cm
- Minimum (Default) Engine: Third Class*
- Maximum Speed: 900 kph
- Cost Modifier: €80.65 per Cost Point
- Availability: Starfaring Age

Skimmer					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	4	27/38/27	7	55 kph	2
Very Light	5	31/41/31	8	50 kph	2
Light	6	35/44/35	9	45 kph	3
Medium	7-8	39/47/39 (9) 40/47/40 (8)	10	40 kph	3
Heavy	9	44/50/44	11	35 kph	3
Very Heavy	10	48/53/48	12	30 kph	4
Super Heavy	11	52/56/52	13	25 kph	4

Skimmers automatically have the Repulsor Sled accessory included as part of the chassis. They cannot have an Engine rated lower than Third Class; the Repulsor Sled does not count against the number of accessories installed.

Armored

Armored vehicles are heavy land vehicles designed to offer its cargo or passengers as much physical protection as possible. Most Armored vehicles run on tracked wheels though there are a few that utilize repulsor sleds, which reduce the vehicle's tendency to breakdown at the cost of requiring tremendous power. They are used mainly in commercial and military fields, where their added protection is a necessity; the Armored vehicle is the favored chassis for mobile infantry units as well as for monetary transport duties. Industrial uses are somewhat limited but include secure hazardous waste and materials transports. Armored vehicles are rarely seen in the civil field though some high profile celebrities may have one or two for use as a high-security Groundcar. Armored vehicles provide Full Cover.

- Default Armor: 2 cm
- Maximum Armor: 5 cm
- Default Engine: Fourth Class
- Maximum Speed: 450 kph
- Cost Modifier: €806.45 per Cost Point
- Availability: Industrial Age

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Armored					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	4	18/29/18	32	65 kph	2
Very Light	5	22/32/22	36	60 kph	2
Light	6	26/35/26	41	55 kph	3
Medium	7-8	30/38/30 (7) 31/38/31 (8)	45	50 kph	3
Heavy	9	35/41/35	50	45 kph	3
Very Heavy	10	39/44/39	54	40 kph	4
Super Heavy	11	43/47/43	59	35 kph	4

Walker

Walkers are a special breed of mechanized Armored land vehicle. They get their name due to their design; they "walk" on strong, flexible supports that carry the bulk of the vehicle's chassis. Walkers tend to be very powerful; though they tend to be a bit slow, they are usually fitted with very thick armor in order to increase their survivability. Walkers come in all shapes and sizes, from one man "mechs" to multi-person all-terrain armored transports. They are heavily used in military applications in infantry support roles. They are also found in industrial fields as heavy manipulators, allowing a single being to "put on an exoskeleton" that enables them to move large quantities of earth or handle heavy construction frames singlehandedly. Commercial interests have a few Walkers of their own, typically employed in mining duties though some are occasionally utilized for defensive purposes. The Walker tends to be too clunky for civilian use though they can be seen breaking earth and putting up housing frames. Walkers offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Fourth Class
- Maximum Speed: 200 kph
- Cost Modifier: €1,130.00 per Cost Point
- Availability: Starfaring Age

Walker					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	1	21/35/21	35	45 kph	1
Very Light	2	25/38/25	40	40 kph	1
Light	3	29/41/29	45	35 kph	2
Medium	4-5	33/44/33 (4) 34/44/34 (5)	50	30 kph	2
Heavy	6	38/47/38	55	25 kph	2
Very Heavy	7	42/50/42	60	20 kph	3
Super Heavy	8	43/53/43	65	15 kph	3

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Sea Vehicle Chassis

Canoe

Canoe is a generic name for any type of very light sea surface vehicle. Vehicles using this chassis range from simple paddle-driven logs all the way up to small impeller-driven high speed watercraft; the chassis behaves similarly to the Bike chassis in most regards. Simple civilizations utilize the Canoe chassis as their only means of long-distance transportation; more advanced civilizations use it for fast sea raiding, zone patrol duties, amphibious landing duties, short range underwater surveying, cable laying and general recreation. Canoes offer No Cover.

- Default Armor: 1 cm
- Maximum Armor: 3 cm
- Default Engine: None (Unpowered)
- Maximum Speed: 150 kph
- Cost Modifier: €25.80 per Cost Point
- Availability: Stone Age

Canoe					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	1	37/41/37	4	15 kph	0
Very Light	1	30/44/30	4	15 kph	1
Light	2	34/47/34	5	10 kph	1
Medium	2	37/50/37	5	10 kph	2
Heavy	3	41/53/41	6	5 kph	2
Very Heavy	3	44/56/44	6	5 kph	3
Super Heavy	4	48/59/48	7	5 kph	3

Yacht

Yachts are small sea-surface vehicles designed mainly for short sea voyages or heavy duty work. They tend to have small crews and can be outfitted to run under motor or sail. Yachts are among the smallest sea-vessels that can be called ships and are applied in many different fields. They are often found among wealthier civilians, who use these vehicles as pleasure craft. Industrial and Commercial interests outfit Yachts with powerful engines in order to turn them into dredges or tugs. Military interests use Yachts for many of the same purposes as commercial and industrial interests; they also sometimes outfit these craft with a fair amount of weaponry, turning them into gunboats or torpedo craft. Yachts offer Limited Cover.

- Default Armor: 1 cm
- Maximum Armor: 3 cm
- Default Engine: None (Unpowered)
- Maximum Speed: 100 kph
- Cost Modifier: €645.00 per Cost Point
- Availability: Metal Age

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Yacht					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	4	30/41/30	7	15 kph	1
Very Light	5	34/44/34	8	15 kph	1
Light	6	38/47/38	9	10 kph	2
Medium	7	42/50/42	10	10 kph	2
Heavy	8	46/53/46	11	5 kph	2
Very Heavy	9	50/56/50	12	5 kph	3
Super Heavy	10	54/59/54	13	5 kph	3

Cutter

Cutter is a generic name for any medium-sized sea-surface vehicle. Cutters are designed to be fast enough for sea surface interdiction yet strong enough to withstand some punishment; they make good sea surface patrol vehicles and can also serve in light escort duties as well. Ocean-faring military navies usually have a good number of these vehicles for shoreline defense. Businesses and industries use them to protect and support heavier working ships such as cargo barges and sea-based industrial cranes. Cutters aren't usually found among the civilian population but can be seen in the form of small luxury liners. Cutters offer Limited Cover.

- Default Armor: 2 cm
- Maximum Armor: 4 cm
- Default Engine: Third Class
- Maximum Speed: 120 kph
- Cost Modifier: €3,225.00 per Cost Point
- Availability: Industrial Age

Cutter					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	6	26/35/26	175	55 kph	3
Very Light	7	30/38/30	200	50 kph	3
Light	8	34/41/34	225	45 kph	3
Medium	8	37/44/37	250	40 kph	4
Heavy	9	41/47/41	275	35 kph	4
Very Heavy	9	44/50/44	300	30 kph	5
Super Heavy	10	48/53/48	325	25 kph	5

Cruiser

Cruisers are large sea-surface vehicle designed for long sea-faring voyages over great distances. Cruisers are large, expensive and heavy ships; they also tend to have poor performance characteristics. Cruisers have a large array of uses in military applications, where they are used as the principal type of ocean-going combat vessel. They are used as large luxury cruise liners in civilian circles. Commercial interests use them as ocean-going cargo craft and Industrial users use them as mobile sea-surface construction platforms. Cruisers offer Full Cover.

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- Default Armor: 2 cm
- Maximum Armor: 4 cm
- Default Engine: Fourth Class
- Maximum Speed: 100 kph
- Cost Modifier: €6,450.00 per Cost Point
- Availability: Industrial Age

Cruiser					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	10	26/32/26	350	45 kph	3
Very Light	11	30/35/30	400	40 kph	3
Light	12	34/38/34	450	35 kph	3
Medium	12	37/41/37	500	30 kph	4
Heavy	13	41/44/41	550	25 kph	4
Very Heavy	14	45/47/45	600	20 kph	4
Super Heavy	15	49/50/49	650	15 kph	5

Carrier

Carriers are very large Cruisers that have been modified such that the ship can launch, land and house a limited number of aerospace vehicles such as Aeroplanes, Hovercopters, Gravships, Fightercraft and/or Capsules. A Carrier can support any small craft constructed on one of these chassis provided that it is at least three Size Classes smaller than the Carrier itself. Carriers often have a crew complement that rivals that of a large starfaring capital ship and poor performance characteristics; they require very strong hulls and powerful reactors. Their size and function ensures their place among the most expensive vehicles in any category. Carriers are used as valuable mobile aerospace fields and are often protected by several Cruisers and Cutters at the very least. They are used by the military as advance military bases. Commercial and Industrial interests use them to land cargo carrying aerospace craft to remote sea-bed construction sites. Civilian interests use them as sea-surface aerospace ports for long trips across the ocean or as a base from which to transit to destinations below the sea's surface. Carriers offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 4 cm
- Default Engine: Fourth Class
- Maximum Speed: 80 kph
- Cost Modifier: €7,750.00 per Cost Point
- Availability: Industrial Age

Carrier					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories*
Super Light	12	29/32/29	3500	35 kph	4
Very Light	13	33/35/33	4000	30 kph	4
Light	14	37/38/37	4500	25 kph	4
Medium	14	40/41/40	5000	20 kph	5
Heavy	15	44/44/44	5500	15 kph	5
Very Heavy	16	48/47/48	6000	10 kph	5
Super Heavy	17	52/50/52	6500	5 kph	6

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Carriers may either have the Carrier Systems accessory installed along with one of any type of Hangar Bay Module or the Bulk Cargo Module installed as part of the chassis at the discretion of the vehicle's designer. Whichever set of accessories is installed does not count towards the vehicle's total accessory count.

Submarine

Submarine is a generic name for any sea vehicle that is capable of below the sea's surface. The requirements of their size and their geometry limit the number of crew that can be placed aboard, and they tend to be somewhat expensive. They are built with strong hulls to combat the pressures involved in traveling at great depths, sometimes using Shields to reach the bottoms of even the deepest ocean trenches. Military users utilize Submarines as stealth ships for strike missions and as concealed ballistic missile launch platforms. Commercial and Industrial users use Submarines as undersea industrial manipulators and surveyors. Civilians use them mainly as pleasure craft; some civilians in more advanced societies use Submarines as an undersea Groundcar in order to travel between destinations underwater. Submarines offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 4 cm
- Default Engine: Fifth Class
- Maximum Speed: 60 kph
- Cost Modifier: €7,250.00 per Cost Point
- Availability: Industrial Age

Submarine					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	7	27/35/27	700	25 kph	3
Very Light	8	31/38/31	800	20 kph	3
Light	9	35/41/35	900	15 kph	4
Medium	10-11	39/44/39 (10) 40/44/40 (11)	1000	10 kph	4
Heavy	12	44/47/44	1100	5 kph	4
Very Heavy	13	48/50/48	1200	5 kph	5
Super Heavy	14	52/53/52	1300	5 kph	5

Submarines traveling no faster than one-quarter of their maximum speed gain a conditional -25 HD/FHD bonus.

Air Vehicle Chassis

Hovercopter

A *Hovercopter* is a light air vehicle capable of arresting its forward momentum and remaining stationary while airborne for prolonged periods. They also can take off and land without the use of an aerospace strip. Hovercopters utilize either a large rotor or a high-powered repulsor system to push the vehicle to high altitudes. Hovercopters are cheap, light, maneuverable and relatively fast but tend to be small; they also require powerful engines for takeoff and landing. Military users use Hovercopters for surgical strike missions, emergency medical transports and troop carriers. Commercial users use helicopters as high-speed couriers while industrial users use Hovercopters as

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above ground surveyors. Hovercopters are only seen among wealthier civilians, where they are used as an airborne transport craft. Hovercopters offer Limited Cover.

- Default Armor: 2 cm
- Maximum Armor: 4 cm
- Default Engine: Fifth Class
- Maximum Speed: 2000 kph
- Cost Modifier: €80.65 per Cost Point
- Availability: Industrial Age

Hovercopter					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	4	30/41/30	18	400 kph	3
Very Light	5	34/44/34	20	400 kph	3
Light	6	38/47/38	23	300 kph	3
Medium	6	41/50/41	25	300 kph	4
Heavy	7	45/53/45	28	300 kph	4
Very Heavy	7	48/56/48	30	200 kph	5
Super Heavy	8	52/59/52	33	200 kph	5

Gravship

A *Gravship* is an air vehicle that combines some of the best features of the Hovercopter with those of the Aeroplane, throwing in bits of the Armored chassis to boot. It is a high-altitude vehicle that utilizes very strong repulsor technology to achieve high altitudes. They are expensive for an air vehicle and can't carry a large number of passengers, but are not easily damaged. Military users utilize the Gravship for heavy strike missions and as air-based ballistic missile launch platforms as well as heavily armored troop transports and reconnaissance craft. Commercial and Industrial users use the Gravship as a heavily armored air cargo craft. They tend not to be found in civilian fields, though law enforcement and emergency management personnel operate a few to assist police, fire and medical personnel on the ground. Gravships offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Fifth Class
- Maximum Speed: 3000 kph
- Cost Modifier: €140.00 per Cost Point
- Availability: Starfaring Age

Gravship					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	4	24/35/24	53	800 kph	4
Very Light	5	28/38/28	60	700 kph	4
Light	6	32/41/32	68	700 kph	5
Medium	7-8	36/44/36 (7) 37/44/37 (8)	75	600 kph	5
Heavy	9	41/47/41	83	500 kph	5
Very Heavy	10	45/50/45	90	500 kph	6
Super Heavy	11	49/53/49	98	400 kph	6

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Aeroplane

An *Aeroplane* (or just "plane") is a high-speed, high altitude fixed-wing air vehicle, usually (though not always) capable of traveling above the speed of sound. They are used for fast travel between intercontinental destinations. Commercial users have used the plane for centuries as a method of ferrying large numbers of passengers between cities. Military users use Aeroplanes as high speed air fighters, interdictors and bombers. Wealthier civilians may own a plane and use it as a high-speed inter-city transport. Industrial users only use Aeroplanes for personnel transports when necessary, preferring to use more adaptable Hovercopters and Gravships. Aeroplanes offer Full Cover.

- Default Armor: 2 cm
- Maximum Armor: 4 cm
- Default Engine: Fifth Class
- Maximum Speed: 5000 kph
- Cost Modifier: €325.00 per Cost Point
- Availability: Industrial Age

Aeroplane					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	7	30/38/30	35	1000 kph	3
Very Light	8	34/41/34	40	1000 kph	3
Light	9	38/44/38	45	1000 kph	4
Medium	10-11	42/47/42 (10) 43/47/43 (11)	50	1000 kph	4
Heavy	12	47/50/47	55	900 kph	4
Very Heavy	13	51/53/51	60	800 kph	5
Super Heavy	14	55/56/55	65	700 kph	5

*Aeroplanes must be able to achieve a minimum speed of 75 kph in order to fly, increasing by 20 kph per Size Class above Size Class 7. If an Aeroplane's speed slows to below the minimal amount, it will **Stall** (see Chapter 9.3).*

Aerodrone

An *Aerodrone* (or just "drone") is a generally sub-sonic, low-to-mid altitude air vehicle. This kind of vehicle is often used by relatively young Industrial societies making their first ventures into the field of flight or as unmanned, remotely controlled craft by more advanced Industrial societies. They are often used to test experimental aerodynamic designs. The chassis is particularly flexible in terms of propulsion, as it can handle fixed-wing, rotary-wing and repulsor-based designs. Commercial and Industrial users use these craft to make aerial surveys of planetary areas. Military users utilize these craft as unmanned reconnaissance craft and artillery spotters; they are also sometimes equipped with weaponry for use in light strike and aerial interception missions. Civilian users may utilize these craft for very low-volume transportation and recreation. Aerodrones offer Limited Cover.

- Default Armor: 1 cm
- Maximum Armor: 2 cm
- Default Engine: None (Unpowered)
- Maximum Speed: 1000 kph
- Cost Modifier: €64.50 per Cost Point
- Availability: Industrial Age

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Aerodrone					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	2	19/34/19	10	70 kph	1
Very Light	3	23/35/23	15	65 kph	1
Light	3	26/38/26	18	60 kph	2
Medium	4	30/41/30	21	55 kph	2
Heavy	5	34/44/34	24	50 kph	2
Very Heavy	5	37/47/37	27	45 kph	3
Super Heavy	6	41/50/41	30	40 kph	3

Super Light and Very Light Aerodrones automatically have the Remote Control Module *accessory installed, which does not count against its total number of accessories. Aerodrones must be able to achieve a minimum speed of 40 kph in order to achieve flight. If an Aerodrone's speed goes below this minimum amount, it will **Stall** (see Chapter 9.3).*

Space Vehicle Chassis

Fightercraft

Fightercraft is a generic term for any light space-based aerospace combat vehicle (sometimes called a "starfighter"). Fightercraft are among the fastest vehicles in use; many are faster than capital ships though they usually lack FTL capabilities. Extreme miniaturization of Fightercraft systems ensure that they are very expensive craft, often rivaling the cost of small capital ships. They are the principal small combat craft used in space by the military, where they are used as fighters, interdictors and bombers. Commercial and Industrial interests use them as transports and orbital industrial manipulators. Very wealthy civilians may own a Fightercraft and use it as a high-speed interplanetary or interstellar transport, for stellar racing or for other dangerous high-speed activities in space. Fightercraft offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Sixth Class
- Maximum Speed: 10,000 kph (Atmospheric)
- Cost Modifier: €2,500.00 per Cost Point
- Availability: Starfaring Age

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Fightercraft					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed	Number of Accessories
Super Light	6	26/35/26	70	3300 kph	8
Very Light	7	30/38/30	80	3200 kph	8
Light	8	34/41/34	90	3100 kph	8
Medium	9-10	37/44/37 38/44/38	100	3000 kph	9
Heavy	11	41/47/41	100	2900 kph	9
Very Heavy	12	45/50/45	120	2800 kph	9
Super Heavy	13	49/53/49	130	2700 kph	10

Fightercraft automatically have the Tachyon Radar accessory as part of the chassis; it does not count against the vehicle's total accessory count. Fightercraft that have Sixth Class Engines installed may also have the Ion Engine accessory installed as part of the chassis at the discretion of the designer. Fightercraft may also have one set of Shields installed without taking up an accessory slot.

Capsule

A *Capsule* is a small, limited function space vehicle designed mainly as a way of launching unmanned vehicles and satellites into planetary orbit; some Capsules are designed to be manned though these tend to be utilized by less-developed late Industrial Age civilizations only. They are mainly designed for short-term local space missions though some long-term deep-space probes utilize the Capsule chassis. Military users use Capsules as fast orbital insertion pods capable of landing troops from orbit. Commercial users utilize Capsules for the insertion of satellites and communications buoys into orbit. Industrial users use Capsules for industrial manipulator satellites and for space-to-shore cable layers, which are used in the construction of structures as space elevators. Civilian users tend not to use Capsules, though some may utilize them for short-term research projects. All users use Capsules as emergency escape vehicles aboard capital ships and Transports. Capsules offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Sixth Class
- Maximum Speed: 10,000 kph (Atmospheric)
- Cost Modifier: €161.30 per Cost Point
- Availability: Industrial Age

Capsule					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed (Atmospheric)	Number of Accessories
Super Light	1	27/41/27	4	1300 kph	2
Very Light	2	31/44/31	4	1200 kph	2
Light	3	35/47/35	5	1100 kph	3
Medium	4-5	39/50/39 (4) 40/50/40 (5)	5	1000 kph	3
Heavy	6	44/53/44	6	900 kph	3
Very Heavy	7	48/56/48	6	800 kph	4
Super Heavy	8	42/59/52	7	700 kph	4

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Starfaring Age Capsules automatically have the Tachyon Radar *accessory as part of the chassis; it does not count against the vehicle's total accessory count. Industrial Age Capsules, however, do NOT carry this accessory.*

Size Class Eight Capsules can be used as space stations either by themselves or by docking with other Size Class Eight Capsules in order to form a larger conglomerated structure (such as Mir or the ISS). If used in this manner, all systems cost ten times the normal amount. All component Capsules must have the same defensive systems (Shields and Armor) and Engine Class but are allowed to have different weapons systems and accessories. The final overall structure will have a number of Shield and Armor Hit Points equal to that of a single component Capsule as well as the Initiative rating due from its Engine. Any HD penalties for armor are doubled, and HD bonuses for Engines are ignored. If there happen to be any HD differences between the component Capsules, an average set of values for all Capsules involved will need to be calculated (round all remainders up). Capsules used as space stations will have no more than one movement point regardless of its Engine class and cannot enter atmosphere.

Shuttle

A *Shuttle* is a medium-sized space vehicle designed for ferrying duties between ground stations and structures in space, including larger space vehicles and capital ships. Shuttles can be used for short-range investigations in interplanetary space and some are outfitted for interstellar travel. Military users use Shuttles in many of the same respects as Fightercraft and also as interstellar troop carriers. Commercial interests use Shuttles as passenger craft, ferrying people on interlunar journeys. Industrial interests also use Shuttles as mobile labs and cable layers when a Capsule won't get the job done. Few civilians use Shuttles, though they can be seen as interlunar medical and criminal transports and a few as interstellar transports. Shuttles offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Sixth Class
- Maximum Speed: 10,000 kph (Atmospheric)
- Cost Modifier: €1,130.00 per Cost Point
- Availability: Industrial Age

Shuttle					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed (Atmospheric)	Number of Accessories
Super Light	9	32/38/32	7	2300 kph	4
Very Light	9	35/41/35	8	2200 kph	5
Light	10	39/44/39	9	2100 kph	5
Medium	10	42/47/42	10	2000 kph	6
Heavy	11	46/50/46	11	1900 kph	6
Very Heavy	11	49/53/49	12	1800 kph	7
Super Heavy	12	53/56/53	13	1700 kph	7

Starfaring Age Shuttles automatically have the Tachyon Radar *accessory as part of the chassis; it does not count against the vehicle's total accessory count.*

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Transport

Transports are space vehicles that occupy the shady border territory between vehicles and capital ships; they are generally considered capital ships regardless of their status as a vehicle. Transports are designed to be capable of interplanetary flight; they can make the leap to true capital ship by being outfitted with an FTL drive system. Transports are heavily used as domestic interplanetary passenger and cargo carriers. Military users use Transports to haul and house large numbers of ground troops and large quantities of equipment. Civilian Transports are usually only used by governments, where they are seen as interstellar ferries. Transports offer Full Cover.

- Default Armor: 3 cm
- Maximum Armor: 5 cm
- Default Engine: Seventh Class*
- Maximum Speed: 10,000 kph (Atmospheric)
- Cost Modifier: €2,750.00 per Cost Point
- Availability: Starfaring Age

Transport					
Weight	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Base Cost	Base Speed (Atmospheric)	Number of Accessories
Super Light	13	30/32/30	14	1,300 kph	6
Very Light	13	33/35/33	16	1,200 kph	7
Light	14	37/38/37	18	1,100 kph	7
Medium	14	40/41/40	20	1,000 kph	8
Heavy	14	43/44/43	22	900 kph	9
Very Heavy	15	47/47/47	24	800 kph	9
Super Heavy	15	50/50/50	26	700 kph	10

Transports automatically have the 'Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, and *Matter/Antimatter Power Plant* accessories installed as part of the chassis; none of them count against the vehicle's accessory count. Transports may also carry one Shield without taking up an accessory slot.

6.2.2: VEHICLE USERS

It's been said before: not all vehicles are alike; this is true even for vehicles in the same chassis and weight class categories. Another sub-category that exists is the intended **user** of the vehicle.

There are four primary users of vehicles in WCRPG: civilians, commercial interests, industrial interests, and the military. Each of these users affects several basic aspects of a vehicle chassis, which in turn helps to distinguish between different vehicles with the same chassis and chassis weight categories. The profile data for each user includes the following:

- **Overview**: This gives an overview and description of the user and also explains some of the possible intended functions of a vehicle will be when a specific user profile is applied.
- **Cost Modifier**: This lists a multiplier to the vehicle's overall cost which is applied to the vehicle after all its equipment has been added (*see Chapter 6.2* for more information on how this works).
- **Base HD Modifier**: This lists the user's effect on the HD of the chassis; the amounts indicated are added to the corresponding HD ratings.

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- **Number of Accessories**: This lists the user's effect on the number of accessories that the vehicle's chassis is designed to carry.
- **Armor Modifier**: This lists the user's modifier to the maximum amount of Armor for the vehicle chassis.
- **Initiative Modifier**: This lists the user's modifier to the vehicle's Initiative rating, which is added to whatever amount is imparted to the vehicle by its Engine.

Civilian

Civilian vehicles have private users; the general populace at large uses civilian vehicles. The needs of civilian users tend be to less diverse than that of other categories, so the cost of civilian vehicles tend to be lower. Civilian vehicles also do not need a great deal of defensive capability other than what's needed for their occupants to survive a collision. Since civilian craft are not allowed active weapons systems, they also don't need as powerful of a reactor at their core.

Civilian User Modifications				
Cost Modifier	Base HD Modifier	Number of Accessories	Armor Modifier	Initiative Modifier
*0.5 (round up)	+5/+5/+5	-1*	+0 cm	-1

No Weapons are allowed on Civilian craft.

Commercial

Commercial users include businesses and corporations. Most vehicles are designed with commercial users in mind, though some businesses prefer heavier vehicles that are better able to withstand any incidental damage they may have to endure. Commercial interests are allowed to have active weapon systems on their vehicles in order to deter would-be thieves and pirates; their chassis are modified to carry those weapons.

Commercial User Modifications				
Cost Modifier	Base HD Modifier	Number of Accessories	Armor Modifier	Initiative Modifier
*1	+0/+0/+0	+3*	+1 cm	+1

No Weapons with 300 points or higher of Damage potential are allowed on Commercial Craft. Commercial craft may purchase Light and Heavy Ordnance at one-ten thousandth of their standard listed price.

Industrial

Industrial users generally deal with construction and energy production. Industrial users tend to use vehicles in many of the same ways as commercial users, though the work industrial vehicles perform is usually a lot rougher and harder on equipment. Like commercial users, industrial users like to modify their hulls in order to make them better able to withstand incidental damage, which is more likely in industrial fields. Some of the work industrial vehicles have to do is very hazardous and so many industrial vehicles utilize heavy armor; a few more technologically advanced designs include shields. Industrial vehicles sometimes carry weapons but they tend to be fewer in number than those found on commercial vehicles; more often than not these weapons double as rapid cutters and diggers.

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Industrial User Modifications				
Cost Modifier	Base HD Modifier	Number of Accessories	Armor Modifier	Initiative Modifier
*1	+0/+0/+0	+4	+2 cm	+0

No Weapons with 500 points or higher of Damage potential are allowed on Industrial Craft.

Military

Military users include armed forces and to a lesser extent law enforcement and emergency management personnel. Military vehicles are designed to perform in combat situations and thus tend to be more expensive than any other type of vehicle. They are designed to carry extra shields, significantly stronger hulls and more powerful reactors, as well as a significantly higher number of weapons and added accessories.

Military User Modifications				
Cost Modifier	Base HD Modifier	Number of Accessories	Armor Modifier	Initiative Modifier
*20	-5/-5/-5	+10	+2 cm	+2

Military Users may access equipment up to twenty years prior to any listed Service Date.

6.2.3: VEHICULAR SYSTEMS AND EQUIPMENT

A vehicle's systems are what separates it from other vehicles, even those that have same chassis, weight class and user type. Vehicles in WCRPG are designed to be relatively easy to build and customize; there are only a few basic systems that need to be installed in order for them to function. A vehicle's equipment affects it in many of the same ways that equipment affects a character, defining how hard it is to damage it and what abilities it has.

Vehicles have several basic systems, including the following:

- **Armor**: Some vehicles have Armor plates attached to their frame. Armor is designed for several functions, including passenger safety and the mitigation of damage to the chassis in the event of a collision. Armor is also effective at reducing the amount of permanent damage a vehicle receives due to incoming weapons fire.
- **Engines**: Vehicles derive power via some form of main reactor, which channels the energy it produces is channeled into whatever propulsive system the vehicle uses. Regardless of its type, a vehicle's Engine will determine how fast it can move and how fuel efficient it is.
- **Shields**: Shields perform many of the same jobs as armor. They have two key advantages over Armor: they can be added acquiring an HD penalty and they regenerate over time. Their main disadvantage is a substantial increase in their cost for an equivalent level of protection. They also count against the vehicle's total number of accessories in most cases and they are only available to Starfaring Age craft. Shields aboard vehicles are typically small, one piece combination emitter/charger arrays; the ambient strength of a vehicle's Shields is based solely on the amount of power the emitters receive.
- **Weapons**: Commercial, Industrial, and (of course) Military Vehicles may incorporate one or more weapons systems aboard. These weapons are included when a vehicle needs an offensive arm for one reason or another, be it to fend off pirates, to provide extra cutting power or to just kick butt. Vehicle weapons come in two varieties: Guns and Ordnance.

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- **Accessories**: Accessories are additional systems designed to help a vehicle perform specific tasks such as terraforming, cargo hauling, passenger ferrying and weapons deliver. Most vehicles can hold only one or two accessory systems, though some can hold many, many more.

In addition to these main systems and depending on its chassis, a vehicle may have one or more internal systems such as sensors, communications arrays and speed governors. These systems tend to be hardwired into the vehicle's chassis and are included in its cost; they can't be removed or modified directly though the function of some of them can be augmented through the addition of accessories.

The following Chapter is an overview of the pieces of basic equipment, what they can do and how much they cost. GMs who are interested in creating their own equipment for vehicles are more than welcome to do so (*for instructions on how to create such equipment, see Chapter 10.2.6.*)

Armor

A vehicle's Armor consists of metal plates attached to its outer hull designed to give it extra protection. It is not a required system but many users are still glad to have it despite the additional cost and performance degradation. Vehicles are limited in the amount of Armor they can utilize without having the Reinforced Chassis accessory installed based on their chassis type. Armor falls under the category of **Defenses** and can be repaired or replaced while the vehicle is not in use.

- Type: Defenses/Armor
- Gun/Missile Damage Reduction: None
- Effects: +1 HD/BHD/FHD per centimeter above chassis default; -1 HD/BHD/FHD per centimeter below.

Armor			
Type	Cost	Armor Hit Points (per centimeter)	Service Date (Earth equivalent)
Iron	€50	1	1859
Aluminum	€100	2	1914
Steel	€250	5	1872
Durasteel	€500	10	2363
Titanium	€750	50	1960
Plasteel	€1,000	100	2634
Tungsten	€1,500	200	2487
Isometal	€2,000	600	2669
Platolum	€2,500	2,400	2689

Engines

Engines provide electrical and propulsive power; they directly determine how fast a vehicle may travel and the number of range increments per round it may move during combat. In addition to being capable of propelling a vehicle faster, higher Classes of Engine are also more fuel efficient than lower ones (see Chapter 8.1). If any character-scale equipment is installed on a vehicle, its Engine provides a constant power source for that equipment, negating the need for any Batteries.

Engines come in too many different shapes, sizes and forms to provide a comprehensive list of them for all technological levels and vehicle types. The following is a generic Engine listing; it can be adapted for more specific environments by adjusting some of the indicated statistics.

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- Availability: Variable (First Class only, Metal Age. Fifth Class maximum, Industrial Age).
- HD Effect: -2 HD/BHD per Class level above the chassis default; +2HD/BHD per level below.
- Speed Effect: Doubles base chassis speed per Class increase above the chassis default and halves base speed per Class decrease.

Engines			
Class Level	Basic Cost (Cost Points)	Initiative	Base Fuel Efficiency
First Class	10	1	5%
Second Class	30	2	10%
Third Class	60	3	15%
Fourth Class	100	4	20%
Fifth Class	150	5	25%
Sixth Class	250	6	30%
Seventh Class	350	7	35%
Eighth Class	700	8	40%
Ninth Class	1,400	9	45%
Tenth Class	2,800	10	50%

Accessories

Accessories are items that can be installed on a vehicle in order to augment its abilities. There is no limit to the *types* of modules that can be added to a vehicle (and is perfectly allowable to put the same accessory on a vehicle more than once), though the *number* of additional systems is limited by its chassis, weight class and user. Each accessory has the following set of statistics:

- Name: This is what the accessory is called.
- Availability: This lists at what level of technological development a species must attain in order to be able to use the accessory on their craft.
- Restriction: This lists any restrictions on the types of vehicles that can use the accessory.
- Cost: This lists the cost of the accessory in Cost Points.
- Effect: This indicates what the equipment does; any additional notes on it are included here.

Vehicle-Specific Accessories				
Cargo Module	Stone Age	None	10 * Size Class	The vehicle may carry up to an additional (5 * Size Class) cubic meters of cargo.
Crop Duster Module	Industrial Age	Land and Air Only	10	The vehicle carries enough chemicals and disbursement equipment to spray an area of up to (2 *Size Class) square hectometers; to use this module, the chemicals involved must be non-lethal to sentient life.
Industrial Lifter Module	Industrial Age	Land and Sea Only	15 * Size Class	The vehicle may lift objects from ground level to a maximum height of (10 * Size Class) meters.
Industrial Dozer Module	Industrial Age	Land and Sea Only	15 * Size Class	The vehicle may move a maximum of (10 * Size Class) cubic meters of a planetary surface at a time.
EAD/Terraforming Module	Starfaring Age	None	50 * Size Class	The vehicle may transform one square kilometer of a planet's surface per hour into a habitable zone, eliminates pollution in an area of the same size or fix other ecological problems in an area of the same size.
Scout Module	Metal Age	None	20	The vehicle's scanning specialist receives a +5 DC bonus to all *Technology* Checks made to conduct a scan; they receive a +5 DC bonus to all *Perception* Checks instead if no sensor system is installed.
Active Sonar	Industrial Age	Sea and Air Only	100	The vehicle receives a +5 DC bonus to all *Technology* Checks when used to scan against sea vehicles and removes any Submarine HD bonus when used for the same purpose. Sea vehicles will take a +10 penalty to all HD ratings for ten rounds after using this accessory.

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Passive Sonar	Industrial Age	Sea and Air Only	150	Vehicle receives a +5 DC bonus to all *Technology* Checks when used to scan against sea vehicles and removes any Submarine HD bonus when used for the same purpose.
AAA/SAM Module	Industrial Age	Land and Sea Only	15 * Size Class	When used against Air Vehicles, the range of the vehicle's weapons uses the Air Vehicle-scale range increment (20 kilometers) instead of its normal range increment.
Apprehension Module	Metal Age	None	20 * Size Class	The vehicle may hold up to (5 * Size Class) prisoners for maximum security transport.
Fire Suppression Module	Metal Age	None	40 * Size Class	Provides (30 * Size Class) minutes worth of fire retardant material. It may be shot to a distance of up to 300 meters away from the vehicle.
Hospital Module	Industrial Age	None	50 * Size Class	The vehicle has facilities for the treatment of up to (2 * Size Class) injured characters simultaneously. For purposes of healing, the vehicle provides the Minor Surgery Service (see Chapter 5.4).
Industrial Manipulator Module	Industrial Age	None	15 * Size Class	The vehicle may perform any industrial duty other than lifting or bulldozing; the intended function of the module should be indicated at the time of the vehicle's creation.
Waste Disposal Module	Metal Age	None	75	The vehicle incorporates a specialized tank designed to hold up to (5 * Size Class) cubic meters of non-hazardous waste material
Refrigeration/Stasis Module	Industrial Age	None	100	The vehicle incorporates a specialized tank designed to hold up to (2 * Size Class) cubic meters of material at temperatures below 0° C.
High Temp Storage Module	Industrial Age	None	110	The vehicle incorporates a specialized tank designed to hold up to (2 * Size Class) cubic meters of material at temperatures above 100° C.
Bio-Hazard Storage Module	Industrial Age	None	150	The vehicle incorporates a specialized tank designed to hold up to (5 * Size Class) cubic meters of hazardous waste material.
Bulk Cargo Module	Industrial Age	None	200 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume six Size Classes smaller than the vehicle) devoted to cargo hauling in addition to its normal cargo capacity. A vehicle may have one Bulk Cargo Module installed without penalty. Subsequent modules reduce the Accommodation space of the vehicle by 20% of its full amount and induce a +10 HD/BHD/FHD penalty (these penalties are cumulative and are also inflicted if the Bulk Cargo Module is installed along with any type of Hangar Bay Module). A vehicle may never have more than five Bulk Cargo Modules installed.
Amphibious Landing Module	Industrial Age	Land and Sea Only	40	The vehicle can freely translate between land and the sea's surface and move at top speed on either surface.
Repulsor Sled	Starfaring Age	Land and Sea Only	150	The vehicle can move at speeds up to 900 kph like a Skimmer regardless of the normal maximum chassis speed limit. This accessory requires an operational Third Class Engine or better to operate.
Afterburner	Industrial Age	None	25 * Size Class * x	The vehicle may travel at x times its normal maximum speed for a period of one round; it expends a number of fuel points equal to twice its Size Class each time it's used unless a Matter/Antimatter Power Plant is also installed. If a Matter/Antimatter Power Plant is installed, afterburner usage discharges one installed Gun for each round in which it is used and does not begin recharging any discharged weapons until it is no longer being used. If the vehicle exceeds the maximum speed allowed for its chassis, it will sustain Core Damage as normal.
Automation Module	Industrial Age	None	25 * Size Class	The vehicle can operate without a crew.
Remote Control Module	Industrial Age	None	(.5+x) * Size Class	The vehicle can be operated remotely; it can only be a certain distance away from an operator or radio control source before loss of control occurs. The maximum distance is x, where x is a distance in tens of kilometers; this increases to thousands of kilometers for Starfaring Age sets.
Character-Scale Weapons Adapter	Stone Age	None	50	The vehicle can mount character-scale weaponry; they draw power from the vehicle's Engines in lieu of any required Batteries. The cost of the added character-scale weaponry should be added to the final cost of the vehicle after its Cost Modifier has been taken in to account, as with other forms of weaponry.
Cloaking Device	Starfaring Age	None	500 * Size Class	This device must be toggled on and off; while active, the vehicle gains a -25 HD/FHD bonus but may not fire weapons.
Auxiliary Reactor Mount	Industrial Age	Space Only	100 * Size Class	This accessory allows a vehicle to add backup Engines similarly to a capital ship Pod (i.e. the backup Engine does not count against the vehicle's accessory count). Backup engines must be of an equal or lesser Class than the main Engine. A +1 bonus is added to the vehicle's Initiative rating for each backup Engine installed. If the primary Engine is destroyed, the backup takes its place; the vehicle loses its Initiative bonus and must begin using the backup's Engine's speed and fuel efficiency characteristics.

Maneuvering Thrusters	Industrial Age	None	5 * Size Class	The vehicle gains one movement point for purposes of turning **only**.
Autoslide Thruster Assembly	Starfaring Age	Fightercraft Only	50 * Size Class	The vehicle may perform a normal number of valid maneuvers as listed in Chapter 9.3 but requires only one successful *Vehicle Piloting* Check to complete all of them. The HD bonus for the maneuvers performed is -5 per maneuver indicated and all normal *Marksmanship* and *Ballistics* penalties still apply.
Eco-Safe Module	Starfaring Age	None	10	The vehicle has an ecologically friendly reactor system. Its overall cost is reduced by half; its Initiative rating is reduced by one point.
ECM Module	Industrial Age	None	20 * Size Class * x	This accessory adds a +(5 * x) DC bonus to all *Stealth* Checks, where x is a whole number. It also adds a permanent -(5 * x) bonus to the vehicle's HD rating **only**.
AWACS/SWACS Module	Industrial Age	Air and Space Only	30 * Size Class	This accessory adds a +10 DC bonus to all **Science** Checks made for the purpose of scanning.
Tachyon Radar	Starfaring Age	Air and Space Only	35 * Size Class	This accessory reduces the vehicle's effective HD range penalty to **-1** per range increment.
Airborne Delivery Module	Industrial Age	Air and Space Only	50 * Size Class	The vehicle can jettison cargo/passengers for safe airdrops to a planet's surface. Space vehicles must be in atmosphere to use this accessory.
Orbital Insertion Module	Starfaring Age	Space Only	200 * Size Class	The vehicle can jettison cargo/passengers for safe drops from orbit to a planet's surface. The accessory does not include any provision for later retrieval.
Artillery Module	Industrial Age	Land and Sea Only	100 * Size Class	Selected weapons on the vehicle have a blast radius; they cause half-damage at Range One from their point of impact and quarter-damage at Range Two. Use BHD for the attack roll on all targets with those weapons. The affected weapons must be specified at the time of the vehicle's creation.
WMD Delivery System	Industrial Age	Military User Only	1000 * Size Class	The vehicle may carry a single biological-, chemical-, radiological- or nuclear-tipped piece of ordnance; the type and specific effects of the ordnance must be specified at the time of the vehicle's creation.
Non-Lethal Weapons Delivery System	Industrial Age	None	50 * Size Class	The vehicle's weapons may be tuned to inflict an amount of Non-Lethal Damage equal to their normal amount of Lethal Damage to a target; this may only be used with Guns. Space vehicles may only use this accessory while they are in atmosphere.
Repair Bay Module	Metal Age	None	100 * Size Class	Allows vehicle to other vehicles that are as large as or smaller than itself. It can also repair buildings if the parent vehicle is Size Class Six or larger.
Backup Shield Generator Mount	Starfaring Age	None	25 * Size Class	This accessory allows a vehicle to add additional backup Shields. All backups count as additional accessories and must be of an equal or lesser Class than the main Shield. The shield hit points of all installed generators should be added together.
Ion Engine	Starfaring Age	Space Only	250	This accessory changes the units of a vehicle's chassis base and maximum speeds from kilometers per hour to kilometers per second at one-tenth the indicated normal amount.
Impulse Engine	Starfaring Age	Space Only	500	This accessory allows space vehicles to move between planets at a high rate of speed. Their navigational distance increment is increased to 0.1 MU and the vehicle may travel at 70 times its normal top speed when active; its chassis maximum speed is ignored while the Impulse Engine remains in operation.
D-Drive	Starfaring Age	Space Only	750	*FTL Drive System*. This drive allows a craft to make intermittent, low FTL jumps up to five AU in distance at an average speed of one thousand times its normal maximum speed. This accessory must be coupled with an Ion Engine.
Morvan Drive	Starfaring Age	Space Only	750	*FTL Drive System*. This drive allows the vehicle to make FTL hops (see Chapter 8.4).
Akwende Drive	Starfaring Age	Space Only	1000	*FTL Drive System*. This drive allows the vehicle to make instantaneous FTL jumps (see Chapter 8.4).
Matter/Antimatter Power Plant	Starfaring Age	Space Only	500 * Size Class	This accessory allows a craft to use all Matter-Antimatter fuel expenditure rules. It also doubles a vehicle's base fuel efficiency (to a maximum of 100%). This accessory cannot be installed on Fightercraft or Capsules prior to 2671.
Fuel Tank	Metal Age	None	5 * Size Class	This accessory adds ten fuel points to the vehicle's maximum fuel capacity.
Ramscoop	Starfaring Age	Space Only	100 * Size Class	This accessory may be used to refill the vehicle's fuel tanks while still in flight. It cannot be used while any Impulse Engine or FTL-drive system is in use. It refuels the vehicle at a rate of ten fuel points per hour under normal flight. It can be configured to take in hydrogen from a gas giant at a rate of two fuel points per hour or from a star at a rate of fifteen fuel points per hour.

Direct Fuel Injector	Industrial Age	None	10 * x * Size Class	This accessory improves a craft's fuel efficiency by (x times five) percent, where x is a whole number from one to ten (to a maximum of 100%). Only one Injector may be installed on a given vehicle and it may not be installed alongside a Turboinjector.
Turboinjector	Starfaring Age	None	30 * x * Size Class	Improves the craft's fuel efficiency by (x times ten) percent, where x is a whole number from one to ten (to a maximum of 100%). Only one Turboinjector may be installed on a given craft and it may not be installed alongside a Direct Fuel Injector.
Low-Friction Surface Traction Inducer	Starfaring Age	Land Only	30 * Size Class	This accessory improves terrain difficulty by one level if it would otherwise be Difficult or worse (*for more on terrain difficulties, see Chapter 8.2*).
Reactor Intake Air Filter	Industrial Age	Land, Sea and Air Only	10 * Size Class	This accessory increases a vehicle's fuel efficiency by 5% (or by 10% if its efficiency is 50% or greater, to a maximum efficiency in all cases is 100%). It also increases the vehicle's top speed by ten percent (limited by chassis maximum speed).
Modified Chassis	Metal Age	None	100 per added accessory	This accessory allows a number of accessories above the normal amount to be mounted on a vehicle (maximum of 35 total accessories).
Reinforced Chassis	Metal Age	None	(100 * Size Class) per level	This accessory allows a vehicle to mount an amount of Armor above the normal maximum normally allowed for its chassis; the standard HD penalty applied for Armor is doubled for each centimeter above the normal maximum.
Capital Ship Shield Adapter	Starfaring Age	Military Fightercraft and Transports Only, 2669-	100 * Size Class	This accessory allows a vehicle to mount a Capital Ship shield; the shield is added at 100 times its normal cost and it also takes up an additional accessory slot on the vehicle.
Auto-Repair System	Starfaring Age	None	20 * Size Class * x	This accessory adds (5 * x) to the DC of all **Engineering** Checks of the vehicle's mechanical specialist, where x is a whole number.
Gun Cooler/Capacitor	Starfaring Age	None	20 * Size Class * x	This accessory Increases the number of Guns that may be recharged per round by x.
Shield Regenerator	Starfaring Age	None	30 * Size Class * x	This accessory Increases the vehicle's shield regeneration rate by x.
Warp Shield Generator	Starfaring Age	None	250 * Size Class	This makes the craft on which it is installed completely impervious to damage for four rounds; once used, it may not be used again for another five minutes (fifty rounds).
BSE Virus Generator	Starfaring Age	None	10 * Size Class * x	This accessory allows a vehicle's crew to attempt to infect a target craft with a disabling computer virus as an attack action. The DC of the attack action equals 25 times x, where x is a whole number from one to three. If successful, the target craft is immobilized and its shields drop for a number of seconds equal to the degree of success. The effects of this accessory may be blocked by a successful Signal Filter Save.
Signal Filter	Starfaring Age	None	60 * Size Class	If infection with the BSE Virus is indicated, a DC 50 saving roll may be made in order to avoid its effects.
Tractor Beam	Starfaring Age	Space Vehicles Only	20 * Size Class	This accessory enables a craft to tractor space-borne objects into its cargo hold (provided it has one).
Speed Enhancer	Starfaring Age	Space Vehicles Only	80 * Size Class * x	This accessory increase's a craft's listed maximum speed by x without a corresponding increase in its fuel consumption, where x is a number with two decimal points. Damage rules for exceeding the maximum speed of the chassis still apply.
Tachyon Sonar	Starfaring Age (2690)	Space Vehicles Only	75 * Size Class	This accessory nullifies the HD bonuses of all craft equipped with an active Standard Cloaking Device within 100,000 kilometers.
Inertial Target Tracking System (ITTS)	Industrial Age	None	10	This accessory multiplies the total number of weapons hits made by any single weapon by 1d5 and allows a quantity of hits in excess of the weapon's refire rate to occur.
Tracking Computer	Industrial Age	None	20	This accessory enables a ship to fire all forms of ordnance that require a prerequisite lock.
Ejection Seat	Industrial Age	Air, Fightercraft and Capsules Only	10	This accessory allows the vehicle's crew and passengers to safely disembark while it is still in mid-flight. It can be used as the vehicle is being destroyed to take 10d10 Non-Lethal Damage instead of Lethal Damage; this action requires a successful Reflex Save.
Collapsible Sections	Industrial Age	Air and Space Only	100	This accessory reduces the ship's volume by ¼ when it is not occupied.
Vehicle Rack	Metal Age	None	0.5	The vehicle may hold any other Size Class One or Zero vehicle.
External Docking Port	Industrial Age	Space Vehicles Only	10	The vehicle may dock with any other ship or vehicle that is also carrying an External Docking Port.

Hangar Bay Module	Industrial Age	None	50 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume six Size Classes smaller than the vehicle) devoted to sheltering "child" vehicles. The parent vehicle may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A vehicle may have one Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the vehicle by 20% of their full amounts and induce a +10 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A vehicle may never have more than five Hangar Bay Modules installed.
Half Hangar Bay Module	Industrial Age	None	40 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume seven Size Classes smaller than the vehicle) devoted to sheltering "child" vehicles. The parent vehicle may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A vehicle may have one Half Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the vehicle by 10% of their full amounts and induce a +8 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A vehicle may never have more than five Half Hangar Bay Modules installed.
Quarter Hangar Bay Module	Industrial Age	None	30 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume eight Size Classes smaller than the vehicle) devoted to sheltering "child" vehicles. The parent vehicle may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A vehicle may have one Quarter Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the vehicle by 5% of their full amounts and induce a +6 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A vehicle may never have more than five Quarter Hangar Bay Modules installed.
Eighth Hangar Bay Module	Industrial Age	None	20 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume nine Size Classes smaller than the vehicle) devoted to sheltering "child" vehicles. The parent vehicle may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A vehicle may have one Eighth Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the vehicle by 3% of their full amounts and induce a +4 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any Vehicle Shelter Modules. A vehicle may never have more than five Eighth Hangar Bay Modules installed.
Vehicle Shelter Module	Industrial Age	None	10 * Size Class	The vehicle contains a volume of space up to (the minimum bounding box volume ten Size Classes smaller than the vehicle) devoted to sheltering "child" vehicles. The parent vehicle may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Vehicle Shelter Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the vehicle by 1% of their full amounts and induce a +2 HD/BHD/FHD penalty. A vehicle may never have more than five Vehicle Shelter Modules installed.
Carrier Systems	Industrial Age	Sea and Space Only	50	The vehicle may deploy and/or recover one child vehicle while it is actively moving.
Areal Shield Generator	Starfaring Age	None	Varies*	This accessory adds a layer of enhanced Shielding to a specific system; the protected system must be specified in the craft's design. In the event the system is the object of a Target action, the extra SHP from the generator may be accounted for prior to the reduction of any SHP from the craft itself or the application of any damage to the system; note that the system may still sustain damage with the generator intact. The SHP endowed by an Areal Shield Generator regenerates at one-tenth the rate of the craft's shields. The generator is considered destroyed if it is ever reduced to zero SHP or less. The accessory costs one-tenth the normal price of an equivalent Class Shield; its effectiveness cannot exceed the normal maximum Shield Class for the ship's chassis unless a Capship Systems Adapter is also installed.
Countermeasure Pod Dispenser	Industrial Age	None	10 + (1 per charge)	The vehicle may launch countermeasures in order to evade incoming ordnance. Each pod used adds +5 to the DC of any spoofing attempt performed. This bonus is only good for the round in which the pods are deployed. The dispenser cannot be refilled while the vehicle is still in operation.
Enhanced Countermeasure Pod Dispenser	Starfaring Age	None	20 + (2 per charge)	The vehicle may launch countermeasures in order to evade incoming ordnance. Each pod used adds +10 to the DC of any spoofing attempt performed. This bonus is only good for the round in which the pods are deployed. The dispenser cannot be refilled while the vehicle is still in operation.

Weapons Station	Industrial Age*	None	Varies*	Allows the vehicle to mount specific weapons systems. For details on their functioning, see the discussion under the Weapons section in this sub-Chapter.

Shields

Shield emitters are small external arrays that generate protective barriers around the outer hull of a vehicle, in essence adding an extra layer of Armor to its hull. Vehicle-scale shield emitters are small enough to include all the equipment they'll need in one tiny package, which reduces their cost but also limits their effectiveness; they usually provide enough power to protect the vehicle and its occupants from multiple hits by similarly-scaled weaponry. A vehicle may only have one Shield system installed unless a *Backup Shield Generator* accessory is also installed on the vehicle (both the Generator and the extra Shield are counted as added accessories). Shields fall under the general category of **Defenses**.

- Type: Defenses/Shield
- Availability: Starfaring Age
- Regeneration: 10% total SHP plus the mechanical specialist's *Defenses* Skill score every ten rounds.
- Nebula Hit Point Reduction: Non-functional below Class Six. Minus five Classes effectiveness at Class Six or higher.
- Gun/Missile Damage Reduction: None
- Effects: None

Shields			
Class Level	Basic Cost	Durasteel Equivalent (Design Maximum)	Shield Hit Points (Design Maximum)
First Class	10	10 cm	100
Second Class	30	20 cm	200
Third Class	50	30 cm	300
Fourth Class	100	40 cm	400
Fifth Class	150	50 cm	500
Sixth Class	180	60 cm	600
Seventh Class	200	70 cm	700
Eighth Class	400	80 cm	800
Ninth Class	800	90 cm	900
Tenth Class	1,600	100 cm	1,000

Weapons

Vehicles can carry and utilize various forms of weapons systems; the use of weapons on vehicles is covered more in depth in Chapter 9.3.

Weapons do not count as accessories in and of themselves. However, in order to be placed on a vehicle, a **Weapons Station** accessory is required. Weapons Stations in general determine the number of weapons a vehicle carries and defines the combat arcs into which a weapon may be fired (for details, see Chapter 9.3). Weapons Stations are counted as accessories. Weapons Stations are described as a phrase of categorical descriptions with the following form:

```
<qualifiers> <weapon type> <arc coverage>, <magazine (if applicable)>
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The specific descriptors along with their effects are listed in the table below.

Weapons Station Descriptors and Effects			
Descriptor Category	Descriptor	Cost Modifier	Effect
Qualifier (May have more than one.)	Armored	Varies*	Adds armor (and AHP) to a Weapons Station. The descriptor adds one-ten thousandth the normal price of Armor per 0.1 centimeters of Durasteel equivalent (1 AHP) Armor added to the station. The normal maximum amount of Armor for the chassis type may not be exceeded without the installation of a Reinforced Chassis Accessory. _List any amount of Armor after any magazine descriptor or arc coverage._
	Gatling	Total Cost * 12	Increases weapon's rate of fire; make four attack rolls for the weapon when used. The results stack with the weapon's normal re-fire potential.
	Multi-Fire	Varies*	Adds another hardpoint to the station. Increases the price of the Weapons Station based on weapon type: Guns add twenty, Missiles add twenty-five, torpedoes add thirty and special weapons add fifty. _Multi-fire weapons stations should be referred to in Latin adjective form (i.e. Dual, Triple, Quad, Quintuple, Sextuple, Septuble, Octuple, Nonuple, Decuple, Undecuple, Duodecuple, Tridecuple, Quadrecuple, Quindecuple, Sedecuple, Sepdecuple, Ocdecuple, Nondecuple, Vigentuple, etc.)._
Weapon Type	Gun	20	The Weapons Station may carry any one Gun.
	Light Ordnance	25	The Weapons Station may carry any one piece of light ordnance.
	Heavy Ordnance	30	The Weapons Station may carry any one piece of heavy ordnance.
	Special	50	The Weapons Station may carry any one non-projectile weapon or any item specifically designated as a special weapon.
Arc Coverage	Hard-point	Total Cost * 1.00	Attached weapons may fire into a narrow (45°) arc. _This level of arc coverage may not be coupled with the Multi-Fire Qualifier if the Weapons Type is Gun._
	Sponson	Total Cost * 1.25	Attached weapons may fire into a standard (90°) arc.
	Barbette	Total Cost * 1.50	Attached weapons may fire into a standard arc and an adjacent narrow arc or into a full hemispheric (180°) arc.
	Limited Turret	Total Cost * 1.75	Attached weapons may fire into a hemispheric arc plus either an adjacent narrow arc or an adjacent standard arc.
	Turret	Total Cost * 2.00	Attached weapons may fire into an over-the-shoulder (315°) arc or into a full 360° arc.
Magazine (Ordnance only; may be numerically qualified.)	Tube	N/A	The Weapons Station has a magazine of up to ten weapons.
	Bank	N/A	The weapons Station has a magazine of up to twenty-five weapons. _The weapons are limited to DF and Rockets for all but Transport Chassis vehicles prior to 2711._

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15	225	223.03	220.91	218.66	216.25	213.69	210.96	208.07	205.02	201.8	198.43	194.93	191.31	187.59	183.81	180	176.19	172.41	168.69	165.07	161.57	158.2	154.98	151.93	149.04	146.31	143.75	141.34	139.09	136.97	135
14	226.97	225	222.88	220.6	218.16	215.54	212.74	209.74	206.57	203.2	199.65	195.95	192.09	188.13	184.09	180	175.91	171.87	167.91	164.05	160.35	156.8	153.43	150.26	147.26	144.46	141.84	139.4	137.12	135	133.03
13	229.09	227.12	225	222.71	220.24	217.57	214.7	211.61	208.3	204.78	201.04	197.1	193	188.75	184.4	180	175.6	171.25	167	162.9	158.96	155.22	151.7	148.39	145.3	142.43	139.76	137.29	135	132.88	130.91
12	231.34	229.4	227.29	225	222.51	219.81	216.87	213.69	210.26	206.57	202.62	198.43	194.04	189.46	184.76	180	175.24	170.54	165.96	161.57	157.38	153.43	149.74	146.31	143.13	140.19	137.49	135	132.71	130.6	128.66
11	233.75	231.84	229.74	227.49	225	222.27	219.29	216.03	212.47	208.61	204.44	199.98	195.26	190.3	185.19	180	174.81	169.7	164.74	160.02	155.56	151.39	147.53	143.97	140.71	137.73	135	132.51	130.26	128.16	126.25
10	236.31	234.46	232.43	230.19	227.73	225	221.99	218.66	214.99	210.96	206.57	201.8	196.7	191.31	185.71	180	174.29	168.69	163.3	158.2	153.43	149.04	145.01	141.34	138.01	135	132.27	129.81	127.57	125.54	123.69
9	239.04	237.26	235.3	233.13	230.71	228.01	225	221.63	217.87	213.69	209.05	203.96	198.43	192.53	186.34	180	173.66	167.47	161.57	156.04	150.95	146.31	142.13	138.37	135	131.99	129.29	126.87	124.7	122.74	120.96
8	241.93	240.26	238.39	236.31	233.97	231.34	228.37	225	221.19	216.87	212.01	206.57	200.56	194.04	187.13	180	172.87	165.96	159.44	153.43	147.99	143.13	138.81	135	131.63	128.66	126.03	123.69	121.61	119.74	118.07
7	244.98	243.43	241.7	239.74	237.53	235.01	232.13	228.81	225	220.6	215.54	209.74	203.2	195.95	188.13	180	171.87	164.05	156.8	150.26	144.46	139.4	135	131.19	127.87	124.99	122.47	120.26	118.3	116.57	115.02
6	248.2	246.8	245.22	243.43	241.39	239.04	236.31	233.13	229.4	225	219.81	213.69	206.57	198.43	189.46	180	170.54	161.57	153.43	146.31	140.19	135	130.6	126.87	123.69	120.96	118.61	116.57	114.78	113.2	111.8
5	251.57	250.35	248.96	247.38	245.56	243.43	240.95	237.99	234.46	230.19	225	218.66	210.96	201.8	191.31	180	168.69	158.2	149.04	141.34	135	129.81	125.54	122.01	119.05	116.57	114.44	112.62	111.04	109.65	108.43
4	255.07	254.05	252.9	251.57	250.02	248.2	246.04	243.43	240.26	236.31	231.34	225	216.87	206.57	194.04	180	165.96	153.43	143.13	135	128.66	123.69	119.74	116.57	113.96	111.8	109.98	108.43	107.1	105.95	104.93
3	258.69	257.91	257	255.96	254.74	253.3	251.57	249.44	246.8	243.43	239.04	233.13	225	213.69	198.43	180	161.57	146.31	135	126.87	120.96	116.57	113.2	110.56	108.43	106.7	105.26	104.04	103	102.09	101.31
2	262.41	261.87	261.25	260.54	259.7	258.69	257.47	255.96	254.05	251.57	248.2	243.43	236.31	225	206.57	180	153.43	135	123.69	116.57	111.8	108.43	105.95	104.04	102.53	101.31	100.3	99.46	98.75	98.13	97.59
1	266.19	265.91	265.6	265.24	264.81	264.29	263.66	262.87	261.87	260.54	258.69	255.96	251.57	243.43	225	180	135	116.57	108.43	104.04	101.31	99.46	98.13	97.13	96.34	95.71	95.19	94.76	94.4	94.09	93.81
0	270	270	270	270	270	270	270	270	270	270	270	270	270	270	270	XXX	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90
1	273.81	274.09	274.4	274.76	275.19	275.71	276.34	277.13	278.13	279.46	281.31	284.04	288.43	296.57	315	0	45	63.43	71.57	75.96	78.69	80.54	81.87	82.87	83.66	84.29	84.81	85.24	85.6	85.91	86.19
2	277.59	278.13	278.75	279.46	280.3	281.31	282.53	284.04	285.95	288.43	291.8	296.57	303.69	315	333.43	0	26.57	45	56.31	63.43	68.2	71.57	74.05	75.96	77.47	78.69	79.7	80.54	81.25	81.87	82.41
3	281.31	282.09	283	284.04	285.26	286.7	288.43	290.56	293.2	296.57	300.96	306.87	315	326.31	341.57	0	18.43	33.69	45	53.13	59.04	63.43	66.8	69.44	71.57	73.3	74.74	75.96	77	77.91	78.69
4	284.93	285.95	287.1	288.43	289.98	291.8	293.96	296.57	299.74	303.69	308.66	315	323.13	333.43	345.96	0	14.04	26.57	36.87	45	51.34	56.31	60.26	63.43	66.04	68.2	70.02	71.57	72.9	74.05	75.07
5	288.43	289.65	291.04	292.62	294.44	296.57	299.05	302.01	305.54	309.81	315	321.34	329.04	338.2	348.69	0	11.31	21.8	30.96	38.66	45	50.19	54.46	57.99	60.95	63.43	65.56	67.38	68.96	70.35	71.57
6	291.8	293.2	294.78	296.57	298.61	300.96	303.69	306.87	310.6	315	320.19	326.31	333.43	341.57	350.54	0	9.46	18.43	26.57	33.69	39.81	45	49.4	53.13	56.31	59.04	61.39	63.43	65.22	66.8	68.2
7	295.02	296.57	298.3	300.26	302.47	304.99	307.87	311.19	315	319.4	324.46	330.26	336.8	344.05	351.87	0	8.13	15.95	23.2	29.74	35.54	40.6	45	48.81	52.13	55.01	57.53	59.74	61.7	63.43	64.98
8	298.07	299.74	301.61	303.69	306.03	308.66	311.63	315	318.81	323.13	327.99	333.43	339.44	345.96	352.87	0	7.13	14.04	20.56	26.57	32.01	36.87	41.19	45	48.37	51.34	53.97	56.31	58.39	60.26	61.93
9	300.96	302.74	304.7	306.87	309.29	311.99	315	318.37	322.13	326.31	330.95	336.04	341.57	347.47	353.66	0	6.34	12.53	18.43	23.96	29.05	33.69	37.87	41.63	45	48.01	50.71	53.13	55.3	57.26	59.04
10	303.69	305.54	307.57	309.81	312.27	315	318.01	321.34	325.01	329.04	333.43	338.2	343.3	348.69	354.29	0	5.71	11.31	16.7	21.8	26.57	30.96	34.99	38.66	41.99	45	47.73	50.19	52.43	54.46	56.31
11	306.25	308.16	310.26	312.51	315	317.73	320.71	323.97	327.53	331.39	335.56	340.02	344.74	349.7	354.81	0	5.19	10.3	15.26	19.98	24.44	28.61	32.47	36.03	39.29	42.27	45	47.49	49.74	51.84	53.75
12	308.66	310.6	312.71	315	317.49	320.19	323.13	326.31	329.74	333.43	337.38	341.57	345.96	350.54	355.24	0	4.76	9.46	14.04	18.43	22.62	26.57	30.26	33.69	36.87	39.81	42.51	45	47.29	49.4	51.34
13	310.91	312.88	315	317.29	319.76	322.43	325.3	328.39	331.7	335.22	338.96	342.9	347	351.25	355.6	0	4.4	8.75	13	17.1	21.04	24.78	28.3	31.61	34.7	37.57	40.24	42.71	45	47.12	49.09
14	313.03	315	317.12	319.4	321.84	324.46	327.26	330.26	333.43	336.8	340.35	344.05	347.91	351.87	355.91	0	4.09	8.13	12.09	15.95	19.65	23.2	26.57	29.74	32.74	35.54	38.16	40.6	42.88	45	46.97
15	315	316.97	319.09	321.34	323.75	326.31	329.04	331.93	334.98	338.2	341.57	345.07	348.69	352.41	356.19	0	3.81	7.59	11.31	14.93	18.43	21.8	25.02	28.07	30.96	33.69	36.25	38.66	40.91	43.03	45

Relative Bearings, in Degrees, on an Orthogonal Grid

Relative Bearings, in Degrees, on a Hexagonal Grid

Vehicles in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc (i.e. to establish whether or not the weapon has "line of sight" on the vehicle's target). A relative bearing is a bearing in which the reference direction (0°) is straight ahead and where the bearing is measured relative to the front of the vehicle. Particular sets of bearings into which a weapon may be fired are further designated as **firing arcs**. A weapon's default bearing (i.e. the direction in which it is normally aimed) should be included along with the total number of degrees of its firing arc; the indicated bearing will be assumed to be the center-point of its firing arc. *For example, a weapon that has a center-point of zero degrees and ten degrees of arc may fire along any bearing from 355° to 5°.* Bearing information is necessary due to the various grids that may be utilized via the game's flexible combat engine (for more information, see Chapter 9.1).
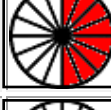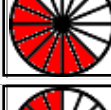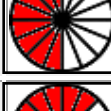
Instead of including specific center-point and arc data, a Weapons Station may employ a pre-designated firing arc. The following table outlines the data for the pre-designated firing arcs that will be used throughout WCRPG as a shorthand notation. The data includes the name of a specific arc designation, the specific range of bearings for which it applies and images demonstrating the specific arcs; each wedge on these images indicates an approximate 22.5° of arc. The center-point of each arc is intended to serve as a weapon's default bearing in all cases. Where the game refers to "major combat arcs", the four italicized arcs (forward, portside, aft and starboard) are meant.

Designations of Firing Arcs for Vehicles and Capital Ships		
Arc Designation	Specific Relative Bearing Range	Image
Forward (Fore)	315°-45°	
Forward Narrow	338°-22°	
Forward Wide	293°-67°	
Starboard Ahead	0°-90°	
Starboard Ahead Narrow	23°-67°	
Starboard Ahead Wide	338°-112°	
Starboard (Right)	45°-135°	
Starboard Narrow	68°-112°	
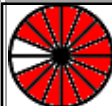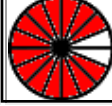
Starboard Wide	23°-157°	
Starboard Aft	90°-180°	
Starboard Aft Narrow	113°-157°	
Starboard Aft Wide	68°-202°	
Aft (Behind)	135°-225°	
Aft Narrow	158°-202°	
Aft Wide	113°-247°	
Portside Aft	180°-270°	
Portside Aft Narrow	203°-247°	
Portside Aft Wide	158°-292°	
Portside (Left)	225°-315°	
Portside Narrow	248°-292°	
Portside Wide	203°-337°	

Portside Ahead	270°-360°	
Portside Ahead Narrow	293°-337°	
Portside Ahead Wide	248°-22°	
Forward Hemisphere	270°-90°	
Starboard Ahead Hemisphere	315°-135°	
Starboard Hemisphere	0°-180°	
Starboard Aft Hemisphere	45°-225°	
Aft Hemisphere	90°-270°	
Portside Aft Hemisphere	135°-315°	
Portside Hemisphere	180°-360°	
Starboard Ahead Hemisphere	225°-45°	
Forward Over-the-Shoulder	203°-157°	
Starboard Ahead Over-the-Shoulder	248°-202°	

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Starboard Over-the-Shoulder	293°-247°	
Starboard Aft Over-the-Shoulder	338°-292°	
Aft Over-the-Shoulder	23°-337°	
Portside Aft Over-the-Shoulder	68°-22°	
Portside Over-the-Shoulder	113°-67°	
Portside Ahead Over-the-Shoulder	158°-112°	
360° Arc	*Weapon may fire along all bearings*	

For example, a Weapons Station with a descriptor of "Gun Hard-Point (0°, no arc)" indicates a non-armored, single weapon platform capable of holding one gun and firing that weapon along a straight line ahead of the vehicle. A more complex example is an "Armored Gatling Nonuple Heavy Ordnance Turret (Forward Over-the-Shoulder), Double Bank, 50 cm". This indicates a weapons station that has 50 centimeters of armor, has an increased firing rate, has nine heavy ordnance launchers, can fire on bearings between 210°-150°, and has a magazine capable of holding up to 50 weapons at the same time.

Weapons Stations may be explicitly targeted via Targeting actions. A Weapons Station can sustain 100 points of damage before being destroyed, unless it has have been given armored plating; an armored station can sustain 100 points plus the amount of AHP it has been given. When a Weapon Station is Targeted, Core Damage will not occur unless the Station is destroyed in the attack; 1% Core Damage occurs when a Weapons Station is destroyed.

Weapons come in three main varieties: guns (multi-use projectile weapons utilizing one of several different methods of causing mechanical damage), ordnance (single-use high explosive projectile weapon capable of causing a single burst of massive damage; this is further divided into light and heavy sub-varieties based on the weapon's damage potential) and special weaponry (non-projectile weapons of any nature, such as beam weaponry). The following weapons are available for use on vehicles. Each has the following statistics:

- Type: The general kind of weapon being described.
- Name: What the weapon is called.
- Service Date: The Earth-equivalent year at which the weapon will become available for use.

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- Cost: This is the amount the weapon adds to the vehicle's overall cost.
- Refire: The number of times the weapon may apply damage during the course of a standard round provided it is **charged** (for details, see Chapter 9.3).
- Range: The maximum distance in range increments a target may be from the firing vehicle in order to use the weapon effectively.
- Damage: This lists the amount of damage the weapon applies to a target on an indicated hit.
- Effects: Various sundry effects the weapon may have/cause. For a list of general examples of weapons effects, *see Chapter 10.2.6.*

Note that the statistics for weapons outlined herein are for *standard* weapons; Military craft may adjust the damage, re-fire rate and range of weapons as needed to suit their specific needs. Doing so adjusts the cost of the weapon using the formula below, with each multiplier expressed as a ratio of the new statistic to the old statistic rounded to the nearest hundredth:

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final cost = base cost * damage multiplier * range multiplier * refire
multiplier
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For example, the base statistics for a civilian-grade Laser Cannon are a cost of €1,000, 18 points of damage, range of 5 and a refire rate of 5. If we wanted to adjust the damage to 30 points and change the refire to ten, we'd have to adjust the price to €3,340 (€1,000 * (30/18) * (5/5) * (10/5) = €1,000 * 1.67 * 1 * 2 = €3,340).

Guns, Starfaring

Guns, Starfaring						
Name	Service Date	Cost	Refire	Range	Damage	Notes/Effects
Cloudburst Cannon	2681	€130,000	3	4	100	*Military craft only.*
Dust Cannon	2681	€40,000	30	5	40	*Military craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Electron Gun	2669	€13,500	10	4	25	*Kilrathi craft only.*
Fission Cannon	2669	€1,250,000	1	5	1000	*Black Lance craft only.* This Gun requires one round to "make ready" to fire and it cannot be fired simultaneously with other types of Guns. ITTS may not be used with this weapon.
Flux Beam	2790	€5,000	9	1	30	
Flux Beam Mk II	2790	€8,000	7	1	35	
Flux Cannon	2669	€25,000	10	3	20	*Kilrathi craft only.*
Fusion Cannon	2669	€100,000	2	3	100	This Gun requires one round to "make ready" to fire and it cannot be fired simultaneously with other types of Guns. ITTS may not be used with this weapon.
Gorgon Heavy	2681	€75,000	3	4	70	*Nephilim craft only.*
Heavy Ion Gun	2673	€74,000	4	4	50	
Ion Cannon, Chain	2681	€85,000	15	3	20	*Military craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Ion Cannon, Standard	2668	€45,000	4	5	24	
Ion Cannon, Enhanced	2669	€55,000	4	5	30	

Ionic Pulse Cannon, Rapid-Fire	2669	€90,000	15	2	33	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Ionic Pulse Cannon, Civilian Grade	2668	€40,000	2	4	54	
Kraven Mk. IV	2790	€16,000	10	1	40	
Laser Cannon, Military Grade	2669	€1,350	6	5	20	
Laser Cannon, Civilian Grade	2628	€1,000	5	5	18	
Laser Cannon, Rapid-Fire	2669	€1,350	12	5	10	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Laser Cannon, Enhanced Rapid-Fire	2669	€1,750	12	5	13	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Leech Gun	2673	€11,000	6	4	0*	Inflicts 1% damage to Shields, Radar, Communications, Engines, and Life-Support Systems with each hit regardless of the status of the target's defenses. ITTS may not be used with this weapon.
Maser, Heavy	2681	€32,000	4	5	30	*Nephilim craft only.*
Maser, Light Burst	2681	€25,000	5	5	21	*Nephilim craft only.*
Maser, Standard	2681	€3,500	1/4	4	70	*Nephilim craft only.*
Mass Driver Cannon, Charging	2681	€4,500	½	4	300	*Military craft only.*
Mass Driver Cannon, Heavy Long-Range	2650	€5,000	5	3	45	
Mass Driver Cannon, Civilian Grade	2668	€1,500	2	4	26	
Mass Driver Cannon, Rapid-Fire	2669	€4,500	10	3	20	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Mass Driver Cannon, Enhanced	2669	€3,250	5	2	45	
Mass Driver Cannon, Heavy	2673	€3,900	3	3	60	
Mass Driver Cannon, Military Grade	2681	€2,500	5	2	35	
Mass Ion Cannon	2790	€10,000	18	1	25	Weapon does not need to recharge. *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Matter Accelerator Gun	2669	€4,500	10	3	15	*Kilrathi craft only.*
Matter Disruptor	2669	€90,000	15	2	33	*Kilrathi craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Meson Blaster, Civilian Grade	2668	€2,500	3	4	32	
Meson Blaster, Heavy	2628	€3,500	3	5	35	
Meson Blaster, Standard	2669	€2,750	3	5	28	
Meson Blaster, Light	2669	€1,750	3	5	18	

Neutron Gun, Standard	2640	€4,800	4	3	30	
Neutron Gun, Civilian Grade	2668	€5,000	2	3	62	
Neutron Gun, Rapid Fire	2669	€10,500	11	4	18	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Neutron Gun, Heavy	2669	€6,500	3	4	40	
Particle Cannon, Military Grade	2658	€13,500	3	4	43	
Particle Cannon, Civilian Grade	2668	€10,000	3	3	43	
Particle Cannon, Rapid-Fire	2669	€20,000	11	3	23	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Particle Cannon, Civilian Long Range	2669	€10,000	3	4	33	
Particle Cannon, Heavy	2681	€13,000	3	4	42	*Military craft only.*
Particle Cannon, Pulse	2681	€81,500	15	7	30	*Military craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Phase Blaster	2669	€35,000	11	3	30	*Kilrathi craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Photon Gun, Military Grade	2632	€215,000	9	4	37	
Photon Gun, Rapid-Fire	2669	€170,000	12	4	40	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Photon Gun, Civilian Grade	2669	€35,000	3	5	26	
Photon Gun, Standard	2669	€45,000	3	5	32	
Photon Gun, Heavy	2673	€60,000	3	3	74	
Plasma Bolt Gun	2628	€325,000	12	4	37	*Kilrathi craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Plasma Cannon, Enhanced	2681	€330,000	½	6	600	*Military craft only.*
Plasma Cannon, Standard	2681	€125,000	½	3	460	*Military craft only.*
Plasma Cannon, Heavy	2681	€167,500	½	3	600	*Military craft only.*
Plasma Cannon, Nephilim Heavy	2681	€850,000	3	8	200	*Nephilim craft only.*
Plasma Cannon, Nephilim Light	2681	€95,000	4	4	32	*Nephilim craft only.*
Plasma Gun, Civilian Grade	2668	€80,000	2	3	72	
Plasma Gun, Standard	2669	€30,000	1	3	54	

Plasma Gun, Long-Range	2669	€115,000	3	3	67	
Quantum Disruptor	2681	€46,500	3	4	42	*Nephilim craft only.*
Reaper Cannon, Enhanced	2669	€120,000	8	4	40	
Reaper Cannon, Heavy	2669	€82,000	5	5	35	*Military craft only.*
Reaper Cannon, Standard	2669	€65,000	5	5	28	*Military craft only.*
Scattergun	2673	€55,000	4	5	30	
Shield Killer Cannon	2681	€120,000	4	4	12	Bypasses Shields and Armor, damages Shield system only. *Nephilim craft only.*
Sonic Accelerator Gun	2669	€4,000	11	4	18	*Kilrathi craft only.* *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Steltek Gun, Boosted	2668	€250,000	4	5	190	*Steltek craft only (as a standard gun).*
Steltek Gun	2668	€250,000	3	4	100	*Steltek craft only (as a standard gun).*
Stormfire Gun Mk. II	2681	€1,250	15	5	21	Does not need to recharge. Requires ammunition; design of the craft must specify the number of rounds it carries. *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.* ITTS may not be used with this weapon.
Stormfire Gun	2673	€1,250	150	3	4	Does not need to recharge. Requires ammunition; design of the craft must specify the number of rounds it carries. *Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.* ITTS may not be used with this weapon.
Stream Laser Mk. II	2790	€7,000	9	1	30	
Stream Laser	2790	€600	6	1	22	
Tachyon Gun, Rapid-Fire	2668	€65,000	10	4	37	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated.*
Tachyon Gun, Civilian Grade	2668	€20,000	3	3	50	
Tachyon Gun, Light	2673	€35,000	4	4	50	
Tachyon Gun, Long Range	2669	€13,500	3	4	25	
Tachyon Gun, Standard	2669	€30,000	4	3	56	
Tachyon Gun, Heavy	2669	€37,500	4	3	70	
Tachyon Gun, Heavy Long-Range	2681	€37,500	3	4	70	
Turret A	2790	€16,843,009	7	1	110	*Tri-System craft only.*
Volt Laser	2790	€3,000	7	1	25	*Tri-System craft only.*

Light Ordnance

Light Ordnance						
Name	Service Date	Cost	Refire	Range	Damage	Effects
Targeting Disk	2675	€175,000	1	6/20	200	*Military craft only.* Spoof DC 50
Dumb-Fire (DF), Light	2599	€90,000	1	2/8	130	Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Dumb-Fire (DF), Standard	2650	€200,000	1	2/8	300	Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Dumb-Fire (DF), Heavy	2696	€1,000,000	1	2/15	800	Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Dumb-Fire (DF), Rocket	2675	€125,000	17	2/9	100	*Military craft only.* Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Rocket, Enhanced	2681	€600,000	17	6/9	80	*Military craft only.* Spoof DC 50%
Heat Seeker (LHS), Light	2650	€140,000	1	6/9	160	May only be fired into Aft Hemisphere of the target. Spoof DC 50.
Heat Seeker (HS), Standard	2685	€350,000	1	6/9	400	May only be fired into Aft Hemisphere of the target. Spoof DC 50.
Heat Seeker, Long Range (LRHS)	2701	€1,090,000	1	8/28	400	May only be fired into Aft Hemisphere of the target. Spoof DC 50.
Image Recognition (IR), Civilian Grade	2633	€750,000	1	6/9	170	Requires two rounds to lock. Spoof DC 40. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for two rounds.
Image Recognition (IR), Standard	2689	€2,950,000	1	8/24	250	Requires two rounds to lock. Spoof DC 35. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for three rounds.
Image Recognition, Enhanced (EIR)	2693	€5,300,000	1	8/24	450	Requires two rounds to lock. Spoof DC 35. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for three rounds.
Image Recognition, Medium Range (MRIR)	2675	€4,650,000	1	8/27	350	*Military Only.* Requires two rounds to lock. Spoof DC 35. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for three rounds.
Image Recognition, Long Range (LRIR)	2681	€9,500,000	1	18/55	350	*Military Only.* Requires two rounds to lock. Spoof DC 30. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for three rounds.
Image Recognition, Enhanced Long Range (ELRIR)	2681	€14,000,000	1	18/55	520	Requires two rounds to lock. Spoof DC 25. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for four rounds.
Image Recognition, Medusa	2690	€4,700,000	3	6/8	400	*Nephilim craft only.* Requires two rounds to lock. Spoof DC 55. Re-acquires target at -5 HD in event of miss/spoof next round, decreasing by -5 HD on subsequent miss/spoof. Active for two rounds.
Friend-or-Foe (IFF), Standard	2628	€1,000,000	1	8/12	170	Spoof DC 60. In the event of a miss/spoof, the weapon automatically targets the next closest enemy craft (or friendly craft with malfunctioning Communications). Active for three rounds.
Friend-or-Foe, Long Range (LRIFF)	2690	€3,000,000	1	8/24	250	Spoof DC 60. In the event of a miss/spoof, the weapon automatically targets the next closest enemy craft (or friendly craft with malfunctioning Communications). Active for four rounds.
Friend-or-Foe, Enhanced Long Rang (ELRIFF)	2697	€3,850,000	1	6/28	280	Spoof DC 60. In the event of a miss/spoof, the weapon automatically targets the next closest enemy craft (or friendly craft with malfunctioning Communications). Active for five rounds.
Friend-or-Foe (IFF), Tracker	2675	€4,000,000	3	8/29	280	*Military craft only.* Splits into four standard ELRIFF missiles (make four attack rolls).
Friend-or-Foe, Cerberus	2690	€7,400,000	3	9/18	280	*Nephilim craft only.* Spoof DC 65. In the event of a miss/spoof, the weapon automatically targets the next closest enemy craft (or friendly craft with malfunctioning Communications). Active for two rounds.
Leech (L), Prototype	2668	€900,000	1	8/28	0	*Military craft only.* Requires two rounds to lock. Reduces target craft's shields to zero. Spoof DC 35.

Leech (L), Standard	2669	€1,000,000	1	8/28	1	*Military craft only.* Reduces target craft's shields to zero. Requires two rounds to lock. Spoof DC 30.
Leech, Enhanced (EL)	2672	€1,500,000	1	8/28	150	*Military craft only.* Disables target craft for 2d5 rounds upon impact. Requires two rounds to lock. Spoof DC 25.
Anti-Radiation, Cluster Sub-Munition (AR-C)	2660	€325,000	1	8/10	400	*Military craft only.* Requires two rounds to lock. Spoof DC 55. Causes 1d% damage to target's Sensors on impact, or double damage if specifically used to target a Weapons Station.
Anti-Radiation (AR)	2676	€585,000	3	9/12	600	*Military craft only.* Requires two rounds to lock. Spoof DC 55. Causes 1d% damage to target's Sensors on impact, or double damage if specifically used to target a Weapons Station.
Anti-Radiation, Long Range (LRAR)	2681	€1,300,000	3	18/20	800	*Military craft only.* Requires two rounds to lock. Spoof DC 55. Causes 1d% damage to target's Sensors on impact, or double damage if specifically used to target a Weapons Station.
Anti-Radiation, Enhanced Long Range (ELRAR)	2681	€1,950,000	3	18/20	1,200	*Military craft only.* Requires two rounds to lock. Spoof DC 55. Causes 1d% damage to target's Sensors on impact, or double damage if specifically used to target a Weapons Station.
Anti-Radiation, Hades	2690	€585,000	3	7/8	900	*Nephilim craft only.* Requires two rounds to lock. Spoof DC 55. Causes 1d% damage to target's Sensors on impact, or double damage if specifically used to target a Weapons Station.
Swarmer	2676	€4,350,000	3	5/24	150	*Military craft only.* Spoof DC 65. Requires two rounds to lock. On a successful hit, roll 1d10; the indicated number of warheads will impact the target.
Swarmer, Proteus	2690	€6,090,000	3	6/18	280	*Nephilim craft only.* Spoof DC 65. On a successful hit, roll 1d5; the indicated number of warheads will impact the target.
Starburst	2691	€1,500,000	1	5/24	100	Use BHD. Roll 1d5; on a successful hit, the indicated number of warheads impact the target.
Coneburst	2691	€1,500,000	1	5/24	100	Use BHD. Roll 1d10; on a successful hit, the indicated number of warheads impact the target.
Snipe Missile	2750	€100	1	2/20	450	Requires two rounds to lock.
Brute Missile Mk-I	2750	€150	1	4/22	650	Requires two rounds to lock.
Brute Missile Mk-II	2750	€200	1	4/24	800	Requires two rounds to lock.
Python Missile	2750	€225	1	4/28	1,000	Requires two rounds to lock.
Banshee Missile	2750	€205	1	4/16	Special*	Requires two rounds to lock. Reduces SHP to zero.
Disruptor Missile	2750	€250	1	4/22	Special*	Requires two rounds to lock. If hit, the targeted craft cannot move for two rounds.
Maelstrom Proximity Missile	2790	€210	1	1/18	2,000	Requires two rounds to lock.
Porcupine Mine, Mk. I	2674	€150,000	1	N/A	100	Use BHD; blast radius to Range 1.
Porcupine Mine, Mk. II	2690	€600,000	1	N/A	400	Use BHD; blast radius to Range 1.
Porcupine Mine, Mk. III	2700	€1,250,000	1	N/A	800	Use BHD; blast radius to Range 1. Spoof DC 50
Mine, Charybdis	2690	€2,300,000	3	N/A	520	*Nephilim craft only.* Use BHD; blast radius to Range 1. Spoof DC 50.
Cluster Mine, Scylla	2690	€3,700,000	3	N/A	820	*Nephilim craft only.* Use BHD; blast radius to Range 1. Spoof DC 50. On a successful hit, roll 1d5; the indicated number of warheads will impact the target.
Hi-Explosive Mine	2750	€150	1	N/A	900	Use BHD; blast radius to Range 1.
Proximity Mine	2750	€200	1	N/A	700	Use BHD; blast radius to Range 2.
Viral Mine	2750	€350	1	N/A	Special*	Immobilizes target for 1d5 rounds.
Flash-Pak	2671	€50,000,000	1	8/28	60,000	*Black Lance craft only as a standard weapon; Military craft only. May only be used against capital ships; Ineffective against craft with 10,000 AHP or greater.*

Heavy Ordnance

Torpedoes and Heavy Ordnance						
Name	Service Date	Cost	Speed	Range	Damage	Effects
Manned Insertion Pod	2690	€1,640,000	2	Special*	N/A	*Vehicle*. Military Superlight Capsule; Crew 1/0 (Saddle); No cargo capacity; combat speed 2 (320 kps, non-atmospheric; Eighth Class Engine); turn 1; First Class Shield (100 SHP)/3 cm Durasteel (30 AHP); HD 18/32/22; Init +9; External Docking Port, Ion Engine, Scout Module, Industrial Manipulator Module (Cutting Torch), Eco-Safe Module. Contains enough life support for one hour continual independent operation; feeds to launch vehicle for life-support prior to launch and after re-docking. Requires two rounds to lock on target. Delivers crew to target upon impact and remains with target until crew extraction.
Torpedo, Proton	2649	€15	N/A	2/10	200	*Use as Light Ordnance*. Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead. Does not bypass shields.
Torpedo, Shield-Burster	2654	€3,000,000	4	2/8	500	*Kilrathi craft only*. Requires five rounds to lock on target. Firing craft must remain stationary during the locking procedure and lower shields to launch.
Torpedo, Confederation Mk I.	2655	€3,000,000	4	2/8	500	*Confederation craft only*. Requires five rounds to lock on target. Firing craft must remain stationary during the locking procedure and lower shields to launch.
Torpedo, Mk. IV	2680	€24,000,000	6	4/16	2000	Requires three rounds to lock on target.
Light Torpedo, Valiant	2695	€7,200,000	10	4/12	800	
Torpedo, Firestorm	2695	€21,600,000	7	4/18	1600	Requires two rounds to lock on target.
Light Torpedo, Lancer	2701	€13,500,000	11	4/18	1000	
Torpedo, Pike	2701	€33,000,000	11	4/22	2000	Requires two rounds to lock on target.
Torpedo, Poseidon	2650	€31,050,000	7	5/18	2300	*Nephilim craft only*. Requires two rounds to lock on target.
Torpedo, Lance	2701	€100	6	4/12	5000	
Torpedo, Stingray	2780	€500	1	4/16	8000	
Torpedo, Hellraiser	2790	€1,000	1	4/16	16,000	
Mace Tactical Nuclear Missile	2667	€102,000,000	N/A	2/8	10,000	*Use as Light Ordnance*. Use BHD. Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Nuke'em	2750	€4,000	N/A	N/A	14,000	*Use as Light Ordnance*. Use BHD. Damage falls off by 1,000 for each range increment from targeted hypocenter and affects all craft except for the firing craft.
Y22A-1 Temblor Bomb	2689	€12,000,000,000	1	5/50	Special*	Requires five rounds to lock on target. Will completely destroy any planet with either seismic sub-category rated at Heavy or Extreme; causes 60,000 points of damage in all other cases.

Weapons, Non-Starfaring and Special Equipment

Non-Starfaring Weapons and Special Equipment						
Name	Service Date	Cost	Refire	Range	Damage	Effects
Drop Tank	1937	€100,000	N/A	N/A	N/A	Adds ten fuel points to a vehicle; it may attach to any Light Ordnance or Heavy Ordnance hardpoint.
Targeting Pod	1965	€150,000	N/A	N/A	N/A	Assists in targeting; +5 DC to all *Targeting, Marksmanship* and *Ballistics* Checks when active. It may attach to any Light Ordnance or Heavy Ordnance hardpoint.
Flamethrower, Early	673	€20	1	5	3	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage.*
Flamethrower, Standard	1901	€50	1	10	7	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage.*

Flamethrower, Spread-shot	1914	€50	1	9	3	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage. Fires in a 45-degree cone ahead of the weapon; causes equal damage to all targets hit.*
Flamethrower, Heavy	1940	€140	1	10	12	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage.*
Flamethrower, Heavy Spread-shot	1942	€140	1	9	6	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage. Fires in a 45-degree cone ahead of the weapon; causes equal damage to all targets hit.*
Flamethrower, Late	2100	€230	1	15	17	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage.*
Flamethrower, Late Spread-Shot	2150	€230	1	14	8	*Beam weapon, requires Special Weapon mounting. Cannot be used on Submarines or any Space Vehicle. Causes Fire Damage. Fires in a 45-degree cone ahead of the weapon; causes equal damage to all targets hit.*
Slugthrower, Cannon	1326	€10	1/3	3	8	*Listed ratings are for standard Round Shot. Can be configured for Chain Shot (75% damage with 1d10% Engine Damage against Stone and Metal Age vehicles), Grape Shot (50% damage plus d% Lethal Damage to all target occupants if the vehicle has No Cover or d10 Lethal Damage for vehicles with Limited Cover) or Hot Shot (causes Fire Damage).*
Slugthrower, Mortar	1453	€20	1/3	3	10	*Listed ratings are for standard Round Shot. Can be configured for Chain Shot (75% damage with 1d10% Engine Damage against Stone and Metal Age vehicles), Grape Shot (50% damage plus d% Lethal Damage to all target occupants if the vehicle has No Cover or d10 Lethal Damage for vehicles with Limited Cover) or Hot Shot (causes Fire Damage).*
Slugthrower, Howitzer	1758	€50	½	3	10	*Listed ratings are for standard Round Shot. Can be configured for Chain Shot (75% damage with 1d10% Engine Damage against Stone and Metal Age vehicles), Grape Shot (50% damage plus d% Lethal Damage to all target occupants if the vehicle has No Cover or d10 Lethal Damage for vehicles with Limited Cover) or Hot Shot (causes Fire Damage).*
Slugthrower, Carronade	1759	€75	½	2	10	*Listed ratings are for standard Round Shot. Can be configured for Chain Shot (75% damage with 1d10% Engine Damage against Stone and Metal Age vehicles), Grape Shot (50% damage plus d% Lethal Damage to all target occupants if the vehicle has No Cover or d10 Lethal Damage for vehicles with Limited Cover) or Hot Shot (causes Fire Damage).*
Slugthrower, Rifled Cannon	1854	€100	½	6	10	
Slugthrower, Autocannon	1888	€160	30	9	4	
Slugthrower, Field Gun	1914	€320	1/3	9	12	
Slugthrower, 5-inch	1934	€500	1/5	9	17	
Slugthrower, 16-inch	1943	€700	1/5	9	19	
Slugthrower, 18-inch	1940	€750	1/5	9	20	
Slugthrower, Railgun	2020	€1,000	1	15	26	
Slugthrower, Helical Railgun	2250	€1,250	2	15	26	
Missile, Rocket	1792	€1,200	8	1/2	20	Requires direct line-of-sight to hit the target. In the event of a miss, any other craft in range (friendly or not) must roll to see if they suffer a hit instead.
Missile, Heat Seeker	1951	€7,200	1	2/2	70	May only be fired into Aft defense arc of target. Spoof DC 50.
Missile, Semi-Active Radar Guided	1954	€7,600	1	1/1	70	Requires two rounds to lock and firing platform must maintain radar-lock on its target for the duration of its flight. Spoof DC 60. Re-acquires target at -10 HD in event of miss next round, decreasing by -10 HD on subsequent miss. Active for two rounds.
Missile, Radar Guided	1956	€8,400	1	3/4	70	Requires two rounds to lock. Spoof DC 50. Re-acquires target at -5 HD in event of miss next round, decreasing by -5 HD on subsequent miss. Active for two rounds.
Missile, Long-Range Radar Guided	1974	€13,200	1	8/15	100	Requires two rounds to lock. Spoof DC 50. Re-acquires target at -5 HD in event of miss next round, decreasing by -5 HD on subsequent miss. Active for four rounds.

Missile, Wire Guided	1970	€12,000	1	1/2	100	Requires stationary firing platform. Cannot be spoofed. Use BHD.
Missile, Contrast Seeker	1983	€9,000	1	2/3	70	Requires two rounds to lock. Spoof DC 40. Re-acquires target at -5 HD in event of miss next round, decreasing by -5 HD on subsequent miss. Active for two rounds.
Torpedo, Unguided	1868	€1,000	1	2/15	20	*Cannot be installed on Land Vehicles.*
Torpedo, Sonar Guided	1952	€2,000	1	8/15	40	*Cannot be installed on Land Vehicles. Removes HD bonus to Submarines.*
Torpedo, Wire Guided	1960	€10,000	1	9/15	40	*Cannot be installed on Land Vehicles.*
Torpedo, Advanced Capability	1972	€750,000	1	15/15	70	*Cannot be installed on Land Vehicles. Removes HD bonus to Submarines.*
Laser, Beam	2029	€80	1	∞	9	*Beam weapon, requires Special Weapon mounting. Causes Fire Damage. Damage amount falls off by 1 point per range increment travelled (minimum 1). Non-functional in heavy smoke or precipitation.*
Laser, Pulse	2045	€250	1	∞	13	*Causes Fire Damage. Damage amount falls off by 1 point per range increment travelled (minimum 1). Non-functional in heavy smoke or precipitation.*

6.3: VEHICLE CATALOG

This sub-Chapter contains the list of combat statistics on canonical vehicles (mainly Fightercraft) found in the Wing Commander Universe; these are vehicles that were in the games. Aside from being used in gameplay, these craft can help out prospective vehicle designers by providing a template against which they can compare their own designs as well as providing reference material for what kind of technology is employed by a given race during a given time period. The statistics on these craft as presented here all represent "stock" models; the actual stats of an individual craft may be vastly different depending upon any modifications the craft's owner makes. In those cases, GMs should follow all the usual restrictions for the type of craft chassis involved.

Each entry contains the following pieces of information:

- **Name**: This lists the design number of the craft (where such information is available) as well as the common name by which the craft is known.
- **Chassis/Weight**: This lists the specific chassis and weight categories upon which the vehicle's design is based.
- **Size Class**: This lists the vehicle's Size Class as well as its maximum calculated bounding box volume (in cubic meters).
- **SI**: This is the vehicle's Strength Index assuming no damage and a default Gun loadout.
- **Cost**: This lists the vehicle's cost per unit in credits.
- **HD/BHD/FHD**: This lists the vehicle's hit difficulty numbers. Standard HD is listed HD first, followed by blast hit difficulty next and ending with flat-footed hit difficulty.
- **INIT**: This lists the vehicle's Initiative rating as well as its Engine Class.
- **Max Speed**: This lists the vehicle's top speed along with any top afterburner speed if applicable and the combat speeds associated with both values. Combat speed ratings preceded by a plus sign indicate extra movement points designated solely for use in turning maneuvers.
- **SHP**: This lists the vehicle's maximum Shield Hit Points as well as the specific Class of Shield installed on the vehicle.
- **AHP**: This is the vehicle's Armor Hit Points; its specific armor type and thickness are also listed here.
- **Guns**: This is lists the default Guns installed on the vehicle. Each specific Gun includes data on its re-fire rate, maximum range and damage capacity, in that order.

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- **Ordnance**: This lists out the default Ordnance installed on the vehicle. Like Guns, data on the ordnance's re-fire, optimal range, maximum range and damage capacity are listed with each specific weapon.
- **X**: This lists any special weapon or capability of note the vehicle may possess.
- **Crew/Passengers**: This lists a vehicle's standard compliment; the standard size of the crew is listed first followed by any passenger capacity it has available.
- **Cargo Capacity**: This lists the vehicle's maximum cargo capacity; an outline of what contributes a specific amount to that capacity is also included.
- **Accessories**: This lists the specific accessories installed on the vehicle. This section includes any Weapons Stations installed on the vehicle. Specific numbers and types of weapons will be outlined in this section; should a weapon be listed without a number, it should be assumed that it is installed on **all** occurrences of their associated Weapon Station type.
- **Flaws/Bonuses/Notes**: These sections list any further additional items of note about a particular vehicle, including any universal design flaws, added bonuses or major design variants.

Craft of Wing Commander I

Terran

Hornet

F-36 *Hornet* Light Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,560.04 m³)	
SI: 96	Cost: €123,648,500	HD/BHD/FHD: 28/35/32	INIT: +9 (Seventh Class Engine)	Max Speed: 420/1,240 kps (3/8)
SHP: 30 (First Class Shields)	AHP: 30 (Durasteel; 3.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire, Light (1/2-8/130) Heat Seeker, Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Afterburner (x2.95), Ejection Seat, Scout Module, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, Weapons Station x5 (Gun Hardpoint x2 (Forward Narrow; Laser); Light Ordnance Hardpoint x3 (Forward Narrow; DFx2, HSx1)).				
Flaws/Bonuses: None.				

Scimitar

CF-105 *Scimitar* Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,628.45 m³)	
SI: 185	Cost: €143,275,250	HD/BHD/FHD: 31/42/38	INIT: +8 (Seventh Class Engine)	Max Speed: 360/1,120 kps (2/7)
SHP: 40 (First Class Shields)	AHP: 55 (Durasteel; 5.5 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.11), ECM Module (-5 HD), Ejection Seat, Auto-Repair System (+25), Tracking Computer, Weapons Station x7 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x5 (Forward Narrow; DFx2, HSx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

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Raptor

A-14 *Raptor* Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (18,687.87 m^3)	
SI: 290	Cost: €158,153,100	HD/BHD/FHD: 38/48/45	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 70 (First Class Shields)	AHP: 70 (Durasteel; 7.0 cm)	Guns: Neutron Gun, Standard (4/3/30) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170) Friend-or-Foe (IFF), Standard (1/8-12/170) Porcupine Mine, Mk. I (1/NA/100)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 3.1 m^3 (3.1 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Ejection Seat, Auto-Repair System (+25), Tracking Computer, Weapons Station x10 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Neutron Gun x2), Light Ordnance Hardpoint x5 (Forward Narrow; HSx2, ImRecx2, IFFx1), Light Ordnance Hardpoint (Aft Narrow; MINE)).				
Flaws/Bonuses: None.				

Rapier

F-44/A *Rapier-II* Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,790.26 m^3)	
SI: 204	Cost: €149,631,000	HD/BHD/FHD: 29/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 450/1,300 kps (3/8)
SHP: 70 (First Class Shields)	AHP: 38 (Durasteel; 3.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.89), ECM Module (-5 HD), Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, Weapons Station x9 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Neutron Gun x2), Light Ordnance Hardpoint x5 (Forward Narrow; DFx2, IFFx2, ImRecx1)).				
Flaws/Bonuses: None.				
NOTES: The stats above are for the prototype version of this craft. Production versions included stronger shields and armor; they have 85 SHP and an extra centimeter of Durasteel armor. The cost of this variant is €149,631,500, its HD ratings are 35/41/37 and its SI is 229; it otherwise uses the same set of stats.				

Kilrathi

Salthi

KF-227 *Salthi* Light Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,522.56 m^3)	
SI: 91	Cost: €137,455,500	HD/BHD/FHD: 33/39/35	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,360 kps (3/8)
SHP: 35 (First Class Shields)	AHP: 20 (Durasteel; 2.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.83), Collapsible Sections, Auto-Repair System (+25), Gun Cooler +1, Weapon Station x3 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				

Dralthi-I

Dralthi Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,402.28 m³)	
SI: 121	Cost: €151,683,750	HD/BHD/FHD: 26/37/33	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 50 (First Class Shields)	AHP: 35 (Durasteel; 3.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Porcupine Mine, Mk. I (1/NA/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; HS), Light Ordnance Hardpoint x3 (Aft Narrow; MINE)).				
Flaws/Bonuses: None.				

Dralthi-II

Dralthi-II Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,402.28 m³)	
SI: 209	Cost: €151,563,200	HD/BHD/FHD: 29/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 55 (First Class Shields)	AHP: 64 (Durasteel; 6.4 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x5 (Forward Narrow; HSx3, DFx2)).				
Flaws/Bonuses: None.				

Krant

KF-402 Krant Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,141.97 m³)	
SI: 204	Cost: €236,413,900	HD/BHD/FHD: 36/47/43	INIT: +9 (Seventh Class Engine)	Max Speed: 360/1,360 kps (2/8)
SHP: 80 (First Class Shields)	AHP: 88 (Durasteel; 8.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) - x2 (2000)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.77), ECM Module (-5 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x8 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x4 (Forward Narrow; HSx3, IFFx1), Heavy Ordnance Hardpoint x2 (Forward Narrow; None (see Notes)).				
Flaws/Bonuses: None.				

NOTES: This craft can be outfitted with torpedoes instead of missiles; when configured this way, the craft's cost is adjusted to €237,993,900 and it carries two Torpedo, Shield-Burster (4/2-8/500); it otherwise uses the same set of stats.

An earlier model of this craft incorporated a lighter set of defenses (60 SHP and 55 AHP). This craft does not require the Reinforced Chassis accessory; its cost is €181,412,250 in the default configuration or €182,992,250 when carrying torpedoes, it has HD ratings of 31/42/38 and an SI of 151. It otherwise uses the same set of stats.

Jalthi

Jalthi Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (15,252.79 m³)	
SI: 464	Cost: €690,965,400	HD/BHD/FHD: 53/68/63	INIT: +7 (Sixth Class Engine)	Max Speed: 280/960 kps (2/6)
SHP: 160 (Second Class Shields)	AHP: 160 (Durasteel; 16.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.43), ECM Module (-10 HD), Reinforced Chassis, Ejection Seat, Collapsible Sections, Tractor Beam, Gun Cooler +2, Tracking Computer, Weapon Station x9 (Gun Hardpoint x6 (Forward Narrow; Laser x3, Neutron Gun x3), Light Ordnance Hardpoint x3 (Forward Narrow; IFFx2, HSx1)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Gratha

Gratha Heavy Fighter/Bomber				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,425.63 m³)	
SI: 354	Cost: €473,800,650	HD/BHD/FHD: 39/55/36	INIT: +8 (Seventh Class Engine)	Max Speed: 320/1,040 kps (2/6)
SHP: 105 (Second Class Shields)	AHP: 123 (Durasteel; 12.3 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170) Porcupine Mine, Mk. I (1/NA/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.25), ECM Module (-10 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, Weapons Station x10 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Mass Driver x2), Light Ordnance Hardpoint x4 (Forward Narrow; HSx3, ImRecx1), Light Ordnance Hardpoint x2 (Aft Narrow; MINE)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Hhriss

Hhriss Space Superiority Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,193.90 m³)	
SI: 480	Cost: €243,801,250	HD/BHD/FHD: 27/38/34	INIT: +9 (Seventh Class Engine)	Max Speed: 380/1,400 kps (2/8)
SHP: 165 (Second Class Shields)	AHP: 165 (Plasteel; 1.65 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Neutron Gun, Standard (4/3/30)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.68), ECM Module (-5 HD), Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, Weapons Station x6 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Neutron Gun x2), Light Ordnance Hardpoint x2 (Forward Narrow; HSx1, ImRecx1)).				
Flaws/Bonuses: None.				

Craft of Wing Commander II

Terran

Ferret

P-64 *Ferret* Patrol Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (219.06 m^3)	
SI: 205	Cost: €46,262,750	HD/BHD/FHD: 21/30/23	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,400 kps (3/9)
SHP: 60 (First Class Shields)	AHP: 55 (Durasteel; 5.5 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: None	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Afterburner (x2.8), Ejection Seat, Scout Module, Weapons Station x2 (Gun Hardpoint x2 (Forward Narrow; Mass Driver)).				
Flaws/Bonuses: None.				
NOTES: The D-variant of this craft (known as the "Super Ferret") adds a Tracking Computer and two Weapons Stations (Light Ordnance Hardpoint x2 (Forward Narrow; HS)) armed with Heat Seeker, Light (1/6-9/160) Missiles. This variant's cost is €49,042,750; it otherwise uses the same set of stats.				

Broadsword

A-17/A *Broadsword* Heavy Bomber				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (24,918.74 m^3)	
SI: 635	Cost: €760,200,800	HD/BHD/FHD: 56/65/63	INIT: +8 (Seventh Class Engine)	Max Speed: 320 kps (2)
SHP: 180 (Second Class Shields)	AHP: 140 (Durasteel; 14 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Neutron Gun, Standard (4/3/30)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 5/0 (5 0.78125 m^3 Airplane Seats)			Cargo Capacity: 6.3 m^3 (6.3 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +4, Reinforced Chassis, Collapsible Sections, Akwende Drive, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Scout Module, ECM Module (-5 HD), Weapons Station x13 (Gun Hardpoint x3 (Forward Narrow; Mass Driver), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette (Aft Wide; Neutron Gun), Light Ordnance Hardpoint x3 (Forward Narrow; IFF), Heavy Ordnance Hardpoint x4 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: A fighter/bomber variant of this craft exists; full statistics of this variant are included under the Wing Commander: Privateer section of this Catalog.				

Crossbow

A-18 *Crossbow* Medium Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,313.51 m^3)	
SI: 730	Cost: €309,936,450	HD/BHD/FHD: 25/36/32	INIT: +9 (Seventh Class Engine)	Max Speed: 370 kps (2)
SHP: 250 (Third Class Shields)	AHP: 225 (Plasteel; 2.25 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Neutron Gun, Standard (4/3/30)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m^3 Airplane Seats)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +4, Scout Module, ECM Module (-5 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapons Station x13 (Gun Hardpoint x5 (Forward Narrow; Mass Driver x3, Neutron Gunx2), Dual Gun Barbette x1 (Aft Wide; Neutron Gun), Light Ordnance Hardpoint x3 (Forward Narrow; IFF), Heavy Ordnance Hardpoint x4 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				

Sabre

F-57 *Sabre* Fighter/Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,901.34 m³)	
SI: 471	Cost: €227,318,350	HD/BHD/FHD: 24/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 420/1,200 kps (3/7)
SHP: 100 (First Class Shields)	AHP: 135 (Plasteel; 1.35 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Particle Cannon, Military Grade (3/4/43) Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Friend-or-Foe (IFF), Standard (1/8-12/170) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam
Crew/Passengers: 3/0 (3 0.78125 m³ Airplane Seats)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x2.86), Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (3 charges), Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapons Station x15 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Particle Cannon x2), Dual Gun Sponson x1 (Aft; Neutron Gun), Light Ordnance Hardpoint x8 (Forward Narrow; ImRec x4, IFF x2, DF x2), Heavy Ordnance Hardpoint x2 (Forward Narrow; None (see notes))).				
Flaws/Bonuses: None.				
NOTES: This craft can be configured as a light bomber. When this is done, the vehicle loses 2 Image Recognition Missiles and its Friend-or-Foe Missiles but gains two Mk. IV Torpedoes (6/4-16/2000). The cost of this variant is €271,818,350; it otherwise uses the same set of stats.				

Epee

F-54 *Epee* Light Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (780.21 m³)	
SI: 179	Cost: €109,488,650	HD/BHD/FHD: 22/34/29	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,360 kps (3/8)
SHP: 60 (First Class Shields)	AHP: 33 (Durasteel; 3.3 cm)	Guns: Particle Cannon, Military Grade (3/4/43)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.83), ECM Module (-5 HD), Ejection Seat, Auto-Repair System (+25), Tracking Computer, ITTS, Weapons Station x6 (Gun Hardpoint x2 (Forward Narrow; Particle Cannon), Light Ordnance Hardpoint x4 (Forward Narrow; DFx2, HSx2)).				
Flaws/Bonuses: None.				

Rapier-II

F-44/G *Rapier-II* Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,586.51 m³)	
SI: 260	Cost: €122,754,400	HD/BHD/FHD: 32/39/34	INIT: +9 (Seventh Class Engine)	Max Speed: 450/1,300 kps (3/8)
SHP: 80 (First Class Shields)	AHP: 58 (Durasteel; 5.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Particle Cannon, Military Grade (3/4/43)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.89), Ejection Seat, Collapsible Sections, Countermeasure Pod Dispenser (1 Charge), Auto-Repair System (+25), Tracking Computer, Weapons Station x 10 ((Gun Hardpoint x4 (Forward Narrow; Laser x2, Particle Cannon x2), (Light Ordnance Hardpoint x6 (Forward Narrow; DFx2, HSx2, IFFx2)).				
Flaws/Bonuses: None.				
NOTES: The stats as listed here represent the main *Rapier* variant in service by 2664. A new variant in 2666 uprated the defenses to Second Class Shields (115 SHP) and added another 1.2 centimeters of Durasteel Armor. The cost of this variant is €123,755,000 and its HD ratings are 35/42/37; it otherwise uses the same set of stats.				

Morningstar

F-95 *Morningstar* Heavy Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,404.46 m³)	
SI: 479	Cost: €285,242,500	HD/BHD/FHD: 21/33/28	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 (2/7)
SHP: 150 (Second Class Shields)	AHP: 200 (Plasteel; 2.00 cm)	Guns: Particle Cannon, Military Grade (3/4/43)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Mk. IV (6/4-16/2000) Mace Tactical Nuclear Missile (NA/2-8/10,000)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, ITTS, Weapons Station x8 (Gun Hardpoint x3 (Forward Narrow; Particle Cannon), Light Ordnance Hardpoint x2 (Forward Narrow; ImRec), Heavy Ordnance Hardpoint x3 (Forward Narrow; TORPx2, MACEx1)).				
Flaws/Bonuses: *Finicky Akwende Drive*. Treat **any** failure of the *Faster-Than-Light Mechanics* Check made to activate the craft's Akwende drive as a critical failure.				

Kilrathi

Sartha

Sartha Light Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (306.44 m³)	
SI: 145	Cost: €90,551,350	HD/BHD/FHD: 14/28/21	INIT: +8 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 50 (First Class Shields)	AHP: 35 (Durasteel; 3.5 cm)	Guns: Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Auto-Repair System (+25), Gun Cooler +1, Weapon Station x3 (Gun Hardpoint x2 (Forward Narrow; Neutron Gun), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Drakhri

KF-507 *Drakhri* Medium Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,208.03 m³)	
SI: 147	Cost: €131,064,900	HD/BHD/FHD: 22/34/29	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 55 (First Class Shields)	AHP: 38 (Durasteel; 3.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Collapsible Sections, Auto-Repair System (+25), Gun Cooler +2, Weapon Station x7 (Gun Hardpoint x3 (Forward Narrow; Laser), Light Ordnance Hardpoint x4 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				

Jalkehi

Jalkehi Heavy Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,776.11 m³)	
SI: 445	Cost: €533,448,100	HD/BHD/FHD: 36/52/48	INIT: +8 (Seventh Class Engine)	Max Speed: 360/960 kps (2/6)
SHP: 150 (Second Class Shields)	AHP: 120 (Durasteel; 12.0 cm)	Guns: Particle Cannon, Military Grade (3/4/43) Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam

Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)	Cargo Capacity: 0.8 m³ (0.8 m³ base)

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x2.67), ECM Module (-10 HD), Akwende Drive, Reinforced Chassis, Ejection Seat, Collapsible Sections, Countermeasure Pod Dispenser (1 charge), Tractor Beam, Auto-Repair System (+25), Gun Cooler +4, Tracking Computer, ITTS, Weapons Station x11 (Gun Hardpoint x5 (Forward Narrow; Particle Cannon x1, Laser x4), Dual Gun Barbette x1 (Aft Wide; Neutron Gun), Light Ordnance Hardpoint x5 (Forward Narrow; ImRecx4, DFx1)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

Grikath

Grikath Heavy Fighter/Bomber				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,502.36 m³)	
SI: 470	Cost: €332,244,000	HD/BHD/FHD: 45/61/57	INIT: +8 (Seventh Class Engine)	Max Speed: 330/1,000 kps (2/6)
SHP: 170 (Second Class Shields)	AHP: 150 (Durasteel; 15.0 cm)	Guns: Neutron Gun, Standard (4/3/30)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Reinforced Chassis, Scout Module, Afterburner (x3.03), ECM Module (-10 HD), Collapsible Sections, Countermeasure Pod Dispenser (3 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapons Station x10 (Gun Hardpoint x3 (Forward Narrow; Neutron Gun), Dual Gun Barbette x1 (Aft Wide; Neutron Gun), Light Ordnance Hardpoint x3 (Forward Narrow; IFF), Heavy Ordnance Hardpoint x3 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Strakha

Strakha Stealth Fighter/Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,487.33 m³)	
SI: 114	Cost: €418,832,900	HD/BHD/FHD: 31/37/33 (06/37/08, Cloaked)	INIT: +8 (Seventh Class Engine)	Max Speed: 320/960 kps (2/6)
SHP: 40 (First Class Shields)	AHP: 38 (Durasteel; 3.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Torpedo, Mk. IV (6/4-16/2000)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), Standard Cloaking Device, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; DF), Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Gothri

Gothri Heavy Fighter/Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,881.68 m³)	
SI: 431	Cost: €381,097,550	HD/BHD/FHD: 22/34/29	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 100 (First Class Shields)	AHP: 95 (Plasteel; 0.95 cm)	Guns: Particle Cannon, Military Grade (3/4/43) Mass Driver Cannon, Heavy Long-Range (5/3/45) Neutron Gun, Standard (4/3/30)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Akwende Drive, Collapsible Sections, Countermeasure Pod Dispenser (2 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapons Station x13 (Gun Hardpoint x4 (Forward Narrow; Particle Cannon x2, Mass Driver x2), Dual Gun Barbette x1 (Aft Wide; Neutron Gun), Light Ordnance Hardpoint x2 (Forward Narrow; ImRec), Heavy Ordnance Hardpoint x6 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				
NOTES: Another version of this craft exists, which was heavily used as a raider vessel in and around the Gemini Sector around 2669; full statistics of this variant are included under the Wing Commander: Privateer section of this Catalog.				

Bloodfang

	**_Bloodfang_ Superfighter**				
	Chassis/Weight: Very Heavy Military Fightercraft ||| colspan=3	Size Class: 12 (19,127.15 m³)		
SI: 350	Cost: €220,324,830	HD/BHD/FHD: 20/40/37		INIT: +9 (Seventh Class Engine) || Max Speed: 460/1,320 kps (3/8)
SHP: 95 (First Class Shields)	AHP: 83 (Plasteel; 0.83 cm)	Guns: Particle Cannon, Military Grade (3/4/43)	colspan=2	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170) || X: None
colspan=3	Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat) ||| colspan=3	Cargo Capacity: 3.1 m³ (3.1 m³ base)		
colspan=6	Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.87), ECM Module (-15 HD), Ejection Seat, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x4 (Forward Narrow; Particle Cannon), Quintuple Light Ordnance Hardpoint x1 (Forward Narrow; ImRec), Triple Light Ordnance Hardpoint x1 (Forward Narrow; DF)).					
Flaws/Bonuses: None.					
NOTES: _There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best._ This craft, flown by Prince Thrakhath in Wing Commander II, is actually unnamed; "Bloodfang" is the name most commonly accepted by the Wing Commander community for this craft, a name that comes from Prince Thrakhath's named fighter in Wing Commander III. Statistics for the WC3 Bloodfang may be found in the Craft of Wing Commander III section of this Catalog.					

Craft of Wing Commander: Academy

Terran

Wraith (Prototype)

**YF-97 _Wraith_ Medium Fighter**				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,449.49 m³)		
SI: 466	Cost: €187,286,000	HD/BHD/FHD: 19/36/31	INIT: +9 (Seventh Class Engine)		Max Speed: 600/1,600 kps (4/10)
SHP: 200 (Second Class Shields)	AHP: 100 (Titanium; 2.00 cm)	Guns: Reaper Cannon, Enhanced (8/4/40) Particle Cannon, Military Grade (3/4/43)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Leech (L), Prototype (1/8-28/0)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)		
Accessories/Pods: Scout Module, Afterburner (x2.67), ECM Module (-10 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Countermeasure Pod Dispenser (2 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Reaper x2, Particle Cannon x2), Light Ordnance Hardpoint x4 (Forward Narrow; HSx2, Lx2)).					
	Flaws/Bonuses: None.					
	NOTES: This is the prototype model of the F-97; stats for the production version of this craft can be found in the Craft of Wing Commander: Armada section of this Catalog.					

Kilrathi

Jrathek (Prototype)

	**_Jrathek_ Experimental Medium Fighter**				
	Chassis/Weight: Light Military Fightercraft ||| 	Size Class: 8 (950.94 m³)		
SI: 466	Cost: €139,251,900	HD/BHD/FHD: 20/32/27		INIT: +9 (Seventh Class Engine) || Max Speed: 500/1,400 kps (3/8)
SHP: 150 (Second Class Shields)	AHP: 190 (Plasteel; 1.90 cm)	Guns: Photon Gun, Civilian Grade (3/5/26) Plasma Bolt Gun (12/4/37)	colspan=2	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Friend-or-Foe (IFF), Standard (1/8-12/170) || X: None
colspan=3	Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat) ||| colspan=3	Cargo Capacity: 0.2 m³ (0.2 m³ base)		

Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.80), ECM Module (-5 HD), Ejection Seat, Countermeasure Pod Dispenser (2 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Photon Gun x2, Plasma Bolt x2), Light Ordnance Hardpoint x4 (Forward Narrow; DFx2, IFFx2)).
Flaws/Bonuses: None.
NOTES: This is the prototype model of the Jrathek; stats for the production version of this craft can be found in the <u>Craft of Wing Commander: Armada</u> section of this Catalog.

Craft of Wing Commander: Armada

Terran

Arrow

<table>
<tr><td colspan="5">F-27/J <i>Arrow</i> Light Fighter</td></tr>
<tr><td colspan="3">Chassis/Weight: Medium Military Fightercraft</td><td colspan="2">Size Class: 9 (1,678.66 m³)</td></tr>
<tr><td>SI: 316</td><td>Cost: €193,004,700</td><td>HD/BHD/FHD: 21/33/30</td><td>INIT: +9
(Eighth Class Engine)</td><td>Max Speed: 795/2,000 kps (5/12)</td></tr>
<tr><td>SHP: 170
(Second Class Shields)</td><td>AHP: 120
(Plasteel; 1.2 cm)</td><td>Guns: Laser Cannon, Enhanced Rapid-Fire (12/5/13)</td><td>Ordnance: Dumb-Fire (DF), Standard (1/2-8/300)</td><td>X: None</td></tr>
<tr><td colspan="3">Crew/Passengers: 1/0
(1 0.78125 m³ Airplane Seat)</td><td colspan="2">Cargo Capacity: 0.4 m³
(0.4 m³ base)</td></tr>
<tr><td colspan="5">Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.52), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Auto-Repair System (+25), Gun Cooler +1, ITTS, Weapons Station x6, (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x4 (Forward Narrow; DF)).</td></tr>
<tr><td colspan="5">Flaws/Bonuses: Sluggish Handling (-1 INIT).</td></tr>
</table>

Phantom

<table>
<tr><td colspan="5">F-98 <i>Phantom</i> Medium Fighter</td></tr>
<tr><td colspan="3">Chassis/Weight: Heavy Military Fightercraft</td><td colspan="2">Size Class: 11 (9,940.56 m³)</td></tr>
<tr><td>SI: 536</td><td>Cost: €217,589,600</td><td>HD/BHD/FHD: 26/37/35</td><td>INIT: +9
(Eighth Class Engine)</td><td>Max Speed: 695/1,795 kps (4/11)</td></tr>
<tr><td>SHP: 260
(Third Class Shields)</td><td>AHP: 210
(Plasteel; 2.1 cm)</td><td>Guns: Laser Cannon, Enhanced Rapid-Fire (12/5/13)
Mass Driver Cannon, Rapid-Fire (10/3/20)</td><td>Ordnance: Dumb-Fire (DF), Standard (1/2-8/300)
Image Recognition (IR), Standard (1/8-24/250)</td><td>X: None</td></tr>
<tr><td colspan="3">Crew/Passengers: 1/0
(1 0.78125 m³ Airplane Seat)</td><td colspan="2">Cargo Capacity: 1.6 m³
(1.6 m³ base)</td></tr>
<tr><td colspan="5">Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.58), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Mass Driver x2), Light Ordnance Hardpoint x4 (Forward Narrow; DFx2, IRx2)).</td></tr>
<tr><td colspan="5">Flaws/Bonuses: Sluggish Handling (-1 INIT).</td></tr>
</table>

Wraith

<table>
<tr><td colspan="5">F-97 <i>Wraith</i> Medium Fighter</td></tr>
<tr><td colspan="3">Chassis/Weight: Heavy Military Fightercraft</td><td colspan="2">Size Class: 11 (8,175.09 m³)</td></tr>
<tr><td>SI: 796</td><td>Cost: €268,257,700</td><td>HD/BHD/FHD: 21/37/35</td><td>INIT: +9
(Eighth Class Engine)</td><td>Max Speed: 595/1,595 kps (4/10)</td></tr>
<tr><td>SHP: 400
(Fourth Class Shields)</td><td>AHP: 270
(Plasteel; 2.7 cm)</td><td>Guns: Reaper Cannon, Enhanced (8/4/40)
Particle Cannon, Rapid-Fire (11/3/23))</td><td>Ordnance: Dumb-Fire (DF), Standard (1/2-8/300)
Image Recognition (IR), Standard (1/8-24/250)
Leech (L), Standard (1/8-28/1)</td><td>X: None</td></tr>
<tr><td colspan="3">Crew/Passengers: 1/0
(1 0.78125 m³ Airplane Seat)</td><td colspan="2">Cargo Capacity: 1.6 m³
(1.6 m³ base)</td></tr>
<tr><td colspan="5">Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x2.70), ECM Module (-10 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x14 (Gun Hardpoint x4 (Forward Narrow; Reaper x2, Particle Cannon x2), Light Ordnance Hardpoint x10 (Forward Narrow; DFx6, ImRecx2, Lx2)).</td></tr>
<tr><td colspan="5">Flaws/Bonuses: Sluggish Handling (-1 INIT).</td></tr>
</table>

NOTES: This is the production model of the F-97; stats for the prototype version of this craft can be found in the <u>Craft of Wing Commander: Academy</u> section of this Catalog.

Gladius

A-15/C *Gladius* Fighter/Bomber				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (12,474.86 m³)	
SI: 1,007	Cost: €260,924,350	HD/BHD/FHD: 31/41/40	INIT: +9 (Eighth Class Engine)	Max Speed: 750/1,695 kps (5/10)
SHP: 500 (Fifth Class Shields)	AHP: 385 (Plasteel; 3.85 cm)	Guns: Laser Cannon, Enhanced Rapid-Fire (12/5/13) Particle Cannon, Rapid-Fire (11/3/23) Tachyon Gun, Long Range (3/4/25)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker (HS), Standard (1/6-9/400) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x2.26), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Countermeasure Pod Dispenser (1 charge), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x6 (Forward Narrow; Laser x2, Particle Cannon x2, Tachyon x2), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DF 2x4), Light Ordnance Hardpoint x1 (Forward Narrow; HS), Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: A lighter variant of this craft exists, which is commonly used as a medium fighter by planetary militia groups. Statistics on this variant are listed in the <u>Craft of Wing Commander: Privateer</u> section.				

Banshee

A-20 *Banshee* Fighter/Bomber				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (32,035.11 m³)	
SI: 1,376	Cost: €301,986,000	HD/BHD/FHD: 39/48/46	INIT: +8 (Seventh Class Engine)	Max Speed: 395/995 kps (2/6)
SHP: 700 (Seventh Class Shields)	AHP: 500 (Plasteel; 5.00 cm)	Guns: Neutron Gun, Rapid Fire (11/4/18) Ionic Pulse Cannon, Rapid-Fire (15/2/33) Photon Gun, Military Grade (9/4/37)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker (HS), Standard (1/6-9/400) Friend-or-Foe (IFF), Standard (1/8-12/170) Leech (L), Standard (1/8-28/1) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x2.52), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (2 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x15 (Gun Hardpoint x6 (Forward Narrow; Neutron Gun x2, Ion x2, Photon x2), Light Ordnance Hardpoint x7 (Forward Narrow; DFx2, HSx2, IFFx2, Lx1), Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Kilrathi

Dralthi-III

Dralthi-III Patrol Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,222.45 m³)	
SI: 330	Cost: €171,960,500	HD/BHD/FHD: 18/30/27	INIT: +9 (Eighth Class Engine)	Max Speed: 745/1,950 kps (4/12)
SHP: 150 (Second Class Shields)	AHP: 150 (Plasteel; 1.50 cm)	Guns: Matter Accelerator Gun (10/3/15)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.62), ECM Module (-5 HD), Akwende Drive, Auto-Repair System (+25), ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Mass Accelerator), Light Ordnance Hardpoint x2 (Forward Narrow; DF)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Shok'lar

Shok'lar Medium Stealth Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,269.71 m³)	
SI: 547	Cost: €456,764,750	HD/BHD/FHD: 22/33/33 (00/33/08, Cloaked)	INIT: +9 (Eighth Class Engine)	Max Speed: 695/1,895 kps (4/11)
SHP: 270 (Third Class Shields)	AHP: 175 (Plasteel; 1.75 cm)	Guns: Sonic Accelerator Gun (11/4/18) Matter Disruptor (15/2/33)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition (IR), Standard (1/8-24/250)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.73), Standard Cloaking Device, ECM Module (-5 HD), Akwende Drive, Countermeasure Pod Dispenser (1 charge), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Sonic x2, Disruptor x2), Light Ordnance Hardpoint x4 (Forward Narrow; HSx2, ImRecx2)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Jrathek

Jrathek Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,099.48 m³)	
SI: 780	Cost: €221,252,600	HD/BHD/FHD: 25/35/32	INIT: +8 (Seventh Class Engine)	Max Speed: 595/1,595 kps (4/10)
SHP: 400 (Fourth Class Shields)	AHP: 260 (Plasteel; 2.6 cm)	Guns: Flux Cannon (10/3/20) Photon Gun, Rapid-Fire (12/4/40)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Image Recognition (IR), Standard (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.68), ECM Module (-5 HD), Akwende Drive, Countermeasure Pod Dispenser (1 charge), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Flux Cannon x2, Photon Gun x2), Light Ordnance Hardpoint x4 (Forward Narrow; IFFx2, ImRecx2)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: This is the production version of this craft; stats for the prototype version of this craft can be found in the Craft of Wing Commander: Academy section of this Catalog.				

Korlarh

Korlarh Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (20,778.44 m³)	
SI: 970	Cost: €304,573,700	HD/BHD/FHD: 31/41/40	INIT: +9 (Eighth Class Engine)	Max Speed: 695/1,595 kps (4/10)
SHP: 500 (Fifth Class Shields)	AHP: 370 (Plasteel; 3.7 cm)	Guns: Flux Cannon (10/3/20) Phase Blaster (11/3/30)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Image Recognition (IR), Standard (1/8-24/250) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2.29), ECM Module (-5 HD), Akwende Drive, Countermeasure Pod Dispenser (2 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x4 (Forward Narrow; Flux x2, Phase Blaster x2), Light Ordnance Hardpoint x6 (Forward Narrow; DFx4, ImRecx2), Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Goran

Goran Heavy Fighter/Bomber				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (20,131.65 m³)	
SI: 1,460	Cost: €324,185,200	HD/BHD/FHD: 35/45/42	INIT: +8 (Seventh Class Engine)	Max Speed: 375/995 kps (2/6)
SHP: 800 (Eighth Class Shields)	AHP: 550 (Plasteel; 5.5 cm)	Guns: Laser Cannon, Rapid-Fire (12/5/10) Flux Cannon (10/3/20) Electron Gun (10/4/25)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Friend-or-Foe (IFF), Standard (1/8-12/170) Image Recognition (IR), Standard (1/8-24/250) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2.65), ECM Module (-5 HD), Akwende Drive, Countermeasure Pod Dispenser (2 charges), Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x6 (Forward Narrow; Laser x2, Flux x2, Electron x2), Light Ordnance Hardpoint x2 (Forward Narrow, IFF), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DFx4, ImRecx4), Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Craft of Wing Commander: Privateer

Confederation

Talon

F-38 Talon Light Militia Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (202.02 m³)	
SI: 278	Cost: €145,743,880	HD/BHD/FHD: 11/25/18	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,000 kps (2/6 (+1))
SHP: 95 (First Class Shields)	AHP: 88 (Plasteel; 0.88 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26) Particle Cannon, Civilian Grade (3/3/43)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 25 m³ (25 m³ from accessories)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Cargo Module (25 m³), Scout Module, Afterburner (x2.50), Maneuvering Thrusters, ECM Module (-5 HD), Akwende Drive, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x5, (Gun Hardpoint x3 (Forward Narrow; Mass Driver x2, Particle Cannon x1), Light Ordnance Hardpoint x2 (Forward Narrow; HS)).				
Flaws/Bonuses: None.				
NOTES: There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best. This craft is used by the Gemini Sector Militia, the local pirate clans and the Church of Man (Retros). The stats listed here are for the craft utilized by the pirates and militia. Retro ships are equipped with Laser Cannon, Civilian Grade (5/5/18) in place of the Mass Drivers. Retro craft cost €141,742,880 and have an SI of 237; they otherwise use the same set of stats. A craft of this type was sighted at Nav #190 in the Tri-System in 2791. This craft had Tenth Class Shields with a second Fifth Class Shield system on a Backup Shield Mount accessory, as well as 2.5 centimeters of Isometal armor. Its cost is €240,248,000, its HD is 13/27/20, it has 1500 SHP and 1500 AHP, and its SI is 3,052; it otherwise uses the same set of stats.				

Stiletto

F-71 Stiletto Light Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (299.73 m³)	
SI: 215	Cost: €99,033,880	HD/BHD/FHD: 11/25/18	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,400 kps (3/8 (+1))
SHP: 85 (First Class Shields)	AHP: 78 (Plasteel; 0.78 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160)	X: None

Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)	Cargo Capacity: None

Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.80), Maneuvering Thrusters, ECM Module (-5 HD), Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x2 (Forward Narrow; HS)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.* This craft can be fitted with Image Recognition (IR), Civilian Grade (1/6/9/170) in place of the Heat Seekers. The cost of the craft increases to €100,253,880 in this configuration; it otherwise uses the same set of stats.

Gladius

A-15/B *Gladius* Medium Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (12,474.86 m³)	
SI: 299	Cost: €232,993,120	HD/BHD/FHD: 26/41/38	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,000 kps (2/6 (+1))
SHP: 120 (Second Class Shields)	AHP: 100 (Plasteel; 1.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Particle Cannon, Civilian Grade (3/3/43)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Torpedo, Proton (NA/2-10/200)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 25.0 base m³ (3.1 m³ base, 21.9 m³ from accessories)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Cargo Module, Scout Module, Afterburner (x2.50), Maneuvering Thrusters, ECM Module (-10 HD), Akwende Drive, Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x3 (Forward Narrow; Laser x2, Particle Cannon x1), Light Ordnance Hardpoint x2 (Forward Narrow; HS), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; PROTORP 1x8)).

Flaws/Bonuses: None.

NOTES: Another variant of this craft exists, which was utilized during TCS *Lexington's* mission to the Evian system. Statistics on this variant are listed in the <u>Craft of Wing Commander: Armada</u> section.

Broadsword

A-17/C *Broadsword* Very Heavy Fighter				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (24,918.74 m³)	
SI: 625	Cost: €228,848,500	HD/BHD/FHD: 31/45/43	INIT: +9 (Seventh Class Engine)	Max Speed: 350 kps (2)
SHP: 225 (Third Class Shields)	AHP: 200 (Plasteel; 2.00 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26) Laser Cannon, Civilian Grade (5/5/18) Particle Cannon, Civilian Grade (3/3/43)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170).	X: Tractor Beam
Crew/Passengers: 3/0 (3 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, ECM Module (-10 HD), Akwende Drive, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x3 (Forward Narrow; Mass Driver), Dual Gun Barbette x2 (Portside Aft Hemisphere x1, Starboard Aft Hemisphere x1; Laser x1, Particle Cannon x1), Light Ordnance Hardpoint x3, Tube (Forward Narrow; HS 1x3, IFF 2x3)).

Flaws/Bonuses: None.

NOTES: This craft's barbettes may be fitted with two Particle Cannons each (replacing the Laser Cannons with a second Particle Cannon in each barbette). This increases the cost of the craft to €228,866,500 and its SI to 675; it otherwise uses the same set of stats. A heavy bomber variant of this craft exists; full statistics of this variant are included under the <u>Craft of Wing Commander II</u> section of this Catalog.

Kilrathi

Dralthi-VI

Dralthi-VI Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,103.9 m³)	
SI: 385	Cost: €197,474,310	HD/BHD/FHD: 24/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,000 kps (2/6 (+1))
SHP: 200 (Second Class Shields)	AHP: 131 (Plasteel; 1.31 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.50), Maneuvering Thrusters, ECM Module (-5 HD), Akwende Drive, Auto-Repair System (+25), Gun Cooler +2, ITTS, Weapons Station x6 (Gun Hardpoint x3 (Forward Narrow; Laser), Light Ordnance Hardpoint x3 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.* The Dralthi-VII, while technically a completely different craft, is mainly a Dralthi-VI variant. Specifically, the Dralthi-VII sports two Particle Cannons, Civilian Grade (3/3/43) and a Fusion Gun (2/3/100) in place of the Dralthi-VI's Lasers. The cost of this craft is €197,594,310 and its SI is 517; it otherwise uses the same set of stats.				

Gothri

Gothri Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,881.68 m³)	
SI: 665	Cost: €209,527,130	HD/BHD/FHD: 23/35/32	INIT: +9 (Seventh Class Engine)	Max Speed: 450/1,200 kps (3/7)
SHP: 300 (Third Class Shields)	AHP: 163 (Plasteel; 1.63 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26) Particle Cannon, Civilian Grade (3/3/43) Meson Blaster, Civilian Grade (3/4/32))	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Friend-or-Foe (IFF), Standard (1/8-12/170) Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x2.67), ECM Module (-5 HD), Akwende Drive, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Particle Cannon x2, Mass Driver x2), Dual Gun Barbette x1 (Aft Wide; Meson Blaster), Light Ordnance Hardpoint x5 (Forward Narrow; HSx3, IFFx1, DFx1)).				
Flaws/Bonuses: None.				
NOTES: Another variant of this craft exists, used by the Kilrathi in the main theaters of the war as an anti-capital ship and space superiority fighter; full statistics of this variant are included under the <u>Craft of Wing Commander II</u> section of this Catalog. This craft may be configured with Image Recognition (IR), Civilian Grade (1/6-9/170) missiles instead of Heat-Seekers. The cost of the craft with this configuration increases to €211,357,130; it otherwise uses the same set of stats.				

Merchants

Tarsus

Tarsus-class Merchant Scout				
Chassis/Weight: Very Light Commercial Transport			Size Class: 13 (36,355.14 m³)	
SI: 242	Cost: €28,366,000	HD/BHD/FHD: 32/39/43	INIT: +10 (Ninth Class Engine)	Max Speed: 300/600 kps (2/4)
SHP: 100 (First Class Shields)	AHP: 90 (Durasteel; 9.0 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: 100.0 m³ (6.3 m³ base, 93.7 m³ from accessories)	

Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant,} Modified Chassis +12, Cargo Module x2, Reinforced Chassis, Scout Module, Afterburner (x2.00), ECM Module (-5 HD), Akwende Drive, Fuel Tank, Ejection Seat, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DFx3)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*

This craft may accept any type of Light Ordnance common to the era. Furthermore, it may be outfitted with a different set of accessories; hence the higher than would otherwise be required Modified Chassis accessory. The statistics listed represent a default "encounter unit" variant of this craft.

A "stock model" of this craft was sold at local Ship Dealers up to the discontinuation of the line in 2668. This model has one installed Laser Cannon, Civilian Grade (5/5/18) with no other armament present. The Light Ordnance Tubes, Afterburner, ECM Module, Akwende Drive, Auto-Repair System (+25), Tracking Computer and ITTS are also absent from the stock model. The craft's cost is €19,184,000, its HD ratings are 37/39/43 and it has an SI of 208; it otherwise uses the same set of stats as the default encounter unit variant. Ship dealers will give licensed merchants €50,000 for trade-ins.

Orion

Orion-class Mercenary Gunship				
Chassis/Weight: Super Heavy Commercial Shuttle			Size Class: 12 (19,083.75 m³)	
SI: 998	Cost: €8,088,340	HD/BHD/FHD: 40/53/54	INIT: +9 (Eighth Class Engine)	Max Speed: 350/800 kps (2/5)
SHP: 490 (Fifth Class Shields)	AHP: 420 (Plasteel; 4.2 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Civilian Grade (2/4/26)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: 50.0 m³ (3.1 m³ base, 46.4 m³ from accessories)	

Accessories/Pods: {Tachyon Radar}, Modified Chassis +12, Ion Engine, Cargo Module, Scout Module, Afterburner (x2.29), ECM Module (-10 HD), Impulse Engine, Akwende Drive, Fuel Tank, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Dual Gun Sponson x1 (Aft; Laser), Light Ordnance Hardpoint, Tube x1 (Forward Narrow; HSx3)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*

This craft may accept any type of Light Ordnance common to the era. Furthermore, it may be outfitted with a different set of accessories; hence the higher than would otherwise be required Modified Chassis accessory. The statistics listed represent a default "encounter unit" variant of this craft.

A "stock model" of this craft is generally sold at local Ship Dealers. This model has First Class Shields at 100 SHP, one centimeter of Plasteel Armor and one installed Laser Cannon, Civilian Grade (5/5/18) with no other armament present. The Light Ordnance Tube, Gun Sponson, Afterburner, ECM Module, Akwende Drive, Tractor Beam, Auto-Repair System (+25), Tracking Computer and ITTS are also absent from the stock model. The craft's cost is €3,308,380, its HD ratings are 50/53/54 and it has an SI of 218; it otherwise uses the same set of stats as the default encounter unit variant. Ship dealers will sell this craft to licensed mercenaries within the Confederation for €75,000.

Galaxy

Galaxy-class Merchant Transport				
Chassis/Weight: Medium Commercial Transport			Size Class: 14 (52,206.84 m³)	
SI: 549	Cost: €21,871,000	HD/BHD/FHD: 23/34/39	INIT: +10 (Ninth Class Engine)	Max Speed: 300/750 (2/5)
SHP: 225 (Third Class Shields)	AHP: 200 (Plasteel; 2.0 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 4/0 (4 0.78125 m³ Airplane Seats)			Cargo Capacity: 150.0 m³ (12.5 m³ base, 137.5 m³ from accessories)	

Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant,} Modified Chassis +12, Cargo Module x2, Scout Module, Afterburner (x2.50), ECM Module (-10 HD), Akwende Drive, Fuel Tank, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Dual Gun Turret x2 (360°; Laser), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DFx3, HSx4)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*

This craft may accept any type of Light Ordnance common to the era. Furthermore, it may be outfitted with a different set of accessories; hence the higher than would otherwise be required Modified Chassis accessory. The statistics listed represent a default "encounter unit" variant of this craft.

A "stock model" of this craft is generally sold at local Ship Dealers. This model has First Class Shields at 100 SHP, one centimeter of Plasteel Armor and one installed Laser Cannon, Civilian Grade (5/5/18) with no other armament present. The Light Ordnance Tubes, Gun Turrets, Afterburner, ECM Module, Akwende Drive, Tractor Beam, Auto-Repair System (+25), Tracking Computer and ITTS are also absent from the stock model. The craft's cost is €8,947,750, its HD ratings are 32/33/38 and it has an SI of 218; it otherwise uses the same set of stats as the default encounter unit variant. Ship dealers will sell this craft to licensed merchants within the Confederation for €150,000.

Bounty Hunters

Demon

Demon Light Fighter				
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (497.16 m³)	
SI: 340	Cost: €11,988,875	HD/BHD/FHD: 11/29/23	INIT: +8 (Seventh Class Engine)	Max Speed: 450/1,200 (3/7 (+1))
SHP: 130 (Second Class Shields)	AHP: 110 (Plasteel; 1.10 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Meson Blaster, Civilian Grade (3/4/32)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Torpedo, Proton (NA/2-10/200)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 25 m³ (0.1 m³ base, 24.9 m³ from accessories)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +9, Cargo Module, Scout Module, Afterburner (x2.67), Maneuvering Thrusters, ECM Module (-10 HD), Akwende Drive, Ejection Seat, Tractor Beam, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Meson x2), Light Ordnance Hardpoint x2 (Forward Narrow; HS), Heavy Ordnance Hardpoint x1, Tube (Forward Narrow; PROTORPx10)).				
Flaws/Bonuses: None.				

NOTES: Another craft bears the name "Demon", a light fighter fielded by the Chirichan pirate clan in the Tri-System. Full statistics for this craft are included under the <u>Craft of Privateer 2: The Darkening</u> section of this Catalog.

There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.

This craft may accept any type of Light Ordnance common to the era. Furthermore, it may be outfitted with a different set of accessories; hence the higher than would otherwise be required Modified Chassis accessory. The statistics listed represent a default "encounter unit" variant of this craft.

A "stock model" of this craft is not generally sold at Ship Dealers in the Gemini Sector but it can be special-ordered. This model has First Class Shields at 100 SHP, one centimeter of Plasteel Armor and one installed Laser Cannon, Civilian Grade (5/5/18) with no other armament present. The Heavy Ordnance Tube, Afterburner, ECM Module, Akwende Drive, Tractor Beam, Auto-Repair System (+25), Gun Cooler, Tracking Computer and ITTS are also absent from the stock model. The craft's cost is €4,024,500, its HD ratings are 26/34/28 and it has an SI of 218; it otherwise uses the same set of stats. Ship dealers will sell this craft to licensed bounty hunters within the Confederation for €150,000.

Centurion

Centurion Heavy Fighter				
Chassis/Weight: Very Heavy Commercial Fightercraft			Size Class: 12 (17,998.75 m³)	
SI: 535	Cost: €18,037,630	HD/BHD/FHD: 31/46/43	INIT: +8 (Seventh Class Engine)	Max Speed: 500/1,000 kps (3/6 (+1))
SHP: 175 (Second Class Shields)	AHP: 163 (Plasteel; 1.63 cm)	Guns: Mass Driver Cannon, Civilian Grade (2/4/26) Particle Cannon, Civilian Grade (3/3/43) Tachyon Gun, Civilian Grade (3/3/50)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: Tractor Beam
Crew/Passengers: 2/1 (3 0.78125 m³ Airplane Seats)			Cargo Capacity: 50.0 m³ (3.1 m³ base, 46.9 m³ from accessories)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +12, Cargo Module, Scout Module, Afterburner (x2.00), Maneuvering Thrusters, ECM Module (-10 HD), Akwende Drive, Fuel Tank, Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Tachyon Gun x1, Particle Cannon x1), Dual Gun Sponson x1 (Aft; Mass Driver), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; IFFx2, ImRecx2)).				
Flaws/Bonuses: None.				

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*

This craft may accept any type of Light Ordnance common to the era. Furthermore, it may be outfitted with a different set of accessories; hence the higher than would otherwise be required Modified Chassis accessory. The statistics listed represent a default "encounter unit" variant of this craft.

A "stock model" of this craft is generally sold at local Ship Dealers. This model has First Class Shields at 100 SHP, one centimeter of Plasteel Armor and one installed Laser Cannon, Civilian Grade (5/5/18) with no other armament present. The Light Ordnance Tubes, Gun Sponson, Afterburner, ECM Module, Akwende Drive, Tractor Beam, Auto-Repair System (+25), Tracking Computer and ITTS are also absent from the stock model. The craft's cost is €5,339,500, its HD ratings are 41/46/43 and it has an SI of 218; it otherwise uses the same set of stats as the default encounter unit variant. Ship dealers will sell this craft to licensed mercenaries within the Confederation for €200,000.

Retros

Salthi

Salthi Light Fighter (Gemini Sector Variant)				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,269.71 m³)	
SI: 417	Cost: €206,751,460	HD/BHD/FHD: 24/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,000 kps (2/6 (+1))
SHP: 200 (Second Class Shields)	AHP: 131 (Plasteel; 1.31 cm)	Guns: Particle Cannon, Civilian Grade (3/3/43)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Torpedo, Proton (NA/2-10/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 15 m³ (0.8 m³ base, 14.2 m³ from accessories)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Cargo Module, Scout Module, Afterburner (x2.50), Maneuvering Thrusters, ECM Module (-5 HD), Akwende Drive, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x5 (Gun Hardpoint x2 (Forward Narrow; Particle Cannon), Light Ordnance Hardpoint x2 (Forward Narrow; HS), Heavy Ordnance Hardpoint x1, Tube (Forward Narrow; PROTORPx10)).				
Flaws/Bonuses: None.				
NOTES: In late 2669, the Church of Man retrofitted a number of these craft with copies of a stolen Steltek Gun (3/4/100) in place of the Particle Cannons. Only a small number of these retrofitted craft were fielded by the Retros shortly before the death of Mordecai Jones; these craft were flown by the best pilots the Church had to offer. The cost of these craft is €207,281,460 and their SI is 531; they otherwise use the same set of stats.				

Craft of Wing Commander III

Terran

Arrow

F-27/L *Arrow* Light Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,072.42 m³)	
SI: 2,788	Cost: €253,268,950	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 520/1,400 kps (3/8 (+1))
SHP: 2,000 (Second Class **Capital Ship** Shields)	AHP: 700 (Tungsten; 2.5 cm)	Guns: Laser Cannon, Military Grade (6/5/20) Ion Cannon, Standard (4/5/24)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition (IR), Standard (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2.69), Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (16 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x 8, (Gun Hardpoint x4 (Forward Narrow; Laser x2, Ion x2), Dual Light Ordnance Hardpoint x4 (Forward Narrow; HSx2, ImRecx2)).				
Flaws/Bonuses: None.				
NOTES: *This craft may accept any type of Light Ordnance common to the era; the listed statistics reflect the default armament of this craft.* This craft was also operated by certain pirate groups between 2669 and 2675. The default armament used by pirate groups is two Dumb-Fire (DF), Heavy (1/2-15/800) and two Heat Seeker (HS), Standard (1/6-9/400) missiles in lieu of the normal loadout. The cost of this variant is €242,768,950; it otherwise uses the same set of stats.				

Excalibur

F-103 *Excalibur* Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,172.16 m³)	
SI: 3,782	Cost: €579,442,250	HD/BHD/FHD: 28/39/35 (03/39/10, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,300 kps (3/8 (+1))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 1,100 (Tungsten; 5.5 cm)	Guns: Tachyon Gun, Standard (4/3/56) Reaper Cannon, Heavy (5/5/35)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x2.60), Standard Cloaking Device, Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (30 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x6 (Forward Narrow; Tachyon x2, Reaper x2), Triple Light Ordnance Hardpoint x4 (Forward Narrow; ImRec)				
Flaws/Bonuses: None.				
NOTES: These stats represent the original production model introduced in 2669. This model may be reconfigured with a single Heavy Ordnance Hardpoint loaded with a single Y22A-1 Temblor Bomb (1/5-50/Special). When in this configuration, the craft's cost becomes €12,565,942,250 and it gains the Sluggish Handling flaw (INIT is lowered to +8); it otherwise uses the same set of stats. It may also use any type of standard light ordnance appropriate to its period; these stats represent its default loadout.

A post Terran/Kilrathi War-era (2670-2677) version of this craft exists. This variant replaces the Guns with four Tachyon Gun, Heavy (4/3/70) and two Ion Cannon, Enhanced (4/5/30), the Triple Light Ordnance Hardpoints with Dual Light Ordnance Hardpoints, reduces the total number of Image Recognition Missiles to four, adds four Heat Seeker (HS), Standard (1/6-9/400) missiles and reduces the number of decoys to 16. The cost of this variant is €551,518,250 and its SI is 3,800; it otherwise uses the same set of stats.

A final variant of this craft from the early Nephilim War era (2678-) exists. This variant sports stronger shields and a faster engine; it has Sixth Class **Capital Ship** Shields for 6,000 SHP and an Eighth Class Engine, for an Initiative value of +10 and speed ratings of 650/1,300 kps (4/8 (+1)). Its Gun armament is changed to four Tachyon Gun, Heavy Long-Range (3/4/70) and two Ion Cannon, Enhanced (4/5/30). It also replaces the Triple Light Ordnance Hardpoints with Dual Light Ordnance Hardpoints and lowers the number of ImRecs to four; four Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) missiles are added to the mix. Finally, this variant carries 36 decoys. The cost of this variant is €586,118,250, its SI is 7,300 and its uncloaked HD ratings are 26/37/35; it otherwise uses the same set of stats. | | | | |

Hellcat-V

F-42 *Hellcat-V* Space Superiority Interceptor				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,782.41 m³)	
SI: 3,188	Cost: €222,231,650	HD/BHD/FHD: 27/38/34	INIT: +9 (Seventh Class Engine)	Max Speed: 420/1,200 kps (3/7 (+1))
SHP: 2,200 (Third Class **Capital Ship** Shields)	AHP: 900 (Tungsten; 4.5 cm)	Guns: Laser Cannon, Military Grade (6/5/20) Ion Cannon, Standard (4/5/24)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.86), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Ion x2), Triple Light Ordnance Hardpoint x2 (Forward Narrow; ImRec)).				
Flaws/Bonuses: None.				
NOTES: *This craft may accept any type of Light Ordnance common to the era; the listed statistics reflect the default armament of this craft.*

Two late Kilrathi War-era (2668-2669) variants of this craft exist. The first variant replaces the default Lasers with two Mass Driver Cannon, Enhanced (5/2/45); the cost of this variant is €222,235,450 and its SI is 3,238. The second variant replaces the default lasers with two Neutron Gun, Heavy (3/4/40); the cost of this variant is €222,241,950 and its SI is 3,228. In both cases, the variants otherwise use the same set of stats.

A slightly uprated version of this craft appeared just prior to the Border Worlds crisis of 2673. This variant has 2,500 SHP and replaces the default Lasers with two Particle Cannon, Military Grade (3/4/43). The cost of this variant is €222,255,950 and its SI is 3,534; it otherwise uses the same set of stats. | | | | |

Thunderbolt VII

HF-66 *Thunderbolt-VII* Heavy Fighter/Bomber				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,374.32 m³)	
SI: 3,876	Cost: €318,279,500	HD/BHD/FHD: 31/42/38	INIT: +9 (Seventh Class Engine)	Max Speed: 380/1,000 kps (2/6)
SHP: 2500 (Third Class **Capital Ship** Shields)	AHP: 1,100 (Tungsten; 5.5 cm)	Guns: Plasma Gun, Standard (1/3/54) Photon Gun, Standard (3/5/32) Meson Blaster, Standard (3/5/28) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Torpedo, Mk. IV (NA/4-16/2000)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +4, Scout Module, Afterburner (x2.63), ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x6 (Forward Narrow; Plasma x2, Photon x2, Meson x2), Gun Barbette x1 (Aft Hemisphere; Mass Driver), Triple Light Ordnance Hardpoint x2 (Forward Narrow; HS), Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				
NOTES: *These stats represent the original production model introduced in 2669. This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.* A post-war period (2670-2677) variant of this craft exists. This variant replaces the default Plasma Gun and Meson Blasters with four Plasma Gun, Long-Range (3/3/57), as well as the Heat Seekers with six Friend-or-Foe, Long Range (LRIFF) (1/8-24/250). The cost of this variant is €334,574,000 and its SI is 3,937; it otherwise uses the same set of stats. Another variant of this craft from the early Nephilim War years (2678-) exists. This craft can travel at up to 494 kps (3) on standard ion drive and has a Sixth Class **Capital Ship** Shield generator installed for 5,500 SHP. The onboard Guns are replaced with four Ion Cannon, Enhanced (4/5/30) and two Tachyon Gun, Heavy Long-Range (3/4/70). Ordnance includes Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-8/280) missiles, three Light Torpedo, Valiant (10/4-12/800) and a bank of Dumb-Fire (DF), Rocket (17/2-9/100) missiles. The Modified Chassis is increased to +5, the ECM Module's effectiveness is increased to -10 HD and the craft has 36 countermeasures. Its eleven Weapon Stations are configured as follows: Gun Hardpoint x6 (Forward Narrow; Ion x4, Tachyon x2), Light Ordnance Hardpoint, Bank x1 (Forward Narrow; Rocket x24), Triple Light Ordnance Hardpoint x1 (Forward Narrow; ELRIFF), Triple Heavy Ordnance Hardpoint x1 (Forward Narrow; LTORP). It has a cost of €348,728,250, HD ratings of 26/42/38 and an SI of 6,860; it otherwise uses the same set of stats.				

Longbow

F/A-76 *Longbow* Heavy Bomber				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (19,591.58 m³)	
SI: 4,674	Cost: €547,112,000	HD/BHD/FHD: 40/50/47	INIT: +9 (Seventh Class Engine)	Max Speed: 320/700 kps (2/4)
SHP: 2,800 (Third Class **Capital Ship** Shields)	AHP: 1,600 (Tungsten; 8.0 cm)	Guns: Neutron Gun, Heavy (3/4/40) Plasma Gun, Standard (1/3/54) Particle Cannon, Military Grade (3/4/43)	Ordnance: Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) Heat Seeker (HS), Standard (1/6-9/400) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Reinforced Chassis, Scout Module, Afterburner (x2.19), ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Neutron x2, Plasma x2), Dual Gun Barbette x1 (Aft Hemisphere; Particle Cannon), Quad Light Ordnance Hardpoint x4 (Forward Narrow; IFFx2, HSx2), Dual Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				
NOTES: *These stats represent the original production model introduced in 2669. This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.* A post-war (2670-2677) variant of this craft exists. This variant replaces the shields with Fifth Class **Capital Ship** shields for 5,000 SHP, the Armor with 5.0 cm of Isometal for 3,000 AHP, the Neutron Guns with two Ion Cannon, Enhanced (4/5/30), and the Heat Seekers with Image Recognition (IR), Standard (1/8-24/250) missiles. The Reinforced Chassis accessory has been removed and the Modified Chassis Accessory is set at +6. It has a cost is €513,007,000, its SI is 8,254 and its HD ratings are at 35/45/42; it otherwise uses the same set of stats.				

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Kilrathi

Darket

Darket Light Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,996.18 m³)	
SI: 1,356	Cost: €148,009,250	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 520/1,350 kps (3/8 (+2))
SHP: 800 (Eighth Class Shields)	AHP: 500 (Tungsten; 2.5 cm)	Guns: Meson Blaster, Standard (3/5/28)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.60), Maneuvering Thrusters x2, ECM Module (-5 HD), Countermeasure Pod Dispenser (6 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Meson Blaster), Light Ordnance Hardpoint x2 (Forward Narrow; HS)).				
Flaws/Bonuses: None.				

Ekapshi

Ekapshi Light Atmospheric Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (872.41 m³)	
SI: 2,526	Cost: €112,216,150	HD/BHD/FHD: 22/34/29	INIT: +8 (Seventh Class Engine)	Max Speed: 430/1,100 kps (3/7 (+1))
SHP: 1,890 (Second Class **Capital Ship** Shields)	AHP: 500 (Tungsten; 3.5 cm)	Guns: Laser Cannon, Military Grade (6/5/20) Meson Blaster, Standard (3/5/28)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine,} Modified Chassis +5, Scout Module, Afterburner (x2.56), Maneuvering Thrusters, Eco-Safe Module, ECM Module (-5 HD), Capital Ship Shield Adapter, Countermeasure Pod Dispenser (8 charges), Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x6 (Forward Narrow; Laser x4, Meson Blaster x2), Light Ordnance Hardpoint x4 (Forward Narrow; HS)).				
Flaws/Bonuses: None.				

Dralthi-IV

Dralthi-IV Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,509.996 m³)	
SI: 1,999	Cost: €214,524,250	HD/BHD/FHD: 24/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 430/1,100 kps (3/7 (+1))
SHP: 1,200 (Sixth Class Shields)	AHP: 700 (Tungsten; 3.5 cm)	Guns: Meson Blaster, Standard (3/5/28) Particle Cannon, Military Grade (3/4/43)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.56), Maneuvering Thrusters, ECM Module (-10 HD), Backup Shield Generator Mount + Class Six Shield, Countermeasure Pod Dispenser (6 charges), Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x3 (Forward Narrow; Meson Blaster x2, Particle Cannon x1), Quad Light Ordnance Hardpoint x1 (Forward Narrow; ImRec)).				
Flaws/Bonuses: None.				

NOTES: A post-war variant of this craft exists, which began replacing the war-era variant in 2670 and was used up until 2678. This variant used two Particle Cannon, Military Grade (3/4/43) and one Photon Gun, Standard (3/5/32) in place of the original Gun configuration. It also had a loadout of four Image Recognition, Enhanced (EIR) (1/8-24/450) missiles. This variant costs €223,977,250 and has an SI of 2,018; it otherwise uses the same set of stats.

Another post-war variant entered service boasting increased speed around 2679 and remained in service until the introduction of the Dralthi-IX models. This model utilizes an Eighth Class Engine, has an Initiative rating of +10 and has speed ratings of 612/1,200 kps (4/7 (+1)), reducing the Afterburner multiplier to x1.96. Armament consists of two Laser Cannon, Civilian Grade (5/5/18) and one Tachyon Gun, Heavy Long-Range (3/4/70) in place of the standard guns, with a missile loadout of four Heat Seeker, Long Range (LRHS) (1/8-28/400) missiles. It also carries 24 countermeasures. The cost of this variant is €217,254,750, its HD ratings are 22/38/36 and its SI is 2,006; it otherwise uses the same set of stats.

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Vaktoth

***Vaktoth*** Heavy Fighter				
	Chassis/Weight: Super Heavy Military Fightercraft				Size Class: 13 (22,578.32 m³)
SI: 3,268	Cost: €355,168,000	HD/BHD/FHD: 34/48/46	INIT: +9 (Seventh Class Engine)		Max Speed: 380/950 kps (2/6)
SHP: 2,000 (Second Class **Capital Ship** Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Tachyon Gun, Standard (4/3/56) Plasma Gun, Standard (1/3/54) Ion Cannon, Standard (4/5/24) Meson Blaster, Standard (3/5/28)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400)		X: None
colspan=3	Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)		colspan=3	Cargo Capacity: 6.3 m³ (6.3 m³ base)
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.50), ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Collapsible Sections, Countermeasure Pod Dispenser (8 charges), Auto-Repair System (+25), Gun Cooler +4, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x5 (Forward Narrow; Ion x2, Plasma x2, Tachyon x1), Dual Gun Barbette x1 (Aft Wide; Meson), Quad Light Ordnance Hardpoint x2 (Forward Narrow; HS)).				
Flaws/Bonuses: None.				
NOTES: The missile loadout of this craft may change depending on its mission; it may also carry Image Recognition (IR), Standard (1/8-24/250) and Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) missiles in commonly encountered situations. Typically these missiles are exchanged for a set of Heat Seekers on one of the Quad Missile Hardpoints. Vaktoths carrying 1x4 HS and 1x4 ImRecs add €10,400,000 to their cost; craft carrying 1x4 HS and 1x4 IFF add €10,600,000 to their cost. Though rarely encountered, Vaktoths have been known to carry 1x4 ImRec and 1x4 IFF; this adds €21,000,000 to the cost. In all cases, the remaining set of stats remains the same. A post-war variant of this craft exists, boasting more speed and stronger defenses; this craft remained in Kilrathi service through the 2680s. This variant has a base speed of 410 kps (reducing the Afterburner multiplier to x2.32), has Third Class **Capital Ship** Shields for 2,500 SHP and an additional 1.38 cm of Tungsten Armor for 1,276 AHP total. Its cost is €354,245,070, its HD ratings are 35/49/47 and its SI is 4,044; it otherwise uses the same set of stats and can incorporate the alternative missile load-outs as described above.				

K'Ha'Haf

***K'Ha'Haf*** Very Heavy Ambush Fighter				
	Chassis/Weight: Very Heavy Military Fightercraft				Size Class: 12 (16,041.09 m³)
SI: 7,413	Cost: €363,851,660	HD/BHD/FHD: 30/50/47	INIT: +9 (Seventh Class Engine)		Max Speed: 380/950 kps (2/6)
SHP: 2,200 (Third Class **Capital Ship** Shields)	AHP: 5,003 (Isometal; 8.33 cm)	Guns: Reaper Cannon, Heavy (5/5/35) Meson Blaster, Heavy (3/5/35))	Ordnance: Porcupine Mine, Mk. II (1/NA/400)		X: None
colspan=3	Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)		colspan=3	Cargo Capacity: 3.1 m³ (3.1 m³ base)
Accessories/Pods: {Tachyon Radar, Ion Engine}, Reinforced Chassis, Scout Module, Afterburner (x2.50), ECM Module (-15 HD), Capital Ship Shield Adapter, Countermeasure Pod Dispenser (8 charges), Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x6 (Forward Narrow; Reaper Cannon x4, Meson Blaster x2), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; MINEx8)).				
NOTES: *This craft is incapable of atmospheric flight.*				

Sorthak

***Sorthak*** Super-Heavy Fighter				
	Chassis/Weight: Heavy Military Fightercraft				Size Class: 11 (6,140.42 m³)
SI: 5,260	Cost: €352,902,000	HD/BHD/FHD: 24/40/36	INIT: +9 (Seventh Class Engine)		Max Speed: 400/950 kps (2/6 (+1))
SHP: 3,250 (Fourth Class **Capital Ship** Shields)	AHP: 3,250 (Isometal; 3.00 cm)	Guns: Meson Blaster, Heavy (3/5/35))	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition (IR), Standard (1/8-24/250)		X: None
colspan=3	Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)		colspan=3	Cargo Capacity: 1.6 m³ (1.6 m³ base)
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x2.38), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Countermeasure Pod Dispenser (10 charges), Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x8 (Gun Turret x4 (360°; Meson Blaster), Gun Barbette x2 (Aft Hemisphere; Meson Blaster), Quad Light Ordnance Hardpoint x2 (Forward Narrow; HSx1, ImRecx1)).				
Flaws/Bonuses: None.				

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Strakha

Strakha Medium Stealth Fighter, Uprated				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,572.90 m³)	
SI: 996	Cost: €396,635,450	HD/BHD/FHD: 23/35/30 (00/35/05, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,200 kps (3/7 (+1))
SHP: 600 (Sixth Class Shields)	AHP: 300 (Tungsten; 1.5 cm)	Guns: Meson Blaster, Standard (3/5/28) Laser Cannon, Military Grade (6/5/20)	Ordnance: Friend-or-Foe, Long Range (LRIFF) (1/8-24/250)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.50), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Countermeasure Pod Dispenser (6 charge), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Meson x2, Laser x2), Light Ordnance Hardpoint x5 (Forward Narrow; IFF)).				
Flaws/Bonuses: None.				

Paktahn

Paktahn Heavy Torpedo Bomber				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (13,210.07 m³)	
SI: 5,054	Cost: €561,579,250	HD/BHD/FHD: 40/50/47	INIT: +9 (Seventh Class Engine)	Max Speed: 340/600 kps (2/4)
SHP: 3,000 (Third Class Capital Ship Shields)	AHP: 1,700 (Tungsten; 8.5 cm)	Guns: Plasma Gun, Standard (1/3/54) Ion Cannon, Standard (4/5/24) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Reinforced Chassis, Scout Module, Afterburner (x1.76), ECM Module (-5 HD), Capital Ship Shield Adapter, Countermeasure Pod Dispenser (6 charges), Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x13 (Gun Hardpoint x6 (Forward Narrow; Plasma x4, Ion x2), Dual Gun Sponson x1 (Aft; Mass Driver), Quad Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Triple Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Triple Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				

Bloodfang

Bloodfang Space Superiority Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (19,127.15 m³)	
SI: 4,470	Cost: €294,627,500	HD/BHD/FHD: 25/45/42	INIT: +9 (Seventh Class Engine)	Max Speed: 560/1,400 kps (3/8 (+1))
SHP: 3,250 (Fourth Class Capital Ship Shields)	AHP: 1,000 (Tungsten; 5.0 cm)	Guns: Tachyon Gun, Standard (4/3/56) Plasma Gun, Standard (1/3/54)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition (IR), Standard (1/8-24/250) Friend-or-Foe, Long Range (LRIFF) (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.50), Maneuvering Thrusters, ECM Module (-15 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (12 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Tachyon x2, Plasma x2), Triple Light Ordnance Hardpoint x3 (Forward Narrow; HSx1, IFFx1, ImRecx1)).				
Flaws/Bonuses: None.				
NOTES: _There is no canonical source for the size of this craft; the listed size is based on images of its model and should be considered an estimate at best._ An earlier craft flown by Prince Thrakhath in <u>Wing Commander II</u> is sometimes called "Bloodfang" by members of the Wing Commander community. Statistics for the WC3 Bloodfang may be found in the <u>Craft of Wing Commander II</u> section of this Catalog.				

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Craft of Wing Commander IV

Terran

Bearcat

F-104 *Bearcat* Heavy Fighter					
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,276.80 m³)		
SI: 4,500	Cost: €253,570,000	HD/BHD/FHD: 25/36/32	INIT: +9 (Seventh Class Engine)		Max Speed: 550/1,400 kps (3/8 (+1))
SHP: 2,800 (Third Class **Capital Ship** Shields)	AHP: 1,500 (Isometal; 2.5 cm)	Guns: Tachyon Gun, Light (4/4/50)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition, Enhanced (EIR) (1/8-24/450)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x2.55), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Tachyon), Dual Light Ordnance Hardpoint x4 (Forward Narrow; HSx2, ImRecx2)).					
Flaws/Bonuses: None.					
NOTES: *This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.*					

Border Worlds

Avenger

TBP *Avenger* Heavy Torpedo Bomber					
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (10,280.48 m³)		
SI: 6,841	Cost: €787,349,300	HD/BHD/FHD: 44/55/51	INIT: +9 (Seventh Class Engine)		Max Speed: 350/750 kps (2/5)
SHP: 4,000 (Fourth Class **Capital Ship** Shields)	AHP: 2,500 (Tungsten; 12.5 cm)	Guns: Mass Driver Cannon, Heavy (3/3/60) Photon Gun, Heavy (3/3/74) Leech Gun (6/4/10) Stormfire Gun (150/3/4 - 600 rd) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Image Recognition, Enhanced (EIR) (1/8-24/450) Torpedo, Mk. IV (6/4-16/2000)		X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Reinforced Chassis, Scout Module, Afterburner (x2.14), ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapon Station x14 (Gun Hardpoint x8 (Forward Narrow; Mass Driver, Heavy x2, Photon Gun x2, Leech Gun x2, Stormfire x2), Gun Barbette x1 (Aft Wide; Mass Driver, Enhanced), Dual Light Ordnance Hardpoint x4 (Forward Narrow; ImRec), Quad Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).					
Flaws/Bonuses: None.					
NOTES: *This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.*					

Banshee

F3V *Banshee* Light Fighter					
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,122.81 m³)		
SI: 3,422	Cost: €261,937,000	HD/BHD/FHD: 26/38/33	INIT: +9 (Seventh Class Engine)		Max Speed: 500/1,300 kps (3/8 (+1))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 800 (Tungsten; 4.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Leech Gun (6/4/10) Scattergun (4/5/30)	Ordnance:) Heat Seeker (HS), Standard (1/6-9/400)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)		

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Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x2.60), Maneuvering Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (16 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x7 (Forward Narrow; Laser x4, Leech x2, Scattergun x1), Dual Light Ordnance Hardpoint x4 (Forward Narrow; HS)).
Flaws/Bonuses: None.
NOTES: *This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.*

Vindicator

F2M *Vindicator* Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,991.22 m³)	
SI: 4,218	Cost: €361,037,500	HD/BHD/FHD: 30/42/37	INIT: +9 (Seventh Class Engine)	Max Speed: 400/950 kps (2/6 (+1))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 1,500 (Tungsten; 7.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Tachyon Gun, Heavy (4/3/70) Leech Gun (6/4/10) Stormfire Gun (150/3/4 - 800 rd)	Ordnance: Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x2.38), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x8 (Forward Narrow; Laser x2, Tachyon x2, Leech Gun x2, Stormfire x2), Gun Barbette x1 (Aft Wide; Laser), Triple Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Triple Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				
NOTES: *This craft may use any type of standard Light Ordnance common to its era; the listed statistics reflect the default armament of this craft.*				

Pirate

Razor

Martina Nostra *Razor* Light Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (349.46 m³)	
SI: 1,496	Cost: €214,115,000	HD/BHD/FHD: 13/27/20	INIT: +9 (Seventh Class Engine)	Max Speed: 550/1,200 kps (3/7 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 400 (Tungsten; 2.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Ion Cannon, Enhanced (4/5/30)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Image Recognition, Enhanced (EIR)(1/8-24/450)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.18), Maneuvering Thrusters, ECM Module (-5 HD), Ejection Seat, Countermeasure Pod Dispenser (16 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Ion x2), Dual Light Ordnance Hardpoint x4 (Forward Narrow; HSx2, ImRecx2)).				
Flaws/Bonuses: None.				

Black Lance

Dragon/Lance

F-107 *Dragon* Heavy Attack Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (13,924.60 m³)	
SI: 10,274	Cost: €1,162,415,000	HD/BHD/FHD: 25/45/42 (00/45/17, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,200 kps (3/7 (+1))
SHP: 5,000 (Fifth Class **Capital Ship** Shields)	AHP: 3,000 (Isometal; 5.00 cm)	Guns: Plasma Gun, Long-Range (3/3/67) Tachyon Gun, Heavy (4/3/70) Fission Cannon (1/5/1000)	Ordnance: Heat Seeker (HS), Standard (1/6-9/400) Friend-or-Foe, Long Range (LRIFF) (1/8-24/250) Torpedo, Mk. IV (6/4-16/2000)	X: Cloaking Device
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +13, Scout Module, Afterburner (x2.40), Standard Cloaking Device, Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-15 HD), Capital Ship Shield Adapter, Akwende Drive, M/AM Power Plant, Ejection Seat, Collapsible Sections, Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +3, Tachyon Sonar, Tracking Computer, ITTS, Weapon Station x13 (Gun Hardpoint x6 (Forward Narrow; Plasma x2, Tachyon x2, Fission x2), Triple Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Dual Light Ordnance Hardpoint x2 (Forward Narrow; HS), Light Ordnance Hardpoint x1 (Forward Narrow; None*), Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).
Flaws/Bonuses: None.

NOTES: *The canonical name of this craft varies depending on the source. It is called "Dragon" in the Official Guide to Wing Commander IV and it is called "Lance" in the novelization of Wing Commander IV, with the Black Lance pilots using the callsign of "Dragon". "Lance" is the generally accepted canonical name for this craft; the "Dragon" entry has been made at the discretion of the editor.*

This craft carries an extra Light Ordnance Hardpoint for the purpose of either mounting a Flash Pak (1/8-28/6000) or GenSelect Bioweapon (a WMD Delivery System (Biological)). When equipped with a Flash Pak, the craft's cost increases to €1,162,415,000; when equipped with the GenSelect, the craft gains Modified Chassis +13 and its cost increases to €1,717,415,000. Both cases otherwise use the same set of stats.

Craft of Wing Commander: Prophecy

Terran

Piranha

F-106A *Piranha* Scout Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (244.5 m³)	
SI: 4,425	Cost: €261,229,670	HD/BHD/FHD: 14/28/21	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,400 kps (3/8 (+2))
SHP: 2,100 (Third Class **Capital Ship** Shields)	AHP: 2,226 (Isometal; 3.71 cm)	Guns: Ion Cannon, Enhanced (4/5/30) Laser Cannon, Civilian Grade (5/5/18) Stormfire Gun Mk. II (15/5/21 - 400 rd.)	Ordnance: Image Recognition, Medium Range (MRIR) (1/8-27/350) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Scout Module, Afterburner (x2.80), Maneuvering Thrusters x2, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Ion x2, Laser x1, Stormfire x1), Light Ordnance Hardpoint x6 (Forward Narrow; ImRecx2, HSx4)).
Flaws/Bonuses: None.

NOTES: The "C" variant of this craft - a faster but more lightly armed version of the *Piranha* - is introduced in early 2681. This variant can travel at a base speed of 650 kps (4), reducing the Afterburner multiplier to x2.15. The Gun armament is replaced with three Ion Cannon, Enhanced (4/5/30); the extra Gun Hardpoint has been removed and it has Modified Chassis +7. The cost of this variant is €250,457,420 and its SI is 4,416; it otherwise uses the same set of stats.

Tigershark

F/A-105A *Tigershark* Medium Multi-Purpose Fighter				
Chassis/Weight: Very Light Military Fightercraft			Size Class: 7 (409.82 m³)	
SI: 5,358	Cost: €265,583,480	HD/BHD/FHD: 18/31/25	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,400 kps (3/8 (+1))
SHP: 2,300 (Third Class **Capital Ship** Shields)	AHP: 2,352 (Isometal; 3.92 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Military Grade (5/2/35) Mass Driver Cannon, Charging (0.5/4/300)	Ordnance: Dumb-Fire (DF), Rocket (17/2-9/100) Heat Seeker, Long Range (LRHS) (1/8-28/400) Image Recognition, Medium Range (MRIR) (1/8-27/350) Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-28/280)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.1 m³ (0.1 m³ base)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x2.92), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x6 (Forward Narrow; Laser x2, Mass Driver x2, Charging Mass Driver x2), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; Rocket x18), Quad Light Ordnance Hardpoint x1 (Forward Narrow; HS), Dual Light Ordnance Hardpoint x2 (Forward Narrow; ImRecx1, IFFx1)).

Flaws/Bonuses: None.

NOTES: The "B" model variant of this craft is introduced in early 2681; this variant is faster but generally less powerful. Its top base speed is 552 kps (reducing the Afterburner multiplier to x2.54) and its Gun armament is replaced with four Ion Cannon, Enhanced (4/5/30). The corresponding extra Gun Hardpoints have been removed, it has Modified Chassis +5 and the ECM Module's effectiveness has been increased to -10 HD. The B-model costs €257,512,480, its HD ratings are 13/31/25 and it has an SI of 4,772; it otherwise uses the same set of stats.
Both models of this craft can be configured for Wild Weasel missions, with six Anti-Radiation (AR) (3/9-12/600) missiles replacing the HS and IFF missiles. In this configuration, the cost of the craft is lowered by €8,550,000; it otherwise uses the same set of stats.

Wasp

F-110 *Wasp* Interceptor/Anti-Bomber				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (319.75 m³)	
SI: 5,510	Cost: €220,651,500	HD/BHD/FHD: 12/26/19	INIT: +9 (Seventh Class Engine)	Max Speed: 624/1,400 kps (4/8 (+1))
SHP: 2,300 (Third Class **Capital Ship** Shields)	AHP: 2,400 (Platolum; 1.00 cm)	Guns: Mass Driver Cannon, Military Grade (5/2/35) Mass Driver Cannon, Charging (0.5/4/300) Tachyon Gun, Heavy Long-Range (3/4/70)	Ordnance: Heat Seeker, Long Range (LRHS) (1/8-28/400) Image Recognition, Medium Range (MRIR) (1/8-27/350) Swarmer (3/5-24/150)	X: Booster Pod*
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +4, Scout Module, Afterburner (x2.24), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Ejection Seat, Countermeasure Pod Dispenser (36 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x6 (Forward Narrow; Mass Driver x2, Tachyon x2, Charging Mass Driver x2), Hex Light Ordnance Hardpoint x1 (Forward Narrow; ImRec), Quad Light Ordnance Hardpoint x1 (Forward Narrow; Swarmer), Dual Light Ordnance Hardpoint x1 (Forward Narrow; HS)).				
Flaws/Bonuses: None.				

NOTES: The *Wasp* is equipped with a one-time use Booster Pod, which when activated will propel the craft to 3,000 kps (18) for three rounds without expending any of the craft's internal fuel. The craft must use the full movement each round and cannot use the extra turning movement point while the Booster is still active. Once used, the Booster Pod is ejected.
An enhanced variant of this craft began to see use in early 2681; this variant trades out its normal ImRecs for Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles, replaces the Quad Light Ordnance Hardpoint with a Hex Light Ordnance Hardpoint (with two additional Swarmers) and increases the Shields to 2,800 SHP. The cost of this variant is €287,951,500 and its SI is 6,010; it otherwise uses the same set of stats.
Covert Ops operates a "black" or S-variant of this craft, first seen in 2681. This variant has an Eighth Class Engine installed, increasing its Initiative rating to +10 and its speed ratings to 700/1,450 kps (4/9 (+1)), reducing the Afterburner multiplier to x2.07. The Shield system has been upgraded to a Fifth Class **Capital Ship** Shield with 5,000 SHP and an additional .09 cm of Platolum armor has been installed, increasing the AHP to 2,616. The Gun armament has been replaced with two Cloudburst Cannon (3/4/10) and two Dust Cannon (30/5/40), with the extra Gun Hardpoints removed. The HS missiles have been removed and the Swarmer Quad Light Ordnance Hardpoint has been replaced with an Octal Light Ordnance Hardpoint (adding four additional Swarmers to the craft), with ELRIR (1/18-55/520) missiles in place of the standard ImRecs. Finally, there is no Modified Chassis accessory in this variant. The cost of the variant is €298,317,725, its HD ratings are 10/24/19 and its SI is 7,716; the few remaining unmodified statistics remain the same as the default version.

Panther

F-108 *Panther* Class-B Space Superiority Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (341.95 m³)	
SI: 5,198	Cost: €285,693,660	HD/BHD/FHD: 15/29/22	INIT: +9 (Seventh Class Engine)	Max Speed: 528/1,300 kps (3/8 (+1))
SHP: 2,400 (Third Class **Capital Ship** Shields)	AHP: 2,598 (Isometal; 4.33 cm)	Guns: Ion Cannon, Enhanced (4/5/30) Tachyon Gun, Heavy Long-Range (3/4/70)	Ordnance: Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-28/280) Image Recognition, Medium Range (MRIR) (1/8-27/350)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2.46), Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (36 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x4 (Forward Narrow; Tachyon x2, Ion x2), Hex Light Ordnance Hardpoint x2 (Forward Narrow; ImRex1, IFFx1)).				
Flaws/Bonuses: None.				

NOTES: This craft can be configured for Wild Weasel missions. When in this configuration, the Friend-or-Foe Missiles are swapped out for Anti-Radiation (AR) (3/9-12/600) Missiles and four Image Recognition Missiles are replaced with 36 Dumb-Fire (DF), Rocket (17/2-9/100) set into two 18 shot Light Ordnance Hardpoint, Banks; the ImRec Hex Hardpoint is replaced with a Dual Hardpoint and the Modified Chassis becomes +5. The cost of this variant is €259,503,660; it otherwise uses the same set of stats.

Covert Ops operates a "black" variant of this craft. This model has a Fifth Class **Capital Ship** Shield generator for 4,800 SHP, 4.67 cm of Isometal Armor for 2,802 AHP and a maximum speed of 600 kps (changing the Afterburner multiplier to x2.17). The craft's Guns have been replaced with two Ion Cannon, Chain (15/3/20) and two Cloudburst Cannon (3/4/10). The Image Recognition missiles are also replaced with Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles. The ECM effect is increased to -10 HD with this model. This variant costs €355,914,340, its HD ratings are 10/29/22 and its SI is 7,662; the few stats that are not affected remain the same as the default version.

The Black variant itself may carry a strike ordnance configuration; in this configuration, both Hex Light Ordnance Hardpoints are replaced with Quad hardpoints, one of which carries Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) and the other of which carries Anti-Radiation, Enhanced Long Range (ELRAR) (3/18-20/1200) missiles. Two Light Ordnance Hardpoint, Banks with eighteen shots apiece are added, carrying Rocket, Enhanced (17/6-9/80). Finally, two Heavy Ordnance Hardpoints are added, with a load of Light Torpedo, Lancer (11/4-18/1000) torpedoes. The Modified Chassis accessory is altered to +7 with this configuration. The cost of this configuration is €384,714,340; it otherwise uses the same set of stats as the normal Black variant.

Vampire

F-109 *Vampire* Class-A Space Superiority Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,222.23 m³)	
SI: 6,404	Cost: €409,986,660	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 610/1,500 kps (4/9 (+2))
SHP: 2,900 (Third Class **Capital Ship** Shields)	AHP: 3,198 (Isometal; 5.33 cm)	Guns: Tachyon Gun, Heavy Long-Range (3/4/70) Particle Cannon, Heavy (3/4/42)	Ordnance: Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-28/280) Friend-or-Foe (IFF), Tracker (3/8-29/280) Image Recognition, Medium Range (MRIR) (1/8-27/350)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.2 m³ (0.2 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x2.46), Maneuvering Thrusters x2, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (48 charges), Auto-Repair System (+25), Gun Cooler +5, Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x6 (Forward Narrow; Tachyon x4, Particle x2), Octople Light Ordnance Hardpoint x2 (Forward Narrow; IFFx1, ImRecx1), Quad Light Ordnance Hardpoint x1 (Forward Narrow; Tracker)).				
Flaws/Bonuses: None.				

NOTES: A "B" model variant of this craft exists; this variant simply replaces the Particle Cannons with Ion Cannon, Enhanced (4/5/30). This increases the cost by €84,000 and increases the SI to 6,438; it otherwise uses the same set of stats.

Both the base model and the B-variant may have their shields uprated to Fourth Class **Capital Ship** Shields at 3,400 SHP. This will increase the cost of the craft by €5,000,000 and increase the SI by 500; it has no effect on any other stats.

Both the base model and the B-variant may be outfitted with an enhanced loadout. This loadout uses Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles in place of the standard ImRec loadout. This increases the cost to €484,786,660 (with any other effects for the B-model or shield enhancement not accounted). No other stats are affected.

Both the base model and the B-variant may be outfitted with a Wild Weasel loadout. In this configuration, four of the ImRecs are replaced with Image Recognition, Long Range (LRIR) missiles and the IFFs are replaced with four Anti-Radiation (AR) (3/9-12/600) and four Anti-Radiation, Long Range (LRAR) (3/18-20/800) Missiles, with the Tracker missiles removed entirely. The cost of this configuration is €390,126,660 (with any other effects for the B-model or shield enhancement not accounted). No other stats are affected.

Both the base model and the B-variant may be outfitted with an enhanced Wild Weasel load-out. In this configuration, four of the ImRecs are replaced with Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles and the IFFs are replaced with four Anti-Radiation (AR) (3/9-12/600) and four Anti-Radiation, Enhanced Long Range (ELRAR) (3/18-20/1200) missiles, with the Tracker missiles removed entirely. The cost of this configuration is €410,726,660 (with any other effects for the B-model or shield enhancement not accounted). No other stats are affected.

Covert Ops utilizes a "black" variant of this craft, first seen in early 2681. This model features Sixth Class **Capital Ship** Shields for 6,000 SHP, 5.83 centimeters of Isometal Armor for 3,498 AHP, an Eighth Class Engine for +10 INIT and a maximum speed of 700 kps (changing the Afterburner multiplier to x2.14). Two Tachyon Guns are removed entirely (removing their Gun Hardpoints and changing the Modified Chassis to +5) and the Particle Cannons have been replaced with Particle Cannon, Pulse (15/7/30). This model uses the Enhanced Regular Weapon loadout as outlined above. The cost of this variant is €500,199,660, its HD ratings are 17/34/31 and its SI is 9,698; the few remaining unaltered stats are the same as the base model.

Finally, the black variant may be configured with a Strike loadout. in this configuration, the Octuple Light Ordnance Hardpoint is replaced with one Hex Light Ordnance Hardpoint loaded with Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles and one Quad Heavy Ordnance Hardpoint loaded with Light Torpedo, Lancer (11/4-18/1000) torpedoes; this changes the Modified Chassis to +8. Four of the IFF missiles are swapped out with four Tubes containing nine Rocket, Enhanced (17/6-9/80) each. The cost of this configuration is €514,889,660; it otherwise uses the same set of stats as the black variant.

Shrike

TB-81 *Shrike* Class-B Torpedo Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,713.97 m³)	
SI: 7,280	Cost: €467,522,584	HD/BHD/FHD: 27/39/34	INIT: +9 (Seventh Class Engine)	Max Speed: 416/820 kps (3/5 (+1))
SHP: 2,900 (Third Class **Capital Ship** Shields)	AHP: 3,252 (Isometal; 5.42 cm)	Guns: Particle Cannon, Heavy (3/4/42) Mass Driver Cannon, Military Grade (5/2/35) Stormfire Gun Mk. II (15/5/21 - 400 rd.) Mass Driver Cannon, Charging (0.5/4/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Rocket (17/2-9/100) Dumb-Fire (DF), Heavy (1/2-15/800) Image Recognition, Medium Range (MRIR) (1/8-27/350) Porcupine Mine, Mk. III (1/NA/800) Light Torpedo, Valiant (10/4-12/800) Torpedo, Firestorm (7/4-18/1600)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +12, Scout Module, Afterburner (x1.97), Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (36 charges), Auto-Repair System (+25), Gun Cooler +4, Tracking Computer, ITTS, Weapon Station x17 (Gun Hardpoint x9 (Forward Narrow; Particle x2, Mass Driver x3, Charging Mass Driver x3, Stormfire x1), Gun Barbette x1 (Aft Hemisphere; Laser), Quad Light Ordnance Hardpoint x2 (Forward Narrow; ImRecx1, DFx1), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; Rocket x18), Light Ordnance Hardpoint, Bank x1 (Aft Narrow; MINEx18), Hex Heavy Ordnance Hardpoint x1 (Forward Narrow; LTORP), Dual Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				
NOTES: This craft may be configured for Wild Weasel operations. In this configuration, all of the Heavy Ordnance on the craft is replaced with a single Decuple Light Ordnance Hardpoint loaded with Anti-Radiation (AR) (3/9-12/600) missiles; the Modified Chassis accessory is altered to +11. The cost of this configuration is €398,702,584; it otherwise uses the same set of stats as the base craft. Covert Ops operates a "black" variant of this craft, which first appeared in early 2681. This craft has Seventh Class **Capital Ship** Shields for 6,200 SHP, six centimeters of Isometal Armor installed for 3,468 AHP, a maximum speed of 500 kps and a top afterburner speed of 870 kps (changing the Afterburner multiplier to x1.74). Gun weaponry has been heavily reduced, with the complete removal of the Stormfire Cannon, Charging Mass Drivers and Laser barbette and the replacement of the Particle Cannons and Mass Drivers with two Dust Cannon (30/5/40) and three Particle Cannon, Pulse (15/7/30). Two Light Ordnance Hardpoint, Banks with eighteen Rocket, Enhanced (17/6-9/80) apiece are added with the Mine ordnance dropped completely. The ImRecs are replaced with Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles, the Dumb-Fires are replaced with Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-28/280) missiles, and the Heavy Ordnance is uprated to Light Torpedo, Lancer (11/4-18/1000) and Torpedo, Pike (11/4-22/2000) torpedoes. The Modified Chassis is altered to +8 and the ECM Module's effect has been increased to -10 HD. The cost of this variant is €580,661,500, its HD ratings are 23/40/35 and its SI is 9,970; the few remaining unaltered stats remain the same as the base model.				

Devastator

TB-80 *Devastator* Class-A Torpedo Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,110.14 m³)	
SI: 8,619	Cost: €527,593,910	HD/BHD/FHD: 24/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 416/780 kps (3/5)
SHP: 4,250 (Fifth Class **Capital Ship** Shields)	AHP: 3,798 (Isometal; 6.33 cm)	Guns: Plasma Cannon, Standard (0.5/3/460) Laser Cannon, Civilian Grade (5/5/18) Stormfire Gun Mk. II (15/5/21)	Ordnance: Friend-or-Foe, Enhanced Long Range (ELRIFF) (1/6-28/280) Image Recognition, Medium Range (MRIR) (1/8-27/350) Light Torpedo, Valiant (10/4-12/800) Torpedo, Firestorm (7/4-18/1600) Porcupine Mine, Mk. III (1/NA/800)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x1.88), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Countermeasure Pod Dispenser (48 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x13 (Gun Hardpoint x2 (Forward Narrow; Plasma x1, Stormfire x1), Gun Sponson x3 (Portside x1, Aft x1, Starboard x1; Laser), Gun Turret x2 (360°; Laser), Hex Light Ordnance Hardpoint x2 (Forward Narrow; IFFx1, ImRecx1), Light Ordnance Hardpoint, Bank x2 (Aft Narrow; MINEx18), Octuple Heavy Ordnance Hardpoint x1 (Forward Narrow; LTORP), Quad Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: None.				

NOTES: An enhanced "B-variant" of this craft appeared in early 2681. This craft has 4,750 SHP and an SI of 9,119. In addition, it replaces its ImRec compliment with Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) missiles, its light torpedoes with Light Torpedo, Lancer (11/4-18/1000) torpedoes, and its heavy torpedoes with Torpedo, Pike (11/4-22/2000) torpedoes. It also has as standard equipment a Targeting Disk (1/6-20/200), with another Heavy Ordnance Hardpoint added to carry it; the Modified Chassis becomes +8. The cost of this variant is €718,768,910; it otherwise uses the same set of stats.

Covert Ops operates a "black" or S-variant of this craft, first seen in 2681. This variant has a top speed of 460 kps (changing the Afterburner multiplier to x1.70), a full 7 centimeters of Isometal Armor installed for 4,200 AHP and a Ninth Class **Capital Ship** Shield installed for 8,500 SHP. Main Gun armament is replaced with one Plasma Cannon, Heavy (0.5/3/600) and one Tachyon Gun, Heavy Long-Range (3/4/70). The B-variant's Ordnance load is installed, with the removal of the Targeting Disk along with its corresponding hardpoint and the replacement of the Mine loadout with Rocket, Enhanced (17/6-9/80); the corresponding Light Ordnance Hardpoints are set for the Forward Narrow arc. This variant's cost is €1,472,945,250, its HD ratings are 25/41/37 and its SI is 13,460; the few stats that have not been modified remain the same as the base model.

Seahawk

SR-51 *Seahawk* Space Early Warning/Space Warning and Control System Craft				
Chassis/Weight: Very Heavy Military Shuttle			Size Class: 11 (8,018.6 m³)	
SI: 10,940	Cost: €207,588,800	HD/BHD/FHD: 36/45/45	INIT: +10 (Eighth Class Engine)	Max Speed: 390/500 kps (2/3)
SHP: 8,000 (Eighth Class **Capital Ship** Shields)	AHP: 2,940 (Isometal; 4.90 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 4/19 (17 0.78125 m³ Airplane Seats, 2 1.5625 m³ Crew Berths (Triple Occupancy))			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar,} Scout Module, Afterburner (x1.28), ECM Module (-5 HD), SWACS Module, Capital Ship Shield Adapter, Ion Engine, Impulse Engine, Akwende Drive, Fuel Tank x3, Ramscoop, Ejection Seat, Countermeasure Pod Dispenser (48 charges), Auto-Repair System (+25), Shield Regenerator x1.5.				
Flaws/Bonuses: None.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*				

Condor

SAR-23 *Condor* SAR/Refueling Shuttle				
Chassis/Weight: Very Light Military Transport			Size Class: 13 (23,946.8 m³)	
SI: 13,748	Cost: €774,542,910	HD/BHD/FHD: 16/23/27	INIT: +11 (Ninth Class Engine)	Max Speed: 325/600 kps (2/4)
SHP: 12,500 (Seventh Class **Capital Ship** Shields x2)	AHP: 1,248 (Isometal; 2.08 cm)	Guns: None	Ordnance: None	X: Tractor Beam
Crew/Passengers: 3/3 (6 0.78125 m³ Airplane Seats)			Cargo Capacity: 728.3 m³ (6.3 m³ base, 352 m³ from accessories, 350³ from accommodations)	
Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant,} Scout Module, Hospital Module, Industrial Manipulator Module, Bulk Cargo Module, Afterburner (x1.85), ECM Module (-5 HD), Capital Ship Shield Adapter x2, Impulse Engine, Akwende Drive, Fuel Tank, Ramscoop, Tractor Beam, Auto-Repair System (+25), Shield Regenerator (x1.5).				
Flaws/Bonuses: None.				
NOTES: The size and capabilities of this craft vary widely depending upon its specific mission. The craft as presented here represents an "average" value, capable of performing all the duties of the varying forms of the craft. GM may remove any capabilities as they wish in order for the craft to perform a specific duty, either acting as a refueling craft or engaged in search-and-rescue operations.				

Hercules

Hercules Marine Shuttle				
Chassis/Weight: Super Heavy Military Shuttle			Size Class: 12 (14,813.74 m³)	
SI: 5,602	Cost: €218,967,760	HD/BHD/FHD: 28/46/47	INIT: +10 (Eighth Class Engine)	Max Speed: 364 kps (2)
SHP: 4,000 (Fourth Class **Capital Ship** Shields)	AHP: 1,548 (Isometal; 2.58 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 5/220 (225 0.78125 m³ Airplane Seats)			Cargo Capacity: 63.1 m³ (3.1 m³ base, 60.0 m³ from accessories)	

Accessories/Pods: {Tachyon Radar,} Cargo Module, Apprehension Module, Industrial Manipulator Module, Scout Module, ECM Module (-15 HD), Airborne Delivery Module, Orbital Insertion Module, Capital Ship Shield Adapter, Ion Engine, Impulse Engine, Akwende Drive, Auto-Repair System (+25), ITTS, External Docking Port, Weapon Station x2 (Gun Hardpoint x1 (Forward Narrow; Laser), Dual Gun Barbette x1 (Aft Hemisphere; Laser)).
Flaws/Bonuses: None.

Nephilim

Stingray

Codename: *Stingray* Interceptor				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,992.00 m³)	
SI: 2,968	Cost: €492,316,775	HD/BHD/FHD: 18/34/30	INIT: +9 (Seventh Class Engine)	Max Speed: 585/1,400 kps (4/8 (+1))
SHP: 1,200 (Second Class **Capital Ship** Shields)	AHP: 1,704 (Platolum (Eq.); 0.71 cm)	Guns: Plasma Cannon, Nephilim Light (4/4/32)	Ordnance: None	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.39), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, External Docking Port x2, Weapon Station x2 (Gun Hardpoint x2 (Forward Narrow; Plasma))				
Flaws/Bonuses: None.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.* *Cluster Fighter*. Any three Stingrays may merge together to form a single Stingray Cluster.				

Stingray Cluster

Codename: *Stingray*, Cap Ship Interdictor Configuration				
Chassis/Weight: Medium Military Fightercraft			Size Class: 12 (13,074.91 m³)	
SI: 3,104*	Cost: €1,476,950,325*	HD/BHD/FHD: 18/34/30*	INIT: +9* (Seventh Class Engine)	Max Speed: 585/1,400 kps (4/8 (+1))
SHP: 1,200* (Second Class **Capital Ship** Shields)	AHP: 1,704* (Platolum (Eq.); 0.71 cm)	Guns: Plasma Cannon, Nephilim Heavy (3/8/200)	Ordnance: None	X: None
Crew/Passengers: 1/2* (3 0.78125 m³ Airplane Seats)			Cargo Capacity: 2.4* m³ (0.8 m³ base x3)	
Accessories/Pods*: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.39), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x1 (Gun Hardpoint x1 (Forward Narrow; Plasma))				
Flaws/Bonuses: None.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.* *Clustered Fighter*. This craft is formed from three individual Stingray Interceptors, which dock with one another when the GM decides to have them do so. The docked fighter will have the statistics as outlined above; the effects of the equipment of the individual fighters are **not** cumulative. The GM will need to keep track of which individual Stingray is affected when any damage is applied to the craft, when this craft is hit, they must roll 1d10; the damage is applied to the first Stingray on 1-3, the second on 4-6, the third on 7-9, and all three (dividing the damage by three and rounding up) on 0. The cluster is broken back up into individual Stingrays either when any one of them is destroyed or when the GM decides to have them undock.				

Skate

Codename: *Skate* Interceptor				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,388.15 m³)	
SI: 1,906	Cost: €409,675,900	HD/BHD/FHD: 14/31/26	INIT: +9 (Seventh Class Engine)	Max Speed: 585/1,400 kps (4/8 (+2))
SHP: 1,000 (First Class **Capital Ship** Shields)	AHP: 864 (Platolum (Eq.); 0.36 cm)	Guns: Maser, Light Burst (5/5/21)	Ordnance: None	X: None

Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)	Cargo Capacity: 0.2 m³ (0.2 m³ base)

Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.39), Maneuvering Thrusters x2, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, External Docking Port x2, Weapon Station x2 (Gun Hardpoint x2 (Forward Narrow; Maser)).

Flaws/Bonuses: None.

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*

Cluster Fighter. Any three Skates may merge together to form a single Skate-B, Skate-T or Skate-M (the choice of which is at the GM's discretion).

Skate-B

Codename: *Skate*, Anti-Bomber Cluster Configuration				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,409.41 m³)	
SI: 4,052*	Cost: €1,229,027,700*	HD/BHD/FHD: 18/34/30	INIT: +9* (Seventh Class Engine)	Max Speed: 445 kps (3 (+1))
SHP: 1,600* (Second Class **Capital Ship** Shields)	AHP: 2,256* (Platolum (Eq.); 0.94 cm)	Guns: Maser, Light Burst (5/5/21) Maser, Standard (0.25/4/70)	Ordnance: Swarmer, Proteus (3/6-18/280)	X: None
Crew/Passengers: 1/2* (3 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.6* m³ (0.2 m³ base x3)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (3 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x6 (Forward Narrow; Maser), Gun Turret x1 (Aft Over-the-Shoulder; Standard Maser), Triple Light Ordnance Hardpoint x1 (Forward Narrow; Swarmer)).

Flaws/Bonuses: None.

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*

Clustered Fighter. This craft is formed from three individual Skate Interceptors, which dock with one another when the GM decides to have them do so. The docked fighter will have the statistics as outlined above; the effects of the equipment of the individual fighters are **not** cumulative. The GM will need to keep track of which individual Skate is affected when any damage is applied to the craft, when this craft is hit, they must roll 1d10; the damage is applied to the first Skate on 1-3, the second on 4-6, the third on 7-9, and all three (dividing the damage by three and rounding up) on 0. The cluster is broken back up into individual Skates either when any one of them is destroyed or when the GM decides to have them undock.

Skate-T

Codename: *Skate*, Torpedo Bomber Cluster Configuration				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,817.76 m³)	
SI: 4,052*	Cost: €1,229,027,700*	HD/BHD/FHD: 18/34/30	INIT: +9* (Seventh Class Engine)	Max Speed: 445 kps (3 (+1))
SHP: 1,600* (Second Class **Capital Ship** Shields)	AHP: 2,256* (Platolum (Eq.); 0.94 cm)	Guns: Maser, Light Burst (5/5/21) Maser, Standard (0.25/4/70)	Ordnance: Torpedo, Poseidon (7/5-18/2300)	X: None
Crew/Passengers: 1/2* (3 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.6* m³ (0.2 m³ base x3)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (3 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x6 (Forward Narrow; Light Maser), Gun Turret x1 (Aft Over-the-Shoulder; Standard Maser), Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).

Flaws/Bonuses: None.

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*

Clustered Fighter. This craft is formed from three individual Skate Interceptors, which dock with one another when the GM decides to have them do so. The docked fighter will have the statistics as outlined above; the effects of the equipment of the individual fighters are **not** cumulative. The GM will need to keep track of which individual Skate is affected when any damage is applied to the craft, when this craft is hit, they must roll 1d10; the damage is applied to the first Skate on 1-3, the second on 4-6, the third on 7-9, and all three (dividing the damage by three and rounding up) on 0. The cluster is broken back up into individual Skates either when any one of them is destroyed or when the GM decides to have them undock.

Skate-M

Codename: *Skate*, Mine-Layer Cluster Configuration					
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,658.12 m³)		
SI: 3,982*	Cost: €1,229,027,700*	HD/BHD/FHD: 17/34/29	INIT: +9* (Seventh Class Engine)		Max Speed: 445 kps (3 (+1))
SHP: 1,600* (Second Class **Capital Ship** Shields)	AHP: 2,256* (Platolum (Eq.); 0.94 cm)	Guns: Maser, Light Burst (5/5/21)	Ordnance: Mine, Charybdis (3/NA/52) Cluster Mine, Scylla (3/NA/820)		X: None
Crew/Passengers: 1/2* (3 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.6* m³ (0.2 m³ base x3)		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (3 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x6 (Forward Narrow; Maser), Light Ordnance Hardpoint x1 (Aft Narrow; Scylla), Quint Light Ordnance Hardpoint x1 (Aft Narrow; Charybdis)).					
Flaws/Bonuses: None.					
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.* *Clustered Fighter.* This craft is formed from three individual Skate Interceptors, which dock with one another when the GM decides to have them do so. The docked fighter will have the statistics as outlined above; the effects of the equipment of the individual fighters are **not** cumulative. The GM will need to keep track of which individual Skate is affected when any damage is applied to the craft, when this craft is hit, they must roll 1d10; the damage is applied to the first Skate on 1-3, the second on 4-6, the third on 7-9, and all three (dividing the damage by three and rounding up) on 0. The cluster is broken back up into individual Skates either when any one of them is destroyed or when the GM decides to have them undock.					

Ray

Codename: *Ray* Interceptor Cluster Node					
Chassis/Weight: Heavy Military Transport			Size Class: 14 (84,814.05 m³)		
SI: 9,897*	Cost: €2,711,144,225*	HD/BHD/FHD: 18/29/36	INIT: +12 (Tenth Class Engine)		Max Speed: 546 kps (3 (+1))
SHP: 5,250 (Sixth Class **Capital Ship** Shields)	AHP: 4,440 (Platolum (Eq.); 1.85 cm)	Guns: Maser, Heavy (4/5/30)	Ordnance: Swarmer, Proteus (3/6-18/280) Mine, Charybdis (3/NA/520)		X: Remoras*
Crew/Passengers: 3/0 (3 0.78125 m³ Airplane Seat)			Cargo Capacity: 12.5 m³ (12.5 m³ base)		
Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant,} Scout Module, Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Enhanced Countermeasure Pod Dispenser (24 charge), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Maser), Triple Light Ordnance Hardpoint x1 (Forward Narrow; Swarmer), Quint Light Ordnance Hardpoint x1 (Forward Narrow; MINE)).					
Flaws/Bonuses: None.					
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.* *Clustered Fighter.* Rays are always accompanied by seven Remoras which act as free-floating turrets (360°). The Remoras may not be targeted or act independently until after the Ray has been destroyed. The additional firepower provided by the Remoras has been factored into the SI of the Ray as has their cost; the Ray by itself has a cost of €491,963,625.					

Remora

Codename: *Remora* Interceptor Cluster Remote-Guided Turret				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,379.04 m³)	
SI: 101	Cost: €317,025,800	HD/BHD/FHD: 14/31/26	INIT: +9 (Seventh Class Engine)	Max Speed: 494/1,100 kps* (3/7 (+2))
SHP: 0 (No Shields)	AHP: 80 (Plasteel (Eq.); 0.80 cm)	Guns: Maser, Light Burst (5/5/21)	Ordnance: None	X: None
Crew/Passengers: None			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.23), Automation Module, Maneuvering Thrusters, ECM Module (-10 HD), Matter/Antimatter Power Plant, Auto-Repair System (+25), ITTS, Weapon Station x1 (Gun Hardpoint x1 (Forward Narrow; Maser)).				
Flaws/Bonuses: None.				

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*

Clustered Fighter. Remoras accompany Ray Node clusters and act as free-floating automated Gun Turrets (360°) for the Ray. Individual Remoras may not be targeted or destroyed until the Ray itself is destroyed and until that occurs the Remoras must travel along with the Ray at the same speed.

Lamprey

Codename: *Lamprey* Shield Killer					
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,613.04 m³)		
SI: 2,908	Cost: € 503,121,975	HD/BHD/FHD: 16/32/30	INIT: +10 (Eighth Class Engine)		Max Speed: 1,040 kps (6 (+4))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,896 (Platolum (Eq.); 0.79 cm)	Guns: Shield Killer Cannon (4/4/12)	Ordnance: None		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Maneuvering Thrusters x4, ECM Module (-10 HD), Akwende Drive, Matter/Antimatter Power Plant, Auto-Repair System (+25), ITTS, Weapon Station x1 (Gun Hardpoint x1 (Forward Narrow; Shield Killer Cannon)).					
Flaws/Bonuses: None.					
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*					

Moray

Codename: *Moray* Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,538.53 m³)	
SI: 4,243	Cost: €480,579,425	HD/BHD/FHD: 18/35/30	INIT: +9 (Seventh Class Engine)	Max Speed: 546/1,100 kps (3/7 (+1))
SHP: 1,375 (Second Class **Capital Ship** Shields)	AHP: 2,808 (Platolum (Eq.); 1.17 cm)	Guns: Maser, Heavy (4/5/30)	Ordnance: Image Recognition, Medusa (3/6-8/400) Friend-or-Foe, Cerberus (3/9-18/280)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.01), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (5 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Maser), Triple Light Ordnance Hardpoint x1 (Forward Narrow; IFF), Light Ordnance Hardpoint x1 (Forward Narrow; ImRec)).				
Flaws/Bonuses: None.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*				

Manta

Codename: *Manta* Heavy Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,710.89 m³)	
SI: 5,776	Cost: €476,438,650	HD/BHD/FHD: 16/33/30	INIT: +10 (Eighth Class Engine)	Max Speed: 650/1300 (4/8 (+1))
SHP: 2,100 (Third Class **Capital Ship** Shields)	AHP: 3,504 (Platolum (Eq.); 1.46 cm)	Guns: Gorgon Heavy (3/4/70) Plasma Cannon, Nephilim Light (4/4/32)	Ordnance: Friend-or-Foe, Cerberus (3/9-18/280) Image Recognition, Medusa (3/6-8/400) Swarmer, Proteus (3/6-18/280)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine},Scout Module (20), Afterburner (x2.00), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x3 (Forward Narrow; Gorgon x2, Plasma x1), Light Ordnance Hardpoint x2 (Forward Narrow; ImRecx1, Swarmerx1), Quintuple Light Ordnance Hardpoint x1 (Forward Narrow; IFFx3, None x2*), Heavy Ordnance Hardpoint x1 (Forward Narrow; None*)).				
Flaws/Bonuses: None.				

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*

This craft can also be configured for anti-capship bombing or wild weasel missions; craft that perform these duties ordinarily have a reddish hue to them. In the bomber configuration, a single Torpedo, Poseidon (7/5-18/2300) is loaded on the Heavy Ordnance Hardpoint and the Proteus Swarmer is removed. In wild weasel configuration, the same arrangement as the bomber configuration occurs; additionally, the Cerberus IFFs are replaced with five Anti-Radiation, Hades (3/7-8/900) missiles. The cost of the bomber configuration is €507,398,560 and the wild weasel configuration cost is €488,123,650; both configurations otherwise use the same set of stats as the basic craft.

Devil Ray

Codename: *Devil Ray* Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,464.1 m^3)	
SI: 8,270	Cost: €623,185,915	HD/BHD/FHD: 18/34/32	INIT: +10 (Eighth Class Engine)	Max Speed: 845/1,650 kps (5/10 (+2))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 5,496 (Platolum (Eq.); 2.29 cm)	Guns: Gorgon Heavy (3/4/70) Plasma Cannon, Nephilim Light (4/4/32)	Ordnance: Image Recognition, Medusa (3/6-8/400) Swarmer, Proteus (3/6-18/280)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x1.95), Maneuvering Thrusters x2, ECM Module (-10 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (24 charges), Auto-Repair System (+25), Gun Cooler +4, Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x5 (Forward Narrow; Gorgon x3, Plasma x2), Octuple Light Ordnance Hardpoint x1 (Forward Narrow; ImRec), Dual Light Ordnance Hardpoint x1 (Forward Narrow; Swarmer)).				
Flaws/Bonuses: None.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*				

Squid

Codename: *Squid* Interceptor				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,873.69 m^3)	
SI: 3,830	Cost: €468,928,825	HD/BHD/FHD: 19/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 546 (3 (+2*))
SHP: 950 (Tenth Class Shields)	AHP: 2,712 (Platolum; 1.13 cm)	Guns: Quantum Disruptor (3/4/42)	Ordnance: Friend-or-Foe, Cerberus (3/9-18/280) Swarmer, Proteus (3/6-18/280)	X: Booster Jet*
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Maneuvering Thrusters, ECM Module (-10 HD), Matter/Antimatter Power Plant, Collapsible Sections, Enhanced Countermeasure Pod Dispenser (7 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x6 (Gun Hardpoint x4 (Forward Narrow; Quantum Disruptor), Triple Light Ordnance Hardpoint x1 (Forward Narrow; IFF), Light Ordnance Hardpoint x1 (Forward Narrow; Swarmer)).				
Flaws/Bonuses: *Nature of the Design.* The Squid has a reusable Booster Jet capable of propelling the craft up to 2,400 kps (14). When in use, the craft folds up its four "arms"; its Guns may not be fired in this configuration and its extra turning point movement is reduced to +1. When the booster is not in use, the Engine is vulnerable and exposed; all hits to the Aft Defense Arc while the booster is not in use will cause double the indicated amount of damage and double any indicated Engine damage. It takes one round to both engage and disengage the booster, during which time the craft may not make any other action.				
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*				

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Craft of Wing Commander Arena

Terran

Arrow Eclipse

F-27/Q *Arrow* Light Fighter, *Eclipse* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,488.28 m³)	
SI: 5,070	Cost: €726,483,125	HD/BHD/FHD: 23/35/30 (00/35/05, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 570/1,085 kps (3/7 (+3))
SHP: 2,000 (Second Class **Capital Ship** Shields)	AHP: 3,000 (Platolum; 1.25 cm)	Guns: Meson Blaster, Civilian Grade (4/4/32)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Leech, Prototype/Vampire (LHS) (1/8-28/0)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x1.90), Standard Cloaking Device, Maneuvering Thrusters x3, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, M/AM Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x5 (Gun Hardpoint x2 (Forward Narrow; Meson Blaster), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DFx10), Quad Light Ordnance Hardpoint x1 (Forward Narrow; HS)).				
Flaws/Bonuses: *Gun Battery* (+1 Re-fire Rate to all Guns).				

Arrow Guardian

F-27/R *Arrow* Light Fighter, *Guardian* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (2,968.21 m³)	
SI: 6,714	Cost: €745,878,175	HD/BHD/FHD: 24/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 470/890 kps (3/5 (+1))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 4,008 (Platolum; 1.67 cm)	Guns: Tachyon Gun, Civilian Grade (3/3/50) Neutron Gun, Civilian Grade (2/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520)	X: Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x1.89), Maneuvering Thrusters, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Ejection Seat, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Shield Regenerator (x1.5), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Tachyon), Dual Gun Turret x1 (360°; Neutron Gun), Light Ordnance Hardpoint, Bank x3 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x1 (Forward Narrow; ImRecx10)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 250 SHP over the normal amount may be regained.				

Arrow Scout

F-27/P *Arrow* Light Fighter, *Scout* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (2,933.04 m³)	
SI: 4,244	Cost: €634,404,300	HD/BHD/FHD: 21/32/30	INIT: +10 (Eighth Class Engine)	Max Speed: 645/1,275 kps (4/8 (+3))
SHP: 2,000 (Second Class **Capital Ship** Shields)	AHP: 2,208 (Platolum; 0.92 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Porcupine Mine, Mk. III (1/NA/800)	X: Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x1.98), Maneuvering Thrusters x3, Autoslide Thruster Assembly, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Ejection Seat, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx19), Light Ordnance Hardpoint, Tube x3 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				

Broadsword Behemoth

A-17/K *Broadsword* Heavy Bomber, *Behemoth* Variant				
Chassis/Weight: Light Military Transport			Size Class: 14 (46,946.25 m³)	
SI: 18,208	Cost: €474,902,375	HD/BHD/FHD: 23/29/34	INIT: +11 (Ninth Class Engine)	Max Speed: 225/425 (1/3 (+1))
SHP: 4,100 (Fifth Class **Capital Ship** Shields)	AHP: 13,512 (Platolum; 5.63 cm)	Guns: Tachyon Gun, Civilian Grade (4/3/50) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Torpedo, Lance (6/4-12/5000)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant,} Modified Chassis +10, Scout Module, Afterburner (x1.89), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x14 (Gun Hardpoint x4 (Forward Narrow; Tachyon Gun x2, Neutron Gun x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette (Aft Wide; Neutron Gun), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20), Quad Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: *Engine Battery*. This craft may either move one additional space or automatically succeed at one *Vehicle Piloting* Check when making a maneuver. *Shield Battery*. Any time the shields on this craft recharge, an extra 410 SHP over the normal amount may be regained. *Gun Battery* (+1 Re-fire Rate to all Guns).				

Broadsword Warpig

A-17/L *Broadsword* Heavy Bomber, *Warpig* Variant				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (25,613.64 m³)	
SI: 15,776	Cost: €731,379,350	HD/BHD/FHD: 38/47/45	INIT: +9 (Seventh Class Engine)	Max Speed: 275/520 kps (2/3 (+1))
SHP: 4,100 (Fifth Class **Capital Ship** Shields)	AHP: 10,992 (Platolum; 4.58 cm)	Guns: Meson Blaster, Civilian Grade (4/4/32) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Torpedo, Lance (6/4-12/5000)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +9, Scout Module, Afterburner (x1.89), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x14 (Gun Hardpoint x4 (Forward Narrow; Meson Blaster x2, Neutron Gun x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette x1 (Aft Wide; Neutron Gun), Dual Gun Turret x1 (360°; Neutron Gun), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20), Quad Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 410 SHP over the normal amount may be regained. *Gun Battery* (+1 Re-fire Rate to all Guns).				

Broadsword Executioner

A-17/M *Broadsword* Heavy Bomber, *Executioner* Variant				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (29,635.2 m³)	
SI: 14,848	Cost: €754,537,925	HD/BHD/FHD: 38/47/45	INIT: +9 (Seventh Class Engine)	Max Speed: 300/610 kps (2/4 (+1))
SHP: 4,100 (Fifth Class **Capital Ship** Shields)	AHP: 10,008 (Platolum; 4.17 cm)	Guns: Neutron Gun, Civilian Grade (3/3/62) Tachyon Gun, Civilian Grade (4/3/50) Plasma Gun, Civilian Grade (3/3/72)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +11, Scout Module, Afterburner (x2.03), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Shield Regenerator (x1.5), Tracking Computer, ITTS, Weapon Station x15 (Gun Hardpoint x4 (Forward Narrow; Tachyon x2, Plasma x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette x1 (Aft Wide; Neutron Gun) , Dual Gun Turret x1 (360°; Neutron Gun), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; HSx5)).				

Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 410 SHP over the normal amount may be regained.
Gun Battery (+1 Re-fire Rate to all Guns).

Rapier-II Blade

F-44/W *Rapier-II* Space Superiority Fighter, *Blade* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,593.41 m³)	
SI: 7,116	Cost: €568,949,325	HD/BHD/FHD: 23/35/30	INIT: +9 (Seventh Class Engine)	Max Speed: 415/815 kps (2/5 (+1))
SHP: 2,800 (Third Class **Capital Ship** Shields)	AHP: 4,152 (Platolum; 1.73 cm)	Guns: Meson Blaster, Civilian Grade (3/4/32) Tachyon Gun, Civilian Grade (3/3/50)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x1.96), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Ejection Seat, Collapsible Sections, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Meson x2, Tachyon x2), Light Ordnance Hardpoint, Bank x3 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; HSx5)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 280 SHP over the normal amount may be regained.				

Rapier-II Cavalier

F-44/X *Rapier-II* Space Superiority Fighter, *Cavalier* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,671.54 m³)	
SI: 8,384	Cost: €806,123,725	HD/BHD/FHD: 26/38/31	INIT: +8 (Sixth Class Engine)	Max Speed: 300/570 kps (2/3 (+1))
SHP: 2,800 (Third Class **Capital Ship** Shields)	AHP: 5,496 (Platolum; 2.29 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Ionic Pulse Cannon, Civilian Grade (2/5/54) Neutron Gun, Civilian Grade (2/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Scout Module, Afterburner (x1.90), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Ejection Seat, Collapsible Sections, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Shield Regenerator (x1.5), Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Ionic Pulse Cannon x2, Laser x2), Dual Gun Turret x1 (360°; Neutron Gun), Light Ordnance Hardpoint, Bank x4 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; ImRecx10)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 280 SHP over the normal amount may be regained.				

Rapier-II Vanguard

F-44/V *Rapier-II* Space Superiority Fighter, *Vanguard* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,599.77 m³)	
SI: 7,784	Cost: €584,440,700	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 365/690 (2/4 (+1))
SHP: 2,300 (Third Class **Capital Ship** Shields)	AHP: 4,992 (Platolum; 2.08 cm)	Guns: Laser Cannon, Civilian Grade (6/5/18) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Porcupine Mine, Mk. III (1/NA/800)	X: Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Scout Module, Afterburner (x1.89), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Gun Cooler +3, ITTS, Weapon Station x12 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Neutron Gun x2), Dual Gun Turret x1 (360°; Neutron Gun), Light Ordnance Hardpoint, Bank x4 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x3 (Aft Narrow; MINEx5)).				
Flaws/Bonuses: *Gun Battery* (+1 Re-fire Rate to all Guns)				

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Kilrathi

Darket Dragonfly

Darket Light Fighter, *Dragonfly* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,073.71 m³)	
SI: 3,648	Cost: €755,369,825	HD/BHD/FHD: 24/35/31 (00/35/06, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 580/1,150 kps (3/7 (+3))
SHP: 800 (Eighth Class Shields)	AHP: 2,712 (Platolum; 1.13 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Tachyon Gun, Civilian Grade (3/3/50)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: Cloaking Device Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x1.98), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Tachyon Gun x2), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x1 (Forward Narrow; HSx5)).				
Flaws/Bonuses: None.				

Darket Raptor

Darket Light Fighter, *Raptor* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (2,378.06 m³)	
SI: 4,568	Cost: €773,363,225	HD/BHD/FHD: 24/35/31 (00/35/06, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 515/975 kps (3/6 (+1))
SHP: 1,300 (Second Class **Capital Ship** Shields)	AHP: 3,096 (Platolum; 1.29 cm)	Guns: Meson Blaster, Civilian Grade (3/4/32) Ionic Pulse Cannon, Civilian Grade (2/5/54)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x1.89), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Meson Blaster x2, Ionic Pulse Cannon x2), Quint Light Ordnance Hardpoint x2 (Forward Narrow; HS), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx20)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 130 SHP over the normal amount may be regained.				

Darket Stalker

Darket Light Fighter, *Stalker* Variant				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,576.64 m³)	
SI: 4,996	Cost: €738,326,075	HD/BHD/FHD: 24/35/31 (00/35/06, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 425/800 kps (3/5 (+1))
SHP: 800 (Eighth Class Shields)	AHP: 3,912 (Platolum; 1.63 cm)	Guns: Neutron Gun, Civilian Grade (2/3/62) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Leech, Prototype/Vampire (LHS) (1/8-28/0)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x1.88), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Akwende Drive, Matter/Antimatter Power Plant, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Neutron Gun x2), Dual Gun Turret x1 (360°; Neutron Gun), Quad Light Ordnance Hardpoint x1 (Forward Narrow; LHS), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx20)).				
Flaws/Bonuses: None.				

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Dralthi-IX Shank

Dralthi-IX Medium Multi-Role Fighter, Shank Variant				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,319.58 m³)	
SI: 5,996	Cost: €939,157,300	HD/BHD/FHD: 27/38/34 (02/38/09, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 365/690 kps (2/4 (+1))
SHP: 1,200 (Second Class **Capital Ship** Shields)	AHP: 4,608 (Platolum; 1.92 cm)	Guns: Meson Blaster, Civilian Grade (4/4/32) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Porcupine Mine, Mk. III (1/NA/800)	X: Cloaking Device Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Scout Module, Afterburner (x1.89), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Auto-Repair System (+25), Shield Regenerator (x1.5), ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Meson Blaster x2, Neutron Gun x2), Light Ordnance Hardpoint, Bank x4 (Forward Narrow; DFx20), Light Ordnance Hardpoint, Tube x3 (Aft Narrow; MINEx10)				
Flaws/Bonuses: Gun Battery (+1 Re-fire Rate to all Guns)				

Dralthi-IX Rhino

Dralthi-IX Medium Multi-Role Fighter, Rhino Variant				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (13,333.28 m³)	
SI: 7,752	Cost: €959,456,050	HD/BHD/FHD: 32/42/39 (07/42/14, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 300/570 kps (2/3 (+1))
SHP: 1,700 (Second Class **Capital Ship** Shields)	AHP: 5,808 (Platolum; 2.42 cm)	Guns: Plasma Gun, Civilian Grade (3/3/72) Tachyon Gun, Civilian Grade (4/3/50)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Heat Seeker, Long Range (LRHS) (1/8-28/400)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x1.9), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Tachyon Gun x2, Plasma Gun x2), Quint Light Ordnance Hardpoint x3 (Forward Narrow; HS), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx20)).				
Flaws/Bonuses: Shield Battery. Any time the shields on this craft recharge, an extra 170 SHP over the normal amount may be regained. Gun Battery (+1 Re-fire Rate to all Guns)				

Dralthi-IX Striker

Dralthi-IX Medium Multi-Role Fighter, Striker Variant				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (7,954.35 m³)	
SI: 5,628	Cost: €876,501,000	HD/BHD/FHD: 27/38/34 (02/38/09, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 420/815 kps (3/5 (+1))
SHP: 1,700 (Second Class **Capital Ship** Shields)	AHP: 3,840 (Platolum; 1.60 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Civilian Grade (2/4/26)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Leech, Prototype/Vampire (LHS) (1/8-28/0)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 1.6 m³ (1.6 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x1.94), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Mass Driver x2), Quad Light Ordnance Hardpoint x1 (Forward Narrow; LHS), Light Ordnance Hardpoint, Bank x4 (Forward Narrow; DFx20)).				
Flaws/Bonuses: Shield Battery. Any time the shields on this craft recharge, an extra 170 SHP over the normal amount may be regained.				

Paktahn Mauler

Paktahn Heavy Torpedo Bomber, Mauler Variant				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (21,165.25 m³)	
SI: 17,304	Cost: €699,144,350	HD/BHD/FHD: 37/47/42	INIT: +8 (Sixth Class Engine)	Max Speed: 215/410 kps (1/2 (+1))
SHP: 3,700 (Fourth Class **Capital Ship** Shields)	AHP: 13,008 (Platolum; 5.42 cm)	Guns: Tachyon Gun, Civilian Grade (4/3/50) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Torpedo, Lance (6/4-12/5000)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Scout Module, Afterburner (x1.91), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (50 charges), Tractor Beam, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, ITTS, Weapon Station x14 (Gun Hardpoint x4 (Forward Narrow; Tachyon Gun x2, Neutron Gun x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette (Aft Wide; Neutron Gun), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20), Quad Heavy Ordnance Hardpoint x2 (Forward Narrow; TORP)).				
Flaws/Bonuses: *Engine Battery*. This craft may either move one additional space or automatically succeed at one *Vehicle Piloting* Check when making a maneuver. *Gun Battery* (+1 Re-fire Rate to all Guns)				

Paktahn Phantom

Paktahn Heavy Torpedo Bomber, Phantom Variant				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (17,229.33 m³)	
SI: 14,276	Cost: €941,120,825	HD/BHD/FHD: 34/44/41 (09/44/16, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 300/585 kps (2/4 (+1))
SHP: 3,700 (Fourth Class **Capital Ship** Shields)	AHP: 10,008 (Platolum; 4.17 cm)	Guns: Mass Driver Cannon, Civilian Grade (3/4/26) Plasma Gun, Civilian Grade (3/3/72) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Torpedo, Lance (6/4-12/5000)	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Scout Module, Afterburner (x1.95), Standard Cloaking Device, Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Enhanced Countermeasure Pod Dispenser (50 charges), Auto-Repair System (+25), Tracking Computer, ITTS, Weapon Station x13 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Plasma Gun x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette (Aft Wide; Neutron Gun), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20), Quad Heavy Ordnance Hardpoint x1 (Forward Narrow; TORP)).				
Flaws/Bonuses: *Shield Battery*. Any time the shields on this craft recharge, an extra 370 SHP over the normal amount may be regained. *Gun Battery* (+1 Re-fire Rate to all Guns)				

Paktahn Tusk

Paktahn Heavy Torpedo Bomber, Tusk Variant				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (17,918.21 m³)	
SI: 15,868	Cost: €745,537,500	HD/BHD/FHD: 37/47/42	INIT: +8 (Sixth Class Engine)	Max Speed: 260/495 kps (2/3 (+1))
SHP: 3,200 (Fourth Class **Capital Ship** Shields)	AHP: 12,000 (Platolum; 5.00 cm)	Guns: Meson Blaster, Civilian Grade (4/4/32) Ionic Pulse Cannon, Civilian Grade (3/5/54) Neutron Gun, Civilian Grade (3/3/62)	Ordnance: Dumb-Fire (DF), Standard (1/2-8/300) Porcupine Mine, Mk. III (1/NA/800)	X: Tachyon Sonar
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 3.1 m³ (3.1 m³ base)	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Scout Module, Afterburner (x1.9), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, Akwende Drive, Matter/Antimatter Power Plant, Tachyon Sonar, Auto-Repair System (+25), Shield Regenerator (x1.5), ITTS, Weapon Station x16 (Gun Hardpoint x4 (Forward Narrow; Meson Blaster x2, Ionic Pulse Cannon x2), Dual Gun Sponson x2 (Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette (Aft Wide; Neutron Gun), Dual Gun Turret (360°; Neutron Gun), Quint Light Ordnance Hardpoint x3 (Aft Narrow; MINE), Light Ordnance Hardpoint, Bank x5 (Forward Narrow; DFx20)).
Flaws/Bonuses: *Gun Battery* (+1 Re-fire Rate to all Guns)

Craft of Privateer 2: The Darkening

CIS

Duress (Military)

ML1b *Duress* Military Light Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 8 (959.34 m³)	
SI: 2,794	Cost: €527,635,750	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 400/800 kps (2/5 (+1))
SHP: 1,750 (Second Class **Capital Ship** Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2.00), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Signal Filter (x1), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipex2, Brute Mk I x1, Brute Mk II x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Faldari (Military)

ML2b *Faldari* Military Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,029.05 m³)	
SI: 3,766	Cost: €548,750,825	HD/BHD/FHD: 36/48/43	INIT: +9 (Seventh Class Engine)	Max Speed: 440/880 kps (3/5 (+1))
SHP: 1,500 (Second Class **Capital Ship** Shields)	AHP: 2,126 (Tungsten; 10.63 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), BSE Virus Generator (x2), Signal Filter (x1), Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1, Banshee x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

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Freij (Military)

ML3b *Freij* Military Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (18,686.81 m³)	
SI: 4,525	Cost: €687,206,580	HD/BHD/FHD: 48/58/55	INIT: +9 (Seventh Class Engine)	Max Speed: 320/640 kps (2/4 (+1))
SHP: 1,875 (Second Class **Capital Ship** Shields)	AHP: 2,500 (Tungsten; 12.50 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Shield Regenerator (x2), BSE Virus Generator (x=3), Signal Filter, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Stream), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x2, Brute x1, Python x1, Banshee x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Heretic (Military)

ML4X *Heretic* Military Extra-Heavy Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,173.22 m³)	
SI: 3,925	Cost: €657,810,650	HD/BHD/FHD: 38/50/45	INIT: +9 (Seventh Class Engine)	Max Speed: 560/1,120 kps (3/7 (+1))
SHP: 1,500 (Second Class **Capital Ship** Shields)	AHP: 2,250 (Tungsten; 11.25 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Torpedo, Hellraiser (1/4-16/16,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Shield Regenerator (x3), BSE Virus Generator (x=3), Signal Filter, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x2 (Forward Narrow; Stingray x1, Hellraiser x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

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Jincilla

Skull

SKUL *Skull* Light Fighter				
Chassis/Weight: Super Light Military Fightercraft			Size Class: 6 (233.97 m³)	
SI: 1,770	Cost: €438,509,820	HD/BHD/FHD: 15/29/22	INIT: +9 (Seventh Class Engine)	Max Speed: 560/1,120 kps (3/7 (+1))
SHP: 850 (Eighth Class Shields)	AHP: 876 (Tungsten; 4.38 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x5 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x2 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk. II x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Veldor

ML05 *Veldor* Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,401.47 m³)	
SI: 2,370	Cost: €499,439,605	HD/BHD/FHD: 28/40/35	INIT: +9 (Seventh Class Engine)	Max Speed: 380/760 kps (2/5 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,250 (Tungsten; 6.25 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Tacon

PRHA *Tacon* Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (15,947.17 m³)	
SI: 3,550	Cost: €664,832,925	HD/BHD/FHD: 39/54/51	INIT: +9 (Seventh Class Engine)	Max Speed: 380/760 kps (2/5 (+1))
SHP: 1,375 (Second Class **Capital Ship** Shields)	AHP: 2,000 (Tungsten; 10.00 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	

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Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +11, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Gun Cooler +1, Shield Regenerator (x1.75), BSE Virus Generator (x=3), Signal Filter, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Flux), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk. II x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).
Flaws/Bonuses: None.
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

Jincilla Shuttle

SH2A Shuttle				
Chassis/Weight: Super Light Military Transport			Size Class: 13 (28,321.73 m³)	
SI: 8,220	Cost: €1,118,536,018	HD/BHD/FHD: 49/56/56	INIT: +10 (Eighth Class Engine)	Max Speed: 240/480 kps (1/3)
SHP: 4,000 (Fourth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None
Crew/Passengers: 1/119 (120 3.125 m³ Medium Berths)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant}, Reinforced Chassis, Scout Module, ECM Module (-5 HD), D-Drive, ITTS, Afterburner (x2.00), Weapon Station x1 (Dual Gun Turret (360°; Turret A)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Kiowan

Vector

PLM2 *Vector* Light Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,522.9 m³)	
SI: 2,795	Cost: €446,661,695	HD/BHD/FHD: 31/42/38	INIT: +9 (Seventh Class Engine)	Max Speed: 360/720 kps (2/4 (+1))
SHP: 1,625 (Second Class **Capital Ship** Shields)	AHP: 1,126 (Tungsten; 5.63 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk II x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*				

Leighat

MLA5 *Leighat* Medium Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,297.69 m³)	
SI: 1,810	Cost: €475,723,730	HD/BHD/FHD: 24/36/31	INIT: +9 (Seventh Class Engine)	Max Speed: 400/800 kps (2/5 (+1))
SHP: 750 (Eighth Class Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Hi-Explosive Mine (1/NA/900)	X: None

Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)		Cargo Capacity: None
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).		
Flaws/Bonuses: None.		
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*		

Krell

PRHB *Krell* Heavy Fighter

Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (27,904.07 m³)	
SI: 2,890	Cost: €713,623,050	HD/BHD/FHD: 44/53/51	INIT: +9 (Seventh Class Engine)	Max Speed: 400/800 kps (2/5 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,750 (Tungsten; 8.75 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +6, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Shield Regenerator (x1.75), BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*				

Kiowan Shuttle

SH1A Shuttle

Chassis/Weight: Super Light Military Transport			Size Class: 13 (25,995.16 m³)	
SI: 8,220	Cost: €1,082,786,018	HD/BHD/FHD: 49/56/56	INIT: +10 (Eighth Class Engine)	Max Speed: 240 kps (1)
SHP: 4,000 (Fourth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None
Crew/Passengers: 1/119 (120 3.125 m³ Medium Berths)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, External Docking Port, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant}, Reinforced Chassis, Scout Module, ECM Module (-5 HD), D-Drive, ITTS, Weapon Station (Dual Gun Turret x1 (360°; Turret A)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

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Chirichan

Demon, Chirichan

PLM3 *Demon* Light Fighter					
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (31,987.78 m³)		
SI: 1,794	Cost: €467,610,750	HD/BHD/FHD: 39/48/46	INIT: +9 (Seventh Class Engine)		Max Speed: 280/560 kps (2/3 (+1))
SHP: 750 (Eighth Class Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Hi-Explosive Mine (1/NA/900)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Stream) Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x2, Brute Mk. I x1, Brute Mk. II x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*					

Heron

ML04 *Heron* Medium Fighter					
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (2,815.11 m³)		
SI: 2,620	Cost: €534,491,625	HD/BHD/FHD: 30/42/37	INIT: +9 (Seventh Class Engine)		Max Speed: 400/800 kps (2/5 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,500 (Tungsten; 7.50 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Hi-Explosive Mine (1/NA/900)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x2, Brute x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*					

Testmos

PL2A *Testmos* Heavy Fighter					
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (1,300.69 m³)		
SI: 3,425	Cost: €763,509,855	HD/BHD/FHD: 30/47/42	INIT: +9 (Seventh Class Engine)		Max Speed: 440/880 kps (3/5 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 2,250 (Tungsten; 11.25 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)		X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None		

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +10, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-10 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Gun Cooler +1, Shield Regenerator (x2), BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).
Flaws/Bonuses: None.
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

Chirichan Shuttle

SH1B Shuttle					
Chassis/Weight: Very Heavy Military Shuttle			Size Class: 11 (10,883.83 m^3)		
SI: 8,220	Cost: €532,995,218	HD/BHD/FHD: 68/77/75	INIT: +9 (Seventh Class Engine)	Max Speed: 240/480 kps (1/3)	
SHP: 4,000 (Fourth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None	
Crew/Passengers: 1/29 (30 3.125 m^3 Medium Berths)			Cargo Capacity: 1.65 m^3 (1.6 m^3 base, 0.05 m^3 from accommodations)		
Accessories/Pods: {Tachyon Radar}, Reinforced Chassis, Fourth Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS, Afterburner (x2.00), Weapon Station (Dual Gun Turret x1 (360°; Turret A)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*					

Papogod

Tembler

PLM4 *Tembler* Light Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (795.96 m^3)	
SI: 2,691	Cost: €495,965,100	HD/BHD/FHD: 27/39/34	INIT: +9 (Seventh Class Engine)	Max Speed: 408/816 kps (2/5 (+1))
SHP: 1,125 (Second Class **Capital Ship** Shields)	AHP: 1,500 (Tungsten; 7.50 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +3, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x3 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk II x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Ecantona

PR2B *Ecantona* Medium Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 11 (11,122.37 m^3)	
SI: 2,620	Cost: €480,241,425	HD/BHD/FHD: 27/39/34	INIT: +9 (Seventh Class Engine)	Max Speed: 400/800 kps (2/5 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,500 (Tungsten; 7.50 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Hi-Explosive Mine (1/NA/900)	X: None

Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)	Cargo Capacity: None

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tracking Computer, ITTS, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information*

Ashearer

ML4B *Ashearer* Heavy Fighter				
Chassis/Weight: Light Military Fightercraft			Size Class: 8 (767.29 m³)	
SI: 2,301	Cost: €542,753,200	HD/BHD/FHD: 25/37/32	INIT: +9 (Seventh Class Engine)	Max Speed: 480/960 kps (3/6 (+1))
SHP: 750 (Eighth Class Shields)	AHP: 1,376 (Tungsten; 6.88 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +8, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Gun Cooler +1, BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1, Banshee x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

Papogod Shuttle

SH2B Shuttle				
Chassis/Weight: Very Heavy Military Shuttle			Size Class: 11 (10,883.83 m³)	
SI: 7,220	Cost: €458,411,468	HD/BHD/FHD: 62/71/69	INIT: +9 (Seventh Class Engine)	Max Speed: 300/600 kps (2/4)
SHP: 3,500 (Fourth Class Shields)	AHP: 3,500 (Tungsten; 17.50 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None
Crew/Passengers: 1/29 (30 3.125 m³ Medium Berths)			Cargo Capacity: 1.65 m³ (1.6 m³ base, 0.05 m³ from accommodations)	

Accessories/Pods: {Tachyon Radar}, Reinforced Chassis, Fourth Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS, Afterburner (x2.00), Weapon Station (Dual Gun Turret x1 (360°; Turret A)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

Kindred

Vendetta

KN1B *Vendetta* Light Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (5,671.67 m³)	
SI: 3,230	Cost: €680,864,400	HD/BHD/FHD: 36/47/41	INIT: +9 (Seventh Class Engine)	Max Speed: 380/760 kps (2/5 (+1))
SHP: 1,375 (Second Class **Capital Ship** Shields)	AHP: 1,750 (Tungsten; 8.75 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Shield Regenerator (x2.00), Signal Filter, Tracking Computer, ITTS, Weapon Station x8 (Gun Hardpoint x3 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Blade

PL4B *Blade* Heavy Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,958.02 m³)	
SI: 3,226	Cost: €737,182,050	HD/BHD/FHD: 31/46/41	INIT: +9 (Seventh Class Engine)	Max Speed: 480/960 kps (3/6 (+1))
SHP: 1,250 (Second Class **Capital Ship** Shields)	AHP: 1,876 (Tungsten; 9.38 cm)	Guns: Mass Ion Cannon (18/1/25)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Hi-Explosive Mine (1/NA/900)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +9, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Shield Regenerator (x2.00), BSE Virus Generator (x=3), Signal Filter, Tracking Computer, ITTS, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Mass Ion Cannon), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*				

Civilian

Straith

PL01 *Straith* Light Fighter				
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (537.20 m³)	
SI: 1,800	Cost: €19,191,825	HD/BHD/FHD: 25/38/30	INIT: +7 (Sixth Class Engine)	Max Speed: 288/576 kps (2/3)
SHP: 1,000 (Tenth Class Shields)	AHP: 750 (Tungsten; 3.75 cm)	Guns: Volt Laser (7/1/25)	Ordnance: Snipe Missile (1/2-20/450)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seat)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +5, Scout Module, Afterburner (x2), ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Tractor Beam, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Volt), Light Ordnance Hardpoint x2 (Forward Narrow; Snipe)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry. Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €10,000.*				

Aurora

PR01 *Aurora* Light Fighter				
Chassis/Weight: Super Light Commercial Fightercraft			Size Class: 6 (342.84 m³)	
SI: 2,644	Cost: €25,129,625	HD/BHD/FHD: 21/35/38	INIT: +8 (Seventh Class Engine)	Max Speed: 320/640 kps (2/4 (+1))
SHP: 1,550 (Second Class **Capital Ship** Shields)	AHP: 1,050 (Tungsten; 5.25 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +11, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk II x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €34,000.*				

Velacia

PL02 *Velacia* Light Fighter				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 10 (2,828.94 m³)	
SI: 2,560	Cost: €22,654,100	HD/BHD/FHD: 36/47/43	INIT: +8 (Seventh Class Engine)	Max Speed: 320/640 kps (2/4 (+1))
SHP: 1,000 (Tenth Class Shields)	AHP: 1,500 (Tungsten; 7.50 cm)	Guns: Flux Beam (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +7, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x5 (Gun Hardpoint x2 (Forward Narrow; Flux), Light Ordnance Hardpoint x3 (Forward Narrow; Snipe x2, Brute x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €20,000.*				

Drakkar

KN01 *Drakkar* Light Fighter				
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (682.71 m³)	
SI: 3,120	Cost: €28,907,000	HD/BHD/FHD: 23/36/30	INIT: +8 (Seventh Class Engine)	Max Speed: 400/800 kps (2/5 (+1))
SHP: 2,250 (Third Class **Capital Ship** Shields)	AHP: 750 (Tungsten; 3.75 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +16, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Shield Regenerator (x1.75), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x2, Brute x1, Python x1, Disruptor x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser, Shield Regenerator and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €90,000.*				

Duress

ML01 *Duress* Light Fighter				
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (512.87 m³)	
SI: 2,670	Cost: €24,041,195	HD/BHD/FHD: 24/37/31	INIT: +8 (Seventh Class Engine)	Max Speed: 380/759 kps (2/5 (+1))
SHP: 1,750 (Second Class **Capital Ship** Shields)	AHP: 876 (Tungsten; 4.38 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +14, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Tracking Computer, ITTS, {Open Module Points – 3}, Weapon Station x8 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x6 (Forward Narrow; Snipe x3, Brute x1, Python x1, Disruptor x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €60,000.*				

Shaman

PR02 *Shaman* Medium Fighter				
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (1,297.57 m³)	
SI: 2,719	Cost: €24,642,250	HD/BHD/FHD: 29/41/36	INIT: +8 (Seventh Class Engine)	Max Speed: 320/640 kps (2/4 (+1))
SHP: 1,625 (Second Class **Capital Ship** Shields)	AHP: 1,050 (Tungsten; 5.25 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +12, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Signal Filter, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €17,000.*				

Jendevi

PR04 *Jendevi* Medium Fighter				
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (1,251.65 m³)	
SI: 2,981	Cost: €28,254,395	HD/BHD/FHD: 36/48/41	INIT: +7 (Sixth Class Engine)	Max Speed: 280/560 kps (2/3 (+1))
SHP: 1,250 (Second Class **Capital Ship** Shields)	AHP: 1,626 (Tungsten; 8.13 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Python Missile (1/4-28-1,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +14, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, BSE Virus Generator (x=2), Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x7 (Gun Hardpoint x3 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x2)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser and BSE Virus Generator). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €45,000.*				

Skecis

PL03 *Skecis* Medium Fighter				
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (796.64 m³)	
SI: 3,034	Cost: €28,666,745	HD/BHD/FHD: 36/48/43	INIT: +8 (Seventh Class Engine)	Max Speed: 360/719 kps (2/4 (+1))
SHP: 1,088 (Second Class **Capital Ship** Shields)	AHP: 1,826 (Tungsten; 9.13 cm)	Guns: Flux Beam (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +16, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Shield Regenerator (x1.5), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk II x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurement of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser, Shield Regenerator and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €85,000.*				

Skecis Mk-II

PL3A *Skecis* Medium Fighter, Mk II				
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (449.82 m³)	
SI: 2,930	Cost: €26,304,150	HD/BHD/FHD: 26/39/33	INIT: +8 (Seventh Class Engine)	Max Speed: 360/720 (2/4 (+1))
SHP: 1,575 (Second Class **Capital Ship** Shields)	AHP: 1,250 (Tungsten; 6.25 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +14, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Shield Regenerator (x1.75), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 1}, Weapon Station x8 (Gun Hardpoint x3 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x2, Brute Mk I x1, Brute Mk II x1, Python x1)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.

A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser, Shield Regenerator and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €80,000.

Kalrechi

PL04 *Kalrechi* Medium Fighter				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 9 (2,019.92 m³)	
SI: 3,476	Cost: €36,599,820	HD/BHD/FHD: 39/51/46	INIT: +8 (Seventh Class Engine)	Max Speed: 360/720 kps (2/4 (+1))
SHP: 1,500 (Second Class **Capital Ship** Shields)	AHP: 1,876 (Tungsten; 9.38 cm)	Guns: Mass Ion Cannon (18/1/25)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +16, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Tracking Computer, ITTS, {Open Module Points - 5}, Weapon Station x8 (Gun Hardpoint x4 (Forward Narrow; Mass Ion Cannon), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x2)).

Flaws/Bonuses: None.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*

This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.

A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €110,000.

Heretic

ML02 *Heretic* Medium Fighter					
Chassis/Weight: Very Light Commercial Fightercraft			Size Class: 7 (452.22 m³)		
SI: 3,213	Cost: €24,210,250	HD/BHD/FHD: 26/39/33	INIT: +8 (Seventh Class Engine)		Max Speed: 428/855 kps (3/5 (+1))
SHP: 1,875 (Second Class **Capital Ship** Shields)	AHP: 1,250 (Tungsten; 6.25 cm)	Guns: Stream Laser (6/1/22)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0)		X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +17, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Signal Filter, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x6 (Forward Narrow; Snipe x3, Brute x1, Python x1, Disruptor x1)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €100,000.*					

Karnenan

PR03 *Karnenan* Heavy Fighter					
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (1,302.82 m³)		
SI: 2,925	Cost: €28,149,050	HD/BHD/FHD: 34/46/41	INIT: +8 (Seventh Class Engine)		Max Speed: 360/720 kps (2/4 (+1))
SHP: 1,075 (Second Class **Capital Ship** Shields)	AHP: 1,750 (Tungsten; 8.75 cm)	Guns: Mass Ion Cannon (18/1/25)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0)		X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +17, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Signal Filter, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x9 (Gun Hardpoint x4 (Forward Narrow; Mass Ion Cannon), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1, Disruptor x1)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €70,000.*					

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Icarus

PR05 *Icarus* Heavy Fighter				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 10 (3,687.23 m³)	
SI: 3,121	Cost: €28,261,970	HD/BHD/FHD: 34/45/41	INIT: +8 (Seventh Class Engine)	Max Speed: 412/825 kps (2/5 (+1))
SHP: 1,625 (Second Class **Capital Ship** Shields)	AHP: 1,376 (Tungsten; 6.88 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +16, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 2}, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Stream), Light Ordnance Hardpoint x6 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x2, Disruptor x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser, Signal Filter and BSE Virus Generator). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €105,000.*				

Freij

ML06 *Freij* Heavy Fighter				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 9 (1,826.94 m³)	
SI: 4,516	Cost: €33,183,650	HD/BHD/FHD: 39/51/46	INIT: +8 (Seventh Class Engine)	Max Speed: 400/720 (2/4 (+1))
SHP: 2,500 (Third Class **Capital Ship** Shields)	AHP: 1,876 (Tungsten; 9.38 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Disruptor Missile (1/4-22/0) Hi-Explosive Mine (1/NA/900)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +20, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Signal Filter, Tracking Computer, ITTS, {Open Module Points - 5}, Weapon Station x11 (Gun Hardpoint x4 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x6 (Forward Narrow; Snipe x2, Brute x1, Python x1, Banshee x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €180,000.*				

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Freij Mk-II

ML6A *Freij* Heavy Fighter, Mk-II				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 9 (1,826.94 m³)	
SI: 6,200	Cost: €41,557,855	HD/BHD/FHD: 42/59/54	INIT: +8 (Seventh Class Engine)	Max Speed: 440/880 kps (3/5 (+1))
SHP: 3,250 (Fourth Class **Capital Ship** Shields)	AHP: 2,750 (Tungsten; 13.75 cm)	Guns: Kraven Mk. IV (10/1/40)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Disruptor Missile (1/4-22/0) Torpedo, Hellraiser (1/4-16/16,000) Hi-Explosive Mine (1/NA/900)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +22, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-10 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Gun Cooler +1, Shield Regenerator (x1.75), BSE Virus Generator (x=3), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Kraven), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; Hellraiser)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser, Shield Regenerator, Signal Filter, and BSE Virus Generator). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €200,000.*				

Danrik

KN02 *Danrik* Heavy Fighter				
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (1,268.67 m³)	
SI: 4,400	Cost: €32,473,675	HD/BHD/FHD: 32/44/39	INIT: +8 (Seventh Class Engine)	Max Speed: 440/880 kps (3/5 (+2))
SHP: 2,750 (Third Class **Capital Ship** Shields)	AHP: 1,500 (Tungsten; 7.50 cm)	Guns: Flux Beam (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk I Missile (1/4-22/650) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Hi-Explosive Mine (1/NA/900)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +22, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Gun Cooler +1, BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x12 (Gun Hardpoint x5 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute Mk I x1, Brute Mk II x1, Python x1, Disruptor x1), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx10), Heavy Ordnance Hardpoint x1 (Forward Narrow; None)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser and Signal Filter). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €250,000.*				

Faldari

ML03 *Faldari* Heavy Fighter				
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 10 (2,859.96 m³)	
SI: 3,526	Cost: €32,094,470	HD/BHD/FHD: 38/49/45	INIT: +8 (Seventh Class Engine)	Max Speed: 360/720 kps (2/4 (+1))
SHP: 1,750 (Second Class **Capital Ship** Shields)	AHP: 1,626 (Tungsten; 8.13 cm)	Guns: Stream Laser Mk. II (9/1/30)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000) Torpedo, Hellraiser (1/4-16/16,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +20, Reinforced Chassis, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Enhanced Countermeasure Pod Dispenser (10 charges), Tractor Beam, Gun Cooler +1, BSE Virus Generator (x=2), Signal Filter, Tracking Computer, ITTS, {Open Module Points - 3}, Weapon Station x11 (Gun Hardpoint x5 (Forward Narrow; Stream), Light Ordnance Hardpoint x4 (Forward Narrow; Snipe x1, Brute x1, Python x1, Disruptor x1), Heavy Ordnance Hardpoint x2 (Forward Narrow; Stingray x1, Hellraiser x1)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *"This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Enhanced Countermeasure Pod Dispenser, Signal Filter and BSE Virus Generator). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €160,000.*				

Faldari Mk-II

ML3A *Faldari* Heavy Fighter, Mk-II				
Chassis/Weight: Light Commercial Fightercraft			Size Class: 8 (1,094.22 m³)	
SI: 3,266	Cost: €25,213,800	HD/BHD/FHD: 30/44/37	INIT: +8 (Seventh Class Engine)	Max Speed: 360/720 kps (2/4 (+1))
SHP: 1,750 (Second Class **Capital Ship** Shields)	AHP: 1,376 (Tungsten; 6.88 cm)	Guns: Flux Beam Mk. II (7/1/35)	Ordnance: Snipe Missile (1/2-20/450) Brute Mk II Missile (1/4-24/800) Python Missile (1/4-28/1,000) Banshee Missile (1/4-16/0) Disruptor Missile (1/4-22/0) Torpedo, Stingray (1/4-16/8,000)	X: Tractor Beam
Crew/Passengers: 1/1 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: None	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +18, Scout Module, Afterburner (x2), Maneuvering Thrusters, ECM Module (-5 HD), Capital Ship Shield Adapter, D-Drive, Matter/Antimatter Power Plant, Ejection Seat, Countermeasure Pod Dispenser (10 charges), Tractor Beam, Tracking Computer, ITTS, {Open Module Points - 5}, Weapon Station x10 (Gun Hardpoint x4 (Forward Narrow; Flux Beam), Light Ordnance Hardpoint x5 (Forward Narrow; Snipe x1, Brute x1, Python x1, Banshee x1, Disruptor x1), Heavy Ordnance Hardpoint x1 (Forward Narrow; Stingray)).				
Flaws/Bonuses: None.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.* *This craft may be equipped with any combination of Light Ordnance appropriate to its period. If equipped with Mines of any type, the hardpoint on which they are mounted should be changed to a Light Ordnance Hardpoint, Tube (Aft Narrow) with ten charges. Craft of this type are commonly encountered with Hi-Explosive Mine (1/NA/900) in place of one of its listed missiles.* *A stock version of this craft is often available for purchase at various points around the Tri-System; this version comes without any of the listed weaponry (Guns or Ordnance) and without any Modules installed (remove the Countermeasure Pod Dispenser). Stock versions are sold to civilian interests by the Tri-System government at a subsidized rate of €125,000.*				

Previa

Previa-type Shuttle					
Chassis/Weight: Super Heavy Commercial Shuttle			Size Class: 12 (13,297.70 m³)		
SI: 4,000	Cost: €20,171,915	HD/BHD/FHD: 65/73/66	INIT: +7 (Seventh Class Engine)		Max Speed: 200/400 kps (1/2)
SHP: 1,250 (Second Class Shields)	AHP: 2,750 (Tungsten; 13.75 cm)	Guns: None	Ordnance: None		X: None
Crew/Passengers: Varies*			Cargo Capacity: None		
Accessories/Pods: {Tachyon Radar}, Reinforced Chassis, Second Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS, Afterburner (x2.00)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.* This craft may be configured as a passenger liner, transport or shuttle. When configured as a liner, its accommodations include 301 0.78125 m³ Airplane Seats. In transport configuration, accommodations include 101 1.5625 m³ Crew Berths, and in shuttle configuration, accommodations include 51 3.125 m³ Medium Berths. In all three cases, the craft has a Crew of one and single occupancy for all accommodation spaces, with the remaining spaces dedicated to passenger service.					

Gea Transit

CR01 Gea Transit-class Transport					
Chassis/Weight: Medium Commercial Shuttle			Size Class: 10 (4,561.15 m³)		
SI: 8,000	Cost: €23,950,225	HD/BHD/FHD: 64/74/71	INIT: +7 (Seventh Class Engine)		Max Speed: 288/578 kps (2/3)
SHP: 4,250 (Fifth Class Shields)	AHP: 3,750 (Tungsten; 18.75 cm)	Guns: None	Ordnance: None		X: None
Crew/Passengers: 1/14 (15 3.125 m³ Medium Berths)			Cargo Capacity: 250 m³ (250 m³ from accessories)		
Accessories/Pods: {Tachyon Radar}, Modified Chassis +5, Cargo Module x5, Reinforced Chassis, Fifth Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS, Afterburner (x2.00).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*					

Gea Transit Mk-II

CR1A Gea Transit-class Transport, Mk-II					
Chassis/Weight: Heavy Commercial Shuttle			Size Class: 11 (5,705.84 m³)		
SI: 8,000	Cost: €25,883,665	HD/BHD/FHD: 68/77/75	INIT: +7 (Seventh Class Engine)		Max Speed: 288 kps (2)
SHP: 4,250 (Fifth Class Shields)	AHP: 3,750 (Tungsten; 18.75 cm)	Guns: None	Ordnance: None		X: None
Crew/Passengers: 1/24 (25 3.125 m³ Medium Berths)			Cargo Capacity: 400 m³ (1.6 m³ base, 13.4 m³ from accommodations, 385 m³ from accessories)		
Accessories/Pods: {Tachyon Radar}, Modified Chassis +6, Cargo Module x7, Reinforced Chassis, Fifth Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS.					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*					

Ogan

CR02 Ogan-class Transport					
Chassis/Weight: Super Heavy Commercial Shuttle			Size Class: 12 (17,253.91 m³)		
SI: 8,220	Cost: €65,766,208	HD/BHD/FHD: 79/87/86	INIT: +7 (Seventh Class Engine)		Max Speed: 220/440 (1/3)
SHP: 4,000 (Fourth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Turret A (7/1/110)	Ordnance: None		X: None

Crew/Passengers: 1/56 (57 3.125 m³ Medium Berths)	Cargo Capacity: 550 m³ (3.1 m³ base, 6.9 m³ from accommodations, 540 m³ from accessories)
Accessories/Pods: {Tachyon Radar}, Modified Chassis +9, Cargo Module x9, Reinforced Chassis, Fourth Class Shield, Scout Module, ECM Module (-5 HD), D-Drive, Matter/Antimatter Power Plant, ITTS, Afterburner (x2.00), Weapon Station (Dual Gun Turret x1 (360°; Turret A)).	
Flaws/Bonuses: None.	
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*	

6.4: NON-CANONICAL VEHICLE CATALOG

This final sub-Chapter on vehicles contains various non-canonical craft contributed by a number of Wing Commander fans. A GM may decide whether or not they would like to use these craft in their adventures. The statistics on these craft as presented here all represent "stock" models; the actual stats of an individual craft may be vastly different depending upon any modifications the craft's owner makes; in those cases GMs should follow all the usual restrictions for the type of craft chassis involved.

This chapter also includes craft that are "pseudo"-canonical, craft that are mentioned as being part of the WC continuity but did not appear in any of the games, craft that do not have any official statistics or that have a set of stats that are poorly defined. Good examples of pseudo-canonical craft include the *Wildcat* fighter mentioned in Action Stations and the *Rapier-I* featured in the Wing Commander Movie.

If you have a vehicle that you would like to contribute future editions of this sub-Chapter, contact capi3101 at the Wing Commander CIC Forums.

Hovermobile

contributed by capi3101; based on a design from Victory Streak.

This craft is a small, portable racing hovercraft controlled remotely by a neuro-optical headset. The vehicle meets ASI competition standards with its standard package. It generally comes with its own carrying case for semi-convenient storage, though it requires near full disassembly to store properly. It also comes with an onboard anti-theft alarm system standard (with optional neural scrambler in the headset for those who are hardcore when it comes to deterring theft). A vehicle of this type was advertised for sale in the 2669.221 edition of Victory Streak; the seller (zapp@mech.victory) asked €850 for it.

Remote Hovermobile				
Chassis/Weight: Medium Civilian Bike			Size Class: 2 (11.04 m³)	
SI: 2	Cost: €2,160.5	HD/BHD/FHD: 31/44/37	INIT: +2 (Third Class Engine)	Max Speed: 160 kph (¼+1)
SHP: 0 (No Shields)	AHP: 2 (Aluminum; 1.0 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: None			Cargo Capacity: None	
Accessories/Pods: Modified Chassis +4, Repulsor Sled, Remote Control Module (10 km), Maneuvering Thrusters, Eco-Safe Module.				
Flaws/Bonuses: None.				

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MV-86 Hetairoi

an original design contributed by capi3101.

The Marines rarely go pounding the ground without riding there in a CF-437A, which means that they get a couple of MV-86s along for the ride. These are high tech infantry vehicles capable of traversing over land and sea with equal ease. Its occupants enjoy a high level of protection from enemy fire and have some very powerful weapons systems available to them. The vehicle's main turret is capable of long range bombardment of a variety of targets while its side guns help to protect it from enemy aerospace craft and anti-tank ordnance. About the only downside to this vehicle is its relatively small size and cramped interior, which can get quite claustrophobic after hours of constant combat.

Confederation MV-86 *Hetairoi* Infantry Hover Vehicle				
Chassis/Weight: Super Light Military Armored			Size Class: 4 (70.4 m³)	
SI: 255	Cost: €147,104,168	HD/BHD/FHD: 15/26/19	INIT: +8 (Sixth Class Engine)	Max Speed: 260 kph (½)
SHP: 100 (First Class Shields)	AHP: 70 (Durasteel; 7.0 cm)	Guns: Mass Driver Cannon, Enhanced (5/2/45) Mass Driver Cannon, Rapid-Fire (10/3/20)	Ordnance: Dumb-Fire (DF), Rocket (17/2-9/100)	X: Artillery Module
Crew/Passengers: 3/6 (3 0.390625 m³ Bucket Seats, 6 0.1953125 m³ Saddles)			Cargo Capacity: None	
Accessories/Pods: Modified Chassis +4, Scout Module, AAA/SAM Module, Amphibious Landing Module, Repulsor Sled, Maneuvering Thrusters, Artillery Module (Mass Driver, Enhanced), Low-Friction Surface Traction Inducer, Auto-Repair System (+25), ITTS, First Class Shield, Weapon Station x5 (Armored Gatling Gun Turret x1 (Durasteel, 5.00 cm (50 AHP); 360°; Mass Driver, Enhanced), Gatling Gun Sponson x2 (Portside x1, Starboard x1; Mass Driver, Rapid-Fire), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; DFx5)).				
Flaws/Bonuses: None.				

Kilrathi "Gopher" Digger Tank

contributed by capi3101; based on a design seen in the <u>Wing Commander: Academy</u> episode "Word of Honor".

Kilrathi Digger Tanks (called "Gophers" by Confederation Marines) are commonly deployed with Kilrathi drop troops. They serve two major purposes in the Kilrathi war machine. First, they are employed as heavy construction vehicles (and are primarily considered as such), used for digging deep underground tunnels that can then be employed as covert facilities for housing troops, comm relays, etc. Secondly, they can be used to dig under and attack entrenched enemy positions. Usually the noise and vibrations caused by the drill are sufficient to warn enemy troops; even so, it's common to see these machines used for ambushes despite being small, cramped and fairly easily destroyed in combat due to light defensive capabilities.

A number of these machines were employed on the planet Repleetah during the long struggle to control that world during the Terran-Kilrathi War. In 2654, a pair of tanks ambushed a squad of Confederation Marines. CPL Hector Paz succeeded in destroying one tank with a manually planted mine, allowing the squad to escape though inflicting Paz with occasional bouts of temporary paralysis for the rest of his life.

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Kilrathi "Gopher" Digger Tank				
Chassis/Weight: Super Light Military Armored			Size Class: 4 (63.19 m³)	
SI: 46	Cost: €17,746,400	HD/BHD/FHD: 13/24/13	INIT: +5 (Fourth Class Engine)	Max Speed: 65 kph (1/9)
SHP: 0 (No Shields)	AHP: 20 (Durasteel, 2.0 cm)	Guns: Laser Cannon, Enhanced Rapid-Fire (12/5/13)	Ordnance: None	X: Artillery Module
Crew/Passengers: 3/0 (3 0.1953125 m³ Saddles)			Cargo Capacity: None	
Accessories/Pods: Industrial Dozer Module, Scout Module, Artillery Module (Laser), Fuel Tank, Low-Friction Surface Traction Inducer, Reactor Intake Air Filter, Auto-Repair System (+25), Weapon Station x1 (Dual Gun Sponson x1 (Forward; Laser)).				
Flaws/Bonuses: Inefficient Interior Space (-10% Accommodations), Not Easily Modified (-4 Accessories), Sluggish Handling (-1 INIT).				

CF-437A Spartan

contributed by capi3101; based on a design from <u>*Wing Commander Saga*</u>.

The *Spartan* dropship is a heavy landing craft that can carry a hundred Marines and a pair of battle hovertanks. Much larger than the *Hermes* shuttle, it is normally deployed for full-scale planetary assaults. Like all Marine craft, it can forcibly override and board all known Kilrathi naval vessels and can function in planetary atmospheres. In addition to lasers and Gatling mass drivers for infantry support, it carries anti-matter missiles for suppression bombardments and micro-missile pods for anti-tank support.

CF-437A *Spartan* Assault Shuttle				
Chassis/Weight: Very Heavy Military Shuttle			Size Class: 11 (9,076.74 m³)	
SI: 7,136	Cost: €631,222,206	HD/BHD/FHD: 43/57/53	INIT: +8 (Sixth Class Engine)	Max Speed: 150 kps (1)
SHP: 5,000 (Fifth Class **Capital Ship** Shields)	AHP: 1,876 (Tungsten; 9.38 cm)	Guns: Laser Cannon, Military Grade (6/5/20) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Dumb-Fire (DF), Rocket (17/2-9/100) Anti-Radiation, Cluster Sub-Munition (AR-C) (1/8-10/400)	X: None
Crew/Passengers: 4/96 (100 0.78125 m³ Airplane Seats)			Cargo Capacity: 56.6 m³ (1.6 m³ base, 55 m³ from accessories)	
Accessories/Pods: {Tachyon Radar}, Modified Chassis +7, Reinforced Chassis, Cargo Module, Scout Module, ECM Module (-10 HD), SWACS Module, Ion Engine, Gun Cooler +4, ITTS, Tracking Computer, External Docking Port, Hangar Bay Module, Capital Ship Shield Adapter, Fifth Class Capital Ship Shield, Weapons Station x10 (Dual Gun Turret x2 (Forward OTS x1, Aft OTS x1; Laser), Gatling Gun Hardpoint x4 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x2 (Forward Narrow; DF), Light Ordnance Hardpoint, Bank x2 (Forward Narrow; DFx12)).				
Flaws/Bonuses: None.				
NOTES: The standard hangar compliment for this class is two small craft; total hangar capacity is 176 m³. The cost of this craft has been calculated assuming a compliment of two MV-86 *Hetairoi* Marine Infantry Hover Vehicles with default specifications.				
The stats as presented here more closely match the craft's description as given above. In <u>*Saga*</u>, *this craft is armed only with the two Laser Turrets as indicated. The "passengers" rating of this craft indicates the number of troops it can carry in a standard load.*				

Naktarg

contributed by capi3101; based on a design from <u>*Wing Commander Saga*</u>.

The Kilrathi have one basic shuttlecraft design, which they use for a number of different purposes. The *Naktarg* is the original version, an assault shuttle large enough to hold a battalion of Kilrathi Marines. A Search and Rescue variant, the *Rogharth*, is similar to the Terran Type-R shuttle. The *Graltha* is a bizarre type that is used for command and control duties; it can duplicate the tracking, communications and tactical computer functions normally found on a standard fleet carrier. The

Kofar is the last shuttle variant, a flying munitions dump that can dock with a Kilrathi fighter in space and resupply it with fuel and missiles.

Kilrathi *Naktarg* Multi-Purpose Shuttle				
Chassis/Weight: Light Military Transport			Size Class: 14 (72,512.16 m³)	
SI: 6,330	Cost: €579,754,775	HD/BHD/FHD: 26/32/35	INIT: +11 (Ninth Class Engine)	Max Speed: 350 kps (2)
SHP: 5,000 (Fifth Class **Capital Ship** Shields)	AHP: 1,250 (Tungsten; 6.25 cm)	Guns: Laser Cannon, Military Grade (6/5/20)	Ordnance: None	X: Tractor Beam
Crew/Passengers: 4/396 (400 0.78125 m³ Airplane Seats)			Cargo Capacity: 715.5 m³ (12.5 m³ base, 703 m³ from accessories)	
Accessories/Pods: Bulk Cargo Module, Scout Module, Industrial Manipulator (Reloading Arm), ECM Module (-5 HD), SWACS Module, Fuel Tank, Ramscoop, Capital Ship Shield Adapter {Fifth Class Capital Ship Shield}, Auto-Repair System (+25), Gun Cooler +1, Tractor Beam, ITTS, Collapsible Sections, External Docking Port, Weapon Station x2 (Dual Gun Turret x2 (360°; Laser)).				
Flaws/Bonuses: None.				
NOTES: *The stats as listed here represent a generic craft capable of performing any of the tasks mentioned above. The "passengers" rating of this craft indicates the number of troops it can carry in a standard load.*				

Hurricane

contributed by capi3101; based on a design by William R. Forstchen.

The CF-107 was a peacetime Confederation fighter design designed primarily to serve as a space-to-surface escort for craft such as the A-8 *Gladiator* and the CF-412K *Sheridan*. A hybrid design, it could also serve as an interceptor or a light assault craft if needed. Like most hybrid designs, it didn't perform any of its jobs particularly well and was much maligned by the fighter pilot community. Those who flew it often stuck with it, however; only the best of the best could fly a Hurrie and survive. *Hurricane* squadrons were present at McAuliffe at the start of the Terran-Kilrathi War but quickly found their way off the front lines and away from superior Kilrathi designs, against whom the *Hurricane's* kill ratio was abysmal).

Confederation CF-107 *Hurricane* Multi-Role Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,298.99 m³)	
SI: 72	Cost: €39,681,950	HD/BHD/FHD: 29/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 340 kps (2)
SHP: 35 (First Class Shields)	AHP: 19 (Durasteel; 1.9 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Fuel Tank x4, Tracking Computer, Ejection Seat, Weapon Station x3 (Gatling Gun Hardpoint x1 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				

Gladiator

contributed by capi3101; based on a design by William R. Forstchen.

The A-8 was an experimental peacetime design fielded by the Confederation during the latter half of the 26th Century and the first half of the 27th Century. Its main armament included a half-dozen Proton Torpedoes, which for their day and age were a substantial threat to small- to medium-sized capital ships. When war broke out with the Kilrathi, *Gladiator* squadrons made the first strikes against the invaders, though they took heavy casualties in the process. *Gladiators* proved too flimsy to wield

the new Confederation Mk-I torpedo; they were mainly museum pieces already by the time the war broke out.

Confederation A-8 *Gladiator* Light Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,636.03 m³)	
SI: 97	Cost: €43,683,640	HD/BHD/FHD: 32/39/32	INIT: +8 (Sixth Class Engine)	Max Speed: 250 kps (2)
SHP: 30 (First Class Shields)	AHP: 31 (Durasteel; 3.1 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Friend-or-Foe (IFF), Standard (1/8-12/170) Torpedo, Proton (NA/2-10/200)	X: None
Crew/Passengers: 3/0 (3 0.78125 m³ Airplane Seats)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Fuel Tank x2, Tracking Computer, Ejection Seat, Weapon Station x12 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x4 (Forward Narrow; DFx2, IFFx2), Heavy Ordnance Hardpoint x6 (Forward Narrow; PROTORP)).				
Flaws/Bonuses: None.				

Falcon

contributed by capi3101; based on a design by William R. Forstchen.

The design of the CF/A-111 was based on the hull of the CF-99 *Hawkeye*, a reconnaissance craft designed to patrol a region while their mother ship conducted Morvan hop calculations. The *Falcon* added armament and defensive capabilities to the frame. Owing to Confederation politics at the time, the craft's engines were never uprated, which made the *Falcon* the slowest frontline fighter in the Confederation arsenal at the beginning of the Terran-Kilrathi War. The craft was capable of performing deep strike operations, capital ship escort, patrol and defensive missions but was totally inadequate to the roll of space interdictor owing to its low speed and lousy handling. It was eventually replaced along with the A-8 *Gladiator* by the A-14 *Raptor* in 2637.

Confederation CF/A-111 *Falcon* Fighter/Bomber				
Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (2,749.14 m³)	
SI: 106	Cost: €59,611,780	HD/BHD/FHD: 34/41/32	INIT: +6 (Fifth Class Engine)	Max Speed: 140 kps (1)
SHP: 35 (First Class Shields)	AHP: 35 (Durasteel; 3.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Proton (NA/2-10/200)	X: None
Crew/Passengers: 2/0 (2 0.78125 m³ Airplane Seats)			Cargo Capacity: 0.4 m³ (0.4 m³ base)	
Accessories/Pods: {Tachyon Radar}, Scout Module, Ion Engine, Fuel Tank x3, Tracking Computer, Ejection Seat, Weapon Station x10 (Gatling Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x6 (Forward Narrow; DFx4, ImRecx2), Light Ordnance Hardpoint x2 (Forward Narrow; PROTORP)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Rapier-I

contributed by capi3101; based on a design from the Official Authorized Wing Commander Confederation Handbook *by Chris McCubbin.*

Currently the primary utility fighter of the Confederation Space Force, development on the *Rapier* began in 2527 and the first order of 700 was commissioned in 2536. The B model with enhanced

missile capacity and gun was phased-in beginning in '45, and the A model has since been completely phased out. The Rapier has now largely supplanted the earlier CF-105 *Scimitar* particularly in frontline operations. The *Rapier* combines acceleration, maneuverability and firepower to make it the premier one-on-one dog fighter in space today. Its handling superiority is necessary since its short-range neutron guns require close approach to the enemy in combat. The *Rapier's* most distinctive visual feature is its rotary-barrel neutron gun; the rotating multi-barrel allows for longer continuous neutron fire. The dual neutron pulse generators can be set to alternate or to synchronous fire. Wing mounted lasers provide longer-range fire support. It also mounts up to ten guided or dumb-fire missiles. The design includes a Tempest targeting and navigational AI and an Akwende jump drive array. Its life-support systems are rated for up to seven hours cruise time. A LARP variant exists (the 117/B-L); this model has an enhanced sensor package and is rated for up to 72 hours life support, but lacks the neutron gun. The *Rapier* is not capable of sustained atmospheric operations - its "wings" function strictly as weapon/missile mounts. It can generate a retrieval tractor rated for up to 75 tonnes. It is capable of ejecting its pilot into a standard survival pod.

CF-117/B *Rapier* Space Superiority Fighter					
Chassis/Weight: Medium Military Capsule			Size Class: 5 (113.3 m^3)		
SI: 176	Cost: €17,565,770	HD/BHD/FHD: 30/40/36	INIT: +11 (Ninth Class Engine)		Max Speed: 450 kps (3)
SHP: 70 (First Class Shields)	AHP: 40 (Durasteel; 4.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170)		X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.25 m^3 (0.25 m^3 from accommodations)		
Accessories/Pods: {Tachyon Radar}, Modified Chassis +9, Tracking Computer, ITTS, ECM Module (-5 HD), Tractor Beam, Ejection Seat, Ion Engine, Akwende Drive, First Class Shield, Weapon Station x13 (Gun Sponson x2 (Forward; Laser), Gatling Gun Hardpoint x1 (Forward Narrow; Neutron Gun), Light Ordnance Hardpoint x10 (Forward Narrow; DFx6, ImRecx4)).					
Flaws/Bonuses: None.					
NOTES: This craft is not capable of atmospheric flight.					

Hrakthi

contributed by capi3101; based on a design by William R. Forstchen.

The *Hrakthi* Scout Fighter was an unarmed *Salthi* fuselage mated with a full cloaking device and an extensive sensor suite. *Hrakthi* squadrons would serve with distinction in the final days of the war aboard *Bhantkara*-class heavy carriers. A Free Republic of the Landreich squadron would continue to fly captured *Hrakthi* throughout the post-war years.

KF-227 *Salthi* Light Fighter, *Hrakthi* Variant				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,522.56 m^3)	
SI: 55	Cost: €489,613,500	HD/BHD/FHD: 33/39/35 (08/39/10, Cloaked)	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,360 kps (3/8)
SHP: 35 (First Class Shields)	AHP: 20 (Durasteel; 2.0 cm)	Guns: None	Ordnance: None	X: Cloaking Device
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.83), Collapsible Sections, Auto-Repair System (+25), Cloaking Device, SWACS Module, Impulse Engine, Akwende Drive.				
Flaws/Bonuses: None.				

Zartoth

contributed by capi3101; based on a design from Wing Commander Saga.

The *Zartoth* is an electronic warfare variant of the *Vaktoth* heavy fighter. Lightly armed, the *Zartoth* is crammed with electronics gear and electronic countermeasure systems. They are most useful when it is necessary to pinpoint and destroy enemy targets by detecting energy outputs or when it is deemed advisable to knock out defending sensors or communications channels. The *Zartoth's* versatility gives the Kilrathi an electronic warfare edge over the Confederation, which uses obsolete corvettes for the role.

Kilrathi *Zartoth* Heavy EW Fighter				
Chassis/Weight: Super Heavy Military Fightercraft			Size Class: 13 (22,578.32 m³)	
SI: 3,024	Cost: €364,082,500	HD/BHD/FHD: 34/48/46	INIT: +9 (Seventh Class Engine)	Max Speed: 410/950 kps (2/6)
SHP: 2,000 (Second Class **Capital Ship** Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Ion Cannon, Standard (4/5/24)	Ordnance: Friend-or-Foe, Long Range (LRIFF) (1/8-24/250)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 6.3 m³ (6.3 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.50), ECM Module (-25 HD), SWACS Module, Capital Ship Shield Adapter {Second Class Capital Ship Shield}, Akwende Drive, Collapsible Sections, Countermeasure Pod Dispenser (8 charges), Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Ion), Light Ordnance Hardpoint x2 (Forward Narrow; IFF)).				
Flaws/Bonuses: None.				

Vatari

contributed by capi3101; based on a design from Wing Commander: Standoff.

As of 2668, this is the Empire's latest fighter prototype. It is neither known when it will enter service nor what its capabilities are. It is rumored that this ship can outperform even the F-95 *Morningstar*.

Kilrathi *Vatari* Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5132.26 m³)	
SI: 720	Cost: €230,485,230	HD/BHD/FHD: 24/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 440/1,450 kps (3/9)
SHP: 200 (Second Class Shields)	AHP: 123 (Plasteel; 1.23 cm)	Guns: Particle Cannon, Military Grade (3/4/43) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Image Recognition (IR), Civilian Grade (1/6-9/170) Heat Seeker (LHS), Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +9, Scout Module, Afterburner (x3.30), Maneuvering Thrusters, ECM Module (-5 HD), Collapsible Sections, Auto-Repair System (+25), Gun Cooler +2, ITTS, Tracking Computer, Weapon Station 8x18 (6 Gun Hardpoints (Forward Narrow; Particle Cannon x4, Mass Driver x2), 12 Light Ordnance Hardpoints (Forward Narrow; IFFx6, ImRecx3, HSx3)).				
Flaws/Bonuses: None.				

Artemis

contributed by capi3101; based on a design from Wing Commander: Standoff.

The 2662 model of the *Artemis* is the fastest ship available to civilians. As a courier ship, the *Artemis* is equipped with only the most marginal defenses; it's designed to run away from trouble and is exceedingly good at it.

Averson Dynamics *Artemis*-class Light Courier					
Chassis/Weight: Medium Commercial Fightercraft			Size Class: 10 (5,092.30 m^3)		
SI: 227	Cost: €11,906,759	HD/BHD/FHD: 36/42/40	INIT: +9 (Eighth Class Engine)		Max Speed: 670/1,700 kps (4/10)
SHP: 100 (First Class Shields)	AHP: 55 (Durasteel; 5.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18))	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)		X: None
Crew/Passengers: 1/2 (3 12.5 m^3 Steerage Cabins)			Cargo Capacity: 60.2 m^3 (0.8 m^3 base, 9.4 m^3 from accommodations, 50 m^3 from accessories)		
Accessories/Pods: {Tachyon Radar, Ion Engine}, Modified Chassis +2, Cargo Module, Afterburner (x2.54) , Maneuvering Thrusters, Fuel Tank, Ramscoop, Turboinjector (10%), Impulse Engine, Akwende Drive, Weapons Station x5 (Gun Hardpoint x4 (Forward Narrow; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).					
Flaws/Bonuses: None.					

Errant

contributed by capi3101; based on a design from Wing Commander: Standoff.

First made available for public use in 2614, the *Errant* is an old but still popular commercial vessel. Its modular design allows it to fill many different roles and makes it easy to upgrade.

Proxima Spaceworks *Errant*-class Merchantman					
Chassis/Weight: Super Heavy Commercial Shuttle			Size Class: 12 (13,033.16 m^3)		
SI: 669	Cost: €7,063,179	HD/BHD/FHD: 52/55/52	INIT: +7 (Sixth Class Engine)		Max Speed: 150 kps (1)
SHP: 320 (Fourth Class Shields)	AHP: 223 (Plasteel; 2.23 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170)		X: None
Crew/Passengers: 3/6 (6 25 m^3 Single Cabins, 3 12.5 m^3 Steerage Cabins)			Cargo Capacity: 179.1 m^3 (3.1 m^3 base, 176 m^3 from accessories)		
Accessories/Pods: {Tachyon Radar}, Modified Chassis +3, Scout Module, Bulk Cargo Module, Ion Engine, Impulse Engine, Akwende Drive, Fuel Tank, Ramscoop, Fourth Class Shield, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Dual Gun Limited Turret x1 (Forward/Portside/Starboard x1; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).					
Flaws/Bonuses: None.					

Hermes

contributed by capi3101; based on a design from Wing Commander: Standoff.

These lightly-armored shuttles can transport a company of Marines to deep space assault operations. Although fast and well-armed for a shuttle, they still require very close fighter protection during combat.

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Ribera Aerospace *Hermes* Assault Shuttle				
Chassis/Weight: Very Heavy Military Shuttle			Size Class: 11 (9,339.89 m³)	
SI: 596	Cost: €54,419,000	HD/BHD/FHD: 31/45/43	INIT: +9 (Seventh Class Engine)	Max Speed: 350 kps (2)
SHP: 280 (Third Class Shields)	AHP: 200 (Plasteel; 2.00 cm)	Guns: Tachyon Gun, Civilian Grade (3/3/50) Ionic Pulse Cannon, Rapid-Fire (15/2/33)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 4/96 (100 0.78125 m³ Airplane Seats)			Cargo Capacity: 17.27 m³ (1.6 m³ base, 15.67 m³ from accommodations)	
Accessories/Pods: {Tachyon Radar}, Cargo Module, Scout Module, ECM Module (-10 HD), SWACS Module, Ion Engine, Impulse Engine, Gun Cooler +1, ITTS, External Docking Port, Countermeasure Pod Dispenser (2 charges), Third Class Shields, Weapon Station x3 (Gun Hardpoint x1 (Forward Narrow; Tachyon Gun), Dual Gun Turret x1 (360°; Ion), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				
NOTES: *The "passengers" rating of this craft indicates the number of troops it can carry in a standard load.*				

SAR-13 Phoenix

contributed by capi3101; based on a design from <u>Wing Commander Saga</u>.

This basic utility shuttle has become the standard utility craft throughout the Confederation Fleet. Capable of operating in the vacuum of space and in a planet's atmosphere alike, variations on this jump-capable design include cushy VIP shuttles, search-and-rescue craft and refueling tankers.

Confederation SAR-13 *Phoenix* Shuttle				
Chassis/Weight: Super Heavy Military Shuttle			Size Class: 12 (11,340.00 m³)	
SI: 2,374	Cost: €158,500,370	HD/BHD/FHD: 47/50/49	INIT: +9 (Seventh Class Engine)	Max Speed: 320 kps (2)
SHP: 1,500 (Tenth Class Shields)	AHP: 874 (Tungsten; 4.38 cm)	Guns: None	Ordnance: None	X: Tractor Beam
Crew/Passengers: 2/29 (2 0.78125 m³ Airplane Seats, 29 0.78125 m³ Large Berths)			Cargo Capacity: 123.1 m³ (3.1 m³ base, 120.0 m³ from accessories)	
Accessories/Pods: {Tachyon Radar}, Cargo Module x2, Scout Module, SWACS Module, Backup Shield Generator Mount, {Fifth Class Shield}, Ion Engine, Akwende Drive, Fuel Tank, Ramscoop, Auto-Repair System (+25), Tractor Beam, Ejection Seat, External Docking Port.				
Flaws/Bonuses: None.				
NOTES: *The stats as listed are for a craft that can perform all of the duties listed above simultaneously. GMs may adjust the statistics as required for their specific needs; there are three empty accessory slots available on the craft as designed.*				

Wildcat

contributed by capi3101; based on a design by William R. Forstchen.

The F-36/E *Wildcat* fighter is a space-based Interceptor first introduced in 2604 that served into the early years of the Terran-Kilrathi War. At the onset of the war in 2634, it was often quoted - most notably by Senator Jamison More, who was head of the Senate Appropriations Committee for the Terran Confederation Great Assembly at the time - that the price of a *Wildcat* fighter was 50 million credits. It was noted by a number of pilots during those days that the engines on the *Wildcat* were outdated and that these fighters would often suffer from stress flaws, with their aging frames having gone well beyond their intended service and design limits. *Wildcats* were heavily fielded in several engagements of the early war, notably the McAuliffe Ambush and Enyo Engagement. It was finally retired in 2639, with the CF-105 *Scimitar* making a valiant effort to fill in the role performed by the *Wildcat* until the F-44 *Rapier-II* came online fifteen years later.

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F-36/E *Wildcat-III* Interceptor				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,782.41 m³)	
SI: 176	Cost: €49,193,500	HD/BHD/FHD: 32/38/39	INIT: +9 (Seventh Class Engine)	Max Speed: 420 kps (3)
SHP: 20 (First Class Shields)	AHP: 30 (Durasteel; 3.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Ejection Seat, Scout Module, Auto-Repair System (+25), Tracking Computer, Weapons Station x11 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Mass Driver x2); Light Ordnance Hardpoint x7 (Forward Narrow; DFx1, HSx6)).				
Flaws/Bonuses: Shaky Handling (-20 DC to all *Vehicle Piloting* Checks).				
NOTES: The *Wildcat* is equipped with a one-time use Booster Pod, which when activated will propel the craft to 1,200 kps (7) for three rounds without expending any of the craft's internal fuel. The craft must use the full movement each round while the Booster is still active. Once used, the Booster Pod is ejected.				

Gamora

contributed by capi3101; based on a design by William R. Forstchen.

The *Gamora* was a heavy fighter design that came into service in the Kilrathi Imperial Fleet just before the conquest of the Varni and served until it was finally replaced by the *Gratha*. It was mainly used as a heavy interceptor, though occasionally these ships would be retrofitted to carry torpedoes in a light bomber role. The ships saw extensive use in the early parts of the Terran-Kilrathi War; its most notable appearance was during the McAuliffe Ambush, during which these fighters delivered the torpedoes that destroyed the Alexandria skyhook. Having relatively light defenses and poor performance characteristics, these fighters increasingly became easy prey for newer Terran craft as time passed.

Kilrathi *Gamora*-class Heavy Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,819.22 m³)	
SI: 294	Cost: €576,686,075	HD/BHD/FHD: 52/58/52	INIT: +7 (Sixth Class Engine)	Max Speed: 300/1,000 kps (2/6)
SHP: 80 (First Class Shields)	AHP: 142 (Durasteel; 14.20 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170) Porcupine Mine, Mk. I (1/NA/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.33), ECM Module (-10 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, Weapon Station x7 (Gun Hardpoint x4 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Light Ordnance Hardpoint x1 (Aft Narrow, MINE)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

KF-100 Dralthi

contributed by capi3101; based on a design from Star*Soldier.

The KF-100 *Dralthi* is the original Kilrathi fighter to bear the name, introduced over 100 years before first contact with the Terran Confederation. The fighter saw action in multiple wars, including various inter-clan conflicts. The design persisted for over 100 years, even seeing extensive action during the first 20 years of the war with the Confederation. Eventually the design gave way to the more famous (if somewhat misnamed) *Dralthi-I*.

Kilrathi KF-100 *Dralthi* Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,201.14 m³)	
SI: 121	Cost: €150,083,750	HD/BHD/FHD: 26/37/33	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 50 (First Class Shields)	AHP: 35 (Durasteel; 3.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: 0.8 m³ (0.8 m³ base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; HS)).				
Flaws/Bonuses: *This craft is incapable of atmospheric flight.*				

Crusader

contributed by capi3101; based on a design from Privateer 3 *and* Star*Soldier.

The *Crusader* is known as one of the toughest fighters in the Sector; it has firepower equal to that of a corvette. Though expensive, it has proven extremely popular due to its excellent overall design; a light version of this craft has become popular among pirate groups. It has a number of hardpoints to accommodate an impressive array of both missiles and energy weapons. Because of its mass it does not have the superb turning rate of smaller vessels, but its heavy armor can outlast any of the lighter fighters.

F-114/A *Crusader* Space Superiority Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,573.93 m³)	
SI: 11,328	Cost: €1,227,523,840	HD/BHD/FHD: 09/35/31	INIT: +9 (Seventh Class Engine)	Max Speed: 500/1,000 kps (3/6)
SHP: 7,000 (Seventh Class **Capital Ship** Shields)	AHP: 3,840 (Platolum; 1.6 cm)	Guns: Particle Cannon, Heavy Rapid-Fire (12/4/50) Tachyon Gun, Long Range Rapid-Fire (14/4/48) Plasma Gun, Heavy Rapid Fire (8/3/100)	Ordnance: IFF, Rocket (20/7/180) Torpedo, Advanced Pike (12/4/2200)	X: Tractor Beam Tachyon Sonar
Crew/Passengers: 3/0 (3 0.78125 m³ Airplane Seats)			Cargo Capacity: 25.0 m³ (0.8 m³ base, 24.2 m³ from accommodations)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Capital Ship Shield Adapter, Afterburner (x2.00), Ramscoop, Auto-Repair System (+50), Tractor Beam, ECM Module (-20 HD), ECCM Module (+40 Target HD), Tachyon Sonar, Weapon Station x11 (Gun Hardpoint x5 (Forward Narrow; Particle Cannon x2, Tachyon Gun x2, Plasma Gun x1), Dual Gun Turret x2 (360° Tachyon Gun), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; IFFx10), Light Ordnance Barbette, Tube x1 (Aft Wide, IFFx10), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; TORPx2).				
Flaws/Bonuses: None.				
NOTES: *All of the weapons indicated are unique to this craft. The cost of the Particle Cannons is €65,000 each, Tachyon Guns are €115,000 each, the Plasma Gun is €500,000, the IFF Rockets cost €22,000,000 and the Torpedoes cost €66,000,000. The ECCM Module has the same cost as an ECM Module and has the effect of raising its target's HD rating* only.				

RSI Aurora

contributed by capi3101; based on an original design created for Star Citizen *by Ryan Church.*

The *Aurora* is the modern day descendant of the RSI X-7 spacecraft, which tested the very first jump engines. A utilitarian craft, the *Aurora* is a perfect beginner's ship: what it lacks in style it makes up for in ample room for upgrade modules. Most pilots move up from an *Aurora* as quickly as their credit accounts allow but a select few regard flying this venerable spacecraft as a badge of honor.

RSI *Aurora* Explorer Craft				
Chassis/Weight: Very Heavy Commercial Capsule			Size Class: 7 (516.71 m³)	
SI: 153	Cost: €528,624.30	HD/BHD/FHD: 46/54/50	INIT: +9 (Eighth Class Engine)	Max Speed: 300 kps (2+1)
SHP: 100 (First Class Shields)	AHP: 53 (Durasteel; 5.30 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 1/0 (1 1.5625 m³ Crew Berth)			Cargo Capacity: 14.16 m³ (0.1 m³ base, 4.3375 m³ from accommodations, 9.7225 m³ from accessories)	
Accessories/Pods: {Tachyon Radar}, Modified Chassis +5, Cargo Module, Scout Module, Maneuvering Thrusters, Ion Engine, Impulse Engine, Akwende Drive, External Docking Port x2, Weapons Station x3 (Gun Hardpoint x2 (Forward Narrow; None), Quad Light Ordnance Hardpoint x1 (Forward Narrow; None)).				
Flaws/Bonuses: None.				
NOTES: *There is no current printed source data for the defensive capabilities of this craft. The statistics given for its shield, armor and weapons capabilities have been arbitrarily selected to place it in the Privateer era and should not be considered official information. All other information listed on this craft is based on the craft's original design and may vary significantly from its final form.*				

NOTES continued:

This craft may accept any type of Light Ordnance common to the era; furthermore, it may be outfitted with a different set of accessories (hence the higher than would otherwise be required Modified Chassis accessory).

The indicated statistics are for the **Essential (ES)** *model of this craft; there are four known variants as follows:*

- **Marque (MR):** This version adds two Laser Cannon, Civilian Grade (5/5/18) to the Gun Hardpoints and a Gun Cooler x1 to the accessory list; its maximum speed is 320 kps (2). The SI of this craft is 189 and its cost is €553,206.30.
- **Clipper (CL):** This version adds a second Cargo Module and an SWACS Module to the accessory list. Its total cargo capacity is 28.32 m³ and its cost is €573,788.30.
- **Luxury (LX):** This version adds two Laser Cannon, Civilian Grade (5/5/18) and four Heat Seeker (LHS), Light (1/6-9/160) to the weapons hardpoints; its maximum speed is 320 kps (2). The SI of this craft is 189 and its cost is €530,680.30.
- **Legionnaire (LE):** This military version adds two Stormfire Guns (150/3/4) and four Heat Seeker (LHS), Light (1/6-9/160) to the weapons hardpoints as well as an ITTS system and an Afterburner (x2.00) to its accessories list. Its speed ratings are 320 kps/640 kps (2/4+1), its SI is 161 and its cost is €589,248.30.

RSI Constellation

contributed by capi3101; based on an original design created for <u>Star Citizen</u> *by Ryan Church.*

When you think handsome bounty hunter making his own way in a galaxy full of enemies, you think the *Constellation*. The *Constellation*, a multi-person freighter, is the most popular ship in RSI's current production array. *Constellations* are beloved by smugglers and merchants alike because they are modular, high powered and just downright iconic-looking. The *Constellation* includes a manned turret, a large cargo area and a small flight deck capable of launching a snub fighter in its own defense.

RSI *Constellation* Mk-III Long-Range Merchant Transport				
Chassis/Weight: Super Heavy Commercial Shuttle			Size Class: 12 (13,489.5 m³)	
SI: 934	Cost: €18,862,670	HD/BHD/FHD: 49/52/53	INIT: +9 (Eighth Class Engine)	Max Speed: 400 kps (2)
SHP: 325 (Fourth Class Shields)	AHP: 325 (Plasteel; 3.25 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Civilian Grade (2/3/62)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 4/0 (4 1.5625 m³ Crew Berths)			Cargo Capacity: 97.55 m³ (3.1 m³ base, 94.45 m³ from accessories/pods)	

Accessories/Pods: {Tachyon Radar}, Modified Chassis +31, Scout Module, Maneuvering Thrusters, Repair Bay Module, Ion Engine, Impulse Engine, Matter/Antimatter Power Plant, Fuel Tank, Collapsible Sections, External Docking Port x4, Hangar Bay Module, Carrier Systems, Fourth Class Shields, Weapon Station x11 (Dual Gun Turret x1 (Forward OTS; Laser), Gun Turret x2 (Forward OTS; Neutron Gun), Gun Barbette x2 (Forward Hemisphere; Neutron Gun), Gatling Light Ordnance Hardpoint, Bay x2 (Forward Narrow; IFFx28), Sedecuple Light Ordnance Hardpoint x2 (Forward Narrow; IFF), Nonuple Light Ordnance Hardpoint x2 (Forward Narrow; IFF)).

Flaws/Bonuses: None.

NOTES: *There is no current printed source data for the defensive capabilities of this craft. The statistics given for its shield, armor and weapons capabilities have been arbitrarily selected to place it in the* <u>Privateer</u> *era and should not be considered official information. All other information listed on this craft is based on the craft's original design and may vary significantly from its final form.*

This craft may accept any type of Light Ordnance common to the era; furthermore, it may be outfitted with a different set of accessories (hence the higher than would otherwise be required Modified Chassis accessory). The indicated statistics reflect a "stock model" of this craft.

The standard flight compliment for this class is one small craft; total hangar capacity is 218.7 m³ (42.7 m³ from accomodations). The cost of this craft has been calculated assuming a compliment of one P52 Merlin Point Defense Fighter with default specifications.

Kruger Intergalactic P52 *Merlin* Point Defense Fighter

Chassis/Weight: Super Light Commercial Fightercraft			Size Class: 6 (189.46 m³)	
SI: 154	Cost: €2,030,500	HD/BHD/FHD: 28/37/30	INIT: +8 (Seventh Class Engine)	Max Speed: 450 kps (3)
SHP: 50 (First Class Shields)	AHP: 50 (Durasteel; 5.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 1/0 (1 0.78125 m³ Airplane Seat)			Cargo Capacity: None	

Accessories/Pods: {Tachyon Radar, Ion Engine}, Ejection Seat, Tracking Computer, ITTS, Weapon Station x4 (Gun Hardpoint x2 (Forward Narrow; Laser), Gatling Gun Hardpoint x1 (Forward Narrow; Laser), Double Light Ordnance Hardpoint x1 (Forward Narrow; None)).

Flaws/Bonuses: Not Easily Modified (-3 Accessories, Upgrades and Modifications take twice as long as normal to complete).

NOTES: *There is no current printed source data for the defensive capabilities of this craft. The statistics given for its shield, armor and weapons capabilities have been arbitrarily selected to place it in the* <u>Privateer</u> *era and should not be considered official information. All other information listed on this craft is based on the craft's original design and may vary significantly from its final form.*

This craft may accept any type of Light Ordnance common to the era. The indicated statistics reflect a "stock model" of this craft.

CHAPTER SEVEN: CAPITAL SHIPS

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7.0: INTRODUCTION

Most adventures in WCRPG involve capital ships whether they are acting as a setting, a point of origin or a potential target. Capital ships are the largest classification of vehicle in the Wing Commander Universe and are so much more advanced than most space vehicles that they require their own Chapter.

The most basic definition of a capital ship used in WCRPG is *a starship (a space vehicle that has the capability to travel at an effective rate of speed faster than that of light) with an overall bounding volume of no less than 45,000 cubic meters*. It should be noted that some space vehicles are at least this large and do contain jump engines; whether they are considered capital ships depends entirely on their intended function. There are many different types of capital ship in WCRPG, though there isn't as wide of a variety of capital ships as there are vehicles. This is due to three main reasons. First, capital ships tend to be too expensive for all but the ultra-rich to own privately, so there are few if any Civilian users. Commercial and Industrial Users often use capital ships for the same general purposes, so there is no distinction made between the two. Because of these two facts, the Civilian, Commercial and Industrial users are combined into one large group (the Non-Military Group), whose only difference with the Military Group is a few limitations on design and thus there are no formal "users" when it comes to capital ships. Secondly, by definition, capital ships are space vehicles only. Finally, FTL travel is a very high-level technological development; achieving that level of development defines when a species has reached its Starfaring Age and so only Starfaring Age races can use capital ships. Even with these limitations, there are 70 different combinations of capital ship chassis and chassis weights, which is enough to cover all the different classifications of capital ship in existence.

As with the vehicle Chapter, most of this Chapter is devoted to the process of constructing capital ships. Section One covers basic rules regarding capital ships, how they operate and what players need to know in order to use them properly. Section Two is the construction section, which includes subsections that describe the stats and limitations of the different capital ship chassis as well as their various pieces of equipment. Finally, Sections Three and Four both contain a catalog of capital ships (both canonical and non-canonical) that are present in the Wing Commander Universe. These catalogs are presented both for use in adventures and as an example of the end product of capital ship construction.

7.1: BASIC RULES REGARDING CAPITAL SHIPS

Capital ships function on most of the same general rules as vehicles and characters, though they are at an even larger spatial scale. Capital ships for the most part behave almost exactly like vehicles, so there are really only a few additional rules regarding capital ships and their behavior that needs to be discussed.

Using Capital Ships

The operation of a capital ship isn't as straightforward as that of a vehicle. No one person can operate a capital ship all by themselves; capital ships require crews of people performing specific tasks in order to operate at their maximum potential. That being said, each individual task is fairly straightforward and requires only a few Skills to perform properly. For game-play purposes, the most important crewmen aboard a capital ship are its Commanding Officer (needed to give orders and to lead), its Chief Science Officer (primarily responsible for scanning), the Chief Flight Officer (who pilots the ship), its Chief Engineering Officer (who is responsible for organizing repairs and

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maintaining the ship), its Chief Communications Officer (who handles contact with other spacecraft), the Chief Tactical Officer (who operates the ship's weaponry), and the Chief Medical Officer (who is responsible for treating any injuries among the crew). Any character can fill out any of these roles or can serve in a function that supports their duties. Each role alludes to one or more Disciplines; a player who knows what role their character will play aboard a capital ship will do well to maximize as many of the Skills in the related Disciplines as possible.

All of the Discipline Skills in the game *can* be important for the proper operation of a capital ship given certain circumstances, but as there are a few key Skills to which a character group would be well advised to pay attention. The primary Skill needed to pilot a capital ship is *Starship Piloting*. *Starship Piloting* is used to fly from point-to-point in space and functions just like the *Vehicle Piloting* Skill as outlined in Chapter 8.2. The only real difference between piloting a vehicle and piloting a capital ship is the types of "terrains" a capital ship may encounter as it travels; space terrains are discussed in Chapter 8.3. *Starship Piloting* is also necessary to perform capital ship maneuvers, which are discussed in Chapter 9.4. *Astrogation* is an essential **Navigation** Skill; along with the *Faster-Than-Light Mechanics* **Engineering** Skill, it is used for plotting courses between star systems. Details on FTL flight are discussed in Chapter 8.4. As with vehicles, there are numerous **Science** Skills that may be used to operate a ship's sensors, though a few of them (namely *Technology* and *Planetology*) will be used more often than others. The scanners on a capital ship work just like those on any other vehicle; for details, see Chapter 6.1.

All capital ships have software that allows crewmen to keep personal journals and logs. This includes a general capital ship log, which is a place the captain and crew may write down thoughts, ideas and important pieces of information. Any crewmember can check the ship's log at any time as a free action. In the meta-game, players should be encouraged to keep their own notes as their character would in a logbook, in order to help with immersion in an adventure (and to help the continuity of a campaign). Keeping such notes may help the players remember events that have happened to their characters in the past, mission goals, places they need to investigate and so forth.

Scales of Action and Capital Ships

Capital ships operate on the largest scale used in WCRPG. No capital ship is less than 22,500 cubic meters in bounding box volume; some are more than *60 trillion* cubic meters overall. Capital ships use the same set of Size Class categories that vehicles do; like vehicles, a capital ship is said to be of a certain Size Class so long as its bounding box volume is at least as large as its minimum required volume.

Like vehicles, capital ships have four HP counts, reflecting their SHP and AHP levels forward, aft, port and starboard. The scale of damage for capital ships is the same as that of vehicles. Any character- or vehicle-scale weapon that inflicts a sufficient amount of damage is capable of damaging a capital ship.

Capital ships can operate on very large scales of movement; they have to be able to move quickly in order to reach their destinations within an average sentient being's lifespan. Capital ships have two main drive systems: Impulse engines and FTL drive. An Impulse engine moves capital ships between the planets in a solar system. While they are capable of driving a capital ship to great speeds, they are reliant on a ramscoop system to provide the craft with a sufficient amount of interstellar hydrogen fuel. To keep a craft adequately fueled, it is necessary to "keep the scoops open" most of the time, which causes drag and limits the top speed of most capital craft. While relatively slow, this is generally acceptable in most cases. With scoops retracted, capital ships are capable of reaching speeds in the neighborhood of 25% of the speed of light on their Impulse engines. FTL drive systems

(usually a Morvan Drive, Akwende Drive or both) allow capital ships to cover great distances at speeds much greater than that of light, generally allowing instantaneous travel between star systems. For full details about capital ship movement, see Chapter 8.3 and Chapter 8.4.

Certain capital ships may operate in a planet's atmosphere; while in atmo, a capital ship is treated as an air vehicle just like any other type of space vehicle. A capital ship may not enter planetary atmosphere if it is Size Class Twenty or higher. Capital ships are assumed to have a maximum speed of 10,000 kph regardless of Engine Class while in atmosphere. Finally, all capital ships provide full cover for all characters and vehicles aboard; it would be a tad bit difficult to operate it if it didn't (what with all the air leaking out and lethal doses of cosmic radiation leaking in). See Chapter 9.2 for details regarding cover.

Acquiring and Maintaining Capital Ships

Capital ships are incredibly expensive machines, generally available only to the super-rich. *Even the smallest, least expensive bare-bones Corvette would run the equivalent of something like 21 million United States Dollars, or roughly the price of two top-model Learjets.* The vast majority of starting PCs will not be able to purchase their own capital ship, not even with a maximum <u>Wealth</u> Trait. This can be problematic for non-military characters that need to find a way to get to their interstellar destinations. Fortunately, there are several ways around this problem: characters can book passage on domestic passenger ships, shuttles or transports, they can try to charter a flight, they can borrow a ship or even attempt to steal one.

Booking passage is the cheapest way for most characters to go between worlds; they simply travel with other domestic traffic. The cost for traveling this way is the same amount for normal Transportation as listed amongst the Services in Chapter 5.4; characters get the same benefits as they would with normal transport. Booking passage between worlds can cost as little as €70 a head, with the price steadily increasing as the distance increases. Note that this base rate assumes the source and destination worlds are frequented by normal passenger traffic; GMs may up the price if either world is a backwater with little interstellar passenger or commercial traffic.

Sometimes booking passage to a particular system will not be possible simply because no one ever visits it, normal traffic doesn't go to it or it is outside the government's territory. In that case, the next best option for most characters is charter travel. Chartering a ship is not cheap; depending on cargo, number of passengers and level of personal danger to a charter ship's crew, the cost can get very high very fast. A good starting price for simple charter transport is €1,750 and it only goes up from there. Charter transport gives the same benefits as High Quality Transportation as listed in Chapter 5.4; it also general ensures the confidentiality of whatever cargo the characters may be hauling and total privacy. The cost is something that characters may attempt to negotiate with the charter ship's master in good faith, provided the master is someone who is willing to negotiate in good faith of course...

Sometimes booking passage or charter travel is not an option for a character group. In this case, they have a number of additional options they may try. These can involve a bit of story work and lead to multiple plots.

It may be that the characters are in the employ of a corporation or a crime syndicate. These groups will either loan the characters the cash they need to buy their own ship (usually at high interest rates and/or with the understanding that the characters are in the group's employ until they can remit the loan in full) or they may very well give the characters their own ship. If the characters are given a ship, it may be something sub-standard, in which case keeping it in top repair will be a challenge;

this can easily lend itself to adventures). There should always be some serious strings attached if the characters get a ship that's in decent shape. In general, the quality of capital ship or loan offered will be proportional to the amount of influence and reputation a character group has with the group from which they wish to acquire a ship.

If trying to acquire a ship from a corporation or crime group doesn't sound like a great idea to a character group, they might try their luck with the government's merchant marine (provided one exists). The government may elect to grant the characters the use of a ship and subsidize its cost, with the understanding that the government owns the ship and expects it to be used to haul cargo between certain worlds. The government will also take half of the ship's gross receipts. Purchasing a ship from the government requires a down payment made to the government; this is usually about 20% of the total cost of the ship. The characters will then be assigned a cargo route and schedule (usually between 2-12 planets). After 40 years of government service, ownership of the ship transfers over to the ship's nominal master. Note that a government subsidized ship can be called up to serve as an auxiliary (a transport craft) in a time of crisis, sometimes even after transfer of ownership. Missing a payment to the government has much the same effects as missing a payment to any financier; see Chapter 6.1 for details.

Characters can also attempt to get a ship financed through a bank; this is much like trying to get a ship financed through the government, though banks tend to be more hard-nosed about to whom they will grant a loan. Banks will usually want the character group to pay at least 20% of the total cost of the ship up front along with a detailed financial plan of the ship's activities in order to ensure that monthly payments will be paid on time. The bank takes ownership of the ship as soon as it is purchased. The characters must pay back 1/480 the total loan for a period of no more than 480 months (40 years); arrangements can be made to shorten the buy-back period though this does drive up the cost of the monthly payments. As soon as the loan is paid back in full, ownership transfers to the nominal ship's master with no strings attached. Missing a monthly payment to a bank has the same effects as missing a payment to any financier; see Chapter 6.1 for details.

There are also illegal ways of acquiring ships. Stealing a ship is not really recommended as it will put the characters on the wrong side of the law (assuming there is law and order in the local area of space, of course). If characters don't mind being on the wrong side of the law, this won't be as big of a problem for them. At the very least, it isn't recommended that characters steal a ship in the same area as the one in which they want to operate; it's likely the ship's former owners will want it back and probably wouldn't hesitate to use deadly force in order to do so. Prize vessels (ones that are captured in combat; TCS *Gwenhyvar* in Secret Missions is a good example) are treated similarly, though the capture and use of a prize is seen as legal by most starfaring governments.

If push comes to shove and a character simply doesn't want to exercise any of these options, there is always the option of travelling through space in vehicles such as Capsules, Shuttles and Transports. Indeed, these options are a lot more affordable for most characters. They just might wind up in a whole heap of trouble should a hostile capital challenge them…

Of course, characters may always be "given" a capital ship to operate by a military force with the understanding that they part of that force. Players of "purist" Wing Commander campaigns will probably take this route; their characters will find themselves in the employ of the Confederation Navy, the Confederation Marine Corps, the Confederation Space Forces or their Kilrathi equivalents. In this case, the characters have been assigned to a ship and need not worry about ownership. The only real problem with this arrangement is that the characters will have to go where they are ordered to go; the ship is still a means of conveyance to various destination (and adventures) but they are not necessarily ones of the characters' choosing. The Navy/Empire pays for all maintenance on the ship as well as for basic provisions and supplies for the ship's crew. The crew never gets to own the ship

and personnel can be assigned or recalled to its crew without notice. This may be the fastest and cheapest way for a military-based character group to get into space and their early adventures can be used to bulk up their experience rapidly (or kill them off quickly depending on how things go).

No matter how characters acquire a hold of a ship, they will have to be able to maintain it if they want to have any hope of using it just like any other vehicle. This includes generating enough money for docking fees, monthly payments, fuel, provisions, crew salaries and routine maintenance; to get a rough estimate of how much will be required for maintenance on a monthly basis, take the ship's Size Class and multiply it times €1,500. If the amount for monthly maintenance cannot be paid, the ship will automatically acquire one Flaw (see Chapter 7.2).

7.2: CREATING AND MODIFYING CAPITAL SHIPS

The process of creating a fully-functional capital ship from scratch is a very rewarding experience, though it can become long and drawn out particularly if its designer goes into a lot of detail about it; all that detail usually boils down to a very few critical stats. Players and Gamemasters should feel free to create their own ships as desired or as the need arises. A GM may wish to build a "boss" ship for the final adversary in a campaign (such as KIS *Sivar* for example) or perhaps a customized ship to act as an ally. Perhaps an industrialized race will achieve faster-than-light flight for the first time during the course of a campaign; a new capital ship class will be required at that point. All of these are valid reasons for building capital ships from scratch.

In addition to being used for building a ship from scratch, the following set of rules may be used to modify an already existing ship. Refitting a capital ship is generally conducted at a friendly dry-dock, usually one belonging to the government to whom the ship belongs; if non-governmental dry-docks are used, it usually belongs to a party in a very tight relationship with them. Even then, it's entirely possible that not every piece of equipment that would ordinarily be available to members of the allied party will be available to the crew of the ship under refit; GMs are highly encouraged to consider where equipment will be available before an adventure begins as well as the specific pieces of equipment that will be available.

The basic procedure for creating a capital ship entirely from scratch is as follows:

1. Build a design concept for the ship.
2. Select the species that primarily uses the ship.
3. Select a chassis and weight class, and determine if it is a military ship.
4. Add and desired Flaws to the ship's design.
5. Select the ship's default basic equipment and determine its cost.
6. Select any accessories for the ship.
7. Determine the ship's crew and passenger complement and its cargo capacity.
8. Figure up the ship's total cost.
9. Record the ship's vital stats.
10. Put finishing touches and any desired additional traits on the ship.

Creating a capital ship is a lot like creating a vehicle (see Chapter 6.2) and for the most part the two procedures are the same. There are a few key differences, though; special emphasis will be placed on those sections that are significantly different. Capital ships also use the Vehicle Record Sheet in order to record their vital stats.

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Build a design concept for the ship.

Having a design concept for a new capital ship type is a step that is often overlooked and yet is quite important for the overall design process. As with vehicles, the purpose of the design concept is to direct the designer as they go through the creation process and to help them think about ways they may work around situations wherein the creation system may be a little fuzzy.

The capital ship creation process is generally straightforward, perhaps even more so than vehicles. Nevertheless, in the interest of fairness, an example will be provided at the end of each step in the process.

For our capital ship example, we're going do to something interesting and build a popular craft that appears in the Wing Commander canon and yet doesn't have a set of official stats; it must be considered semi-canonical at best. In this case we're referring to the Confederation Wake*-class of Escort Carriers that first make an appearance in the novel* <u>End Run</u>.

TCS *Tarawa* (CVE-8), a *Wake*-class Escort Carrier

For the sake of having a baseline, we'll have to pull some data from various sources, including the <u>Wing Commander: Standoff</u> website, WCPedia, the novel <u>End Run</u>, and even a standard Google search. The Wake*-class has a crew of 500, a fighter compliment of 45, is 405.75 meters long, and can achieve a top speed of 240 kps (which is impressive for a capital ship). The <u>Standoff</u> folks have a nice multi-aspect picture of TCS* Tarawa, *the most famous ship of the class and the one featured in <u>End Run</u>, at WCPedia; we can use this along with the stated length to figure up a bounding box volume and figure out its rough size. We come up with a beam of 209.37 m and a draft of 156.31 m for a total bounding box volume of 13,328,586.85 cubic meters. Another image of* Tarawa *(one used to make some pretty nifty-looking ball caps) puts a grand total of five gun turrets on the ship; we can compare the two images and say that two of them on the ship's underside are actually replicated port and starboard of the ship's keel, for a total of seven gun turrets. What kind of guns are in those turrets are going to be conjectural as will be the ship's defensive capabilities (though we know from <u>End Run</u> that Tarawa was able to survive a direct torpedo hit and that it had mass driver turrets, which tells us something at least). We also know her standard fighter complement is three squadrons: a squadron of* Ferrets, Rapiers *and* Sabres *each with fifteen birds.*

As much information as we've collected, we've got some room left open for conjecture, which will make WCRPG's version of this ship as unique as any other version of it.

Select the species that primarily uses the capital ship.

Species selection is perhaps the easiest thing that can be determined about a capital ship; the designer simply needs to select the race that either uses or manufactures the ship. Species tend to operate capital ships within a specific sphere of influence, though some starfaring societies may have exploratory fleets that do not operate in a specific area. It is a very rare occurrence when a capital ship is sold into the service of an alien fleet; more often than not, a ship in the service of a species other than the one that manufactured it is a captured prize vessel.

Needless to say, capital ships should only be utilized by Starfaring Age societies; if an Industrial Age species needs a capital ship, it's recommended that a Transport be substituted instead. If a true capital ship chassis is desired in this case, it is recommended the designer pick a Corvette only.

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We've pretty well determined this step through the selection of our craft (more proof of the importance of creating a concept); this will be a Confederation Naval ship and Terrans will be the primary species using it.

Select a chassis and chassis weight, and determine if it is a military ship.

The next step in creating a capital ship is to select its **chassis**, its **weight class** and to determine if it is a military ship or not. This is a crucial step as it will determine several of a ship's basic statistics including its cost, base HD, Size, equipment Class limitations and the number of accessories that can be installed.

Capital ships typically aren't as flexible as vehicles when it comes to their Size Classes. For smaller capital ships, simply picking a weight class will determine its Size Class. For larger craft, the designer will need to assign it a Size Class within the prescribed Size Class Range for its given weight class.

As with vehicles, Size Classes are dependent upon a **bounding box** volume, the minimum size a rectangular prism (a box) would have to be in order to fit the whole ship inside of it. A ship is said to be of a certain Size Class as long as it is at least as large as its minimum required volume while not exceeding the minimum volume of the next largest Size Class. The bounds for capital ship Size Classes are listed in the table below. Capital ships also have a **safe accommodation space** and a **safe cargo space** volume, which are used to determine the ship's complement and cargo capacity respectively; these are also dependent upon Size Class.

WCRPG Capital Ship Size Class Conversion Chart			
Size Class	Approximate Minimum Bounding Box Volume (m3)	"Safe" Accommodation Space (m3)	"Safe" Cargo Space (m3)
13	22,500	375	6.3
14	45,000	750	12.5
15	90,000	1,500	25
16	180,000	3,000	50
17	300,000	5,000	100
18	600,000	10,000	200
19	1,200,000	20,000	400
20	2,400,000	40,000	800
21	4,800,000	80,000	1,600
22	9,600,000	160,000	3,200
23	19,200,000	320,000	6,400
24	38,400,000	640,000	12,800
25	76,800,000	1,280,000	25,600
26	153,600,000	2,560,000	51,200
27	307,200,000	5,120,000	102,400
28	614,400,000	10,240,000	204,800
29	1,228,800,000	20,480,000	409,600
30	2,457,600,000	40,960,000	819,200
31	4,915,200,000	81,920,000	1,638,400
32	9,830,400,000	163,840,000	3,276,800
33	19,660,800,000	327,680,000	6,553,600
34	39,321,600,000	655,360,000	13,107,200
35	78,643,200,000	1,310,720,000	26,214,400

36	157,286,400,000	2,621,440,000	52,428,800
37	314,572,800,000	5,242,880,000	104,857,600
38	629,145,600,000	10,485,760,000	209,715,200
39	1,258,291,200,000	20,971,520,000	419,430,400
40	2,516,582,400,000	41,943,040,000	838,860,800
41	5,033,164,800,000	83,886,080,000	1,677,721,600
42	10,066,329,600,000	167,772,160,000	3,355,443,200
43	20,132,659,200,000	335,544,320,000	6,710,886,400
44	40,265,318,400,000	671,088,640,000	13,421,772,800
45	80,530,636,800,000	1,342,177,280,000	26,843,545,600
46	161,061,273,600,000	2,684,354,560,000	53,687,091,200
47	322,122,547,200,000	5,368,709,120,000	107,374,182,400
48	644,245,094,400,000	10,737,418,240,000	214,748,364,800
49	1,288,490,188,800,000	21,474,836,480,000	429,496,729,600
50	2,576,980,377,600,000	42,949,672,960,000	858,993,459,200

These data set the basic properties of the ship's design. The properties imparted to a ship by its chassis and weight class can never be *directly* changed, though certain accessories or traits may be given to it later in the design process that may impart some degree of change to them.

There are only two types of "users" of capital ships, non-military and military; the only real difference between them is the amount of weaponry allowed in the initial design. Military capital ships have no major restrictions on weaponry, though all costs associated with the craft are multiplied by ten (this includes **everything**, including the cost of the chassis). Military craft may also use any gear whose Service Date is up to twenty years prior to its initial commissioning date (or date-equivalent). Non-military capital ships have several limitations on weapons selection. Special weaponry is not allowed aboard non-military ships (for specifics, see Chapter 7.2.2) nor may any ordnance with a damage potential of greater than 500 points be installed. A non-military capital ship is not allowed to carry more than a dozen Weapons Stations in total. Finally, all weapons must remain with their default versions (i.e. no "adjusted" weapons are allowed). Note that these rules count for design purposes only; it is possible for a non-military user to use a military ship during the course of game-play. Ships of this nature are usually operated either by corporations for extra muscle or by pirates.

As previously mentioned, we've got a nice two-aspect picture of the Wake-class and a length statistic. We've already figured out the bounding box volume based on that data; the Wake-class has a bounding box volume of 13,328,586.85 cubic meters, which puts it squarely in Size Class 22 'according to the chart'. That narrows down our choices quite a bit; we can either select a Heavy Destroyer, Very Light Battlecruiser or Very Light Dreadnought chassis. Since we're building a baby carrier and we know the design was originally based on a transport hull design, we'll use the Heavy Destroyer chassis, which is the lightest of the three choices. We're dealing with a warship, so naturally it's a military vessel. Note how much information we already have about our craft: at SC 22, we know it's got at least 160,000 cubic meters of accommodation space and 3,200 cubic meters of internal cargo space. Since it's an SC22 Heavy Destroyer and a Military craft (which is going to bump the cost of everything up by ten), we know the base cost is €516,100,000, its base HD is 54/47/54 and it can have up to 39 accessories. We also know since we're working with a Destroyer that we can't install Engines above Sixth Class or Shields above Seventh Class. We also can't have greater than a total of 600 points of Gun damage available without installing a Capship Systems Adapter and we can't have more than eighteen centimeters of Armor installed without a Reinforced Chassis.

Add and desired Flaws to the ship's design.

As previously mentioned, capital ships are basically vehicles and as such they can sometimes have flaws in their design. As with vehicles, flaws in a capital ship affect the ship's modifiers and/or the ability of its crew to fix any problems. If a designer wants to add a flaw to their ship, they may choose their own or they may use the chart below. A designer can add flaws and other characteristics to an entire class of capital ship if they wish. The same flaw can be given repeatedly a capital ship; it has a cumulative effect in each case. Designers should make any selections from the "Design" column below; the "Acquired" column is specifically for flaws that are inflicted on existing ships during the course of combat (see Chapter 9.4)

Capital Ship Flaws by d%		
d% Result	Flaw (Design)	Flaw (Acquired)
01-10	The ship's Design makes inefficient use of interior space; reduce its accommodation, cargo and hangar volume by 10%. This flaw can be repaired with three successful *Internal Systems* Checks in a row at a rate of one Check per day.	The ship's paint job is scratched or chipped; no game effect.
11-20	The ship's design is not easily modified; reduce its maximum allowable number of accessories by one per two Size Classes (round down). All upgrades and modifications to the ship will take twice as long as normal to complete. This flaw can be repaired with five successful *Internal Systems* Checks in a row at a rate of one Check per day.	Part of the ship's hull is dented in. No game effect.
21-30	The ship has slower than normal throttle settings; reduce its movement rate by one. This flaw can be repaired with two successful *Internal Systems* Checks in a row at a rate of one Check every three hours.	One of the ship's systems takes some minor but irreparable damage (GM's choice); one of the ship's systems takes 5% damage permanently. This flaw may accumulate.
31-50	Some of the ship's systems have had to be jury-rigged in order for it to operate normally; -20 DC to all *Damage Control* Checks made to the ship. The repair DC for this flaw is dependent upon the specific systems that have been affected at the GM's discretion.	One of the ship's systems malfunctions. The GM must select one system randomly (see Chapter 9.4); the selected system malfunctions immediately regardless of its current damage level.
51-60	The ship's Engines are badly calibrated and as a result it burns more fuel than normal; halve the ship's fuel efficiency (round down to the next 5% tier). This flaw can be repaired with three successful *Internal Systems* Checks in a row at a rate of one Check per day.	The ship's Ion Engine has overheated; it takes an immediate 50% Engine damage. This damage can only be repaired with six successful *Internal Systems* Checks in a row at a rate of one Check every four hours.
61-70	The ship's handling is shaky and/or sluggish; -20 DC to all *Starship Piloting* Checks while the ship is in flight. This flaw cannot be repaired.	One of the ship's maneuvering thrusters has been blown off. This causes an immediate 20% Engine damage, -1 to ship's Initiative rating and -20 DC to all *Starship Piloting* Checks. This damage can only be repaired by replacing the thruster in dry-dock as well as by completing three successful *Internal Systems* Checks in a row at a rate of one Check every four hours.
71-75	The ship has been designed with sub-standard scanning equipment; it takes a +1 Range penalty to all *Marksmanship* and *Ballistics Checks*. This flaw can be repaired via replacement of the scanner pallets in dry-dock as well two successful *Internal Systems* Checks in a row at a rate of one Check every two days.	The ship's Sensors malfunction; the ship immediately takes a +2 Range penalty to all *Marksmanship* and *Ballistics* Checks. This flaw can only be repaired by replacement of the scanner pallets in dry-dock and two successful *Internal Systems* Checks in a row at a rate of one Check every two days.
76-80	The ship was designed with sub-standard Shield emitters; every time they are activated, there is a 10% chance of a Shield system malfunction. This flaw can be repaired through the complete removal and replacement of the Shield emitters in dry-dock. A malfunction caused via this flaw may be repaired via a successful *Defenses* Check but at three times the normal repair rate.	The ship's faster-than-light drive system has overloaded; the ship immediately takes 80% Engine damage, d% Core Damage and cannot make any FTL transition. The Engine damage can only be repaired with six successful *Internal Systems* Checks in a row at a rate of one Check every twelve hours.
81-90	The shipyard where the ship was built employed welders whose work was sub-standard; each time the Armor has to absorb damage, there is a 10% chance the armor plates will completely fall off. This flaw can be repaired via the complete removal and replacement of the Armor plating in dry-dock; this takes three times the normal amount of time for Armor replacement. Upon replacement, roll d%; on 10 or less, the flaw is still present.	The vehicle's weapons capacitors short out; its weapons systems are rendered inoperative and cannot be used again until the damage is repaired. The short causes a blast that inflicts d% Core Damage to the ship. Repair of the weapons systems requires five successful *Defenses* Checks in a row at a rate of one Check per hour. If the vehicle has no weapons or if the capacitor has already shorted out, roll again on this table.

91-95	The ship was designed with sub-standard structural material; each time the Armor has to absorb damage, there is a 25% chance the armor plates will completely fall off. Additionally, the ship has a permanent 1d10% Core Damage. Repair of this flaw requires a full refit in dry-dock to replace the hull platings and affected beam members; this requires ten times the normal amount of time for Armor replacement. Upon replacement, roll d%; on 25 or less, the flaw is still present.	Serious damage occurs to the ship's internal framework; it immediately takes 2d% Core damage and must double all its HD ratings. Repair of this flaw requires five successful *Damage Control* Checks in a row, with each Check made at intervals equal to a number of hours equal to the amount of HD points gained. The GM is allowed to select secondary effects from this flaw at their discretion (such as lowered AHP, Core Damage, or system malfunctions).
96-00	Other. Some other system is either flawed or has become flawed; the GM/designer is encouraged to be somewhat cruel.	

Note that flaws added at this stage of the design process apply to entire classes of ships; for individual ships, flaws do not necessarily have to be added until the "finishing touches" step as described below.

A number of flaws on the table above would be appropriate for the Wake*-class (at least as it originally appears in* <u>End Run</u>*; presumably the Confederation had worked the kinks out by the time of* Tarawa's *refit. Let's keep things simple and add the -10% space Flaw for the sake of the "cramped deck" of which Bondarevsky makes note in the novel. That will reduce our accommodations space down to 144,000 cubic meters and the cargo space to 2,880 m³. We'll need to remember to adjust the hangar space when we finally come to it.*

Select the ship's default basic equipment and determine its cost.

Once the basic stats for a capital ship have been determined, it's time to select its basic equipment, including its Engines, Armor, Shields and Weaponry. Capital ships always have positions reserved for Engines, Shields and Armor; none of them will ever count against the ship's number of accessories. Weaponry in and of itself never counts against the ship's number of accessories but adding it to a ship requires the use of Weapons Stations, which are themselves accessories.

A capital ship's chassis determines its maximum allowable equipment Class ratings and strengths. Capital ships have no default equipment ratings, so they have as low of a Class of equipment as their designer wishes. The trade-off for the lack of defaults is less of an HD benefit from Engines. If equipment higher than the maximum allowable amount for the chassis is desired, the designer can either put the *Capship Systems Adapter* or *Reinforced Chassis* accessories on the ship; the Reinforced Chassis specifically allows the addition of extra Armor and the Capship Systems Adapter is for all other systems. Each piece of basic equipment works almost exactly like its vehicle analog.

As with vehicles, Armor sets the number of **armor hit points** (AHP) for the ship and has a negative effect on its HD ratings as its thickness increases. A designer may arbitrarily set the ship's amount and type of Armor. Each Armor type has a Durasteel equivalency rating, which measures the effectiveness of the armor as compared to an equal amount of Durasteel. The ship will receive ten AHP per centimeter of Durasteel equivalency installed. *For example, Plasteel armor has an equivalency of 10 centimeters of Durasteel per centimeter. If a designer puts twenty centimeters of Plasteel armor on their ship, the ship will have the equivalent of 200 centimeters of Durasteel armor installed and will thus have 2,000 AHP.* Armor amounts are always listed in tenths of a centimeter and always reflect the actual thickness of Armor on the ship in question. Every ten centimeters of Armor (rounded up) adds one point to all three of a ship's HD ratings.

Engines are another capital ship system that behaves similarly as they do for vehicles. Engines affect the ship's HD and also have a direct effect on its speed and fuel efficiency ratings (*see Chapter 8.1 for details*). Engines subtract one point from the ship's HD and BHD ratings per Class (*for example, Fourth Class Engines would subtract 4 points, Sixth Class Engines would subtract 6 points, etc.*).

Engines also directly set the ship's **Initiative** rating; it equals the Engine's Class. Capital ships fall into the general category of *space vehicle*; as such, they all have a chassis maximum speed of 10,000 kph in the atmosphere and 1,000 kps in space regardless of what Class of Engine is installed. The cost of any ablative material on the ship's hull for atmospheric flight has been figured into the cost of its chassis. Capital ships may have a speed governor installed; exceeding the indicated speed will cause Core Damage at the same rate as with vehicles (5% every fifteen minutes). Capital ships can go without other equipment but they MUST have an Engine installed in order to function.

Shields are usually considered a vital part of a capital ship's equipment; they are as handy at blocking out harmful cosmic radiation and curtailing micro-meteoroid damage as they are at blocking enemy weaponry. Because of this necessity, space is always reserved on a capital ship chassis for the installation of Shield systems. Unlike vehicles, the installation of Shields does **not** count against a ship's accessory count (as previously mentioned); capital ship Shields are otherwise functionally the same as vehicle Shields. Like Armor, an arbitrary number of shield hit points (SHP) may be set for a ship at the time of its design, with each ten SHP equivalent to one centimeter of equivalent Durasteel Armor plating. This can lead to situations wherein the indicated strength of the Shields does not match the amount indicated by any of the Classes of Shields in the equipment list (see Chapter 7.2.2). If this is the case, the designer will need to find the first Shield Class whose SHP value is more than what they have indicated; that Class becomes the ship's official Shield Class. *For example, a designer elects to create a ship with 1,050 SHP. This doesn't correspond to any established Shield Classes; checking the chart, the first Class of Shield with a higher SHP value is Second Class at 2,000 SHP, so the ship has Second Class Shields.* When modifying a ship, the values and Classes of Shields must correspond to the chart; the SHP cannot be arbitrarily set. Shields have no effect on a capital ship's HD ratings.

Weapons systems for capital ships function identically to vehicle weaponry. To add a weapon to a capital ship, a Weapons Station accessory must be placed first, which will help determine into what combat arcs the weapon may fire (see Chapter 9.4). Capital ships are also allowed to use any weapon that appears on in the weapons lists for vehicles in Chapter 6.2.3. Each mount-point allows a single weapon of the appropriate type to be mounted on it; these weapons do not take up additional accessory slots but do take up the mounting points on the Weapons Station. The amount of damage or effect of a weapon should be recorded in the appropriate boxes on the Vehicle Record Sheet. As a general rule, a capital ship should carry at most one type of Special Weapon; while any single special weapon can give the ship some truly awesome capabilities, its addition tends to jack up its price substantially.

We want the Wake*-class to be able to withstand a torpedo hit; torpedoes of the WC2 era (the Mk. IV Torpedo) cause 2,000 AHP of damage and can bypass shields, so we want the ship to have somewhere between two and four thousand AHP. We'll say 2,500, which is comparable to a* Waterloo*-class Cruiser; 25 centimeters of Plasteel Armor should do the trick. At a million credits per centimeter, this will add €25,000,000 to the ship's cost and add three points to each of the ship's HD ratings, moving it up to 57/47/57. Since we know the ship's top speed is going to be 250 kps, we know she'll need at least an Eighth Class Engine; this will add €700,000 to the cost. We'll have to add a speed governor in order to get her down to the 250 kps mark. The Eighth Class Engine sets the ship's Initiative rating to eight and subtracts eight points from the ship's HD and BHD, moving the HD ratings to 49/39/49. Installing this Class of Engine is going to require us to add a Capship Systems Adapter to our list of accessories, as Eighth Class is over the normal maximum limit for the Destroyer chassis. Since the* Wake*-class is a modified transport, we can use the design of Confederation transports of that era (i.e. the* Clydesdale*-class) as an indicator of its actual shield strength.* Clydesdales *have 25 centimeters of shields, so we'll say the same amount for the* Wake*-class; that's going to be a simple set of First Class Shields set to 250 SHP, which will add €10,000 to*

its cost. We're dealing with a WC2-era capital ship, which means we're also going to want to put Phase Shields on the Wake *eventually.*

That brings us to weaponry. Tarawa *is never seen launching torpedoes or missiles on its own, so we're going to say that the* Wake*-class in general does not carry any type of ordnance and we'll go with the Guns we identified earlier. To give the ship a little more oomph, we'll say that the turret emplacements are all dual-fire with the exception of the main gun emplacement on the ship's prow, which we'll say is a quad-fire. None of the turrets look particularly strong, so we'll forgo putting any armor on them. Likewise, in* <u>End Run</u>*, Bondarevsky laments the choice of standard anti-torpedo guns over newer systems that could pump out rounds at a faster rate, so we'll forgo making any of them Gatling guns. The positioning of the turrets looks like they would enable "over the shoulder" shots into all firing arcs. So, to accommodate our desired weaponry, we'll need seven Weapons Station accessories, six of which will be Dual Gun Turrets and one of which will be a Quad Gun Turret. The dual-fire emplacements will need Mass Drivers. To make things interesting, we'll say the quad-fire gun is an Antimatter Gun emplacement; this will give the ship a little bit of defensive capabilities against opponents in an emergency situation. So we have a total of twelve mount points that we need to fill with capital ship-scale Mass Drivers (6 x 2 = 12) and we need four Antimatter Guns; we'll go ahead and use the Defensive variant of the Mass Drivers. The guns will add €2,510,000 to the cost of the ship and are capable of delivering 5,040 points of damage in aggregate, a figure we'll need for the calculation of the ship's SI down the road. We've already got a Capship Systems Adapter lined up for the ship's accessories due to its Engine, so we don't need to worry about adding it for going over the chassis limit on gun strength here. Adding the cost of all the basic equipment together gives a total of €28,220,000, another figure we'll need in the near future.*

Select any accessories for the ship.

The ship's accessories should be selected next. All ships are capable of supporting accessories though larger ships can handle more than smaller ones at the cost of being more expensive and easier to hit. As with vehicles, a designer does not have to add accessories if they don't want to, *though the wisdom of going without at least weapons mounts is a matter of conjecture*. Unlike vehicles, a capital ship is stuck with the number of accessories indicated by the chassis; the Modified Chassis accessory **cannot** be added to ships. A capital ship automatically has access to both Ion and Impulse Engines, a Matter/Antimatter Reactor and two External Docking Ports; they are all considered part of a capital ship's chassis already. As usual, a designer may feel free to ignore the inclusion of any of these free accessories at their own discretion. Capital ships also have access to *one* type of FTL drive system as a freebie (a D-Drive, a Morvan Drive or an Akwende Drive); installing secondary FTL drive systems will require the use of accessory slots. Accessories can change a lot of the basic characteristics of the ship; any changes should be noted with the accessory's effect. The cost of accessories should also be taken into account; all accessories added to a capital ship cost as much as is listed (i.e. there is no cost multiplier for capital ships).

Larger ships in particular are well suited to act as carrier craft for smaller vehicles such as shuttles or fightercraft (see Chapter 6.2). As with carrier vehicles, small craft do not count against a ship's accessory count but the cost of any vehicles is added to the final cost of the ship if they are carried as standard equipment; stats for the small craft should also be made available.

Accessories (aside from Pods, which are considered Accessories for design purposes) cannot be sold off or exchanged once assigned as standard equipment aboard a capital ship unless it is also given the *Modular Design* bonus, which comes with a cost multiplier (as discussed later in this procedure).

We already know that we're going to need a Capship Systems Adapter, since both the amount of Gun firepower and the Engine Class are over the normal maximum limits for a Destroyer chassis; at 1,000 times the size Class, the Adapter will cost €22,000 credits just by itself. As it turns out, we're also over the limit on the amount of Armor a Destroyer can support and so the Reinforced Chassis accessory is also going to be required; for seven extra centimeters at Size Class 22, it is going to cost €15,400. We have discussed what we're going to need as far as weapons mounts go: we want one Quad Gun Turret for the Antimatter Guns and six Dual Gun Turrets for the Mass Drivers. The combined cost of these weapon mounts is €460. We know the ship was equipped with a Tractor Beam (otherwise Tarawa *wouldn't have been able to slingshot away from Kilrah in* End Run *as depicted), so we'll add one to the mix for another €440. Finally, we need to give some thought of the ship as a carrier. A quick calculation of the combined volumes of a squadron of* Ferrets, F-44H Rapiers *and* Sabres *yields a result of 95,722.92 cubic meters (somewhere in SC15). Since this is just the amount of space we would need for the fighters (to say nothing of maneuvering them around on the deck) and accounting for the fact we'll need to adjust down whatever hangar space we do have due to the design flaw we gave the ship, we'll go ahead and add a full Hangar Bay Module. This adds €1,100 to the cost of the ship; normally it would add 180,000 cubic meters of hangar space but the flaw reduces this to 162,000 m³. We also would like to be able to repair fighters on the deck; to emulate this, we'll need to add a Repair Bay Module (which adds €2,200 to the cost). We'll also need to be able to launch and land craft from the ship while it's in flight, so we need at least one Carrier Systems accessory. We'll add just one to limit the* Wake's *launch and landing capacity; this adds only €50 to the final cost of the ship. That's all we really need as far as accessories go, so we'll use the rest of our available space (14 accessory slots) for Expendable Pod Mounts (adding €210 to the cost) and place Escape Pods on them (at a cost of €1,400). We can quarter the size of the individual pods to get four times as many individual pods; they'll be cramped but there will at least be enough for everybody to have one if their needed. The final total cost of all the Accessories and Pods we've selected comes out to €43,260.*

Determine the ship's crew and passenger complements and its cargo capacity.

A capital ship's crew complement and cargo carrying capacity are determined in exactly the same manner as for vehicles (see Chapter 6.2). The ship's Size Class will indicate an amount of the ship's volume that can be used for accommodation space, assuming one-sixth of the ship's minimum Size Class bounding box volume is actual inhabitable space on the ship and only 10% of that space is used for accommodations. To determine a complement, the accommodation volume will need to be filled in with accommodation spaces; the spaces used on capital ships are the same sizes as those available for vehicles:

Vehicle and Starship Accommodation Spaces		
Name	Approximate Size (m3)	Brief Description
Suite	400	This is a full-sized apartment. It comes with separate full bathroom and sleeping areas off of a main living area or office space and has its own kitchen and dining areas.
Luxury Stateroom	200	This is an efficiency apartment. Its kitchen, living space and bedroom are all rolled into one space, which can be partitioned if so desired by its occupant. It does have a separate full bath area.
Stateroom	100	This is a high-class cabin. It usually has its own full bathroom, a table and chairs for office space, a large bedding area and maybe a kitchenette. This is a good size space for first-class family accommodations.
Double Cabin	50	This is a good medium-sized room. It usually comes with a full bath area, large bed and a small work area. It typically utilizes a shared common area. This is a good size space for first-class accommodations on space vehicles.
Single Cabin	25	Dinky in comparison to some types of quarters, a single cabin has enough room for a bed, a person's belongings and maybe a small toilet. It typically utilizes a shared common room. This size of space is used a lot for second-class passenger passage.

Steerage Cabin	12.5	Steerage cabins are cramped, usually containing just the bed and maybe a desk and a little space for personal effects. It usually requires a shared restroom but otherwise affords a person at least some privacy.
Large Berth	6.25	A good size bunk that folds up into the wall, giving an occupant a good amount of space for working as well as a little more in the way of storage for personal effects. If a shared common space and bathroom are used, there's probably just enough space in the actual room for the bunk and not much else.
Medium Berth	3.125	A larger bunk that can fold up into a wall with a larger storage area. This volume of space is usually good when comfort isn't a priority but some work or office space is needed. Jail cells are usually about this size.
Crew Berth	1.5625	A bunk bed with a locker for storage. The bunks in these spaces are usually stacked three high. This volume of space is good when you have to cram large numbers of people into a really small space. They aren't very private or very comfortable.
Airplane Seat	0.78125	This is one reasonably comfortable partially reclining seat with an overhead bin to hold a small amount of cargo as well as a small cargo space under the chair. This volume of space is good for hauling passengers on trips not much longer than twelve hours or so at the most.
Bucket Seat	0.390625	This is about as basic as it gets; it's a seat that still offers support for the back. No cargo space is included. This amount of space is good for hauling passengers on short trips of about two hours or less, perhaps longer if breaks are scheduled in.
Saddle	0.1953125	A place to put your butt; that's about it. At least you don't have to share it with anyone...

Some space can be assigned to crew and some to passengers. A designer is welcome to assign however many spaces they desire to crew, though they should keep in mind that larger capital ships will probably require a significantly larger crew just to run things. As with vehicles, not all of the available accommodation space needs to be filled in; some can be transferred over to cargo carrying volume, transferred to hangar space if the ship has any Hangar Bay Modules or just left empty. Cargo capacity for capital ships is determined in the same manner as vehicles, by adding up the total volume of space from the ship's chassis to the total amount that can be carried by all of its cargo carrying accessories. As with accommodation space, a designer may transfer any cargo space to accommodation or hangar space, *provided* that the space transferred comes from the chassis and not from any accessories. The ship's complement and cargo capacity should both be recorded in their respective boxes on the Vehicle Record Sheet.

We already know that we have 144,000 cubic meters of space for accommodations (which is quite a lot for a warship with a crew of just 500 people); we need to divvy that up. Let's say we want to toss all but 40,000 cubic meters of that space over to more hangar space before we do anything else; this will give us another 104,000 cubic meters of hangar space and 40,000 cubic meters for accommodations. That works out to 80 cubic meters of space apiece given a crew of 500; this gives us space for a few staterooms for the senior officers and some smaller quarters for the crew. Let's go with twenty Luxury Staterooms for senior officers and VIPs for 4,000 cubic meters. We can divvy up the remaining space with Double Cabins; doing so gives us 720, more than what we need. Let's say ten of the staterooms are for senior officers and the other ten are passenger spaces; we only need 490 cabins for the rest of the crew at that point. We'll go with that number and toss the space that would go to the other 230 cabins into yet more hangar space (perhaps we should've gone with a Shelter Module after all; it would've saved us a little on the ship's cost). This gives us a crew compliment of 500 with 10 passengers and a total hangar space of 277,500 cubic meters. We haven't adjusted the ship's cargo capacity at all, so it will stay at a total of 2,880 cubic meters (the amount we get from the chassis).

Figure up the ship's total cost.

Once all accessories have been selected, any weapons systems have been mounted and the ship's complement and cargo capacity are all known, it's time to start figuring up its vital statistics starting with its cost. To calculate a ship's cost, simply add together the cost of the ship's chassis, all basic equipment and all accessories that have been added to it; the final result is the total cost of the ship, which should then be recorded in the "cost" box on the Vehicle Record Sheet.

A designer may decide to give their ship resistance to particular weapons or damage reduction bonuses (see Chapter 7.2.2 for full details). If the ship is given a bonus, a multiplier to the ship's total cost will be given; if it is given multiple bonuses, they should be summed together into a single multiplier. The designer will multiply the previously tallied cost of the ship and its equipment by this multiplier; the final result is the total cost of the capital ship, which should then be recorded in the "cost" box on the Vehicle Record Sheet.

We've been keeping track of the ship's cost as we've been going along. To recap, the chassis cost €516,100,000, the total cost of the basic equipment was €28,220,000 and the total cost of accessories was €43,260. Adding those up gives a final result of €544,363,260. We're dealing with a military ship, so we need to multiply this amount times ten, for a final value of €5,443,632,600. This is probably expensive enough as it is, so we're not going to add any additional bonuses to the ship.

The cost we just tallied only covers the price of the ship itself; we know that in its default configuration the Wake*-class carries three 15-craft squadrons, one of* Ferrets*, one of F-44G* Rapier-IIs *and one of* Sabres*. Their total cost (€6,627,541,500) will also have to be added, bringing the final total to a whopping €12,071,174,100 (which is still a bargain when compared to a full-sized Confederation fleet carrier...).*

Record the ship's vital stats.

Once the ship's cost has been calculated, it's time to figure up the remainder of its vital stats. The designer should have been keeping notes as they were going along; if not, then it's important for them to go back and record the effects of the ship's equipment. From these design notes, it is possible to determine the ship's combat modifiers (SI, SHP, AHP, INIT, HD, BHD, FHD, Crew and Passengers). Here is an overview of these stats, what they mean and how to determine them:

- **Strength Index (SI)**: Strength index is a measure of how well a ship rates in combat as opposed to other capital ships. A ship's strength index is a combination of the sum of its shield hit points, armor hit points, and the combined strength of all of its onboard guns. Because this value is dependent upon the ship's defensive capabilities, it can fluctuate greatly throughout the course of an adventure; the value recorded should be the ship's maximum possible value. The SI value is a basic method of "keeping score" and helps determine whether or not a ship will withdraw from combat if given the opportunity.
- **Hit Difficulties (HD/BHD/FHD)**: Hit Difficulties are a measure of how hard it is to hit and inflict damage on a ship, whether in combat or in potentially hazardous situations wherein no one necessarily *intends* to cause damage but damage could still potentially result. Several factors determine how difficult it is to actually hit a ship, including its size, mass and ability to accelerate. The lower the hit difficulty, the lower the result needed on a d% roll to damage the ship. Capital ships, like vehicles, have three hit difficulties: normal (HD), "blast" (BHD) and "flat-foot" (FHD). Each ship chassis has a base HD rating, which is modified by Armor effects, Engine effects and its Size Class.
- **Initiative (INIT)**: As with characters, Initiative measures a ship's ability to react; it is used to determine the order in which different ships engaged in combat situations will fight; the higher the ship's Initiative, the more likely it is that it will get to deliver damage before other ships. A ship's Initiative modifier is equal to its Engine Class, which may be adjusted depending on the presence of certain accessories or flaws.
- **Maximum Speed (MAX SPEED)**: This lists the ship's maximum speed rating as determined by its Engine Class and any installed "speed governor". A ship may travel at any rate of speed from zero to this maximum speed.

- **Combat Speed (SPEED)**: A related figure to a ship's maximum speed is its **combat speed**, which is the number of range increments it may move during a combat round (see Chapter 9.0). To derive a capital ship's combat speed, the designer needs only to multiply its maximum speed by .006 and round the result to the closest integer; the final result is the craft's combat speed. For more on combat ranges and how they play into these calculations, see Chapter 9.4.
- **Shield Hit Points (SHP)**: This is a measure of the strength of the ship's Shields. Shields can regenerate in combat at a rate affected by the ship's Chief Engineer's *Defenses* Skill score. If a ship's Shield HP is reduced to zero, any excess damage points are applied either to any Armor the ship has or straight to systems damage if it has none.
- **Armor Hit Points (AHP)**: This is a measure of the strength of the ship's Armor. Armor does not regenerate in combat. If a ship's Armor HP is reduced to zero, any excess damage points go directly to systems damage.
- **Crew**: This lists the number of personnel required to operate the ship under normal conditions. Crew listings can be filled out by any type of character, including player characters, specific NPCs or "redshirts". A ship that has less than 90% of its crew requirement aboard will take a general penalty for being undermanned (see Chapter 9.4).
- **Passengers**: This lists the number of personnel the ship can transport as passengers. Unlike crew, passengers are not essential to the successful operation of the ship. A ship may take a general penalty for being overcrowded (see Chapter 9.4) if there are at least 120% of its combined crew and passenger compliments aboard. "Passengers" come in many forms, including travelers, troops and prisoners just to name just a few examples.

We can now calculate the ship's derived statistics. With 2,500 AHP, 250 SHP and 5,040 total potential Gun damage, its SI will be 7,790. The HD we've determined up to this point is 49/42/57; nothing else will change those numbers, so they're good as is. We've got an Eighth Class Engine; with nothing modifying the value this will give us a final Initiative of Eight. We've determined SHP, AHP and our crew complement already, so at this point we're done with the ship's derived stats.

Put finishing touches and any desired additional traits on the ship.

A ship is essentially complete after its vital stats have been recorded. If the designer is only designing a general ship class, they may stop there and call it done; a name should be assigned to the class if one has not been selected already. This can be something as generic as the species name and general purpose of the craft (such as "Firekkan Transport" or something similar) or it could be named after the first ship of the class ("*Intrepid*"-class, for example). If, however, the designer is creating a specific ship (such as one a character group is trying to buy) they may choose to add details to the ship such as the color of its paint job, any scratches or dents in its hull, and acquired flaws and so forth.

At this point, a capital ship is complete enough to include in adventures but the creation process does not need to end. Such information as a design programme, the name of the chief designer, the history of the class and so forth can also be added; this will help give a ship class some of the "personality" that all infamous ships seem to have. This part of the creation process does not have to be done at the time the ship is created; such information about it can be added through the course of game-play.

We're pretty satisfied with the Wake*-class as it is; in fact, we're going to call it done at this point. This is the same craft that appears in Chapter 7.4; it's not necessarily non-canonical but that's probably the best place for it given that 'our version is a home-brew.*

Modifying Capital Ships

As mentioned previously, the procedure laid out in this sub-Chapter is used to create a brand new capital ship from scratch. "Creating" a specific capital ship of an existing class for use in an adventure (such as the character's group's home carrier) is as simple as copying the information provided from whatever source is available (usually from this guidebook or the GM's own notes). At some point, however, the players or GM may want to make modifications to that ship. Modifying a capital ship is a relatively simple process; all that is required is the removal and/or addition of a system from the craft, a re-calculation of its cost and a re-determination of its vital stats. The procedure outlined above also can be used for the modification process.

If a modification involves the removal of old equipment, a ship's crew may expect to receive some money back for it. The value of equipment depreciates the moment it is installed on any craft. While in the real world the amount of depreciation would be dependent upon how long the equipment has been in use, for purposes of the game all equipment sold earns 50% of its full value. This amount can be reduced based on any damage it has at time of sale; the GM should shave 0.5% off of the equipment's depreciated value (not the full value) for each percentage point of damage it has received. Destroyed equipment has no value at all. In all cases, it is the equipment's full value (not the depreciated value) which is deducted from the overall value of the craft.

Modification of any of a craft's systems takes time to complete. The amount of time required is fully dependent upon the Class of any equipment being removed, the Class of any equipment being added and how well the engineer (or engineers) doing the work perform in the course of doing their job. To calculate the amount of base amount of time necessary, simply add the Class of the old equipment to the Class of the new equipment; the result is the amount of time needed for the modification in hours. For example, upgrading from a Fourth Class Engine to a Fifth Class Engine will take nine hours (4+5 = 9). For accessories, a single hour is needed for each piece of old equipment being added or removed; for example, replacing a SWACS Module with a Scout Module and adding another Scout Module will take three hours total. Only ships with the Modular Design bonus may swap out accessories; all others are stuck with what they have. Armor addition will take one hour per whole centimeter equivalent being added or subtracted. Guns will take one hour for every hundred damage points being added or subtracted (round up), light ordnance will take fifteen minutes and heavy ordnance will take one hour.

The amount of time required for modifications may be modified by an *Internal Systems* Check; a successful Check shaves one hour off the amount of time needed to make the modification for every ten points in the degree of success (rounded down). Should the Check fail, another hour is added for every ten points in the degree of failure (rounded up). This Check has critical potential: in the event of a critical success, the modification takes a single hour regardless of the equipment involved. In the event of a critical failure, an additional amount of time is added to the modification time as for a normal failure, with an additional 2d5 hours tacked on. Each additional engineer working on a specific modification will shave one hour off of the final required amount of time to a minimum of one hour.

Modifications are allowed to take place concurrently provided there is at least one engineer available for each modification requested. If there are an insufficient number of engineers, the tasks that would take the longest are "queued up" and won't begin until an engineer is free to work on them. In the event two modifications would take the same amount of time, the ship's crew may select which modification they'd like to have happen first.

Let's say we had a Wake *-class Escort Carrier that we wanted to go ahead and fix up a bit (say, after it was purchased by a certain frontier empire). We're going to be limited to basic equipment changes only, since the* Wake *-class does not have a Modular Design. There's still plenty we can do with it...let's say we want to swap out the default Armor with half as much Isometal Armor, take off the speed governor, put on a Ninth Class Engine and swap out those Mass Drivers for Antimatter Guns. We've got two engineers available to make these modifications.*

First, let's deal with the Engine. Removing an Eighth Class Engine and replacing it with a Ninth Class is going to take seventeen hours (8+9 = 17) and increase the cost of the ship by €7,000,000. After the modification, the ship will be capable of traveling up to 512 kps, as fast as most fighters. We may elect to put a speed governor back on to hold that down (say to 275 kps) or we could even leave the old one in place and simply put on the new engine to make the ship more fuel efficient. Next up is the removal of the ship's twenty-five centimeters of Plasteel Armor and its replacement with twelve-and-a-half centimeters of Isometal Armor. The cost of Isometal is exactly twice that of Plasteel, so half as much Isometal Armor will cost the same amount as the standard amount of Plasteel Armor for the ship; the cost doesn't need to be adjusted in this case. It will still take 37 hours to make the change (25 + 12 = 37). This change will increase the ship's AHP to 15,000, decrease its HD ratings by one point a piece to 48/41/56 and jumps the ship's SI up to 20,290. Finally, we want to swap out the ship's Mass Drivers for Antimatter Guns. There are twelve Mass Drivers installed on a Wake *-class ship with a combined cost of €5,100,000. Twelve Antimatter Guns will cost €60,000,000 total, so the overall cost of the ship will increase by €54,900,000. The 3,840 points of available gun damage from the Mass Drivers will be replaced with 3,600 points for the new Antimatter Guns; the changes will take seventy-five hours to complete (3,840 + 3,600 = 7,440, 7,440/100 = 74.4, which rounds up to 75). The ship's SI will decrease by 240 points to account for the new guns; its final SI after our changes will be 20,500.*

Since we only have two engineers to make these changes, we can't have all of them happening at once. The Gun changes will take the longest amount of time, so that will get put in the queue for the engineer working on the Engines to do once they get finished. After seventeen hours have passed, the engineer working on the Armor will be finished and can begin work on the Guns; both engineers will be working on the Guns together after the first engineer has been working at it after another twenty hours (37 - 17 = 20). Since two engineers will be working on the Gun modifications at that point, they will only take another nineteen hours to complete (75 - 37 = 38, 38 / 2 = 19). All told, these modifications will take a grand total of 56 hours to complete. The cost of the ship will go up from €12,071,174,100 to €12,627,174,100, its SI will have nearly tripled and its survivability in the event of a torpedo hit will have gone up considerably. The only problem with this set of upgrades is that even though we've given the ship some awesome anti-capship abilities, we've completely eliminated its anti-fighter and anti-torpedo weaponry in the process. That and an extra sixty-million-plus credits for the taxpayers to have to foot will probably keep the Confederation from ever making this particular set of changes...

7.2.1: CAPITAL SHIP CHASSIS

The behavior of capital ships is much like that of modern warships. It is true that capital ships move through a three-dimensional medium and therefore some of the principles and terminologies of aircraft maneuvering apply, but for the most part the same tactics that apply to modern naval warfare apply to capital ships. Because of this, there is a need for various capital ships to perform many different tasks. A capital ship that is excellent at bombarding a planetary target will probably be far too slow to act as a pirate interdictor, while a good interdictor is probably too lightly defended to be reasonably survivable in a major battle. To facilitate these differing needs, there are a number of different chassis types available.

Each chassis type affects several of a capital ship's basic statistics. The following pieces of data on how the ship's statistics are affected are included in each description:

- Overview: This gives an overview of the chassis type and describes its intended functions.
- Weight: This lists a specific weight category of the chassis. Like vehicles, all capital ship chassis have seven variations of weight, from super light to super heavy.
- Base Cost: This lists the cost in credits of a ship that uses the indicated chassis and weight class. Unlike vehicles, the cost listed here is the actual chassis cost; there is no cost modifier involved with capital ships.
- Size Class Range: This gives the range of Size Classes available for a ship of the indicated chassis and weight category. There are several different game effects that occur based on a capital ship's Size Class (*for example, ships that are Size Class Twenty or higher cannot enter planetary atmosphere*).
- Base HD Ratings: This lists the base hit difficulty ratings for a ship of the indicated chassis and weight category. As with characters and vehicles, this will help determine how hard it is to hit the ship with weaponry. If a weight class is indicated with more than one set of HD ratings, the designer should use the set corresponding with the selected Size Class as indicated in parentheses.
- Number of Accessories: This indicated the number of slots a ship of the indicated chassis and weight category has for equipment, including specialized cargo pods, hangar bays, weapons mounts and the like.
- Limitations: This final stat lists any limitations of a specific basic chassis type regardless of weight category selected. Limitations are listed as the **maximum** Classes of Shields or Engines, the maximum amount of Armor and/or the maximum amount of available Gun damage allowable without requiring adapter accessories to be included with the final design.

All capital ships have an Ion Engine, Impulse Engine, Matter/Antimatter Reactor, two External Docking Port modules and a single FTL drive system (a D-Drive, Morvan Drive or an Akwende Drive) installed as part of the chassis (i.e. as "freebies"). Capital ships also use their own set of basic equipment, though they may use any piece of vehicle-scale equipment designed for use with space vehicles.

Corvette

Corvettes are very light capital ships that help fill the gap between bombers and destroyers. They are small ships with few crew members and usually sacrifice armor plating for raw speed, so they are not well-suited for heavy combat situations. On a positive note, they are among the fastest warships in existence, can expect to be victorious against fightercraft and are usually very inexpensive. They are best used as scout and patrol craft but are also good at light escort duties and in a pinch they can be called upon for surgical strike and zone defense missions. Their versatility makes them popular craft among navies.

Corvette				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€41,900,000	13	36/38/36	2
Very Light	€54,800,000	14	37/38/37	3
Light	€67,700,000	14	37/38/37	5
Medium	€80,600,000	15	38/38/38	6
Heavy	€93,500,000	15	38/38/38	7
Very Heavy	€106,500,000	15	41/41/41	9
Super Heavy	€119,400,000	15	41/41/41	10

Limitations: Corvettes may not have Shields above Second Class installed or greater than 200 points of total Gun damage available without installing a Capship Systems Adapter. A Corvette may have up to six centimeters of armor installed without requiring a Reinforced Chassis accessory.

Frigate

Frigates are usually the smallest ships found in the order of battle in major fleet engagements, where they are used in what's probably their best role, escort duty. They are small warships, fast and maneuverable but usually not very well armed. They are slightly larger than Corvettes and can carry a little more in the way of internal bays, shields and offensive firepower. They are not usually as large as Destroyers although the heavier Frigate chassis are sometimes used on ships that are classed as Destroyers. Frigates can carry out precision raids and zone defense missions in a pinch. Most navies have a sizable number of Frigates.

Frigate				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€129,000,000	13	39/41/39	11
Very Light	€151,600,000	14	40/41/40	13
Light	€174,200,000	15	41/41/41	14
Medium	€196,800,000	16	45/44/45	16
Heavy	€219,400,000	17	46/44/46	17
Very Heavy	€241,900,000	18	47/44/47	18
Super Heavy	€264,500,000	19	48/44/48	20

Limitations: Frigates may not have Shields above Fifth Class installed, Engines above Eighth Class installed, or greater than 400 total points of Gun damage available without installing a Capship Systems Adapter. A Frigate may have up to fifteen centimeters of armor installed without requiring the Reinforced Chassis accessory.

Destroyer

Destroyers are mid-range capital ships in terms of size, armament, speed and defense. Destroyers are usually very popular among navies because of their versatility; almost any type of capital ship can be built on a Destroyer hull. Some are powerful enough to conduct heavy combat missions with a reasonable chance of success, while others are light enough to make good patrol and interception craft. They are also quite economical; the balance between economy and versatility is the main reason why Destroyers make up the bulk of most navies.

Destroyer				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€290,300,000	15	44/44/44	22
Very Light	€322,600,000	16 - 17	48/47/48 (16) 49/47/49 (17)	27
Light	€387,100,000	18 - 19	50/47/50 (18) 51/47/51 (19)	31
Medium	€451,600,000	20 - 21	52/47/52 (20) 53/47/53 (21)	35
Heavy	€516,100,000	22 - 23	54/47/54 (22) 55/47/55 (23)	39
Very Heavy	€548,400,000	24	56/47/56	43
Super Heavy	€612,900,000	25	60/50/60	47

Limitations: Destroyers may not have Engines above Sixth Class installed, Shields above Seventh Class installed, or greater than 600 total points of Gun damage available without installing a Capship Systems Adapter. A Destroyer may have up to eighteen centimeters of armor installed without requiring the Reinforced Chassis accessory.

Battlecruiser

Battlecruisers are large warships capable of delivering significant firepower. They are designed to wield heavy weaponry and armor; naturally they have relatively poor performance characteristics and their cost is higher than other capital ships. Battlecruisers often make up the centerpiece of small fleets, serving as the command ship in many cases. In very large fleets, they are used as heavy strike craft against mission objectives. Battlecruisers tend to be expensive, so a government may only have two or three dozen of them active in peacetime. It's usually these ships that determine the fate of worlds.

Battlecruiser				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€645,200,000	19 - 20	54/50/54 (19) 55/50/55 (20)	49
Very Light	€741,900,000	21 - 22	56/50/56 (21) 57/50/57 (22)	54
Light	€838,700,000	23 - 24	58/50/58 (23) 59/50/59 (24)	60
Medium	€935,500,000	25 - 26	60/50/60 (25) 61/50/61 (26)	65
Heavy	€1,000,000,000	27 - 28	65/53/65 (27) 66/53/66 (28)	71
Very Heavy	€1,096,800,000	29	67/53/67	76
Super Heavy	€1,193,500,000	30	68/53/68	82

Limitations: Battlecruisers may not have Engines above Fourth Class installed or greater than 800 total points of Gun damage available without installing a Capship Systems Adapter.

Dreadnought

Dreadnoughts are the heavy hitters of a fleet; all but a few of the most massive warships fit upon a Dreadnought chassis. They are huge vessels, carrying large complements of crew to handle their immense internal systems. Damage that would destroy a smaller capital ship usually doesn't faze a Dreadnought much and their armament is usually formidable. Dreadnoughts pay for their firepower and defensibility with typically abysmal performance characteristics. Their expense usually limits their numbers such that most navies may have only two or three active Dreadnoughts (if any at all) during peacetime. Expense of operation limits the types of missions for which a Dreadnought is typically employed; they usually they will be deployed either in planetary defense or heavy strike missions. Fast heavy battlecruisers, mega-carriers and battleships can all be found utilizing the Dreadnought chassis.

Dreadnought				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€1,290,030,000	20 - 21	58/53/58 (20) 59/53/59 (21)	83
Very Light	€1,483,900,000	22 - 23	60/53/60 (22) 61/53/61 (23)	90
Light	€1,645,200,000	24 - 25	65/56/65 (24) 66/56/66 (25)	97
Medium	€1,838,700,000	26 - 27	67/56/67 (26) 68/56/68 (27)	104
Heavy	€2,032,300,000	28 - 29	69/56/69 (28) 70/56/70 (29)	110
Very Heavy	€2,225,800,000	30 - 31	71/56/71 (30) 72/56/72 (31)	117
Super Heavy	€2,387,100,000	32 - 33	73/56/73 (32) 74/56/74 (33)	124

Limitations: Dreadnoughts may not have Engines above Third Class installed without installing a Capship Systems Adapter.

Space Station

Space Stations are space-borne installations whose main purpose is to act as a location where capital ships may go for safe haven and to act as administrative centers in space. Space Stations can perform many different functions, including shipbuilding, repair duties, orbital mining, processing of long-distance communications and so forth. Most starfaring races will have at least one Space Station orbiting their primary homeworld to act as a home port for capital ships. Like Dreadnoughts, though, the cost involved in keeping a Space Station in operation generally limits the number of stations any one race possesses to one or two at the most. While not a capital ship *per se*, the Space Station chassis can be used for unusually enormous craft; a very small number of capital ships utilize this type of chassis for no other reason than that no other type of chassis can handle their bulk.

Space Station				
Weight	Base Cost	Size Class Range	Base HD Ratings (HD/BHD/FHD)	Number of Accessories
Super Light	€2,580,060,000	16 - 20	60/59/60 (16) 61/59/61 (17) 62/59/62 (18) 63/59/63 (19) 64/59/64 (20)	43
Very Light	€2,935,500,000	21 - 25	65/59/65 (21) 66/59/66 (22) 67/59/67 (23) 68/59/68 (24) 69/59/69 (25)	82
Light	€3,225,800,000	26 - 30	70/59/70 (26) 71/59/71 (27) 72/59/72 (28) 73/59/73 (29) 74/59/74 (30)	116
Medium	€4,838,700,000	31 - 35	75/59/75 (31) 76/59/76 (32) 77/59/77 (33) 78/59/78 (34) 79/59/79 (35)	145
Heavy	€8,064,500,000	36 - 40	80/59/80 (36) 81/59/81 (37) 82/59/82 (38) 83/59/83 (39) 84/59/84 (40)	169
Very Heavy	€12,903,200,000	41 - 45	88/62/88 (41) 89/62/89 (42) 90/62/90 (43) 91/62/91 (44) 92/62/92 (45)	188
Super Heavy	€19,354,800,000	46 - 50	93/62/93 (46) 94/62/94 (47) 95/62/95 (48) 96/62/96 (49) 97/62/97 (50)	207

Limitations: Space Stations have one movement point regardless of the installed Engine Class. All Space Station equipment and accessories (but not pods) cost ten times the normal amount. All HD penalties for Armor are doubled and all HD bonuses for Engines are ignored; it is possible for a Space Station to have an HD value greater than 99. All shield and armor hit points are doubled. Space Stations have two additional External Docking Ports (for a total of four ports), the Carrier Systems accessory, and any single Hangar Bay Module of any type (designer's choice) installed as part of the chassis; none of them count against the station's total accessory count.

7.2.2: CAPITAL SHIP SYSTEMS AND EQUIPMENT

Like vehicles and characters, a capital ship wouldn't be much more than a pile of metal without any equipment installed; it is the ship's equipment that gives it its basic characteristics and (perhaps more importantly) determines how much butt it can kick at a moment's notice. It is also important for the more mundane tasks of research and exploration, which will be necessary for characters to engage in from time to time.

Capital ships have several main systems; they are similar to vehicle systems for the most part, though there are some very minor differences. All capital ships have slots reserved for their basic equipment, namely Engines, Armor and Shields; the first instance of these pieces of equipment installed never

counts against the ship's total accessory count. The following outlines the basic systems found aboard capital ships:

- **Engines**: Capital ships generate power via a main reactor system; by-products of these reactions (usually high energy plasma streams) are channeled to the ship's thrusters or Faster-Than-Light drive system depending upon its current flight mode. The actual pieces of propulsive equipment on most ships are modular and can be swapped out of their nacelles for new modules fairly easily. Drive systems usually include some kind of inertial dampening system that allows both ship and crew to survive the massive accelerations they generate as well as a series of cooling ducts. The ship's Engine Class determines its maximum speed and fuel efficiency.
- **Armor**: Most ships have Armor plating attached to the ship's outer hull. Armor is designed for several functions, including crew safety and the mitigation of damage to the chassis in the event of a collision. Armor is also effective at reducing the amount of permanent damage a capital ship receives due to incoming weapons fire.
- **Shields**: Shields perform many of the same jobs as Armor. They have two key advantages over Armor: they can be added without acquiring an HD penalty and they regenerate over time. Their main disadvantage is a substantial increase in their cost for an equivalent level of protection. Shield systems consist of an array of emitters embedded into the hull as well as a capacitor system that provides steady power to them; the ambient strength of a ship's Shields is based solely on the amount of power the capacitor can provide to the emitters while still holding its charge.
- **Weapons**: Capital ship weapons are among the most powerful known; they are designed mainly to fight other capital ships and must be powerful enough to cause significant damage to any target. Weapons are included when a ship needs an offensive arm for one reason or another, be it to fend off pirates, to provide extra cutting power or to just kick butt. Capital ship weapons come in three varieties: Guns, Ordnance and "Special" weapons (which are weapons that function neither as Guns nor Ordnance, such as tractor beams).
- **Accessories**: Accessories are additional systems designed to help a ship perform specific tasks such as terraforming, cargo hauling, passenger ferrying, and weapons delivery. The smallest capital ships only hold two accessory systems while the largest can handle over a hundred. Capital ship accessories tend to be harder to swap out than vehicle accessories since most have to be hard-wired into the design; as a result, capital ships make a greater use of **mountpoints** than vehicles, including the use of temporary modules attached to the exterior of the ship's hull for specific missions (which are known as **pods**). Though in terms of overall measurement not all accessory slots are of the same size, they are treated as such for the sake of simplicity.

In addition to these basic systems, capital ships have sensors, communications arrays, computers, workspaces and command-and-control areas (the ship's bridge, its combat information center and so forth). These systems tend to be hardwired into the ship's chassis and are included in its cost; they can't be removed or modified directly though the function of some of them can be augmented through the addition of accessories.

The following Chapter is an overview of the pieces of basic equipment, what each can do and how much they cost. GMs who are interested in creating their own equipment for ships are more than welcome to do so (*for instructions on how to create such equipment, see Chapter 10.2.6.*)

Engines

Engines provide electrical and propulsive power; they directly determine how fast the ship may go during travel and the number of range increments per round it may move during combat. In addition to being capable of propelling a ship faster, higher Classes of Engine are more fuel efficient than lower ones (see Chapter 8.1).

Engine

- HD Effect: -1 HD/BHD per Class level

Engines				
Class Level	Cost	Initiative	Maximum Rated Speed (kps)	Base Fuel Efficiency
First Class	€10,000	1	2	5%
Second Class	€30,000	2	4	10%
Third Class	€60,000	3	8	15%
Fourth Class	€100,000	4	16	20%
Fifth Class	€150,000	5	32	25%
Sixth Class	€250,000	6	64	30%
Seventh Class	€350,000	7	128	35%
Eighth Class	€700,000	8	256	40%
Ninth Class	€1,400,000	9	512	45%
Tenth Class	€2,800,000	10	1024	50%

Shields

Shield emitters are small external arrays that generate protective barriers around the outer hull of a ship, in essence adding an extra layer of Armor to its hull. Capital ship shield emitters require power from an external capacitor in order to function. This substantially increases their cost but also vastly increases their effectiveness; it generally requires the use of specialized weaponry such as torpedoes in order to ensure a successful assault against a capital ship by fightercraft. A capital ship may only have one Shield system installed unless a *Backup Shield Generator* accessory is also installed on the ship (both the Generator and the extra Shield systems are counted as added accessories). Shields fall under the category of **Defenses**.

- Type: Defenses/Shield
- Availability: Starfaring Age
- Regeneration: 10% total SHP plus Engineer's *Defenses* Skill score every ten rounds.
- Nebula Hit Point Reduction: -500 SHP when located in a nebula.
- Gun/Missile Damage Reduction: None
- Effects: None

Shields			
Class Level	Basic Cost	Durasteel Equivalent (Design Maximum)	Shield Hit Points (Design Maximum)
First Class	10,000	100 cm	1,000
Second Class	30,000	200 cm	2,000
Third Class	50,000	300 cm	3,000
Fourth Class	100,000	400 cm	4,000

Fifth Class	150,000	500 cm	5,000
Sixth Class	180,000	600 cm	6,000
Seventh Class	200,000	700 cm	7,000
Eighth Class	400,000	800 cm	8,000
Ninth Class	800,000	900 cm	9,000
Tenth Class	1,600,000	1000 cm	10,000

Armor

A capital ship's Armor consists of metal plates attached to its outer hull designed to give it extra protection. It is not a required system but many crews are still glad to have it despite the added cost and performance degradation. Capital Ships are limited in the amount of Armor they can utilize without having the Reinforced Chassis accessory installed based on their chassis type. Armor falls under the category of **Defenses** and can only be repaired or replaced while the ship is in dry-dock.

- Type: Defenses/Armor
- Gun/Missile Damage Reduction: None
- Effects: +1 HD/BHD/FHD per 10 centimeters (round up).

Armor			
Type	Cost	Armor Hit Points (per centimeter)	Service Date (Earth equivalent)
Iron	€50,000	1	1859
Aluminum	€100,000	2	1914
Steel	€250,000	5	1872
Durasteel	€500,000	10	2363
Titanium	€750,000	50	1960
Plasteel	€1,000,000	100	2634
Tungsten	€1,500,000	200	2487
Isometal	€2,000,000	600	2669
Platolum	€2,500,000	2,400	2689

Weapons

Capital ships can carry and utilize various forms of weapons systems; the use of weapons aboard ships is covered more in depth in Chapter 9.4.

As with vehicles, capital ship weapons do not count as accessories in and of themselves. However, in order to be placed aboard a ship, a **Weapons Station** accessory is required. Weapons Stations in general determine the number of weapons a ship carries and defines the combat arcs into which a weapon may be fired (for details, see Chapter 9.4). Weapons stations are counted as accessories. Weapons Stations are described as a phrase of categorical descriptors with the following form:

```
<qualifiers> <weapon type> <arc coverage>, <magazine (if applicable)>
```

The specific descriptors along with their effects are listed in the table below.

Weapons Station Descriptors and Effects			
Descriptor Category	Descriptor	Cost Modifier	Effect
Qualifier (May have more than one.)	Armored	Varies*	Adds armor (and AHP) to a Weapons Station. The descriptor adds one-ten thousandth the normal price of Armor per 0.1 centimeters of Durasteel equivalent (1 AHP) Armor added to the station. The normal maximum amount of Armor for the chassis type may not be exceeded without the installation of a Reinforced Chassis Accessory. *List any amount of Armor after any magazine descriptor or arc coverage.*
	Gatling	Total Cost * 12	Increases weapon's rate of fire; make four attack rolls for the weapon when used. The results stack with the weapon's normal re-fire potential.
	Multi-Fire	Varies*	Adds another hardpoint to the station. Increases the price of the Weapons Station based on weapon type: Guns add twenty, Missiles add twenty-five, torpedoes add thirty and special weapons add fifty. *Multi-fire weapons stations should be referred to in Latin adjective form (i.e. Dual, Triple, Quad, etc.).*
Weapon Type	Gun	€20	The Weapons Station may carry any one Gun.
	Light Ordnance	€25	The Weapons Station may carry any one piece of light ordnance.
	Heavy Ordnance	€30	The Weapons Station may carry any one piece of heavy ordnance.
	Special	€50	The Weapons Station may carry any one non-projectile weapon or any item specifically designated as a special weapon.
Arc Coverage	Hard-point	Total Cost * 1.00	Attached weapons may fire into a narrow (45°) arc. *This level of arc coverage may not be coupled with the Multi-Fire Qualifier if the Weapons Type is Gun.*
	Sponson	Total Cost * 1.25	Attached weapons may fire into a standard (90°) arc.
	Barbette	Total Cost * 1.50	Attached weapons may fire into a standard arc and an adjacent narrow arc or into a full hemispheric (180°) arc.
	Limited Turret	Total Cost * 1.75	Attached weapons may fire into a hemispheric arc plus either an adjacent narrow arc or an adjacent standard arc.
	Turret	Total Cost * 2.00	Attached weapons may fire into an over-the-shoulder (315°) arc or into a full 360° arc.
Magazine (Ordnance Only; may be numerically qualified.)	Tube	N/A	The Weapons Station has a magazine of up to ten weapons.
	Bank	N/A	The Weapons Station has a magazine of up to twenty-five weapons.
	Bay	N/A	The Weapons Station has a magazine of up to one-hundred weapons.

As with vehicles, capital ships use a system of relative bearings to determine line-of-sight to their targets. A weapon station's default bearing (i.e. the direction in which it is normally aimed) should be included along with the total number of degrees of its firing arc; the indicated bearing will be assumed to be the center-point of its firing arc. Weapons stations on capital ships may use the same set of designated firing arcs as listed in Chapter 6.2.3. Bearing information is necessary due to the various grids that may be utilized via the game's flexible combat engine (for more information, see Chapter 9.1).

For example, a Weapons Station with a descriptor of "Gun Hard-Point (0°, no arc)" indicates a non-armored, single-weapon platform capable of holding one gun and firing that weapon along a straight line ahead of the ship. A more complex example is an "Armored Gatling Nonuple Heavy Ordnance Turret (Forward Over-the-Shoulder), Double Bay, 50 cm". This indicates a weapons station that has 50 centimeters of armor, has an increased firing rate, has nine heavy ordnance launchers, can fire on bearings between 210°-150° and has a magazine capable of holding up to 200 weapons at the same time.

Weapons Stations may be explicitly targeted via Targeting actions. A Weapons Station can sustain 100 points of damage before being destroyed, unless it has been given armored plating; an armored station can sustain 100 points plus the amount of AHP it has been given. When a Weapon Station is

Targeted, Core Damage will not occur unless the Station is destroyed in the attack; 1% Core Damage occurs when a Weapons Station is destroyed.

Weapons come in three main varieties: guns (multi-use projectile weapons utilizing one of several different methods of causing mechanical damage), ordnance (single-use high-explosive projectiles capable of causing a single burst of massive damage) and special weaponry (non-projectile weapons of any nature, such as beam weaponry). The following weapons are available for use on capital ships. Each has the following set of statistics:

- Type: The general category of weapon being described.
- Name: What the specific type of weapon is called.
- Service Date: The Earth-equivalent year at which the weapon will become available for use.
- Cost: The amount the weapon adds to the ship's total cost.
- Refire: The number of times the weapon may apply damage during the course of a standard round provided it is **charged** (for details, see Chapter 9.3).
- Range: The maximum distance in range increments a target may be from the firing ship in order to use the weapon effectively.
- Damage: The amount of damage the weapon applies to a target on an indicated hit.
- Effects: Various sundry effects the weapon may have/cause. For a list of general examples of weapons effects, *see Chapter 10.2.6.*

Note that the statistics for weapons outlined herein are for *standard* weapons; Military capital ships may adjust the damage, re-fire rate and range of weapons as needed to suit their specific needs. Doing so adjusts the cost of the weapon using the formula below, with each multiplier expressed as a ratio of the new statistic to the old statistic rounded to the nearest hundredth:

```
final cost = base cost * damage multiplier * range multiplier * refire
multiplier
```

*For example, the base statistics for a civilian-grade Laser Cannon are a cost of €1,000, 18 points of damage, range of 5, and a refire rate of 5. If we wanted to adjust the damage to 30 points and change the refire to ten, we'd have to adjust the price to €3,340 (€1,000 * (30/18) * (5/5) * (10/5) = €1,000 * 1.67 * 1 * 2 = €3,340).*

Finally, while the following weapons sets are available specifically for capital ships, they may also utilize any weapon of any type listed for vehicles; for information on these weapons, see Chapter 6.2.3.

Guns

Guns (Capital Ship Specific)						
Name	Service Date	Cost	Refire	Range	Damage	Effects
Anti-Matter Gun	2667	€500,000	1	8	300	Bypasses Shields. *Subtract the firing ship's Size Class from the target's and apply the result to the target's HD.*
Flak Cannon	2538	€15,000	15	3	10	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated. Receives a +20 HD bonus when used against Fightercraft and Heavy Ordnance.*
Flak Cannon, Heavy	2669	€75,000	15	3	50	*Rapid-Fire: roll 2d10 on an indicated hit to determine a number of additional hits, may only roll 2d10 once regardless of the number of hits indicated. Receives a +20 HD bonus when used against Fightercraft and Heavy Ordnance.*

Name	Service Date	Cost	Speed	Range	Damage	Effects
Laser, Defensive	2630	€1,500	7	4	25	
Laser, Offensive	2669	€3,000	7	3	60	
Laser, Long Range	2681	€650	1	8	38	
Mass Driver Cannon, Defensive	2669	€42,500	2	9	320	
Mass Driver Cannon, Offensive	2679	€100,000	2	14	510	
Meson Blaster, Defensive	2669	€40,000	3	11	250	
Meson Blaster, Offensive	2669	€95,000	3	17	400	
Neutron Gun, Defensive	2645	€25,000	6	4	70	
Neutron Gun, Offensive	2645	€250,000	6	9	320	
Neutron Gun, Long Range	2645	€600,000	6	15	450	
Plasma Cannon	2681	€200,000	3	6	60	*Nephilim craft only.*
Plasma Cannon, Defensive	2691	€1,600,000	3	7	470	
Tachyon Cannon, Stand-Off	2674	€385,000	3	8	490	
Tachyon Cannon, Offensive	2684	€952,000	3	12	780	
Turret B	2790	€16,843,009	7	1	200	*Tri-System craft only.*

Heavy Ordnance

Heavy Ordnance (Capital Ship Specific)						
Name	Service Date	Cost	Speed	Range	Damage	Effects
Heavy Torpedo, Lance	2715	€84,000,000	6	4/14	8000	Requires two rounds to lock.
ASM-436A Cruise Missile (Capship Missile)	2665	€1,785,000,000	6	0.1 AU (15,000)	60,000	*Military Only.* Use BHD, causes quarter damage at Range 1.
KH-19Y Cruise Missile, Stealth (Skipper Missile)	2669	€5,800,000,000	6	0.1 AU (15,000)	60,000	*Military Only.* Use BHD, causes quarter damage at Range 1. Equipped with a Standard Cloaking Device; it may remain cloaked for eight rounds but then must de-cloak for two rounds.

Special Weaponry

Special Weaponry (Capital Ship Specific)						
Name	Service Date	Cost	Refire	Range	Damage	Effects
Anti-Matter Gun, Heavy	2712	€1,100,000	1	11	480	Bypasses Shields.
Mass Driver Cannon, Very Heavy	2719	€550,000	2	25	1530	
Neutron Gun, Very Heavy	2665	€3,600,000	6	30	1350	
Tachyon Cannon, Heavy	2714	€5,100,000	3	24	1560	
CapShip Plasma	2681	€25,750,000	1/8	10	10,000	*Nephilim craft only (as a standard gun).*
Phase Transit Cannon	2653	€15,000,000	1	8	1000	Bypasses shields.

Capital Ship–Specific Accessories

Accessories are items that can be installed on a capital ship in order to augment its abilities. There is no limit to the *types* of modules that can be added to a ship, though the *number* of additional systems is limited by its chassis type and weight class. Capital ships are allowed to pick accessories from the following list *only*. Each capital ship-specific accessory has the following set of statistics:

- Name: This is what the accessory is called.
- Cost: This lists the cost of the accessory in credits.
- Effect: This indicates what the accessory does; any additional notes on it are included here.

Capital Ship-Specific Accessories		
EAD/Terraforming Module	€50 * Size Class	The ship may transform one square kilometer of a planet's surface per hour into a habitable zone, eliminate pollution in an area of the same size or fix other ecological problems in an area of the same size.
Apprehension Module	€20 * Size Class	The ship may hold up to (5 * Size Class) prisoners for maximum security transport.
Fire Suppression Module	€40 * Size Class	Provides (30 * Size Class) minutes worth of fire retardant material. It may be shot at a distance of up to 300 meters away from the ship. This accessory may only be used by a ship located in a planetary atmosphere.
Hospital Module	€50 * Size Class	The ship may treat up to (2* Size Class) injured characters simultaneously. For the purposes of healing, the ship provides the Major Surgery Service (see Chapter 5.4).
Industrial Manipulator Module	€15 * Size Class	The ship may perform any industrial duty; the intended function of the module should be indicated at the time of the ship's creation.
Waste Disposal Module	€75	The ship incorporates a specialized tank designed to hold up to 50 cubic meters of non-hazardous waste material.
Refrigeration/Stasis Module	€100	The ship incorporates a specialized tank designed to hold up to 50 cubic meters of material at temperatures below 0°C.
High Temp Storage Module	€110	The ship incorporates a specialized tank designed to hold up to 50 cubic meters of material at temperatures above 100° C.
Bio-Hazard Storage Module	€150	The ship incorporates a specialized tank designed to hold up to 50 cubic meters of hazardous waste material.
Bulk Cargo Module	€200 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume six Size Classes smaller than the ship) devoted to cargo hauling in addition to its normal cargo capacity. A ship may have one Bulk Cargo Module installed without penalty. Subsequent modules reduce the Accommodation space of the ship by 20% of its full amount and induce a +10 HD/BHD/FHD penalty; these penalties are cumulative and are also incurred if the Bulk Cargo Module is installed along with any type of Hangar Bay Module. A ship may never have more than five Bulk Cargo Modules installed.
Emergency Stasis Unit	€100 * Size Class	This accessory can place an entire ship's compliment (crew and passengers alike) into stasis for an indefinite period, provided it has a continuous source of electrical power.
Automation Module	€25 * Size Class	The ship can operate without a crew.
Cloaking Device	€500 * Size Class	This device must be toggled on and off; while active, the ship gains a -25 HD/FHD bonus but may not fire weapons.
ECM Module	€20 * Size Class * x	This accessory adds a +(5 * x) DC bonus to all *Stealth* Checks, where x is a whole number. It also adds a permanent -(5 * x) bonus to the ship's HD rating **only**.
SWACS Module	€30 * Size Class	This accessory adds a +10 DC bonus to all **Science** Checks made for the purpose of scanning.
Non-Lethal Weapons Delivery System	€50 * Size Class	The ship's weapons may be used to inflict an amount of Non-Lethal Damage equal to their normal amount of Lethal Damage to a target; this may only be used with guns and only while the ship is in atmosphere.
Airborne Delivery Module	€50* Size Class	The ship can jettison cargo/passengers for safe airdrops to a planet's surface. The ship must be in atmosphere to use this accessory.
Orbital Insertion Module	€200* Size Class	The ship can jettison cargo/passengers for safe drops from orbit to a planet's surface. The accessory does not include any provision for later retrieval.
Repair Bay Module	€100 * Size Class	Allows the ship to repair buildings, other ships and vehicles that are as large as or smaller than itself.
Fuel Tank	€5 * Size Class	This accessory adds ten fuel points to the ship's maximum fuel capacity.

Ramscoop	€100 * Size Class	This accessory may be used to refill the ship's fuel tanks while still in flight. It cannot be used while any Impulse Engine or FTL-drive system is in use. It refuels the ship at a rate of ten fuel points per hour under normal flight. It can be configured to take in hydrogen from a gas giant at a rate of two fuel points per hour or from a star at a rate of fifteen fuel points per hour.
Turboinjector	€30 * x * Size Class	Improves the craft's fuel efficiency by (x times ten) percent, where x is a whole number from one to ten (to a maximum of 100%). Only one Turboinjector may be installed on a given craft.
D-Drive	€750	*FTL Drive System*. This drive allows a craft to make intermittent, low FTL jumps up to five AU in distance at an average speed of one thousand times its normal maximum speed.
Morvan Drive	€750	*FTL Drive System*. This drive allows the ship to make FTL hops (see Chapter 8.4).
Akwende Drive	€1000	*FTL Drive System*. This drive allows the ship to make instantaneous FTL jumps between systems (see Chapter 8.4).
Countermeasure Pod Dispenser	€10 + 1 per use	The ship may elect to launch countermeasures in order to evade incoming ordnance. Each pod used adds +5 to the DC of any spoofing attempt performed. This bonus is only good for the round in which the pods are deployed. The dispenser cannot be refilled while the ship is in operation.
Enhanced Countermeasure Pod Dispenser	€20 + 1 per use	The ship may elect to launch countermeasures in order to evade incoming ordnance. Each pod used adds +10 to the DC of any spoofing attempt performed. This bonus is only good for the round in which the pods are deployed. The dispenser cannot be refilled while the ship is in operation.
Phase Shields	€1,000	The ship becomes immune to all forms of damage provided it is not hit by anything that can bypass its Shields (such as Antimatter Guns or torpedoes).
Signal Filter	€600 * Size Class	If infection with the BSE Virus is indicated, a DC 50 saving roll may be made in order to avoid its effects.
Tractor Beam	€20 * Size Class	This accessory enables a craft to tractor space-borne objects into its cargo hold (provided it has one).
Speed Enhancer	€8,000 * Size Class * x	This accessory increase's a craft's listed maximum speed by x without a corresponding increase in its fuel consumption, where x is a number with two decimal points.
Afterburner	25 * Size Class * x	The ship may travel at x times its normal maximum speed for a period of one round; it discharges one installed Gun for each round in which it is used and does not begin recharging any discharged weapons until it is no longer being used.
Auxiliary Reactor Mount	€100 * Size Class	This accessory allows a ship to add backup Engines as pods. Backup Engines must be of an equal or lesser Class than the main Engine. A +1 bonus is added to the ship's Initiative rating for each backup Engine installed. If the primary Engine is destroyed, the backup takes its place; the ship loses its Initiative bonus and must begin using the backup's speed/fuel efficiency figures.
Backup Shield Generator Mount	€25 * Size Class	This accessory allows a ship to add a backup Shield. The backup counts as an additional accessory and must be of an equal or lesser Class than the main Shield. The shield hit points of all installed generators should be added together.
Backup Sensor Array	€500	This accessory adds a +5 DC bonus to all **Science** Checks and backs up the main system in the event it is destroyed.
Backup Communications Array	€500	This accessory adds a +5 DC bonus to all **Communications** Checks and backs up the main system in the event it is destroyed.
Gun Cooler/Capacitor	€20 * Size Class * x	This accessory increases the number of Guns that may be recharged per round by x.
Shield Regenerator	€30 * Size Class * x	This accessory Increases the ship's shield regeneration rate by x.
Inertial Target Tracking System (ITTS)	€10	This accessory multiplies the total number of weapons hits made by any single weapon by 1d5 and allows a quantity of hits in excess of the weapon's refire rate to occur.
Tracking Computer	€20	This accessory enables a ship to fire all forms of ordnance that require a prerequisite lock.
Capship Systems Adapter	€1000 * Size Class	This accessory allows a ship to mount equipment whose Class is above the normal maximum normally allowed for its chassis. Only one adapter is required to support multiple systems.
Reinforced Chassis	(€100 * Size Class) per level	This accessory allows a ship to mount an amount of armor above the normal maximum normally allowed for its chassis; the standard HD penalty applied for Armor is doubled for each centimeter above the normal maximum.
Permanent Pod Mount	€10	This accessory allows a ship to mount one "permanent" external pod.
Expendable Pod Mount	€15	This accessory allows a ship to mount one "permanent" or one "expendable" external pod.
Collapsible Sections	€100	This accessory reduces the ship's volume by ¼ when it is not occupied.
External Docking Port	€10	The ship may dock with any other ship or vehicle that is also carrying an External Docking Port.

Hangar Bay Module	€50 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume six Size Classes smaller than the ship) devoted to sheltering "child" vehicles. The parent ship may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the ship by 20% of their full amounts and induce a +10 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A ship may never have more than five Hangar Bay Modules installed.
Half Hangar Bay Module	€40 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume seven Size Classes smaller than the ship) devoted to sheltering "child" vehicles. The parent ship may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Half Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the ship by 10% of their full amounts and induce a +8 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A ship may never have more than five Half Hangar Bay Modules installed.
Quarter Hangar Bay Module	€30 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume eight Size Classes smaller than the ship) devoted to sheltering "child" vehicles. The parent ship may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Quarter Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the ship by 5% of their full amounts and induce a +6 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any smaller Hangar Bay Module types. A ship may never have more than five Quarter Hangar Bay Modules installed.
Eighth Hangar Bay Module	€20 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume nine Size Classes smaller than the ship) devoted to sheltering "child" vehicles. The parent ship may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Eighth Hangar Bay Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the ship by 3% of their full amounts and induce a +4 HD/BHD/FHD penalty; these penalties are cumulative and are also inflicted if the module is installed alongside any Shelter Modules. A ship may never have more than five Eighth Hangar Bay Modules installed.
Shelter Module	€10 * Size Class	The ship contains a volume of space up to (the minimum bounding box volume ten Size Classes smaller than the ship) devoted to sheltering "child" vehicles. The parent ship may not be actively moving when deploying vehicles unless at least one Carrier Systems accessory is also installed. A ship may have one Shelter Module installed without penalty. Subsequent modules reduce the Accommodation and Cargo space of the ship by 1% of their full amounts and induce a +2 HD/BHD/FHD penalty. A ship may never have more than five Shelter Modules installed.
Carrier Systems	€50	The ship may deploy and/or recover one child vehicle while it is actively moving.
Areal Shield Generator	Varies*	This accessory adds a layer of enhanced Shielding to a specific system; the protected system must be specified in the craft's design. In the event the system is the object of a Target action, the extra SHP from the generator may be accounted for prior to the reduction of any SHP from the craft itself or the application of any damage to the system; note that the system may still sustain damage with the generator intact. The SHP endowed by an Areal Shield Generator regenerates at one-tenth the rate of the craft's shields. The generator is considered destroyed if it is ever reduced to zero SHP or less. The accessory costs one-tenth the normal price of an equivalent Class Shield; its effectiveness cannot exceed the normal maximum Shield Class for the ship's chassis unless a Capship Systems Adapter is also installed.
Weapons Station	Varies*	Allows the ship to mount specific weapons systems. For details on their functioning, see the discussion under the Weapons section in this sub-Chapter.

Pods

As previously mentioned, pods are add-on modules that attach to the outer hull of a capital ship. Pods themselves don't count as accessories but the ship on which they are to be mounted must have an available pod mount accessory of the correct type installed. There are two types of pods: permanent and expendable. **Permanent pods** remain attached to their mounts at all times; they are not designed to be removed unless the ship is in dry-dock. **Expendable pods** have a specific one-time use; they detach from the ship when they are activated. Permanent pods may be attached to an Expendable Pod Mount, but expendable pods **must** attach to an Expendable Pod Mount; they may not be attached to a Permanent Pod Mount. Like Weapons Stations, Pods may be the explicit targets of Targeting actions; they can sustain 100 points of damage before being destroyed. Unlike Weapons Stations, Pods may never be armored for additional survivability. When a Pod is Targeted, Core Damage will not occur unless it is destroyed; 1% Core Damage occurs when a Pod is destroyed. Pods have the following stats:

- Name: This is what the Pod is called.
- Cost: This lists the cost of the Pod in credits.
- Effect: This indicates what the Pod does; any additional notes on it are included here.

Standard Capital Ship Pods		
Cargo Container Pod	€500	*Permanent pod*. It adds 50 m³ of cargo carrying capacity to a ship.
Large Cargo Container Pod	€500,000	*Permanent pod*. It adds 5,000 m³ of cargo carrying capacity to a ship.
Complement Pod	€1,000	*Permanent pod*. It adds 4 12.5 m³ steerage cabins or an equivalent volume of accommodation space to a ship, which may be redistributed at the GM's discretion (maximum 50 m³).
Habitation Module Pod	€100,000	*Permanent pod*. It adds up to 5,000 m³ of habitation space to a ship.
Colony Pod	€100,000	*Expendable pod*. It establishes a pre-fabricated basic colony settlement on any previously cataloged world when deployed from a ship. The maximum initial supportable population is 500 persons per pod used on a single world; the new colony will grow at a rate determined at the GM's discretion. See Chapter 10.2.5 for further details on communities and settlements.
Escape Pods	€100	*Expendable pod*. It adds sixteen 1.5625 m³ emergency escape vehicles to a ship. These pods can be resized as needed in order to add or remove vehicles (maximum total volume 50 m³). They may detach and activate upon an Abandon Ship action and may deploy without the installation of a *Carrier Systems* accessory on the ship.
Mission Module Pods	€200	*Permanent pod*. This is a generic pod that holds specialized equipment for use in specific missions; the pods effects are at the GM's discretion.

Bonuses

Finally, some capital ships may have special abilities by virtue of their design, referred to as **bonuses**. These abilities can make the ship more resistant to particular kinds of damage or make them more versatile. Naturally, ships of this nature have a tendency to be significantly more expensive. Bonuses are unlike other capital ship equipment in that they affect the ship as a whole and their cost is listed as a multiplier. The multipliers from bonuses are applied after the remainder of the ship's cost has been tallied as outlined in Chapter 7.2. Bonuses have the following stats:

- Name: This is a general description of the bonus.
- Cost Multiplier: This indicates the multiplier to be applied to the ship's final total cost.
- Effect: This is what the bonus does.

Capital Ship Ability Bonuses		
Name	Cost Multiplier	Effect
Gun Resistant	1.1, +.1 per point of Damage Reduction	The ship is resistant to Gun fire; if it is hit by a Gun, the damage it inflicts is reduced by the indicated amount of damage reduction. If the damage would be reduced to zero or less, no damage occurs.
Ordnance Resistant	1.2, +.1 per ten points damage reduction	The ship is resistant to missiles, mines, torpedoes and other forms of ordnance; if it is hit by any piece of Ordnance, the damage it inflicts is reduced by the indicated amount of damage reduction. If the damage would be reduced to zero or less, no damage occurs.
1/x General Damage Reduction	x (Denominator)	All damage the ship takes is multiplied by 1/x (round down) before it is applied.
Modular Design	1.5	This bonus allows the removal and replacement of any installed accessories while the ship is in dry-dock.

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7.3: CAPITAL SHIP CATALOG

This sub-Chapter contains the list of combat statistics on canonical capital ships found in the Wing Commander Universe; these are the ships that were in the games. Aside from being used in gameplay, these craft can help out prospective ship designers by providing a template against which they can compare their own designs as well as providing reference material for what kind of technology is employed by a given race during a given time period. The statistics on these craft as presented here all represent "stock" models; the actual stats of an individual craft may be vastly different depending upon any modifications the ship's crew makes. In those cases, GMs should follow all the usual restrictions for the type of craft chassis involved.

Each entry contains the following pieces of information:

- **Name**: This lists the common name by which the craft is known.
- **Chassis/Weight**: This lists the specific chassis and weight categories upon which the ship's design is based.
- **Size Class**: This lists the ship's Size Class as well as its maximum calculated bounding box volume (in cubic meters).
- **SI**: This is the ship's Strength Index assuming no damage and a default Gun loadout.
- **Cost**: This lists the ship's cost per unit in credits.
- **HD/BHD/FHD**: This lists the ship's hit difficulty numbers. Standard HD is listed HD first, followed by blast hit difficulty next and ending with flat-footed hit difficulty.
- **INIT**: This lists the ship's Initiative rating as well as its Engine Class.
- **Max Speed**: This lists the ship's top speed along with its associated combat speed.
- **SHP**: This lists the ship's maximum Shield Hit Points as well as the specific Class of Shield installed.
- **AHP**: This is the ship's Armor Hit Points; its specific armor type and thickness are also listed here.
- **Guns**: This is lists the default Guns installed on the ship. Each specific Gun includes data on its re-fire rate, maximum range and damage capacity, in that order.
- **Ordnance**: This lists out the default Ordnance installed on the ship. Like Guns, data on the ordnance's re-fire, optimal range, maximum range and damage capacity are listed with each specific weapon.
- **X**: This lists any special weapon or capability of note the ship may possess.
- **Crew/Passengers**: This lists the ship's standard compliment; the standard size of the crew is listed first followed by any passenger capacity it has available.
- **Cargo Capacity**: This lists the ship's maximum cargo capacity; an outline of what contributes a specific amount to that capacity is also included.
- **Accessories**: This lists the specific accessories installed on the ship. This section includes any Weapons Stations installed. Specific numbers and types of weapons will be outlined in this section; should a weapon be listed without a number, it should be assumed that it is installed on **all** occurrences of their associated Weapon Station type.
- **Flaws/Bonuses/Notes**: These sections list any further additional items of note about a particular capital ship class, including any universal design flaws, added bonuses, major design variants, standard wing compliment and hangar capacity, and any known ships of the class.

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Craft of Wing Commander I

Terran

Drayman

Drayman-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (194,240.64 m³)	
SI: 340	Cost: €200,674,005	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 90 (First Class Shields)	AHP: 70 (Durasteel; 7.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 16/0 (16 100 m³ Staterooms)			Cargo Capacity: 1,450 m³ (50 m³ base, 1,400 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, ECM Module (-5 HD), Fuel Tank, Ramscoop, Gun Cooler +3, Permanent Pod Mount x1, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x5 (Dual Gun Barbette x2 (Forward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside/Forward/Starboard; Laser), Dual Gun Turret x1 (360°; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: The statistics listed reflect a "stock" model, one that has not been configured for a specific mission purpose. Operational *Draymen* are typically outfitted with a Large Cargo Container Pod (for cargo hauling or oiler/ tanker duties), a Habitation Module Pod (usually when acting as a Marine transport) or Mission Module Pod (usually when acting as a hospital ship). These pods attach to the Permanent Pod Mount and adjust the cost and compliment of the ship as appropriate; no other stats are affected. Known ships of this class include TCS *Drayman*, TCS *Falstaff*, TCS *General Powell* and TCS *Scrimshaw*.				

Diligent

Diligent-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (253,741.28 m³)	
SI: 304	Cost: €200,675,785	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 90 (First Class Shields)	AHP: 70 (Durasteel; 7.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 16/0 (16 100 m³ Staterooms)			Cargo Capacity: 4,263 m³ (50 m³ base, 1,400 m³ from accommodations, 2,813 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module, ECM Module (-5 HD), Fuel Tank, Ramscoop, Morvan Drive, Gun Cooler +3, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x4 (Dual Gun Barbette x2 (Forward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside/Forward/Starboard; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include TCS *Dilligent* (*sic*) and TCS *Hickok*.				

Venture

Venture-class Corvette				
Chassis/Weight: Very Light Frigate			Size Class: 14 (85,815.096 m³)	
SI: 291	Cost: €236,098,463	HD/BHD/FHD: 28/34/40	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 100 (First Class Shields)	AHP: 83 (Durasteel; 8.3 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 9/3 (12 50 m³ Double Cabins)			Cargo Capacity: 162.5 m³ (12.5 m³ base, 150 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, ECM Module (-5 HD), SWACS Module, Fuel Tank, Ramscoop, Tracking Computer, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Laser), Dual Gun Limited Turret x2 (Forward/Aft/Portside x1, Forward/Aft/Starboard x1; Laser), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; HSx2, IFFx1)).				

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Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: Ships of this class may be loaded with up to twenty missiles of various types appropriate to its era. The *Venture*-class typically carries a crew of nine. Billets include the Captain, First/Helm Officer, Sentry, Astrogator, Damage Control Officer, three Gunners, and Mechanic. Known ships of this class include TCS *John Bunyan*, TCS *Johnny Greene*, TCS *Marciano* and TCS *Venture*.

Exeter

Exeter-class Destroyer				
Chassis/Weight: Medium Destroyer			Size Class: 21 (8,152,280.64 m³)	
SI: 1,571	Cost: €3,247,224,405	HD/BHD/FHD: 48/52/65	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 250 (First Class Shields)	AHP: 205 (Durasteel; 20.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170)	X: None
Crew/Passengers: 500/50 (300 200 m³ Luxury Staterooms (200 Double Occupancy))			Cargo Capacity: 1,600 m³ (1,600 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +5, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x10 {Escape Pod x10 (63 0.39683 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x4, Weapon Station x8 (Dual Gun Barbette x5 (Starboard Ahead/Starboard Wide x1, Portside Ahead/Portside Wide x1, Aft Wide x1, Portside Hemisphere x1, Starboard Hemisphere x1 ; Laser), Dual Gun Turret x1 (360°; Laser), Triple Gun Turret x1 (Forward OTS; Antimatter Gun), Light Ordnance Hardpoint, Tube x1 (Forward Narrow; ImRec x1)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: Ships of this class may be loaded with up to ten missiles of various types appropriate to its era. The standard flight compliment for this class is 18 small craft; total hangar capacity is 180,000 m³. The cost of this craft has been calculated assuming a compliment of 6 F-36 *Hornet* Light Fighters, 6 CF-105 *Scimitar* Medium Fighters and 6 A-14 *Raptor* Heavy Fighters, each with default specifications. A later variant of the *Exeter*-class (the *Gettysburg*-class) has a standard flight compliment of 24, adding 6 F-44/A *Rapier-II* Medium Fighters to the normal load. The cost of this variant is increased to €4,145,010,405; it otherwise uses the same set of stats. Known ships of the standard class include TCS *Exeter*, TCS *Carraway*, TCS *Formidable*, TCS *Gwenhyvar (Destroyed 2655)*, TCS *Johann*, TCS *Mitchell Hammock*, TCS *Oregon*, TCS *Perez de Cuellar*, TCS *Talmud*, TCS *Tryfvie Lie*, TCS *U Thant* and TCS *Vindicator*. Known ships of the *Gettysburg* variant include TCS *Gettysburg* and TCS *Austin*.

Bengal

CVS-01 Bengal-class Strike Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (68,350,284.38 m³)	
SI: 1,165	Cost: €16,668,194,690	HD/BHD/FHD: 39/45/61	INIT: +6 (Seventh Class Engine)	Max Speed: 130 kps (1)
SHP: 210 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Confederation Mk I. (4/2-8/500)	X: None
Crew/Passengers: 2,250/540 (900 100 m³ staterooms (675 Triple Occupancy), 540 50 m³ Double Cabins)			Cargo Capacity: 13,000 m³ (12,800 m³ base, 200 m³ from accommodations)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +10, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x21 {Escape Pod x21 (133 0.18667 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x24 (Dual Gun Sponson x6 (Forward x1, Starboard Ahead x1, Starboard Aft x1, Aft x1, Portside Aft x1, Portside Ahead x1; Laser), Dual Gun Barbette x5 (Portside Aft Hemisphere x2, Starboard Aft Hemisphere x2, Portside/Starboard x1; Laser), Dual Gun Limited Turret x3 (Forward Hemisphere/Portside/Starboard x1, Forward Wide/Aft Wide x2; Laser), Dual Gun Turret x6 (Aft OTS x3, Portside OTS x1, Starboard OTS x1, Forward OTS x1; Laser), Heavy Ordnance Hardpoint, Tube x4 (Forward Narrow; TORP x10)).

Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 104 small craft; total hangar capacity is 780,000 m³ (180,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 26 F-36 *Hornet* Light Fighters, 26 CF-105 *Scimitar* Medium Fighters, 26 A-14 *Raptor* Heavy Fighters and 26 F-44/A *Rapier-II* Medium Fighters, each with default specifications. Known ships of the class include TCS *Bengal*, TCS *Beacontree*, TCS *Eagle's Talon*, TCS *Exeter*, TCS *Kipling* (CVS-08), TCS *Kyoto*, TCS *Tiger's Claw* (CVS-07; Destroyed 2656), TCS *Trafalgar* (Destroyed 2668), TCS *Wolfhound* and TCS *Vanguard*.

Kilrathi

Dorkir

Dorkir-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (200,491.95 m³)	
SI: 398	Cost: €201,777,865	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 135 (First Class Shields)	AHP: 83 (Durasteel; 8.30 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/NA/100)	X: None
Crew/Passengers: 24/0 (15 200 m³ Luxury Staterooms (9 double occupancy))			Cargo Capacity: 2,863 m³ (50 m³ base, 2,813 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module, ECM Module (-5 HD), Ramscoop, Gun Cooler +4, Expendable Pod Mount x5 {Escape Pod x5 (6 4.1667 m³ EEV)}, Weapon Station x6 (Dual Gun Barbette x5 (Starboard Aft/Starboard Wide x1, Portside Aft/Portside Wide x1, Aft Hemisphere x1, Forward Wide x1, Aft Wide x1; Laser), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of the class include KIS Dorkir.				

Lumbari

Lumbari-class Freighter/Tanker				
Chassis/Weight: Light Frigate			Size Class: 15 (137,428.05 m³)	
SI: 434	Cost: €179,179,030	HD/BHD/FHD: 29/34/41	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 135 (First Class Shields)	AHP: 83 (Durasteel; 8.30 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/N/A /100)	X: None
Crew/Passengers: 24/0 (15 100 m³ Staterooms (9 Double Occupancy)).			Cargo Capacity: 1,431 m³ (25 m³ base, 1,406 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module x1, ECM Module (-5 HD), Ramscoop, Gun Cooler +4, Expendable Pod Mount x1 {Escape Pod x1 (30 0.8333 m³ EEV)}, Weapon Station x8 (Gun Hardpoint x2 (Aft Narrow; Laser), Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Barbette x3 (Forward Wide x1, Aft Hemisphere x2; Laser), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of the class include KIS Lumbari and KIS Rakesh.				

Ralari

Ralari-class Destroyer				
Chassis/Weight: Medium Destroyer			Size Class: 20 (4,696,549.44 m³)	
SI: 1,059	Cost: €691,344,413	HD/BHD/FHD: 36/41/53	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 160 (First Class Shields)	AHP: 155 (Durasteel; 15.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/N/A /100)	X: None
Crew/Passengers: 225/45 (270 50 m³ Double Cabins)			Cargo Capacity: 800 m³ (800 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, ECM Module (-10 HD), SWACS Module, Ramscoop, Gun Cooler +4, Capship Systems Adapter, Expendable Pod Mount x23 {Escape Pod x23 (12 2.00 m³ EEV)}, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Antimatter Gun), Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Limited Turret x1 (Forward Hemisphere/Aft; Laser), Dual Gun Turret x1 (360°; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; MINE)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT)				
NOTES: Known ships of the class include KIS Ralari and KIS Rathak.				

Fralthi

Fralthi-class Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (20,822,699.05 m³)	
SI: 3,107	Cost: €7,978,436,750	HD/BHD/FHD: 43/45/60	INIT: +6 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 220 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 728/176 (904 50 m³ Double Cabins)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +4, Capship Systems Adapter, Expendable Pod Mount x38 {Escape Pod x38 (24 1.00 m³ EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x2, Weapon Station x11 (Dual Gun Sponson x7 (Portside Ahead x1, Starboard Ahead x1, Forward Wide x1, Aft x1, Starboard x2, Portside x2; Laser), Dual Gun Barbette x3 (Forward Wide x1, Starboard Ahead Wide x1, Portside Ahead Wide x1; Antimatter Gun), Dual Gun Limited Turret x1 (Forward Hemisphere/Aft; Antimatter Gun)).				
Flaws/Bonuses: Gun Resistant (DR 9). Modular Design. Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m³. The cost of this craft has been calculated assuming a compliment of 4 KF-227 *Salthi* Light Fighters, 4 *Dralthi* Medium Fighters, 4 KF-402 *Krant* Medium Fighters, 4 *Jalthi* Heavy Fighters and 4 *Gratha* Heavy Fighter/Bombers, each with default specifications. Known ships of the class include KIS *Fralthi*, KIS *Caxkolee*, KIS *Kraj'nishk* and KIS *Ras Nik'hra*.				

Sivar (Class)

Sivar-class Dreadnought				
Chassis/Weight: Very Light Dreadnought			Size Class: 23 (35,288,016.61 m³)	
SI: 6,275	Cost: €8,232,946,070	HD/BHD/FHD: 41/48/63	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 220 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Shield-Burster (4/2-8/500)	X: None*
Crew/Passengers: 2,760/80 (2,840 50 m³ Double Cabins)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +20, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x42 {Escape Pod x42 (82 0.3043 m³ EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x2, Weapon Station x29 (Gun Hardpoint x2 (Forward Narrow; Antimatter Gun), Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Sponson x10 (Portside Ahead x2, Starboard Ahead x2, Portside Aft x1, Starboard Aft x1, Forward x1, Portside x1, Aft x1, Starboard x1; Laser), Triple Gun Sponson x3 (Forward x1, Portside x1, Starboard x1; Antimatter Gun), Dual Gun Barbette x7 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1, Portside Aft Narrow/Starboard Aft Narrow x1; Laser), Triple Gun Barbette x2 (Portside Wide x1, Starboard Wide x1; Antimatter Gun), Dual Gun Turret x2 (Portside Aft OTS x1, Starboard Aft OTS x1; Laser), Dual Heavy Ordnance Turret, Bay x1 (Forward Narrow; TORP x100)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT)				
NOTES: A one-of-a-kind variant of this class attacked the Goddard colony in 2655; this variant replaces the Dual Heavy Ordnance Turret, Bay and the associated Torpedoes with a Special Turret armed with one Phase Transit Cannon (1/8/1000). The cost of this variant is €8,210,445,650; it otherwise uses the same set of stats. The standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m³. The cost of this craft has been calculated assuming a compliment of 4 KF-227 *Salthi* Light Fighters, 4 *Dralthi* Medium Fighters, 4 KF-402 *Krant* Medium Fighters, 4 *Jalthi* Heavy Fighters and 4 *Gratha* Heavy Fighter/Bombers, each with default specifications. Known ships of the class include KIS *Sivar* (Destroyed 2655) and KIS *Kot'Akri*.				

Snakeir

Snakeir-class Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (28,320,963.58 m³)	
SI: 2,048	Cost: €29,053,062,410	HD/BHD/FHD: 55/56/72	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 370 (First Class Shields)	AHP: 310 (Durasteel; 31.00 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Shield-Burster (4/2-8/500)	X: None

Crew/Passengers: 1,096/274 (1,370 50 m³ Double Cabins)	Cargo Capacity: 10,240 m³ (10,240 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +5, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x21 {Escape Pod x21 (65 0.3832 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x8, Weapon Station x19 (Gun Hardpoint x2 (Aft Narrow; Laser), Dual Gun Sponson x6 (Forward x1, Aft x1, Portside Ahead x2, Starboard Ahead x2; Laser), Dual Gun Barbette x6 (Portside Wide x1, Starboard Wide x1, Portside Ahead Hemisphere x1, Starboard Ahead Hemisphere x1, Starboard Aft Wide x1, Portside Aft Wide x1; Laser), Triple Gun Barbette x1 (Forward Hemisphere; Antimatter Gun), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; ImRecx20), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; TORPx14)).

Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is approximately 100 small craft; total hangar capacity is 1,045,000 m³ (with 450,000 m³ coming from accommodation space). The cost of this craft has been calculated assuming a compliment of 16 KF-227 *Salthi* Light Fighters, 16 *Dralthi-II* Medium Fighters, 16 KF-402 *Krant* Medium Fighters, 16 *Jalthi* Heavy Fighters, 16 *Gratha* Heavy Fighter/Bombers and 16 *Hhriss* Space Superiority Fighters, each with default specifications. Known ships of the class include KIS *Snakeir*, KIS *Grist'Ar'Roc*, and KIS *Shak'Ar'Rock*.

Kilrathi Star Post

Kilrathi Star Post				
Chassis/Weight: Very Light Space Station			Size Class: 24 (73,782,566.44 m³)	
SI: 1,210	Cost: €14,641,697,925	HD/BHD/FHD: 53/59/68	INIT: +0 (No Engine)	Max Speed: *Stationary*
SHP: 400 (First Class Shields)	AHP: 360 (Plasteel: 1.80 cm)	Guns: Laser, Defensive (7/4/25)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 640/152 (904 50 m³ Double Cabins)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4}, Apprehension Module x16, Hospital Module x16, Industrial Manipulator Module, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Gun Cooler +7, Tracking Computer, Expendable Pod Mount x36 {Escape Pod x36 (22 1.125 m³ EEV)}, Weapon Station x8 (Dual Gun Barbette x4 (Forward Hemisphere x1, Portside Hemisphere x1, Aft Hemisphere x1, Starboard Hemisphere x1; Laser), Light Ordnance Hardpoint, Tube x4 (Forward Narrow x1, Aft Narrow x1, Portside Narrow x1, Starboard Narrow x1; IFFx10)).

Flaws/Bonuses: *Space Station Chassis*. Gun Resistant (DR 14). Missile Resistant (DR 80).

NOTES: Some variants of this space station include a Shelter Module and Carrier Systems, which are counted as free additional accessories. Models with this variant have a flight compliment of approximately 24 craft, consisting of 8 KF-227 *Salthi* Light Fighters, 8 KF-402 *Krant* Medium Fighters and 8 *Gratha* Heavy Fighter/Bombers. The cost of this variant is €23,160,376,325; it otherwise uses the same stats.

Craft of Wing Commander II

Terran

Clydesdale

Clydesdale-class Transport				
Chassis/Weight: Very Light Frigate			Size Class: 14 (73,805.25 m³)	
SI: 435	Cost: €236,843,273	HD/BHD/FHD: 29/35/41	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 250 (First Class Shields)	AHP: 115 (Durasteel; 11.5 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 6/9 (15 50 m³ Double Cabins)			Cargo Capacity: 715.5 m³ (12.5 m³ base, 703 m³ from accessories)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, Bulk Cargo Module x1, ECM Module (-5 HD), Ramscoop, ITTS, Expendable Pod Mount x1 {Escape Pod x1 (18 1.3333 m³ EEV)}, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Flak), Dual Gun Sponson x1 (Aft; Flak), Dual Gun Barbette x2 (Portside Wide/Portside Aft x1, Starboard Wide/Starboard Aft x1; Flak), Dual Gun Limited Turret x2 (Portside Wide/Starboard Wide; Flak)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: Known ships of this class include TCS *Bastille*, TCS *Camelopard*, TCS *Clydesdale*, TCS *Coatmain*, TCS *Delphinium*, TCS *Dhalma*, TCS *Doric*, TCS *Gunga Din*, TCS *Iguana*, TCS *Mama's Boy*, TCS *Palomino*, TCS *Pathos*, TCS *Polemic*, TCS *Tinderbox*, TCS *Valdez* and TCS *Xebec*.

Free Trader

Free Trader-class Transport				
Chassis/Weight: Light Frigate			Size Class: 15 (108,650.94 m³)	
SI: 350	Cost: €268,231,725	HD/BHD/FHD: 29/34/41	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 100 (First Class Shields)	AHP: 80 (Durasteel; 8.00 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 4/11 (15 100 m³ Staterooms)			Cargo Capacity: 1,431 m³ (25 m³ base, 1,406 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, Bulk Cargo Module x1, ECM Module (-5 HD), Ramscoop, ITTS, Expendable Pod Mount x1 {Escape Pod x1 (18 1.3333 ³ EEV)}, Weapon Station x8 (Dual Gun Sponson x4 (Starboard Ahead x1, Portside Ahead x1, Starboard Aft x1, Portside Aft x1; Flak), Dual Gun Barbette x3 (Forward Hemisphere x1, Starboard Ahead x1, Portside Ahead/Portside x1; Flak), Triple Gun Turret x1 (Forward OTS; Flak)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include TCS *Bonnie Heather*.				

Gilgamesh

Gilgamesh-class Destroyer				
Chassis/Weight: Medium Destroyer			Size Class: 21 (6,427,113.03 m³)	
SI: 14,410	Cost: €1,799,508,165	HD/BHD/FHD: 43/42/55	INIT: +6 (Seventh Class Engine)	Max Speed: 250 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 2,250 (Plasteel; 22.50 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 472/20 (400 200 m³ Luxury Staterooms (72 Double Occupancy))			Cargo Capacity: 1,600 m³ (1,600 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, ECM Module (-5 HD), SWACS Module, Ramscoop, Phase Shields, Gun Cooler +3, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x12 {Escape Pod x12 (41 0.6 m³ EEV)}, Weapon Station x13 (Gun Barbette x2 (Portside Hemisphere x1, Starboard Hemisphere x1; Flak), Dual Gun Barbette x4 (Forward Hemisphere; Flak x2, Antimatter Gun x2), Triple Gun Barbette x1 (Forward Hemisphere; Antimatter Gun), Heavy Ordnance Hardpoint, Tube x6 (Forward Narrow x4, Aft Narrow x2; TORP x5)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include TCS *Gilgamesh*, TCS *Hector* and TCS *William Tell*.				

Waterloo

Waterloo-class Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (50,336,990.53 m³)	
SI: 14,670	Cost: €10,921,720,565	HD/BHD/FHD: 44/45/61	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 2,750 (Plasteel; 27.50 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 575/139 (714 100 m³ Staterooms)			Cargo Capacity: 10,000 m³ (10,000 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x3, ECM Module (-10 HD), SWACS Module, Ramscoop, Phase Shields, Gun Cooler +5, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x34 {Escape Pod x34 (21 1.1826 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x2, Weapon Station x11 (Dual Gun Barbette x3 (Forward Hemisphere; Antimatter Gun), Dual Gun Barbette x4 (Starboard Ahead/Starboard x1, Portside Ahead/Portside x1, Portside Aft Hemisphere x1, Starboard Aft Hemisphere x1; Flak), Dual Gun Limited Turret x2 (Forward Hemisphere/Portside x1, Forward Hemisphere/Starboard x1; Flak), Heavy Ordnance Hardpoint, Bank x2 (Forward Narrow; TORP x15)).				
Flaws/Bonuses: Gun Resistant (DR 9). Modular Design. Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 40 small craft; total hangar capacity is 192,800 m³ (100,000 m³ from accommodations and 2,800 m³ from cargo spaces). The cost of this craft has been calculated assuming a compliment of 10 P-64 *Ferret* Patrol Fighters, 10 F-54 *Epee* Light Fighters, 10 F-44/G *Rapier-II* Space Superiority Fighters and 10 F-57 *Sabre* Fighter/Bombers, each with default specifications. Known ships of this class include TCS *Agincourt*, TCS *Alcatraz*, TCS *Centurion*, TCS *Gettysburg*, TCS *Leningrad* and TCS *Waterloo*.				

Confederation (Class)

Confederation-class Dreadnought				
Chassis/Weight: Medium Dreadnought			Size Class: 26 (161,612,814.32 m³)	
SI: 18,220	Cost: €30,838,168,220	HD/BHD/FHD: 55/54/71	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 4,500 (Plasteel; 45.00 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: Phase Transit Cannon (1/8/1000)
Crew/Passengers: 4,000/988 (4,988 100 m³ Staterooms)			Cargo Capacity: 50,000 m³ (50,000 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x6, ECM Module (-10 HD), SWACS Module, Ramscoop, Phase Shields, Gun Cooler +11, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x58 {Escape Pod x58 (86 0.29 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x26 (Gun Hardpoint x4 (Starboard Ahead Narrow x1, Portside Ahead Narrow x1, Aft Narrow x2; Flak), Gun Sponson x1 (Aft; Flak), Gun Sponson x4 (Portside Aft x2, Starboard Aft x2; Antimatter Gun), Gun Barbette x7 (Starboard Wide x1, Portside Wide x1, Starboard Ahead Wide x1, Portside Ahead Wide x1, Aft Hemisphere x1, Portside Hemisphere x1, Starboard Hemisphere x1; Flak), Gun Barbette x6 (Forward Hemisphere x1, Portside Hemisphere x2, Starboard Hemisphere x2, Starboard/Portside x1; Antimatter Gun), Dual Gun Turret x1 (Forward OTS; Antimatter Gun), Heavy Ordnance Hardpoint, Bank x2 (Forward Narrow; TORP x15), Special Hardpoint x1 (Forward Narrow; Phase-Transit Cannon)).

Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 120 small craft; total hangar capacity is 2,400,000 m³. The cost of this craft has been calculated assuming a compliment of 24 P-64 *Ferret* Patrol Fighters, 24 F-54 *Epee* Light Fighters, 24 F-44/G *Rapier-II* Space Superiority Fighters, 24 F-57 *Sabre* Fighter/Bombers and 24 A-17/A *Broadsword* Heavy Bombers, each with default specifications.

Known ships of this class include TCS *Concordia* (III, CV-65; Destroyed 2669) and TCS *Confederation*.

Confederation Supply Depot

Confederation Supply Depot				
Chassis/Weight: Very Light Space Station			Size Class: 23 (25,968,262.44 m³)	
SI: 34,160	Cost: €7,558,476,250	HD/BHD/FHD: 76/73/81	INIT: +1 (Third Class Engine)	Max Speed: 10 kps (1/17)
SHP: 20,000 (Tenth Class Shields)	AHP: 14,000 (Plasteel; 70.00 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 1,648/358 (2,006 100 m³ Staterooms)			Cargo Capacity: 125,800 m³ (6,400 m³ base, 119,400 m³ from accommodations)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, External Docking Port x4, Quarter Hangar Bay Module, Carrier Systems}, Apprehension Module x2, Hospital Module x2, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-5 HD), SWACS Module, Repair Bay Module, Phase Shields, Gun Cooler +7, ITTS, Expendable Pod Mount x59 {Escape Pod x59 (34 0.7160 m³ EEV)}, Carrier Systems x3, Weapon Station x8 (Dual Gun Barbette x6 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1; Flak), Dual Gun Turret x2 (360°; Flak)).

Flaws/Bonuses: *Space Station*. Modular Design.

NOTES: The standard flight compliment for this class is 24 small craft; total hangar capacity is 90,000 m³. The cost of this craft has been calculated assuming a compliment of 8 F-54 *Epee* Light Fighters, 8 F-44/G *Rapier-II* Space Superiority Fighters and 8 F-57 *Sabre* Fighter/Bombers, each with default specifications.

Caernarvon Station (Confed Starbase)

Confederation Starbase - Caernarvon Station				
Chassis/Weight: Light Space Station			Size Class: 27 (572,044,514.16 m³)	
SI: 34,220	Cost: €27,239,847,075	HD/BHD/FHD: 75/63/85	INIT: +1 (Third Class Engine)	Max Speed: 10 kps (1/17)
SHP: 20,000 (Tenth Class Shields)	AHP: 14,000 (Plasteel; 70.00 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: Tractor Beam
Crew/Passengers: 6,023/1,502 (7,525 400 m³ Suites)			Cargo Capacity: 102,400 m³ (102,400 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, External Docking Port x4, External Docking Port x2, Carrier Systems, Eighth Hangar Bay Module}, Apprehension Module x16, Hospital Module x16, Refrigeration Module x1, Bulk Cargo Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Phase Shields, Gun Cooler +10, ITTS, Expendable Pod Mount x43 {Escape Pod x43 (175 0.1428 m³ EEV)}, Carrier Systems x15, Weapon Station x14 (Gun Barbette x6 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1; Flak), Dual Gun Barbette x6 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1; Flak), Dual Gun Turret x2 (360°; Flak)).

Flaws/Bonuses: *Space Station*.

NOTES: The standard flight compliment for this class is 100 small craft; total hangar capacity is 600,000 m³. The cost of this craft has been calculated assuming a compliment of 20 P-64 *Ferret* Patrol Fighters, 20 F-54 *Epee* Light Fighters, 20 F-44/G *Rapier-II* Space Superiority Fighters, 20 F-57 *Sabre* Fighter/Bombers and 20 A-17/A *Broadsword* Heavy Bombers, each with default specifications.

Kilrathi

Dorkathi

Dorkathi-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (226,254.95 m³)	
SI: 515	Cost: €205,658,505	HD/BHD/FHD: 39/38/46	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 190 (First Class Shields)	AHP: 165 (Durasteel; 16.50 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 15/3 (18 100 m³ Staterooms)			Cargo Capacity: 4,350 m³ (50 m³ base, 1,500 m³ from accommodations, 2,800 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, Bulk Cargo Module x1, Ramscoop, Gun Cooler +1, ITTS, Reinforced Chassis, Expendable Pod Mount x1 {Escape Pod x1 (18 1.3333 m³ EEV)}, Weapon Station x9 (Gun Sponson x2 (Forward; Flak), Dual Gun Sponson x4 (Starboard Ahead x1, Portside Ahead x1, Starboard Aft x1, Portside Aft x1; Flak), Dual Gun Barbette x3 (Forward Hemisphere x2, Aft Hemisphere x1; Flak)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include KIS *Grimalkin*, KIS *Dorkathi* and KIS *Gamal Gan*.				

Kamekh

Kamekh-class Corvette				
Chassis/Weight: Light Destroyer			Size Class: 18 (1,104,468.75 m³)	
SI: 3,940	Cost: €775,585,238	HD/BHD/FHD: 40/42/52	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 980 (First Class Shields)	AHP: 2,900 (Plasteel; 29.00 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 16/4 (20 100 m³ Staterooms)			Cargo Capacity: 200 m³ (200 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, ECM Module (-5 HD), SWACS Module, Ramscoop, Gun Cooler +2, ITTS, Tracking Computer, Reinforced Chassis, Expendable Pod Mount x1 {Escape Pod x1 (20 1.25 m³ EEV)}, Weapon Station x7 (Dual Gun Sponson x1 (Aft; Flak), Dual Gun Barbette x2 (Portside Hemisphere x1, Starboard Hemisphere x1; Flak), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; ImRec x3), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; TORP x2)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: Ships of this class may be loaded with up to twenty missiles of various types and up to sixteen torpedoes appropriate to its era. A heavy raider variant of this craft exists; full statistics are included under the <u>Wing Commander: Privateer</u> section of this Catalog. Known ships of this class include KIS *Kamekh* and KIS *Ni'runihn*.				

Ralatha

Ralatha-class Destroyer				
Chassis/Weight: Heavy Destroyer			Size Class: 22 (12,055,589.65 m³)	
SI: 15,700	Cost: €5,384,118,030	HD/BHD/FHD: 47/45/59	INIT: +6 (Seventh Class Engine)	Max Speed: 250 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 5,000 (Plasteel; 50.00 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 304/64 (368 100 m³ Staterooms)			Cargo Capacity: 3,200 m³ (3,200 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x2, ECM Module (-5 HD), SWACS Module, Ramscoop, Phase Shields, Gun Cooler +5, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x16 {Escape Pod x16 (23 1.05 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x2, Weapon Station x9 (Gun Hardpoint x2 (Forward Narrow; Antimatter Gun), Dual Gun Sponson x4 (Starboard Ahead x1, Portside Ahead x1, Portside Aft x1, Starboard Aft x1; Flak), Dual Gun Barbette x1 (Forward/Aft; Flak), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; TORP x8)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 24 small craft; total hangar capacity is 27,000 m³ (4,500 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 8 *Sartha* Light Fighters, 8 KF-507 *Drakhri* Medium Fighters and 8 *Grikath* Heavy Fighter/Bombers, each with default specifications.   Known ships of this class include KIS *Ralatha* and KIS *Shar N'Tanya*.

Fralthra

Fralthra-class Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (53,043,181.81 m³)	
SI: 17,820	Cost: €14,274,940,198	HD/BHD/FHD: 47/49/64	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 6,500 (Plasteel; 65.00 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: Torpedo, Mk. IV (6/4-16/2000))	X: None
Crew/Passengers: 1,200/288 (1,488 100 m³ Staterooms)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Phase Shields, Gun Cooler +5, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x31 {Escape Pod x31 (48 0.52 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x4, Weapon Station x11 (Dual Gun Barbette x6 (Starboard Ahead Wide x2, Portside Ahead Wide x2, Starboard Aft Hemisphere x1, Portside Aft Hemisphere x1; Flak), Dual Gun Limited Turret x2 (Forward Hemisphere/Portside Narrow/Starboard Narrow; Antimatter Gun), Heavy Ordnance Hardpoint, Tube x3 (Forward Narrow; TORP x8)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 40 small craft; total hangar capacity is 180,000 m³. The cost of this craft has been calculated assuming a compliment of 8 *Sartha* Light Fighters, 8 KF-507 *Drakhri* Medium Fighters, 8 *Jalkehi* Heavy Fighters, 8 *Grikath* Heavy Fighter/Bombers and 8 *Strakha* Stealth Fighter/Bombers, each with default specifications.   Known ships of this class include KIS *Fralthra*.

Kilrathi Supply Depot

Kilrathi Supply Depot				
Chassis/Weight: Very Light Space Station			Size Class: 24 (65,259,529.06 m³)	
SI: 27,200	Cost: €12,357,605,850	HD/BHD/FHD: 64/65/74	INIT: +0 (No Engine)	Max Speed: *Stationary*
SHP: 20,000 (Tenth Class Shields)	AHP: 7,000 (Plasteel; 35.00 cm)	Guns: Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 1,624/397 (2,021 200 m³ Luxury Staterooms)			Cargo Capacity: 248,600 m³ (12,800 m³ base, 235,800 m³ from accommodations)	

Accessories/Pods: {Matter/Antimatter Reactor, External Docking Port x4, Shelter Module, Carrier Systems}, Apprehension Module x2, Hospital Module x2, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Phase Shields, Gun Cooler +9, ITTS, Expendable Pod Mount x47 {Escape Pod x47 (43 0.5788 m³ EEV)}, Carrier Systems x7, Weapon Station x16 (Gun Sponson x8 (Starboard Ahead x1, Portside Ahead x1, Starboard x2, Portside x2, Starboard Aft x1, Portside Aft x1; Flak), Gun Barbette x4 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1; Flak), Dual Gun Barbette x4 (Portside Ahead Wide x1, Portside Aft Wide x1, Forward/Portside x1, Portside/Aft x1; Flak)).

Flaws/Bonuses: *Space Station*.

NOTES: The standard flight compliment for this class is 55 small craft; total hangar capacity is 45,000 m³. The cost of this craft has been calculated assuming a compliment of 24 *Sartha* Light Fighters, 24 KF-507 *Drakhri* Medium Fighters, and 7 *Jalkehi* Heavy Fighters, each with default specifications.

K'Tithrak Mang (Kilrathi Starbase)

Kilrathi Starbase - K'Tithrak Mang				
Chassis/Weight: Light Space Station			Size Class: 27 (613,155,663.45 m³)	
SI: 36,580	Cost: €38,091,242,090	HD/BHD/FHD: 75/73/85	INIT: +0 (No Engine)	Max Speed: *Stationary*
SHP: 20,000 (Tenth Class Shields)	AHP: 14,000 (Plasteel; 70.00 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon (15/3/10)	Ordnance: None	X: None
Crew/Passengers: 8,000/1,982 (9,982 400 m³ Suites)			Cargo Capacity: 102,400 m³ (102,400 m³ base)	
Accessories/Pods: {Matter/Antimatter Reactor, External Docking Port x4, Shelter Module, Carrier Systems}, Apprehension Module x8, Hospital Module x8, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Phase Shields, Gun Cooler +12, ITTS, Expendable Pod Mount x62 {Escape Pod x62 (161 0.1600 m³ EEV)}, Carrier Systems x15, Weapon Station x14 (Gun Sponson x6 (Starboard Ahead x1, Portside Ahead x1, Starboard x1, Portside x1, Starboard Aft x1, Portside Aft x1; Flak), Dual Gun Sponson x6 (Starboard Ahead x1, Portside Ahead x1, Starboard x1, Portside x1, Starboard Aft x1, Portside Aft x1; Flak), Quad Gun Turret x2 (360°; Antimatter Gun)).				
Flaws/Bonuses: *Space Station*. Gun Resistant (DR 9).				
NOTES: The standard flight compliment for this class is 100 small craft; total hangar capacity is 300,000 m³. The cost of this craft has been calculated assuming a compliment of 20 *Sartha* Light Fighters, 20 KF-507 *Drakhri* Medium Fighters, 20 *Jalkehi* Heavy Fighters, 20 *Grikath* Heavy Fighter/Bombers and 20 *Strakha* Stealth Fighter/Bombers, each with default specifications.				

Craft of Wing Commander: Armada

Terran

Lexington (Class)

CVL-133B *Lexington*-class Strike Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (42,188,533.80 m³)	
SI: 2,600	Cost: €20,716,894,565	HD/BHD/FHD: 69/75/89	INIT: +4 (Fifth Class Engine)	Max Speed: 50 kps (1/3)
SHP: 1,200 (Second Class Shields)	AHP: 900 (Plasteel; 9.00 cm)	Guns: Flak Cannon, Heavy (15/3/50)	Ordnance: None	X: None
Crew/Passengers: 124/28 (152 400 m³ Suites)			Cargo Capacity: 605,120 m³ (5,120 m³ base, 600,000 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, Industrial Manipulator Module x8, Bulk Cargo Module x1, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Gun Cooler +4, ITTS, Capship Systems Adapter, Expendable Pod Mount x19 {Escape Pod x19 (8 3.0645 m³ EEV)}, Hangar Bay Module x3 (-60% cargo/accommodation space, +30 HD ratings), Carrier Systems x8, Weapon Station x10 (Gun Barbette x9 (Forward Hemisphere x3, Starboard Hemisphere x3, Portside Hemisphere x3; Flak), Gun Turret x1 (360°; Flak)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 100 small craft; total hangar capacity is 1,800,000 m³. The cost of this craft has been calculated assuming a compliment of 16 F-27/J *Arrow* Light Fighters, 16 F-98 *Phantom* Medium Fighters, 16 F-97 *Wraith* Medium Fighters, 16 A-15/C *Gladius* Fighter/Bombers and 16 A-20 *Banshee* Fighter/Bombers, each with default specifications. Known ships of this class include TCS *Lexington* (II; CVL-133B, MIA 2669)				

Kilrathi

Shiraak

Shiraak-class Strike Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (37,964,490.02 m³)	
SI: 2,600	Cost: €24,507,634,115	HD/BHD/FHD: 73/85/98	INIT: +4 (Fifth Class Engine)	Max Speed: 50 kps (1/3)
SHP: 1,200 (Second Class Shields)	AHP: 800 (Plasteel; 8.00 cm)	Guns: Flak Cannon, Heavy (15/3/50)	Ordnance: None	X: None

Crew/Passengers: 120/13 (133 100 m³ Staterooms)	Cargo Capacity: 306,400 m³ (6,400 m³ base, 300,000 m³ from accessories)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, Industrial Manipulator Module x8, Bulk Cargo Module x1, ECM Module (-20 HD), SWACS Module, Repair Bay Module, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Gun Cooler +5, ITTS, Capship Systems Adapter, Expendable Pod Mount x16 {Escape Pod x16 (9 2.6667 m³ EEV)}, Hangar Bay Module x4 (-80% cargo/accommodation space, +30 HD ratings), Carrier Systems x8, Weapon Station x12 (Gun Sponson x7 (Starboard Ahead x2, Portside Ahead x2, Aft x3; Flak), Gun Barbette x4 (Forward Hemisphere; Flak), Gun Turret x1 (360°; Flak)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 100 small craft; total hangar capacity is 1,250,000 m³ (50,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 16 *Dralthi-III* Patrol Fighters, 16 *Shok'lar* Medium Stealth Fighters, 16 *Jrathek* Space Superiority Fighter (production version), 16 *Korlarh* Heavy Fighters and 16 *Goran* Heavy Fighter/Bombers, each with default specifications. Known ships of this class include KIS *Shiraak* (23rd Vessel of the Imperial Fleet; MIA 2669)

Craft of Wing Commander: Privateer

Confederation

Paradigm

Paradigm-class Destroyer Escort				
Chassis/Weight: Medium Destroyer			Size Class: 21 (9,382,789.86 m³)	
SI: 1,650	Cost: €5,275,079,852	HD/BHD/FHD: 21/40/53	INIT: +7 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 650 (First Class Shields)	AHP: 650 (Plasteel; 6.50 cm)	Guns: Ionic Pulse Cannon, Civilian Grade (2/4/54) Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Civilian Grade (2/4/26) Meson Blaster, Civilian Grade (3/4/32) Tachyon Gun, Civilian Grade (3/3/50)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam
Crew/Passengers: 150/32 (182 200 m³ Luxury Staterooms)			Cargo Capacity: 1,280 m³ (1,280 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-25 HD), SWACS Module, Ramscoop, Turboinjector, Morvan Drive, Tractor Beam, Gun Cooler +4, ITTS, Tracking Computer, Expendable Pod Mount x7 {Escape Pod x7 (26 0.93333 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x2, Weapon Station x13 (Gun Hardpoint x5 (Forward Narrow; Meson Blaster x2, Tachyon Gun x2, Ion x1), Gun Barbette x3 (Starboard Ahead Hemisphere x1, Portside Ahead Hemisphere x1, Forward Hemisphere x1; Mass Driver), Gun Barbette x3 (Starboard Ahead Hemisphere x1, Portside Ahead Hemisphere x1, Aft Wide x1; Laser), Light Ordnance Sponson, Tube x2 (Forward; DF x10, HS x1, ImRec x2)).

Flaws/Bonuses: Modular Design.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on a figure indicated in a source known to be non-canonical and should be considered an estimate at best.* *There is some contention as to the function of this craft among the Wing Commander community. Though styled as an advanced destroyer canonically, it is listed here as a* **destroyer escort** *due to the significantly inferior defensive and offensive capabilities of the craft when compared with other destroyers of its era.* Ships of this class may be loaded with up to twenty missiles of various types appropriate to its era. The standard flight compliment for this class is 26 small craft; total hangar capacity is 207,600 m³ (27,600 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 12 F-38 *Talon* Light Fighters, 12 F-71 *Stiletto* Light Fighters and 2 A-17/C *Broadsword* Very Heavy Fighters, each with default specifications. Known ships of this class include TCS *Paradigm*.

Kilrathi

Kamekh

Kamekh-class Corvette, Variant				
Chassis/Weight: Light Destroyer			Size Class: 18 (1,104,468.75 m³)	
SI: 1,909	Cost: €594,158,543	HD/BHD/FHD: 37/39/50	INIT: +8 (Eighth Class Engine)	Max Speed: 300 kps (2)
SHP: 925 (First Class Shields)	AHP: 550 (Plasteel; 5.50 cm)	Guns: Ionic Pulse Cannon, Civilian Grade (2/4/54) Laser Cannon, Civilian Grade (5/5/18) Meson Blaster, Civilian Grade (3/4/32) Plasma Gun, Civilian Grade (2/3/72) Tachyon Gun, Civilian Grade (3/3/50)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam
Crew/Passengers: 10/2 (12 400 m³ Suites)			Cargo Capacity: 300 m³ (200 m³ base, 100 m³ from pods)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, ECM Module (-5 HD), SWACS Module, Ramscoop, Tractor Beam, Gun Cooler +5, ITTS, Tracking Computer, Permanent Pod Mount x2 {Cargo Container Pod x2}, Expendable Pod Mount x1 {Escape Pod x1 (12 2.0000 m³ EEV)}, Weapon Station x13 (Gun Hardpoint x2 (Forward Narrow; Meson Blaster), Gun Sponson x3 (Forward; Tachyon Gun x2, Ion x1), Gun Sponson x2 (Aft; Laser), Gun Barbette x4 (Aft Hemisphere; Plasma Gun x2, Laser x2), Light Ordnance Hardpoint, Tube (Forward Narrow; DFx10), Light Ordnance Hardpoint, Tube (Forward Narrow; HSx1, IRx2)).				
Flaws/Bonuses: Modular Design.				
NOTES: Ships of this class may be loaded with up to twenty missiles of various types appropriate to its era. A front-line patrol variant of this craft exists; full statistics are included under the Craft of Wing Commander II section of this Catalog. There are no known named ships of this class variant.				

Civilian

Drayman Mk-II

Drayman-class Transport, Mk-II				
Chassis/Weight: Medium Frigate			Size Class: 16 (195,927.7 m³)	
SI: 899	Cost: €200,201,900	HD/BHD/FHD: 33/37/45	INIT: +7 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 500 (First Class Shields)	AHP: 303 (Plasteel; 3.03 cm)	Guns: Meson Blaster, Civilian Grade (3/4/32)	Ordnance: Torpedo, Proton (NA/2-10/200)	X: None
Crew/Passengers: 20/5 (25 100 m³ Staterooms)			Cargo Capacity: 800 m³ (50 m³ base, 250 m³ from pods, 500 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, ECM Module (-5 HD), Fuel Tank x1, Ramscoop, Morvan Drive, Gun Cooler +2, Permanent Pod Mount x5 {Cargo Container Pod x5}, Expendable Pod Mount x1 {Escape Pod x1 (25 1.0000 m³ EEV)}, Weapon Station x4 (Gun Sponson x3 (Forward x2, Aft x1; Meson Blaster), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; TORPx10)).				
Flaws/Bonuses: None.				
NOTES: Most ships of this variant type do not carry Proton Torpedoes or the associated Heavy Ordnance Hardpoint. The cost of these craft is reduced slightly to €200,201,825; they otherwise use the same set of stats. Known ships of this class variant include SS Scarab.				

Craft of Wing Commander III

Terran

Clarkson

Clarkson-class Transport					
Chassis/Weight: Light Frigate			Size Class: 15 (119,953.97 m³)		
SI: 23,100	Cost: €301,762,328	HD/BHD/FHD: 36/36/42	INIT: +5 (Sixth Class Engine)		Max Speed: 100 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 3,000 (Tungsten; 15.00 cm)	Guns: Laser, Defensive (7/4/25)	Ordnance: None		X: None
Crew/Passengers: 20/5 (25 50 m³ Double Cabins)			Cargo Capacity: 10,375 m³ (25 m³ base, 250 m³ from accommodations, 10,100 m³ from pods)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Ramscoop, Morvan Drive, Backup Shield Generator Mount x1 {Tenth Class Shield}, Gun Cooler +1, ITTS, Capship Systems Adapter, Permanent Pod Mount x4 {Cargo Container Pod x2, Large Cargo Container Pod x2}, Expendable Pod Mount x1 {Escape Pod x1 (25 1.0000 m³ EEV)}, Weapon Station x2 (Dual Gun Turret x2 (360°; Laser)).					
Flaws/Bonuses: Sluggish Handling (-1 INIT).					
NOTES: This class remains in service after the end of the Terran-Kilrathi War in both the Confederation Navy and Union of Border Worlds Defense Forces. The postwar variant has twenty centimeters of armor (for 4,000 AHP total, requiring a Reinforced Chassis Accessory) but only a single Sixth Class Shield (allowing for the removal of the additional Tenth Class Shield and the Backup Shield Generator Mount; this reduces the SHP to 6,000). The cost of this variant is €308,483,453, its HD ratings are 37/37/43 and it has an SI of 10,100. It otherwise uses the same set of stats. Known ships of the class include TCS Clarkson and TCS Amadeus.					

Caernaven

Caernaven-class Frigate					
Chassis/Weight: Heavy Destroyer			Size Class: 23 (28,824,555.82 m³)		
SI: 16,240	Cost: €950,853,773	HD/BHD/FHD: 41/43/58	INIT: +6 (Seventh Class Engine)		Max Speed: 180 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 6,000 (Tungsten; 30.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)		X: None
Crew/Passengers: 217/53 (270 100 m³ Staterooms)			Cargo Capacity: 6,400 m³ (6,400 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, ECM Module (-10 HD), SWACS Module, Fuel Tank x1, Ramscoop, Backup Sensor Array x2, Backup Communications Array x2, Gun Cooler +1, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x18 {Escape Pod x18 (15 1.6600 m³ EEV)}, Weapon Station x4 (Dual Gun Turret x2 (Forward OTS; Laser), Duodecuple Light Ordnance Turret, Bank x2 (Aft OTS; ImRecx12)).					
Flaws/Bonuses: Sluggish Handling (-1 INIT).					
NOTES: This class remains in service after the end of the Terran-Kilrathi War in both the Confederation Navy and Union of Border Worlds Defense Forces. The post-war variant has twenty centimeters of Armor (reducing the AHP to 4,000) and a Sixth Class Shield (reducing the SHP to 6,000). The cost of this variant is €926,223,773, its HD ratings are 40/42/57 and it has an SI of 10,240; it otherwise uses the same set of stats. Known ships of the class include TCS Caernaven and TCS Bluepoint.					

Southampton

Southampton-class Destroyer					
Chassis/Weight: Heavy Destroyer			Size Class: 23 (20,889,074.02 m³)		
SI: 25,080	Cost: €19,510,904,160	HD/BHD/FHD: 40/42/57	INIT: +6 (Seventh Class Engine)		Max Speed: 200 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)		X: None

Crew/Passengers: 346/86 (432 100 m³ Staterooms)	Cargo Capacity: 6,400 m³ (6,400 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Turboinjector, Backup Shield Generator Mount x1 {Class Ten Shield}, Gun Cooler +8, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x12 {Escape Pod x12 (36 0.69 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x2, Weapon Station x10 (Dual Gun Sponson x2 (Aft; Laser), Dual Gun Barbette x1 (Forward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside Hemisphere/Starboard Aft x1, Starboard Hemisphere/Portside Aft x1; Laser), Dual Gun Turret x4 (Forward OTS x2, Aft OTS x1, 360° x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; Capship x10)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: This class remains in service after the end of the Terran-Kilrathi War in both the Confederation Navy and Union of Border Worlds Defense Forces. The post-war variant has a single Sixth Class Shield installed (reducing the SHP to 6,000 and eliminating both the Backup Shield Generator Mount and the associated Tenth Class Shield). The cost of this variant is €19,507,883,010 and it has an SI of 11,080; it otherwise uses the same set of stats. The standard flight compliment for this class is 5 small craft; total hangar capacity is 45,000 m³. The cost of this craft has been calculated assuming a compliment of 5 F-42 *Hellcat-V* Space Superiority Interceptors with default specifications. Known ships of the class include TCS *Southampton*, TCS *Agincourt (II)*, TCS *Ajax* and BWS *Johns Hopkins*.

Tallahassee

Tallahassee-class Cruiser				
Chassis/Weight: Very Light Battlecruiser			Size Class: 22 (12,535,481.06 m³)	
SI: 35,440	Cost: €51,752,410,240	HD/BHD/FHD: 42/45/59	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 30,000 (Tenth Class Shields)	AHP: 4,000 (Tungsten; 20.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None

Crew/Passengers: 718/164 (882 100 m³ Staterooms)	Cargo Capacity: 3,200 m³ (3,200 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x3, Hospital Module x3, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Turboinjector, Backup Shield Generator Mount x2 {Class Ten Shield x2}, Gun Cooler +11, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x18 {Escape Pod x18 (49 0.5 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x2, Weapon Station x13 (Dual Gun Barbette x6 (Portside Wide x1, Starboard Wide x1, Aft Hemisphere x2, Starboard/Portside x1, Starboard Narrow/Starboard Aft Narrow/Portside Narrow/Portside Aft Narrow x1; Laser), Dual Gun Limited Turret x3 (Forward/Starboard/Portside x1, Starboard Wide/Portside Wide x2; Laser), Dual Gun Turret x3 (Forward OTS x2, Aft OTS x1; Laser), Heavy Ordnance Hardpoint, Bank x1 (Forward Narrow; Capship x25)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: This class remains in service after the end of the Terran-Kilrathi War in both the Confederation Navy and Union of Border Worlds Defense Forces. The post-war variant has a single Sixth Class Shield installed (reducing the SHP to 6,000 and eliminating both of the Backup Shield Generator Mounts and their associated Tenth Class Shields). The cost of this variant is €51,747,788,040 and it has an SI of 11,440; it otherwise uses the same set of stats. The standard flight compliment for this class is 24 small craft; total hangar capacity is 180,000 m³. The cost of this craft has been calculated assuming a compliment of 8 F-27/L *Arrow* Light Fighters, 8 F-42 *Hellcat-V* Space Superiority Interceptors and 8 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers, each with default specifications. Known ships of the class include TCS *Tallahassee*, TCS *Dover*, TCS *Juneau*, TCS *Coventry* and TCS *Sheffield*.

Yorktown

Yorktown-class Light Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (53,884,569.60 m³)	
SI: 41,080	Cost: €42,481,057,125	HD/BHD/FHD: 48/49/64	INIT: +5 (Sixth Class Engine)	Max Speed: 120 kps (1)
SHP: 30,000 (Tenth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None

Crew/Passengers: 2,574/638 (3,212 100 m³ Staterooms)	Cargo Capacity: 12,800 m³ (12,800 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Backup Shield Generator Mount x2 {Class Ten Shield x2}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +8, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x24 {Escape Pod x24 (134 0.1865 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x12 (Gun Hardpoint x4 (Portside Aft Narrow x1, Forward Narrow x1, Aft Narrow x2; Laser), Dual Gun Barbette x5 (Starboard Wide x1, Portside Wide/Portside Aft x1, Starboard Wide/Starboard Aft x1, Forward/Portside Ahead Narrow x1, Forward/Starboard Ahead Narrow x1; Laser), Dual Gun Limited Turret x2 (Portside Ahead Hemisphere/Portside Aft Narrow x1, Starboard Ahead Hemisphere/Starboard Aft Narrow x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; Capship Missile x6)).
Flaws/Bonuses: Modular Design. Gun Resistant (DR 9). Sluggish Handling (-1 INIT).
NOTES: The standard flight compliment for this class is 40 small craft; total hangar capacity is 600,000 m³. The cost of this craft has been calculated assuming a compliment of 10 F-27/L *Arrow* Light Fighters, 10 F-42 *Hellcat-V* Space Superiority Interceptors, 10 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers and 10 F/A-76 *Longbow* Heavy Bombers, each with default specifications. Known ships of the class include TCS *Yorktown*, TCS *Hermes* and TCS *Victory* (CV-40).

Blackmane (Confederation Starbase)

Confederation Starbase - Blackmane				
Chassis/Weight: Light Space Station			Size Class: 28 (618,329,228.24 m³)	
SI: 86,000	Cost: €584,543,358,725	HD/BHD/FHD: 79/71/84	INIT: +1 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 80,000 (Tenth Class Shields)	AHP: 6,000 (Tungsten; 15.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 11,566/2,888 (14,454 400 m³ Suites)			Cargo Capacity: 163,840 m³ (163,840 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4, Carrier System, Hangar Module}, Apprehension Module x8, Hospital Module x8, Emergency Stasis Unit, ECM Module (-5 HD), SWACS Module, Repair Bay Module, Backup Shield Generator Mount x3 {Tenth Class Shield x3}, Backup Sensor Array x4, Backup Communications Array x4, Expendable Pod Mount x73 {Escape Pod x73 (198 0.1262 m³ EEV)}, Carrier Systems x7, Hangar Module x1.
Flaws/Bonuses: *Space Station*. Modular Design. Sluggish Handling (-1 INIT).
NOTES: The standard flight compliment for this class is 1,728 small craft; total hangar capacity is 21,610,400 m³ (2,410,400 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 432 F-27/L *Arrow* Light Fighters, 432 F-42 *Hellcat-V* Space Superiority Interceptors, 432 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers and 432 F/A-76 *Longbow* Heavy Bombers, each with default specifications.

Kilrathi

Sha'kar

Sha'kar-class Transport				
Chassis/Weight: Heavy Frigate			Size Class: 17 (329,494.72 m³)	
SI: 23,240	Cost: €368,824,283	HD/BHD/FHD: 36/39/47	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 3,000 (Tungsten; 15.00 cm)	Guns: Laser, Defensive (7/4/25)	Ordnance: None	X: None
Crew/Passengers: 16/4 (20 200 m³ Luxury Staterooms)			Cargo Capacity: 11,725 m³ (100 m³ base, 1,000 m³ from accommodations, 5,625 m³ from accessories, 5,000 m³ from pods)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, Refrigeration Module x1, Bulk Cargo Module x1, Emergency Stasis Unit, ECM Module (-5 HD), Fuel Tank x1, Ramscoop, Morvan Drive, Backup Shield Generator Mount x1 {Tenth Class Shield x1}, Gun Cooler +1, ITTS, Capship Systems Adapter, Permanent Pod Mount x1 {Large Cargo Container Pod x1}, Expendable Pod Mount x1 {Escape Pod x1 (20 1.25 m³ EEV)}, Weapon Station x2 (Dual Gun Sponson x2 (Starboard Wide; Laser)).
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).
NOTES: Known ships of the class include *KIS Sha'kar*.

Kamrani

Kamrani-class Corvette					
Chassis/Weight: Very Light Destroyer			Size Class: 17 (322,193.212 m³)		
SI: 15,600	Cost: €799,894,598	HD/BHD/FHD: 32/40/49	INIT: +6 (Seventh Class Engine)		Max Speed: 200 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 5,000 (Isometal; 8.33 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)		X: None
Crew/Passengers: 16/4 (20 200 m³ Luxury Staterooms)			Cargo Capacity: 100 m³ (100 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Gun Cooler +4, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x1 {Escape Pod x1 (20 1.25 m³ EEV)}, Weapon Station x6 (Dual Gun Barbette x1 (Aft Wide; Laser), Dual Gun Turret x4 (360°; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; TORPx8)).					
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).					
NOTES: Known ships of the class include KIS Kamrani.					

Ralarrad

Ralarrad-class Light Destroyer					
Chassis/Weight: Medium Destroyer			Size Class: 21 (8,885,298.74 m³)		
SI: 25,960	Cost: €14,808,782,510	HD/BHD/FHD: 46/45/58	INIT: +7 (Seventh Class Engine)		Max Speed: 180 kps (1)
SHP: 15,000 (Tenth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60,000)		X: None
Crew/Passengers: 112/28 (140 400 m³ Suites)			Cargo Capacity: 1,600 m³ (1,600 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-5 HD), SWACS Module x1, Ramscoop, Backup Shield Generator Mount x1 {Fifth Class Shield x1}, Gun Cooler +7, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x14 {Escape Pod x14 (10 2.5 m³ EEV)}, Weapon Station x9 (Dual Gun Barbette x4 (Starboard Hemisphere x1, Aft Hemisphere x1, Portside Aft Hemisphere x1, Starboard Aft Hemisphere x1; Laser), Dual Gun Limited Turret x1 (Forward Hemisphere/Starboard; Laser), Dual Gun Turret x3 (Aft OTS x1, Starboard Aft OTS x1, 360 ° x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; Capship x8)).					
Flaws/Bonuses: None.					
NOTES: Known ships of the class include KIS Bordrav, KIS Ralarrad, KIS Irrkham and KIS Trak'hmar.					

Ralaxath

Ralaxath-class Heavy Destroyer					
Chassis/Weight: Heavy Destroyer			Size Class: 22 (13,994,847.92 m³)		
SI: 31,368	Cost: €29,154,838,045	HD/BHD/FHD: 42/45/59	INIT: +7 (Seventh Class Engine)		Max Speed: 180 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60) Tachyon Gun, Standard (4/3/56)	Ordnance: Capship Missile (6/0.1 AU/60000)		X: None
Crew/Passengers: 224/49 (273 400 m³ Suites)			Cargo Capacity: 3,200 m³ (3,200 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Backup Shield Generator Mount x1 {Tenth Class Shield x1}, Gun Cooler +10, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x13 {Escape Pod x13 (21 1.1607 m³ EEV)}, Weapon Station x14 (Gun Hardpoint x3 (Forward Narrow; Tachyon Gun), Dual Gun Barbette x5 (Forward Hemisphere x1, Portside Hemisphere x2, Starboard Hemisphere x2; Laser), Dual Gun Limited Turret x2 (Forward/Starboard/Portside x1, Starboard Wide/Portside Wide x1; Laser), Dual Gun Turret x3 (Forward OTS x1, Aft OTS x2; Laser), Heavy Ordnance Hardpoint, Bank x1 (Forward Narrow; Capship x16)).					
Flaws/Bonuses: None.					
NOTES: Known ships of the class include KIS Ralaxath, KIS Frawqirg, KIS Takh'lath and KIS Wexarragh.					

Fralthi-II

Fralthi-II-class Cruiser				
Chassis/Weight: Very Light Battlecruiser			Size Class: 22 (13,082,918.44 m³)	
SI: 41,800	Cost: €49,403,793,250	HD/BHD/FHD: 45/48/62	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 30,000 (Tenth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 696/174 (870 100 m³ Staterooms)			Cargo Capacity: 3,200 m³ (3,200 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Backup Shield Generator Mount x2 {Tenth Class Shield x2}, Gun Cooler +14, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x20 {Escape Pod x20 (43 0.5747 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x16 (Dual Gun Sponson x1 (Forward; Laser), Dual Gun Barbette x6 (Starboard Hemisphere x3, Portside Hemisphere x3; Laser), Dual Gun Limited Turret x4 (Portside Hemisphere/Starboard Ahead x2, Starboard Hemisphere/Portside Ahead x2; Laser), Dual Gun Turret x4 (Forward OTS x2, Aft OTS x2; Laser), Heavy Ordnance Hardpoint, Bank x1 (Forward Narrow; Capship x24)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 24 small craft; total hangar capacity is 194,000 m³ (14,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 8 *Darket* Light Fighters, 8 *Dralthi-IV* Medium Fighters and 8 *Vaktoth* Heavy Fighters, each with default specifications.

Known ships of the class include KIS *Fralthi (II)*, KIS *Shal'Kuz Mang*, KIS *Dravnor* and KIS *Kheerakh*.

Bhantkara

Bhantkara-class Super Carrier				
Chassis/Weight: Medium Battlecruiser			Size Class: 25 (114,010,305.71 m³)	
SI: 30,960	Cost: €85,229,832,930	HD/BHD/FHD: 49/49/65	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 4,800/1,194 (5,994 200 m³ Luxury Staterooms)			Cargo Capacity: 25,600 m³ (25,600 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x2, Repair Bay Module x2, Ramscoop, Backup Shield Generator Mount x1 {Tenth Class Shield x1}, Gun Cooler +7, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x37 {Escape Pod x37 (162 0.1542 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x9 (Dual Gun Sponson x1 (Starboard Ahead; Laser), Dual Gun Barbette x5 (Starboard Hemisphere x2, Portside Hemisphere x2, Portside Ahead/Portside x1; Laser), Dual Gun Turret x2 (360°; Laser), Heavy Ordnance Hardpoint, Bank x1 (Forward Narrow; Capship x24)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 128 small craft; total hangar capacity is 1,281,200 m³ (81,200 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 24 *Darket* Light Fighters, 24 *Dralthi-IV* Medium Fighters, 24 *Vaktoth* Heavy Fighters, 16 *Sorthak* Super-Heavy Fighters, 24 *Strakha* Medium Stealth Fighters (Uprated) and 16 *Paktahn* Heavy Torpedo Bombers, each with default specifications.

Known ships of the class include KIS *Bhantkara*, KIS *Karga* (Abandoned 2670), KIS *Sar'hrai*, KIS *Sivar's Glory* and FRLS *Mjollnir*.

Hvar'kann

Hvar'kann-class Dreadnought				
Chassis/Weight: Heavy Space Station			Size Class: 37 (506,972,176,759.41 m³)	
SI: 191,920	Cost: €63,001,835,227,500	HD/BHD/FHD: 65/63/85	INIT: +1 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 160,000 (Tenth Class Shields)	AHP: 30,000 (Isometal; 25.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 24,000/5,925 (29,925 400 m³ Suites)			Cargo Capacity: 104,857,600 m³ (104,857,600 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4, Carrier Systems, Shelter Module}, Apprehension Module x8, Emergency Stasis Unit, ECM Module (-20 HD), SWACS Module, Repair Bay Module, Ramscoop, Turboinjector, Backup Shield Generator Mount x7 {Tenth Class Shields x7}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +15, ITTS, Tracking Computer, Expendable Pod Mount x105 {Escape Pod x105 (284 0.0875 m³ EEV)}, Carrier Systems x3, Weapon Station x20 (Dual Gun Sponson x2 (Portside x1, Starboard x1; Laser), Dual Gun Barbette x12 (Portside Hemisphere x5, Starboard Hemisphere x5, Portside/Starboard x2; Laser), Dual Gun Turret x2 (Aft OTS; Laser), Heavy Ordnance Hardpoint, Bay x4 (Forward Narrow; Capship x88)).
Flaws/Bonuses: *Space Station Chassis.* 1/10 General Damage Reduction.
NOTES: The standard flight compliment for this class is 248 small craft; total hangar capacity is 307,200,000 m³. The cost of this craft has been calculated assuming a compliment of 40 *Darket* Light Fighters, 48 *Dralthi-IV* Medium Fighters, 40 *Vaktoth* Heavy Fighters, 40 *Sorthak* Super-Heavy Fighters, 40 *Strakha* Medium Stealth Fighters (Uprated) and 40 *Paktahn* Heavy Torpedo Bombers, each with default specifications. Known ships of the class include KIS *Hvar'kann*, KIS *Vengeance of Vukar Tag* and KIS *Vorghath*.

Kilrathi Supply Depot

Kilrathi Supply Depot				
Chassis/Weight: Light Space Station			Size Class: 30 (2,577,617,459.95 m³)	
SI: 224,000	Cost: €198,379,998,550	HD/BHD/FHD: 75/95/110	INIT: +0 (No Engine)	Max Speed: N/A
SHP: 0 (No Shields)	AHP: 224,000 (Isometal; 187.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 15,800/3,950 (19,750 400 m³ Suites)			Cargo Capacity: 115,855,360 m³ (655,360 m³ base, 115,200,000 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4, Carrier Systems, Hangar Bay Module}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, Refrigeration Module x1, Bulk Cargo Module x3, Emergency Stasis Unit, ECM Module (-35 HD), SWACS Module x2, Repair Bay Module x8, Backup Sensor Array x1, Backup Communications Array x1, Expendable Pod Mount x79 {Escape Pod x79 (250 0.1 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x15.				
Flaws/Bonuses: *Space Station.*				
NOTES: The standard flight compliment for this class is 560 small craft; total hangar capacity is 77,092,000 m³ (292,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 80 *Darket* Light Fighters, 80 *Dralthi-IV* Medium Fighters, 80 *Vaktoth* Heavy Fighters, 80 *K'Ha'Haf* Very Heavy Ambush Fighters, 80 *Sorthak* Super-Heavy Fighters, 80 *Strakha* Medium Stealth Fighters (Uprated) and 80 *Paktahn* Heavy Torpedo Bombers, each with default specifications.				

Craft of Wing Commander IV

Terran

Concordia (Class)

Concordia-class Fleet Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (73,914,976.00 m³)	
SI: 12,320	Cost: €71,556,573,052	HD/BHD/FHD: 52/53/69	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 8,000 (Eighth Class Shields)	AHP: 3,000 (Isometal; 5.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 4,420/100 (2,560 200 m³ Luxury Staterooms (2,260 Double Occupancy))			Cargo Capacity: 10,240 m³ (10,240 m³ base)	
Accessories/Pods: Apprehension Module x1, Hospital Module x1, Industrial Manipulator Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Fuel Tank x1, Ramscoop, Gun Cooler +10, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x26 {Escape Pod x26 (226 0.1105 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x8, Weapon Station x12 (Gun Hardpoint x4 (Portside Aft Narrow x1, Forward Narrow x1, Aft Narrow x2; Laser), Dual Gun Barbette x5 (Starboard Wide x1, Portside Wide/Portside Aft x1, Starboard Wide/Starboard Aft x1, Forward/Portside Ahead Narrow x1, Forward/Starboard Ahead Narrow x1; Laser), Dual Gun Limited Turret x2 (Portside Ahead Hemisphere/Portside Aft Narrow x1, Starboard Ahead Hemisphere/Starboard Aft Narrow x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; Capship Missile x6)).				
Flaws/Bonuses: Gun Resistant (DR 16). Modular Design. Sluggish Handling (-1 INIT)				

NOTES: The standard flight compliment for this class is 96 fighters and shuttles; total hangar capacity is 1,200,000 m³. The cost of this craft has been calculated assuming a compliment of 18 F-27/L *Arrow* Light Fighters, 18 F-103 *Excalibur* Space Superiority Fighters, 18 F-42 *Hellcat-V* Space Superiority Interceptors, 18 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers and 18 F/A-76 *Longbow* Heavy Bombers, each with default specifications.

Known ships of this class include TCS *Concordia* (I) (Destroyed 2634), TCS *Lexington* (CV-44; Destroyed 2673) and TCS/BWS *Princeton* (CV-48; Captured by Union of Border Worlds, 2673).

Vesuvius

CV-70 *Vesuvius*-class Super Carrier				
Chassis/Weight: Medium Dreadnought			Size Class: 27 (318,708,933.72 m³)	
SI: 62,720	Cost: €172,372,100,095	HD/BHD/FHD: 52/55/74	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 40,000 (Isometal; 66.67 cm)	Guns: Anti-Matter Gun (1/8/300) Laser, Offensive (7/3/60) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 5,250/1,302 (6,552 400 m³ Suites)			Cargo Capacity: 102,400 m³ (102,400 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, ECM Module (-15 HD), SWACS Module x2, Repair Bay Module x4, Ramscoop, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +53, Shield Regenerator (x2), ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x21 {Escape Pod x21 (312 0.08 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x8, Weapon Station x56 (Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Antimatter Gun), Dual Gun Sponson x4 (Starboard Ahead x1, Portside Ahead x1, Starboard Aft x1, Portside Aft x1; Mass Driver), Dual Gun Barbette x12 (Forward Hemisphere x6, Aft Hemisphere x6; Antimatter Gun), Dual Gun Barbette x18 (Starboard Wide; Mass Driver x6, Laser x12), Dual Gun Barbette x18 (Portside Wide; Mass Driver x6, Laser x12), Heavy Ordnance Hardpoint, Bay x2 (Forward Narrow; TORPx100)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 400 small craft; total hangar capacity is 7,299,200 m³ (2,499,200 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 72 F-27/L *Arrow* Light Fighters, 72 F-103 *Excalibur* Space Superiority Fighters, 72 F-42 *Hellcat-V* Space Superiority Interceptors, 72 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers, 72 F/A-76 *Longbow* Heavy Bombers, 20 F-104 *Bearcat* Heavy Fighters and 20 F-107 *Dragon* Heavy Attack Fighters, each with default specifications.

Known ships of this class include TCS *Vesuvius* (CV-70; Destroyed 2673), TCS *St. Helens* (CV-71; Destroyed 2681), TCS *William Eisen* (CV-74), TCS *McKinley* and TCS *Krakatoa*. TCS *Fuji*, TCS *Kilauea* and TCS *Rainier* were under construction as of 2681.

Ella Superbase

Confederation Starbase - Ella Superbase				
Chassis/Weight: Medium Space Station			Size Class: 34 (41,038,286,132.81 m³)	
SI: 22,000	Cost: €1,885,668,225,525	HD/BHD/FHD: 58/59/78	INIT: +0 (No Engine)	Max Speed: N/A
SHP: 16,000 (Eighth Class Shields)	AHP: 5,000 (Isometal; 5.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 25,000/6,209 (31,209 400 m³ Suites)			Cargo Capacity: 2,621,440 m³ (2,621,440 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4, Carrier Systems, Hangar Bay Module}, Apprehension Module x4, Hospital Module x4, Industrial Manipulator Module x2, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-20 HD), SWACS Module x2, Repair Bay Module x8, Expendable Pod Mount x103 {Escape Pod x103 (303 0.0824 m³ EEV)}, Hangar Bay Module x3, Carrier Systems x16.

Flaws/Bonuses: *Space Station*. Modular Design.

NOTES: *There is no canonical source for the size of this craft. The listed size is based on a comparison of its model to other known models and should be considered an estimate at best.*

The standard flight compliment for this class is 5,184 small craft; total hangar capacity is 2,576,188,400 m³ (118,588,400 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 864 F-27/L *Arrow* Light Fighters, 864 F-103 *Excalibur* Space Superiority Fighters, 864 F-42 *Hellcat-V* Space Superiority Interceptors, 864 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers, 864 F/A-76 *Longbow* Heavy Bombers and 864 F-104 *Bearcat* Heavy Fighters, each with default specifications.

Kilrathi

Pasqual (Kilrathi Starbase)

Kilrathi Starbase - Pasqual Superbase				
Chassis/Weight: Medium Space Station			Size Class: 35 (103,454,137,324.22 m³)	
SI: 40,000	Cost: €632,002,386,750	HD/BHD/FHD: 79/79/99	INIT: +0 (No Engine)	Max Speed: N/A
SHP: 20,000 (Tenth Class Shields)	AHP: 20,000 (Tungsten; 50.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: 6,295,256/1,573,814 (7,869,070 100 m³ Staterooms)			Cargo Capacity: 15,728,640 m³ (15,728,640 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4, Carrier Systems, Hangar Bay Module}, Apprehension Module x2, Hospital Module x4, Industrial Manipulator Module x4, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-20 HD), SWACS Module x8, Repair Bay Module x8, Backup Sensor Array x2, Backup Communications Array x2, Shield Regenerator (x2), Permanent Pod Mount x95 {Habitation Module Pod x95}, Hangar Bay Module x1, Carrier Systems x15.				
Flaws/Bonuses: *Space Station*. Modular Design.				
NOTES: The standard flight compliment for this class is 2,488 small craft; total hangar capacity is 2,457,600,000 m³. The cost of this craft has been calculated assuming a compliment of 800 *Darket* Light Fighters, 800 *Dralthi-IV* Medium Fighters, 800 *Vaktoth* Heavy Fighters and 88 *Paktahn* Heavy Torpedo Bombers, each with default specifications.				

Craft of Wing Commander: Prophecy

Terran

Pelican

Pelican-class Transport				
Chassis/Weight: Medium Destroyer			Size Class: 21 (5,412,627.28 m³)	
SI: 15,380	Cost: €478,154,045	HD/BHD/FHD: 42/41/53	INIT: +5 (Sixth Class Engine)	Max Speed: 75 kps (½)
SHP: 10,000 (Tenth Class Shields)	AHP: 5,000 (Isometal; 8.33 cm)	Guns: Laser, Long Range (1/8/38)	Ordnance: None	X: None
Crew/Passengers: 20/5 (25 50 m³ Double Cabins)			Cargo Capacity: 324,100 m³ (1,600 m³ base, 62,500 m³ from accommodations, 180,000 m³ from accessories, 80,000 m³ from pods)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, Refrigeration Module x1, Bulk Cargo Module x2, ECM Module (-5 HD), Fuel Tank x1, Ramscoop, D-Drive, Morvan Drive, Phase Shields, Gun Cooler +4, ITTS, Capship Systems Adapter, Permanent Pod Mount x16 {Large Cargo Container Pod x16}, Expendable Pod Mount x1 {Escape Pod x1 (25 1.00 m³ EEV)}, Weapon Station x5 (Dual Gun Barbette x4 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Aft Wide x1, Starboard Aft Wide x1; Laser), Dual Gun Turret x1 (360°; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: *The size of this craft has been derived from the scale of its model in relation to other known models from Prophecy. It should be treated as unofficial information at best.* Known ships of the class include TCS *Barkley*, TCS *Cimino*, TCS *Marburg*, TCS *Pelican*, TCS *Porter* and KACS *Hrai Hhallas*.				

Murphy

Murphy-class Fast Destroyer				
Chassis/Weight: Heavy Destroyer			Size Class: 23 (34,022,022.09 m³)	
SI: 35,380	Cost: €9,582,222,725	HD/BHD/FHD: 42/44/59	INIT: +6 (Seventh Class Engine)	Max Speed: 240 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 25,000 (Isometal; 41.67 cm)	Guns: Laser, Long Range (1/8/38)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520)	X: None
Crew/Passengers: 1,000/248 (1,248 200 m³ Luxury Staterooms)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Turboinjector, D-Drive, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +4, Shield Regenerator (x1.5), ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x8 {Escape Pod x8 (156 0.16 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x2, Weapon Station x9 (Gun Limited Turret x2 (Aft/Portside Hemisphere x1, Aft/Starboard Hemisphere x1; Laser), Gun Turret x2 (Portside OTS x1, Starboard OTS x1; Laser), Dual Gun Turret x3 (Forward OTS x1, 360°x2; Laser), Light Ordnance Turret, Bank x2 (Forward OTS x1, 360°x1; ImRecx25)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: *The size of this craft has been derived from the scale of its model in relation to other known models from Prophecy. It should be treated as unofficial information at best.*
The standard flight compliment for this class is 24 small craft; total hangar capacity is 45,000 m³. The cost of this craft has been calculated assuming a compliment of 8 F/A-105A *Tigershark* Medium Multi-Purpose Fighters, 8 F-110 *Wasp* Interceptor/Anti-Bombers and 8 TB-81 *Shrike* Class-B Torpedo Bombers, each with default specifications.
Known ships of the class include TCS *Arkhangelsk*, TCS *Foehammer*, TCS *Kuznetsova*, TCS *Leonov* and TCS *Murphy*.

Plunkett

Plunkett-class Heavy Artillery Cruiser				
Chassis/Weight: Medium Battlecruiser			Size Class: 25 (144,097,363.08 m³)	
SI: 43,560	Cost: €3,109,761,660	HD/BHD/FHD: 47/47/64	INIT: +6 (Seventh Class Engine)	Max Speed: 240 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 29,250 (Isometal; 48.75 cm)	Guns: Laser, Long Range (1/8/38) Particle Cannon, Heavy (3/4/42) Plasma Cannon, Enhanced (0.5/6/600) Tachyon Gun, Heavy Long-Range (3/4/70)	Ordnance: None	X: None
Crew/Passengers: 3,000/744 (3,744 200 m³ Luxury Staterooms)			Cargo Capacity: 25,600 m³ (25,600 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x2, Ramscoop, Turboinjector, D-Drive, Morvan Drive, Phase Shields, Gun Cooler +28, ITTS, Capship Systems Adapter, Expendable Pod Mount x24 {Escape Pod x24 (156 0.16 m³ EEV)}, Weapon Station x27 (Dual Gun Barbette x9 (Starboard Wide; Tachyon Gun x2, Laser x7), Dual Gun Barbette x9 (Portside Wide; Tachyon Gun x2, Laser x7), Dual Gun Limited Turret x2 (Starboard Wide/Portside Wide x1, Aft/Starboard/Portside x1; Laser), Triple Gun Limited Turret x1 (Forward/Starboard/Portside; Particle Cannon), Dual Gun Turret x1 (Aft OTS; Tachyon Gun), Dual Gun Turret x1 (360°; Laser), Triple Gun Turret x2 (Aft OTS x1, 360°x1; Particle Cannon), Triple Gun Turret x1 (Forward OTS; Plasma Cannon)).

Flaws/Bonuses: Gun Resistant (DR 19). Sluggish Handling (-1 INIT).

NOTES: *The size of this craft has been derived from the scale of its model in relation to other known models from Prophecy. It should be treated as unofficial information at best.*
Known ships of the class include TCS *Adelaide*, TCS *Bannockburn*, TCS *Plunkett* and TCS *Tereshkova*.

Hades

Hades-class Quick Strike Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (50,313,737.7 m³)	
SI: 34,480	Cost: €58,189,546,760	HD/BHD/FHD: 36/42/59	INIT: +7 (Eighth Class Engine)	Max Speed: 350 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 22,000 (Platolum; 9.17 cm)	Guns: Laser, Offensive (7/3/60) Plasma Cannon, Enhanced (0.5/6/600) Tachyon Gun, Heavy Long-Range (3/4/70)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) Heavy Torpedo, Lance (6/4-14/8000)	X: Tractor Beam
Crew/Passengers: 150/36 (186 400 m³ Suites)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x3, Hospital Module x3, Emergency Stasis Unit, ECM Module (-15 HD), SWACS Module x3, Repair Bay Module x3, Fuel Tank x1, Ramscoop, Turboinjector, D-Drive, Morvan Drive, Phase Shields, Tractor Beam, Backup Sensor Array x3, Backup Communications Array x3, Gun Cooler +12, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x2 {Escape Pod x2 (93 0.2667 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x3, Weapon Station x23 (Dual Gun Barbette x6 (Portside Wide; Tachyon Gun x5, Laser x1), Dual Gun Barbette x6 (Starboard Wide; Tachyon Gun x5. Laser x1), Gun Limited Turret x1 (Forward/Starboard/Portside; Plasma Cannon), Dual Gun Turret x2 (360°; Laser), Dual Light Ordnance Barbette, Bay x2 (Portside Hemisphere x1, Starboard Hemisphere x1; ImRecx100), Heavy Ordnance Hardpoint, Bay x6 (Forward Narrow; Lancex50)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: *The actual dimensions of this craft are somewhat disputed, but the differences involved are not significant.*

The standard flight compliment for this class is 36 small craft; total hangar capacity is 700,000 m³ (100,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 6 F-106A *Piranha* Scout Fighters, 6 F/A-105A *Tigershark* Medium Multi-Purpose Fighters, 6 F-110 *Wasp* Interceptor/Anti-Bombers, 6 F-109 *Vampire* Class-A Space Superiority Fighters, 6 TB-80 *Devastator* Class-A Torpedo Bombers, 6 SR-51 *Seahawk* Space Early Warning/Space Warning and Control System Crafts, 4 SAR-23 *Condor* SAR/Refueling Shuttles and 2 *Hercules* Marine Shuttles, each with default specifications.

Known ships of the class include TCS *Cerberus* and TCS *Hades*.

Midway

CVX-01 *Midway*-class Megacarrier					
Chassis/Weight: Medium Dreadnought			Size Class: 27 (426,864,459.78 m³)		
SI: 30,950	Cost: €252,796,231,569	HD/BHD/FHD: 55/53/71	INIT: +5 (Sixth Class Engine)		Max Speed: 80 kps (½)
SHP: 10,000 (Tenth Class Shields)	AHP: 20,000 (Isometal; 33.33 cm)	Guns: Laser, Long Range (1/8/38)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) Capship Missile (6/0.1 AU/60000)		X: None
Crew/Passengers: 5,000/1,240 (6,240 400 m³ Suites)			Cargo Capacity: 1,414,400 m³ (102,400 m³ base, 1,312,000 m³ from accommodations)		

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x4, Repair Bay Module x4, Ramscoop, Turboinjector, D-Drive, Morvan Drive, Phase Shields, Backup Sensor Array x2, Backup Communications Array x2, Gun Cooler +24, Shield Regenerator (x2), ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x20 {Escape Pod x20 (312 0.08 m³ EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x12, Weapon Station x38 (Dual Gun Barbette x22 (Aft Wide x1, Aft Hemisphere x3, Starboard Hemisphere x3, Portside Hemisphere x3, Starboard Wide x6, Portside Wide x6; Laser), Dual Gun Limited Turret x3 (Forward/Portside/Starboard x1, Portside/Forward/Aft x1, Starboard/Forward/Aft x1; Laser), Quad Light Ordnance Barbette, Bank x6 (Starboard Wide x2, Portside Wide x2, Starboard Hemisphere x1, Portside Hemisphere x1; ImRecx25), Heavy Ordnance Hardpoint, Tube x6 (Forward Narrow; Capshipx10), Special Hardpoint x1 (Forward Narrow; None*)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: Ships of this class may take Flight Deck damage four times before increasing to the next systems damage level.

During the initial campaign against the Nephilim, TCS *Midway* captured and installed a Capship Plasma (0.13/10/10000) weapon, which it was able to use successfully one time. *Midway*-class ships with this weapon installed increase in cost to €252,821,981,569; they otherwise use the same stats. The weapon's use requires a *Marksmanship* Check at -50 DC; a degree of failure of twenty-five points or more will result in the instant destruction of the ship.

During the Nephilim War, early *Midway*-class ships were refitted with Platolum armor; the later ships were launched with it. This variant replaces the listed armor with 8.33 centimeters of Platolum. The cost of this variant is reduced to €252,750,396,569 and its HD ratings become 52/50/68; it otherwise uses the same set of stats.

The standard flight compliment for this class is 252 small craft; total hangar capacity is 3,824,000 m³ (1,312,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 36 F-106A *Piranha* Scout Fighters, 36 F/A-105A *Tigershark* Medium Multi-Purpose Fighters, 36 F-110 *Wasp* Interceptor/Anti-Bombers, 36 F-108 *Panther* Class-B Space Superiority Fighters, 24 F-109 *Vampire* Class-A Space Superiority Fighters, 36 TB-81 *Shrike* Class-B Torpedo Bombers, 24 TB-80 *Devastator* Class-A Torpedo Bombers, 8 SR-51 *Seahawk* Space Early Warning/Space Warning and Control System Crafts, 8 SAR-23 *Condor* SAR/Refueling Shuttles and 8 *Hercules* Marine Shuttles, all with default specifications.

Known ships of the class include TCS *Midway* (CVX-1), TCS *Mistral Sea* (CVX-2; Destroyed by the Nephilim), TCS *Tafanda Bay* (CVX-3), TCS *Coral Sea* (CVX-4), TCS *Jutland* (CVX-5; Destroyed by the Nephilim), TCS *Ptoloman's Rift* (CVX-6), TCS *Enyo III* (CVX-7), TCS *Bataan* (CVX-8; MIA), TCS *Tripoli* (CVX-9; MIA) and TCS *Port Broughton* (CVX-10; Scuttled and later salvaged).

Nephilim

Triton

Codename: *Triton* (Nephilim Transport)				
Chassis/Weight: Heavy Frigate			Size Class: 17 (546,015.71 m³)	
SI: 17,710	Cost: €343,829,018	HD/BHD/FHD: 34/37/46	INIT: +6 (Seventh Class Engine)	Max Speed: 156 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 7,500 (Platolum (Eq.); 3.13 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: None	X: None
Crew/Passengers: 40/10 (50 25 m³ Single Cabins)			Cargo Capacity: 17,725 m³ (100 m³ base, 750 m³ from accommodations, 16,875 m³ from accessories)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module x1, Refrigeration Module x1, Bulk Cargo Module x3, ECM Module (-5 HD), Fuel Tank x1, Ramscoop, Turboinjector, D-Drive, Morvan Drive, Phase Shields, ITTS, Capship Systems Adapter, Expendable Pod Mount x1 {Escape Pod x1 (50 0.5 m³ EEV)}, Hangar Bay Module x1, Weapon Station x3 (Gun Barbette x3 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Aft Wide x1; Maser)).
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   There are no known named ships of this class.

Barracuda

Codename: *Barracuda* (Nephilim Corvette)				
Chassis/Weight: Heavy Frigate			Size Class: 17 (338,569.02 m³)	
SI: 18,280	Cost: €230,063,045	HD/BHD/FHD: 33/36/46	INIT: +8 (Eighth Class Engine)	Max Speed: 364 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 8,000 (Platolum (Eq.); 3.33 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: None	X: None
Crew/Passengers: 150/37 (187 25 m³ Single Cabins)			Cargo Capacity: 425 m³ (100 m³ base, 325 m³ from accommodations)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-5 HD), SWACS Module x1, Ramscoop, Turboinjector, Morvan Drive, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +2, ITTS, Capship Systems Adapter, Expendable Pod Mount x1 {Escape Pod x1 (187 0.1333 m³ EEV)}, Weapon Station x4 (Gun Barbette x4 (Starboard Ahead Wide x2, Portside Ahead Wide x2; Maser)).
Flaws/Bonuses: None.
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   There are no known named ships of this class.

Orca

Codename: *Orca* (Nephilim Destroyer)				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (70,072,457.57 m³)	
SI: 36,980	Cost: €37,037,715,134	HD/BHD/FHD: 44/45/60	INIT: +5 (Sixth Class Engine)	Max Speed: 75 kps (½)
SHP: 10,000 (Tenth Class Shields)	AHP: 26,000 (Platolum (Eq.); 10.83 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: Image Recognition, Medusa (3/6-8/400) Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 2,000/500 (2,500 200 m³ Luxury Staterooms)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +6, ITTS, Tracking Computer, Capship Systems Adapter, External Docking Port x25 {Escape Pod x25 (100 0.25 m³ EEV)}, Areal Shield Generator x1 (Bridge - Crew, Life-Support; 800 SHP), Weapon Station x20 (Gun Sponson x2 (Forward; Maser), Gun Barbette x12 (Starboard Ahead Wide x2, Portside Ahead Wide x2, Starboard Aft Wide x2, Portside Aft Wide x2, Aft Wide x2, Forward Hemisphere x1, Aft Hemisphere x1; Maser), Light Ordnance Barbette, Bank x4 (Starboard Hemisphere x1, Portside Hemisphere x1, Starboard Aft Wide x1, Portside Aft Wide x1; Medusa x25), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; Capship x10)).
Flaws/Bonuses: Sluggish Handling (-1 INIT). Conditional DR (see Notes).
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   There are no known named ships of this class.   This craft has a weak point around its Bridge. Until the craft's Life-Support system is destroyed, it receives a General 1/4 Damage Reduction bonus.

Hydra

Codename: *Hydra* (Nephilim Cruiser)				
Chassis/Weight: Medium Dreadnought			Size Class: 26 (212,109,328.16 m³)	
SI: 40,700	Cost: €92,061,789,904	HD/BHD/FHD: 53/52/68	INIT: +4 (Fifth Class Engine)	Max Speed: 60 kps (1/3)
SHP: 10,000 (Tenth Class Shields)	AHP: 30,000 (Platolum (Eq.); 12.50 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: Image Recognition, Medusa (3/6-8/400) Capship Missile (6/0.1 AU/60000)	X: None

Crew/Passengers: 5,600/1,400 (7,000 25 m³ Single Cabins)	Cargo Capacity: 51,200 m³ (51,200 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x2, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +4, Shield Regenerator (x1.5), ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x70 {Escape Pod x70 (100 0.25 m³ EEV)}, Areal Shield Generator x2 (Bridge - Crew, Life Support/Engine; 1200 SHP), Weapon Station x16 (Gun Barbette x10 (Starboard Wide x1, Portside Wide x1, Forward Wide x1, Aft Hemisphere x1, Starboard Aft Wide x2, Portside Aft Wide x2, Aft Wide x2; Maser), Light Ordnance Barbette, Bay x4 (Starboard Aft Wide x1, Portside Aft Wide x1, Starboard Hemisphere x1, Portside Hemisphere x1; Medusa x50), Heavy Ordnance Hardpoint, Bank x2 (Forward Narrow; Capship x25)).

Flaws/Bonuses: Sluggish Handling (-1 INIT). Conditional DR (see Notes).

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   There are no known named ships of this class.   This craft has weak points around its Bridge and Engines. Until the craft's Life-Support System and Engines are destroyed, it receives a General 1/4 Damage Reduction bonus.

Leviathan

Codename: *Leviathan* (Nephilim Heavy Carrier)				
Chassis/Weight: Light Dreadnought			Size Class: 25 (135,333,746.85 m³)	
SI: 32,980	Cost: €207,444,103,694	HD/BHD/FHD: 45/50/66	INIT: +5 (Sixth Class Engine)	Max Speed: 65 kps (1/3)
SHP: 10,000 (Tenth Class Shields)	AHP: 22,000 (Platolum (Eq.); 9.17 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: Image Recognition, Medusa (3/6-8/400) Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 7,400/1,850 (9,250 25 m³ Single Cabins)			Cargo Capacity: 25,600 m³ (25,600m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, ECM Module (-15 HD), SWACS Module x3, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +6, Shield Regenerator (x1.5), ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x37 {Escape Pod x37 (250 0.1 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x6, Areal Shield Generator x3 (Bridge - Crew, Life Support/Engine/Flight Deck; 800 SHP), Weapon Station x30 (Gun Sponson x14 (Starboard Ahead Wide x2, Portside Ahead Wide x2, Forward Wide x2, Forward Hemisphere x1, Starboard Aft Wide x2, Portside Aft Wide x2, Aft Wide x2, Aft Hemisphere x1; Maser), Light Ordnance Barbette, Bay x14 (Starboard Ahead Wide x2, Portside Ahead Wide x2, Forward Wide x2, Forward Hemisphere x1, Starboard Aft Wide x2, Portside Aft Wide x2, Aft Wide x2, Aft Hemisphere x1; Medusa x100), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; Capship x10)).

Flaws/Bonuses: Sluggish Handling (-1 INIT). Conditional DR (see Notes).

NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   The standard flight compliment for this class is 258 small craft; total hangar capacity is 3,448,750 m³ (1,048,750 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 60 *Stingray* Interceptors, 60 *Skate* Interceptors, 18 *Ray* Interceptor Cluster Nodes, 20 *Lamprey* Shield Killers, 20 *Moray* Medium Fighters, 40 *Manta* Fighter/Bombers, 20 *Devil Ray* Space Superiority Fighters and 20 *Squid* Interceptors, each with default specifications.   There are no known named ships of this class.   This craft has weak points around its Bridge, Engines and Flight Deck. Until the craft's Life-Support System, Engines and Flight Deck are destroyed, it receives a General 1/4 Damage Reduction bonus.

Kraken

Codename: *Kraken* (Nephilim Capital Ship Killer)				
Chassis/Weight: Heavy Dreadnought			Size Class: 28 (722,513,409.96 m³)	
SI: 38,910	Cost: €8,359,737,540	HD/BHD/FHD: 50/52/70	INIT: +4 (Fifth Class Engine)	Max Speed: 60 kps (1/3)
SHP: 10,000 (Tenth Class Shields)	AHP: 28,000 (Platolum (Eq.); 11.67 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: Plasma Cannon, Nephilim Heavy (3/8/200)	X: CapShip Plasma (0.13/10/10000)
Crew/Passengers: 6,000/1,500 (7,500 25 m³ Single Cabins)			Cargo Capacity: 204,800 m³ (204,800 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-15 HD), SWACS Module x3, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +12, Shield Regenerator (x1.5), ITTS, Capship Systems Adapter, Expendable Pod Mount x75 {Escape Pod x75 (100 0.25 m³ EEV)}, Areal Shield Generator x3 (Bridge - Crew, Life Support/Engine/Main Gun; 800 SHP), Weapon Station x15 (Gun Hardpoint x1 (Forward Narrow; Plasma Cannon), Gun Barbette x13 (Starboard Ahead Wide x2, Portside Ahead Wide x2, Forward Wide x2, Forward Hemisphere x1, Starboard Aft Wide x2, Portside Aft Wide x2, Aft Hemisphere x2; Maser), Special Hardpoint x1 (Forward Narrow; CapShip Plasma)).
Flaws/Bonuses: Sluggish Handling (-1 INIT). 1/4 General Damage Reduction, plus Conditional DR (see Notes).
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   There are no known named ships of this class.   This craft has weak points around its Bridge, Engine and Main Gun. Until the craft's Life-Support System, Engines and Guns are destroyed, it receives an additional General 1/4 Damage Reduction bonus (for a total of 1/8 General DR).

Tiamat

Codename: *Tiamat* (Nephilim Dreadnought)				
Chassis/Weight: Very Heavy Dreadnought			Size Class: 31 (4,989,703,796.41 m³)	
SI: 39,480	Cost: €581,694,332,320	HD/BHD/FHD: 48/52/73	INIT: +4 (Fifth Class Engine)	Max Speed: 50 kps (1/3)
SHP: 10,000 (Tenth Class Shields)	AHP: 28,500 (Platolum (Eq.); 11.88 cm)	Guns: Maser, Standard (¼/4/70)	Ordnance: Image Recognition, Medusa (3/6-8/400) Capship Missile (6/0.1 AU/60000)	X: CapShip Plasma (0.13/10/10000)
Crew/Passengers: 10,800/2,700 (13,500 25 m³ Single Cabins)			Cargo Capacity: 1,638,400 m³ (1,638,400 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x8, Hospital Module x4, Emergency Stasis Unit, ECM Module (-20 HD), SWACS Module x4, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +6, Shield Regenerator (x2), ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x54 {Escape Pod x54 (250 0.1 m³ EEV)}, Shelter Module x1, Carrier Systems x7, Areal Shield Generator x3 (Bridge - Crew, Life Support/Engine/Flight Deck; 800 SHP), Weapon Station x23 (Gun Barbette x2 (Starboard Hemisphere x1, Portside Hemisphere x1; Maser), Gun Limited Turret x12 (Portside Hemisphere/Aft x6, Starboard Hemisphere/Aft x6; Maser), Light Ordnance Turret, Bay x1 (360°; Medusa x100), Light Ordnance Barbette, Bay x5 (Starboard Hemisphere x2, Portside Hemisphere x2, Aft Hemisphere x1; Medusa x100), Heavy Ordnance Hardpoint, Bay x2 (Forward Narrow; Capship x100), Special Hardpoint x1 (Forward Narrow; CapShip Plasma)).
Flaws/Bonuses: Sluggish Handling (-1 INIT). Conditional DR (see Notes).
NOTES: *The size of this craft comes from Prophecy's design documents. It should be treated as unofficial information at best.*   The standard flight compliment for this class is 338 small craft; total hangar capacity is 4,800,000 m³. The cost of this craft has been calculated assuming a compliment of 78 *Stingray* Interceptors, 78 *Skate* Interceptors, 26 *Ray* Interceptor Cluster Nodes, 26 *Lamprey* Shield Killers, 26 *Moray* Medium Fighters, 52 *Manta* Fighter/Bombers, 26 *Devil Ray* Space Superiority Fighters and 26 *Squid* Interceptors, each with default specifications.   There are no known named ships of this class.   This craft has weak points around its Bridge, Engines and Flight Deck. Until the craft's Life-Support System, Engines and Flight Deck are all destroyed, it receives a General 1/4 Damage Reduction bonus.

Craft of Wing Commander Arena

Terran

Indomitable

Indomitable-class Battlecruiser				
Chassis/Weight: Light Dreadnought			Size Class: 25 (132,496,521.71 m³)	
SI: 56,256	Cost: €78,510,104,905	HD/BHD/FHD: 46/51/67	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 0 (No Shields)	AHP: 45,000 (Platolum; 18.75 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Plasma Cannon, Enhanced (½/6/600)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520)	X: Tractor Beam

Crew/Passengers: 2,400/592 (2,992 400 m³ Suites)	Cargo Capacity: 25,600 m³ (25,600 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Ramscoop, Turboinjector, Morvan Drive, Tractor Beam, Gun Cooler +50, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x11 {Escape Pod x11 (272 0.0917 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x4, Weapon Station x68 (Gun Hardpoint x16 (Portside Narrow x8, Starboard Narrow x8; Plasma Cannon), Dual Gun Sponson x34 (Portside x15, Starboard x15, Aft x4; Laser), Dual Gun Barbette x6 (Forward Hemisphere x2, Portside Hemisphere x2, Starboard Hemisphere x2; Laser), Dual Gun Limited Turret x4 (Starboard/Forward/Aft x2, Portside/Forward/Aft x2; Laser), Dual Gun Turret x2 (360°; Laser), Decuple Light Ordnance Barbette, Bay x6 (Portside Wide x1, Starboard Wide x1, Starboard Ahead Hemisphere x1, Portside Ahead Hemisphere x1, Starboard Aft Hemisphere x1, Portside Ahead Hemisphere x1; ELRIRx100)).

Flaws/Bonuses: Sluggish Handling (-1 INIT). 1/3 General Damage Reduction.

NOTES: The standard flight compliment for this class is 72 small craft; total hangar capacity is 683,200 m³ (83,200 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 8 F-27/Q *Arrow* Light Fighters (*Eclipse* Variant), 8 F-27/R *Arrow* Light Fighters (*Guardian* Variant), 8 F-27/P *Arrow* Light Fighters (*Scout* Variant), 8 A-17/K *Broadsword* Heavy Bombers (*Behemoth* Variant), 8 A-17/L *Broadsword* Heavy Bombers (*Warpig* Variant), 8 A-17/M *Broadsword* Heavy Bombers (*Executioner* Variant), 8 F-44/W *Rapier-II* Space Superiority Fighters (*Blade* Variant), 8 F-44/X *Rapier-II* Space Superiority Fighters (*Cavalier* Variant) and 8 F-44/V *Rapier-II* Space Superiority Fighters (*Vanguard* Variant), each with default specifications. Known ships of this class include TCS *Indomitable*, TCS *Conqueror* and TCS *Lawrence*.

Kilrathi

Kiranka

Kiranka-class Battlecruiser				
Chassis/Weight: Light Dreadnought			Size Class: 25 (102,291,437.78 m³)	
SI: 61,256	Cost: €103,288,938,555	HD/BHD/FHD: 47/54/68	INIT: +6 (Sixth Class Engine)	Max Speed: 90 kps (1)
SHP: 0 (No Shields)	AHP: 50,000 (Platolum; 20.83 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Plasma Cannon, Enhanced (½/6/600)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520)	X: Tractor Beam

Crew/Passengers: 2,304/576 (2,880 400 m³ Suites)	Cargo Capacity: 25,600 m³ (25,600 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Ramscoop, Turboinjector, Morvan Drive, Tractor Beam, Gun Cooler +50, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x11 {Escape Pod x11 (288 0.0868 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x68 (Gun Hardpoint x16 (Portside Narrow x8, Starboard Narrow x8; Plasma Cannon), Dual Gun Sponson x34 (Portside x15, Starboard x15, Aft x4; Laser), Dual Gun Barbette x6 (Forward Hemisphere x2, Portside Hemisphere x2, Starboard Hemisphere x2; Laser), Dual Gun Limited Turret x4 (Starboard/Forward/Aft x2, Portside/Forward/Aft x2; Laser), Dual Gun Turret x2 (360°; Laser), Decuple Light Ordnance Barbette, Bay x6 (Portside Wide x1, Starboard Wide x1, Starboard Ahead Hemisphere x1, Portside Ahead Hemisphere x1, Starboard Aft Hemisphere x1, Portside Ahead Hemisphere x1; ELRIRx100)).

Flaws/Bonuses: 1/3 General Damage Reduction.

NOTES: The standard flight compliment for this class is 88 small craft; total hangar capacity is 1,328,000 m³ (128,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 16 *Darket* Light Fighters (*Dragonfly* Variant), 8 *Darket* Light Fighters (*Raptor* Variant), 8 *Darket* Light Fighters (*Stalker* Variant), 16 *Dralthi-IX* Medium Multi-Role Fighters (*Shank* Variant), 8 *Dralthi-IX* Medium Multi-Role Fighters (*Rhino* Variant), 8 *Dralthi-IX* Medium Multi-Role Fighters (*Striker* Variant), 8 *Paktahn* Heavy Torpedo Bombers (*Mauler* Variant), 8 *Paktahn* Heavy Torpedo Bombers (*Phantom* Variant) and 8 *Paktahn* Heavy Torpedo Bombers (*Tusk* Variant), each with default specifications. Known ships of this class include KACS *Kiranka*.

Craft of Privateer 2: The Darkening

CIS

Military Transport

CCTB Transport				
Chassis/Weight: Very Heavy Frigate			Size Class: 16 (287,494.43 m³)	
SI: 41,600	Cost: €462,023,397	HD/BHD/FHD: 40/42/51	INIT: +5 (Sixth Class Engine)	Max Speed: 120 kps (1)

SHP: 15,000 (Tenth Class Shields*)	AHP: 25,000 (Isometal; 41.67 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None
Crew/Passengers: 128/32 (160 25 m³ Single Cabins)			Cargo Capacity: 33,950 m³ (200 m³ base, 33,750 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Industrial Manipulator Module x1, Bulk Cargo Module x3, Emergency Stasis Unit, ECM Module (-5 HD), Ramscoop, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x1 {Fifth Class Shield}, Gun Cooler +3, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x1 {Escape Pod x1 (160 0.1563 m³ EEV)}, Weapon Station x4 (Dual Gun Turret x4 (360°; Turret B)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* Known ships of the class include CIS *Orream*.				

Prison Ship

CCTB Transport, Variant					
Chassis/Weight: Very Heavy Frigate			Size Class: 16 (287,494.43 m³)		
SI: 40,000	Cost: €312,836,220	HD/BHD/FHD: 38/40/50	INIT: +6 (Seventh Class Engine)		Max Speed: 160 kps (1)
SHP: 20,000 (Tenth Class Shields*)	AHP: 20,000 (Isometal; 33.33 cm)	Guns: None	Ordnance: None		X: None
Crew/Passengers: 160/40 + 11,250 Prisoners (200 50 m³ Double Cabins + 11,250 3.125 m³ Medium Berths)			Cargo Capacity: 200 m³ (200 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-5 HD), Ramscoop, Backup Shield Generator Mount x1 {Tenth Class Shield}, Capship Systems Adapter, Reinforced Chassis, Permanent Pod Mount x7 {Habitation Module Pod x7 (+11,250 Medium Berths)}, Expendable Pod Mount x2 {Escape Pod x2 (100 0.25 m³ EEV)}.					
Flaws/Bonuses: Sluggish Handling (-1 INIT).					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* There are no known named ships of this class.					

Salvia (Military Destroyer)

ML4D *Salvia*-class Destroyer					
Chassis/Weight: Medium Destroyer			Size Class: 16 (195,447.55 m³)		
SI: 30,800	Cost: €633,608,516	HD/BHD/FHD: 51/47/60	INIT: +7 (Seventh Class Engine)		Max Speed: 240 kps (1)
SHP: 15,000 (Tenth Class Shields*)	AHP: 15,000 (Tungsten; 75.00 cm)	Guns: Turret B (7/1/200)	Ordnance: None		X: None
Crew/Passengers: 1,360/340 (1,700 25 m³ Single Cabins)			Cargo Capacity: 1,600 m³ (1,600 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x1 {Fifth Class Shield}, Gun Cooler +1, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x17 {Escape Pod x17 (100 0.25 m³ EEV)}, Weapon Station x2 (Dual Gun Turret x2 (360°; Turret B)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* Known ships of the class include CIS *Salvia*, CIS *Aggressor* and CIS *Lilliana*.					

Prototype (Military Cruiser)

MCPH *Prototype*-class Cruiser					
Chassis/Weight: Light Battlecruiser			Size Class: 18 (1,060,941.12 m³)		
SI: 64,900	Cost: €1,150,204,678	HD/BHD/FHD: 47/48/64	INIT: +6 (Seventh Class Engine)		Max Speed: 160 kps (1)
SHP: 31,250 (Tenth Class Shields*)	AHP: 31,250 (Isometal; 52.08 cm)	Guns: Turret B (7/1/200)	Ordnance: None		X: None

Crew/Passengers: 2,400/600 (3,000 200 m³ Luxury Staterooms)	Cargo Capacity: 12,800 m³ (12,800 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x2, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x3 {Tenth Class Shield x2, Second Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +5, ITTS, Capship Systems Adapter, Expendable Pod Mount x30 {Escape Pod x30 (100 0.25 m³ EEV)}, Weapon Station x6 (Dual Gun Turret x6 (360°; Turret B)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* Known ships of the class include CIS *Prototype*, CIS *Inspectorate*, CIS *Protector*, CIS *Phoenix*, CIS *Wilcox*, CIS *Ice Breaker* and KPCS *Warbird*.

Veldor (Military Carrier)

MCOS *Veldor*-class Carrier				
Chassis/Weight: Super Heavy Destroyer			Size Class: 22 (16,434,650.72 m³)	
SI: 51,600	Cost: €29,891,580,567	HD/BHD/FHD: 42/47/64	INIT: +6 (Seventh Class Engine)	Max Speed: 160 kps (1)
SHP: 25,000 (Tenth Class Shields*)	AHP: 25,000 (Isometal; 41.67 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None
Crew/Passengers: 2,800/700 (3,500 200 m³ Luxury Stateroom)			Cargo Capacity: 25,600 m³ (25,600 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, ECM Module (-15 HD), SWACS Module x3, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x2 {Tenth Class Shield, Fifth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +3, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x14 {Escape Pod x14 (250 0.1 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x4, Weapon Station x4 (Dual Gun Turret x4 (360°; Turret B)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* The standard flight compliment for this class is 48 small craft; total hangar capacity is 600,000 m³. The cost of this craft has been calculated assuming a compliment of 12 ML1b *Duress* Military Light Fighters, 12 ML2b *Faldari* Military Medium Fighters, 12 ML3b *Freij* Military Heavy Fighters and 12 ML4X *Heretic* Military Extra-Heavy Fighters, each with default specifications. Known ships of the class include CIS *Zarkowsky*, CIS *Patriot*, CIS *Kaitlin*, CIS *Katreed*, CIS *Stryker*, CIS *Whatley* and CIS *Veldor*.

Yackard (Military Dreadnought)

MDRE *Yackard*-class Dreadnought				
Chassis/Weight: Light Dreadnought			Size Class: 23 (35,955,332.79 m³)	
SI: 77,400	Cost: €16,506,243,008	HD/BHD/FHD: 45/56/71	INIT: +5 (Sixth Class Engine)	Max Speed: 120 kps (1)
SHP: 37,500 (Tenth Class Shields*)	AHP: 37,500 (Isometal; 62.50 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None
Crew/Passengers: 4,720/1,180 (5,900 100 m³ Staterooms)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, Emergency Stasis Unit, ECM Module (-20 HD), SWACS Module x4, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x3 {Tenth Class Shield x2, Eighth Class Shield}, Backup Sensor Array x3, Gun Cooler +5, ITTS, Capship Systems Adapter, Expendable Pod Mount x59 {Escape Pod x59 (100 0.25 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x2, Weapon Station x6 (Dual Gun Turret x6 (360°; Turret B)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* The standard flight compliment for this class is 24 small craft; total hangar capacity is 300,000 m³. The cost of this craft has been calculated assuming a compliment of 6 ML1b *Duress* Military Light Fighters, 6 ML2b *Faldari* Military Medium Fighters, 6 ML3b *Freij* Military Heavy Fighters and 6 ML4X *Heretic* Military Extra-Heavy Fighters, each with default specifications. Known ships of the class include CIS *Yackard*.

Jincilla

Jincilla Cruiser

CR2B Cruiser				
Chassis/Weight: Super Heavy Destroyer			Size Class: 15 (143,343.67 m³)	
SI: 51,600	Cost: €834,731,637	HD/BHD/FHD: 47/47/64	INIT: +6 (Seventh Class Engine)	Max Speed: 160/320 kps (1/2)
SHP: 25,000 (Tenth Class Shields*)	AHP: 25,000 (Isometal; 41.67 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None
Crew/Passengers: 1,600/400 (2,000 400 m³ Suites)			Cargo Capacity: 505,600 m³ (25,600 m³ base, 480,000 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, ECM Module (-10 HD), SWACS Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Afterburner (x2.00), Backup Shield Generator Mount x2 {Tenth Class Shield, Fifth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +3, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x20 {Escape Pod x20 (100 0.25 m³ EEV)}, Weapon Station x4 (Dual Gun Turret x4 (360°; Turret B)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* There are no known named ships of this class.				

Kiowan

Kiowan Cruiser

PR6B Cruiser				
Chassis/Weight: Super Heavy Destroyer			Size Class: 16 (200,544.07 m³)	
SI: 41,600	Cost: €18,237,016,634	HD/BHD/FHD: 47/47/63	INIT: +5 (Sixth Class Engine)	Max Speed: 120 kps (1)
SHP: 20,000 (Tenth Class Shields*)	AHP: 20,000 (Isometal; 33.33 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None
Crew/Passengers: 1,280/320 (1,600 400 m³ Suites)			Cargo Capacity: 640,600 m³ (25,600 m³ base, 615,000 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x1, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x1 {Tenth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +3, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x16 {Escape Pod x16 (100 0.25 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x4, Weapon Station x4 (Dual Gun Turret x4 (360°; Turret B)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* The standard flight compliment for this class is 28 small craft; total hangar capacity is 625,000 m³ (25,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 8 PLM2 *Vector* Light Fighters, 8 MLA5 *Leighat* Medium Fighters, 8 PRHB *Krell* Heavy Fighters and 4 SH1A Shuttles, each with default specifications. There are no known named ships of this class.				

Chirichan

Chirichan Cruiser

CR2A Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 16 (217,738.21 m³)	
SI: 41,200	Cost: €2,076,003,450	HD/BHD/FHD: 40/46/62	INIT: +6 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 20,000 (Tenth Class Shields*)	AHP: 20,000 (Isometal; 33.33 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None

Crew/Passengers: 2,560/640 (3,200 200 m³ Luxury Staterooms)	Cargo Capacity: 12,800 m³ (12,800 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, Emergency Stasis Unit, ECM Module (-15 HD), SWACS Module x2, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x1 {Tenth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +2, ITTS, Capship Systems Adapter, Expendable Pod Mount x32 {Escape Pod x32 (100 0.25 m³ EEV)}, Shelter Module x1, Carrier Systems x2, Weapon Station x3 (Dual Gun Turret x3 (360°; Turret B)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*   The standard flight compliment for this class is two small craft; total hangar capacity is 45,000 m³. The cost of this craft has been calculated assuming a compliment of two SH1B Shuttles with default specifications.   There are no known named ships of this class.

Papogod

Papogod Cruiser

PR06 Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 16 (210,689.46 m³)	
SI: 36,300	Cost: €6,499,626,607	HD/BHD/FHD: 44/50/66	INIT: +6 (Seventh Class Engine)	Max Speed: 160 kps (1)
SHP: 20,000 (Tenth Class Shields*)	AHP: 15,500 (Tungsten; 77.50 cm)	Guns: Turret B (7/1/200)	Ordnance: None	X: None

Crew/Passengers: 2,560/640 (3,200 100 m³ Staterooms)	Cargo Capacity: 802,240 m³ (10,240 m³ base, 192,000 m³ from accommodations, 600,000 m³ from accessories)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, Bulk Cargo Module x1, Emergency Stasis Unit, ECM Module (-15 HD), SWACS Module x2, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x1 {Tenth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +1, ITTS, Capship Systems Adapter, Expendable Pod Mount x32 {Escape Pod x32 (100 0.25 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x2, Weapon Station x2 (Dual Gun Turret x2 (360°; Turret B)).

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.*   The standard flight compliment for this class is eleven small craft; total hangar capacity is 90,000 m³. The cost of this craft has been calculated assuming a compliment of 3 PLM4 *Tembler* Light Fighters, 3 PR2B *Ecantona* Medium Fighters, 3 ML4B *Ashearer* Heavy Fighters and 2 SH2B Shuttles, each with default specifications.   There are no known named ships of this class.

Kindred

Krono

Kindred Flagship *Krono*				
Chassis/Weight: Heavy Dreadnought			Size Class: 25 (107,884,422.11 m³)	
SI: 50,000	Cost: €53,169,074,440	HD/BHD/FHD: 38/53/73	INIT: +6 (Seventh Class Engine)	Max Speed: 160 kps (1)
SHP: 25,000 (Tenth Class Shields*)	AHP: 25,000 (Isometal; 41.67 cm)	Guns: None	Ordnance: None	X: None

Crew/Passengers: 6,240/1,560 (7,800 400 m³ Suites)	Cargo Capacity: 1,000,000 m³ (204,800 m³ base, 795,200 m³ from accommodations)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Industrial Manipulator Module x1, Emergency Stasis Unit, ECM Module (-25 HD), SWACS Module x3, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Backup Shield Generator Mount x2 {Tenth Class Shield, Fifth Class Shield}, Backup Sensor Array x1, Backup Communications Array x1, Capship Systems Adapter, Expendable Pod Mount x78 {Escape Pod x78 (100 0.25 m³ EEV)}, Shelter Module x1, Carrier Systems x8.

Flaws/Bonuses: Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*
The standard flight compliment for this class is 72 small craft; total hangar capacity is 700,000 m³ (100,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 36 KN1B Vendetta *Light Fighters and 36 PL4B* Blade *Heavy Fighters, each with default specifications.*
Known ships of the class include the Kindred flagship, Krono.

Civilian

Ilia

CR03 *Ilia*-class Transport					
Chassis/Weight: Very Light Destroyer			Size Class: 16 (181,015.80 m³)		
SI: 9,690	Cost: €429,821,191	HD/BHD/FHD: 38/42/50	INIT: +7 (Seventh Class Engine)	Max Speed: 200/400 kps (1/2)	
SHP: 4,000 (Fourth Class Shields)	AHP: 5,250 (Tungsten; 26.25 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None	
Crew/Passengers: 80/20 (100 25 m³ Single Cabins)			Cargo Capacity: 750 m³ (50 m³ base, 700 m³ from pods)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, ECM Module (-5 HD), Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Afterburner (x2.00), Gun Cooler +1, ITTS, Capship Systems Adapter, Reinforced Chassis, Permanent Pod Mount x14, {Cargo Container Pod x14}, Expendable Pod Mount x1 {Escape Pod x1 (100 0.25 m³ EEV)}, Weapon Station x2 (Dual Gun Turret x2 (360°; Turret A)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *There are no known named ships of this class.*					

Ilia Mk-II

CR3A *Ilia*-class Transport, Mk-II					
Chassis/Weight: Very Light Destroyer			Size Class: 16 (204,008.58 m³)		
SI: 10,990	Cost: €429,901,191	HD/BHD/FHD: 38/42/50	INIT: +7 (Seventh Class Engine)	Max Speed: 200/400 kps (1/2)	
SHP: 5,250 (Sixth Class Shields)	AHP: 5,250 (Tungsten; 26.25 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None	
Crew/Passengers: 80/20 (100 25 m³ Single Cabins)			Cargo Capacity: 750 m³ (50 m³ base, 700 m³ from pods)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, ECM Module (-5 HD), Ramscoop, Turboinjector, Morvan Drive, Akwende Drive, Afterburner (x2.00), Gun Cooler +1, ITTS, Capship Systems Adapter, Reinforced Chassis, Permanent Pod Mount x14, {Cargo Container Pod x14}, Expendable Pod Mount x1 {Escape Pod x1 (100 0.25 m³ EEV)}, Weapon Station x2 (Dual Gun Turret x2 (360°; Turret A)).					
Flaws/Bonuses: None.					
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* *Known ships of the class include* Canera.					

Monolith

CR04 *Monolith*-class Transport					
Chassis/Weight: Heavy Frigate			Size Class: 17 (304,383.31 m³)		
SI: 30,660	Cost: €380,338,414	HD/BHD/FHD: 42/40/49	INIT: +6 (Seventh Class Engine)	Max Speed: 140 kps (1)	
SHP: 22,500 (Tenth Class Shields*)	AHP: 7,500 (Tungsten; 37.50 cm)	Guns: Turret A (7/1/110)	Ordnance: None	X: None	
Crew/Passengers: 80/20 (100 50 m³ Double Cabins)			Cargo Capacity: 1,500 m³ (100 m³ base, 1,400 m³ from accommodations)		

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, D-Drive, External Docking Port x2}, Industrial Manipulator Module x1, Bulk Cargo Module x1, Ramscoop, Morvan Drive, Akwende Drive, Afterburner(x2.00), Backup Shield Generator Mount x2 {Tenth Class Shield, Third Class Shield}, ITTS, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x1 {Escape Pod x1 (100 0.25 m³ EEV)}, Weapon Station x3 (Dual Gun Turret x3 (360°; Turret A)).
Flaws/Bonuses: Sluggish Handling (-1 INIT).
NOTES: *There is no canonical source for the size of this craft. The listed size is based on measurements of the craft's model and should be considered unofficial information.* There are no known named ships of this class.

7.4: NON-CANONICAL CAPITAL SHIP CATALOG

This final sub-Chapter on capital ships contains various non-canonical craft contributed by a number of Wing Commander fans. A GM may decide whether or not they would like to use these craft in their adventures. The statistics on these craft as presented here all represent "stock" models; the actual stats of an individual craft may be vastly different depending upon any modifications the craft's crew makes; in those cases GMs should follow all the usual restrictions for the type of craft chassis involved.

This chapter also includes craft that are "pseudo"-canonical, which are mentioned as being part of the WC continuity but did not appear in any of the games, craft that do not have any official statistics or that have a set of stats that are poorly defined. Good examples include the *Wake*-class Escort Carriers that premiere in <u>End Run</u> and the *Jutland*-class Fleet Carriers that are mentioned in <u>Fleet Action</u>.

If you have a capital ship design that you'd like to contribute to future editions of this sub-Chapter, contact capi3101 at the Wing Commander CIC Forums.

Wake

contributed by capi3101; based on a design originally by William R. Forstchen.

The first nine *Wake*-Class Escort Carriers were converted from a series of medium transport hulls circa 2666, a period in which the Confederation had suffered severe carrier losses. They carried a crew of 500, some 375 of which there were to support the flight wing. They typically carried 45 fighters in three squadrons of 15 fighters each and had special enhancements (such as the engine design seen on the *Gilgamesh*-class of destroyers instead of their normal transport power plants). The CVEs were designed with four roles in mind: fighter transport, convoy duty, space-to-ground support and high-risk deep-penetration raids. The Confederation had a high degree of success when using the *Wake* class in deep-penetration raids, to the point of swinging the war in the Confederation's favor prior to 2668 and the False Armistice. After the Terran-Kilrathi War, the Landreich Navy purchased several *Wake*-class carriers for use its own fleet. Despite its humble beginnings, the *Wake*-class has proven itself a viable and reliable design.

Wake-class Escort Carrier				
Chassis/Weight: Heavy Destroyer			Size Class: 22 (13,328,586.85 m³)	
SI: 7,790	Cost: €12,869,474,100	HD/BHD/FHD: 49/42/57	INIT: +8 (Eighth Class Engine)	Max Speed: 250 kps (2)
SHP: 250 (First Class Shields)	AHP: 2,500 (Plasteel; 25.00 cm)	Guns: Anti-Matter Gun (1/8/300) Mass Driver Cannon, Defensive (2/9/320)	Ordnance: None	X: Tractor Beam

Crew/Passengers: 500/10 (20 200 m³ Luxury Staterooms, 490 50 m³ Double Cabins)	Cargo Capacity: 2,880 m³ (2,880 m³ base)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Capship Systems Adapter, Reinforced Chassis, Tractor Beam, Hangar Bay Module, Repair Bay Module, Carrier Systems, Expendable Pod Mount x14 {Escape Pod x14 (45 0.54902 m³ EEV)}, Weapon Station x7 (Dual Gun Turret x6 (Forward OTS x2, Portside OTS x1, Starboard OTS x1, Aft OTS x2; Mass Driver), Quad Gun Turret (Forward OTS; Antimatter Gun)).

Flaws/Bonuses: Inefficient Use of Interior Space (-10% Accommodations, Cargo and Hangar Space).

NOTES: The standard flight compliment for this class is 45 small craft; total hangar capacity is 277,500 m³ (115,500 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 15 P-64 *Ferret* Patrol Fighters, 15 F-44/G *Rapier-II* Space Superiority Fighters and 15 F-57 *Sabre* Fighter/Bombers, each with default specifications. Known ships of this class include TCS *Wake* (CVE-1), TCS *Iwo Jima*, TCS *Saipan*, TCS *Sevastapol* (CVE-4), TCS *Khorsan*, TCS *Normandy* (CVE-6), TCS *Crete*, TCS *Tarawa*/FRLS *Independence* (CVE-8), and TCS *Gallipoli*.

Vanguard

An original design contributed by starfox1701.

The Confederation *Vanguard*-class was a design born out of necessity. Drastic losses in the first thirty days of the war led to the release of a number of new warship designs, including specifications for a new class of Fast Battleship to serve as a heavy task force escort and a heavy combatant. In early 2635, the Naval Specification Board approved design study FB-2627A173 for construction and assigned five hulls (BB-65 through BB-69) in the initial order. Construction of TCS *Vanguard* (BB-65) took close to three years to complete, with the ship commissioned on 2638.340. Changes in Confederation naval doctrine favoring full fleet carriers over heavy battleships along with the high attrition rate of capital ships in the war's early years sentenced this promising design to a short overall service life, with three of the planned five hulls being converted to carriers while still under construction and the two completed hulls being knocked out of action prior to 2650.

BB-65 *Vanguard*-class Fast Battleship				
Chassis/Weight: Medium Dreadnought			Size Class: 26 (252,205,133.95 m³)	
SI: 77,100	Cost: €23,634,270,280	HD/BHD/FHD: 78/67/86	INIT: +8 (Eighth Class Engine)	Max Speed: 150 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 9,250 (Titanium; 185.00 cm)	Guns: Mass Driver, Heavy Long-Range (5/3/45) Neutron Gun, Defensive (3/11/250) Antimatter Gun (Experimental) (1/8/300)	Ordnance: Image Recognition, Civilian Grade (6/9/170) Friend-or-Foe, Standard (8/12/170)	X: Mass Driver Cannon, Very Heavy (Experimental) (2/25/1530) Tractor Beam
Crew/Passengers: 2,385/87 (850 100 m³ Staterooms)			Cargo Capacity: 10,000 m³ (10,000 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}. Capship Systems Adapter, Backup Shield Generator Mount {Class Ten Shield}, Hospital Module, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Auxiliary Reactor Mount {Sixth Class Engine}, Eighth Hangar Bay Module, Carrier Systems x4, Phase Shield Generator, Tractor Beam, Ramscoop, Tracking Computer, Inertial Target Tracking System, Expendable Pod Mount x22 {Escape Pods x22 {2,816 x 0.195 m^3}}, Weapons Station x63 (Armored Dual Gun Barbette x 20 {20cm Armor} (Portside Hemisphere x10, Starboard Hemisphere x10; Mass Driver, Heavy Long-Range), Armored Dual Gun Barbette x 12 {20cm Armor} (Forward Hemisphere x6, Aft Hemisphere x6; Neutron Gun), Armored Dual Gun Barbette x16 {50 cm Armor} (Portside Hemisphere x8, Starboard Hemisphere x8; Antimatter Gun), Armored Hex Light Ordnance Turret, Double Bank x2, 50 cm Armor (360°; ImRec x100, IFFx100), Armored Triple Special Limited Turret x4 {50cm Armor} (Portside Hemisphere/Aft x2, Starboard Hemisphere/Aft x2; Mass Driver Cannon, Very Heavy), Armored Triple Special Turret x5 {50 cm Armor} (Forward OTS; Mass Driver Cannon, Very Heavy)).

Flaws/Bonuses: None.

NOTES: The standard flight compliment for this class is 45 small craft consisting of 30 F-27/A *Arrow* Light Fighters, 2 *Hermes*-type Marine LCs and thirteen shuttles (8 large, 4 medium and 1 flag shuttle); total hangar capacity is 2,051,200 m³ (1,710,000 m³ from accommodations and 41,200 m³ from cargo spaces). The listed cost of this craft does **not** include the combined cost of its flight compliment. The maximum speed of this craft on auxiliary power is 35 kps (1/5). The listed crew statistic consists of 39 Senior and Flag-Grade Officers, 78 Junior, Warrant and Non-Commissioned Officers, and 2,228 Enlisted personnel. The design does incorporate "hot-racking" with all of the associated penalties.

Agamemnon

An original design contributed by Michael "Hellbringer" Lu and Christopher "Whistler" Risko.

TCS *Hyperion*

After the initial Nephilim incursion in 2681, an analysis of the performance of TCS *Midway* revealed that, for all her innovations, she relied heavily on a "first sight, first kill" plan of operations. Surprise attacks could easily catch her off-guard and indeed there were several documented incidents where only the skill of her pilots saved the ship after an ambush. The *Midway*-class proved to be potentially very vulnerable to long range strikes from Nephilim *Krakens*. It was felt that a lighter, faster and more heavily armor class of carriers would be able to quickly get out of range or out of enemy firing arcs in time to launch a significant portion of her fighters and mount a suitable defense. The *Agamemnon*-class was born out of this line of thinking. Heavily armed with symmetrical weapons emplacement, the class is capable of delivering a potent broadside against any attacker. The necessities of the war (in particular the emphasis placed on battlecruiser production) limited the production run of this promising design, though a few ships of the class - most notably TCS *Hyperion* - served with distinction during the conflict.

Agamemnon-class Heavy Carrier				
Chassis/Weight: Medium Battlecruiser			Size Class: 25 (112,003,381.64 m³)	
SI: 36,400	Cost: €89,922,896,327	HD/BHD/FHD: 43/43/60	INIT: +7 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 20,000 (Tenth Class Shields)	AHP: 11,000 (Platolum; 4.58 cm)	Guns: Plasma Cannon, Enhanced (0.5/6/600) Tachyon Gun, Heavy Long-Range (3/4/70) Tachyon Cannon, Stand-Off (3/8/490)	Ordnance: Image Recognition, Enhanced Long Range (ELRIR) (1/18-55/520) Friend-or-Foe, Enhanced Long Rang (ELRIFF) (1/6-28/280) Torpedo, Mk. IV (6/4-16/2000)	X: None
Crew/Passengers: 2,400/600 (3,000 400 m³ Suites)			Cargo Capacity: 25,600 m³ (25,600 m³ base)	
Accessories/Pods: Apprehension Module x2, Hospital Module x2, Refrigeration Module x1, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x4, Repair Bay Module x6, Ramscoop, Turboinjector, Backup Shield Generator Mount x1 {Tenth Class Shield}, Backup Sensor Array x2, Backup Communications Array x2, Gun Cooler +18, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x12 {Escape Pod x12 (250 0.1 m³ EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x4, Weapon Station x18 (Gun Barbette x4 (Forward Hemisphere; Tachyon Cannon), Quad Gun Barbette x6 (Portside Hemisphere x3, Starboard Hemisphere x3; Tachyon Gun), Quad Gun Limited Turret x2 (Portside Hemisphere/Forward x1, Starboard Hemisphere/Forward x1; Tachyon Gun), Gun Turret x2 (Forward OTS; Plasma), Gatling Quintuple Light Ordnance Turret, Triple Bay x2 (Forward OTSx1, 360°x1; ImRecx250, IFFx250), Gatling Quadruple Heavy Ordnance Turret, Bay x2 (Forward OTSx1, 360°x1; TORPx80)).				
Flaws/Bonuses: Modular Design. Conditional DR (see Notes).				

NOTES: The standard flight compliment for this class is 112 small craft; total hangar capacity is 600,000 m³ (300,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 16 F-106A *Piranha* Scout Fighters, 16 F/A-105A *Tigershark* Medium Multi-Purpose Fighters, 16 F-110 *Wasp* Interceptor/Anti-Bombers, 16 F-108 *Panther* Class-B Space Superiority Fighters, 16 F-109 *Vampire* Class-A Space Superiority Fighters, 16 TB-81 *Shrike* Class-B Torpedo Bombers and 16 TB-80 *Devastator* Class-A Torpedo Bombers, each with default specifications.

Known ships of the class include TCS *Agamemnon* and TCS *Hyperion*.

This craft has weak points around its Bridge, Engines and Flight Deck. Until the craft's Life-Support System, Engines and Flight Deck are all destroyed, it receives a General 1/4 Damage Reduction bonus.

Miles D'Arby

contributed by capi3101; based on a design originally by Kevin "Phoenix" Scholl.

Unusual in their asymmetry, the *Miles D'Arby*-class carriers were specialized for Marine support and fleet carrier replenishment. The epitome of versatility and no-nonsense production, heavy armament and impressive performance highlight the vessel's capabilities. Now regulated to the reserves, these ships served as the basis for the powerful *Repleetah*-class battlecruisers.

LHA/CVE-95 *Miles D'Arby*-class Heavy Assault/Escort Carrier				
Chassis/Weight: Very Light Battlecruiser			Size Class: 24 (49,233,498.19 m³)	
SI: 19,960	Cost: €11,387,097,108	HD/BHD/FHD: 47/48/63	INIT: +6 (Sixth Class Engine)	Max Speed: 120/160 kps (1/1)
SHP: 10,000 (Tenth Class Shields)	AHP: 9,000 (Tungsten; 45.00 cm)	Guns: Laser, Defensive (7/4/25) Particle Cannon, Heavy (3/4/42) Stormfire Gun (150/3/4)	Ordnance: Torpedo, Mk. IV (6/4-16/2000)	X: Tractor Beam
Crew/Passengers: 737/173 (910 100 m³ Staterooms)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), Repair Bay Module x1, Ramscoop, Phase Shields, Tractor Beam, Afterburner, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x20 {Escape Pod x20 (46 0.5427 m³ EEV)}, Half Hangar Bay Module x1, Carrier Systems x4, Weapon Station x24 (Dual Gun Turret x4 (Forward OTS x2, Aft OTS x2; Particle Cannon), Dual Gun Sponson x8 (Forward x2, Aft x2, Port x2, Starboard x2; Laser), Dual Gun Turret x4 (360°; Laser), Gun Sponson x4 (Forward x1, Aft x1, Port x1, Starboard x1; Stormfire), Gun Turret x2 (360°; Stormfire), Heavy Ordnance Hardpoint, Bank x2 (Forward Narrow; TORPx15)).				
Flaws/Bonuses: None.				
NOTES: *The volume of this craft has been estimated based on a stated length of 690 meters and the average proportionality of a select group of Confederation carriers. Its crew consists of 32 officers and 705 Enlisted/Air Crewmen and the inertial mass of the craft is 61,000 metric tonnes as stated.* The standard flight compliment for this class is 42 small craft; total hangar capacity is 600,000 m³. The cost of this craft has been calculated assuming its Assault Carrier configuration, which consists of a compliment of 12 F-27/L *Arrow* Light Fighters, 12 F-104 *Bearcat* Heavy Fighters, 12 *Hercules* Marine Shuttles, 2 SR-51 *Seahawk* Space Early Warning/Space Warning and Control System Craft and 4 SAR-13 *Phoenix* Shuttles, each with default specifications. In Escort Carrier configuration, the *Bearcats* are replaced with F-103 *Excalibur* Space Superiority Fighters and the *Hercules* shuttles are replaced with HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers. The cost of this configuration is €16,489,304,988; it otherwise uses the same set of stats. Known ships of this class include LHA/CVE-95 TCS *Miles D'Arby*, LHA/CVE-96 TCS *Okinawa*, LHA/CVE-97 TCS *Iwo Jima*, LHA/CVE-98 TCS *Guadalcanal*, LHA/CVE-99 TCS *Vukar Tag*, LHA/CVE-100 TCS *Marianas*, and LHA/CVE-101 TCS *Firekka*.				

Jutland

contributed by capi3101; based on a design from <u>Wing Commander Saga</u>.

The *Jutland*-class is the latest breed of advanced fleet attack carriers, built to support the evolving Confederation Fleet military technology and theory developed during the Kilrathi War. Constructed with an emphasis on speed, mobility and striking power, they are among the most formidable

carriers in Confederation service. These carriers carry nine squadrons of fighters, which are backed up by various anti-matter guns and missile batteries for additional striking power. With the withdrawal of Confederation's heaviest carriers and dreadnoughts to defend Earth, *Jutland*-class carriers now comprise the majority of the heavy fleet carriers left on the front line.

Confederation *Jutland*-class Fleet Carrier				
Chassis/Weight: Medium Battlecruiser			Size Class: 25 (77,096,997.66 m³)	
SI: 33,770	Cost: €150,087,829,763	HD/BHD/FHD: 48/53/10	INIT: +6 (Seventh Class Engine)	Max Speed: 160 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 21,250 (Tungsten; 106.25 cm)	Guns: Anti-Matter Gun (1/8/300) Laser, Offensive (7/3/60)	Ordnance: Image Recognition (IR), Standard (1/8-24/250) Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 5,000/1,250 (6,250 200 m³ Luxury Staterooms)			Cargo Capacity: 25,600 m³ (25,600 m³)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, ECM Module (-15 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Phase Shields, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +12, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x25 {Escape Pod x25 (250 0.1 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x16 (Dual Gun Barbette x6 (Forward Hemisphere x1, Starboard Hemisphere x2, Portside Hemisphere x1, Portside/Aft x2; Laser), Dual Gun Limited Turret x2 (Portside Hemisphere/Starboard Aft x1, Forward Hemisphere/Portside Wide x1; Laser), Dual Gun Turret x3 (360° x2, Forward OTS x1; Laser), Dual Gun Turret x2 (360° x1, Forward OTS x1; Antimatter Gun), Dual Light Ordnance Barbette, Bay x2 (Foreword Narrow; ImRecx75), Quad Heavy Ordnance Hardpoint, Bank x1 (Foreword Narrow; Capship x24)).				
Flaws/Bonuses: Modular Design. Gun Resistant (DR 9). Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 108 small craft; total hangar capacity is 1,230,000 m³ (30,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 24 F-27/L *Arrow* Light Fighters, 24 F-42 *Hellcat-V* Space Superiority Interceptors, 24 HF-66 *Thunderbolt-VII* Heavy Fighter/Bombers, 12 F-103 *Excalibur* Space Superiority Fighters and 24 F/A-76 *Longbow* Heavy Bombers, each with default specifications. Known ships of the class include TCS *Jutland* and TCS *Leyte Gulf*.				

Rigakh

contributed by capi3101; based on a design from <u>Wing Commander: Standoff</u>

The fastest Kilrathi capship currently in service, the *Rigakh* cruiser is a light but very powerful capital ship capable of fulfilling a very diverse set of missions. One of these ships, KIS *Hhai'fra*, has until very recently served as Prince Thrakhath's flagship.

Kilrathi *Rigakh*-class Fast Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (23,873,886.20 m³)	
SI: 18,000	Cost: €32,817,824,835	HD/BHD/FHD: 47/49/65	INIT: +8 (Eighth Class Engine)	Max Speed: 280 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 7,500 (Plasteel; 75.00 cm)	Guns: Laser, Defensive (7/4/25)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: Phase Transit Cannon (1/8/1000)
Crew/Passengers: 6,400/1,600 (8,000 25 m³)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Phase Shields, Gun Cooler +9, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x32 {Escape Pod x32 (250 0.1 m³ EEV)}, Shelter Module x1, Carrier Systems x2, Weapon Station x12 (Dual Gun Barbette x10 (Foreword Hemisphere x2, Aft Hemisphere x2, Foreword/Aft x4, Starboard Ahead Wide x1, Portside Ahead Wide x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Foreword Narrow; Capship x4), Special Hardpoint x1 (Foreword Narrow; Phase Transit Cannon)).				
Flaws/Bonuses: Modular Design. Conditional DR (see Notes).				

NOTES: The standard flight compliment for this class is 20 small craft; total hangar capacity is 144,500 m³ (120,000 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 16 *Vatari* Space Superiority Fighters and 4 *Bloodfang* Superfighters, each with default specifications.

Known ships of the class include KIS *Rigakh* and KIS *Hhai'fra*.

This craft has weak points around its Bridge and Engines. Until the craft's Life-Support System and Engines are destroyed, it receives a General 1/2 Damage Reduction bonus.

The Capship missiles and Phase-Transit Cannon are not part of the ship's design as seen in Standoff; *these have been added to the design here based on early WC2 design documents for the class.*

Targu-II

contributed by capi3101; based on a design from Wing Commander: Standoff.

A relatively new class of frigates, the *Targu-II* is fast and carries an impressive array of anti-fighter weaponry. However, they are very lightly armored and do not have a fighter compliment. Like the original *Targu* class, these ships are designed to serve a wide range of roles, including patrol, escort, bomber interdiction and fast transport duties.

Kilrathi *Targu-II*-class Frigate					
Chassis/Weight: Heavy Destroyer			Size Class: 22 (15,410,857.73 m³)		
SI: 11,760	Cost: €799,773,750	HD/BHD/FHD: 54/47/54	INIT: +7 (Seventh Class Engine)		Max Speed: 250 kps (2)
SHP: 10,000 (Tenth Class Shields)	AHP: 1,500 (Plasteel; 15.00 cm)	Guns: Flak Cannon (15/3/10) Laser, Defensive (7/4/25)	Ordnance: None		X: Tractor Beam
Crew/Passengers: 400/100 (500 200 m³ Luxury Staterooms)			Cargo Capacity: 3,200 m³ (3,200 m³ base)		
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, ECM Module (-5 HD), SWACS Module x1, Fuel Tank x1, Ramscoop, Phase Shields, Tractor Beam, Gun Cooler +6, ITTS, Capship Systems Adapter, External Docking Port x2 {Escape Pod x2 (250 0.1 m³ EEV)}, Weapon Station x10 (Gun Sponson x6 (Foreword x2, Portside x2, Starboard x2; Flak), Dual Gun Barbette x4 (Starboard Hemisphere x2, Portside Hemisphere x2; Laser)).					
Flaws/Bonuses: Modular Design.					
NOTES: Known ships of this class include KIS *Targu (II)*.					

Hakaga

contributed by capi3101; based on a design from Wing Commander: Standoff.

The *Hakaga*-class was developed under Project Hari (which also eventually oversaw the construction of the *Hvar'kann*-class as well); they managed to overcome previously insurmountable difficulties with trans-light jumping of ships above a certain size and mass. These carriers had a shield generator capable of repulsing nearly any Confederation weapon, including Mark IV and V antimatter torpedoes. Vulnerable engine nacelles were completely concealed and armored. The class was at least twice the length of a standard *Snakeir*-class carrier, featuring 6 launch bays, three aft and three forward; all six bays were self-contained. Fighters could be shifted from one part to another by internal access corridors, allowing the carrier to remain operation with three or even four bays out of commission. The *Hakaga*-class carried 288 strike craft and fighters - including the new *Vatari* superiority fighters - as well as a massive array of weaponry. It also had three concentric layers of interior armor. It was an impressive craft, but it required nearly six times the amount of material of a normal fleet carrier for construction. At the Battle of Earth, it was demonstrated that the heavy armor design was an Achilles heel; Marines destroyed several of these vessels with thermonuclear mines in suicide raids. The few vessels of the class that were still under construction at the time of the Battle of Earth were eventually converted into the *Hvar'kann*-class of super dreadnoughts.

Kilrathi *Hakaga*-class Supercarrier				
Chassis/Weight: Heavy Dreadnought			Size Class: 28 (1,191,351,351.35 m³)	
SI: 36,940	Cost: €215,634,516,488	HD/BHD/FHD: 70/67/86	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 17,500 (Plasteel; 175.00 cm)	Guns: Anti-Matter Gun (1/8/300) Flak Cannon, Heavy (15/3/50) Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: None	X: None
Crew/Passengers: 8,000/2,000 (10,000 400 m³ Suites)			Cargo Capacity: 204,800 m³ (204,800 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, Emergency Stasis Unit, ECM Module (-10 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Phase Shields, Gun Cooler +35, ITTS, Capship Systems Adapter, Expendable Pod Mount x40 {Escape Pod x40 (250 0.1 m³ EEV)}, Eighth Hangar Bay Module x1, Carrier Systems x24, Engine Cowling (500 AHP), Weapon Station x32 (Dual Gun Barbette x8 (Foreword Hemisphere x2, Aft Hemisphere x2, Portside Hemisphere x2, Starboard Hemisphere x2; Flak Cannon), Dual Gun Barbette x8 (Starboard Wide x4, Portside Wide x4; Antimatter Gun), Quad Gun Barbette x7 (Starboard Hemisphere x3, Portside Hemisphere x3, Aft Wide x1; Mass Driver), Dual Gun Turret x8 (Foreword OTS x4, Aft OTS x4; Antimatter Gun), Quad Gun Turret x1 (Foreword OTS; Mass Driver)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT). Ordnance Resistant (DR 500). Conditional DR (see Notes).				
NOTES: This craft has weak points around its Bridge and Engines. Until the craft's Life-Support System and Engines are destroyed, it receives a General ¼ Damage Reduction bonus.				
The standard flight compliment for this class is 288 small craft; total hangar capacity is 1,200,000 m³. The cost of this craft has been calculated assuming a compliment of 32 *Sartha* Light Fighters, 32 KF-507 *Drakhri* Medium Fighters, 32 *Jalkehi* Heavy Fighters, 32 *Grikath* Heavy Fighter/Bombers, 32 *Strakha* Stealth Fighter/Bombers, 32 *Gothri* Heavy Fighter/Bombers, 32 *Shok'lar* Medium Stealth Fighters, 32 *Hhriss* Space Superiority Fighters and 32 *Vatari* Space Superiority Fighters, each with default specifications.				
Known ships of the class include KIS *Hakaga*, KIS *Hagku'ka* and KIS *Craxtha*.				

Savannah

contributed by capi3101; based on a design from <u>*Wing Commander Saga*</u>*.*

This Terran light cruiser is a medium-weight, fast warship that is well-suited to being a carrier escort, convoy raider or flotilla leader. It sacrifices the heavy cruiser's keel-mounted plasma cannon and heavy protection in exchange for faster speed and greater acceleration, but its anti-matter guns and missile tubes still make it a formidable strike platform. *Savannah*-class cruisers blend a dangerous combination of firepower and speed; they can outrun anything they cannot outgun and can outgun anything they cannot outrun.

Confederation *Savannah*-class Light Cruiser				
Chassis/Weight: Heavy Destroyer			Size Class: 22 (14,409,558.14 m³)	
SI: 20,020	Cost: €22,171,598,374	HD/BHD/FHD: 42/45/59	INIT: +7 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 6,250 (Seventh Class Shields)	AHP: 11,250 (Tungsten; 56.25 cm)	Guns: Anti-Matter Gun (1/8/300) Laser, Offensive (7/3/60)	Ordnance: Image Recognition (IR), Standard (1/8-24/250) Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 525/131 (656 200 m³ Luxury Staterooms)			Cargo Capacity: 3,200 m³ (3,200 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Turboinjector, Gun Cooler +8, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x16 {Escape Pod x16 (41 0.6095 m³ EEV)}, Weapon Station x12 (Dual Gun Turret x6 (Foreword OTS x2, Starboard Aft OTS x2, Portside Aft OTS x2; Laser), Dual Gun Turret x3 (Foreword OTS x2, 360° x1; Antimatter Gun), Light Ordnance Limited Turret, Bank x1 (Portside Ahead/Starboard Ahead/Aft; ImRecx25), Light Ordnance Barbette, Bank x1 (Portside/Starboard; ImRecx25), Quad Heavy Ordnance Hardpoint, Bank x1 (Foreword Narrow; Capship x12)).				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include TCS *Savannah*.				

Peleliu

contributed by capi3101; based on a design from Wing Commander Saga.

One of the largest troop carriers in service, the *Peleliu*-class embarks a regiment of over two thousand Marines and a battalion of combat vehicles including assault skimmers, hover tanks and artillery walkers. They are all deployed to battle via the troopship's own complement of shuttles, dropships and landing craft. It carries enough supplies and equipment for its Marines to participate in sustained combat operations for up to 30 days. A planetary assault force would consist of multiple troopships working together; they would require proper escort while deploying for assault operations.

Confederation *Peleliu*-class Troop Transport				
Chassis/Weight: Heavy Destroyer			Size Class: 23 (22,358,123.94 m³)	
SI: 14,230	Cost: €3,910,880,465	HD/BHD/FHD: 44/46/60	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 3,750 (Fourth Class Shields)	AHP: 10,000 (Tungsten; 50.00 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: None	X: Tractor Beam
Crew/Passengers: 296/1200 (696 200 m³ Luxury Staterooms (400 @ Triple Occupancy))			Cargo Capacity: 487,200 m³ (6,400 m³ base, 300,000 m³ from accessories, 180,800 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Bulk Cargo Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Turboinjector, Morvan Drive, Tractor Beam, Gun Cooler +3, ITTS, Capship Systems Adapter, Expendable Pod Mount x11 {Escape Pod x11 (136 0.18333 m³ EEV)}, External Docking Port x12, Weapon Station x4 (Dual Gun Turret x4 (Foreword OTS x1, 360° x3; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: *The "passengers" rating of this craft indicates the maximum number of troops it can carry in a standard load.* This craft is typically deployed with eight CF-437A *Spartan* Assault Shuttles and 3 Ribera Aerospace *Hermes* Assault Shuttles, attached to the ship via its array of External Docking Ports; the cost of this craft has been calculated assuming this standard loadout. There are no provisions in the design for the permanent housing or repair of these vehicles. The ship's maximum load is twelve of any combination of these two specific types of craft. Known ships of this class include TCS *Peleliu* and TCS *Bangor*.				

Prowler

contributed by capi3101; based on a design from Wing Commander Saga.

To enable absolute secrecy and plausible deniability in the field, the latest Naval Intelligence scout ships are designed to pose as innocent-looking civilian Free Traders. *Prowlers* work autonomously from the regular Confederation Fleet, running various covert ops, reconnaissance gathering and spy missions behind enemy lines with little to no backup. Even though the true specifications of these specialized vessels are classified, they are very dangerous if confronted. Notoriously elusive to sensors, detecting a ship as stealthy as this has proven to be virtually impossible.

Confederation *Prowler*-class Covert Ops Scout				
Chassis/Weight: Very Light Destroyer			Size Class: 17 (376,157.73 m³)	
SI: 1,962	Cost: €1,223,611,625	HD/BHD/FHD: 27/40/49 (02/40/24, Cloaked)	INIT: +7 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 750 (First Class Shields)	AHP: 1,000 (Tungsten; 5.00 cm)	Guns: Laser, Defensive (7/4/25) Tachyon Gun, Standard (4/3/56)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: Cloaking Device Tractor Beam

Crew/Passengers: 4/14 (18 200 m³ Luxury Staterooms)	Cargo Capacity: 6,105 m³ (80 m³ base, 400 m³ from accommodations, 5,625 m³ from accessories)

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Industrial Manipulator Module x1, Bulk Cargo Module x1, Standard Cloaking Device, ECM Module (-15 HD), SWACS Module x1, Repair Bay Module x1, Fuel Tank x2, Ramscoop, Turboinjector, Tractor Beam, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +3, ITTS, Tracking Computer, Expendable Pod Mount x1 {Escape Pod x1 (18 1.3333 m³ EEV)}, Hangar Bay Module x1, Carrier Systems x2, Weapon Station x5 (Dual Gun Limited Turret x2 (Foreword/Portside/Starboard; Laser x1, Tachyon Gun x1), Dual Gun Turret x1 (360°; Laser), Dual Light Ordnance Barbette, Bank x2 (Starboard Wide x1, Portside Wide x1; ImRec x25)).

Flaws/Bonuses: Modular Design.

NOTES: The standard flight compliment for this class is two small craft; total hangar capacity is 5,625 m³. The cost of this craft has been calculated assuming a compliment of 2 F-27/L *Arrow* Light Fighters with default specifications.

Known ships of this class include TCS *Prowler*.

Dukara

contributed by capi3101; based on a design from <u>Wing Commander Saga</u>.

The *Dukara* is a troop carrier that can carry a legion of Kilrathi Marines and their equipment, logistics and battle vehicles. It is atmospheric capable with the ability to deploy assault shuttles and dropships from its landing bay. Lightly armed and vulnerable to fighter attack, it still requires a destroyer or fighter escort. Confederation HQ has deemed troop transports to be high-priority targets; each one destroyed equates to a thousand less Kilrathi Marines that their Marines have to face in combat.

Kilrathi *Dukara*-class Troop Carrier				
Chassis/Weight: Light Destroyer			Size Class: 18 (854,753.38 m³)	
SI: 4,240	Cost: €1,639,613,020	HD/BHD/FHD: 64/81/91	INIT: +7 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 1,500 (Second Class Shields)	AHP: 2,500 (Tungsten; 12.5 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: None
Crew/Passengers: 192/800 (992 6.25 m³ Large Berths)			Cargo Capacity: 2,290 m³ (40 m³ base, 2,250 m³ from accessories)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Bulk Cargo Module x1, ECM Module (-20 HD), Gun Cooler +1, ITTS, Tracking Computer, Permanent Pod Mount x1 {Habitation Module Pod x1 (+5000 m³ Accommodations)}, External Docking Port x16 {Escape Pod x16 (62 0.4 m³ EEV)}, Hangar Bay Module x4, Carrier Systems x2, Weapon Station x3 (Dual Gun Turret x2 (360° x1, Forward OTS x1; Laser), Quad Light Ordnance Sponson, Bank x1 (Portside Ahead; ImRecx25)).

Flaws/Bonuses: None.

NOTES: The standard flight compliment for this class is two small craft; total hangar capacity is 45,000 m³. The cost of this craft has been calculated assuming a compliment of two *Naktarg* shuttles with default specifications. The "passengers" rating of this craft reflects the number of ground troops typically carried. Known ships of this class include TCS *Dukara*.

Fralath

contributed by capi3101; based on a design from <u>Wing Commander Saga</u>.

The Kilrathi developed this escort cruiser to counter the Terrans' superiority in fighter technology. Bristling with hordes of anti-fighter guns, the *Fralath* is normally found in defense of larger Kilrathi assets but are more than capable of serving as a raider or flagship of smaller fleet units. A Terran pilot's worst nightmare, a single *Fralath*-class cruiser can literally lay waste to entire formations of fighters and bombers.

Kilrathi *Fralath*-class Escort Cruiser				
Chassis/Weight: Very Heavy Destroyer			Size Class: 24 (39,861,453.67 m³)	
SI: 9.385	Cost: €14,866,702,885	HD/BHD/FHD: 41/42/58	INIT: +7 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 2,625 (Third Class Shields)	AHP: 5,000 (Tungsten; 25.00 cm)	Guns: Laser, Offensive (7/3/60) Tachyon Gun, Standard (4/3/56)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 520/126 (646 400 m³ Suites)			Cargo Capacity: 12,800 m³ (12,800 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Ramscoop, Gun Cooler +14, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x17 {Escape Pod x17 (38 0.6538 m³ EEV)}, Weapon Station x16 (Dual Gun Barbette x6 (Portside Hemisphere x4, Starboard Hemisphere x2; Laser), Dual Gun Barbette x3 (Portside Hemisphere x2, Starboard Hemisphere x1; Tachyon Gun), Dual Gun Limited Turret x3 (Starboard Hemisphere/Aft x2, Portside Hemisphere/Starboard Aft x1; Laser), Dual Gun Limited Turret x1 (Portside Hemisphere/Starboard Aft; Tachyon Gun), Dual Gun Turret x1 (Foreword OTS; Laser), Dual Gun Turret x1 (Foreword OTS; Tachyon Gun), Heavy Ordnance Hardpoint, Tube x1 (Foreword Narrow; Capshipx8)).				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include KIS *Fralath*.				

Dubav

contributed by capi3101; based on a design from Wing Commander Saga.

The *Dubav*-class, the counterpart of the Confederation *Wake*-class, is specifically designed to operate behind enemy lines for prolonged periods of time. This fast, sleek and self-sufficient escort carrier is equipped with half a wing of fighters and bombers to attack Terran convoys and a loadout of Marine shuttles and bombardment missiles to mount terror raids against Confederation homeworlds and colonies. Notoriously elusive, *Dubav*-class carriers form the core of many Kilrathi Recon-in-Force fleets and are normally encountered away from the main front.

Kilrathi *Dubav*-class Escort Carrier				
Chassis/Weight: Very Heavy Destroyer			Size Class: 24 (74,005,348.78 m³)	
SI: 15,075	Cost: €16,978,171,015	HD/BHD/FHD: 45/46/61	INIT: +5 (Sixth Class Engine)	Max Speed: 120 kps (1)
SHP: 2,625 (Third Class Shields)	AHP: 11,250 (Tungsten; 56.25 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Capship Missile (6/0.1 AU/60000)	X: None
Crew/Passengers: 800/188 (988 200 m³ Luxury Staterooms)			Cargo Capacity: 20,000 m³ (12,800 m³ base, 7,200 m³ from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Gun Cooler +9, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x19 {Escape Pod x19 (52 0.475 m³ EEV)}, Shelter Module x1, Carrier Systems x2, Weapon Station x11 (Dual Gun Barbette x7 (Portside Hemisphere x4, Starboard Hemisphere x3; Laser), Dual Gun Turret x3 (Foreword OTS x1, Aft OTS x1, 360° x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Foreword Narrow; Capshipx4)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 32 small craft; total hangar capacity is 225,000 m³ (180,000 m³ from accommodations). The cost of this craft been calculated assuming a compliment of 8 *Darket* Light Fighters, 8 *Dralthi-IV* Medium Fighters, 8 *Vaktoth* Heavy Fighters and 8 *Strakha* Medium Stealth Fighters (Uprated), each with default specifications. Known ships of this class include KIS *Dubav*.				

Jakhari

contributed by capi3101; based on a design from <u>*Wing Commander: Armada*</u>*.*

These unarmed transport drones are frequently used to transport vast quantities of mined ore from between words. They're more commonly found in secure regions but occasionally are pressed into service in areas when the ability to transfer goods and services is necessary but no personnel can be spared. They are capable of autonomous operation, though they can be easily overwhelmed and subverted by pirate or hostile forces, particularly due to the near absence of any defensive capabilities. This design is used by the Kilrathi.

Kilrathi *Jakhari*-class Fast Transport Drone				
Chassis/Weight: Super Light Transport			Size Class: 13 (24,300.68 m³)	
SI: 1,500	Cost: €48,062,925	HD/BHD/FHD: 31/33/36	INIT: +5 (Fifth Class Engine)	Max Speed: 50 kps (1/3)
SHP: 900 (First Class Shields)	AHP: 600 (Plasteel; 6.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: None			Cargo Capacity: 733.3 m³ (6.3 m³ base, 375 m³ from accommodations, 352 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Bulk Cargo Module, Automation Module.				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include KIS *Jakhari*.				

Belleau Wood

contributed by capi3101; based on a design from <u>*Wing Commander: Armada*</u>*.*

These unarmed transport drones are frequently used to transport vast quantities of mined ore from between words. They're more commonly found in secure regions but occasionally are pressed into service in areas when the ability to transfer goods and services is necessary but no personnel can be spared. They are capable of autonomous operation, though they can be easily overwhelmed and subverted by pirate or hostile forces, particularly due to the near absence of any defensive capabilities. This design is used by the Confederation.

Confederation *Belleau Wood*-class Fast Transport Drone				
Chassis/Weight: Super Light Transport			Size Class: 13 (32,850.93 m³)	
SI: 1,500	Cost: €47,062,925	HD/BHD/FHD: 31/33/36	INIT: +5 (Fifth Class Engine)	Max Speed: 50 kps (1/3)
SHP: 1,000 (First Class Shields)	AHP: 500 (Plasteel; 5.00 cm)	Guns: None	Ordnance: None	X: None
Crew/Passengers: None			Cargo Capacity: 733.3 m³ (6.3 m³ base, 375 m³ from accommodations, 352 m³ from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Bulk Cargo Module, Automation Module.				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include TCS *Belleau Wood*.				

Steltek Scout

contributed by capi3101; based on a design from <u>*Wing Commander: Privateer*</u>.

The Scout is the only known example of modern-day Steltek engineering. A single Scout approached Grayson Burrows in 2669 as part of an operation to prevent ancient technology from falling into the hands of other races. The Scout carries a special jump drive capable of operating without standard jump points. It also mounts an extremely powerful tractor beam, which it later used to tow a massive derelict Steltek carrier.

Steltek Scout				
Chassis/Weight: Heavy Frigate			Size Class: 17 (313,147.42 m³)	
SI: 7,408	Cost: €451,774,690	HD/BHD/FHD: 13/36/46	INIT: +8 (Eighth Class Engine)	Max Speed: 500/1,700 kps (3/10+2)
SHP: 838 (First Class Shields)	AHP: 6,000 (Platolum (Eq.); 2.50 cm)	Guns: Steltek Gun, Boosted (4/5/190)	Ordnance: None	X: Tractor Beam
Crew/Passengers: 160/40 (200 25 m³ Single Cabins)			Cargo Capacity: 100 m³ (100 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-25 HD), SWACS Module x1, Fuel Tank x1, Ramscoop, Morvan Drive, Tractor Beam, Afterburner (x3.40), Gun Cooler +2, ITTS, Capship Systems Adapter, Expendable Pod Mount x1 {Escape Pod x1 (200 0.13 m³ EEV)}, Weapon Station x3 (Gun Hardpoint x3 (Foreword Narrow; Steltek Gun)).				
Flaws/Bonuses: ½ General Damage Reduction.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.* *This craft may use the same set of successes and failures for a Morvan hop as it would ordinarily use for an Akwende jump.* There are no known named ships of this class.				

Steltek Drone

contributed by capi3101; based on a design from <u>*Wing Commander: Privateer*</u>.

The Drone is an ancient class of automated weapon, used billions of years ago when the Steltek ruled the galaxy. A Steltek Drone abandoned in the Troy System asteroid belt was accidentally reactivated in early 2669 when a missile fired by Grayson Burrows misfired. The Drone cut a killing swath across the Gemini Sector, destroying numerous capital ships including TCS *Winterrowd* and TCS *Valiant*. Believing the Drone to be a Kilrathi secret weapon, the Confederation deployed a fleet under Commodore Reismann to destroy it. Burrows himself, using a salvaged Steltek gun, destroyed the drone at the ambush point.

Steltek Drone				
Chassis/Weight: Heavy Corvette			Size Class: 15 (124,183.47 m³)	
SI: 3,900	Cost: €99,286,284	HD/BHD/FHD: 27/27/38	INIT: +9 (Ninth Class Engine)	Max Speed: 900/1,700 kps (5/10+4)
SHP: 400 (First Class Shields)	AHP: 3,000 (Platolum; 1.25 cm)	Guns: Steltek Gun (3/4/100)	Ordnance: None	X: None
Crew/Passengers: None			Cargo Capacity: None	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Automation Module, Afterburner (x1.89), Weapon Station x5 (Gun Hardpoint x5 (Foreword Narrow; Steltek Gun)).				
Flaws/Bonuses: None.				

NOTES: *There is no canonical source for the size of this craft. The listed size is based on images of the craft's model and should be considered an estimate at best.*

There are no known named ships of this class.

Steltek Carrier

contributed by capi3101; based on a design from <u>Wing Commander: Privateer</u>.

This class of carrier was used by the Steltek billions of years ago. A derelict ship of this class was discovered and boarded by Grayson Burrows in the Delta Prime system in 2669; a modern Steltek Scout later moved it to parts unknown.

Steltek Carrier				
Chassis/Weight: Medium Dreadnought			Size Class: 26 (196,608,086.8 m^3)	
SI: 75,120	Cost: €12,181,615,260	HD/BHD/FHD: 38/52/69	INIT: +5 (Sixth Class Engine)	Max Speed: 85 kps (1)
SHP: 10,000 (Tenth Class Shields)	AHP: 48,000 (Platolum (Eq.); 20.00 cm)	Guns: Steltek Gun, Boosted (4/5/190)	Ordnance: None	X: Anti-Matter Gun, Heavy (1/11/480) Tractor Beam
Crew/Passengers: 8,800/2,200 (11,000 200 m^3 Luxury Staterooms)			Cargo Capacity: 56,200 m^3 (51,200 m^3 base, 5,000 m^3 from pods)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x2, Emergency Stasis Unit, ECM Module (-25 HD), SWACS Module x1, Repair Bay Module x1, Fuel Tank x1, Ramscoop, Turboinjector, Morvan Drive, Phase Shields, Signal Filter, Tractor Beam, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +79, Shield Regenerator (x2), ITTS, Capship Systems Adapter, Permanent Pod Mount x2 {Large Cargo Container Pod x1, Mission Module Pod x1}, Expendable Pod Mount x48 {Colony Pod x4, Escape Pod x44 (250 0.1 ^{3} EEV)}, Hangar Bay Module x1, Carrier Systems x8, Weapon Station x24 (Quad Gun Turret x20 (Foreword OTS x4, Aft OTS x4, Portside OTS x4, Starboard OTS x4, 360° x4; Steltek Gun), Special Hardpoint x4 (Foreword Narrow; Heavy Antimatter Gun).				
Flaws/Bonuses: Sluggish Handling (-1 INIT). Conditional DR (see Notes).				
NOTES: *The damage potential of this craft's special weaponry has been factored into its SI rating. The installed Mission Module is a single-use terraforming device, capable of making any planet in a system's ecosphere suitable for Steltek habitation over the course of six standard Earth days.* *These statistics as listed represent a fully functioning member of its class. For the craft encountered in* <u>Privateer</u>, *all shields, armor, engines, weapons and accessories should be removed except for the Hangar Bay Module and one Carrier Systems module.* *This craft has weak points around its Bridge, Engines and Flight Deck. Until the craft's Life-Support System, Engines and Flight Deck are all destroyed, it receives a General 1/4 Damage Reduction bonus.* *The standard flight compliment for this class is unknown; total hangar capacity is 2,760,000 m^3 (360,000 m^3 from accommodations). The cost of this craft has been calculated assuming a compliment of ten Steltek Scouts with default specifications.* *There are no known named ships of this class.*				

Behemoth

contributed by cap3101; based on a design from <u>Wing Commander Saga</u>.

A class of super-dreadnought, the *Behemoth* has been in development for the past 10 years as a Confederation doomsday weapon. The *Behemoth's* entire design is built around its main gun, a series of linked, superconducting energy amplification conduits focusing an output of five hundred million gigawatts into one lancing point. Rumors state the *Behemoth* is being pressed into service prematurely and as such her defensive weapons, shielding and armor plating are practically non-existent. While *Behemoth* is the only ship of its class commissioned so far, plans are presumably going ahead to build more ships of the class.

Behemoth-class Dreadnought				
Chassis/Weight: Heavy Dreadnought			Size Class: 29 (1,858,592,266.25 m³)	
SI: 67,874	Cost: €225,664,823,093	HD/BHD/FHD: 59/60/80	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 25,000 (Tenth Class Shields)	AHP: 21,250 (Tungsten; 106.25 cm)	Guns: Laser, Offensive (7/3/60)	Ordnance: Image Recognition (IR), Standard (1/8-24/250)	X: Tractor Beam Antimatter Gun, Heavy (1/11/480) Tachyon Cannon, Heavy (3/24/1560) BGU Planet Killer (see Notes)
Crew/Passengers: 2,500/0 (2,500 400 m³ Suites)			Cargo Capacity: None	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Emergency Stasis Unit, ECM Module (-15 HD), SWACS Module x1, Fuel Tank x10, Ramscoop, Tractor Beam, Backup Shield Generator Mount x2 {Tenth Class Shield x1, Fifth Class Shield x1}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +87, Shield Regenerator (x1.5), ITTS, Tracking Computer, Capship Systems Adapter, Permanent Pod Mount x1 {Mission Module Pod x1}, Expendable Pod Mount x12 {Escape Pod x12 (250 0.1 m³ EEV)}, Carrier Systems x8, Weapon Station x61 (Quad Gun Barbette x30 (Portside Hemisphere x15, Starboard Hemisphere x15; Laser), Quad Gun Turret x6 (Aft OTS; Laser), Duodecuple Light Ordnance Turret, Bank x8 (360 °; ImRecx100), Dual Special Barbette x12 (Starboard Hemisphere x6, Portside Hemisphere x6; Heavy Antimatter Gun), Dual Special Barbette x4 (Starboard Wide x1, Portside Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1; Heavy Tachyon Cannon), Special Hardpoint x1 (Foreword Narrow; BGU Planetkiller)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT). 1/10 General Damage Reduction.				
NOTES: *There is no canonical source for the size of this craft. The listed size is based on the size of the model used in* Wing Commander Saga*. The damage potential of this craft's special weaponry has been factored into its SI rating.* *The stats listed here are for the completed design, which is not seen in either* Saga *or* Wing Commander III *but is referenced in* Star*Soldier*. For the prototype craft, reduce the SHP to 2,500, reduce the SI to 23,750, remove the DR bonus and remove all weaponry except for the BGU Planet Killer. Do **not** adjust the cost.* *The BGU Planetkiller is a weapon designed to destroy planets unique to this class. Its cost has been factored at €15,000,000,000. The ship may not move or fire for a period of one round prior to the weapon's firing or for one minute afterwards and must wait a minimum of ten minutes before firing this weapon again. It may be directed at any target; any target it hits is destroyed and all planets it fires at are automatically hit. The Mission Module assigned to the craft is a special power plant made to provide enough energy for this single weapon.*				

Ranger

contributed by capi3101; based on a design originally by William R. Forstchen.

The *Ranger*-class was the first class of Confederation warships to be able to safely carry, launch and land space-based fighter craft, in particular the versatile CF-105 *Scimitar* but also other fighters of the day such as the A-8 *Gladiator*, CF/A-111 *Falcon* and CF-107 *Hurricane*. Fighters based on these craft were commonly used as forward scouts and for areal defense prior to scheduled Morvan hops in the initial design, with Akwende Drives installed during the refits of the 2600s. *Rangers* were on their way out when the Kilrathi War began, with the more capable *Yorktown* and *Concordia* designs taking over their role. Still, the last few *Rangers* served with distinction in the early parts of the war, including such noteworthy vessels as TCS *Ark Royal*, TCS *Furious*, TCS *Hosho* and TCS *Ranger* herself.

Ranger-class Aerospace Plane Tender				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (35,923,046.40 m³)	
SI: 524	Cost: €5,607,969,215	HD/BHD/FHD: 48/45/59	INIT: +5 (Sixth Class Engine)	Max Speed: 90 kps (1)
SHP: 100 (First Class Shields)	AHP: 100 (Durasteel; 10.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Confederation Mk I. (4/2-8/500)	X: None
Crew/Passengers: 6,000/1,488 (7,488 25 m³ Single Cabins)			Cargo Capacity: 75,200 m³ (6,400 m³ base, 68,800 m³ from accommodations)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Repair Bay Module, Ramscoop, Backup Shield Generator Mount x2 {Class Ten Shield x2}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +8, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x24 {Escape Pod x24 (312 0.08 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x4, Weapon Station x12 (Gun Hardpoint x4 (Portside Aft Narrow x1, Foreword Narrow x1, Aft Narrow x2; Laser), Dual Gun Barbette x5 (Starboard Wide x1, Portside Wide/Portside Aft x1, Starboard Wide/Starboard Aft x1, Foreword/Portside Ahead Narrow x1, Foreword/Starboard Ahead Narrow x1; Laser), Dual Gun Limited Turret x2 (Portside Ahead Hemisphere/Portside Aft Narrow x1, Starboard Ahead Hemisphere/Starboard Aft Narrow x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Foreword Narrow; TORPx6)).

Flaws/Bonuses: Gun Resistant (DR 4). Sluggish Handling (-1 INIT).

NOTES: The standard flight compliment for this class is 32 small craft; total hangar capacity is 600,000 m³. The cost of this craft has been calculated assuming a compliment of 8 CF-105 *Scimitar* Medium Fighters, 8 A-14 *Raptor* Heavy Fighters, 8 F-27/D *Arrow* Scout Fighters and 8 F-36/E *Wildcat-III* Interceptors, each with default specifications.

These stats represent the later version of the Ranger-*class during the opening phases of the Terran-Kilrathi War.*

Durango

contributed by capi3101; based on a design from <u>Wing Commander IV</u>.

The *Durango* was a heavy destroyer class with the traditional purpose of providing heavy firepower for Confederation fleets against enemy warships and to serve as escorts for larger vessels. They were fairly fast and maneuverable for their size and could evade slower vessels easily. Their design was highly modular and they could easily be customized to serve other purposes; many were converted to serve as a light carrier platform. The *Durango* was a pre-Kilrathi War design that saw action against the Kilrathi during the earlier years of the Terran-Kilrathi War. They became increasingly obsolete in the face of newer, superior warships and by the end of 2663 had been largely phased out of Confederation service. Several surviving *Durangos* were eventually acquired by the Union of Border Worlds; the most notable of these was TCS *Delphi*, which continued its service as BWS *Intrepid*. Even after the end of the Kilrathi War in 2669, *Durangos* remained active on the frontier. During the Border Worlds Conflict in 2673, *Intrepid's* crew spearheaded the Union's effort to stave off war with the Confederation; they would ultimately identify the Black Lance as the true culprit of the conflict and expose its illegal activities to the Confederation Assembly, thus preventing a full-scale war. *Durangos* had by 2681 been long since superseded by much more modern warship models of the peacetime era.

Durango-class Heavy Destroyer				
Chassis/Weight: Heavy Destroyer			Size Class: 22 (15,000,151.00 m³)	
SI: 5,485	Cost: €792,959,115	HD/BHD/FHD: 44/42/55	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 200 (First Class Shields)	AHP: 165 (Durasteel; 16.50 cm)	Guns: Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 467/113 (580 200 m³ Luxury Staterooms)			Cargo Capacity: 3,200 m³ (3,200 m³ base)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-5 HD), SWACS Module x1, Ramscoop, Gun Cooler +1, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x10 {Escape Pod x10 (58 0.42827 m³ EEV)}, Weapon Station x8 (Dual Gun Barbette x8 (Starboard Ahead Hemisphere x2, Starboard Aft Hemisphere x2, Portside Ahead Hemisphere x2, Portside Aft Hemisphere x2; Neutron Gun)).

Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).

NOTES: *There is no canonical source for the size of this craft. The listed size is based on an estimate of the craft's total wing complement.*

Known ships of the class include TCS *Durango* and TCS *Delphi*.

Durango-class Heavy Destroyer, Variant				
Chassis/Weight: Heavy Destroyer			Size Class: 22 (15,000,151.00 m³)	
SI: 14,820	Cost: €39,548,576,685	HD/BHD/FHD: 43/41/55	INIT: +6 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 6,000 (Sixth Class Shields)	AHP: 3,300 (Tungsten; 16.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser, Offensive (7/3/60)	Ordnance: None	X: None
Crew/Passengers: 620/150 (770 50 m³ Double Cabins)			Cargo Capacity: 2,560 m³ (2,560 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-5 HD), SWACS Module x1, Ramscoop, Gun Cooler +1, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x10 {Escape Pod x10 (77 0.3226 m³ EEV)}, Hangar Bay Module x2, Carrier Systems x5, Weapon Station x14 (Dual Gun Barbette x6 (Starboard Wide x2, Portside Wide x2, Foreword Hemisphere x1, Aft Hemisphere x1; Laser) Dual Gun Barbette x8 (Starboard Ahead Hemisphere x2, Starboard Aft Hemisphere x2, Portside Ahead Hemisphere x2, Portside Aft Hemisphere x2; Neutron Gun)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 66 small craft; total hangar capacity is 449,500 m³ (89,500 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 18 F3V Banshee Light Fighters, 18 F2M Vindicator Medium Fighters, 18 TBP Avenger Heavy Torpedo Bombers and 12 F-107 Dragon Heavy Attack Fighters, each with default specifications.				
Known ships of this variant include BWS Intrepid and BWS Tango.				

Gamorgin

contributed by capi3101; based on a design originally by William R. Forstchen.

Gamorgins were the champions of the Varni Conquest, a powerful heavy dreadnought design capable of flattening any unshielded structure from orbit and laying waste to enemy capital ship formations. It was natural that Admiral Nargth felt these ships should be in the vanguard of the Kilrathi's opening assault against the Confederation at McAuliffe, though it was quickly proven that fighters and not heavy battleships would ultimately become more important in the drive to victory. Gamorgin-class ships served through the early parts of the war and were heavily involved during the McAuliffe Ambush and the Enyo Engagement. Large and inflexible in their design, they suffered very heavy losses and had been largely phased out of service by Custer's Carnival.

Kilrathi Gamorgin-class Battleship				
Chassis/Weight: Very Light Dreadnought			Size Class: 22 (14,887,132.01 m³)	
SI: 6,499	Cost: €1,497,243,840	HD/BHD/FHD: 50/48/61	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 164 (First Class Shields)	AHP: 175 (Durasteel; 17.50 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 5,120/1,264 (6,384 25 m³ Single Cabins)			Cargo Capacity: 3,200 m³ (3,200 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +10, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x42 {Escape Pod x42 (152 0.1641 m³ EEV)}, Weapon Station x28 (Gun Hardpoint x2 (Foreword Narrow; Neutron Gun), Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Sponson x10 (Portside Ahead x2, Starboard Ahead x2, Portside Aft x1, Starboard Aft x1, Forward x1, Portside x1, Aft x1, Starboard x1; Laser), Triple Gun Sponson x3 (Forward x1, Portside x1, Starboard x1; Neutron Gun), Dual Gun Barbette x7 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1, Portside Aft Narrow/Starboard Aft Narrow x1; Laser), Triple Gun Barbette x2 (Portside Wide x1, Starboard Wide x1; Neutron Gun), Dual Gun Turret x2 (Portside Aft OTS x1, Starboard Aft OTS x1; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include KIS Gamorgin.				

Targu

contributed by capi3101; based on a design originally by William R. Forstchen.

The *Targu*-class was a Kilrathi light escort capital ship design that was ubiquitous in the Imperial Navy around the time of the conquest of the Varni. It was mainly designed as a fast anti-fighter craft, something it did exceptionally well even though it could be overwhelmed with a particularly massive and coordinated fighter strike, as was proved in the final battle with the Varni. *Targu* frigates served as patrol and escort ships until the newer, more powerful *Targu-II* came online shortly after the Enyo Engagement.

Kilrathi *Targu*-class Frigate				
Chassis/Weight: Super Heavy Corvette			Size Class: 15 (127,596.24 m³)	
SI: 207	Cost: €121,220,090	HD/BHD/FHD: 34/34/41	INIT: +7 (Seventh Class Engine)	Max Speed: 250 kps (2)
SHP: 50 (First Class Shields)	AHP: 29 (Durasteel; 2.9 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 48/12 (60 25 m³ Single Cabins)			Cargo Capacity: 25 m³ (25 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Ramscoop, Expendable Pod Mount x1, Weapon Station x8 (Gun Barbette x8 (Foreword Hemisphere x4, Starboard Aft Hemisphere x2, Portside Aft Hemisphere x2; Laser)).				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include KIS *Targu*.				

Texas

contributed by capi3101; based on a design originally by William R. Forstchen.

When she was first commissioned in 2696, TCS *Texas* was a technological marvel; she was the first Confederation warship to incorporate the new Akwende Drive technology as well as the first ship of her size to break 80 kps during her deep space trials. She was ultimately also the first warship to incorporate neutron guns as part of her main armament, making her a truly formidable warship for her day. *Texas*-class ships served with distinction in the Confederation Navy during the early 27th Century and (according to naval doctrine at the time) became the ultimate symbol of the Confederation's force projection. They proved decisive in the Confederation's war against the Pilgrims but were in no way prepared to handle the threat posed by the Kilrathi Mk-I torpedo; most of the ships of this class were destroyed during the McAuliffe Ambush. The remaining *Texas*-class ships were phased out of service during the 2640s, though they served with honor through some of the war's more intense early engagements, including Enyo.

Confederation BB-35 *Texas*-class Battleship				
Chassis/Weight: Super Light Dreadnought			Size Class: 20 (4,430,475.00 m³)	
SI: 3,551	Cost: €1,305,341,810	HD/BHD/FHD: 49/49/60	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 80 (First Class Shields)	AHP: 250 (Durasteel; 25.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 1,042/234 (1,276 25 m³ Single Cabins)			Cargo Capacity: 8,900 m³ (800 m³ base, 8,100 m³ from accommodations)	

Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +5, Capship Systems Adapter, Expendable Pod Mount x44 {Escape Pod x44 (29 0.8446 m³ EEV)}, Weapon Station x26 (Dual Gun Turret x5 (Forward OTS x3, Aft OTS x2; Neutron Gun), Gun Sponson x21 (Forward x1, Portside x10, Starboard x10; Laser)).
Flaws/Bonuses: Sluggish Handling (-1 INIT).
NOTES: Known ships of the class include TCS *Texas* and TCS *New York*.

Evansville

contributed by capi3101; based on a design from <u>Wing Commander IV</u>.

The *Evansville*-class was born out of the Confederation's experience with Strike Force Valkyrie. While the *Peleliu*-class performed an admirable job as a troop transport and support ship for Marine landing operations, it had no facilities for dropship servicing and maintenance. The ships themselves were slow and vulnerable to enemy attack; this was the main reasons why TCS *Bangor* herself did not accompany Valkyrie to Kilrah. *Evansville* and her planned sister ships were designed to overcome these shortcomings by adding more substantial defenses and a small landing bay for dropships and support craft, as well as space for up to an entire regiment of Marines. A modular and adaptable design, the landing bay could be expanded or replaced with space for additional logistics if necessary. This promising craft might've become the standard transport vessel for the Confederation Marine Corps were it not for a series of unfortunate events. The war with the Kilrathi ended before *Evansville* was completed; when she finally was completed a few years after the war's end, she found herself in the hands of the Black Lance, where she served as the mothership for many of that group's early atrocities. Like the F-107, she became a symbol of that group as a result and as a result the Great Assembly cancelled the order for the remaining *Evansville* hulls. Parts of the design did make it into the *Harrier*-class of Escort Carriers late in the 27th Century.

Evansville-class Advanced Troop Transport				
Chassis/Weight: Heavy Destroyer			Size Class: 23 (22,358,123.94 m³)	
SI: 17,360	Cost: €25,343,975,265	HD/BHD/FHD: 35/42/57	INIT: +7 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 5,000 (Fifth Class Shields)	AHP: 12,000 (Isometal; 20.00 cm)	Guns: Mass Driver Cannon, Enhanced (5/2/45)	Ordnance: Flash-Pak (1/8-28/60000) Capship Missile (6/0.1 AU/60000)	X: Tractor Beam
Crew/Passengers: 800/3,200 (4,000 50 m³ Double Cabin)			Cargo Capacity: 6,400 m³ (6,400 m³ base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, Bulk Cargo Module x1, ECM Module (-15 HD), SWACS Module x1, Repair Bay Module x1, Ramscoop, Turboinjector, Morvan Drive, Tractor Beam, Gun Cooler +3, ITTS, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x16 {Escape Pod x16 (250 0.1 m³ EEV)}, Shelter Module x1, Carrier Systems x2, Weapon Station x6 (Dual Gun Turret x4 (Foreword OTS x1, 360° x3; Mass Driver), Light Ordnance Hardpoint, Tube x1 (Foreword Narrow; Flash-Pakx6), Heavy Ordnance Hardpoint, Tube x1 (Foreword Narrow; Capshipx4)).				
Flaws/Bonuses: Modular Design.				
NOTES: *The "passengers" rating of this craft indicates the maximum number of troops it can carry in a standard load.* The standard flight compliment for this class is 12 small craft; total hangar capacity is 336,100 m³ (313,600 m³ from accommodations). The cost of this craft has been calculated assuming a compliment of 12 F-107 *Dragon* Heavy Attack Fighters with default specifications. Known ships of the class include TCS *Evansville*.				

CHAPTER EIGHT: NAVIGATION

8.0: INTRODUCTION

Almost all adventures in the Wing Commander Universe involve characters going somewhere and doing something, whether its talking to (or shooting at) an alien species, visiting a nearby planet to conduct some mining, or searching for the nearest pub. Even those adventures that take place at a single site involve movement. Movement is an integral part of the game; keeping track of it is equally important if not more so. Any character will be hard-pressed to complete an adventure if they don't know where they are or where they've been. The same is true of vehicles and capital ships; they might be used for fighting, but their primary purpose is as a means of conveyance.

Navigation is the process of planning, reading and controlling movement from one place to another. In the original games, navigation was an important aspect; players had to go and do things (usually involving one or more combat situations) at specific places to complete their missions. A pilot competent in navigation could make life a lot easier on themselves by avoiding hazards and encounters for which they would otherwise be ill-equipped to handle (this was particularly true in *Privateer*, where a player rarely *had* to go places they didn't *choose* to go in the first place).

This Chapter is devoted to the topics of navigation. The first section discusses the particulars of fuel consumption and fuel efficiency for both vehicles and capital ships. Section two discusses planetary exploration, including how to incorporate random exploration with planned encounters on a planet's surface. Section three discusses interplanetary travel, including all aspects of slower-than-light movement inside star systems. Section four discusses interstellar travel, including how to use Morvan Drives, D-Drives, Akwende Drives and other FTL travel aspects. The final section contains navigational data for use in adventures, including Akwende Projections of the "canonical" Wing Commander Universe as well as specific nav data on the Gemini Sector and a few of the better known star systems.

A Quick Discussion of Kinematics and Units of Measurement

WCRPG uses **linear kinematics**, the motion of objects in straight lines without consideration of the circumstances leading to it. In many of the situations used in the game, the mathematics involved in movement has been vastly simplified from real life. Those player groups that are more mathematically inclined can use their own methods for determining movement if they desire.

The most basic law of linear kinematics is the simple relationship $d=rt$, or *Newtonian distance equals average velocity multiplied by time elapsed*; put even more simply, *distance equals speed times time*. Travelling characters will need to be made aware of how far it is to their destination, how fast they can go and how much time it will take to get there. Fortunately it's fairly easy to calculate. All that's required is that two of the factors (distance, speed or time) are already known or can be readily determined (*or even made up, in certain situations*). To find distance, multiply speed by time. To find out how long it'll take to get somewhere, divide the distance by speed. To find out how fast the characters will need to travel to get somewhere by such and such a time, divide distance by the time desired. It is really that simple. However, in order for the equation to work like it's supposed to, **all of the involved units must be the same**. If the GM uses a speed in kilometers per hour and time in seconds, the formula will yield a confusing final answer in a convoluted "kilometers-seconds per hour", rather than a tidy "kilometers". If the GM uses a distance in kilometers and speed in miles per hour, they'll end up with a time elapsed in "kilometer-hours per mile", rather than "hours".

Traditionally, Wing Commander uses the metric system (SI units). Player groups are welcome to use other terms of measurement as they see fit, though all materials within the WCRPG core rules will use metric terms. If you ever need to convert terms from one unit type to another, an excellent site to visit online is the MegaConverter site at www.megaconverter.com.

The standard unit of distance in WCRPG is the meter. One meter equals 39.4 inches (just a little over a yard). For larger distances, kilometers are used; kilometers are equal to 1000 meters or 3280.8 feet (roughly .62 miles). For extreme distances sometimes measured in relation to the tactical short-range movement of fightercraft and capital ships, **megameters** (1000 kilometers or 1,000,000 meters) and sometimes **gigameters** (1,000,000 kilometers, a little over 3 light-seconds) are reasonable units with which to work, though neither will be mentioned again in this set of rules. Simply put, *fighters and capital ships really are **that** fast*. The largest measure of distance used in WCRPG is the astronomical unit (the distance between Earth and Sol), which is roughly 150,000,000 kilometers (93,000,000 miles) in length and is used to measure the distance between points in interplanetary space. When such discussions are required, distances in interstellar space will use either light years (roughly 9.5 trillion kilometers) or parsecs (3.26 Light Years or roughly 30.86 trillion kilometers). The Kilrathi standard unit of measurement - the mak - may also be encountered on occasion along with the derivative terms "zarmak" (1/64 of a mak) and "octomok" (8 maks). 1 mak is roughly equal to 1.2 meters (though there can be significant deviations with this figure).

The standard unit of time in WCRPG is the second, defined as "the duration of 9,192,631,770 periods of the radiation corresponding to the transition between the two hyperfine levels of the ground state of the cesium-133 atom"; *this exact definition is listed here for the sake of throwing in some worthless trivia into the game and is not really pertinent to gameplay*. Larger units of time can be derived from the second: a minute equals 60 seconds, an hour equals 60 minutes, a day equals 24 hours and a week equals 7 days. A month lasts anywhere from 28 to 31 days long (roughly four weeks) and a year is equal to 12 months, 52.1 weeks, or 365.24 days. Curiously enough, the Kilrathi also use the second as their base measurement of time, though it can generally be assumed that any other derivative terms (such as "sun years") will use variations on their overall base-eight counting system.

Speed (*and by extension, velocity; there is a mathematical difference between the two terms*) is a derived measurement based on the change in an object's position over time. As different units of measurement can be used for both distance and time measurements, there are many different possible units that may be used for speed. While the normal derived SI measurement for speed and velocity is the meter per second, WCRPG utilizes **kilometers per hour** (or **kph**). One kilometer per hour equals 0.27778 meters per second and also equals 0.62137 miles per hour. In those cases where a faster unit of speed is needed (usually when dealing with space vehicles), WCRPG uses **kilometers per second (kps)**; one kps equals 3600 kph.

Because calculations of speed, distance and time can be a bit tricky, GMs should take the time to calculate these figured for any distances that need to be traversed in their adventures prior to the beginning of a gaming session. For those GMs that want or need to use a quick, rough solution to determine the distance and travel times between two points, the following set of benchmark tables may be used. For distances and speeds that fall in between those listed on these charts, a GM may either extrapolate the data based on the chart or just use the distance-speed-time formula to get an exact solution. All times listed on the charts are rounded to the nearest whole unit and only three standard time units are listed for some of the larger periods of time (*it's possible to have a time listed in years, weeks, days, hours and so on, but such a long period of time will be cut off after days*). The charts use the following shorthand notation: *y* equals years, *w* weeks, *d* days, *h* hours, *m* minutes, and *s* seconds.

Planetary Kinematic Benchmarks

Speed (kph)	1 km	10 km	100 km	1000 km	NY-LA (~4000 km)	NY-Tokyo (~11,000 km)	circumglobular (~20,000 km)	Earth-moon (~385,000 km)	Earth-Sun (~149,598,073 km)
1	1h	10h	4d 4h	5w 6d 16h	23w 5d 16h	1y 13w 3d	2y 14w 6d	43y 51w 3d	17,091y 23w 4d
5	12m	2h	20h	1w 1d 8h	4w 5d 8h	13w 0d 16h	23w 5d 16h	8y 41w 4d	3,418y 15w 1d
10	6m	1h	10h	4d 4h	2w 2d 16h	6w 3d 20h	11w 6d 8h	4y 20w 5d	1,709y 7w 4d
20	3m	30m	5h	2d 2h	1w 1d 8h	3w 1d 22h	5w 6d 16h	2y 10w 3d	854y 29w 6d
50	1m 12s	12m	2h	20h	3d 8h	1w 2d 4h	2w 2d 16h	45w 5d 20h	341y 43w 1d
100	36s	6m	1h	10h	1d 16h	4d 14h	1w 1d 8h	22w 6d 10h	170y 47w 5d
200	18s	3m	30m	5h	20h	2d 7h	4d 4h	11w 3d 5h	85y 23w 6d
500	7s	1m 12s	12m	2h	8h	22h	1d 16h	4w 4d 2h	34y 9w 4d
1000	4s	36s	6m	1h	4h	11h	20hr	2w 2d 1h	17y 4w 5d
1500	2s	24s	4m	40m	2h 40m	7h 20m	13hr 20m	1w 3d 17h	11y 20w 4d
2000	2s	18s	3m	30m	2h	5h 30m	10hr	1w 1d 1h	8y 28w 3d
2500	1s	14s	2m 24s	24m	1m 36s	4h 24m	8h	6d 10h	6y 43w 4d
5000	<1s	7s	1m 12s	12m	48m	2h 12m	4h	3d 5h	3y 21w 6d
10000	<1s	4s	36s	6m	24m	1h 6m	2h	1d 14h 30m	1y 36w 7d

Interplanetary Kinematic Benchmarks

Speed (kps)	1000 km	NY-LA (~4000 km)	NY-Tokyo (~11,000 km)	circumglobular (~20,000 km)	Earth-moon (~385,000 km)	Earth-Sun (~149,598,073 km)	Sun-Kuiper Belt (~4,487,942,190 km)
1	16m 40s	1h 6m 40s	3h 2m 20s	5h 33m 20s	4d 10h 57m	4y 38w 7d	142y 22w 2d
5	3m 20s	13m 20s	36m 40s	1h 6m 40s	21h 23m 20s	49w 3d 7h	28y 25w 2d
10	1m 40s	6m 40s	18m 20s	33m 20s	10h 41m 40s	24w 5d 4h	14y 12w 5d
20	50s	3m 20s	9m 10s	16m 40s	5h 20m 50s	12w 2d 14h	7y 6w 2d
50	20s	1m 20s	3m 40s	6m 40s	2h 8m 20s	4w 6d 15h	2y 22w 1d
100	10s	40s	1m 50s	3m 20s	1h 4m 10s	2w 3d 8h	1y 22w 1d
200	5s	20s	55s	1m 40s	32m 5s	1w 6d 16h	37w 17h 15m
300	3s	13s	37s	1m 7s	21m 23s	5d 18h 31m	24w 5d 3h
400	3s	10s	28s	50s	16m 3s	4d 7h 53m	18w 3d
500	2s	8s	22s	40s	12m 50s	3d 11h 7m	14w 5d
1000	1s	4s	11s	20s	6m 25s	1d 17h 33m	7w 2d
1500	<1s	3s	7s	13s	4m 17s	1d 3h 42m	4w 6d
2000	<1s	2s	6s	10s	3m 13s	20h 46m 39s	3w 4d
5000	<1s	<1s	2s	4s	1m 17s	8h 18m 40s	1w 3d
10000	<1s	<1s	1s	2s	39s	4h 9m 20s	5d 4h 40m
20000	<1s	<1s	<1s	1s	19s	2h 4m 40s	2d 14h 20m
50000	<1s	<1s	<1s	<1s	8s	49m 52s	1d 55m 58s

8.1: VEHICLES, CAPITAL SHIPS, AND FUEL CONSUMPTION

If a group of characters is going to be doing a lot of traveling during the course of an adventure, they are probably going to want to use a vehicle. There are many advantages of using vehicles in terms of the amount of supplies that can be hauled and the amount of time it takes to travel over just hoofing it. In some cases a vehicle is required just to make the journey possible, such as when a character group must go visit another planet. When using vehicles for travel, there are three crucial questions that must be answered: how far **can** the vehicle travel in a given period of time, how far **did** the

vehicle travel in that same period of time and **how much fuel did the vehicle use in that same period of time**. This sub-Chapter focuses on the third question. *NOTE: for the sake of brevity and except where otherwise noted, capital ships will be considered space vehicles for purposes of this discussion.*

A Quick Word about Fuel

Vehicles require fuel. There's no real way around this fact; even the most primitive of machines require some kind of fuel in order to function (though in this case the "fuel" is usually provided by a living being). Vehicles in WCRPG are no exception to this fundamental rule: without fuel, a vehicle will go nowhere in a real hurry. A fundamental question that arises when operating a vehicle is whether or not it will have sufficient fuel to make it to its destination, considering any tasks its crew has to perform along the way.

Most Starfaring Age vehicles generate thrust and power either through fusion or matter/antimatter reactions. Fuels for these reactions often include the use of common fissile materials such as uranium or plutonium (whose fission reactions are used to provide the initial energetic kick required to start the fusion reaction) as well as fusible materials, usually deuterium, tritium and/or an advanced mixed-oxide material. Antimatter is created in specialized particle accelerators and requires the use of the same materials used for fusion reactions. A sufficient quantity of antimatter is capable of providing enough energy to power a capital ship's Akwende drive; it stands to reason that even a small quantity of antimatter could provide virtually unlimited fuel for a small craft, though only a few vehicles in the Wing Commander continuity (such as the F-107 *Dragon*) are even capable of utilizing antimatter as a power source. Non-Starfaring Age vehicles will utilize other fuel sources; Metal Age vehicles in particular may rely heavily on wind power while Industrial Age vehicles will use fossil fuels, solar, wind or nuclear sources. These are of course just a few possible fuel sources; GMs are free to come up with their own sources of fuel for use in their adventures. In practical terms, fuel is fuel; it doesn't matter so much what kind of fuel a vehicle has as much as that it actually has *something*.

The amount of fuel a vehicle had remaining was a somewhat important aspect of the original games; fuel level determined whether or not the player could use their afterburner or jump to the next system. In WCRPG, keeping track of fuel consumption is no less important. In fact, it is more so; running out of fuel is a Bad Thing that, depending upon the situation, can have a number of nasty effects (the player might be forced to march back to their ship, make a distress call, have to continue fighting on reserve power only or plummet out of orbit). To keep track of how much fuel a vehicle has remaining, WCRPG utilizes a system of **fuel points**. Expenditure of these points allows the vehicle to perform one or more actions. Fuel points do not equate to any specific amount of a fuel substance; simply put, there isn't enough data to definitively say what the actual fuel capacity is for most of the extant craft in the Wing Commander Universe. For reference, all vehicles have a number of fuel points equal to ten times their Size Class provided they incorporate Engines; the vehicle carries no fuel otherwise. Certain accessories such as Fuel Tanks and Drop Tanks may augment the number of fuel points a vehicle has at its disposal. In addition to their regular fuel "tank", vehicles have a very small reserve for use in the event of an emergency situation. This reserve is generally no larger than 5% (rounded up) of the vehicle's normal fuel capacity. While that isn't a lot, it may give a vehicle just enough reach to make it to a refueling depot or at least to get it to a safe stop on *terra firma*. Switching to the reserve is automatic in the event the main tank runs dry.

In the event a vehicle's fuel completely runs out, what happens to it depends largely on the vehicle's chassis and where it is. Most land vehicles will generally start decelerating and come to an eventual stop. Skimmers are an exception; when they run out of fuel their repulsor cuts out, which means that they immediately drop to the ground and as likely as not are subjected to a collision and skid (*this counts as a Sideswipe attempt against the Skimmer with an automatic success; see Chapter 9.3 for details*). Sea vehicles will start to drift along on any currents the vehicle was experiencing at the time it

ran out of fuel. Any submerged submarine will lose ballast control and begin Taking on Water (*see Chapter 9.3*). Air vehicles will automatically Stall (*see Chapter 9.3*) as will any space vehicle in atmosphere. A space vehicle in the middle of atmospheric re-entry will lose control over the process (*see Chapter 8.3*). A space vehicle in planetary orbit will begin an uncontrolled atmospheric re-entry as soon as its orbit decays, though any occupants will likely run out of life support well before the vehicle actually begins atmospheric re-entry (*see Chapter 12.3*). Finally, a space vehicle in space will drift; given the vastness of space, it's unlikely that anyone friendly would chance upon the vehicle and give its crew some fuel. Fightercraft are an exception; when their fuel runs out, they can continue on at cruising speed - they may not engage their afterburners, however.

Places where a vehicle's fuel supply may be replenished depend upon the groundwork laid out for an adventure by the GM. The GM may decide to make it possible to fuel up only at a home base, at a friendly port, in mid-flight or somewhere else entirely.

Fuel Efficiency for Subluminal Travel

A vehicle's **fuel efficiency** is the ratio of the amount of fuel it expends to a given distance of travel. In WCRPG, there are three key factors that affect a vehicle's fuel efficiency: the vehicle's base fuel efficiency as determined by its Engine Class and augmented with certain accessories, the difficulty of the terrain through which a vehicle is passing relative to other possible terrain types (known, perhaps unsurprisingly, as **terrain difficulty**) and the severity of the current **weather**.

The distance considered when determining a vehicle's fuel efficiency (called the **navigational unit distance**) is solely dependent upon the vehicle's chassis (*see Chapters 6.2.1 and 7.2.1*). More specifically, it's dependent upon which of the four general terrain categories in which the vehicle is designed to operate: land, sea, air or space. The navigational unit distance for a vehicle is exactly five times the distance represented by its combat range increment (*see Chapter 9.3*). For land vehicles, this distance is five kilometers. Sea vehicles use a navigational unit distance of 50 kilometers, while for air vehicles it's 100 kilometers; space vehicles in atmosphere are treated as air vehicles, so they also use the 100 kilometer distance in that case. For star-borne space vehicles and capital ships, the increment is 5,000 kilometers unless an active Impulse Drive is being used, in which case it's 0.1 AU (fifteen million kilometers). Fuel efficiency for all superluminal travel follows its own set of rules as outlined later in this sub-Chapter.

Because of the diversity of vehicles that exist in WCRPG, terrain effects on fuel efficiency are determined using a set of categorical difficulties as opposed to specific terrains; this is because terrain that might be a given difficulty for one type of vehicle might be drastically easier or harder to negotiate for a different vehicle type. *Muddy Terrain is a good example. Most land vehicles might have a tough time negotiating muddy terrain (for the sake of argument let's say it's a Difficult terrain difficulty level for them) but a Skimmer would be able to fly right over it (Extremely Easy) as would most air and space vehicles. Sea vehicles wouldn't be able to negotiate mud at all (Impossible); that's three different terrain difficulty levels all describing "muddy", a single type of terrain.*

The following table describes the various terrain difficulty categories and provides a list of example terrains for each category for each type of vehicle. This table is meant as a general guide only; GMs are welcome to use whatever terrain difficulty they feel is most appropriate to the situation at hand.

Terrain Difficulty Categorical Descriptions and Examples		
Category Title	Description	Examples
Extremely Easy	Vehicle should have no difficulty negotiating the terrain.	Paved road (land); calm seas with gentle winds (sea); thin to moderate air density and gravity below 0.5 gees (air); interstellar space (space).
Very Easy	Vehicle should have minimal difficulty negotiating the terrain.	Bare, flat rock or plains (land); light chop and gentle winds (sea); gravity between 0.5 and 0.8 gees and thin to moderate air density (air); interplanetary space (space).
Easy	Vehicle may have some minor problems negotiating the terrain.	Forested terrain (land); moderate chop and fresh winds (sea); gravity between 0.8 and 1.2 gees with moderate air density (air); high orbit or interlunar space (space).
Moderate	Vehicle may have some minor problems negotiating the terrain even with an experienced pilot.	Densely forested or Sandy terrain (land); heavy chop and gale force winds (sea); gravity between 1.2 and two gees with moderate to thick atmo (air); very low planetary orbit (space).
Difficult	Vehicle can expect problems negotiating the terrain.	Snowy or Icy terrain (land); tropical storm conditions (sea); very thin atmo or thick to very thick atmo with gravity greater than two gees (air); asteroid field (space).
Very Difficult	Vehicle can expect problems negotiating the terrain even with an experienced pilot.	Muddy terrain (land); hurricane conditions (sea); very thin atmo with gravity above 0.5 gees or very thick atmosphere with gravity greater than 2.5 gees (air); tightly packed asteroid field (space).
Extremely Difficult	Vehicle can expect major problems negotiating the terrain even with an experienced pilot.	Liquid terrain (land); severe hurricane conditions or shoals (sea); very thick atmosphere with gravity above three gees (air); vicinity of a neutron star (space).
Impossible	Negotiating the terrain would take a miracle.	Lava flow (land); beyond severe hurricane conditions (sea); no atmosphere (air); inside the event horizon of a black hole (space).

In addition to having an effect on fuel efficiency, terrain difficulty will always have an effect on any piloting Checks made in order to negotiate the given terrain (*as discussed in Chapters 8.2, 8.3, and 8.4*).

Weather also plays a crucial role in determining a vehicle's fuel efficiency. Adverse weather conditions often force a vehicle's engines to work harder in order to achieve the same level of performance possible in calmer conditions. Weather can affect a vehicle's fuel efficiency regardless of the four general terrain categories in which the vehicle is designed to operate; even vehicles operating in space can be affected by "space weather" (solar and magnetic storms, etc.) if the GM decides to incorporate such phenomena into an adventure. For purposes of this discussion, only planetary weather phenomena will be discussed.

WCRPG utilizes four categories of weather for determining its effects on fuel efficiency: Calm, Light, Heavy and Severe. **Calm** weather generally means little to no adverse weather conditions (*land vehicle examples include clear skies, overcast skies with no precipitation, mist, haze or fog*). **Light** weather refers to weather that has a comparatively minor impact on fuel efficiency (*for sea and air vehicles, this includes overcast skies, mist, haze or fog; land vehicles include light to moderate rain or snow*). **Heavy** weather refers to weather that has a significant impact on fuel efficiency though it is not severe enough to cause significant structural damage (*this includes heavy rain, snow or any kind of precipitation for sea and air vehicles*). Finally, **Severe** weather is any kind of weather that is capable of causing structural damage to a vehicle and has a major negative impact on its fuel efficiency regardless of whether or not any actual damage occurs (*this includes any kind of storm*). Earthquakes and volcanic eruptions are considered storms for purposes of determining fuel efficiency even though they are technically not weather phenomena; see Chapter 8.2 for details on the effects of both storms and seismic activity.

The following chart outlines the possible fuel efficiencies for any given hour of travel; the listings are in fuel points expended per navigational units of distance traveled. To read the table, the GM must find the cell that corresponds to the intersection of the column corresponding to the vehicle's base fuel efficiency with the row that corresponds to the current terrain difficulty level. Four fuel efficiency ratings are given inside each cell, each one corresponding to a specific type of weather; Calm

weather is listed on the top, then Light, then Heavy and finally Severe on the bottom. *For example, a land vehicle with a Fourth Class Engine is traveling in sand when a thunderstorm kicks up. A Fourth Class Engine has a base fuel efficiency of twenty percent and sand is considered Moderate terrain using the example table listed above. Looking in the cell where these two factors intersect, the fuel efficiencies are 1/1 for everything from Calm to Heavy weather and 2/1 for Severe weather; a thunderstorm is considered Severe weather, so the 2/1 rating will be used. For that hour, the vehicle will consume two fuel points for every five kilometers it travels (due to it being a land vehicle).*

Fuel Efficiency Ratings based on Engine Efficiency, Terrain and Weather															
	Engine Efficiency														
Terrain	5	10	15	20	25	30	35	40	45	50	60	70	80	90	100
Extremely Easy	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	5/1	2/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5
Very Easy	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5	1/10
	4/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
Easy	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	3/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3
Moderate	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
Difficult	6/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3
	11/1	6/1	4/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
Very Difficult	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
	9/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3
	11/1	5/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
	16/1	8/1	5/1	4/1	3/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
Extremely Difficult	13/1	7/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
	15/1	7/1	5/1	4/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1
	18/1	9/1	6/1	4/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
	27/1	13/1	9/1	7/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1
Impossible	40/1	20/1	13/1	10/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1
	44/1	22/1	15/1	11/1	9/1	7/1	6/1	6/1	5/1	4/1	4/1	3/1	3/1	2/1	2/1
	53/1	27/1	18/1	13/1	11/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1
	80/1	40/1	27/1	20/1	16/1	13/1	11/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1

Fuel Efficiency for Superluminal Travel

Traveling at faster-than-light speed uses its own set of rules for determining fuel efficiency, though the actual difference between how it's determined in superluminal and subluminal travel is fairly minimal. Of the factors that affect fuel efficiency in subluminal travel, usually only the craft's Engine has an effect; the terrain difficulty for jumpspace is usually treated as Extremely Easy to negotiate and the weather is usually treated as Calm. It takes more energy to move a vehicle at faster-than-light speeds than it does to move in normal space and a substantially larger spatial unit distance is involved in general, which is why a unique table is needed.

For all vehicles traveling at faster-than-light speeds, the navigational unit distance is either one jump (for D-Drives and Akwende Drives) or one hop (for Morvan Drives). This is true regardless of the vehicle's chassis; an FTL-capable shuttle and an armored battlecruiser will both use one jump as their navigational unit distance. There are multiple methods of determining the exact distance a vehicle travels between points in space when it makes a hop; these methods are discussed in Chapter 8.4.

The following chart lists the fuel efficiency ratings for the major classes of Faster-Than-Light drive systems in the Wing Commander universe: Akwende Drive, Morvan Drive and D-Drive. To read the table, the GM may find the intersection between the column corresponding to the vehicle's base fuel efficiency with the row that corresponds to the type of drive system being utilized. Each cell lists the number of fuel points expended in the FTL transit; occurrences of "SC" in the table reference the vehicle's Size Class. *For example, a Size Class 15 capital ship with a Class Five Engine is making an FTL transit. A Class Five Engine has a base efficiency of 25%. We can look across the columns to find the amount of fuel expended for the various drive types. Akwende Drives are in the first column; the ship would expend seventeen fuel points in the jump if it had an Akwende Drive since it is an SC 15 ship. Morvan drives are located in the second column. If this type of drive were being used, the ship would expend six fuel points. If the ship was equipped with a D-Drive, we'd look up the third column; the ship would expend eleven fuel points in the jump. The only difference between the various drive systems is, of course, the amount of distance covered in the transit.*

FTL Transit Fuel Efficiency based on Drive System			
Engine Efficiency	Akwende Drive	Morvan Drive	D-Drive
5%	SC + 6	10	15
10%	SC + 5	9	14
15%	SC + 4	8	13
20%	SC + 3	7	12
25%	SC + 2	6	11
30%	SC + 1	5	10
35%	Size Class	4	9
40%	SC - 1	3	8
45%	SC - 2	2	7
50%	SC - 3	1	6
60%	SC - 4	1	5
70%	SC - 5	1	4
80%	SC - 6	1	3
90%	SC - 7	1	2
100%	SC - 8	1	1

Note that the table above assumes the use of a matter/antimatter power plant. Should the vehicle in question employ a fusion power plant, the indicated amount of fuel expenditure must be multiplied by eight. Craft with fission-based or more primitive power supplies may not make FTL transits. All FTL transits require a minimum of at least one fuel point even if an amount of fuel equal to zero or less is indicated. It is also possible that a craft may have sufficient time to regain any lost fuel points from a hop or jump (provided the ship is equipped with refueling technology such as a ramscoop) resulting in a net-zero fuel expenditure.

It may be that a GM wants to include a situation in an adventure wherein the basic assumptions about interstellar terrain and weather aren't true. In that case, the GM may simply use the fuel efficiency ratings for a lower Engine efficiency; a good rule of thumb is to go down one level (a 5% drop, or a 10% drop for high-efficiency Engines) for the first level increase in terrain difficulty and down an additional level for each two levels after that (go down one level for Very Easy, two levels for Moderate, three levels for Very Difficult and four levels for Impossible terrain). The same drops can be applied for increasingly severe space weather (down one level for Light, two levels for Severe). The 5% fuel efficiency level is the lowest possible level; if the 5% level is already indicated and further decreases are also indicated, ignore them.

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8.2: PLANETARY EXPLORATION

It can be argued that the most important aspect of navigation involves movement and exploration between two or more points on a planetary surface, which for this discussion will be referred to as "**intraplanetary travel**". For purposes of this discussion intraplanetary travel will also covers any movement below a planet's surface or in its atmosphere to an altitude high enough for a vehicle to be considered in space. The key issues to be discussed are **how long it takes to arrive at a destination** and **how hard it's going to be to successfully navigate a safe course**.

The first thing to note about the intraplanetary travel rules as presented in this sub-Chapter is that they are designed to **augment** a role-playing adventure, *not supplant it*. If a GM has an adventure planned in the wilderness, they might consider incorporating a few of the aspects possible using the exploration rules but they are by no means bound by them nor must they be included at all. On the other hand, a GM may decide to make an adventure based solely upon the random events generated by the exploration rules; this is totally permissible though such an adventure may become tedious without some other action occurring. *For more information on the features of a so-called "planetary wilderness adventure", see Chapter 11.2.2*. Also, the rules in this chapter assume that planetary exploration will take place in a vehicle and thus will use vehicular terminology; these rules can still be applied to a party traveling without the use of a vehicle.

Most pieces of planetary data are crucial to surface exploration; the GM needs to have information on the current planet readily available whenever an adventure calls for travel on its surface. Some of the more important pieces of information are the planet's **surface type, biomass percentage, mineralogical percentage, surface gravity, tectonics, vulcanism** and **weather**. A list of lifeforms commonly found on the planet and the stats of those lifeforms should be readily available, particularly if the planet in question has a high biomass percentage. If a lifeform list is not available, the GM will need to prepare one beforehand. For information on how to create lifeforms, see Chapter 10.2.7; a few ready-made lifeforms are presented in Chapter 12.4. Finally, some crucial information such as terrain cannot be determined until a transit begins.

Coordinates and Determining Distances

Navigating a planet's surface isn't that much different from traveling through space (as will be discussed in the next Chapter); in order for a character to get to where they want to go, they have to first know where they are and how to get there, which in turn means having a way of determining where exactly Point A and Point B are in relation to one another and determining the shortest path between them. WCRPG uses Mercator projections to identify locations on a planet's surface; travel on a planet's surface therefore uses an orthogonal grid with the terms and conventions of a standard geographic coordinate system. Latitude is used as the y-axis while longitude is used as the x-axis. Travel occurs along the points of the compass: north corresponds to increasing latitude (increasing y), south to decreasing latitude, east to increasing longitude and west to decreasing longitude. In WCRPG is always defined as the direction that leads to the pole that is clearly on a bilateral being's left side when they are located at the Equator while facing the rising primary star.

All planets are divided by 180 latitude lines and 360 lines of longitude. Latitude lines wrap around a planet at even intervals parallel to its equator with ninety lines to the north and the south. By definition, 0°N/S is the Equator, 90°N is the North Pole and 90°S is the South Pole. Longitude lines wrap around a planet at even intervals with one line for each angular degree situated perpendicular to the Equator. One of these longitude lines is arbitrarily set as the Prime Meridian (0° E/W); this meridian is usually either selected due to some natural surface landmark visible from space or as the meridian facing the planet's primary at a particular time, usually selected when the planet was first explored). Should the planet be inhabited by a sapient race, they might choose yet another means by

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which to select their planet's Prime Meridian; for example, Terrans ultimately set Earth's Prime Meridian as a line that passes through the Royal Observatory in Greenwich, England, a site that is otherwise completely lacking significance. Lines to the right-hand side of the Prime Meridian while facing north are in the Eastern Hemisphere while those to the left are in the Western Hemisphere. The longitude line exactly opposite of the Prime Meridian is 180°E/W and is also sometimes known as the Date Line. When shown on a Mercator map, the intersection between the planetary equator and Prime Meridian is always placed at the center-point by convention with North on the upper side. Since they are representations of spheroid objects, Mercator projections do "wrap around", allowing someone who reaches the edges of the map to re-enter at a corresponding point; if during the course of travel a character goes far enough in one direction to "wrap around" the globe, they enter the other east/west hemisphere at the same longitude. If they go over a pole, they wind up at a longitude 180 degrees away from where they were, traveling in the opposite north/south direction.

Naturally, the actual distance traveled on a planet's surface from one degree of latitude and/or longitude to the next is going to be dependent upon the size of the planet itself. For those bent on being completely realistic, that means a **lot** of math; a discussion of the level of math needed will not be included in these rules. For reference, one can expect to travel about 110 kilometers before traveling one degree of latitude on a planet the size of Earth (which is roughly 6,500 kilometers in radius). The distance between lines of longitude changes depending on latitude with it decreasing sharply as one approaches the poles. For the vast majority of transits on a planet's surface, a simple distance in units of kilometers will suffice for determining time of transit.

Determining how long it will take a vehicle to travel a given distance is fairly simple to compute, as the vehicle's speed is known; it can be arbitrarily selected by whoever is piloting it and may be anywhere from zero to its top speed. The GM simply needs to divide the distance by the speed in order to get the time required. In those cases where a traveler needs to go from one precise set of coordinates to another set, two methods are available for determining the distance, known as **simple count** and **real count**. Simple count has the advantage of being quick to calculate and is best used in situations where a player group decides to go somewhere the GM didn't anticipate during the middle of an adventure. Real count, aside from being a more realistic method, saves the characters distance and doesn't lower the DC of the transit Check as much (as will be discussed shortly). Both methods require the GM to convert the coordinates of both the source and destination points into x and y values to get a final distance in "degrees travelled"; the N/S coordinate is the y value and the E/W coordinate is the x value. The GM should treat any position in the Southern and/or Western Hemispheres as a negative value for purposes of calculation. No matter what system is used, the final distance in degrees traveled will need to be converted back into kilometers. To do this, the GM must multiply the planet's gravity in gees by one hundred and multiply the result by the number of degrees traveled; the final result is the distance in kilometers.

To employ simple distance, the GM simply adds the change in the east/west position to the change in the north/south position. These values should always be treated as positive even if a traveler is moving southward, westward or both. *For example, a traveler wants to move from 37Nx95W to 35Nx97W. The change is two degrees southward (35-37 = -2) and two degrees westward (-97-(-95)) = -2). In both cases, the values are negative but should be treated as positive. Using simple count, the distance traveled would be 4 degrees (2 + 2 = 4). On Earth or any other planet with a gravity of one gee, this would equate to 400 kilometers (1.0 * 100 * 4 = 400).*

Real Distance, as the name implies, utilizes the algebraic distance formula. Since all points on a planet can be expressed as an x and y coordinate, any change in x and y will form the legs of a right triangle. The distance between the source and destination coordinates can therefore be calculated using the Pythagorean Theorem. To use real distance, the GM must calculate the change in x and y as with simple count. They must then square both values, add them together and take the square root of the result to find the final number of degrees traveled; this final result should be rounded to the

closest integer. *Using the simple count example, the change in x is 2 and the change in y is 2. The square of both changes is four (2 x 2 = 4). Adding them together, the result is eight. Taking the square root of 8 and rounding it to the closest integer, the result is 3 (√8 ≈ 2.828, rounds to 3). On Earth or any other planet with a gravity of one gee, this would equate to 300 kilometers.*

Intraplanetary Travel

The full intraplanetary transit/planetary exploration rules rely on a procedure that involves a series of die rolls made by both players and the GM each hour their characters continue to travel. To travel on a planet's surface, a craft's pilot will need to make a *Vehicle Piloting* Check; if the craft is a capital ship in atmosphere, this will need to be a *Starship Piloting* Check instead (remember that "intraplanetary transit" includes vehicles in atmosphere and that certain small capital ships *are* atmospheric capable). The final DC of the Check is dependent on the effects of the initial terrain, tectonic activity and weather. The GM will be checking to see if there are any changes in the terrain, changes in the weather, tectonic events, lifeform encounters or mineralogical discoveries during the course of a given hour. All of these will be determined with one or two d% rolls and can affect the final amount of time it takes to reach the final destination point.

When a vehicle sets out on its journey, the first thing that needs to happen is the determination of the initial terrain difficulty, weather severity and tectonic activity. Determination of terrain difficulty is usually arbitrary but there are methods a GM can use to formulate a "best guess". If the GM has a planetary map, they may be able to tell the elevation in the area where the vehicle is currently located as a general rule, areas with steep land gradients are harder to traverse for land vehicles. Sea vehicles are limited to the water with areas further from the shoreline easier to traverse. A GM can determine terrain difficulty for an air vehicle/space vehicle in atmosphere by referencing the planet's stats and using the planet's gravity and atmospheric density. Alternatively, the GM can select a terrain difficulty at random or roll 1d5 and use the following chart based on the planet's type (*note that this chart assumes the use of a land vehicle*).

1d5 Result	Determination of Initial Terrain Difficulty by Planet Type and 1d5 roll				
	Planetary Type				
	Liquid	Rock	Frozen	Molten	Gas
1	Very Easy	Extremely Easy	Very Easy	Easy	Difficult
2	Extremely Easy	Very Easy	Easy	Moderate	Very Difficult
3	Very Easy	Easy	Moderate	Difficult	Extremely Difficult
4	Easy	Moderate	Difficult	Very Difficult	Impossible
5	Moderate	Difficult	Very Difficult	Impossible	Extremely Difficult

The GM must also select initial weather conditions; weather is determined via a d% roll using the following chart based on the planet's global weather severity rating. This chart will also be used for hourly weather checks and includes information on how much damage Severe Weather may cause to a vehicle. Temperature categories listed alongside weather conditions refer to the derived temperature at the vehicle's specific latitude based on the overall global temperature range. For reference, temperatures rated as Temperate and Tropical are warm, Subarctic and Arctic are cold, and Searing and Inferno are hot. When a set of weather conditions occurs that has warm as a possibility for both listed conditions, the GM may either select one at random or roll 1d2 with a result of two indicating the second possibility.

Determination of Planetary Weather via d%						
Weather Descriptor		Global Weather Category				
Weather (Type)	Base Wx Damage	None	Calm	Moderate	Violent	Very Violent
Clear (Calm)	0	00-99	00-49	00-19	00-09	00-04
Overcast (Calm; Cold, Warm) Misty (Calm; Warm, Hot)	0	N/A	50-64	20-39	10-24	05-09
Hazy (Calm; Cold, Warm) Foggy (Calm; Warm, Hot)	0	N/A	65-79	40-59	25-39	10-19
Snowing (Light; Cold) Raining (Light; Warm, Hot)	0	N/A	80-89	60-69	40-54	20-29
Snowing (Heavy; Cold) Raining (Heavy; Warm, Hot)	0	N/A	90-94	70-79	55-69	30-39
Thunderstorm (Severe; Warm, Hot) Hailing (Severe; Cold)	75 + (8*1d10)	N/A	95-97	80-89	70-84	40-69
Electrical Storm (Severe; Warm, Hot) Windstorm (Severe; Cold)	100 + 1d10x10	N/A	98-99	90-99	85-99	70-99

The initial level of tectonic activity must also be determined; tectonic activity is determined via two d% rolls using the following chart based on the planet's global tectonic severity ratings. Both forms of tectonic activity utilize the same chart; the result of the first die roll applies to seismicity and the second to vulcanism. This chart will also be used for hourly tectonic checks and includes information on how much damage a tectonic event may cause to a vehicle as well as the probabilities of encountering a **lava flow** during the next hour, which will be explained later in this sub-Chapter.

Determination of Tectonic Events via d%						
Tectonic Event Descriptor		Global Vulcanism/Seismicity Severity Category				
Weather (Type)	Base Damage / Lava Chance	None	Light	Moderate	Heavy	Extreme
No Activity	0	00-99	00-74	00-49	00-19	00-09
Eruption (Hawaiian) Earthquake (<M_w 3.0)	0; 10%	N/A	75-84	50-64	20-39	10-24
Eruption (Strombolian) Earthquake (>M_w 3.0, <M_w 4.0)	25 + (2*1d2); 20%	N/A	85-90	65-79	40-59	25-39
Eruption (Vulcanian) Earthquake (>M_w 4.0, <M_w 5.0)	50 + (4*1d5); 40%	N/A	91-95	80-89	60-69	40-54
Eruption (Pelean) Earthquake (>M_w 5.0, <M_w 6.0)	75 + (8*1d10); 60%	N/A	96-97	90-94	70-79	55-69
Eruption (Pinian) Earthquake (>M_w 6.0, <M_w 7.0)	100 + 1d10x10; 80%	N/A	98-99	95-97	80-89	70-84
Eruption (Ultra Plinian) Earthquake (>M_w 7.0)	150 + 1d%x20; 100%	N/A	N/A	98-99	90-99	85-99

Terrain, weather and tectonic phenomena may have a significant impact on an intraplanetary transit. The following table lists the effects of these phenomena on the difficulty and of a journey as well as the effects on the amount of time it takes to make it.

Effects of Terrain and Weather Phenomena on Interplanetary Transit		
Terrain Difficulty/Weather Severity	DC Modifier	Time Modifier (Minutes)
Extremely Easy Terrain	0	0
Very Easy Terrain	5	0
Easy Terrain	10	5
Moderate Terrain	15	10
Difficult Terrain	20	15

Very Difficult Terrain	25	20
Extremely Difficult Terrain	30	25
Impossible Terrain	35	30
Calm Weather	0	0
Light Weather-OR- Eruption (Hawaiian or Strombolian) -OR- Earthquake (<M_w 4.0)	5	10
Heavy Weather-OR- Eruption (Vulcanian or Pelean) -OR- Earthquake (>M_w 4.0, <M_w 6.0)	10	20
Severe Weather -OR- Eruption (Plinian or Ultra-Plinian) -OR- Earthquake (>M_w 6.0)	15	30

Because changes in terrain, weather and tectonics during the course of a transit may have an effect on the amount of time it takes to reach a final destination, the GM should be sure at this point to log the initial conditions as well as the current fuel level of the vehicle (i.e. the number of fuel points it has at the transit's onset).

Once the initial conditions have been determined, the vehicle's crew will need to plot a course to a destination. This destination can be given as a coordinate set on the planet's surface, a travel vector (direction of travel and distance) or a full route (*for example, something like 20 kilometers north then 20 kilometers west towards a landing zone*). If planetary coordinates are given as the destination, they can be compared with the coordinates of the vehicle's present position (i.e. its source position) to get information on how far it is to the destination using one of the distance formulas discussed earlier in this chapter. For vectored travel, the total distance has already been given. In adventures where the plot indicates the characters will need to go to a specific destination, the GM may have distance information prepared ahead of time. In situations where the GM is running an open campaign, the players will tell the GM where they'd like to go; the GM will then have to calculate the necessary information as rapidly as possible. In any case, once the transit Check has been made, the vehicle and its occupants are committed to the transit attempt.

The time of transit can be readily calculated from a vehicle's speed. Before the pilot performs the *Vehicle Piloting* Check, they should declare exactly how fast the vehicle will travel to its destination; a vehicle may travel at a speed up to its maximum. Note that there are some situations wherein a vehicle may be operated at speeds that exceed the maximum design limits of the chassis; these situations are discussed in Chapter 6.2.

Once the distance to the destination has been calculated in kilometers, the GM simply needs to divide the distance by the speed in kilometers per hour and add in the modifiers for the initial terrain and weather conditions; the final result is the amount of time it will take to complete the journey in hours. The result should not be rounded; any remainder should be multiplied by sixty to get a leftover amount of minutes. The DC of the transit Check is reduced by the total amount indicated for initial conditions; the amount of any Engine damage the vehicle currently has sustained should also be subtracted from the Check's DC. The final result is the DC of the transit Check; again, this is a *Vehicle Piloting* Check unless the craft happens to be a capital ship in atmosphere, in which case it is a *Starship Piloting* Check.

If the Check succeeds, no adjustments are made to the amount of time it takes to complete the transit. If it fails, however, the craft will take an additional amount of time in minutes equal to the degree of failure to reach its destination. This Check has critical potential: in the event of critical success, the vehicle will arrive at its destination early by an amount of minutes equal to the degree of success (to a minimum of ten minutes). In the event of critical failure, the pilot gets lost at some point

in the journey and as a result it takes twice as long as it should have; additionally, the vehicle will have one encounter which cannot be negated by the pilot's *Stealth* Check.

Encounters on Planets and the Hourly Check

By the time the craft's pilot has made their transit Check, the GM will know how long the journey to the vehicle's final destination would ordinarily take. The key word there is *ordinarily*; there are many possible events that may occur during the course of an intraplanetary transit. For each hour of transit, the GM will make three concealed rolls; by comparing the result of the first of these rolls to various charts and indices listed in this section, the GM will be able to tell whether or not the terrain and/or weather has changed, if a hostile lifeform has been encountered and if any valuable mineral deposits have been discovered. The second and third rolls respectively set the local seismic and volcanic activity levels for the next hour of the transit. Collectively, all of these factors are known as **encounters** on a planet's surface. Aside from making the trip more interesting, encounters provide opportunities for the characters to exercise their Skills and possibly gain wealth in the form of captured lifeforms and mined minerals. Any encounter may increase the amount of time ultimately required for the transit.

Compared to the possibilities of encounters in space, the procedure for determining encounters on a planet's surface is much more complex. Each sub-section of this discussion should be considered a step in a procedure; the GM should follow each step in turn until they arrive at the end and repeat it as many times as is necessary to complete the transit.

Determining Hourly Terrain, Weather, and Fuel Usage

If the current hour is the first hour of a transit, the GM has already determined the initial terrain, weather and tectonic activity levels; in that case, they only make to make one concealed d% roll to determine lifeform and mineral encounters. Otherwise, the GM will need to make three concealed d% rolls to reset the weather and tectonic activity; they will need to be sure to remember the result of the weather roll in order to determine lifeform and mineral encounters. Changes to the terrain difficulty are dependent upon the weather and tectonic activity from the previous hour; the GM will use the following set of charts to determine changes:

Effect of Previous Hour's Weather on Terrain Difficulty			
Previous Hour's Weather	If the GM's Weather roll for this hour is...	Then...	Otherwise...
Calm	00-19	Terrain difficulty improves one level.	Terrain difficulty remains the same.
Light	00-99	Terrain difficulty remains the same.	N/A
Heavy	80-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Severe	00-99	Terrain difficulty worsens one level.	N/A

Effect of Previous Hour's Tectonic Activity on Terrain Difficulty			
Previous Hour's Activity	If the GM's seismicity/vulcanism roll for this hour is...	Then...	Otherwise...
No Activity	00-19	Terrain difficulty improves one level.	Terrain difficulty remains the same.
Eruption (Hawaiian or Strombolian) Earthquake (<M_w 4.0)	30-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Eruption (Vulcanian or Pelean) Earthquake (>M_w 4.0, <M_w 6.0)	80-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Eruption (Plinian or Ultra-Plinian) Earthquake (>M_w 6.0)	00-49	Terrain difficulty worsens one level.	Terrain difficulty worsens two levels.

Regardless of it magnitude, if a volcanic eruption occurs there is a chance the vehicle will encounter a lava flow during the same hour. The GM must make a d% roll; if the result is less than the indicated percent chance for a lava flow for that hour, one will be encountered. Lava flows automatically change the terrain difficulty to Impossible for land and sea vehicles and increase the terrain difficulty by an additional level for all airborne vehicles. For more information on the additional nasty side effects of lava, see Chapter 12.3.

Weather and tectonic activity both use the same set of charts used to set initial conditions in order to determine changes; the GM merely compares the results of their rolls to the table using the columns that correspond to the global weather/vulcanism/seismicity on the appropriate chart. Once the GM knows the terrain, weather and tectonic activity for the next hour, they will need to keep them secret until after they've calculated the fuel efficiency and fuel use for the upcoming hour (the procedure for which is covered in Chapter 8.1). The distance covered during an hour of travel is dependent on the vehicle's speed and should be equal in magnitude to it.

Perform a Typhonology *Check (Optional)*

Once fuel usage has been calculated, the GM should record the results of their hourly rolls and the fuel reserves of the vehicle. At this point, the GM should ask if any player controlling one of the vehicle's occupants would like to have them make a *Typhonology* Check; this Check can be used to attempt to mitigate the effects of Severe Weather if it occurs. If at least one of the players wishes to make the attempt, their character performs the Check; they may decide amongst themselves who will perform the Check if multiple players want to do it. If the Check succeeds and Severe Weather is indicated for the hour, it will automatically inflict the least possible amount of damage. If the Check fails or if no Check is made and Severe Weather occurs, the GM will have to make the indicated die roll for damage. This Check has critical potential: in the event of a critical success, no damage occurs at all. In the event of a critical failure, the maximum possible amount of damage is inflicted. If the weather for the hour is not Severe, a *Typhonology* Check may still be made although there is no practical difference between failure and success. A *Typhonology* Check may not be used to mitigate the effects of tectonic hazards.

After any *Typhonology* Check has been made, the GM may finally reveal the current terrain difficulty and weather for the current hour. If any damage is indicated from weather and/or from tectonic hazards, it must be immediately applied to the vehicle; the total amount of damage may be reduced by a number of points equal to the pilot's *Typhonology* score and is divided among all defense arcs evenly (*for more on applying damage to vehicles, see "Resolving Damage" in Chapter 9.2.*). In addition, if Severe Weather is indicated for the current hour, the vehicle's Navigator must perform an *Orientation* Check to avoid becoming Lost; another thirty minutes will be tacked onto the transit should this Check fail. The effects of Severe Weather listed herein affect vehicles only; for a list of potential weather effects on characters and objects on the character-scale, refer to Chapter 12.3.

Perform a Stealth Check (Optional)

Once the *Typhonology* Check (if any) has been resolved, the GM may ask the player controlling the vehicle's pilot if they would like to make a *Stealth* Check; this Check can be used to attempt to avoid a lifeform encounter. To determine if lifeforms may be encountered, the GM will compare the result of their hourly weather roll to the planet's bio rating; if the roll is less than the bio rating, lifeforms may be encountered during that hour. A vehicle will automatically avoid any lifeform encounters if there are none present that can interact with its terrain mode (an air vehicle will avoid lifeform encounters on a world that doesn't have any flying creatures, sea vehicles won't have encounters if there are no fish, etc.).

If the *Stealth* Check succeeds, the vehicle will avoid a lifeform encounter except in the case where the pilot critically failed the initial transit Check, the GM has not yet forced an encounter and would like to do so. If these conditions are fulfilled or if the *Stealth* Check fails and an encounter is indicated, a lifeform encounter will occur. If no encounter is indicated by the GM's roll, a *Stealth* Check can still be made though there's no difference between success and failure in that case.

Conduct a Lifeform Encounter

If a lifeform encounter is indicated, the GM will need to select the number and type of lifeforms involved. The best way to do this is to consult the list of lifeforms indicated for the planet if such a list exists; if one does not, the GM may use the rules in Chapter 10.2.4 and Chapter 10.2.7 to generate a list of their own.

Planets may have up to nine different specific **significant lifeforms** that can be encountered during a transit whether they are megaflora or megafauna. To determine the specific lifeform encountered, the GM will make a 1d10 roll and use the table below; the GM should determine the number of lifeforms on the planet's lifeform list, find the matching column and use the corresponding intersection that matches the result of their roll.

Lifeform Selection by 1d10

d10 Result	Number of Lifeforms in Planetary List								
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
0	Other vehicles are encountered; see below.								
1	Use lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.
2	Use lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.
3	Use lifeform.	Use first lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use third lifeform.	Use third lifeform.	Use third lifeform.
4	Use lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fourth lifeform.
5	Use lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use fifth lifeform.	Use fifth lifeform.
6	Use lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use sixth lifeform.	Use sixth lifeform.
7	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use seventh lifeform.
8	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use eighth lifeform.	Use eighth lifeform.
9	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use eighth lifeform.	Use ninth lifeform.

Once the specific lifeform to be encountered has been determined, the GM should roll 1d5. The result indicates the *number* of lifeforms encountered (*e.g. if a Centaurian Mud Pig is indicated and the 1d5 comes up as a three, three Centaurian Mud Pigs will be encountered*). The GM may adjust this number down if the resultant Composite Strength Index of the lifeform group would be higher than the SI of the vehicle (*for more on Strength Indices, see Chapter 9.1*). An encounter with a group of lifeforms does not automatically indicate a combat situation, though there is always that possibility when dealing with wildlife; the GM may use any excuse they wish to initiate combat (the lifeform sees the vehicle as food, the vehicle intruded on its territory, it considers the vehicle a threat to its offspring, etc.) but should limit combat situations to lifeforms that are actually capable of causing damage on the vehicle-scale.

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Particularly valuable lifeforms may be stunned and captured to be sold off later. In order to be capable of doing this, a vehicle must be equipped with a weapon capable of inflicting Non-Lethal Damage and have sufficient available cargo space to contain the lifeform. If these conditions are met and the vehicle's occupants would like to pick up the lifeform, they may do so; picking up a stunned lifeform adds one minute to the transit. Lifeforms that are killed as a result of a combat action may be collected but a Refrigeration Module is also required if the vehicle and its occupants are from an Industrial Age or Starfaring Age society.

If the result of the roll for lifeform selection is zero, the vehicle will have some kind of encounter with another vehicle; groups of traveling sapients may be substituted for vehicles on planets with primitive populations (Metal Age or earlier). These encounters generally involve some interaction with a group of local sapients. An encounter with a vehicle group can be handled similarly to an encounter in space (for details, see Chapter 8.3). When setting up such an encounter, the GM should consider the current SI of the transiting vehicle and quickly compose a group of encountered craft that come close to matching it. It's generally okay to go under or over the SI as long as the group comes within 250 points either way; any amount substantially below that may be too easy of an encounter should combat ensue while any amount substantially above that may be too difficult. Encounters do not necessarily require combat; an encounter may simply involve hailing and talking for a while (*a good opportunity to advance a story and get in some good role-playing*). Encounters can also simply involve a situation where either party simply leaves without the other party giving pursuit; there may not be much as much fun in that but occasionally this sort of encounter is appropriate. Of course, depending upon who has been encountered, combat may very well be an automatic result (for example, any Terran can pretty much be assured that there will be some shooting going on if they encounter any Kilrathi). In case combat ensues, the GM can refer to the combat rules in Chapter 9. During the course of the encounter, *Technology* Checks may be made to determine vital stats on the opposing group. In the event that a group of sapients is encountered instead, an *Anthropology* Check may be made for the same purpose. For more on both of these Skills, see Chapter 3.8. Encounters terminate when there is sufficient space between all involved parties or when one party has been completely destroyed as a result of combat. Picking up any debris from any destroyed vehicles functions in the same way as mining (as will be discussed momentarily).

Determine if any Minerals are Found, and Conduct Mining

After any lifeform encounter has been resolved, it is possible that the vehicle will come across a significant deposit of mineral resources; only land and sea vehicles can come across minerals during the course of a transit. To determine if minerals have been discovered, the GM will compare the result of the hourly weather roll to the planet's mineralogical rating; if the roll is less than the rating, mineral deposits will be discovered during that hour. If minerals are discovered, the vehicle in question is equipped with an Industrial Manipulator Module and has some available cargo space, the GM should make a fresh roll to determine what kind of mineral deposit has been discovered using the chart below to make the precise determination:

Mineral Deposit determination by d% Roll	
d% Result	**Mineral Indicated**
00-39	Use first mineral listed in planet's lithosphere.
40-69	Use second mineral listed in planet's lithosphere.
70-89	Use third mineral listed in planet's lithosphere.
90-99	Make another roll and use the table in Chapter 10.2.4 to make the determination.

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Once the type of mineral has been identified, the GM will make a final d% roll for a land vehicle or a 1d10 roll for a sea vehicle, dividing the result by ten and keeping any decimal. To this amount, the GM will add a bonus equal to the highest *Geology* score of any member of the vehicle's crew divided by ten, again keeping the decimal. The final result is the size of the mineral deposit encountered.

With the size and type of the mineral deposit determined, the GM may ask the players controlling the vehicle's occupants if they wish for them to mine any minerals. If so, the vehicle's occupants may pick up as much of the material as they wish until either the deposit is exhausted or the vehicle cannot carry any more. For each 0.5 cubic meters of material mined in this manner, an additional minute is added to the time of transit.

Resolving the Transit

Once any mining activity is concluded, the GM subtracts one hour from the time remaining in the transit and proceeds to the next hour, making new rolls for the new hour's weather and tectonic activity. This will continue to repeat until there is no time remaining in the transit, at which point the vehicle arrives at its destination. For the hour of the final roll (which will take care of any remaining leftover minutes), the calculation of fuel remaining and the total distance traveled should be held off until after all of that hour's encounters has been resolved. In the event that sufficient additional time is added to the "final" hour that the time remaining goes over 60 minutes, another hourly roll will be required. When calculating fuel consumption and distance traveled for the final hour, the GM may either treat the extra minutes as a full hour or may perform the math necessary to account for the fraction of the hour at their discretion.

An Example of Transit

Because there is so much that goes into a planetary transit, it seems unfair to not provide an example of how it's done; the following is an example of how a typical transit might work.

A Confederation combat tank rolls out of a drop ship on the surface of Repleetah about 300 kilometers from the front line; it needs to get up to the front lines as quickly as possible and so a jaunt up there will be necessary. The GM has consulted their notes on Repleetah (which they've created specifically for their campaign): it's a Rocky world with a gravity of 1.2G, Moderate planetary weather and Light tectonic activity. The GM also takes note of the planet's 5% bio rating, 15% mineral rating with a lithosphere of Titanium, Antimony and Nickel, and its Arctic to Tropical planetary temperature. The GM has elected to create a lifeform list for the planet using the procedure in Chapter 10.2.4, opting to include a few lifeforms from the bestiary as well as a few of their own; there are three lifeforms on the list: Bugbear, Thorny Roller (a custom lifeform of the GM's own design) and Common Bos Taurus. All of this information may be needed during the coming transit.

The GM makes their rolls for the initial conditions on the planet. The GM rolls 1d5 and looks up the chart for initial terrain difficulty; the result is a three, which for a Rock planet indicates Easy Terrain, will subtract 10 from the DC and add 5 minutes to the trip. The GM then rolls d% and looks up the chart for planetary weather conditions. The result of 03 is universal; clear skies, calm weather and no modifications to DC or time. Finally, two more rolls are made for the initial tectonic conditions. The results of 27 and 09 are low enough not to trigger an eruption or quake; there are no additional modifications to DC or time. The GM logs these conditions as well as a full fuel tank and an empty cargo hold. For reference, 'the combat tank is a Size Class 6 vehicle with two Fuel Tanks, so it has a total of eighty fuel points at the beginning of its the journey. Its design also 'includes a five cubic meter storage area.

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Checking their notes, the GM sees that the tank has a top speed of 150 kph. The GM asks the vehicle's pilot how fast they wish to travel to their destination; the pilot decides to travel at top speed, citing the need for haste to get to the front lines. The trip will take 2 hours and five minutes; the extra five minutes come from the terrain. The pilot's normal composite Vehicle Piloting *DC is 36; subtracting 10 to account for the terrain brings this down to 26.*

The tank's pilot makes the Check for the transit; the result is 96, a critical failure. The time of the journey is increased to four hours and ten minutes with at least one encounter guaranteed. Since the Check has been made, the tank crew is committed to the transit.

The tank's Sixth Class engines give it a 30% base fuel efficiency. Since the weather is calm for the first hour and the terrain is Easy, it will consume one fuel point for every two distance units traversed; for a land vehicle the distance unit equals five kilometers (this is all according to the procedure in Chapter 8.1). So, the tank will eat up one fuel point every ten kilometers during the first hour. It is moving at 150 kph, so it'll traverse 150 kilometers during the first hour and consume fifteen fuel points, leaving it with 65 (150/10 = 15, 80-15 = 65).

The GM makes their weather roll for the first hour; the result is 27. A lifeform encounter is not indicated since the planet has a bio rating of 5% (27 > 5); mineral deposits will not be discovered either since the planet has a mineralogical rating of 15% (27 > 15).

The GM asks if anyone would like to make a Typhonology *Check; given their luck so far, the tank's crew decides it might not be a bad idea. The Check is made and is high enough to succeed, at which point the GM can report sunny skies. The GM then asks if the pilot would like to make a* Stealth *Check; he agrees to make the attempt. He has a composite* Stealth *DC of 35; the roll is made and comes up as 46, a failure. The GM decides not to force an encounter this hour even though he could if he chose to do so; the GM reports no lifeforms and no minerals encountered during the hour. Nothing has occurred that would add time to the transit, so at the end of the hour the tank has 65 fuel points remaining and another three hours and ten minutes until it completes its transit.*

The GM now makes their rolls for the next hour, which respectively result as 33, 75 and 65. Calm skies and no tectonic activity were indicated in the previous hour; the GM checks the table to see if the terrain improves as a result. It doesn't, so the terrain remains Easy. Checking the weather chart, a roll of 33 still indicates calm weather but not clear skies. The temperature is tropical (which counts as warm), so the GM rolls d2 to see which condition applies; the result of one indicates Overcast skies. A result of 75 for seismicity indicates a minor quake; this causes no damage but is still a quake and tacks 10 minutes onto the transit. A result of 65 for vulcanism indicates no eruptions. Since the terrain difficulty hasn't changed from the previous hour, the GM knows another 15 of the vehicle's fuel points are gone, leaving fifty fuel points. The players decline the Typhonology Check but go ahead with the Stealth *Check, which comes up as 35, a success (though just barely). The GM decides this is a good time to penalize the characters for the prior botch and rolls d10 to pick a lifeform. The result is eight, indicating the third lifeform on the list; the roll of 1d5 comes up as four, so four Common Bos Tauri are encountered. The players happen to have a stunner installed on their tank; not thinking about the impact it'll have on the transit nor on what they'll do with it them once they arrive at their destination (just thinking about all that beef), the players stun and snap them all up. Four cubic meters of space in the tank's hold disappear. More importantly, four minutes are added to the transit. The GM informs the players of the minor quake the group experiences while they are shooting at cows. No minerals are indicated once again. At the end of the second hour, the tank has 50 fuel points remaining and is holding four Common Bos Tauri with one cubic meter of available space left in its hold. A total of fourteen minutes were added to the transit this hour, bringing the remaining transit time to 2 hours and 24 minutes.*

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The GM's rolls for the third hour are 70, 86 and 4. This again is out of the range of values for improving the terrain for weather and seismicity but is within the range due to vulcanism, so the terrain difficulty improves one step to Very Easy. A 70 for the weather indicates Heavy Rain, which is Heavy Weather; that's going to reduce the fuel efficiency to one fuel point per one distance unit. The net result is that twice the amount of fuel will be burned this hour; the tank is down to twenty fuel points. Additionally, the change in the weather tacks on 20 minutes to the transit. An 86 for seismicity is enough to cause a stronger quake, one that may damage the vehicle a bit; the quake will add another ten minutes to the transit. At least nothing happens in regard to vulcanism. The Typhonology *Check is performed and succeeds but no damage will occur from the weather; the damage comes from the quake. Fortunately, the amount is a mere 27 points, which will easily be negated by the* Typhonology *Skill of the vehicle's pilot. The pilot makes his* Stealth *Check; 75 is the result but once again no lifeform encounter is indicated and no mineral deposits will be discovered. At the end of this hour, the tank is down to twenty fuel points. Since thirty minutes were added to the transit this hour, the time remaining is one hour and 54 minutes.*

The fourth hour's rolls are 44, 53 and 26; this does not worsen the terrain, does not cause any tectonic events and improves the weather back to Calm (Fog is rolled). Because the terrain is Very Easy now, a fuel efficiency of one fuel point per three range increments is indicated or one fuel point per fifteen kilometers. Only ten fuel points will be exhausted this hour, leaving the tank with ten fuel points. The pilot's Stealth *Check comes up as 70, not enough to dodge an encounter but once again none are indicated. No minerals are encountered either. At the end of the fourth hour, the tank is down to ten fuel points. Nothing added to the time of transit this hour, so the tank is only 54 minutes from its destination.*

*The GM realizes at this point that if conditions worsen, the tank might run out of fuel before it reaches its destination. In light of this, he elects to do the math rather than just counting the extra 54 minutes as a full hour. At a speed of 150 kph, the vehicle would travel 135 kilometers during the last 54 minutes (150 * (54/60) = 135). At a fuel efficiency of one fuel point per five kilometers (which would be the fuel efficiency in the event of Severe Weather), it would take 27 fuel points to traverse that distance; it wouldn't make it. At one fuel point per ten kilometers (for Light and Heavy Weather), it would take fourteen fuel points. The tank only has ten fuel points left, but like all vehicles it carries a 5% reserve; since it started with 80 fuel points, this works out to a four fuel point reserve. It would get to the front on fumes, but it would get there. At one fuel point every fifteen kilometers for Calm Weather, only nine fuel points would be required; it'd make it there with fuel to spare.*

It's time for the GM to make their final hourly rolls. The results are 96, 16 and 60. An Electrical Storm is indicated; that's Severe Weather. The 16 for seismicity bumps the terrain difficulty up to Extremely Easy, but a fuel efficiency of one fuel point per one distance unit is still indicated...

The GM asks the characters if they wish to make a Typhonology *Check; they elect not to and the GM has to inform the unlucky crew of the sudden change in their fortunes. Checking the table, the GM sees that the storm will do 100 + 1d10x10 points of damage to the tank; the d10 roll comes up as a two and so the storm inflicts a total of 120 points of damage (2*10=20, 20+100=120). The pilot performs a* Stealth *Check but the GM's hourly roll is high enough that a lifeform encounter is not indicated. Mineral deposits will not be discovered, either. The storm tacks thirty minutes onto the transit; since there were fifty four minutes originally, that's more than sufficient time to force another hourly roll; there are twenty-four minutes left in the transit. It doesn't matter, however; the tank is now completely out of fuel and has taken some damage as well. The crew had better hope they can get assistance from nearby friendly forces before the Cats discover their position...*

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8.3: INTERPLANETARY TRAVEL

In order to be of any use to anyone, a capital ship or space vehicle must at some point slip the bonds of its mother world and head into the heavens. Between the time a craft launches and it either lands or begins superluminal travel, it is considered to be in a state of **interplanetary travel** (also known as **interplanetary transit**), ready to move between bodies in a solar system. As with intraplanetary travel, the key questions when moving between two points in interplanetary space are **how long it will take to arrive at the destination point** and **how hard it's going to be to successfully navigate a safe course**.

The most general case of interplanetary travel involves movement from one planet to another planet in the same star system. However, interplanetary travel does cover some ground that has nothing to do with moving in between planets. It may be that a vehicle is simply launched into space, orbits the planet from which it launched for a time and then descends back to its surface (as with modern space flight). It may also be that a vehicle is launched for the purpose of traveling between a planet and one of its moons or perhaps between the moons of two different planets. Still other vehicles may be sent on an investigation of some local phenomenon in space such as a comet or asteroid or to patrol the volume of space around a carrier. All forms of movement in space that remain contained within a single star system are considered forms of interplanetary transit in WCRPG and are subject to the same general rules. Since all movement between points in interplanetary space follows the same general model as movement from planet to planet, this general case will be discussed; where any significant differences exist, they will be so noted.

WCRPG has two distinct systems in place for conducting interplanetary travel. The first of these systems assumes that star systems are square grids containing various navigational way-points. These are known in the Wing Commander Universe as **nav points**; they highlight the most important areas of a star system. The grids containing the nav points are called **nav maps**. This was the system of navigation utilized in <u>Wing Commander: Privateer</u> and is generally designed to make getting around a star system a much faster and far simpler prospect. The second system utilizes a somewhat realistic solar system model; it is included for the sake of those player groups who want to emphasize realism. This method is seen in some of the novels such as <u>End Run</u>. For purposes of discussion, this method uses the generic term **star system** to describe itself. Both methods are discussed herein.

Calculating Distances on Nav Maps

Navigation within a star system isn't a whole lot different from anywhere else; in order for a character to get to where they want to go, they have to first know where they are and how to get there, which in turn means having a way of determining where exactly Point A and Point B are in relation to one another and determining the shortest path between them.

A nav map is a one hundred-by-one hundred two-dimensional orthogonal grid; each line along that grid is located approximately ten thousand kilometers from the lines immediately adjacent to it. Consequently, each grid square on a nav map measures out an area of approximately one hundred million square kilometers. To help with referencing the locations of specific grid squares on a nav map, each one has a set of coordinates listed as a two-digit horizontal coordinate-by-vertical coordinate, with 00x00 corresponding to the grid square located in the upper left-hand corner of the map.

The coordinate system employed by nav maps makes finding the distance between any two points on the map almost exactly the same as finding the distance between two sets of coordinates on a planetary surface; the main difference is that there are no hemispheres on a nav map and thus no "negative" coordinates that ever need consideration. As with finding distance on a planet's surface,

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two methods are available for determining the distance on a nav map: simple count and real count. These two methods have the same sets of advantages and disadvantages as their planetary counterparts.

To employ simple count, a GM simply needs to find the coordinates of the source position and the destination position, subtract the smaller of the two numbers along a given axis from the larger number, add together the resultant amount of both axes and multiply the sum by ten thousand kilometers to get the final distance. *For example, a craft moving from grid square 10x42 to 59x37 would move a total of 540,000 kilometers using simple count (59-10 = 49, 42 - 37 = 5, 49 + 5 = 54, 54 * 10,000 km = 540,000 kilometers).* Since the smaller number is always subtracted from the larger, there should never be an instance where a negative value is the result; if one appears, GMs should assume that they've made an error in calculation.

As might be expected, real count utilizes the algebraic distance formula. A GM utilizing this method begins as they would simple count by determining the change in position along the x and y axes. These values are squared and then added together. The GM must then take the square root of the result and multiply that result by ten thousand kilometers to find the final answer, which should be rounded to the closest integer. *Using the simple count example, the change in x is 49 and the change in y is 5. Adding the square of these changes gives 2,426 (49*49 = 2,401, 5*5 = 25, 2,401 + 25 = 2,426), the square root of which is rounded to 49 ($\sqrt{2426}$ = 49.254). Taking this result times 10,000 kilometers gives a final distance of 490,000 kilometers.*

Orbits, Quadrants, and Calculating Distances in Star Systems

As with nav maps, characters utilizing the more realistic solar system model will still need to have a way of determining where exactly Point A and Point B are. In the case of the realistic model, a quasi-polar coordinate system is used to determine the positions of objects within the system; this coordinate system uses **quadrants** and **orbits** to determine the locations of objects within the system.

Star systems are divided into four **quadrants**, each of which represents exactly one quarter of the system's total volume. These quadrants meet up at a common point in the exact center of the system's barycenter and are placed along its invariable plane. Quadrants are designated numerically from one to four (or first to fourth, following the terminology used in this discussion) counterclockwise around the orbital plane, with one quadrant arbitrarily designated as **first quadrant**. As with planetary prime meridians, the designation and boundary planes of a system's quadrants were determined arbitrarily at the time the

System Quadrants

system was first cataloged; by convention the first quadrant is always located on the upper right-hand side of the system map. Travel time in the system is dependent upon which quadrant(s) the **source** and **destination** points are located as is the difficulty of the piloting Check needed to move between them.
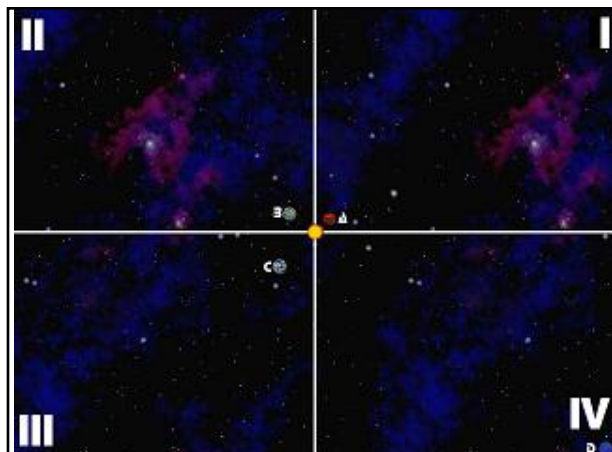
All objects that orbit the barycenter in a star system are located within their own **orbital lane**. Orbital lanes are located at a number of astronomical units from barycenter, which is usually the system's primary (*for more details on star system creation, see Chapter 10.2.2*). When combined with information regarding the quadrant in which the object is currently located, the orbital lane defines its overall position. Objects in the system that orbit objects other than the primary (such as moons or planetary ring belts) will also have a **planetary orbital lane**, the purpose of which is also to determine the object's location; the origin point simply changes from the system's barycenter to the center of the object it is orbiting. These objects inherit positional information from their primary object. *For example, a planet is located in the third quadrant at a distance of 1.009 AU from its primary. If there is a moon at 1.3 times that planet's Roche Limit (let's say the limit is 54,000 km for the sake of this example), the moon's position is in the Third Quadrant, 1.009 AU from the primary and orbiting at a distance of 70,200 km.*

Once again, calculating the distance between two points using the Star System model in WCRPG can be done in one of two ways: a simple way and a realistic way. As usual, the trade-off between the two methods is ease of calculation versus travel difficulty and fuel/time consumption. The GM should prior to the onset of their adventure select which method they'd like to employ.

To use the simple method, the GM must begin by finding the orbital distance of the desired destination and the orbital distance of the vehicle from the destination's primary (if applicable). Subtract the larger amount from the smaller amount. If the destination point is in the **opposite** quadrant, double the result; if it is in the **same** quadrant, halve the result (round up). The final result of these calculations is the distance to be traveled in AUs.

The realistic system makes a general assumption about the positions of an object; it is always at the *exact* midpoint of its orbit through its current quadrant. Similarly, moons are always at the *exact* midpoint of their journey through the "planetary quadrant" in which it is orbiting. This assumption is made to simplify the trigonometry involved; the realistic method involves translating the coordinates of the object from the polar coordinate system into a Cartesian coordinate system (i.e. into an orthogonal grid). To do this, the value of the cosine and sine of 45 degrees (0.707 in both cases) is multiplied by the value of the orbital distance; the result is the magnitude of the planet's location along both the x and y axis. Depending on the quadrant in which the object is located, the individual values of x and y can be either positive or negative. In Quadrant I, both x and y are positive values. In Quadrant II, x is negative while y is positive. Both values are negative in Quadrant III, while in Quadrant IV x is positive and y is negative. *For example, a planet is located in the third quadrant at 1.009 AU. 1.009 times the sine of 45 is roughly 0.713. Since it's located in the third quadrant, the planet's coordinates are at (-0.713, -0.713) within the system.* Once the Cartesian coordinates of both the source and destination planets have been determined, the Pythagorean Theorem ($\sqrt{(source\ x - destination\ x)^2 + (source\ y - destination\ y)^2}$) can be employed; the final result should be rounded to the nearest whole integer to get the final distance.

It's generally assumed that the amount of time required to travel to a moon from its primary and vice versa is insignificant compared to the time it would take to travel to the planet; for cases where a craft wants to visit a moon orbiting another planet, the GM may simply use the same travel time it would take to get to the planet. If the vehicle should happen to be orbiting a source moon orbiting another planet, use the travel time from the source planet to the destination planet. The only time that planetary orbital lanes are used is if the craft is going from moon to moon *around the same planet*. In that case, the same methods that apply for traveling between planets can be employed for travel between them; the planet acts as the primary in this case.

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Interplanetary Transit

Before a space vehicle breaks planetary orbit or launches from a space station, its crew will need to plot a course to its destination. This destination can be any point in space whether it is in the same star system or not; most destinations will be in the same system unless the vehicle is from an advanced Industrial Age society or if it is preparing a Morvan hop (for more details, see Chapter 8.4). The coordinates of the destination can be compared with the coordinates of the ship's present position (i.e. the source position) to get information on how far away it is using one of the distance formulas discussed earlier in this chapter and how much fuel it will take to get there as discussed in Chapter 8.1. In adventures where the plot requires the characters to go to a specific destination, the GM can have all this information prepared ahead of time. In situations where a GM is running a more open campaign, the players will tell them where they'd like their characters to go; they will then have to calculate the necessary information as rapidly as possible.

To travel within a star system, a vehicle's pilot will either need to make a _Vehicle Piloting_ or _Starship Piloting_ Check depending on whether or not the craft in question is a capital ship. The DC of the Check will be adjusted based on the estimated amount of time required to reach the destination and any "terrain" the GM may be incorporating.

The amount of time it takes to move between two points in a star system depends solely upon the speed of the craft regardless of what system is used to determine the distance. To determine the amount of time required, the GM simply needs to take calculated distance and divide it by the craft's maximum speed; if using the star system model, the distance in AU should be multiplied by 150,000,000 first to convert it into kilometers. The final result will be the time of transit in either hours or seconds, depending on whether the vehicle's top speed is rated in kph or kps; should it be rated in kps, the result should be divided by 3600 in order to convert it into hours. Space vehicles from Starfaring societies may be operated with or without Impulse Engines; a space vehicle may attempt to enter interplanetary space without an Impulse Engine, though if the star system model is being used the amount of time needed to reach another planetary body will be quite significant; the chart in Chapter 8.0 will provide an idea of just how long.

Terrain phenomena may also have an impact on interplanetary transit. Aside from asteroid fields and nebulae, interplanetary terrain phenomena were not part of the original Wing Commander games; a GM may add them to an adventure if they wish either for more realism or to spice things up a bit. The following table lists the potential effects of terrain on the difficulty of a journey through interplanetary space. Unless a phenomenon is listed as having a "system-wide" effect, its effects only come into play if the GM determines that the vehicle will pass within close proximity to the phenomenon (_e.g. while a star may have both a Stellar Corona and a Stellar Photosphere, a vehicle doesn't have to worry about either of them unless it gets too close; a Neutron Star located in the same system is going to cause problems even if the vehicle doesn't go anywhere near it._)

Effects of "Terrain" Phenomena on Interplanetary Transit		
Terrain Name	DC Modifier	Additional Effects / Notes
Dust Belt – Diffuse	0	_Easy Terrain._ Micro-meteoroid damage is possible for each diffuse dust belt the vehicle passes through. In the event of a failed transit Check, the vehicle takes 1d10 points of damage in addition to all other effects from the failed Check.
Dust Belt – Dense (Rings)	2	_Moderate Terrain._ 5d10 points of micro-meteoroid damage occur for each dense dust belt the vehicle passes through regardless of the success or failure of the transit Check.
Asteroid Belt	2	_Difficult Terrain._ Corresponds to a Dense dust Belt (causes 5d10 points of micro-meteoroid damage regardless of the result of the transit Check). In the event of a failed transit Check, a larger rock strikes the vehicle for 8d10 points of damage.

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Radiation Belt	5	*Easy Terrain.* Exposes an unshielded crew to interstellar radiation (Armor counts as shielding in this instance); the crew must all roll Fortitude Saves to avoid the effects of radiation poisoning. The radiation can be set to various exposure levels; *see Chapter 12.3* for details.
Stellar Corona	10	*Moderate Terrain.* In addition to behaving as a Radiation Belt, 2d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 2d10x10 points of thermal damage occurs and the effects of the Radiation Belt are doubled.
Stellar Photosphere	12	*Extremely Difficult Terrain.* In addition to behaving as a Radiation Belt, 5d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 10d10x10 points of thermal damage occurs and the effects of the Radiation Belt are quadrupled.
Nova	15	*System-wide effect; Moderate Terrain.* A Nova behaves like a Stellar Corona. It causes 10d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On a critical failure of the transit Check in this event, the vehicle is destroyed.
Supernova	37	*System-wide effect; Very Difficult Terrain.* A supernova behaves like a Stellar Corona. It causes 20d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On any failure of the transit Check in this event, the vehicle is destroyed. Post-supernova systems may either have a White Dwarf, a Neutron Star or a Black Hole in place of the supernova on subsequent visits to the system.
Neutron Star	18	*System-wide effect; Difficult Terrain. Extremely Difficult terrain in proximity.* A Neutron Star behaves like a Stellar Photosphere; gravitational effects add 1d2 AU to the length of the transit. On any failure of the transit Check, the vehicle is destroyed.
Black Hole	50	*System-wide effect; Very Difficult Terrain. Impossible terrain in proximity.* A Black Hole behaves like a Stellar Photosphere; gravitational effects add 1d10 AU to the length of the journey. On any failure of the *Starship Piloting* Check, the vehicle is destroyed.
Hypernova	N/A	Being in a star system when a hypernova occurs results in the instant destruction of the vehicle under all circumstances. Post-hypernova star systems have a Black Hole in place of the hypernova on subsequent visits.
Nebula	N/A	*System-wide effect; Moderate Terrain.* Shields will be non-functional while a vehicle is located inside a nebula. +25 DC to all *Stealth* Checks; +1 Range Increment penalty. A nebula may have additional effects at GM's discretion; suggestions include: • Nebulae cause d5*100 points of damage per hour. • Nebulae have the same effects as a Radiation Belt. • Nebulae disable some of a ship's systems (such as weapons, sensors, etc.). • Nebulae require ships to slow down when passing through them; otherwise damage occurs.

Once the time to the destination has been calculated in hours, the amount of any modifier from terrain features and the amount of any Engine damage the craft has sustained should be added to it; this final amount is subtracted from the Check's DC. Any decimal remainder from the time to destination should simply be truncated. When an Impulse Drive is being used, time does not factor into any DC modification of the Check.

If the transit Check succeeds, the vehicle proceeds to its destination without incident; if it fails, the vehicle will take an additional amount of time to reach its destination equal to the degree of failure in minutes. The Check has critical potential: in the event of critical success, the vehicle will arrive at its destination early by an amount of minutes equal to the degree of success (to a minimum of ten minutes). In the event of critical failure, the Navigator gets the vehicle Lost and as a result the journey takes twice as long as it should have; the vehicle will also have one encounter which cannot be negated by the pilot's *Stealth* score (see below).

*Here are a couple of examples of how interplanetary transit works. Let's say we have a capital ship moving from a planet at coordinates 96x87 on a nav map to a jump point clear across the system at 27x27. Let's further say this ship has a Sixth Class Engine with a top speed of 100 kps and that its Navigator has a **Navigation** score of 100 (for a +10 DC bonus to all underlying skills) with 25 points specifically in* Starship Piloting*; this gives us a total DC of 35 for their* Starship Piloting *Checks. To prepare for the transit, the GM calculates the distance between the two points; the destination is 69 units away along the x-axis and 60 units away along the y-axis. Using simple count, the total distance would be 129 units or 129,000 kilometers; with real count, the distance is reduced to 91,439 kilometers. At 100 kps, it would take 1,290 seconds to reach the jump point using simple count (0.35*

hours; 21 minutes and 30 seconds). Similarly, it would take 914 seconds (15 minutes and 14 seconds) to reach the destination with real count. In both cases, since the transits take less than one hour and since we haven't specified any system-wide terrain effects, the DC of the Check would not be modified at all; the final DC would be 35. It would take 26 fuel points to make the journey on simple count and 18 fuel points with real count. Let's say real count was utilized. The dice are rolled; the result is a 04. This is just out of critical success range but most definitely a success, so the ship will proceed to its destination without incident.

The second example will use the System Quadrants image above. In this scenario, a capital ship is at planet "A", which is at 0.177 AU from the system's primary and in the first quadrant. Three other planets are in the system: "B" (0.504 AU, second quadrant), "C" (1.009 AU, third quadrant) and "D" (32.056 AU, fourth quadrant). Using the realistic method for determining distances in the solar system model, this works out to a distance of 0.534 AU between planets A and B, 1.186 AU between A and C and 32.067 AU between A and D. Assuming the ship has a Sixth Class Engine with a normal top speed of 100 kps, it would have a top speed of 7,000 kps when its Impulse Engine is engaged. Doing the math for each of these potential destinations, the transit from Planet A to Planet B will take 3.179 hours, from A to C will take 7.058 hours and from A to D will take 190.783 hours (a little less than eight days). Since an Impulse Drive is being employed, no modifications will be made to the Check DC in all of these cases.

Let's say the ship's captain has been ordered to drop off some listening buoys around the distant planet D. The ship's Navigator has a DC of 36 for the transit Check. The dice are rolled; a 38 results, a minor failure but a failure nonetheless. Two minutes are tacked onto the transit for a final transit time of 190.816 hours (or 7 days, 22 hours, 48 minutes, and 57.6 seconds). With no weather and Extremely Easy terrain, the fuel efficiency will be 1 fuel point per three navigational distance units, 1 fuel point per 0.3 AU in this case. At a distance of 32.067 AU, the ship will need 107 fuel points to make the transit; capital ships have 140 at a minimum, so it definitely has enough fuel to make the journey easily. Once there, it will need three hours and eighteen minutes to refill its tanks back to maximum (or less if planet D happens to be a gas giant and it's equipped with ramscoops).

Encounters in Star Systems

For every hour a craft is in an interplanetary transit, the GM will make a concealed Check of its pilot's *Stealth* Skill. If this Check fails, the vehicle will have a random encounter in space. If the Navigator fails the initial transit Check critically, one encounter is automatic during the transit; the GM may conduct the encounter at their discretion in this case even if one is not indicated for the hour. These Checks affect the possibility of random encounters only; a GM may always conduct a planned encounter at any point in transit in accordance with the plot of their adventure at their discretion.

If a random encounter is indicated during the course of a transit, the GM will need to determine who or what has been encountered; this needs to be a logical decision based upon the territory in which the craft is currently located. Information on the territorial holdings of various Starfaring Age races can be found in the various sub-chapters of Chapter 2.2. Should the encounter happen in a frontier, unexplored or neutral system, the GM may choose who has been encountered at their discretion; this is a good opportunity to roll out some of the rarer and more unusual craft (such as a Steltek Drone). The GM may also choose to ignore a random encounter at their discretion, though there's not as much fun in doing so.

When setting up an encounter, the GM should consider the current SI of the vehicle and quickly compose a group of encountered craft that come close to matching it. It's generally okay to go under or over the SI as long as the encountered group comes within 100 points either way; any amount substantially below that may be too easy of an encounter while any amount substantially above that

may be too difficult. Encounters do not necessarily require combat; an encounter may simply entail hailing and talking to the crew of another craft for a while (*a good opportunity to advance a story and get in some good role-playing*). Encounters can also simply involve a situation where either vehicle just jets off without bothering to open communications without the other party giving pursuit; there may not be much as much fun in that but occasionally this sort of encounter is appropriate. Of course, depending upon who is encountered, combat may very well be an automatic result (e.g. a Terran craft can pretty much be assured that there will be some shooting going on if it encounters any Kilrathi craft). In case combat ensues, the GM can refer to the combat rules in Chapter 9. During the course of the encounter, *Technology* Checks may be made as appropriate to determine any vital stats on the opposing group (for more on the *Technology* Skill, see Chapter 3.8). Encounters terminate when there is sufficient space between all encountered craft or when one group is completely destroyed as a result of combat.

Orbiting, Launching and Landing

Most space vehicles at some point or another will have to return to a safe haven to rotate its compliment, refuel and replenish vital supplies such as oxygen, food, water and carbon dioxide scrubbers. While some species have orbital facilities that can handle these functions, most space vehicles can only accomplish all of these tasks on the surface of a planet. It's therefore important to know what's involved in descending to a planet's surface and what's involved in ascending from the surface.

Orbiting an object in space object such as a star, planet or moon is as simple as keeping a vehicle moving fast enough to compensate for the pull of its gravity. If the vehicle is moving too quickly, it will break its orbit and shoot out into space; too slowly and its orbit will decay. Maneuvering into orbit has been factored into the Check for arrival at a planet or moon after interplanetary transit; orbit is established automatically. Orbit is also factored into the Check for a launch and is also automatically achieved after a successful launch from a planet or moon (as described below).

The key factors in maintaining an orbit are the density of a space object's atmosphere at the altitude of the orbit and its gravitational pull. Space terrain such as rings in the path of the vehicle's orbit can also cause an orbit to degrade prematurely; micrometeoroid impacts will gradually slow an object to sub-orbital velocity if given enough time. To determine how long a vehicle can maintain a stable orbit around an object, a GM may subtract the planet's gravity from 28. From this result, an additional amount is subtracted depending on atmospheric density; for each subsequently thicker atmospheric density category, the GM should subtract the square of an increasing increment (i.e. None=0, Very Thin=1, Thin=4, Moderate=9, Thick=16, Very Thick=25). Finally, if the vehicle was launched from the object in question, the GM must halve the remaining amount. The final result is a number of **years** that an orbiting vehicle can maintain a stable orbit before it finally decays to re-entry. Orbital decay can be prevented by occasional thrusts of the vehicle's maneuvering thrusters; this is accomplished using a *Vehicle Piloting* or *Starship Piloting* Check as appropriate. If the Check is successful, the vehicle returns to stable orbit with its time until re-entry reset to full. Should the Check fail, nothing happens. Only one attempt at a boost may be made per 24-hour period.

Attempting to land a vehicle on the surface of a space object is always a risky proposition; there are many things that can go wrong during the course of a landing, some of which can be quite fatal. A successful landing is never a given. When a vehicle's crew decides that they would like to land, they must first inform the GM of the specific planetary coordinates (*see Chapter 8.2*) at which they'd like to set down. A transit Check must then be made for the vehicle's descent; the DC of the Check is modified based upon both the object's atmospheric density and its gravity. The modifiers for atmospheric density are listed in the table below; the GM must add to the amount indicated in the table an amount equal to the object's gravity rounded to the nearest whole gee. If the vehicle has any

Engine damage, add the amount of the damage to the amount as well. The final result is subtracted from the DC of the Check. If the vehicle is attempting an uncontrolled descent, the DC should be halved (round down).

DC Modifiers to Launching/Landing due to Atmospheric Density	
Atmospheric Density	DC Modifier
None	0
Very Thin	5
Thin	10
Moderate	15
Thick	20
Very Thick	25

If the Check succeeds, the vehicle makes a successful descent to the coordinates indicated; an intraplanetary transit begins at that point (*see Chapter 8.2*). The vehicle may go ahead and land at the coordinates indicated or fly to another position on the planet's surface if it has atmospheric maneuvering capabilities. Should the Check fail, a descent still occurs but the vehicle will take damage in the process. The amount of damage will equal the degree of failure, which may be multiplied if the atmosphere of the object in question is particularly thick; damage is doubled for Moderate atmospheres, tripled for Thick atmospheres and quadrupled for Very Thick atmospheres. This damage is applied to all combat arcs simultaneously and can be absorbed by Shields if they are raised at the time. The Check has critical potential: in the event of a critical failure, a successful descent does not occur and the overall damage from the attempt is doubled.

Launching from the surface of a space object entails a lot of the same risks as landing. The procedure for launching from a space object is the same as attempting to land; only a few of the particulars are different. Launching requires a transit Check with the final DC determined in the same manner as for landing. A successful Check indicates that the vehicle has successfully transitioned into a stable orbit around the object; a failed Check indicates a successful transition to orbit but some damage occurs in the process. The amount of damage is determined the same way as for a failed landing Check. The orbit is also not entirely stable; it will decay to re-entry after one hour. The Check has critical potential: in the event of a critical failure, a successful ascent does not occur and the overall damage from the attempt is doubled. If the vehicle survives the damage, it will be in a Stall in the atmosphere (*for details on stalling, see Chapter 9.3*); the vehicle will have to successfully recover from the Stall before any subsequent attempt at a re-launch is made.

Launching and landing both burn a fair amount of a vehicle's fuel, usually much more than one can expect to consume during the course of travel between planets. Fuel consumption during launch and landing is solely dependent upon the object's gravity; a launch or landing will consume 1 fuel point per full quarter-gee (e.g. it costs 4 fuel points to take off from the Earth, which has a gravity of one gee exactly). Any vehicle that attempts takeoff without sufficient fuel automatically critically fails the launch attempt; any vehicle attempting to land without sufficient fuel may make the attempt at an uncontrolled entry.

8.4: INTERSTELLAR TRAVEL

Some adventures in the Wing Commander Universe require some interstellar travel. **Interstellar travel** is exactly what it sounds like: movement between stars using a faster-than-light drive system available only to Starfaring Age space vehicles and their larger cousins, capital ships (*for purposes of brevity in this discussion, FTL-capable vehicles will also be considered capital ships.*). As with the other forms of

travel in WCRPG, the key questions when moving between two points in interstellar space are **how long it will take to arrive at the destination** and **how hard it's going to be to navigate a safe course**.

In the Wing Commander Universe, there are three primary means of traveling between the stars. The first and most common is Akwende Drive (known colloquially as "Jump Drive"). The second is Morvan Drive (also known as "Hopper Drive"), which while substantially slower than the Akwende Drive is more versatile in terms of potential destinations. The third is D-Drive, generally used solely by the peoples of the Tri-System for rapid transit; it is the slowest of the three superluminal systems and can also be used for interplanetary travel. All three modes of travel will be discussed in this Chapter as will a few "special topics" that may arise during the course of an adventure.

For the sake of simplicity, all FTL drive systems in WCRPG ignore any relativistic effects (time dilation, distance dilation and increased mass) they would probably cause in real life; where a high relativistic or superluminal speed is indicated, the standard relationship between distance, rate and time (d=rt) still applies.

D-Drive

The D-Drive is a traditional FTL propulsion system first developed in the Tri-System in 2304. It is just over a thousand times faster than a contemporary sub-light fusion drive (ion drive), although for long-distance FTL flight it is nowhere near as efficient as either the Akwende Drive or the Morvan Drive; it shares many characteristics with the latter of these. Use of D-Drives largely remains limited to the Tri-System, where it enables relatively fast, direct flight between the inhabited worlds of the Isaac, Hom and Irrulan systems.

D-Drive requires an extensive and lengthy friction breaking process. Errors have been known to occur where this process is disabled, rendering ships unable to stop; D-Drive-equipped ships continue to speed up when this happens, forcing them into the nonexistence of the "Echo Dimensions". As a measure to prevent irreversible acceleration, the Tri-System has a network of nav buoys in place that, in addition to marking out the main trade routes between various worlds and bases, act as a reference for the guidance of all D-Drive equipped craft. Buoys in the Tri-System are generally placed no further than five AUs apart from one another.

While it is an FTL drive system, the end result of a D-Drive jump is comparable to the use of an Impulse Drive. In WCRPG, the two drive systems are functionally the same with the main difference being an increase in a ship's speed: a D-Drive increase's the ship's speed by a factor of 1,000. Note that the factor of a thousand is an *average* speed only; the drive is actually accelerating the craft to a faster-than-light top speed, maintaining that speed for brief a time, then decelerating back down to sub-light speed.

Vehicle utilizing D-Drive may be at any point in space; they do not have to travel to a specific location first. To utilize D-Drive in WCRPG, a series of Checks are required; for every D-Drive jump, an *Astrogation* Check is required by the vehicle's pilot immediately followed up by a *Faster-Than-Light Mechanics* Check by its Engineer or mechanical specialist. The DC of the *Faster-Than-Light Mechanics* Check is directly adjusted by the degree of success or failure of the *Astrogation* Check (the GM will add the degree of success or subtract the degree of failure as appropriate). Should the *Faster-Than-Light Mechanics* Check succeed, the craft will transit five AUs towards its destination without incident; otherwise the craft will remain where it is. If the jump fails, another attempt may be made after 1d5 minutes.

Both of these Checks have critical potential. In the event of a critical success of the *Astrogation* Check, a number of minutes equal to the degree of success may be subtracted from the time of transit to a minimum of one minute. In the event of a critical failure of the *Astrogation* Check followed by a successful *Faster-Than-Light Mechanics* Check, the craft will still jump but will wind up lost; this will double the total time for the jump. A critical failure of the *Astrogation* Check followed by a general failure of the *Faster-Than-Light Mechanics* Check counts simply as a failed jump; no additional effects will occur. A critical failure of the *Faster-Than-Light Mechanics* Check after a successful *Astrogation* Check will threaten the craft with catastrophic acceleration; a second *Faster-Than-Light Mechanics* Check must be made at a -25 DC penalty. Should this Check fail, the craft accelerates into the Echo Dimensions and is destroyed. Success on the second Check increases the distance traveled by another 1d5 AU; if using the Tri-System map for direct flight, simply assume the craft skips to the next Nav Point along its route or overshoots its destination by one jump. A critical failure of both Checks will result in an irrecoverable catastrophic acceleration of the craft into the Echo Dimensions, destroying it.

Note that since D-Drives only involve a five AU jump, multiple jumps (and therefore a series of multiple Checks) may be required to reach the craft's final destination. The time required for a single jump is dependent upon the vehicle's top speed under D-Drive. All jumps made with the D-Drive assume a five AU distance for purposes of determining the amount of time elapsed regardless of the actual distance covered; simply divide the distance (750 million kilometers) by the speed. Finally, it is intended that all D-Drive jumps be made between carefully marked Nav Buoys; should an attempt to use D-Drive be made at a location without such a buoy, the *Astrogation* Check will need to be made at a -10 DC penalty.

An uprated Ogan*-class Transport with a Ninth Class Engine installed is preparing to make a cargo run from Hephaestus to Bex. Checking the Tri-System map, we see that the route between the two worlds takes the ship from Hephaestus at Nav 1 through Nav 8 and Nav 9 to Bex at Nav 2. Three jumps will be necessary to complete the transit.*

We need some information on the ship's crew before we can proceed. Let's say the pilot has 57 points in **Navigation***, 23 points of which are specifically in* Astrogation *and in which she has a 14 point specialization in D-Drives (for a total DC of 42). The ship's Engineer has 105 points in* **Engineering***, 17 of which are specifically in* Faster-Than-Light Mechanics *and in which he has a 26 point specialization in D-Drives (for a total DC of 53).*

The ship has the green light for the jump to Nav 8. At this point, the pilot makes an Astrogation *Check; the result is 27, a success. The degree of success of the Check is fifteen (42 - 27 = 15), so fifteen points are added to the Engineer's* Faster-Than-Light Mechanics *Check DC, increasing it to 68. The dice are rolled; the result is 98, a botch. A second Check is immediately required; the result is 59, a success (remember that the DC in this case is 68 due to the result of the* Astrogation *Check). So, the ship successfully transits past Nav 8 directly to Nav 9 with its crew none the worse for wear.*

Nav 9 proves to be clear, so the ship prepares to make its jump to Bex. The pilot rolls; unfortunately, the result is 84, a failure. The degree of failure is 42; an equal amount is subtracted from the Engineer's Check DC, reducing it to 11. The Engineer rolls the dice; 50 is the result, so the jump attempt fails. 1d5 is rolled; a one results, so the craft can try again after just one minute. The results of the second attempt are clear successes of 25 and 24, so the ship makes its final transition to Bex.

Figuring up the total time spent in transit, the GM multiplies the Ogan's *top speed of 220 kps by 1,000; it traveled at an average speed of 220,000 kps. The ship made only two jumps for a total distance of 10 AUs or 1.5 billion kilometers equivalent. By d=RT, the ship spent 6,818 seconds in transit, or 1 hour, 54 minutes and 38 seconds after the one minute wait is added in. In regards to its fuel expenditure, the GM knows the* Ogan *has a Ninth Class Engine installed and therefore has a*

45% fuel efficiency rating. Checking the table in Chapter 8.1, the GM sees that the ship spent seven fuel points per jump. Since two jumps were made, the ship expended fourteen fuel points total, easily within its capabilities.

Morvan Drive

Hopper drives (more formally known as Morvan Drives or "anti-graviton pulse generators") were the first working FTL engines created by Terrankind. The early prototypes appeared late in the 22nd century.

Hopper Drives involve the generation of a powerful, tightly-focused matter-antimatter reaction, generating enough anti-gravitons to create a temporary space-time "well." If a ship is correctly positioned at the very edge of the reaction's event horizon, it can "hop" across space instantaneously. This "warp" is localized, so the amount of space that can be crossed by it is strictly limited - most hops involve a maximum distance of 20% to 35% of a light-year. Obviously, it takes many hops to transit the distance between even relatively close stars. Nonetheless, a hopper ship can move across space at an average effective rate of up to 10 times the speed of light (i.e. if two star systems are 10 light-years apart, an efficient hopper ship can move between them in about a year). Although hopper technology makes interstellar travel possible, voyages still take a significant time in relation to a Terran lifespan. As a result, ships that utilize a Morvan Drive as their primary mode of FTL travel are sometimes called "sloships".

Hopper drives are extremely dangerous to use. If a ship is positioned even a tiny fraction too close to the reaction, it will be "in the well" when the warp closes, confined with the full force of the reaction, which will certainly annihilate it down to the subatomic level; this same principle is used offensively with gravitic mines. Furthermore, the reaction must be triggered far from any large, gravity-generating objects; otherwise gravitic distortion from these objects will prevent the well from ever closing at all, once again exposing the ship to the force of the reaction. A ship must use its sub-light drive systems to position itself at least 1.25 times further away from a star system's primary than the system's outermost orbiting planet. Several factors contribute to an 18 hour wait between hops. The matter/anti-matter reaction takes about this amount of time to recharge. While it is recharging, difficult calculations must be made to determine exactly where the next event horizon will need to be generated. Most seriously, using a Morvan Drive temporarily disturbs jumpspace; it takes about the same length of time for it to stabilize again. Most hopper ship captains will not try more than one hop per standard day. Local conditions might (and usually do) delay hops for much longer periods of time.

Morvan Drives are still used by the Confederation in the 27th and 28th centuries but to a much lesser extent than they were prior to the widespread usage of Akwende Drive. They are generally limited to explorers, deep-space patrol ships and long-range merchant ships trading with isolated areas such as Dallas and the Tri-System. As a rule, Morvan Drive is the first type of FTL system most Starfaring civilizations develop; nascent species on the interstellar scene will most likely be using this type of drive system. Longer range Morvan-style drive systems have been seen in recent years; in 2654, Amity Aristee, a Pilgrim terrorist and a traitor to the Confederation, secretly outfitted TCS *Olympus* with an enormous Hopper Drive capable of generating a unique form of gravitic warp. This "enhanced drive" opened up a gravity well with a 500 meter radius and an event horizon that fluctuated by several dozen meters. The well was used both as a jump point and a weapon - it destroyed enemy ships and allowed *Olympus* to (eventually) hop across entire Sectors. The Pilgrim traitors had solved the limited range of earlier Morvan Drives by enhancing the reaction containment area using a Kilrathi alloy. *Olympus* was never recovered by the Confederation; the exact workings of this feat have yet to be duplicated by Confederation scientists. A lone Steltek Scout encountered in 2669 mounted a Morvan Drive-like device capable of creating a temporary opening from Nitir to the

Delta Prime system. Some scientists after the turn of the 28th century theorized that this may have in fact been a so-called "skip drive", though whether or not that's the case is dubious as the Steltek craft was nowhere near a jump point at the time of its transit.

As mentioned, an actual hop takes no time at all in either the frame of reference of the hopper ship or that of an outside observer at either end; it's just that Hopper Drives require a great deal of time between hops (on the order of whole days) and the resultant distance a hopper ship can actually go in that time is rather small when compared to the vastness of space.

Before a vehicle may make use of a Morvan Drive system, it must first travel to the outskirts of a solar system using its sub-light propulsion systems (Ion or Impulse Drive, or even D-Drive if it is so equipped). In WCRPG, what is defined as a system's "outskirts" depends on the system being utilized for interplanetary travel as discussed in the previous sub-Chapter. With the star system model, the ship must be at a distance of 1.25 times the orbit of the object furthest from the system's primary. *For example, if the last planet from a star orbits it at 32 AU, the ship must be at least 40 AU from the primary before it can engage its hopper drive.* Further, the ship must be in the opposite quadrant from that object and may not be located closer than 25 AU to any other gravitationally significant object in the system. With the nav map model, the vehicle must be at least 100 range units away from all objects in the system; the actual location of those objects does not matter in this case. Failure to adhere to these guidelines in either case will result in an automatic critical failure of the *Faster-Than-Light Mechanics* Check for the transit (see below).

As with D-Drive, using a Morvan Drive in WCRPG requires an *Astrogation* Check by a vehicle's pilot followed up by a *Faster-Than-Light Mechanics* Check by its Engineer or mechanical specialist. The DC of the *Faster-Than-Light Mechanics* Check is directly adjusted by the degree of success or failure of the *Astrogation* Check (the GM will add the degree of success or subtract the degree of failure as appropriate). Should the *Faster-Than-Light Mechanics* Check succeed, the ship will make the transit to its destination without incident; otherwise the craft will remain where it is. In the event of failure, another attempt may be made after 1d10 hours. Unlike D-Drive, a single Check is required for the entire journey; a crew need not make a Check for each individual hop (*unless the players and the GM agree to do so; the potential delays caused by various failures would make the process far truer to the functioning of the drive as it is described above. This method is definitely **not recommended**, though, especially for particularly distant destinations due to the vastly increased risk of a catastrophic failure*).

Both of these Checks have critical potential. In the event of a critical success of the *Astrogation* Check, the vehicle may double the distance and halve the indicated delay (to a minimum of one hour) between hops for every hop in the transit provided the subsequent *Faster-Than-Light Mechanics* Check is also successful. If there is also a critical success of the *Faster-Than-Light Mechanics* Check, the maximum possible distance and the minimum possible delay between hops will occur for every hop in the transit (treat the vehicle as though it has Tenth Class engines and the result of each die in the xd10 roll is 1; see the next paragraph). A critical failure of either the *Astrogation* Check or the *Faster-Than-Light Mechanics* Check will result in the vehicle's destruction; at some point during the transit, the vehicle was not in the correct position to ride the jumpspace wake and got caught in the gravity well.

The distance travelled in a single hop and the time required to make it can vary significantly depending on local conditions. Before any Check is made for the transit, the GM should either know or determine the exact distance (in light years) to the destination system. Once that distance is known and the Checks have been made, the GM must divide the final degree of success of the *Faster-Than-Light Mechanics* Check by ten, round it up to the next whole integer and add a value of one. This result is then multiplied by the vehicle's Engine Class expressed as a percentage (for example, a vehicle with a Sixth Class engine would be expressed 6%). The final result of these calculations is the

percentage of a light year that the ship will cross with each hop. The GM can then divide the exact distance to the destination by this value, rounding up the result. The final result is the number of hops that will be needed in order to complete the transit. The GM will then roll xd10 and sum up the result (x is the total number of hops; a result of zero on any die counts as ten in this case). The final result is the number of days required to complete the transit.

A ship is preparing to hop to the Dallas System from the (relatively) nearby 17-AR System. For the sake of this example, let's say that the distance between the two systems is a mere 5.25 light years. We also need to know a few things about the ship and its crew; let's assume that the same Ogan-*class Transport we used in the D-Drive example is the ship in question (it's unlikely an* Ogan *would be equipped with a Morvan Drive but you never know). Let's further assume it has the same crew: the pilot has 57 points in* **Navigation**, *23 points of which are specifically in* Astrogation*; she has a ten point specialization in Morvan Drive for a total DC of 38. The ship's Engineer has 105 points in* **Engineering**, *17 of which are specifically in* Faster-Than-Light Mechanics*; he has a twenty-two point specialization in Morvan Drive for a total DC of 49.*

There is nothing in the 17-AR system besides jump points but the ship still has to move at least 100 increments away from all of them. Having done that, the ship is ready to begin the transit to Dallas. The pilot makes an Astrogation *Check; the result is 74, a failure. The degree of failure of the Check is thirty-six (74 - 38 = 36), so 36 points are removed from the Engineer's* Faster-Than-Light Mechanics *Check DC, decreasing it to 13. The Check is rolled; the result is 41, so it fails and the hopper drive doesn't engage. 1d10 is rolled; the result is an eight, so the ship must wait eight hours before making another attempt.*

Eight hours later the crew is ready to try again. The pilot rolls a 25, a successful Astrogation *result. The degree of success of the Check is thirteen (38 - 25), so the Engineer's Check DC is increased to 62. The Engineer throws the dice; unfortunately the result is 77, another failure. 1d10 is rolled again; the ship must wait another four hours before yet another attempt can be made. The die results for the third attempt are 20 and 37 respectively, both successes; the ship can finally get underway.*

The final degree of success of the Faster-Than-Light Mechanics *Check'* **is an even thirty points. Dividing this result by ten gives three, which is already a whole number; it doesn't need to be rounded. We increase this value by one for a total of four. We then multiply this amount by the ship's** *Engine Class expressed as a percentage; since the Ogan in question has a Ninth Class Engine, this is 9%. In a single hop the ship will travel 36% of a light year (4 * 9% = 36%). We know that the distance to Dallas is 5.25 light years; dividing 5.25 by 0.36 and then rounding up gives us a result of fifteen. It will therefore take 15 hops to arrive at Dallas. We roll 15d10; the final result of this roll is seventy, so the transit will take a total of 70 days plus the extra twelve hours tacked on by the failed attempts. As far as the ship's fuel expenditure is concerned, we know that a Ninth Class Engine has a 45% base efficiency; the table indicates that each hop takes two fuel points. Since fifteen hops are needed to make the journey, the ship will use up thirty fuel points total, which is easily within its capabilities.*

Akwende Drive

The Akwende "Jump" Drive is by far the most common form of superluminal travel in the Wing Commander Universe; it forms the basic medium of interstellar commerce. While other means of traveling between star systems are available, they often involve far longer travel times that those afforded by the Akwende Drive, which allows instantaneous transit between star systems. Akwende Drive is both safer and more powerful than either Morvan Drive or D-Drive because it uses natural, stable jump points between stars instead of creating dangerous and temporary local distortions in space-time.

The Jump Drive works by creating an anti-graviton particle field. As their name suggests, anti-gravitons are the anti-particle of gravitons, the mediating virtual particle for gravity. They interact with gravitons and cause the usual mutual annihilation common to matter/anti-matter reactions. This means that gravity temporarily ceases to be in effect in the vicinity of a graviton/anti-graviton reaction; more importantly, there is also a temporary disassociation of space-time. Normal space-time is bound so tightly that any disassociation will quickly be reversed under normal conditions but at a Jump Point the altered fabric of space-time allows it to exist long enough for properly-equipped objects to pass through. With a rift created, the object simply has to move into it; from an external perspective, it instantly appears on the other side. The rift will close as the inter-dimensional forces pull space-time back together when the anti-graviton field decays.

Not every jump point is useful; since heavier objects naturally produce more jump points, most jump tunnels connect super-heavy stars that do not support any sort of planetary system. These stars, however, are often used as "transfer stations" on trips between inhabited systems. One major advantage that Jump Drives have over Hopper Drives is that jump points often exist relatively close to stars and planets; jump points are usually located much closer to habitable planets than the nearest approach possible via Hopper Drive.

A jump-capable ship has three essential components. The first of these is the Akwende drive itself, which is usually mounted in the center of a space vehicle and securely braced. The second is a set of subluminal engines (Ion or Impulse Drives) for maneuvering in the vicinity of jump points. The third is a containment vessel of antiprotons, which acts as fuel for the anti-graviton generator. Most large ships also carry equipment required to create more anti-gravitons to recharge the tank, but this isn't strictly necessary; most starports will offer anti-graviton refueling to those craft unable to generate their own and include refueling services as part of their docking fees.

To begin an interstellar journey with Akwende Drive, a craft must first travel to and find the precise location of the required jump point. In settled systems, jump points are carefully charted and tracked; a craft will know what volume of space in which the point is located, but it must search for its precise location nevertheless. Most civilian craft can only home in on jump points when they're within a few hundred kilometers (i.e., they have to know very exactly where the jump point is before they can head towards it.) Military or exploratory craft can plot the precise location of jump points across many millions of kilometers; this is the sole reason for the existence of the NAVCOM A.I.

To find a jump point, a drive is switched on at a very low level once the craft is in the correct region. This produces a slow trickle of anti-gravitons. Sensing equipment determines the vector in which the anti-gravitons are heading; all Akwende-equipped craft are fitted with this equipment. Once the precise location of the point has been determined, the craft engages its sub-light engines and heads towards it. As the craft gets closer to jump point, the attraction of the anti-gravitons toward the jump point becomes stronger and stronger. When the craft is close enough to the jump point that the anti-gravitons arrive at the point itself before decaying (at a distance of about 500 meters), the Akwende drive starts to produce real thrust, though at this point that thrust is very small. The craft will stop at the edge of the jump area to get a precise bearing on the jump point, including its drift rate; it then kicks in its engines, gets as close as possible to the center of the jump point and activates the Akwende drive at full power. The high thrust provided by drive drags the ship to the exact center of the jump point. Once the source of the anti-gravitons coincides with the center of the jump point, a spherical anti-graviton field is created. If the intensity of the field is sufficient based on the mass contained within it and the speed with which the mass is moving, everything in the field vanishes at the point of departure and arrives at the point of arrival keeping all its original momentum.

All parts of a craft must be subjected to roughly the same amount of anti-graviton flux. Since particles have a half-life, the radius of an anti-graviton field is not fixed; to a certain extent the power of the drive determines the radius of the field. Craft with overall lengths greater than one kilometer take

vastly more power than ones less than this threshold. If a ship is too large to fit inside the anti-graviton field produced, only the parts that are within the field will successfully complete the jump; parts of the craft may be left behind with potentially disastrous results.

Since its speed affects the amount of anti-gravitons required to initiate a jump, a craft can reduce the amount of energy required by carefully maneuvering to the exact center of a jump point and matching vectors with its drift before turning activating the drive. This results in a minimum-energy jump for a given mass but can take quite some time to achieve; this is the safest way to make a jump.

Each jump draws energy out of the jump tunnel used; this energy is proportional to the energy required to initiate a jump. Reducing the energy of a jump tunnel sufficiently may make it connect to a new destination or it may disconnect it entirely. When a craft attempts a jump that depletes the tunnel's energy, it will either arrive at the wrong destination or it will simply disappear. No one knows what happens to craft that vanish this way; they are presumed destroyed.

When a craft generates more energy than it needs for a jump, the excess is dissipated in a burst of light and neutrinos at both ends; this burst is easily detectable. If the craft takes the time required to calculate the exact amount of energy required and is equipped with a "variable-flux engine," it can make a "stealth" jump, eliminating the flash at both ends. Ships seldom bother with this under normal circumstances.

As has been mentioned several times, a jump itself takes place instantaneously; it requires no time at all in either the frame of reference of the jump craft or that of outside observers at either end. The only time required for Akwende jump travel is that expended while traveling between ump points using subluminal drives.

A craft must be located at a pre-defined jump point before its Akwende Drive may be activated. Further, the jump point must correspond to the jump tunnel leading to the intended destination system; a craft may not simply jump from any point in a system to any other system its crew wishes. As with the D-Drive and Morvan Drive systems, using an Akwende Drive in WCRPG requires an *Astrogation* Check by the vehicle's pilot followed up by a *Faster-Than-Light Mechanics* Check by its Engineer or mechanical specialist. The DC of the *Faster-Than-Light Mechanics* Check is directly adjusted by the degree of success or failure of the *Astrogation* Check; the GM will add the degree of success or subtract the degree of failure as appropriate. Should the *Faster-Than-Light Mechanics* Check succeed, the craft will jump to its destination without incident though all crewmembers aboard will be subject to jumpshock (requires a Fortitude Save to avoid; failure causes Nausea (-1d5 NHP)). Otherwise, the craft will remain where it is; another attempt may be made after 1d5 minutes.

Both of these Checks have critical potential. In the event of a critical success of the *Astrogation* Check, the vehicle's crew will avoid the effects of jumpshock provided the jump is success. In the event of a critical failure of the *Astrogation* Check combined with a successful *Faster-Than-Light Mechanics* Check, the ship will still jump but will wind up in a different connecting system; the GM may determine in which system the craft has arrived at random. Should no other destination system exist, the GM may select a system that connects to the intended destination instead. A critical failure of an *Astrogation* Check coupled with a failed *Faster-Than-Light* Mechanics Check simply counts as a failed jump; no other effects occur. A critical failure of the *Faster-Than-Light Mechanics* Check combined with any *Astrogation* Check result other than a critical failure will cause a spontaneous shut down of the drive just prior to the jump. Not only will the craft not jump but its power systems will be shorted out; the craft will be immobilized for a period of 1d10 hours. A critical failure of both Checks results in the instant total destruction of the craft in question; a mishap occurs in mid-transit and only a spray of the craft's constituent particles arrives at the intended destination.

Multiple craft may attempt to jump in a given period; should a craft attempt to jump to the same destination system as another craft without waiting a minimum of one minute after it jumps, a penalty of -1 per premature second should be subtracted from the DC of both Checks (*e.g. if a craft jumps 48 seconds after another craft jumps, the DC penalty will be -12 to both of its Checks (60 - 48 = 12)*). A critical failure of the *Astrogation* Check will result in the craft rematerializing in the same space occupied by another craft already in the system; this will instantly destroy both craft.

A ship wants to make an Akwende jump from the Proxima to the Vega system. Let's assume it's the same ship and crew we've been using up to this point, an uprated Ogan *transport with a Ninth Class Engine that apparently has three different types of FTL systems installed. Its pilot has 57 points in* **Navigation**, *23 points of which are specifically in* Astrogation*; she has a six point specialization in Akwende Drive for a total DC of 34. The ship's Engineer has 105 points in* **Engineering**, *17 points of which are specifically in* Faster-Than-Light Mechanics*; he has a forty point specialization specifically in Akwende Drive for a total DC of 67.*

The ship has maneuvered to the Vega jump point in the Proxima System. At this point, the pilot makes an Astrogation *Check; the result of is 30, a success (though just barely). The degree of success of the Check is four, so four points are added to the Engineer's* Faster-Than-Light Mechanics *Check DC, increasing it to 71. The dice are rolled; the result is 37, a success, so the ship successfully transits to the Vega System. Both officers then make Fortitude Saves for jumpshock; neither roll is successful, so both of them suffer from jumpshock and take some Non-Lethal Damage.*

No time is expended in the jump itself. As far as its fuel expenditure is concerned, an Ogan *is a Size Class 15 transport; this particular one has a Ninth Class Engine installed, which equates to a 45% fuel efficiency rating. The ship will therefore expend 13 fuel points in the jump according to the chart in Chapter 8.1; this is again well within its fuel limits.*

Special Topics

The rules for interstellar travel as listed above cover the vast majority of situations that will come up in a normal adventure. There may however be unusual situations with which a GM will occasionally have to deal, such as what happens when a story calls for a unique form of travel. This section deals with special topics of interstellar travel that may come arise during the course of an adventure.

Akwende Projections and Galactic Areal Subdivisions

Traveling through interstellar space isn't that much different from traveling on a planet's surface or through interplanetary space; in order for a character to get to where they want to go, they have to first know where they are and be able to come up with a way to get there. That means having a way of determining where exactly Point A and Point B are and the shortest path between them. Traditionally, the Wing Commander universe utilizes a two-dimensional set of maps known as an **Akwende Projection** for interstellar travel. Akwende Projections depict stars based on hierarchical jump point linkages, showing the stars that have direct jump point links to "neighboring" star systems. What constitutes a neighboring star system in this context is based solely on *whether or not a system links to a given system;* Akwende Projections do *not* portray the absolute positions of individual systems. Since exact galactic positioning is irrelevant when it comes to jump travel, Akwende Projections are useful as a base navigational aid in plotting Akwende jump routes but they are essentially worthless for all other forms of FTL travel.

Star systems on Akwende projections are organized according to **Sector** and **Quadrant** divisions. Each Sector is made up of four Quadrants arranged as a quadrilateral polygon. For all Quadrants within a Sector, two of other Quadrants are directly adjacent and the third is "caddy corner" to it. The

designation of what Sectors and Quadrants to which a star system belongs is done by political convention by whatever party first explores the region; its location on an Akwende Projection is assigned accordingly.

WCRPG utilizes the poster-sized map that was included as bonus material from <u>Wing Commander: Prophecy</u> as its "official" map, with the fan-built Landreich Sector from the CIC community also used. This map divides the Milky Way into four "Galactic Quadrants" designated as Alpha, Beta, Gamma and Delta. Each Galactic Quadrant is divided into a set of eight radially parallel "wedges", which are designated by the letters A through H. Further, the entire galaxy is divided into ten radially perpendicular "slices" at even intervals from the Galactic Core out to the Galactic Rim. Every *Quadrant* corresponds to the intersection of one of these wedges and one of these slices; otherwise undesignated Quadrants can thus be identified by their position (*for example, the Terra Quadrant of the Sol Sector is more formally designated as Quadrant αB5*). In a similar manner, an otherwise undesignated Sector can be identified as a range of coordinate sets corresponding to positions of the four Quadrants that comprise it (*Sol Sector is more formally designated as Sector αA5-αB6).*

Using this system and assuming a galactic diameter of 100,000 light years, it becomes pretty simple to determine how large of an area is meant to be represented by each Quadrant; since there are 10 slices, it can be inferred that the slices are set at intervals of 5,000 light years each. Wedges are trickier, since the distance between them decreases as one approaches the Galactic Core and vice versa. The exact distances and the final calculated areas of the Quadrants along a given slice are listed in the table below:

Wedge Arc Distances on Prophecy Map		
Slice	Wedge Arc Distance (ly)	Quadrant Area (ly^2)
10	9,326.603	46,633,015.95
9	8,344.855	41,724,277.43
8	7,363.108	36,815,538.91
7	6,381.360	31,906,800.39
6	5,399.612	26,998,061.87
5	4,417.867	22,089,323.35
4	3,436.117	17,180,584.82
3	2,454.369	12,271,846.3
2	1,472.622	7,363,107.782
1	490.874	2,454,369.261

Sectors and Quadrants are always drawn as a square area; normalization and the inevitable resultant distortion are both common on Akwende Projections.

Of course, this information is highly erroneous: looking at the established map, Sol and Vega are in different Quadrants along Slice 5 and should therefore be at least 4,500 light years apart from one another. In reality, Vega is one of Sol's near neighbors; it's only about 25 light years away. If it isn't clear by now, the uptake of all of this is that *under no circumstances can an Akwende Projection be used as an indication of how far two star systems actually are from one another* **regardless of the circumstances**.

One final thing to note about Akwende Projections is that they usually only contain "local jump networks" of stars with direct jump line connections to one another; if a star is not connected to the network, it doesn't appear on the map (the only notable exception to this rule is the Dallas System, which appears on maps of the Avalon Sector due to it being a Confederation member). This opens up the possibility of there being several different jump point networks within a volume of space occupied by the same Sector or Quadrant, present but not connected to one another and thus not

appearing on each other's Projections. It also explains why in a galaxy filled with millions of stars there are only a handful present on any given map. It should be noted that the Milky Way galaxy is only about 300 parsecs thick on average, so there usually won't be any additional "stacked" Sectors located along the z-axis of the galactic plane. The Milky Way increases to about 4,600 parsecs near the Galactic Core, so "stacked" Sectors *may* exist there).

13 Sectors are officially included in "Known Space" using Sol's local jump network on most official maps. A procedure for creating new Sector maps is located in Chapter 10.2.1 should the need ever arise for a new region of space to be featured in a particular adventure or campaign.

Determining Distances in Interstellar Space

In most cases, the absolute distance between two stars does not need to be known; again this is because the majority of FTL travel is performed with Akwende Drive. When it does become a critical issue (i.e. when FTL travel is being done with Morvan Drive), only the actual distance to be traveled really matters and a GM has a number of options available to them in order to determine it; as with most of the methods of determining distance employed in WCRPG, there is a realistic method and a simple method.

If the GM needs to figure out the distance to an actual star, they can usually reference its distance from Sol using guides such as Wikipedia™ or other Internet sources. Assuming the source system is Sol, the referenced distance may simply be used for the transit. *For example, Vega is 25 light years from Sol; in a hop between Sol and Vega, the total distance to be traveled is simply 25 light years.*

The situation is *far* trickier if Sol is not the source system; it requires some very complex trigonometry to arrive at a final distance between the source and destination stars due to the three-dimensional nature of space. The level of mathematics involved may be beyond many GMs but if realism is to be preserved and they are up to the challenge, they may use this method. Here are the steps involved:

1. The GM will need to either find or produce the distance, right ascension and declination of the stars involved (i.e. the star's set of **spherical coordinates**). They must make sure to use the same set of units (either light years or parsecs and degrees or radians) for both stars.
2. For each star in turn, the GM will need to convert the coordinates from spherical coordinates into a set of three-dimensional Cartesian coordinates. The formulas for calculating these conversions is as follows:
    1. The position of the X-coordinate is the distance times the cosine of the right ascension angle, times the cosine of the declination angle.
    2. The position of the Y-coordinate is the distance times the sine of the right ascension angle, times the cosine of the declination angle.
    3. The position of the Z-coordinate is the distance times the sine of the declination angle.
3. Once the GM has the X, Y and Z-coordinates of both stars, they must subtract the X-coordinate of the destination star from the source star and record the result. They must then do the same for the Y and Z-coordinates in turn.
4. Once the GM has the value of the differences for all three coordinate sets, they must find the squares of those differences, sum them all together, and take the square root of the result. The final result is the distance between the two stars in whatever units the GM originally used for the distance from Sol.

The simpler method is for the GM to simply add the distance of the source system from Sol to the destination system's distance from Sol. The resultant trip will be far longer than what is necessary and will negatively affect fuel consumption.

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If the GM needs to calculate the distance to a fictional system or if they cannot find real data on an actual star, they may assign a distance arbitrarily. Alternatively, they may roll for it; the type of roll to be made is dependent upon how far the destination system needs to be from the source system. Close stars may use a roll of d%. Systems further away may require additional "place" dice, resulting in rolls of d1000, d10,000 or even d100,000 for particularly distant stars. Regardless of the actual roll, its result indicates the distance between the two systems in light years.

The realistic method begs for a real-life example, so let's go through one together. Let's say a GM wants to calculate the distance between two stars in the WC universe; let's say Vega and Polaris. The first thing we need to do is get the spherical coordinates of both stars. Wikipedia is a good source for this data; a quick view there gives the coordinates of both stars:

- *Vega: RA 18hr, 36m, 56.34s; Declination 38°47'1.28"; Distance 25.04 ly*
- *Polaris: RA 2hr, 31m, 49.09s; Declination 89°15'50.8"; Distance 433 ly*

A stop by the right ascension article gives us the conversion factor we need in order to change the RA unit values into degrees; it's 15 degrees per hour, 15 minutes per minute, and 15 seconds per second. Plugging those in gives us these values for RA:

- *Vega: RA 18*15, 36*15, 56.34*15 = 270°, 540', 845.1"*
- *Polaris: RA 2*15, 31*15, 49.09*15 = 30°, 465', 736.35"*

What we really want is a simple decimal value to work with; we can translate the values for minutes and seconds to a decimal amount easily. All that we need to do is divide the number of minutes by 60, divide the number of seconds by 3600 and add both values to the indicated number of degrees. Doing this for our stars gives us these values for the RA:

- *Vega: RA 270°, (540'/60) = 9, (845.1"/3600) = .23475; 270 + 9 + .23475 = 279.23475°*
- *Polaris: RA 30°, (465'/60) = 7.75, (736.35"/3600) = .20454; 30 + 7.75 + .20454 = 37.95454°*

(Incidentally, there are sites on the Internet that have star data already in decimal format; this exercise has been done deliberately for the benefit of those who haven't got access to that information or have little luck finding it).

We also need to convert the declination angles into a decimal amount; this can be done in the same manner as the conversion of the right ascension angle from degrees-minutes-seconds format into decimal format (by dividing the minutes by 60, dividing the seconds by 3600 and adding both values to the indicated number of degrees). This gives us the following values for our stars:

- *Vega: Dec 38° + ((47'/60) = .78333) + ((1.28"/3600) = .00035) = 38.78368°*
- *Polaris: Dec 89° + ((15'/60 = .25) + ((50.8"/3600) = .01411) = 89.26411°*

Since we now have our right ascension and declination in decimal values, we can go ahead and calculate the Cartesian coordinates for our two stars using the formulas above. This gives us the following data:

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- *Vega:*
    - *X = (Dist*cosRA*cosDec) = 25.04*cos(279.23475)*cos(38.78368) = 25.04*.16048*.77952 = 3.13242 ly*
    - *Y = (Dist*sinRA*cosDec) = 25.04*sin(279.23475)*cos(38.78368) = 25.04*-0.98704*.77952 = -19.26611 ly*
    - *Z = (Dist*sinDec) = 25.04*sin(38.78368) = 25.04*.62638 = 15.68460 ly*
- *Polaris:*
    - *X = (Dist*cosRA*cosDec) = 433*cos(37.95454)*cos(89.26411) = 433*.788499*.01284 = 4.38498 ly*
    - *Y = (Dist*sinRA*cosDec) = 433*sin(37.95454)*cos(89.26411) = 433*.61504*.01284 = 3.42032 ly*
    - *Z = (Dist*sinDec) = 433*sin(89.26411) = 433*.99992 = 432.96429 ly*

The next step is to subtract the coordinate sets from one another. Let's say Vega is the source star and Polaris is the destination star. This gives us the following differences in the coordinates:

- *ΔX = 4.38498 - 3.13242 = 1.25256 ly*
- *ΔY = 3.42032 - -19.26611 = 22.68643 ly*
- *ΔZ = 432.96429 - 15.68460 = 417.27969 ly*

We then square each value...

- $\Delta X^2 = (1.25256\ ly)^2 = 1.56891\ ly^2$
- $\Delta Y^2 = (22.68643\ ly)^2 = 514.67411\ ly^2$
- $\Delta Z^2 = (417.27969\ ly)^2 = 174122.33969\ ly^2$

...we then sum them together and find the square root of the result.

- $\sqrt{(\Delta X^2 + \Delta Y^2 + \Delta Z^2)} = \sqrt{(1.56891\ ly^2 + 514.67411\ ly^2 + 174122.33969\ ly^2)} = \sqrt{(174638.582699\ ly^2)}$
- $\sqrt{(174638.582699\ ly^2)} = 417.89781\ ly$

So, the distance from Vega to Polaris is 417.89781 ly. When determining the distance of the transit between the two stars, a GM may use this figure.

Wormholes, Jump Gates, and Skip Drives

While the physical phenomenon of wormholes is implied in the usage of Akwende Drive, Wing Commander: Prophecy introduces the notion of artificially produced wormholes (or "wormhole gates"). Wormhole gates are opened over existing weaknesses in jumpspace. They are initially powered from their point of origin, an exceedingly costly task in terms of energy; for this reason, the Nephilim immediately construct a physical gate around the point of the destination of the newly created anomaly. Once complete, they construct a Stellar Accretion Device in the destination system; this specialized base uses the natural energy of the local star to keep the wormhole open. Once an Accretion Device is activated, a wormhole becomes permanent.

A similar phenomenon to wormhole gates are "jump gates", which are seen both in Wing Commander Arena and Privateer 2: The Darkening. Jump gates are not seen until after the turn of the 28th century, though craft that could "hold the door open" for non-jump capable craft were seen as early as 2669; during the Black Lance Affair, the Border Worlds' Fleet operated a specially modified corvette capable of externally opening jump points. Jump gates provide external energy to

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hold a jump point open permanently. The functioning of jump gates is very similar to that of wormhole gates, though jump gates rely on jump points in order to function.

Finally, <u>Privateer Online</u> would have seen the introduction of "skip drives". These drives are like Akwende jump drives in many respects, with one key exception: the destination system of a skip drive may be **selected**; any given jump point connects to any other system in the same jump tunnel network. Such a drive is a powerful piece of technology; it reduces the journey from a system to any other system to a single jump. *A note to prospective GMs: skip drives are a perfect example of the kind of powerful technology mentioned in Chapter 10.2.6 that can unbalance a campaign. WCRPG balances skip drive technology by making it available only later in the timeline and by limiting its access to military craft.*

WCRPG handles wormholes, jump gates and skip drives similarly to Akwende jumps; only a few of the particulars are different. For wormhole and jump gates, a *Faster-Than-Light Mechanics* Check is not required; once the craft has arrived, all that's required is an *Astrogation* Check at a -5 DC penalty. A successful Check means a successful transit; failure still allows the transit but subjects the crew of the craft to the effects of jumpshock. The Check has critical potential; in the event of a critical failure, the craft fails to make the transit and takes damage. The GM should treat this as a successful Ram on the craft by the gate, which for this purpose has a Size Class of 25; for details on Ramming actions, see Chapters 9.3 and 9.4. Note that it is common for jump gates to collect a toll immediately prior to their use; if the primary bank account associated with the craft does not contain a sufficient number of credits to pay for the toll, an automatic critical failure will occur if the craft attempts to use the gate. Neither fuel nor time is required to transit either a wormhole or a jump gate.

Skip drives require multiple *Faster-Than-Light Mechanics* Checks; to determine how many are required, the GM must determine the shortest number of Akwende jumps between the source and declared destination systems; this number equals the number of Checks required. *For example, the shortest route from Sol to Kilrah using the standard Akwende projection is seven jumps, so seven* Faster-Than-Light Mechanics *Checks would be necessary to complete the journey.* Regardless of its level of success, the fuel used in a skip is the same as what would be expended in a **single** jump. As with a single jump, no time is expended in a skip other than what's required to reach a local jump point.

The initial *Astrogation* Check is at a -5 DC penalty for all skip attempts; the DC of all of the *Faster-Than-Light Mechanics* Check is adjusted by degree of success or failure of the *Astrogation* Check. Should the **final** *Faster-Than-Light Mechanics* Check in the sequence succeed, the ship will skip to its destination without incident, though all crewmembers aboard will be subject to jumpshock as normal. Otherwise, the craft will travel to the system indicated by the last successful *Faster-Than-Light Mechanics* Check in the sequence; an attempt to continue the skip may be made after 1d5 minutes (*for example, if the seventh and last Check in a jump from Earth to Kilrah fail and if the sixth Check was the last successful Check, a craft making the skip transit would complete a journey to the sixth system in the sequence, which in this case is the H'rissth system*). A skip may end at any jump point in the destination system that the vehicle's crew selects or at one of the GM's choosing should a failure occur.

All of the Checks in this sequence have critical potential; in the event of critical success of the *Astrogation* Check, the vehicle's crew will avoid the effects of jumpshock. In the event of a critical failure of the *Astrogation* Check), the craft will still perform the skip but will wind up in a system adjacent to the one in which it finally arrives depending on the results of the *Faster-Than-Light* Mechanics Checks. The GM may determine in which system the craft has arrived at random, though it should still be another system that connects to the destination system if at all possible. Should no other destination system exist, the GM may select a destination system that connects to the previous system in the sequence or to the source system if no other options exist. A critical failure of any

Faster-Than-Light Mechanics Check after a successful *Astrogation* Check will cause a spontaneous shutdown of the drive prior to the initial skip. Not only will the craft not perform the skip, but its power systems will be shorted out; the craft will be immobilized for a period of 1d10 hours. Should there be a critical failure of the *Astrogation* Check and a critical failure of any *Faster-Than-Light Mechanics* Check in the sequence, a mishap occurs that results in the total destruction of the craft.

Here's an example of how these methods work. Let's say we have the same Ogan transport again but now it's been outfitted with a Skip Drive. Again, it has a Ninth Class Engine and its pilot and Engineer have a total DC of 34 for Astrogation *and 67 for* Faster-Than-Light Mechanics *accounting for their respective Discipline scores. Neither of these crew members have any points in Skip Drives (what with it being a new technology and all), so those will be the final numbers we use.*

First, the ship's captain wants to travel through a wormhole gate (let's say because they were trading with a new colony in formerly-occupied Nephilim territory far coreward and it's time for the ship to come back home). After traveling to the gate, the ship's crew prepares for wormhole transit. The pilot makes their Astrogation *Check, which given the -5 DC penalty has a DC of 29. The roll comes up as 74, a failure; the transit occurs and the crew arrives back in local space but they are subject to jumpshock.*

Next, the ship's captain wants to utilize a jump gate (let's say it's a special one that connects two otherwise disconnected jump tunnel networks). After travelling to the gate, the ship's crew prepares for gate transit. The pilot makes their Astrogation *Check, which again given the penalty has a DC of 29. The roll comes up as 42, a better result than the wormhole attempt but still a failure; the transit occurs and the crew arrives at the intended destination but the crew is subject to jumpshock again. In both the wormhole gate and the jump gate transits, no fuel is expended and no time passes.*

Finally, the ship's captain wants to perform a skip from the McAuliffe System all the way to Perry. The GM checks their map; as best as they can determine, the shortest distance between the two is seven jumps (from McAuliffe to Eddings to Weslyn to Mastif to Oxford to either XXN-1927 or Saxtogue, either of which connects to New Detroit and on to Perry). The captain specifically wants to emerge at the Newcastle jump point in Perry.

The ship has maneuvered to the closest local jump point. The pilot makes the Astrogation *Check again at a -5 DC penalty. The result is 72, a failure; the degree of failure is 43 points. This will reduce the Engineer's* Faster-Than-Light Mechanics *Check DC from 67 all the way down to 24. The dice are rolled seven times; the results are 11, 28, 51, 99, 67, 53 and 93. The natural 99 for the fourth jump is an automatic critical failure, so the ship loses power before the skip occurs. 1d10 is rolled; two hours pass before another attempt can be made. On the second attempt, the pilot rolls 42, a lesser failure reducing the Engineer's DC to 54. The Engineer rolls seven times again; the results are 71, 31, 9, 91, 9, 65 and 16. No critical results are in the sequence and the final Check is successful, so the ship successfully skips all the way to Perry without further incident; checks to resist jumpshock are subsequently rolled by the crew. Since the ship is Size Class 15 and has a Ninth Class Engine installed, it will expend 13 fuel points for the skip (well within the fuel limits for a ship of this size). No time passes in the skip itself.*

Supernodes

Quasars and pulsars are notoriously prolific generators of jump points. Their agitated movements cause dramatic distortions in the space-time fabric, which are (as previously discussed) the structural basis of jump tunnels. The difference between a pulsar's jump points and a quasar's is that the pulsar's are shifting constantly according to laws of quantum indeterminacy. Theoretically you can get to anywhere in the universe from a pulsar; the drawback is that it's nearly impossible to predict the

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exact location of end termini. Pulsar jump points also have an annoying tendency to appear at an inconvenient depth in their gravity well. Pilgrim legends say that they had navigators who had the mystical ability to safely jump pulsars but most Confederation scientists dismiss these accounts as myth. The rapid expansion of a quasar causes distortions in jump tunnels causing many of them to lead back towards the same source quasar. For this reason, a quasar can have thousands of stable jump points but most of them will be unusable; many of them are already too close to its dangerous corona and their physical locations shift as the quasar rotates, rendering them impossible to chart.

There is a positive side to pulsars: they create what are known as "supernodes", unusually large jump points that allow craft approaching at the right velocity and approach angle to jump to another pulsar with a corresponding frequency; these pulsars can be *any* distance apart from one another. Jumping a supernode is a potentially very hazardous proposition; while a connection between two corresponding pulsars is well established and stable, it's still possible that the termini of one or both pulsars are too far into their respective gravity wells to make the jump between them safely. It's also necessary to enter the close vicinity of a neutron star (a pulsar simply being a neutron star with a very fast period of rotation) in order to attempt to utilize the jump; this comes with an attendant risk of significant cosmic radiation exposure.

Supernode jumps are possible in WCRPG but they are among the most dangerous type of FTL transit a craft can attempt. The GM will need to know how far apart the two corresponding pulsars are located from one another in parsecs. The involved craft must also be equipped with an Akwende Drive. The Checks involved are the same as those for a standard Akwende jump; the *Astrogation* Check is made at a -5 DC penalty. *Any* failure of the *Faster-Than-Light Mechanics* Check is sufficient to cause the craft's immediate destruction. Should a successful transit occur, the craft's crew will experience time passage; the amount of time that passes is eleven minutes per parsec transited minus one minute per parsec per Engine Class. Jumpshock may be experienced at both the time of entry and at the time of exit if indicated.

Let's do an example of a supernode jump; we'll use the same Ogan *transport and crew we've been using for the other examples. That gives us an SC15 ship equipped with a Ninth Class Engine, whose pilot and Engineer's Skill levels and Akwende Drive specializations give us a total DC of 34 for* Astrogation *and 67 for* Faster-Than-Light Mechanics. *The ship's captain wants to jump a pulsar to another pulsar 200 light years away; this correlates to a distance of 61.32 parsecs.*

The crew survives the journey to the supernode without incident. The pilot rolls their Astrogation *Check and comes up with a 38, a failure of four points; the DC of the* Faster-Than-Light Mechanics *Check is lowered to 67. The Engineer rolls and is blessed with a double-zero, a critical success. As with a normal jump, the ship will expend 13 fuel points in the transit. The* Ogan *in question has a Ninth Class engine and so it will take two minutes to cover each parsec travelled (11-9 = 2). Given a distance of 61.32 parsecs, it will take the ship 122.64 minutes to complete the jump.*

"The Edge of the Map"

Space doesn't have any defined boundaries (other than perhaps the borders of the universe, which are forever expanding). There's no realistic mechanism that would keep a space vehicle from leaving the bounds of Known Space simply by flying past its "established" boundaries. However, WCRPG has been built as a game and not a full simulation of the known universe; it has boundaries that a craft cannot cross under normal circumstances.

The editors of WCRPG have done their level best to keep incidents of these situations to a minimum. For craft utilizing Akwende Drives, a GM may simply exclude any jump points that would take it off "the map" from the view of the players. A craft cannot use its jump drive without a jump point; it

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cannot jump if its crew doesn't know there's a jump point there. This should be sufficient to keep players from jumping off the map using Akwende Drives.

The situation is trickier when it comes to D-Drives and Morvan Drives; these systems can be utilized at any point in space. How a GM chooses to handle what happens when a craft equipped with one of these drive systems reaches "the edge of the map" is entirely up to them but it is something that they should decide upon before an adventure or campaign begins. Perhaps the best way to handle it is to have the craft become lost the moment it leaves Known Space; its navigator has no definite points of reference with which to get its bearings and plot a safe course. Travel times could then steadily increase until there's no hope of retrieval. Another method is to simply have some mechanism inflict significant damage on the craft when it attempts to leave the map, forcing it to turn around for repairs. Both of these proposed mechanisms will deter particularly brazen crews from trying to fly into the unknown more than a few times, provided they survive the initial attempt of course.

Of course, there is nothing preventing an enterprising GM from creating a map for the adjacent region of space and *allowing* the ship to simply fly "off the map"; this can be a rewarding experience. In those cases, movement is simply going to require the GM to create a new Sector map; for more on creating these maps, see Chapter 10.2.1. Figuring out the distance between stars between known space and the new Sector can then be done using the methods described above.

Intergalactic Travel

Intergalactic travel is a topic that has not yet been broached in the Wing Commander continuity. There are no real barriers to creating an adventure set in another galaxy other than the ability to travel between them, if such a consideration is even necessary. Some of the special interstellar travel methods discussed in this sub-Chapter (wormholes, jump gates and supernodes) can easily handle a transit between two galaxies. Of course, in order to conduct such a mega-campaign, it will be necessary for the GM to create maps of the various potential destination Sectors in the other galaxy/galaxies; again, the procedure to create new Sectors is presented in Chapter 10.2.1.

Intertemporal Travel

While modern scholars debate whether or not an intertemporal transit (i.e. time travel) is physically possible, it is mentioned once in the Wing Commander Universe; namely in the description of Nuke'ems in Privateer 2 (*"The device carries a small synchronic temporal warp generator which at the point of detonation throws you marginally forward in time after the blast, giving you escape from the carnage."*) Given that this device does involve time travel, intertemporal travel should be considered a physical possibility for their usage; in WCRPG, their effect is emulated by simply having the craft disappear for one round.

Any other mechanism of intertemporal travel in WCRPG should be expressly forbidden; time travel tends to be overused as a plot device in many science-fiction universes and so its use may not be as effective in a campaign as a GM might've hoped. Mucking around in time can cause all sorts of headaches as far as the events of a campaign are concerned, to say nothing of what might happen to the Universe at large (*someone picks up a lifeform a million years in the past and suddenly Firekka is populated with hostile, sentient squid zealots, etc.*).

GMs who want to set an adventure based on past events are encouraged to simply it in the past, having their players create new characters if necessary for the involved time period. If a GM absolutely must have the ability to travel through time in order for an adventure to work, they should make such travel as physically dangerous to life, limb and property as possible; they should obey these general rules:

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1. Time travel requires the use of a capital ship.
2. Time travel may only take place in interstellar space using a Morvan Drive.
3. Time travel requires 90% of the ship's full fuel capacity and carries a near-certain risk of severe damage or death.

Any other rules pertinent to time travel are specific to the situation (*for example, whether or not time travel is round-trip or not is very dependent upon the method used; blowing up one's own ship in order to travel through time tends to make the trip one-way only*).

8.5: NAVIGATIONAL DATA

As has been repeated *ad nauseum* in this set of rules, the Wing Commander Universe is a vast domain. There are 695 star systems in the twelve canonically established Sectors, with another 52 in the fan-created Landreich Sector. While barely a drop in the bucket when compared to the rest of the universe, there's more than enough territory available for many adventures. Knowing where the key places are in such a large domain is critical for surviving in it, not to mention how important it may be for the sake of any given adventure for a GM to know just where one system is in relation to another or what the exact coordinates of a jump point are. Whereas the previous four sub-Chapters dealt with *how* to navigate the Wing Commander Universe, this final sub-Chapter on navigation contains the actual data needed for those groups whose adventures take them amongst the stars.

This sub-Chapter does not provide a comprehensive overview of every system and world in the Wing Commander Universe; as has already been mentioned, there are over *seven hundred* systems in it. Listing them all would take a lot of time and space, and to be completely honest the vast majority of them have never been mapped. Rather, this sub-Chapter provided general information, including what systems house noteworthy locations (such as homeworlds or colony worlds) and bases. GMs that would like information on systems that are not included herein are welcome to consult the Stellar Cartography section of the WCPedia Project (at http://wcnews.com/wcpedia/Category:Stellar_Cartography); the information at WCPedia is the result of an ongoing effort by members of the WC community; it contains the most up-to-date and accurate data available on systems in the Wing Commander Universe. For other information related to the Wing Commander Universe, GMs should visit www.wcnews.com, the most comprehensive Wing Commander fan site anywhere on the Internet. Finally, it should be noted that there are some systems that are not covered that may be considered noteworthy by fans of the original games or novels; there are some omissions that were done intentionally simply because data on those systems is minimal (the Munro system mentioned in <u>Fleet Action</u> is an example).

For reference, WCRPG utilizes the 2678 Akwende Projection of Known Space (TCES Catalog# OEA-SC971225) authorized by Confederation Chief of Stellar Cartography J. Guentzel as it's "official" map of Known Space; this is the map that was included as bonus material in the release of <u>Wing Commander: Prophecy</u>. Some information on the WCRPG maps also comes from the Wing Commander CIC's set of maps (such as the names of some systems in Vukar Tag, Kilrah and M'Shrak Sectors). Since WCRPG utilizes are a combination of the two, there are a few systems and jump tunnels that don't appear on these maps (for example, the link from Sol to Vega due to the presence of the Scylla anomaly appears on the CIC maps, but it does not appear on WCRPG's maps.)

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Gemini Sector
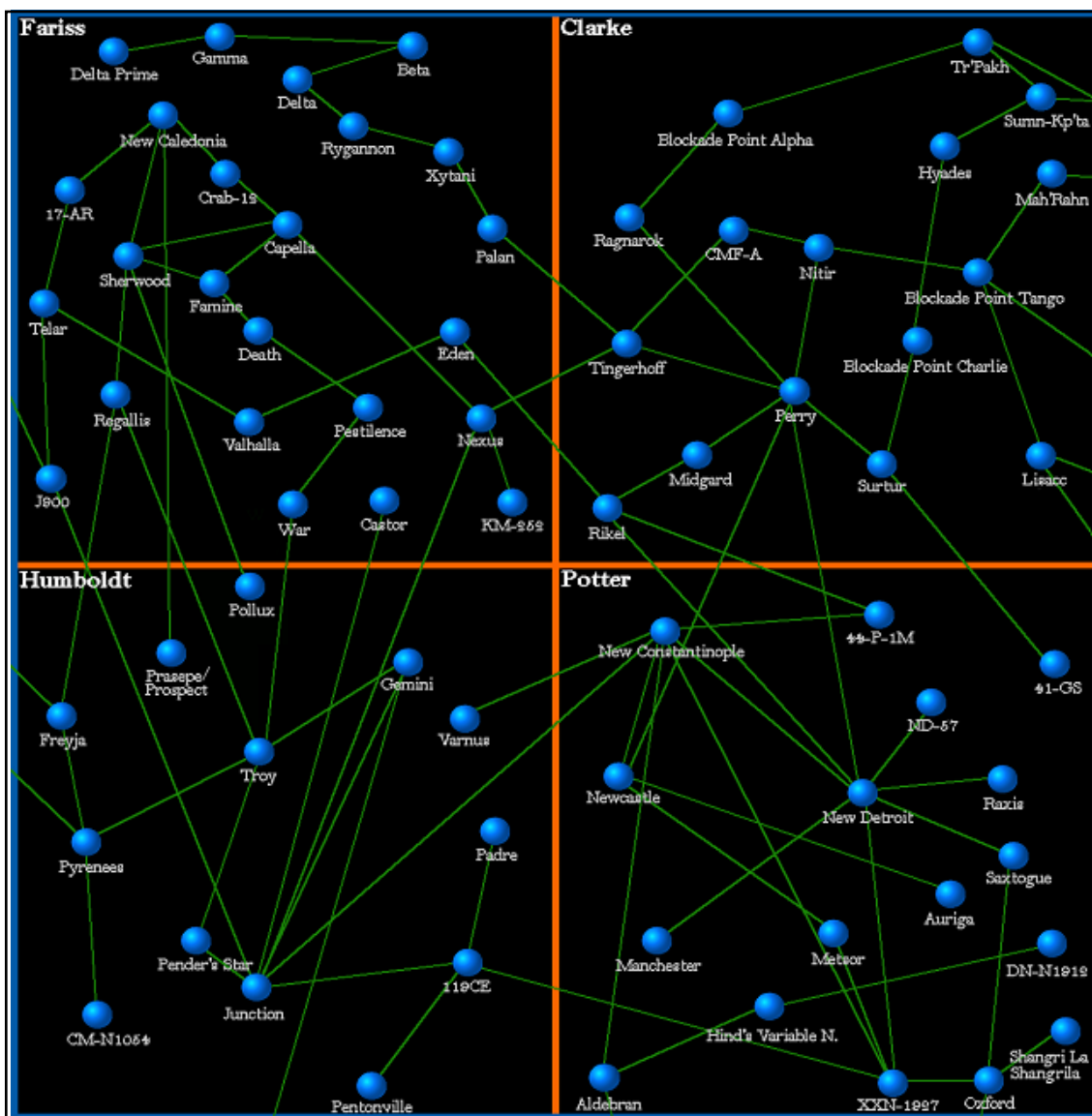
Gemini Sector

- **Galactic Coordinates**: A3A-A4B
- **Total Number of Systems**: 70
- Quadrants
    - **Spinward/Coreward Quadrant Designation**: Fariss, 24 Systems.
    - **Anti-Spinward/Coreward Quadrant Designation**: Clarke, 16 Systems.
    - **Spinward/Rimward Quadrant Designation**: Humboldt, 13 Systems.
    - **Anti-Spinward/Rimward Quadrant Designation**: Potter, 17 Systems.
- System Names/Alignments by Quadrant
    - **Fariss Quadrant** (All Confederation): 17-AR, Beta, Capella, Castor, Crab-12, Death, Delta, Delta Prime, Eden, Famine, Gamma, J900, KM-252, New Caledonia, Nexus, Palan, Pestilence, Regallis, Rygannon, Sherwood, Telar, Valhalla, War, Xytani.

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- o **Clarke Quadrant** (Confederation, Kilrathi): Blockade Point Alpha (TC), Blockade Point Charlie (TC), Blockade Point Tango (TC), CMF-A (TC), Hyades (TC), Lisacc (TC), Mah'Rahn (KE), Midgard (TC), Nitir (TC), Perry (TC), Ragnarok (TC), Rikel (TC), Sumn-Kp'ta (KE), Surtur (TC), Tingerhoff (TC), Tr'Pakh (KE).
- o **Humboldt Quadrant** (All Confederation): 119CE, CM-N1054, Freyja, Gemini, Junction, Padre, Pender's Star, Pentonville, Pollux, Prasepe, Pyrenees, Troy, Varnus.
- o **Potter Quadrant** (All Confederation): 41-GS, 44-P-1M, Aldebran, Auriga, DN-N1912, Hind's Variable North, Manchester, Metsor, ND-57, Newcastle, New Constantinople, New Detroit, Oxford, Raxis, Saxtogue, Shangri La, XXN-1927.

Sector Points of Interest: Achilles (Mining Base), Troy System, Humboldt Quadrant; Anapolis (Refinery), Perry System, Clarke Quadrant; Basque (Mining Base), Pyrenees System, Humboldt Quadrant; Basra (Refinery), Palan System, Fariss Quadrant; Beaconsfield (Refinery), Auriga System, Potter Quadrant; Bodensee (Agricultural World), Tingerhoff System, Clarke Quadrant; Burton (Agricultural World), Junction System, Humboldt Quadrant; Charon (Mining Base), Hyades System, Clarke Quadrant; Drake (Pirate Base), Capella System, Fariss Quadrant; Edinburgh (Refinery), New Caledonia System, Fariss Quadrant; Edom (Agricultural World), New Constantinople System, Potter Quadrant; Elysia (Agricultural World), Auriga System, Potter Quadrant; Erewhon (Pleasure World), Shangri-La System, Potter Quadrant; Gaea (Church of Man Homeworld), Eden System, Fariss Quadrant; Glasgow (Refinery), New Caledonia System, Fariss Quadrant; Gracchus (Refinery), Raxis System, Potter Quadrant; Hector (Mining Base), Troy System, Humboldt Quadrant; Heimdel (Agricultural World), Midgard System, Clarke Quadrant; Helen (Agricultural World), Troy System, Humboldt Quadrant; Jolson (Pleasure World), XXN-1927 System, Potter Quadrant; Joplin (Refinery), XXN-1927 System, Potter Quadrant; Kronecker (Mining Base), Regallis System, Fariss Quadrant; Lisacc (Mining Base), Lisacc System, Clarke Quadrant; Liverpool (Refinery), Newcastle System, Potter Quadrant; Macabee (Mining Base), Nexus System, Fariss Quadrant; Magdaline (Pleasure World), Padre System, Humboldt Quadrant; Matahari (Pleasure World), Aldebran System, Potter Quadrant; Meadow (Refinery), Hind's Variable North System, Potter Quadrant; Megiddo (Pirate Base), Telar System, Fariss Quadrant; Mjolnar (Agricultural World), Ragnarok System, Clarke Quadrant; Munchen (Refinery), Tingerhoff System, Clarke Quadrant; N1912-1 (Pleasure World), DN-N1912 System, Potter Quadrant; New Constantinople Station, New Constantinople System, Potter Quadrant; New Detroit (Refinery World), New Detroit System, Potter Quadrant; New Iberia (Agricultural World), Pyrenees System, Humboldt Quadrant; New Reno (Pleasure World), ND-57 System, Potter Quadrant; Nitir (Agricultural World), Nitir System, Clarke Quadrant; Oakham (Pirate Base), Pentonville System, Humboldt Quadrant; Olympus (Pleasure World), Saxtogue System, Potter Quadrant; Oresville (Agricultural World), Hind's Variable North System, Potter Quadrant; Oxford University, Oxford System, Potter Quadrant; Palan (Agricultural World), Palan System, Fariss Quadrant; Perry Naval Base, Perry System, Clarke Quadrant; Remus (Refinery), Pollux System, Humboldt Quadrant; Rilke (Refinery), Varnus System, Humboldt Quadrant; Rodin (Agricultural World), Varnus System, Humboldt Quadrant; Romulus (Mining Base), Castor System, Fariss Quadrant; Rygannon (Mining Base), Rygannon System, Fariss Quadrant; Saratov (Mining Base), Prosepe System, Humboldt Quadrant; Siva (Agricultural World), Rikel System, Clarke Quadrant; Smallville (Pirate Base), KM-252 System, Fariss Quadrant; Speke (Pleasure World), Junction System, Humboldt Quadrant; Steltek Derelict, Delta Prime System, Fariss Quadrant; Surtur (Agricultural World), Surtur System, Clarke Quadrant; Thisbury (Refinery), Manchester System, Potter Quadrant; Trinsic (Agricultural World), Raxis System, Potter Quadrant; Tuck's (Pirate Base), Sherwood System, Fariss Quadrant; Valkyrie (Mining Base), Valhalla System, Fariss Quadrant; Victoria (Agricultural World), Junction System, Humboldt Quadrant; Vishnu (Mining Base), Rikel System, Clarke Quadrant; Wickerton (Refinery), Manchester System, Potter Quadrant.

Native Denizens: None Known.

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Notes: *Gemini is the best defined of all the Sectors in the Wing Commander universe, due to it being the setting in which* Wing Commander Privateer *and* Righteous Fire *take place.*

Gemini was first settled by the Terran Confederation in 2639 as an effort by the Confederation military to contain Kilrathi expansion by entrenching along the Confederation's far coreward border with the Kilrathi Empire. During the early entrenching period, the Terran Confederation Exploratory Services (TCES) were called in to map out available resources, including habitable planets, mineral-rich asteroids and jump tunnels. Within the first five years of exploration two major factors contributed to the opening of Gemini to public enterprise. The first was the rapid entrenchment of military forces far from established supply lines and support services - they needed access to local resources; the second was the tremendous wealth of resources discovered in Gemini.

The Sector was largely uninvolved in the Terran-Kilrathi War due to the exceptionally strong Confederation naval presence in Clarke Quadrant and the small number of jump tunnels in the Sector that connected back to Kilrathi territory. During the Nephilim War, however, the Sector was the site of several major battles, the fiercest of which resulted in the destruction of Perry Naval Base as well as the Sector's capitol at New Constantinople and a mass exodus of most of Gemini's population. By 2700, the Sector had begun to recover and a new capitol - New New Constantinople - had been established.

Gemini Sector lies directly spinward of Trk'Pahn Sector, anti-spinward of Avalon Sector and coreward of Sol Sector. There are no polite alternative names for the Sector.

Available Specific System Information

Because there is so much data available on the systems of Gemini Sector, this section will only present navigational point coordinates and the locations of bases within the Sector along with their available facilities. It will be necessary for GMs to derive the required distance data between nav points; enough data is available, however, to make this task relatively easy. For instructions on calculating distances between points on a nav map, refer to Chapter 8.3.

"Facilities" in this context refers to the presence or absence of a Ship Dealer, Merchants Guild Office and/or Mercenaries Guild Office. All bases in Gemini have a Bar and a Commodity Exchange, even if the base is indicated as having "No Facilities". Craft repair facilities are offered via Ship Dealers and GMs may add any other types of facilities to any base in Gemini at their discretion.

119CE SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (21x22)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 2 (78x36)**: Jump to the Padre System, Humboldt Quadrant.
- **Nav 3 (36x64)**: Jump to the XXN-1927 System, Potter Quadrant.
- **Nav 4 (71x85)**: Jump to the Pentonville System, Humboldt Quadrant.

17-AR SYSTEM, FARISS QUADRANT

- **Nav 1 (21x50)**: Jump to the New Caledonia System, Fariss Quadrant.
- **Nav 2 (50x22)**: Asteroid Field.
- **Nav 3 (71x71)**: Jump to the Telar System, Fariss Quadrant.
- **Ambush Point**: (46x61).
- **Ambush Point**: (61x47).

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41-GS SYSTEM, POTTER QUADRANT

- **Nav 1 (71x43)**: Jump to the Surtur System, Clarke Quadrant.

44-P-1M SYSTEM, POTTER QUADRANT

- **Nav 1 (78x28)**: Jump to the Rikel System, Clarke Quadrant.
- **Nav 2 (63x57)**: Nav Point.
- **Nav 3 (22x78)**: Jump to the New Constantinople System, Potter Quadrant.

ALDEBRAN SYSTEM, POTTER QUADRANT

- **Nav 1 (22x22)**: Jump to the New Constantinople System, Potter Quadrant.
- **Nav 2 (78x50)**: Matahari - Pleasure World (Both guilds).
- **Nav 3 (28x71)**: Jump to the Hind's Variable North System, Potter Quadrant.
- **Nav 4 (28x71)**: Jump to the Camelot System, Terra Quadrant, Sol Sector.

AURIGA SYSTEM, POTTER QUADRANT

- **Nav 1 (77x28)**: Beaconsfield - Refinery (Merchant's Guild).
- **Nav 2 (78x71)**: Jump to the Newcastle System, Potter Quadrant.
- **Nav 3 (50x36)**: Nav Point.
- **Nav 4 (22x50)**: Elysia - Agricultural World (Both guilds).

BETA SYSTEM, FARISS QUADRANT

- **Nav 1 (21x71)**: Jump to the Delta System, Fariss Quadrant.
- **Nav 2 (18x51)**: Asteroid Field.
- **Nav 3 (63x36)**: Nav Point.
- **Nav 4 (42x85)**: Asteroid Field.
- **Nav 5 (14x15)**: Jump to the Gamma System, Fariss Quadrant / Asteroid Field.

BLOCKADE POINT ALPHA SYSTEM, CLARKE QUADRANT

- **Nav 1 (71x43)**: Jump to the Ragnarok System, Clarke Quadrant.
- **Nav 2 (50x57)**: Asteroid Field.
- **Nav 3 (28x71)**: Jump to the Tr'Pakh System, Clarke Quadrant.

BLOCKADE POINT CHARLIE SYSTEM, CLARKE QUADRANT

- **Nav 1 (92x28)**: Jump to the Surtur System, Clarke Quadrant.
- **Nav 2 (71x50)**: Nav Point.
- **Nav 3 (14x78)**: Jump to the Hyades System, Clarke Quadrant.
- **Ambush Point**: (43x64).

BLOCKADE POINT TANGO SYSTEM, CLARKE QUADRANT

- **Nav 1 (50x28)**: Jump to the Nitir System, Clarke Quadrant.
- **Nav 2 (78x57)**: Asteroid Field.
- **Nav 3 (92x78)**: Jump to the Lisacc System, Clarke Quadrant.

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- **Nav 4 (28x50)**: Jump to the Sum'n L'kor System, S'kh'haral Quadrant, Trk'Pahn Sector / Asteroid Field.
- **Nav 5 (14x78)**: Jump to the Mah'Rahn System, Clarke Quadrant.

CAPELLA SYSTEM, FARISS QUADRANT

- **Nav 1 (22x22)**: Jump to the Crab-12 System, Fariss Quadrant.
- **Nav 2 (50x50)**: Drake - Pirate Base (No Facilities) / Asteroid Field.
- **Nav 3 (92x50)**: Jump to the Sherwood System, Fariss Quadrant.
- **Nav 4 (63x93)**: Jump to the Famine System, Fariss Quadrant.
- **Nav 5 (14x78)**: Jump to the Nexus System, Fariss Quadrant.

CASTOR SYSTEM, FARISS QUADRANT

- **Nav 1 (71x83)**: Romulus - Mining Base (Both Guilds).
- **Nav 2 (28x43)**: Jump to the Junction System, Humboldt Quadrant.
- **Ambush Point**: (50x63).

CMF-A SYSTEM, CLARKE QUADRANT

- **Nav 1 (71x28)**: Jump to the Tingerhoff System, Clarke Quadrant.
- **Nav 2 (50x50)**: Nav Point.
- **Nav 3 (28x71)**: Jump to the Nitir System, Clarke Quadrant.

CM-N1054 SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (53x50)**: Jump to the Pyrenees System, Fariss Quadrant / Asteroid Field.

CRAB-12 SYSTEM, FARISS QUADRANT

- **Nav 1 (42x28)**: Jump to the New Caledonia System, Fariss Quadrant.
- **Nav 2 (63x60)**: Nav Point.
- **Nav 3 (36x85)**: Jump to the Capella System, Fariss Quadrant.
- **Ambush Point**: (50x73), Asteroid Field.

DEATH SYSTEM, FARISS QUADRANT

- **Nav 1 (18x22)**: Jump to the Pestilence System, Fariss Quadrant.
- **Nav 2 (50x50)**: Nav Point.
- **Nav 3 (84x78)**: Jump to the Famine System, Fariss Quadrant.

DELTA SYSTEM, FARISS QUADRANT

- **Nav 1 (78x28)**: Jump to the Rygannon System, Fariss Quadrant.
- **Nav 2 (36x15)**: Asteroid Field.
- **Nav 3 (50x29)**: Nav Point.
- **Nav 4 (63x78)**: Asteroid Field.
- **Nav 5 (28x71)**: Jump to the Beta System, Fariss Quadrant.

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DELTA PRIME SYSTEM, FARISS QUADRANT

- **Nav 1 (50x50)**: Jump to the Gamma System, Fariss Quadrant.

DN-N1912 SYSTEM, POTTER QUADRANT

- **Nav 1 (42x50)**: N1912-1 - Pleasure World (Ship Dealer, Both Guilds).
- **Nav 2 (71x28)**: Nav Point.
- **Nav 3 (85x78)**: Jump to the Hind's Variable North System.
- **Ambush Point**: (64x64).

EDEN SYSTEM, FARISS QUADRANT

- **Nav 1 (42x15)**: Jump to the Valhalla System, Fariss Quadrant.
- **Nav 2 (25x75)**: Gaea - Homeworld of the Church of Man (No Facilities).

This system also contains an uncharted jump to the Rikel System, Clarke Quadrant.

FAMINE SYSTEM, FARISS QUADRANT

- **Nav 1 (22x36)**: Jump to the Death System, Fariss Quadrant.
- **Nav 2 (50x78)**: Jump to the Sherwood System, Fariss Quadrant.
- **Nav 3 (78x50)**: Jump to the Capella System, Fariss Quadrant.
- **Nav 4 (50x36)**: Asteroid Field.

FREYJA SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (34x82)**: Jump to the Regallis System, Fariss Quadrant.
- **Nav 2 (81x34)**: Jump to the Pyrenees System, Humboldt Quadrant.
- **Nav 3 (58x58)**: Jump to the Agea System, Foshko Quadrant, Avalon Sector.

GAMMA SYSTEM, FARISS QUADRANT

- **Nav 1 (77x28)**: Jump to the Beta System, Fariss Quadrant / Asteroid Field.
- **Nav 2 (85x7)**: Nav Point.
- **Nav 3 (50x29)**: Asteroid Field.
- **Nav 4 (85x57)**: Asteroid Field.
- **Nav 5 (28x71)**: Jump to the Delta Prime System, Fariss Quadrant / Asteroid Field.
- **Ambush Point**: (53x50).

GEMINI SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (57x19)**: Jump to the Troy System, Humboldt Quadrant.
- **Nav 2 (91x42)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 3 (12x26)**: Jump to the Aquila System, Petrov Quadrant, Sol Sector.
- **Nav 4 (70x66)**: Durham Customs Station (Ship Dealer, Both Guilds).
- **Ambush Point**: (79x31).
- **Ambush Point**: (43x51).
- **Ambush Point**: (36x23).

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HIND'S VARIABLE NORTH SYSTEM, POTTER QUADRANT

- **Nav 1 (71x28)**: Jump to the DN-N1912 System, Potter Quadrant.
- **Nav 2 (77x71)**: Meadow - Refinery (Merchant's Guild, Ship Dealer).
- **Nav 3 (50x53)**: Nav Point.
- **Nav 4 (22x36)**: Oresville - Agricultural World (Both guilds).
- **Nav 5 (28x71)**: Jump to the Aldebran System, Potter Quadrant.

HYADES SYSTEM, CLARKE QUADRANT

- **Nav 1 (71x22)**: Jump to the Blockade Point Charlie System, Clarke Quadrant.
- **Nav 2 (50x64)**: Nav Point.
- **Nav 3 (78x78)**: Jump to the Sumn-Kp'ta System, Clarke Quadrant.
- **Nav 4 (21x36)**: Charon - Mining Base (No Facilities).

J900 SYSTEM, FARISS QUADRANT

- **Nav 1 (21x82)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 2 (42x50)**: Jump to the Haven System, Challenger Quadrant, Avalon Sector.
- **Nav 3 (85x32)**: Jump to the Telar System, Fariss Quadrant.

JUNCTION SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (42x64)**: Jump to the J900 System, Fariss Quadrant.
- **Nav 2 (18x64)**: Jump to the Nexus System, Fariss Quadrant.
- **Nav 3 (22x93)**: Burton - Agricultural World (Merchant's Guild, Ship Dealer).
- **Nav 4 (63x93)**: Jump to the Castor System, Fariss Quadrant.
- **Nav 5 (78x71)**: Jump to the New Constantinople System, Potter Quadrant.
- **Nav 6 (92x36)**: Jump to the 119CE System, Humboldt Quadrant.
- **Nav 7 (85x7)**: Speke - Pleasure World (Both guilds).
- **Nav 8 (50x22)**: Jump to the Pender's Star System, Humboldt Quadrant.
- **Nav 9 (14x36)**: Victoria - Agricultural World (Both guilds).
- **Nav 10 (67x62)**: Jump to the Gemini System, Humboldt Quadrant.

KM-252 SYSTEM, FARISS QUADRANT

- **Nav 1 (67x36)**: Smallville - Pirate Base (No Facilities).
- **Nav 2 (14x64)**: Jump to the Nexus System, Fariss Quadrant.

LISACC SYSTEM, CLARKE QUADRANT

- **Nav 1 (28x56)**: Lisacc - Mining Base (Mercenaries' Guild, Ship Dealer) / Asteroid Field.
- **Nav 2 (78x36)**: Jump to the Blockade Point Tango System, Clarke Quadrant / Asteroid Field.
- **Nav 3 (50x44)**: Jump to the T'K Tarak System, S'kh'haral Quadrant, Trk'Pahn Sector / Asteroid Field.
- **Nav 4 (56x87)**: Jump to the N'Der Pak System, Tr'k H'hra Quadrant, Trk'Pahn Sector.
- **Ambush Point**: (53x46).

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MAH'RAHN SYSTEM, CLARKE QUADRANT

- **Nav 1 (50x28)**: Jump to the Blockade Point Tango System, Clarke Quadrant / Asteroid Field.
- **Nav 2 (67x10)**: Jump to the Sum'Tlor System, S'kh'haral Quadrant, Trk'Pahn Sector.

MANCHESTER SYSTEM, POTTER QUADRANT

- **Nav 1 (78x28)**: Thisbury - Refinery (Merchant's Guild, Ship Dealer).
- **Nav 2 (78x85)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 3 (36x78)**: Wickerton - Refinery (Both guilds).
- **Ambush Point**: (57x53).

METSOR SYSTEM, POTTER QUADRANT

- **Nav 1 (78x28)**: Jump to the XXN-1927 System, Potter Quadrant.
- **Nav 2 (21x64)**: Jump to the Newcastle System, Potter Quadrant.
- **Ambush Point**: (50x46).

MIDGARD SYSTEM, CLARKE QUADRANT

- **Nav 1 (78x22)**: Jump to the Perry System, Clarke Quadrant.
- **Nav 2 (71x50)**: Nav Point.
- **Nav 3 (28x50)**: Jump to the Rikel System, Clarke Quadrant.
- **Nav 4 (63x78)**: Heimdel - Agricultural World (Both guilds, Ship Dealer).

ND-57 SYSTEM, POTTER QUADRANT

- **Nav 1 (50x22)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 2 (78x43)**: Nav Point.
- **Nav 3 (14x78)**: New Reno - Pleasure World (Both guilds).
- **Ambush Point**: (32x50).

NEW CALEDONIA SYSTEM, FARISS QUADRANT

- **Nav 1 (7x36)**: Jump to the Prasepe System, Humboldt Quadrant.
- **Nav 2 (71x28)**: Glasgow - Refinery (Both guilds).
- **Nav 3 (92x64)**: Jump to the 17-AR System, Fariss Quadrant.
- **Nav 4 (71x93)**: Jump to the Crab-12 System, Fariss Quadrant.
- **Nav 5 (50x64)**: Jump to the Sherwood System, Fariss Quadrant.
- **Nav 6 (36x15)**: Edinburgh - Refinery (Merchant's Guild, Ship Dealer).

NEW CONSTANTINOPLE SYSTEM, POTTER QUADRANT

- **Nav 1 (14x7)**: Jump to the Varnus System, Humboldt Quadrant.
- **Nav 2 (63x15)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 3 (36x36)**: Jump to the 44-P-1M System, Potter Quadrant.
- **Nav 4 (92x43)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 5 (92x85)**: New Constantinople Station - Sector Capitol (Both guilds, Ship Dealer).
- **Nav 6 (28x64)**: Edom - Agricultural World (Merchant's Guild).
- **Nav 7 (50x78)**: Jump to the Newcastle System, Potter Quadrant.

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- **Nav 8 (21x93)**: Jump to the Aldebran System, Potter Quadrant.
- **Nav 9 (7x64)**: Jump to the XXN-1927 System, Potter Quadrant.

NEW DETROIT SYSTEM, POTTER QUADRANT

- **Nav 1 (22x28)**: Jump to the Saxtogue System, Potter Quadrant.
- **Nav 2 (36x36)**: Jump to the Raxis System, Potter Quadrant.
- **Nav 3 (78x50)**: Jump to the XXN-1927 System, Potter Quadrant.
- **Nav 4 (92x43)**: Jump to the Manchester System, Potter Quadrant.
- **Nav 5 (42x78)**: New Detroit - Industrial World (Both guilds, Ship Dealer).
- **Nav 6 (63x93)**: Jump to the Rikel System, Clarke Quadrant.
- **Nav 7 (28x85)**: Jump to the ND-57 System, Potter Quadrant.
- **Nav 8 (7x71)**: Jump to the Perry System, Clarke Quadrant.
- **Nav 9 (7x57)**: Jump to the New Constantinople System, Potter Quadrant.

NEWCASTLE SYSTEM, POTTER QUADRANT

- **Nav 1 (14x14)**: Jump to the Metsor System, Potter Quadrant.
- **Nav 2 (71x22)**: Jump to the Auriga System, Potter Quadrant.
- **Nav 3 (78x78)**: Liverpool - Refinery (Both Guilds).
- **Nav 4 (21x36)**: Jump to the New Constantinople System, Potter Quadrant.
- **Nav 5 (14x78)**: Jump to the Perry System, Clarke Quadrant.

NEXUS SYSTEM, FARISS QUADRANT

- **Nav 1 (7x25)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 2 (50x35)**: Jump to the Tingerhoff System, Clarke Quadrant.
- **Nav 3 (88x50)**: Macabee - Mining Base (Both guilds) / Asteroid Field.
- **Nav 4 (71x71)**: Jump to the Capella System, Fariss Quadrant.
- **Nav 5 (32x57)**: Jump to the KM-252 System, Fariss Quadrant.

NITIR SYSTEM, CLARKE QUADRANT

- **Nav 1 (22x50)**: Jump to the Perry System, Clarke Quadrant.
- **Nav 2 (36x71)**: Jump to the Blockade Point Tango System, Clarke Quadrant.
- **Nav 3 (71x57)**: Asteroid Field.
- **Nav 4 (92x64)**: Jump to the CMF-A System, Clarke Quadrant.
- **Nav 5 (78x28)**: Nitir - Agricultural World (Merchant's Guild, Ship Dealer).

OXFORD SYSTEM, POTTER QUADRANT

- **Nav 1 (71x43)**: Jump to the Saxtogue System, Potter Quadrant.
- **Nav 2 (14x50)**: Jump to the Shangri La System, Potter Quadrant.
- **Nav 3 (22x71)**: Jump to the XXN-1927 System, Potter Quadrant.
- **Nav 4 (50x64)**: Oxford - University World (Both Guilds, Ship Dealer).
- **Nav 5 (x)**: Jump to the Mastif System, Terra Quadrant, Sol Sector.

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PADRE SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (63x22)**: Magdaline - Pleasure World (Merchant's Guild, Ship Dealer).
- **Nav 2 (28x85)**: Jump to the 119CE System, Humboldt Quadrant.
- **Ambush Point**: (46x54).

PALAN SYSTEM, FARISS QUADRANT

- **Nav 1 (21x85)**: Jump to the Tingerhoff System, Clarke Quadrant.
- **Nav 2 (44x42)**: Asteroid Field.
- **Nav 3 (71x78)**: Jump to the Xytani System, Fariss Quadrant.
- **Nav 4 (14x39)**: Palan - Agricultural World (Merchant's Guild, Ship Dealer).
- **Nav 5 (85x43)**: Basra - Refinery (Mercenary's Guild, Ship Dealer).

PENDER'S STAR SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (36x71)**: Jump to the Junction System, Humboldt Quadrant.
- **Nav 2 (50x47)**: Asteroid Field.
- **Nav 3 (63x22)**: Jump to the Troy System, Humboldt Quadrant.

PENTONVILLE SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (18x71)**: Oakham - Pirate Base (No Facilities).
- **Nav 2 (78x32)**: Jump to the 119CE System, Humboldt Quadrant.
- **Ambush Point**: (48x52)

PERRY SYSTEM, CLARKE QUADRANT

- **Nav 1 (36x14)**: Jump to the Ragnarok System, Clarke Quadrant.
- **Nav 2 (7x35)**: Jump to the Nitir System, Clarke Quadrant.
- **Nav 3 (32x64)**: Jump to the Midgard System, Clarke Quadrant.
- **Nav 4 (14x85)**: Anapolis - Refinery (Mercenary's Guild, Ship Dealer).
- **Nav 5 (56x78)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 6 (78x85)**: Jump to the Newcastle System, Potter Quadrant.
- **Nav 7 (85x50)**: Jump to the Surtur System, Clarke Quadrant.
- **Nav 8 (63x36)**: Jump to the Tingerhoff System, Clarke Quadrant.
- **Nav 9 (85x15)**: Perry Naval Base - TCN Sector Headquarters (Both guilds, Ship Dealer).

PESTILENCE SYSTEM, FARISS QUADRANT

- **Nav 1 (14x50)**: Jump to the Death System, Fariss Quadrant.
- **Nav 2 (71x28)**: Asteroid Field.
- **Nav 3 (50x93)**: Jump to the War System, Fariss Quadrant.

POLLUX SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (78x25)**: Jump to the Sherwood System, Fariss Quadrant.
- **Nav 2 (68x61)**: Nav Point.
- **Nav 3 (14x78)**: Remus - Refinery (Both guilds).
- **Ambush Point (46x52)**: Asteroid Field.

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PRASEPE SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (14x28)**: Jump to the New Caledonia System, Fariss Quadrant.
- **Nav 2 (63x36)**: Nav Point.
- **Nav 3 (42x85)**: Saratov - Mining Base (Merchant's Guild) / Asteroid Field.

PYRENEES SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (14x15)**: Jump to the Freyja System, Humboldt Quadrant.
- **Nav 2 (67x18)**: Jump to the Troy System, Humboldt Quadrant.
- **Nav 3 (74x50)**: New Iberia - Agricultural World (Merchant's Guild).
- **Nav 4 (56x75)**: Jump to the CM-N1054 System, Humboldt Quadrant.
- **Nav 5 (50x50)**: Jump to the Callisto System, Foshko Quadrant, Avalon Sector.
- **Nav 6 (22x50)**: Basque - Mining Base (Both guilds, Ship Dealer) / Asteroid Field.

RAGNAROK SYSTEM, CLARKE QUADRANT

- **Nav 1 (85x50)**: Jump to the Blockade Point Alpha System, Clarke Quadrant / Asteroid Field.
- **Nav 2 (28x93)**: Jump to the Perry System, Clarke Quadrant.
- **Nav 3 (18x35)**: Mjolnar - Agricultural World (No Facilities) / Asteroid Field.
- **Ambush Point**: (23x64)

RAXIS SYSTEM, POTTER QUADRANT

- **Nav 1 (36x43)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 2 (71x64)**: Gracchus - Refinery (Merchant's Guild, Ship Dealer).
- **Nav 3 (78x28)**: Trinsic - Agricultural World (Both guilds).
- **Ambush Point**: (57x36)

REGALLIS SYSTEM, FARISS QUADRANT

- **Nav 1 (14x36)**: Jump to the Freyja System, Humboldt Quadrant.
- **Nav 2 (71x15)**: Nav Point.
- **Nav 3 (85x64)**: Jump to the Troy System, Humboldt Quadrant.
- **Nav 4 (50x89)**: Jump to the Sherwood System, Fariss Quadrant.
- **Nav 5 (18x71)**: Kronecker - Mining Base (Both Guilds) / Asteroid Field.

RIKEL SYSTEM, CLARKE QUADRANT

- **Nav 1 (21x7)**: Jump to the New Detroit System, Potter Quadrant / Asteroid Field.
- **Nav 2 (7x36)**: Jump to the Midgard System, Clarke Quadrant / Asteroid Field.
- **Nav 3 (22x78)**: Siva - Agricultural World (Merchant's Guild).
- **Nav 4 (63x28)**: Vishnu - Mining Base / Asteroid Field (Mercenary's Guild, Ship Dealer).
- **Nav 5 (71x71)**: Jump to the 44-P-1M System, Potter Quadrant / Asteroid Field.
- **Ambush Point (14x22)**: Asteroid Field.
- **Ambush Point**: (15x57)
- **Ambush Point**: (47x75)

This system also contains an uncharted jump to the Eden System, Fariss Quadrant.

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RYGANNON SYSTEM, FARISS QUADRANT

- **Nav 1 (92x71)**: Jump to the Xytani System, Fariss Quadrant.
- **Nav 2 (56x22)**: Rygannon - Mining Base (Mercenary's Guild, Ship Dealer).
- **Nav 3 (14x29)**: Jump to the Delta System, Fariss Quadrant / Asteroid Field.

SAXTOGUE SYSTEM, POTTER QUADRANT

- **Nav 1 (36x28)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 2 (85x36)**: Olympus - Pleasure World (Both Guilds, Ship Dealer).
- **Nav 3 (63x64)**: Jump to the Oxford System, Potter Quadrant.
- **Ambush Point**: (74x50)

SHANGRI LA SYSTEM, POTTER QUADRANT

- **Nav 1 (63x22)**: Jump to the Oxford System, Potter Quadrant.
- **Nav 2 (28x71)**: Erewhon - Pleasure World (Merchant's Guild).
- **Ambush Point**: (46x47)

SHERWOOD SYSTEM, FARISS QUADRANT

- **Nav 1 (25x22)**: Jump to the New Caledonia System, Fariss Quadrant.
- **Nav 2 (50x42)**: Jump to the Regallis System, Fariss Quadrant.
- **Nav 3 (74x22)**: Tuck's - Pirate Base (No Facilities) / Asteroid Field.
- **Nav 4 (28x64)**: Nav Point.
- **Nav 5 (71x50)**: Nav Point.
- **Nav 6 (85x66)**: Jump to the Pollux System, Humboldt Quadrant.
- **Nav 7 (56x85)**: Jump to the Famine System, Fariss Quadrant.
- **Nav 8 (14x78)**: Jump to the Capella System, Fariss Quadrant.

SUMN-KP'TA SYSTEM, CLARKE QUADRANT

- **Nav 1 (7x50)**: Jump to the Tr'Pakh System, Clarke Quadrant.
- **Nav 2 (92x50)**: Jump to the Hyades System, Clarke Quadrant.
- **Nav 3 (52x01)**: Jump to the Sum'nH'hra System, S'kh'haral Quadrant, Trk'Pahn Sector.
- **Ambush Point**: (50x50)

SURTUR SYSTEM, CLARKE QUADRANT

- **Nav 1 (21x22)**: Jump to the Blockade Point Charlie System, Clarke Quadrant.
- **Nav 2 (28x71)**: Surtur - Agricultural World (Merchant's Guild, Ship Dealer).
- **Nav 3 (56x57)**: Jump to the Perry System, Clarke Quadrant.
- **Nav 4 (71x22)**: Jump to the 41-GS System, Potter Quadrant.

TELAR SYSTEM, FARISS QUADRANT

- **Nav 1 (71x82)**: Jump to the 17-AR System, Fariss Quadrant.
- **Nav 2 (81x18)**: Megiddo - Pirate Base (No Facilities) / Asteroid Field.
- **Nav 3 (50x14)**: Jump to the Valhalla System, Fariss Quadrant.
- **Nav 4 (11x50)**: Jump to the J900 System, Fariss Quadrant.

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TINGERHOFF SYSTEM, CLARKE QUADRANT

- **Nav 1 (32x22):** Jump to the CMF-A System, Clarke Quadrant.
- **Nav 2 (63x22):** Jump to the Palan System, Fariss Quadrant.
- **Nav 3 (85x50):** Munchen - Refinery (Both guilds).
- **Nav 4 (36x78):** Jump to the Perry System, Clarke Quadrant.
- **Nav 5 (7x64):** Bodensee - Agricultural World (Merchant's Guild, Ship Dealer).
- **Nav 6 (42x56):** Jump to the Nexus System, Fariss Quadrant.

TROY SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (71x22):** Jump to the Pyrenees System, Humboldt Quadrant.
- **Nav 2 (92x50):** Achilles - Mining Base (Both Guilds, Ship Dealer).
- **Nav 3 (71x78):** Jump to the Pender's Star System, Humboldt Quadrant.
- **Nav 4 (14x93):** Hector - Mining Base (Both Guilds, Ship Dealer).
- **Nav 5 (18x64):** Jump to the Regallis System, Fariss Quadrant.
- **Nav 6 (14x28):** Helen - Agricultural World (Merchant's Guild, Ship Dealer).
- **Nav 7 (50x18):** Jump to the War System, Fariss Quadrant.
- **Nav 8 (60x43):** Jump to the Gemini System, Humboldt Quadrant.

TR'PAKH SYSTEM, CLARKE QUADRANT

- **Nav 1 (21x28):** Jump to the Sumn-Kp'ta System, Clarke Quadrant.
- **Nav 2 (63x78):** Jump to the Blockade Point Alpha System, Clarke Quadrant.
- **Nav 3 (23x63):** Jump to the Sum'Tlor System, S'kh'haral Quadrant, Trk'Pahn Sector.
- **Ambush Point (42x53):** Asteroid Field.

VALHALLA SYSTEM, FARISS QUADRANT

- **Nav 1 (14x92):** Valkyrie - Mining Base (Both Guilds) / Asteroid Field.
- **Nav 2 (50x50):** Nav Point.
- **Nav 3 (85x7):** Jump to the Telar System, Fariss Quadrant.
- **Nav 4 (21x50):** Jump to the Eden System, Fariss Quadrant.

VARNUS SYSTEM, HUMBOLDT QUADRANT

- **Nav 1 (36x82):** Rodin - Agricultural World (Both Guilds, Ship Dealer).
- **Nav 2 (36x28):** Jump to the New Constantinople System, Potter Quadrant.
- **Nav 3 (85x15):** Rilke - Refinery (No Facilities).
- **Ambush Point:** (61x49)

WAR SYSTEM, FARISS QUADRANT

- **Nav 1 (50x85):** Jump to the Pestilence System / Asteroid Field.
- **Nav 2 (50x50):** Nav Point.
- **Nav 3 (50x15):** Jump to the Troy System / Asteroid Field.

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XXN-1927 SYSTEM, POTTER QUADRANT

- **Nav 1 (22x43)**: Jump to the Oxford System, Potter Quadrant.
- **Nav 2 (71x22)**: Jump to the New Detroit System, Potter Quadrant.
- **Nav 3 (85x36)**: Jump to the New Constantinople System, Potter Quadrant.
- **Nav 4 (92x78)**: Jump to the Metsor System, Potter Quadrant.
- **Nav 5 (85x85)**: Joplin - Refinery (Merchant's Guild).
- **Nav 6 (36x93)**: Jump to the 119CE System, Humboldt Quadrant.
- **Nav 7 (42x71)**: Jolson - Pleasure World (Both Guilds, Ship Dealer).

XYTANI SYSTEM, FARISS QUADRANT

- **Nav 1 (22x78)**: Jump to the Rygannon System, Fariss Quadrant.
- **Nav 2 (36x28)**: Asteroid Field.
- **Nav 3 (92x50)**: Jump to the Palan System, Fariss Quadrant.
- **Ambush Point (57x64)**: Asteroid Field.

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Vega Sector
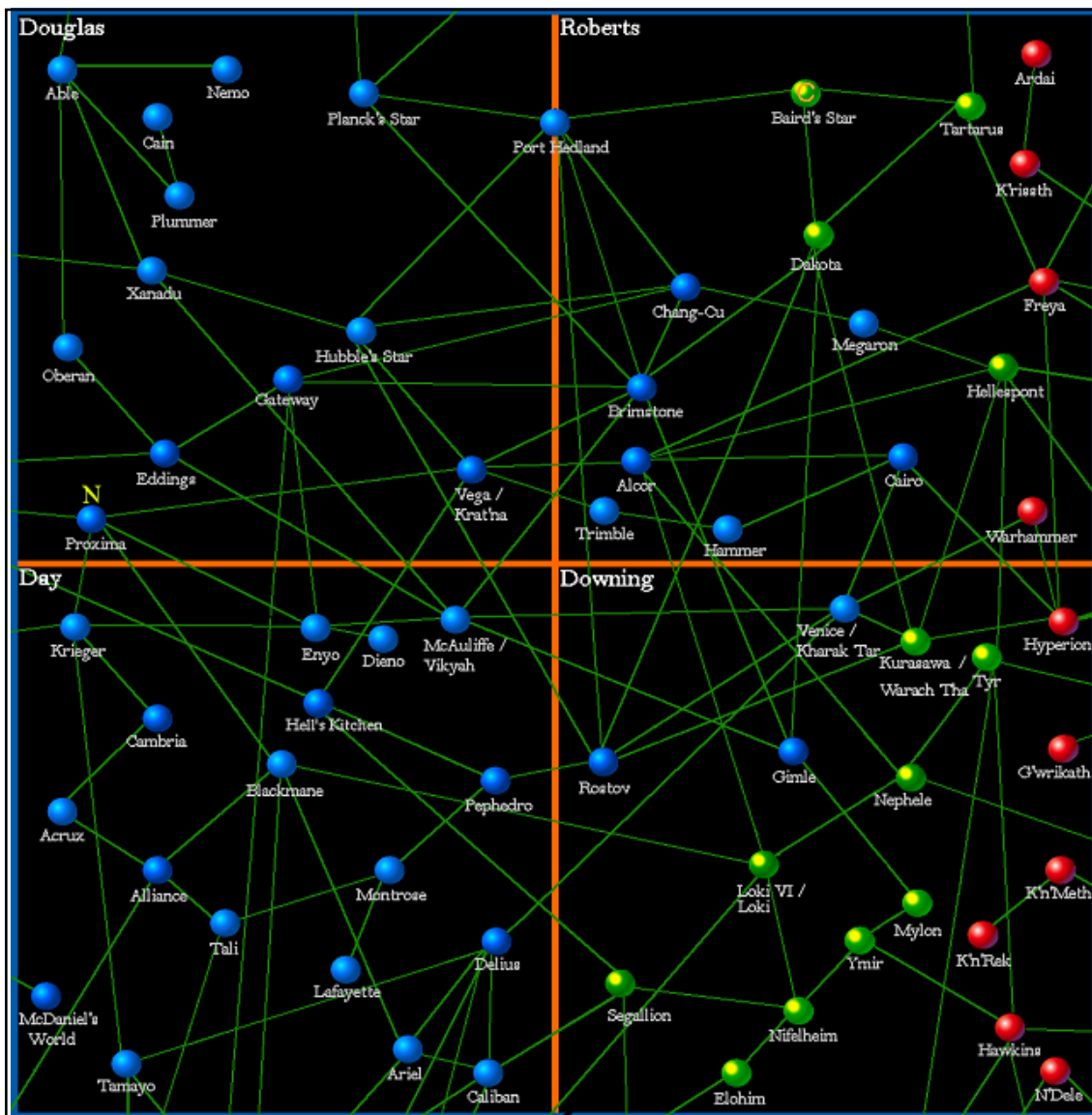
Vega Sector
- **Galactic Coordinates**: A5C-A6D
- **Total Number of Systems**: 64
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Douglas, 12 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Roberts, 16 Systems.
  - **Spinward/Rimward Quadrant Designation**: Day, 18 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Downing, 18 Systems.
- System Names/Alignments by Quadrant
  - **Douglas Quadrant** (All Confederation): Able, Cain, Eddings, Gateway, Hubble's Star, Nemo, Oberan, Planck's Star, Plummer, Proxima, Vega, Xanadu.
  - **Roberts Quadrant** (Confederation, Border Worlds, Kilrathi): Alcor (TC), Ardai (KE), Baird's Star (UBW), Brimstone (TC), Cairo (TC), Chang-Cu (TC), Dakota (UBW),

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Freya (KE), Hammer (TC), Hellespont (UBW), K'rissth (KE), Megaron (TC), Port
Hedland (TC), Tartarus (UBW), Trimble (TC), Warhammer (KE).
- o **Day Quadrant** (All Confederation): Acrux, Alliance, Ariel, Blackmane, Caliban,
Cambria, Delius, Dieno, Enyo, Hell's Kitchen, Krieger, Lafayette, McAuliffe,
McDaniel's World, Montrose, Pephedro, Tali, Tamayo.
- o **Downing Quadrant** (Confederation, Border Worlds, Kilrathi): Elohim (UBW), Gimle
(TC), G'wirkath (KE), Hawkins (KE), Hyperion (KE), K'n'Meth (KE), K'n'Rek (KE),
Kurasawa (UBW), Loki (UBW), Mylon (UBW), N'Dele (KE), Nephele (UBW), Nifelheim
(UBW), Rostov (TC), Segallion (UBW), Tyr (UBW), Venice (TC), Ymir (UBW).

Sector Points of Interest: Accord, Alliance System, Day Quadrant; Alcor V, Alcor System, Roberts
Quadrant; Ariel Nebula, Ariel System, Day Quadrant; Blackmane Starbase, Blackmane System, Day
Quadrant; Blue Point Station, Nephele System, Downing Quadrant; Brimstone II, Brimstone System,
Roberts Quadrant; Caliban Nebula, Caliban System, Day Quadrant; Delius Supply Depot, Delius
System, Day Quadrant; Delius, Delius System, Day Quadrant; Dieno, Dieno System, Day Quadrant;
Enyo III, Enyo System, Day Quadrant; Fargo, Dakota System, Roberts Quadrant; Freya II, Freya
System, Roberts Quadrant; Gimle, Gimle System, Downing Quadrant; Hellespont System, Roberts
Quadrant; Hubble's Star IV, Hubble's Star System, Douglas Quadrant; Hurricane, Port Hedland
System, Roberts Quadrant; Hyperion, Hyperion System, Downing Quadrant; Kilrathi Sector
Command, Venice System, Downing Quadrant; Kurasawa IV, Kurasawa System, Downing Quadrant;
Leto, Proxima System, Douglas Quadrant; Loki (Quasar), Loki System, Downing Quadrant; Loki VI,
Loki System, Downing Quadrant; McAuliffe VI, McAuliffe System, Day Quadrant; McAuliffe, McAuliffe
System, Day Quadrant; McDaniel, McDaniel's World System, Day Quadrant; McLaren, Port Hedland
System, Roberts Quadrant; Megaron System, Roberts Quadrant; Mylon II, Mylon System, Downing
Quadrant; Nephele II, Nephele System, Downing Quadrant; Nephele Prime, Nephele System,
Downing Quadrant; Nifelheim System, Downing Quadrant; Orlando Depot, Nephele System,
Downing Quadrant; Rostov III, Rostov System, Downing Quadrant; Tamayo II, Tamayo System, Day
Quadrant; Tartarus, Tartarus System, Roberts Quadrant; Toadstool, Hell's Kitchen System, Day
Quadrant; Tyr VII, Tyr System, Downing Quadrant; Vega Prime, Vega System, Douglas Quadrant;
Venice, Venice System, Downing Quadrant; Warhammer XII, Warhammer System, Roberts Quadrant;
Xanadu Base, Xanadu System, Douglas Quadrant; Xanadu, Xanadu System, Douglas Quadrant.

Native Denizens: Mopoks, Rostov III, Rostov System, Downing Quadrant.

Notes: The Vega Sector was a region of space inhabited by colonies of the Terran Confederation and
the Empire of Kilrah and was a major theatre of operations during both the Terran-Kilrathi War and
the Nephilim War. Formal first contact between the Confederation and Kilrathi occurred in this Sector
in 2629; the largest campaign between the two belligerents was the Vega Sector Campaign in the
2650s, in which the Confederation temporarily liberated the Sector after destroying the Kilrathi
stronghold at Venice. Despite this, Vega was continually harassed throughout the remainder of the
Kilrathi War and many systems would again fall under Kilrathi control during the final stages of the
War, in which Terrankind almost saw total defeat.

Vega Sector lies directly anti-spinward of Sol Sector, spinward of Kilrah Sector, coreward of Epsilon
Sector and rimward of Trk'Pahn Sector. Alternative names for Vega Sector include Alcor, Blackmane,
Freya, Hyperion, Nanking, Proxima and Tamayo.

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Epsilon Sector
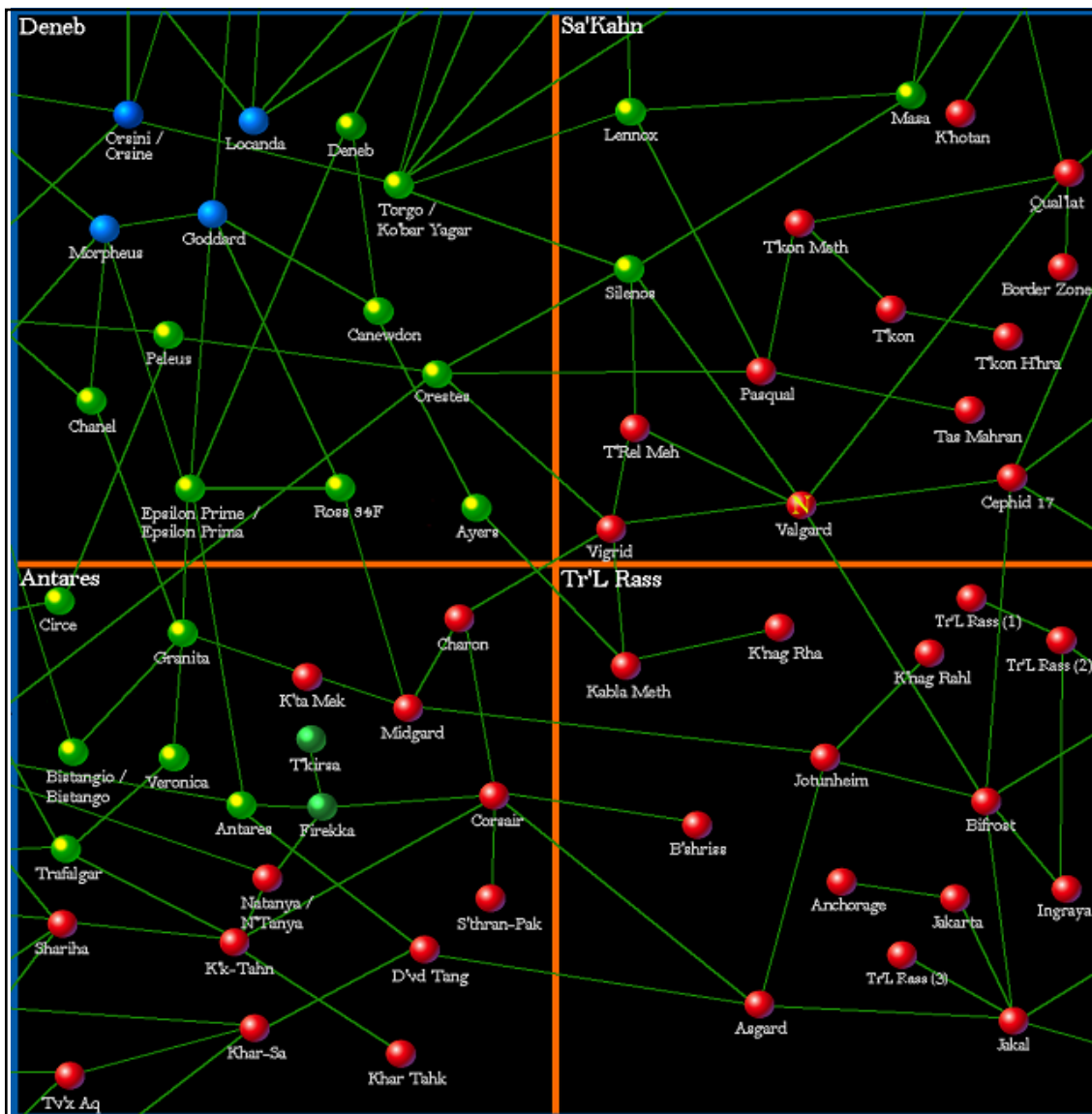
Epsilon Sector
- **Galactic Coordinates**: A7C-A8D
- **Total Number of Systems**: 62
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Deneb, 13 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Sa'Kahn, 15 Systems.
  - **Spinward/Rimward Quadrant Designation**: Antares, 20 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Tr'L Rass, 14 Systems.
- System Names/Alignments by Quadrant
  - **Deneb Quadrant** (Confederation, Border Worlds): Ayer's, Canewdon (UBW), Chanel (UBW), Deneb (UBW), Epsilon Prime (UBW), Goddard (TC), Locanda (TC), Morpheus (TC), Orestes (UBW), Orsini (TC), Peleus (UBW), Ross 34F (UBW), Torgo (UBW).

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- o **Sa'Kahn Quadrant** (Border Worlds, Kilrathi): Border Zone (KE), Cephid 17 (KE), K'hotan (KE), Lennox (UBW), Masa (UBW), Pasqual (KE), Qual'lat (KE), Silenos (UBW), T'Rel Meh (KE), T'kon (KE), T'kon H'hra (KE), T'kon Meth (KE), Tas Mahran (KE), Valgard (KE), Vigrid (KE).
- o **Antares Quadrant** (Border Worlds, Kilrathi, Firekkan Planetary Alliance): Antares (UBW), Bistangio (UBW), Charon (KE), Circe (UBW), Corsair (KE), D'vd Tang (KE), Firekka (FPA), Granita (UBW), K'k-Tahn (KE), K'ta Mek (KE), Khar Takh (KE), Khar-Sa (KE), Midgard (KE), N'Tanya (KE), S'thran-Pak (KE), Shariha (KE), T'kirsa (FPA), Trafalgar (UBW), Tv'x Aq (KE), Veronica (UBW).
- o **Tr'L Rass Quadrant** (All Kilrathi): Anchorage, Asgard, B'shriss, Bifrost, Ingraya, Jakal, Jakarta, Jotunheim, K'nag Rha, K'nag Rahl, Kabla Meth, Tr'L Rass (1), Tr'L Rass (2), Tr'L Rass (3).

Sector Points of Interest: Antares, Antares System, Antares Quadrant; Ayer's Rock, Ayers System, Deneb Quadrant; Bifrost Supply Depot, Bifrost System, Tr'L Rass Quadrant; Bistangio X, Bistangio System, Antares Quadrant; Charon III, Charon System, Antares Quadrant; Chloe, Corsair System, Antares Quadrant; Circe V, Circe System, Antares Quadrant; Circe VII, Circe System, Antares Quadrant; Firekka, Firekka System, Antares Quadrant; Ghorax Tha, Charon System, Antares Quadrant; Goddard I, Goddard System, Deneb Quadrant; Goddard II, Goddard System, Deneb Quadrant; Granita, Granita System, Antares Quadrant; Hampton Station, Orsini System, Deneb Quadrant; Kabla Meth, Kabla Meth, Tr'L Rass.; Locanda IV, Locanda System, Deneb Quadrant; Masa III, Masa System, Sa'Kahn Quadrant; Midgard, Midgard System, Antares Quadrant; N'tanya, N'tanya System, Antares Quadrant; Odell, Antares System, Antares Quadrant; Orestes IX, Orestes System, Deneb Quadrant; Pasqual X, Pasqual System, Sa'Kahn Quadrant; Peleus System, Deneb Quadrant; Polaris Roads Naval Station, Antares System, Antares Quadrant; TCS *Port Broughton*, Corsair System, Antares Quadrant; Quarto, Trafalgar System, Antares Quadrant; Shariha, Shariha System, Antares Quadrant; Silenos Nebula, Silenos System, Sa'Kahn Quadrant; S'thant, T'kirsa System, Antares Quadrant; Sting, Midgard System, Antares Quadrant; The Bearpit, T'kirsa System, Antares Quadrant; The Boneyard, Charon System, Antares Quadrant; Torgo Sector HQ, Torgo System, Deneb Quadrant.

Native Denizens: <u>Firekkans</u>, Firekka, Firekka, Antares Quadrant.

Notes: The Epsilon Sector was unevenly divided among the participants of the Terran-Kilrathi War and was one of its most volatile theaters. Star systems in this Sector constantly changed hands, with systems in this Sector falling to the Kilrathi in the later stages of the war. After the war, many of the remaining Terran-occupied systems banded together to form the heart of the Union of Border Worlds. The Firekka system, homeworld of the Firekkan people and the Firekkan Planetary Alliance, is also located in this Sector.

Epsilon Sector lies directly spinward of M'Shrak Sector, anti-spinward of Enigma Sector and rimward of Vega Sector. Alternative names for Epsilon Sector include Antares, Deneb, Firekka, Leyton, Locanda, Orsini and Yarin.

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Enigma Sector
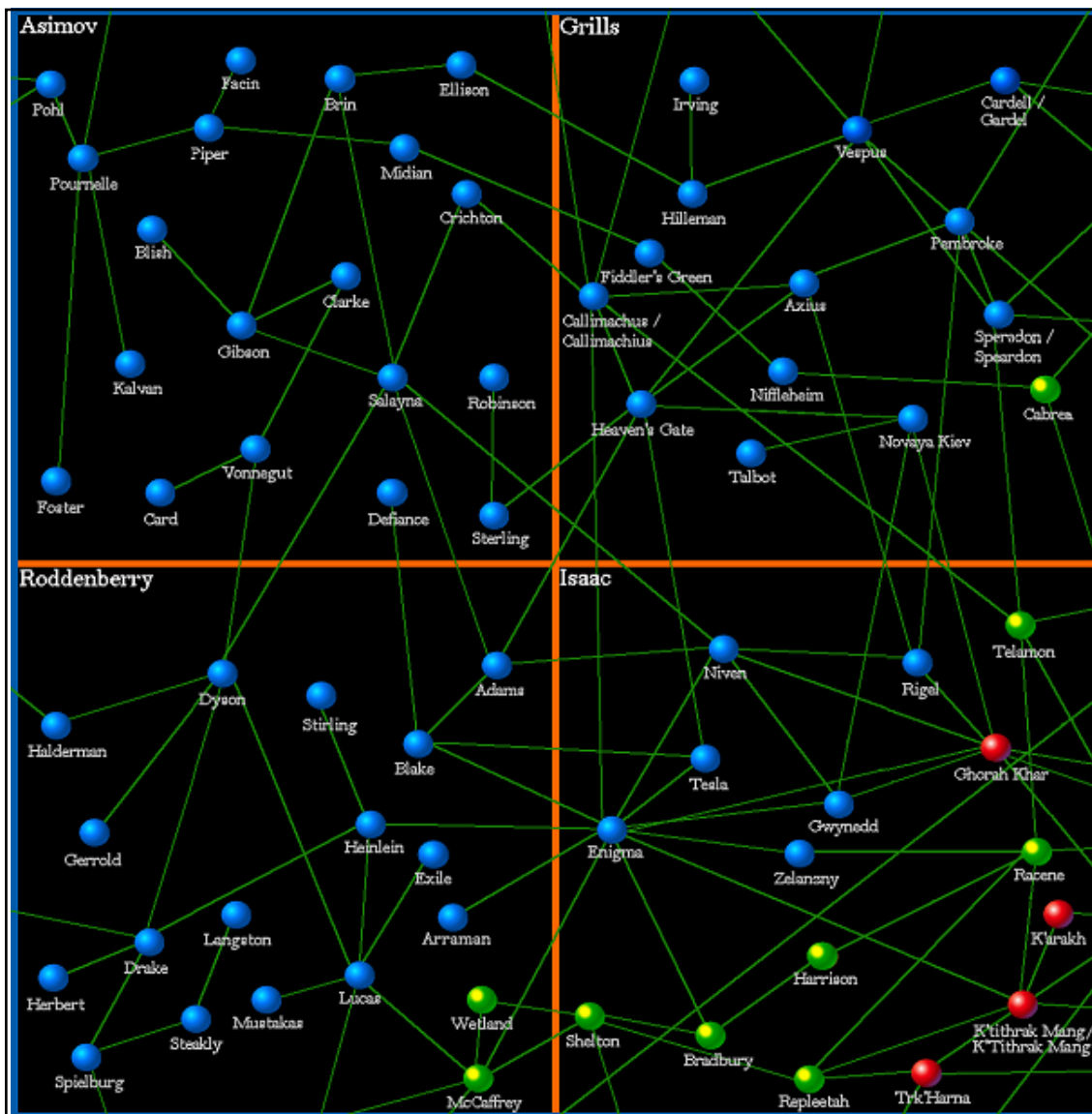
Enigma Sector

- **Galactic Coordinates**: A7A-A8B
- **Total Number of Systems**: 67
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Asimov, 19 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Grills, 14 Systems.
  - **Spinward/Rimward Quadrant Designation**: Roddenberry, 18 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Isaac, 16 Systems.
- System Names/Alignments by Quadrant
  - **Asimov Quadrant** (All Confederation): Blish, Brin, Card, Crichton, Clarke, Defiance, Ellison, Facin, Foster, Gibson, Kalvan, Midian, Piper, Pohl, Pournelle, Robinson, Salayna, Sterling, Vonnegut.

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- o **Grills Quadrant** (Confederation, Border Worlds): Axius (TC), Cabrea (UBW), Callimachus (TC), Cardell (TC), Fiddler's Green (TC), Heaven's Gate (TC), Hillerman (TC), Irving (TC), Niffleheim (TC), Novaya Kiev (TC), Pembroke (TC), Speradon (TC), Talbot (TC), Vespus (TC).
- o **Roddenberry Quadrant** (Confederation, Border Worlds): Adams (TC), Arraman (TC), Blake (TC), Drake (TC), Dyson (TC), Exile (TC), Gerrold (TC), Halderman (TC), Heinlein (TC), Herbert (TC), Langston (TC), Lucas (TC), McCaffrey (UBW), Mustakas (TC), Spielburg (TC), Steakly (TC), Stirling (TC), Wetland (UBW).
- o **Isaac Quadrant** (Confederation, Border Worlds, Kilrathi): Bradbury (UBW), Enigma (TC), Ghorah Khar (KE), Gwynedd (TC), Harrison (UBW), K'arakh (KE), K'Tithrak Mang (KE), Niven (TC), Racene (UBW), Repleetah (UBW), Rigel (TC), Shelton (UBW), Telamon (UBW), Tesla (TC), Trk'Harna (KE), Zelanzy (TC).

Sector Points of Interest: Axius Base, Axius System, Grills Quadrant; Cabrea System, Grills Quadrant; Caernarvon Station, Gwynned System, Isaac Quadrant; Ghorah Khar System, Isaac Quadrant; Heaven's Gate Starbase, Heaven's Gate System, Grills Quadrant; K'arakh System, Isaac Quadrant; K'Tithrak Mang, K'Tithrak Mang System, Isaac Quadrant; Niffleheim System, Grills Quadrant; Niven System, Isaac Quadrant; Novaya Kiev Supply Depot, Novaya Kiev System, Grills Quadrant; Pembroke Station, Pembroke System, Grills Quadrant; Repleetah System, Isaac Quadrant; Rigel Supply Depot, Rigel System, Isaac Quadrant; Scorpion, Fiddler's Green System, Grills Quadrant; Speradon System, Grills Quadrant; Talbot System, Grills Quadrant; Telamon, Telamon System, Isaac Quadrant; Vespus, Vespus System, Grills Quadrant.

Native Denizens: None Known.

Notes: Enigma Sector is largely occupied by the Confederation and Union of Border Worlds, although it also contains a small number of systems controlled by the Kilrathi. It was a strategically valuable Sector in the Terran-Kilrathi War due to its vast network of jump points - particularly those of the Enigma system itself - which granted both sides easy access to enemy star systems. In particular, control of the Sector would've granted the Kilrathi access to major systems in Sol Sector, including Sol itself.

Enigma Sector lies directly spinward of Epsilon Sector, anti-spinward of Argent Sector and rimward of Sol Sector. Alternative names for the Enigma Sector include Gwynedd, Facin, Niven and K'Tithrak Mang.

Available Specific System Information
ENIGMA SYSTEM, ISAAC QUADRANT

Enigma

System Primaries:

- Black Hole, Mass 4.98 solar, Luminosity 0.00 solar, Temperature 0.00 solar, Roche Limit 0.00 AU, Tidal Lock Radius 1.02 AU, Inner Ecosphere Radius 0.00 AU, Outer Ecosphere Radius 0.00 AU, Frost Line Radius 0.00 AU, Outer Planetary Limit 199.2 AU, Surface Gravity ∞ G, Surface Temperature $\approx$0 K, Absolute Luminosity 0.00 W, Absolute Mass $9.91*10^{30}$ kg.
- M2V Companion (7.81 AU Distant), Mass 0.43 solar, Luminosity 0.03 solar, Temperature 0.54 solar, Roche Limit 0.02 AU, Tidal Lock Radius 0.45 AU, Inner Ecosphere Radius 0.15 AU, Outer Ecosphere Radius 0.22 AU, Frost Line Radius 0.31 AU, Outer Planetary Limit 17.04 AU, Surface Gravity 108.1 G, Surface Temperature 3120.12 K, Absolute Luminosity $1.27*10^{25}$ W, Absolute Mass, $8.27*10^{29}$ kg.

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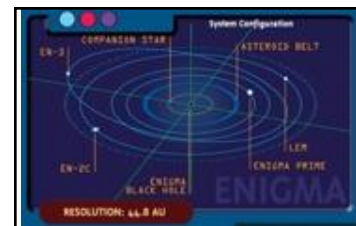
Planetary Configuration

- Asteroid Belt, Inner Edge 15.28 AU, Outer Edge 17.09 AU.
  - Jump point at L_1 - K'Tithrak Mang, Isaac Quadrant, Enigma Sector.
- Enigma Prime (Enigma 1), PSC 22 Frozen Planet, 22.69 AU Distant, Density 0.8 Earth, Volume $1.14*10^{22}$ m³, Radius 13,961.7 km, Mass $5.03*10^{25}$ kg (8.42 Earths), Surface Gravity 1.76 G, Orbital Period 48.43 Earth years, Sidereal Rotation Period 12,011 hr, Axial Tilt 15°, Atmosphere (Thick): Oxygen/Hydrogen Cyanide/Sulfur Dioxide, Hydrosphere (5%): Hydrocyanic Acid, Lithosphere (100%): Unobtanium/Magnesium/Sulfur, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, Extreme Vulcanism/Heavy Seismicity/Very Violent Global Weather, Value €-15,000.
  - Surface Communities: 1 Rural Village, 3 Settlements.
  - Jump point at L_2 - Blake, Roddenberry Quadrant, Enigma Sector.
  - Jump point at L_3 - Heinlein, Roddenberry Quadrant, Enigma Sector.
  - Jump point at L_5 - Tesla, Isaac Quadrant, Enigma Sector.
- EN-2C (Enigma 2), PSC 24 Gas Giant, 28.47 AU Distant, Density 0.1 Earth, Volume $6.96*10^{22}$ m², Radius 25,517.6 km, Mass $3.84*10^{25}$ kg (6.42 Earths), Surface Gravity 0.4 G, Orbital Period 68.07 Earth years, Sidereal Rotation Period 16 hr, Axial Tilt 15°, Atmosphere (Thick): Methane/Ammonia/Hydrogen, No Hydrosphere, No Lithosphere, Biodensity 0%. Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Violent Global Weather, Value €-20,000.
  - Jump point at L_1 - Ghorah Khar, Isaac Quadrant, Enigma Sector.
  - Jump point at L_2 - Callimachus, Grills Quadrant, Enigma Sector.
  - Jump point at L_3 - McCaffrey, Roddenberry Quadrant, Enigma Sector.
  - Jump point at L_4 - Zelanzy, Isaac Quadrant, Enigma Sector.
  - Jump point at L_5 - Bradbury, Isaac Quadrant, Enigma Sector.
- EN-3 (Enigma 3), PSC 13 Frozen Planet, 47.94 AU Distant, Density 0.9 Earth, Volume $2.95*10^{19}$ m³, Radius 1,916.80 km, Mass $1.46*10^{23}$ (0.02 Earths), Surface Gravity 0.27 G, Orbital Period 148.74 Earth years, Sidereal Rotation Period 28 hr, Axial Tilt 10°, Atmosphere (Very Thin): Ammonia, Hydrosphere (6%): Liquid Ammonia, Lithosphere (40%): Iron/Nickel/Halite, Biodensity 0%, Categorical Temperature: Subarctic, Moderate Vulcanism/No Seismicity/No Weather, Value €-15,000.
  - *This planet's orbit is highly eccentric; it occasionally approaches closer to the primary than Enigma 4.*
  - Jump point at L_2 - Arraman, Roddenberry Quadrant, Enigma Sector.
  - Jump point at L_3 - Niven, Isaac Quadrant, Enigma Sector.
  - Jump point at L_4 - Gwynned, Isaac Quadrant, Enigma Sector.
- LEM (Enigma 4), PSC 11 Frozen Dwarf Planet, 39.64 AU Distant, Density 0.75 Earth, Volume $8.47*10^{18}$ m³, Radius 1,264.54 km, Mass $3.50*10^{22}$ kg (0.01 Earths), Surface Gravity 0.15 G, Orbital Period 111.84 Earth years, Sidereal Rotation Period 36 hr, Axial Tilt 12°, No Atmosphere, No Hydrosphere, Lithosphere (50%): Carbon/Halite/Silicon, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15,000.

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Sol Sector
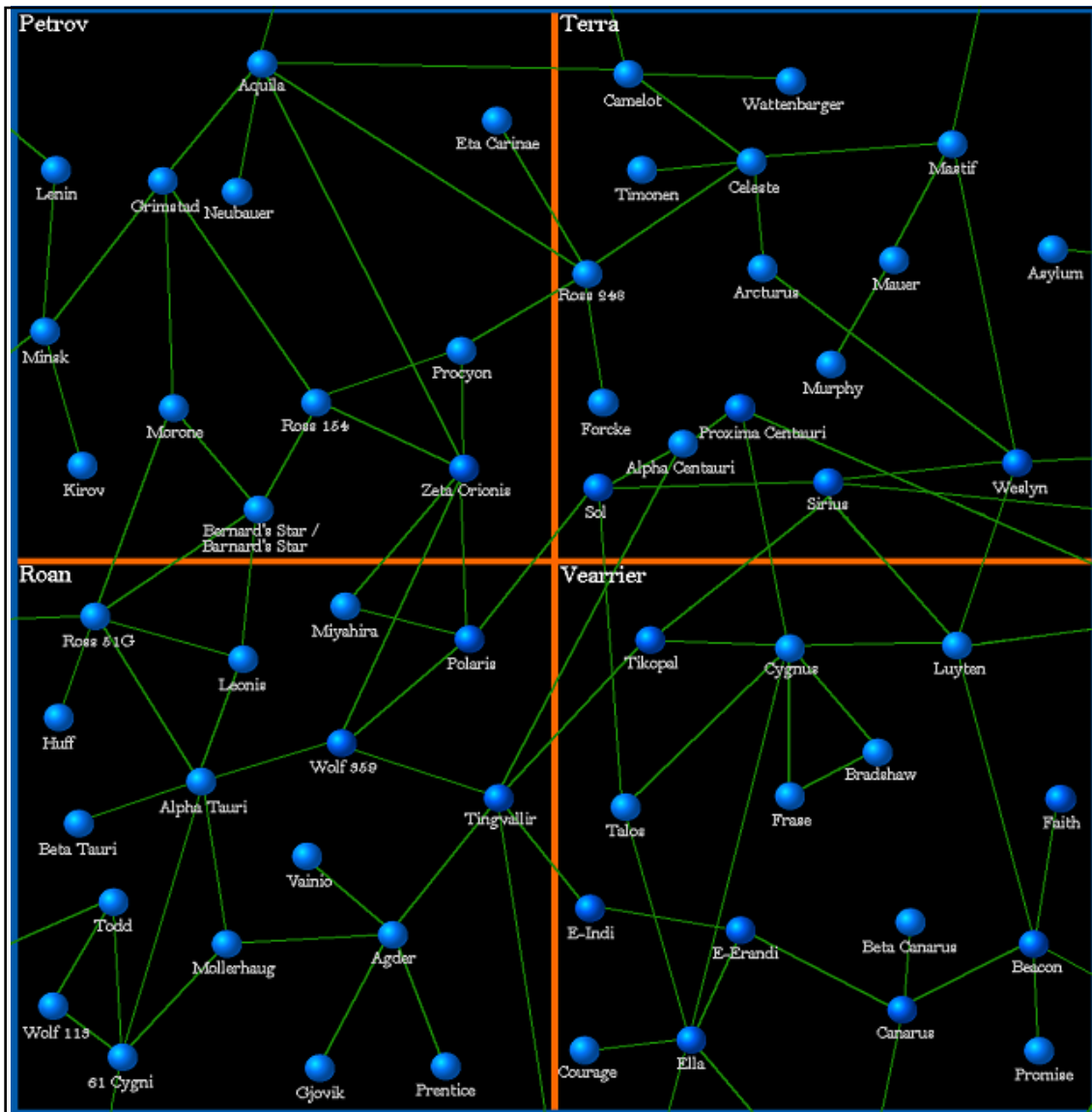
Sol Sector
- **Galactic Coordinates**: A5A-A6B
- **Total Number of Systems**: 60
- Quadrants
  - o **Spinward/Coreward Quadrant Designation**: Petrov, 12 Systems.
  - o **Anti-Spinward/Coreward Quadrant Designation**: Terra, 16 Systems.
  - o **Spinward/Rimward Quadrant Designation**: Roan, 17 Systems.
  - o **Anti-Spinward/Rimward Quadrant Designation**: Vearrier, 15 Systems.
- System Names/Alignments by Quadrant
  - o **Petrov Quadrant** (All Confederation): Aquila, Barnard's Star, Eta Carinae, Grimstad, Kirov, Lenin, Misnk, Morone, Neubauer, Procyon, Ross 154, Zeta Orionis.

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- o **Terra Quadrant** (All Confederation): Alpha Centauri, Arcturus, Asylum, Camelot, Celeste, Forcke, Mastif, Mauer, Murphy, Proxima Centauri, Ross 248, Sirius, Sol, Timonen, Wattenbarger, Weslyn.
  - o **Roan Quadrant** (All Confederation): 61 Cygni, Agder, Alpha Tauri, Beta Tauri, Gjovik, Huff, Leonis, Mihyahira, Mollerhaug, Polaris, Prentice, Ross 51G, Tingvallir, Todd, Vainio, Wolf 113, Wolf 359.
  - o **Vearrier Quadrant** (All Confederation): Beacon, Beta Canarus, Bradshaw, Canarus, Courage, Cygnus, Faith, E-Erandi, E-Indi, Ella, Frase, Luyten, Promise, Talos, Tikopal.

Sector Points of Interest: Alpha Centauri System, Terra Quadrant; Beacon, Beacon System, Vearrier Quadrant; Bradshaw System, Vearrier Quadrant; Cygnus System, Vearrier Quadrant; Ella Majora, Ella System, Vearrier Quadrant; Ella Minora, Ella System, Vearrier Quadrant; Ella Superbase, Ella System, Vearrier Quadrant; Frase System, Vearrier Quadrant; Gilead, Sirius System, Terra Quadrant; Peron, Luyten System, Vearrier Quadrant.; Proxima Centauri System, Terra Quadrant; Sirius Prime, Sirius System, Terra Quadrant; Sol System, Terra Quadrant; Warsaw, Sirius System, Terra Quadrant.

Native Denizens: <u>Terrans</u>, Earth, Sol, Terra Quadrant.

Notes: The Sol Sector is home to the Sol System (from which the Sector takes its name), the home system of the Terran homeworld of Earth. It is a densely-populated Sector and serves as the political, economic and military hub of the Terran Confederation. Home to untold billions of Terrans, the defense of the Sol Sector was top priority during the duration of the Terran-Kilrathi War and the Nephilim War, and thus was quite easily the most heavily-defended Sector of any of the Terran factions.

Sol Sector lies directly spinward of Vega Sector, anti-spinward of Hawking Sector, coreward of Enigma Sector and rimward of Gemini Sector. Alternative names for the Sol Sector include Beacon (though this appellation is *rarely* used in modern parlance).

Available Specific System Information
SOL SYSTEM, TERRA QUADRANT

System Primary:

- G2V, Mass 1.00 solar, Luminosity 1.00 solar, Temperature 1.00 solar, Roche Limit 0.10 AU, Tidal Lock Radius 0.60 AU, Inner Ecosphere Radius 0.80 AU, Outer Ecosphere Radius 1.20 AU, Frost Line Radius 1.70 AU, Outer Planetary Limit 40.00 AU, Surface Gravity 28.02 G, Surface Temperature 5,778 K, Absolute Luminosity $3.939*10^{26}$ W, Absolute Mass, $1.989*10^{30}$ kg.

Sol

Planetary Configuration

- Mercury (Sol 1), PSC 14 Rock Planet, 0.39 AU Distant, Density 0.98 Earth, Volume $6.08*10^{19}$ m^3, Radius 2,439.7 km, Mass $3.30*10^{23}$ kg (0.055 Earths), Surface Gravity 0.38 G, Orbital Period 0.241 Earth years, Sidereal Rotation Period 58.7 day, Axial Tilt 2°, No Atmosphere, No Hydrosphere, Lithosphere (13%): Sodium/Potassium/Calcium, Biodensity 0%, Categorical Temperature: Subarctic to Inferno, No Vulcanism/No Seismicity/No Global Weather, Value €-10000.

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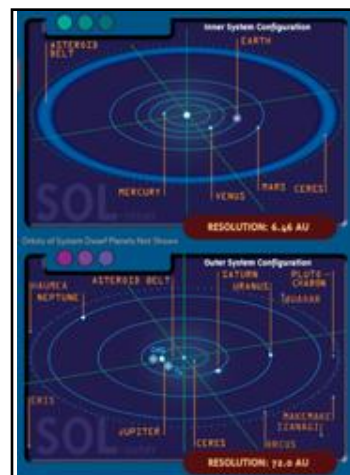
- Venus (Sol 2), PSC 18 Rock Planet, 0.72 AU Distant, Density 0.951 Earth, Volume $9.28*10^{20}$ m^3, Radius 6,051.8 km, Mass $4.87*10^{24}$ kg (0.87 Earths), Surface Gravity 0.90 G, Orbital Period 0.691 Earth years, Sidereal Rotation Period 243 days retrograde, Axial Tilt 3°, Atmosphere (Very Thick): Carbon Dioxide, Hydrosphere (1%): Water, Lithosphere (2%): Sulfur/Magnesium/Strontium, Biodensity 0%, Categorical Temperature: Inferno, Moderate Vulcanism/Light Seismicity/Violent Global Weather, Value €-15000.
  - Known Orbital Facilities: Ares Station.
- Earth (Sol 3), PSC 18 Liquid Planet, 1.00 AU Distant, Density 1.00 Earth, Volume $1.087*10^{21}$ m^3, Radius 6,378.1 km, Mass $5.97*10^{24}$ kg (1.00 Earth), Surface Gravity 1.00 G, Orbital Period 1.00 Earth years, Sidereal Rotation Period 24 hr, Axial Tilt 23°, Atmosphere (Moderate): Nitrogen/Oxygen/Argon, Hydrosphere (79%): Water, Lithosphere (29%): Silicon/Aluminum/Iron, Biodensity 75%, Categorical Temperature: Arctic to Tropical, Moderate Vulcanism/Moderate Seismicity/Moderate Global Weather, Value €-5000.
  - *Terran Homeworld, Surface Communities: 26 Megalopolis + smaller communities*.
- Luna (Sol 3.1), PSC 13 Rock Moon, 384,399 km Distant, Density 0.61 Earth, Volume $2.1996*10^{19}$ m^3, Radius 1,738.14 km, Mass $7.35*10^{22}$ kg (0.0123 Earths), Surface Gravity 0.17 G, Orbital Period 27 Earth days, Sidereal Rotation Period 27 Earth days, Axial Tilt 2°, No Atmosphere, No Hydrosphere, Lithosphere (18%): Silicon/Aluminum/Iron, Biodensity 0%, Categorical Temperature: Subarctic to Searing, No Vulcanism/No Seismicity/No Global Weather, Value €-10000.
  - Surface Communities: 1 Large City + smaller communities.
- Mars (Sol 4), PSC 15 Rock Planet, 1.52 AU Distant, Density 0.71 Earth, Volume $1.64*10^{20}$ m^3, Radius 3,396.2 km, Mass $6.42*10^{23}$ kg (0.107 Earths), Surface Gravity 0.38 G, Orbital Period 1.88 Earth years, Sidereal Rotation Period 25 hr, Axial Tilt 25°, Atmosphere (Very Thin): Carbon Dioxide/Nitrogen/Argon, Hydrosphere (7%): Water (Ice), Lithosphere (28%): Iron/Magnesium/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Calm Global Weather, Value €-15000.
  - Surface Communities: 1 Large City + smaller communities.
  - +2 less significant moonlets.
- Ceres (Sol 5), PSC 7 Rock Dwarf Planet, 2.77 AU Distant, Density 0.38 Earth, Volume $4.85*10^{17}$ m^3, Radius 487.30 km, Mass $9.43*10^{20}$ kg (.00015 Earths), Surface Gravity 0.03 G, Orbital Period 4.6 Earth years, Sidereal Rotation Period 9 hr, Axial Tilt 3°, No Atmosphere, No Hydrosphere, Lithosphere (7%): Halite/Gold/Chromium, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Jupiter (Sol 6), PSC 29 Gas Giant, 5.20 AU Distant, Density 0.24 Earth, Volume $1.43*10^{24}$ m^3, Radius 69,911.0 km, Mass $1.899*10^{27}$ kg (317.8 Earths), Surface Gravity 2.53 G, Orbital Period 11.862 Earth years, Sidereal Rotation Period 10 hr, Axial Tilt 3°, Atmosphere (Very Thick): Hydrogen/Helium/Methane, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Very Violent Global Weather, Value €-25000.
  - Jump point at L_1 - Polaris, Roan Quadrant, Sol Sector.
  - Jump point at L_2 - Sirius, Terra Quadrant, Sol Sector.
  - +62 less significant moonlets.
- Io (Sol 6.1), PSC 13 Molten Moon, 421,700 km Distant, Density 0.64 Earth, Volume $2.53*10^{19}$ m^3, Radius 1,821.3 km, Mass $8.93*10^{22}$ kg (.015 Earths), Surface Gravity 0.18 G, Orbital Period 1.7691 Earth days, Sidereal Rotation Period 1.7691 Earth days, Axial Tilt 2°, No Atmosphere, No Hydrosphere, Lithosphere (97%): Sulfur/Magnesium/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic, Extreme Vulcanism/No Seismicity/No Global Weather, Value €-20000.
- Europa (Sol 6.2), PSC 12 Frozen Moon 670,900 km Distant, Density 0.55 Earth, Volume $1.59*10^{19}$ m^3, Radius 1,560.8 km, Mass $4.7998*10^{22}$ kg (.08 Earths), Surface Gravity 0.13 G, Orbital Period 3.55 Earth days, Sidereal Rotation Period 3.55 Earth days, Axial Tilt 0°, No

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Atmosphere, No Hydrosphere, Lithosphere (1%): Halite/Silicon/Iron, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.

- o Known Orbital Facilities: Trojan Four Shipyards (at L_4).
- Ganymede (Sol 6.3), PSC 14 Rock Moon, 1,070,400 km Distant, Density 0.35 Earth, Volume $7.66*10^{19}$ m³, Radius 2,634.1 km, Mass $1.48*10^{23}$ kg (.025 Earths), Surface Gravity 0.15 G, Orbital Period 7.15 Earth days, Sidereal Rotation Period 7.15 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (6%): Zinc/Borax/Halite, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - o Known Orbital Facilities: Confederation Naval Headquarters.
- Callisto (Sol 6.4), PSC 14 Rock Moon, 1,882,700 km Distant, Density 0.33 Earth, Volume $5.87*10^{19}$ m³, Radius 2,410.3 km, Mass $1.08*10^{23}$ kg (.018 Earths), Surface Gravity 0.13 G, Orbital Period 16.689 Earth days, Sidereal Rotation Period 16.689 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (23%): Zinc/Borax/Halite, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Saturn (Sol 7), PSC 28 Gas Giant, 9.58 AU km Distant, Density 0.12 Earth, Volume $9.17*10^{23}$ m³, Radius 60,268.0 km, Mass $6.58*10^{26}$ kg (95.15 Earths), Surface Gravity 1.07 G, Orbital Period 29.46 Earth years, Sidereal Rotation Period 10 hr, Axial Tilt 27°, Atmosphere (Very Thick): Hydrogen/Helium/Methane, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Very Violent Global Weather, Value €-20000.
  - o Jump point at L_3 - Talos, Vearrier Quadrant, Sol Sector.
  - o +54 less significant moonlets.
- Mimas (Sol 7.1), PSC 3 Rock Moonlet, 185,539 km Distant, Density 0.21 Earth, Volume $3.26*10^{16}$ m³, Radius 198.2 km, Mass $3.75*10^{19}$ kg (.000006 Earths), Surface Gravity 0.06 G, Orbital Period 0.94 Earth days, Sidereal Rotation Period 0.94 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (7%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - o Surface Communities: 1 Village.
- Enceladus (Sol 7.2), PSC 4 Frozen Moonlet, 237,498 km Distant, Density 0.29 Earth, Volume $6.71*10^{16}$ m³, Radius 252.1 km, Mass $1.08*10^{20}$ kg (0.000018 Earths), Surface Gravity 0.11 G, Orbital Period 1.37 Earth days, Sidereal Rotation Period 1.37 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, Moderate (Cryo)Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Tethys (Sol 7.3), PSC 7 Rock Moon, 264,619 km Distant, Density 0.18 Earth, Volume $6.28*10^{17}$ m³, Radius 531.1 km, Mass $6.17*10^{20}$ kg (0.000103 Earths), Surface Gravity 0.15 G, Orbital Period 1.89 Earth days, Sidereal Rotation Period 1.89 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Dione (Sol 7.4), PSC 8 Rock Moon, 377,396 km Distant, Density 0.27 Earth, Volume $7.41*10^{17}$ m³, Radius 561.4 km, Mass $1.095*10^{21}$ kg (0.000328 Earths), Surface Gravity 0.23 G, Orbital Period 2.737 Earth days, Sidereal Rotation Period 2.737 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (40%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/Light Seismicity/No Global Weather, Value €-15000.
- Rhea (Sol 7.5), PSC 9 Rock Moon, 527,108 km Distant, Density 0.22 Earth, Volume $1.87*10^{18}$ m³, Radius 763.8 km, Mass $2.31*10^{21}$ kg (.00039 Earths), Surface Gravity 0.27 G, Orbital Period 4.518 Earth days, Sidereal Rotation Period 4.518 Earth days, Axial Tilt 0°,

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No Atmosphere, No Hydrosphere, Lithosphere (1%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.

- Titan (Sol 7.6), PSC 14 Frozen Moon, 1,227,870 km Distant, Density 0.34 Earth, Volume $7.16*10^{19}$ m^3, Radius 2,576.0 km, Mass $1.35*10^{23}$ kg (.022 Earths), Surface Gravity 0.14 G, Orbital Period 15.975 Earth days, Sidereal Rotation Period 15.975 Earth days, Axial Tilt 0°, Atmosphere (Thick): Nitrogen/Methane, Hydrosphere (4%): Liquid Nitrogen, Lithosphere (23%): Carbon/Nitrogen/Sulfur, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Calm Global Weather, Value €-15000.
    - Known Orbital Facilities: Port of Titan.
- Iapetus (Sol 7.7), PSC 8 Rock Moon, 3,560,820 km Distant, Density 0.197 Earth, Volume $1.66*10^{18}$ m^3, Radius 734.5 km, Mass $1.81*10^{21}$ kg (.0003 Earths), Surface Gravity 0.22 G, Orbital Period 79.3215 Earth days, Sidereal Rotation Period 79.3215 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (15%): Tungsten/Strontium/Tin, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/Light Seismicity/No Global Weather, Value €-15000.
- Uranus (Sol 8), PSC 24 Gas Giant Gas Giant, 19.23 AU Distant, Density 0.23 Earth, Volume $6.99*10^{22}$ m^3, Radius 25,559.0 km, Mass $8.68*10^{25}$ kg (14.536 Earths), Surface Gravity 0.89 G, Orbital Period 84.32 Earth years, Sidereal Rotation Period 17 hr, Axial Tilt 98°, Atmosphere (Thick): Hydrogen/Helium/Methane, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/Violent Global Weather, Value €-20000.
    - +22 less significant moonlets.
- Miranda (Sol 8.1), PSC 4 Rock Moonlet, 129,390 km Distant, Density 0.22 Earth, Volume $5.49*10^{16}$ m^3, Radius 235.8 km, Mass $6.59*10^{19}$ kg (.00001 Earths), Surface Gravity .08 G, Orbital Period 1.413 Earth days, Sidereal Rotation Period 1.413 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (39%): Aluminum/Titanium/Antimony, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Ariel (Sol 8.2), PSC 8 Rock Moon, 191,020 km Distant, Density 0.30 Earth, Volume $8.13*10^{17}$ m^3, Radius 578.9 km, Mass $1.35*10^{21}$ kg (.0002 Earths), Surface Gravity 0.03 G, Orbital Period 2.52 Earth days, Sidereal Rotation Period 2.52 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (49%): Aluminum/Titanium/Antimony, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/Light Seismicity/No Global Weather, Value €-15000.
- Umbriel (Sol 8.3), PSC 8 Rock Moon, 266,000 km Distant, Density 0.25 Earth, Volume $8.37*10^{17}$ m^3, Radius 584.7 km, Mass $1.17*10^{21}$ kg (.0002 Earths), Surface Gravity 0.02 G, Orbital Period 4.144 Earth days, Sidereal Rotation Period 4.144 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (38%): Aluminum/Titanium/Antimony, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Titania (Sol 8.4), PSC 9 Rock Moon, 435,910 km Distant, Density 0.31 Earth, Volume $2.05*10^{18}$ m^3, Radius 788.4 km, Mass $3.53*10^{21}$ kg (.00059 Earths), Surface Gravity 0.38 G, Orbital Period 8.706 Earth days, Sidereal Rotation Period 8.706 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (35%): Aluminum/Titanium/Antimony, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Oberon (Sol 8.5), PSC 9 Rock Moon, 583,520 km Distant, Density 0.296 Earth, Volume $1.85*10^{18}$ m^3, Radius 761.4 km, Mass $3.01*10^{21}$ kg (.0005 Earths), Surface Gravity 0.35 G, Orbital Period 13.463 Earth days, Sidereal Rotation Period 13.463 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (13%): Aluminum/Titanium/Antimony, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.

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- Neptune (Sol 9), PSC 24 Gas Giant Gas Giant, 30.10 AU Distant, Density 0.297 Earth, Volume $6.36*10^{22}$ m^3, Radius 24,764.0 km, Mass $1.02*10^{26}$ kg (17.147 Earths), Surface Gravity 1.14 G, Orbital Period 164.79 Earth years, Sidereal Rotation Period 16 hr, Axial Tilt 28°, Atmosphere (Thick): Hydrogen/Helium/Methane, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Violent Global Weather, Value €-20000.
  - Jump point at L$_5$ - Alpha Centauri, Terra Quadrant, Sol Sector.
  - +12 less significant moonlets.
- Triton (Sol 9.1), PSC 11 Frozen Moon, 354,759 km Distant, Density 0.37 Earth, Volume $1.04*10^{19}$ m^3, Radius 1,353.4 km, Mass $2.14*10^{22}$ kg (.0036 Earths), Surface Gravity 0.78 G, Orbital Period 5.88 Earth days retrograde, Sidereal Rotation Period 5.88 Earth days retrograde, Axial Tilt 0°, Atmosphere (Very Thin): Nitrogen/Methane, No Hydrosphere, Lithosphere (21%): Aluminum/Strontium/Halite, Biodensity 0%, Categorical Temperature: Subarctic, Light (Cryo)Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Orcus (Sol 10), PSC 9 Rock Dwarf Planet, 39.17 AU Distant, Density 0.42 Earth, Volume $2.20*10^{18}$ m^3, Radius 807.0 km, Mass $6.41*10^{20}$ kg (.000107 Earths), Surface Gravity 0.03 G, Orbital Period 245.18 Earth years, Sidereal Rotation Period 36 hr, Axial Tilt 8°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Uranium/Uranium/Silver, Biodensity 0%, Categorical Temperature: Subarctic, Light (Cryo)Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - +1 less significant moonlet.
- Pluto (Sol 11A), PSC 11 Frozen Dwarf Planet, 39.26 AU Distant, Density 0.37 Earth, Volume $6.42*10^{18}$ m^3, Radius 1,153.0 km, Mass $1.3122*10^{22}$ kg (.0022 Earths), Surface Gravity 0.07 G, Orbital Period 248.09 Earth years, Sidereal Rotation Period 6 Earth days, Axial Tilt 120°, Atmosphere (Very Thin): Nitrogen/Methane, No Hydrosphere, Lithosphere (1%): Uranium/Chromium/Copper, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - *Pluto is in a Trojan orbit with Charon, located approximately 1,789 kilometers from their mutual barycenter.*
  - +4 less significant moonlets.
- Charon (Sol 11B), PSC 8 Frozen Dwarf Planet, 39.26 AU Distant, Density 0.299 Earth, Volume $9.21*10^{17}$ m^3, Radius 603.5 km, Mass $1.52*10^{21}$ kg (.00025 Earths), Surface Gravity 0.23 G, Orbital Period 248.09 Earth years, Sidereal Rotation Period 6.39 Earth days, Axial Tilt 0°, No Atmosphere, No Hydrosphere, Lithosphere (33%): Uranium/Chromium/Copper, Biodensity 0%, Categorical Temperature: Subarctic, Light (Cryo)Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - *Charon is in a Trojan orbit with Pluto, located approximately 15,746.61 kilometers from their mutual barycenter.*
- Haumea (Sol 12), PSC 9 Rock Dwarf Planet, 43.13 AU Distant, Density 0.53 Earth, Volume $1.55*10^{18}$ m^3, Radius 718.0 km, Mass $4.01*10^{21}$ kg (0.00066 Earths), Surface Gravity 0.04 G, Orbital Period 283.28 Earth years, Sidereal Rotation Period 4 hr, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Molybdenum/Borax/Halite, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - +2 less significant moonlets.
- Quaoar (Sol 13), PSC 11 Rock Dwarf Planet, 43.40 AU Distant, Density 0.51 Earth, Volume $6.71*10^{18}$ m^3, Radius 1,170.0 km, Mass $1.60*10^{21}$ kg (.00027 Earths), Surface Gravity 0.03 G, Orbital Period 285.97 Earth years, Sidereal Rotation Period 18 hr, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (1%) Titanium/Mercury/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - +1 less significant moonlet.

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- Makemake (Sol 14), PSC 9 Rock Dwarf Planet, 45.79 AU Distant, Density 0.36 Earth, Volume 1.4992*10^{18} m^3, Radius 710.0 km, Mass 3.00*10^{21} kg (.0005 Earths), Surface Gravity 0.04 G, Orbital Period 309.88 Earth years, Sidereal Rotation Period 7 hr, Axial Tilt 11°, No Atmosphere, No Hydrosphere, Lithosphere (23%): Chromium/Tungsten/Silver, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Izanagi (Sol 15; also known as 2007 OR$_{10}$), PSC 11 Frozen Dwarf Planet, 67.21 AU Distant, Density 0.60 Earth, Volume 8.78*10^{18} m^3, Radius 1,280.0 km, Mass 2.91*10^{22} kg (.0049 Earths), Surface Gravity 0.12 G, Orbital Period 550.98 Earth years, Sidereal Rotation Period 166 hr, Axial Tilt 9°, No Atmosphere, No Hydrosphere, Lithosphere (18%): Uranium/Uranium/Tungsten, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Eris (Sol 16), PSC 11 Rock Dwarf Planet, 68.01 AU Distant, Density 0.46 Earth, Volume 6.59*10^{18} m^3, Radius 1,163.0 km, Mass 1.67*10^{22} kg (0.0028 Earths), Surface Gravity 0.08 G, Orbital Period 560.90 Earth years, Sidereal Rotation Period 26 hr, Axial Tilt 10°, No Atmosphere, No Hydrosphere, Lithosphere (37%): Nickel/Silver/Platinum, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - +1 less significant moonlet.

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Kilrah Sector
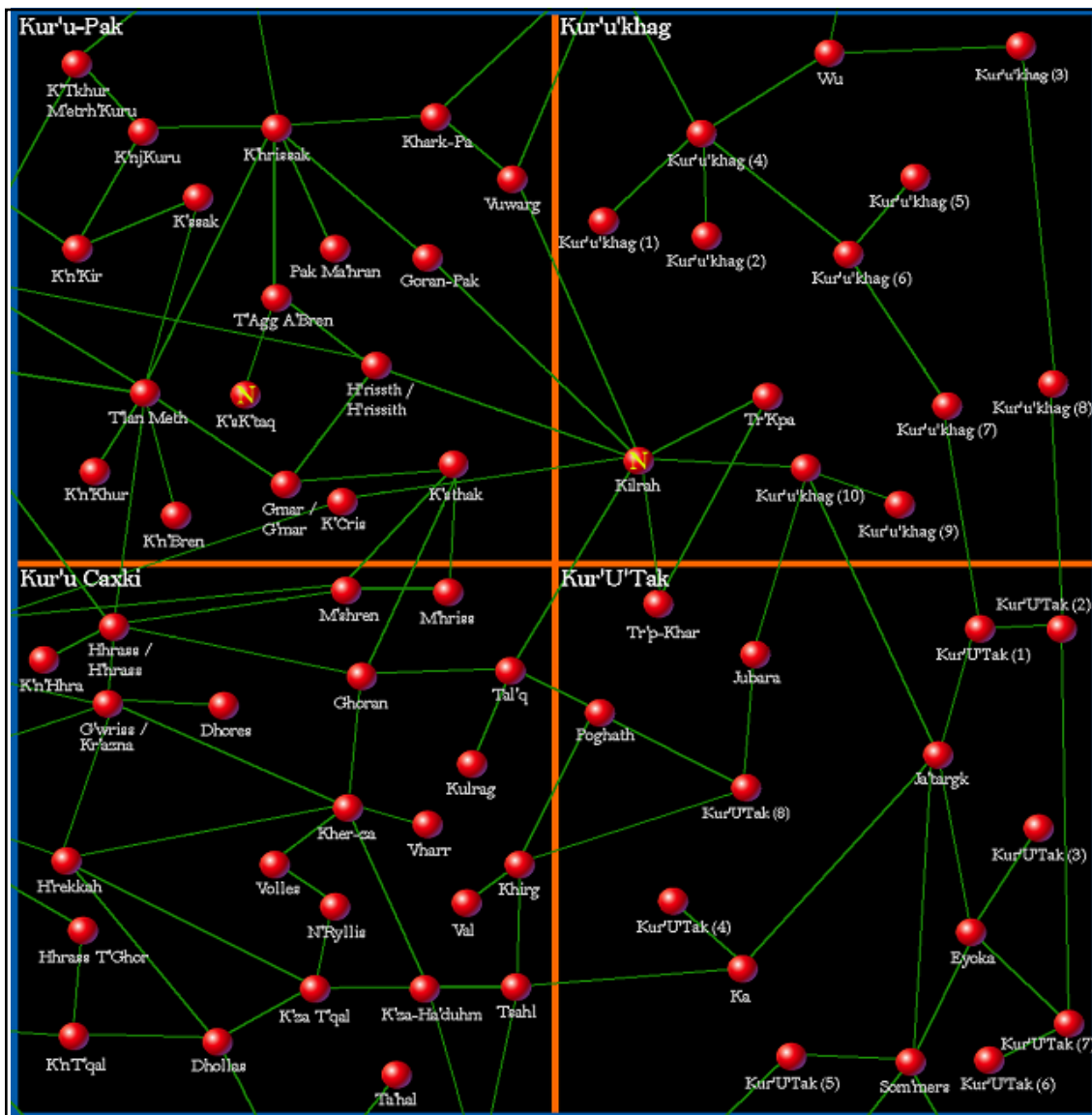
Kilrah Sector
- **Galactic Coordinates**: A5E-A6F
- **Total Number of Systems**: 69
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Kur'u-Pak, 18 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Kur'u'khag, 13 Systems.
  - **Spinward/Rimward Quadrant Designation**: Kur'u Caxki, 23 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Kur'U'Tak, 15 Systems.
- System Names/Alignments by Quadrant
  - **Kur'u-Pak Quadrant** (All Kilrathi): G'mar, Goran-Pak, H'rissith, K'Cris, K'Tkhur M'etrh'Kuru, K'hrissak, K'n'Bren, K'n'Khur, K'n'Kir, K'njKuru, K'sK'taq, K'ssak, K'sthak, Khark-Pa, Pak Ma'hran, T'Agg A'Bren, T'lon Meth, Vuwarg.

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      o **Kur'u'khag Quadrant** (All Kilrathi): Kilrah, Kur'u'khag (1), Kur'u'khag (3), Kur'u'khag (4), Kur'u'khag (5), Kur'u'khag (6), Kur'u'khag (7), Kur'u'khag (8), Kur'u'khag (9), Kur'u'khag (10), Tr'Kpa, Wu.

      o **Kur'u Caxki Quadrant** (All Kilrathi): Dhollas, Dhores, Ghoran, G'wriss, H'rekkah, Hhrass T'Ghor, H'hrass, K'n T'qal, K'n'Hhra, K'za T'qal, K'za-Ha'duhm, Kher-za, Khirg, Kulrag, M'hriss, M'shren, N'Ryllis, Ta'hal, Tal'q, Tsahl, Val, Vharr, Volles.

      o **Kur'U'Tak Quadrant** (All Kilrathi): Eyoka, Gmarktu, Ja'targk, Jubara, Ka, Kur'U'Tak (1), Kur'U'Tak (2), Kur'U'Tak (3), Kur'U'Tak (4), Kur'U'Tak (5), Kur'U'Tak (6), Kur'U'Tak (7), Poghath, Som'mers, Tr'p-Khar.

Sector Points of Interest: G'Wriss System, Kur'u Caxki Quadrant; H'hrass Communications Station, Kur'u Caxki Quadrant; Kilrah Prime, Kilrah System, Kur'u'khag Quadrant.

Native Denizens: <u>Kilrathi</u>, Kilrah Prime, Kilrah, Kur'u'khag Quadrant; <u>Wu</u>, Wu, Wu, Kur'u'khag Quadrant.

Notes: Kilrah Sector is the home sector of the Kilrathi. It is one of the most densely-populated and heavily-defended Sectors of the Kilrathi Empire. So fearsome were their forces and numbers in the Sector that the Terrans were never able to successfully stage an attack on the Kilrathi homeworld until the final two years of the Terran-Kilrathi War, the last of which resulted in the destruction of Kilrah Prime. The Nephilim later made their initial incursions into Known Space in the Kilrah System, with the entire Sector becoming a major theatre in the Nephilim War.

Kilrah Sector lies directly anti-spinward of Vega Sector, coreward of M'Shrak Sector and rimward of Vukar Tag Sector. The sector has no known alternative names.

Available Specific System Information
KILRAH SYSTEM, KUR'U'KHAG QUADRANT

System Primary:

- K6V, Mass 0.62 solar, Luminosity 0.19 solar, Temperature 0.68 solar, Roche Limit 0.04 AU, Tidal Lock Radius 0.51 AU, Inner Ecosphere Radius 0.36 AU, Outer Ecosphere Radius 0.52 AU, Frost Line Radius 0.74 AU, Outer Planetary Limit 24.8 AU, Surface Gravity 42.28 G, Surface Temperature 3,929.04 K, Absolute Luminosity $7.48*10^{25}$ W, Absolute Mass, $1.23*10^{30}$ kg.

Kilrah System

Planetary Configuration

- T'm'r (Kilrah 1), PSC 13 Rock Planet, 0.16 AU Distant, Density 0.95 Earth, Volume $2.53*10^{19}$ m³, Radius 1,821.14 km, Mass $1.33*10^{23}$ kg (0.02 Earths), Surface Gravity 0.27 G, Orbital Period 0.08 Earth years, Sidereal Rotation Period 0.08 Earth years, Axial Tilt 11°, Atmosphere (Very Thin): Hydrogen/Helium, No Hydrosphere, Lithosphere (21%): Mercury/Platinum/Silver, Biodensity 0%, Categorical Temperature: Inferno, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.
  - o Jump point at L_1 - Tal'q, Kur'u Caxki Quadrant, Kilrah Sector.
  - o Jump point at L_4 - Vuwarg, Kur'u-Pak Quadrant, Kilrah Sector.

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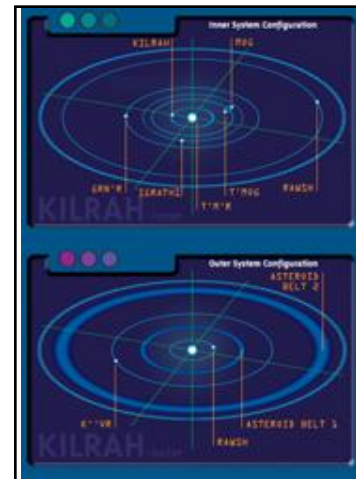
- Kilrah Prime (Kilrah 2), PSC 18 Molten Planet, 0.52 AU Distant, Density 1.10 Earth, Volume $1.07*10^{21}$ m^3, Radius 6,345.00 km, Mass $6.49*10^{24}$ kg (1.087 Earths), Surface Gravity 1.10 G, Orbital Period 0.476 Earth years, Sidereal Rotation Period 32 hr, Axial Tilt 13°, Atmosphere (Moderate): Oxygen/Water Vapor/Sulfur Dioxide, Hydrosphere (10%): Water, Lithosphere (61%): Iron/Silicon/Sulfur, Biodensity 18%, Categorical Temperature: Arctic to Tropical, Extreme Vulcanism/Extreme Seismicity/Moderate Global Weather, Value €-10000.
    - _Kilrathi Homeworld, Surface Communities: 12 Megalopolis + smaller communities._
- K2-A (Kilrah 2.1), PSC 8 Rock Moon, 258,876.06 km Distant, Density 0.50 Earth, Volume $1.21*10^{18}$ m^3, Radius 661.05 km, Mass $3.34*10^{21}$ kg (.00056 Earths), Surface Gravity .05 G, Orbital Period 5.164 Earth days, Sidereal Rotation Period 5.164 Earth days, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (40%): Strontium/Silver/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic to Tropical, No Vulcanism/No Seismicity/No Global Weather, Value €-10000.
- Largkza (Kilrah 2.2), PSC 13 Rock Moon, 503,158.61 km Distant, Density 0.75 Earth, Volume $4.11*10^{19}$ m^3, Radius 2,140.84 km, Mass $1.70*10^{23}$ kg (.028 2Earths), Surface Gravity 0.25 G, Orbital Period 13.99 Earth days, Sidereal Rotation Period 13.99 Earth days, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (23%): Bismuth/Zinc/Magnesium, Biodensity 0%, Categorical Temperature: Subarctic to Tropical, No Vulcanism/No Seismicity/No Global Weather, Value €-10000.
- Mog (Kilrah 3A), PSC 13 Rock Planet, 0.97 AU Distant, Density 1.10 Earth, Volume $4.11E*10^{19}$ m^3, Radius 2,140.84 km, Mass $2.49*10^{23}$ kg (.0418 Earths), Surface Gravity 0.37 G, Orbital Period 1.21 Earth years, Sidereal Rotation Period 23 hr retrograde, Axial Tilt 15°, Atmosphere (Thin): Methane, No Hydrosphere, Lithosphere (55%): Chromium/Lead/Nickel, Biodensity 0%, Categorical Temperature: Subarctic to Temperate, Light Vulcanism/No Seismicity/Calm Global Weather, Value €-10000.
    - _Mog is in a Trojan orbit with T'Mog, located approximately fifteen million kilometers from their mutual barycenter._
- T'Mog (Kilrah 3B), PSC 17 Liquid Planet, 0.97 AU Distant, Density 1.00 Earth, Volume $3.95*10^{20}$ m^3, Radius 4,551.66 km, Mass $2.18*10^{2}$ kg (0.36 Earths), Surface Gravity 0.72 G, Orbital Period 1.213 Earth years, Sidereal Rotation Period 19 hr, Axial Tilt 13°, Atmosphere (Moderate): Nitrogen/Oxygen, Hydrosphere (50%): Water, Lithosphere (61%): Sulfur/Chromium/Chromium, Biodensity 2%, Categorical Temperature: Subarctic to Temperate, Light Vulcanism/No Seismicity/Moderate Global Weather, Value €40000.
    - _T'Mog is in a Trojan orbit with Mog, located approximately fifteen million kilometers from their mutual barycenter. A set of highly unusual conditions on T'Mog has led to some minimal life processes on its surface despite being outside the system's Ecosphere._
    - Jump point at L$_3$ - Tr'Kpa, Kur'u'khag Quadrant, Kilrah Sector.
    - Jump point at L$_4$ - Tr'p-Khar, Kur'U'Tak Quadrant, Kilrah Sector.
- Igrathi (Kilrah 4), PSC 32 Gas Giant, 1.19 AU Distant, Density 0.15 Earth, Volume $1.44*10^{25}$ m^3, Radius 150,923.88 km, Mass $1.19*10^{28}$ kg (1995.38 Earths), Surface Gravity 3.56 G, Orbital Period 1.6486 Earth years, Sidereal Rotation Period 5 hr, Axial Tilt 15°, Atmosphere (Thick): Ammonia/Sulfur Compounds, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Violent Global Weather, Value €-25000.
    - Jump point at L$_1$ - K'Cris, Kur'u-Pak Quadrant, Kilrah Sector.
    - Jump point at L$_4$ - H'rissith, Kur'u-Pak Quadrant, Kilrah Sector.
    - Jump point at L$_5$ - Goran-Pak, Kur'u-Pak Quadrant, Kilrah Sector.
    - +12 less significant moonlets
- KI-4A (Kilrah 4.1), PSC 12 Frozen Moon, 4,889,933.70 km Distant, Density 0.50 Earth, Volume $1.72*10^{19}$ m^3, Radius 1,601.33 km, Mass $4.74*10^{22}$ kg (.0079 Earths), Surface Gravity 0.13 G, Orbital Period 9.896 Earth days, Sidereal Rotation Period 32 hr, Axial Tilt 18°, No Atmosphere, No Hydrosphere, Lithosphere (2%): Sulfur/Iron/Tin, Biodensity 0%,

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Categorical Temperature: Subarctic, Moderate Vulcanism/No Seismicity/No Global Weather, Value €-15000.

- KI-4B (Kilrah 4.2), PSC 6 Frozen Moon, 10,489,209.64 km Distant, Density 0.55 Earth, Volume $2.33*10^{17}$ m^3, Radius 381.73 km, Mass $7.07*10^{20}$ kg (.00012 Earths), Surface Gravity .03 G, Orbital Period 31.09 Earth days, Sidereal Rotation Period 34 hr, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (34%): Platinum/Gold/Silicon, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Grn'r (Kilrah 5), PSC 15 Frozen Planet, 1.72 AU Distant, Density 1.20 Earth, Volume $1.05*10^{20}$ m^3, Radius 2,926.62 km, Mass $6.95*10^{23}$ kg (0.116 Earths), Surface Gravity 0.55 G, Orbital Period 2.865 Earth years, Sidereal Rotation Period 32 hr, Axial Tilt 12°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Aluminum/Molybdenum/Silicon, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Rawsh (Kilrah 6), PSC 18 Frozen Planet, 3.25 AU Distant, Density 0.75 Earth, Volume $9.73*10^{20}$ m^3, Radius 6,147.16 km, Mass $4.02*10^{24}$ kg (0.67 Earths), Surface Gravity 0.72 G, Orbital Period 7.44 Earth years, Sidereal Rotation Period 29 hr, Axial Tilt 10°, Atmosphere (Thin): Ammonia, Hydrosphere (4%): Liquid Ammonia, Lithosphere (17%): Tungsten/Aluminum/Tin, Biodensity 0%, Categorical Temperature: Subarctic, Moderate Vulcanism/No Seismicity/No Global Weather, Value €-15000.
    - Surface Communities: 1 Large Town.
- Asteroid Belt, Inner Edge 3.75 AU, Outer Edge 4.38 AU.
    - Surface Communities: 1 Settlement (K-14G Asteroid).
- K"vr (Kilrah 7), PSC 23 Gas Giant, 8.63 AU Distant, Density 0.35 Earth, Volume $2.46*10^{22}$ m^3, Radius 18,041.896 km, Mass $4.75*10^{25}$ kg (7.95 Earths), Surface Gravity 0.99 G, Orbital Period 32.197 Earth years, Sidereal Rotation Period 12 hr retrograde, Axial Tilt 13°, Atmosphere (Very Thick): Methane/Ammonia/Hydrogen, No Hydrosphere, No Lithosphere, Biodensity 0%, Categorical Temperature: Subarctic to Arctic, No Vulcanism/No Seismicity/Violent Global Weather, Value €-20000.
    - Jump point at 200,000 km distant - in-system jump to system's inner Oort Cloud ($\approx$1,240 AU).
    - Jump point at L$_5$ - Kur'u'khag (10), Kur'u'khag Quadrant, Kilrah Sector.
    - +30 less significant moonlets
- KI-7A (Kilrah 7.1), PSC 12 Frozen Moon, 395,117.51 km Distant, Density 0.70 Earth, Volume $2.01*10^{19}$ m^3, Radius 1,686.69 km, Mass $7.76*10^{22}$ kg (.013 Earths), Surface Gravity 0.19 G, Orbital Period 3.6 Earth day, Sidereal Rotation Period 3.6 Earth day, Axial Tilt 15°, Atmosphere (Very Thin): Ammonia, Hydrosphere (7%): Liquid Ammonia, Lithosphere (1%): Iron/Bismuth/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- KI-7B (Kilrah 7.2), PSC 12 Rock Moon, 597,186.75 km Distant, Density 0.60 Earth, Volume $1.31*10^{19}$ m^3, Radius 1,462.38 km, Mass $4.33*10^{22}$ kg (.0073 Earths), Surface Gravity 0.14 G, Orbital Period 6.6896 Earth days, Sidereal Rotation Period 6.6896 Earth day, Axial Tilt 10°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Unobtanium/Borax/Carbon, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- KI-7C (Kilrah 7.3), PSC 7 Frozen Moon, 887,661.26 km Distant, Density 0.65 Earth, Volume $6.2*10^{17}$ m^3, Radius 528.97 km, Mass $2.22*10^{21}$ kg (.00037 Earths), Surface Gravity .05 G, Orbital Period 12.12 Earth days, Sidereal Rotation Period 12.12 Earth days, Axial Tilt 13°, No Atmosphere, No Hydrosphere, Lithosphere (1%): Tungsten/Chromium/Mercury, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.

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- KI-7D (Kilrah 7.4), PSC 13 Rock Moon, 1,178,135.78 km Distant, Density 0.35 Earth, Volume 3.73*10^{19} m^3, Radius 2,072.72 km, Mass 7.20*10^{22} kg (.012 Earths), Surface Gravity 0.11 G, Orbital Period 18.536 Earth days, Sidereal Rotation Period 18.536 Earth days, Axial Tilt 15°, No Atmosphere, No Hydrosphere, Lithosphere (49%): Aluminum/Halite/Halite, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
    - Surface Communities: 1 Settlement.
- KI-7E (Kilrah 7.5), PSC 13 Frozen Moon, 1,392,834.34 km Distant, Density 0.30 Earth, Volume 2.49*10^{19} m^3, Radius 1,811.49 km, Mass 4.12*10^{22} kg (.0069 Earths), Surface Gravity .09 G, Orbital Period 23.828 Earth days, Sidereal Rotation Period 47.655 Earth days, Axial Tilt 11°, No Atmosphere, No Hydrosphere, Lithosphere (55%): Chromium/Tungsten/Aluminum, Biodensity 0%, Categorical Temperature: Subarctic, Light Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- KI-7F (Kilrah 7.6), PSC 13 Rock Moon, 1,418,092.996 km Distant, Density 0.45 Earth, Volume 2.64*10^{19} m^3, Radius 1,847.16 km, Mass 6.55*10^{22} kg (.011 Earths), Surface Gravity 0.13 G, Orbital Period 24.479 Earth days, Sidereal Rotation Period 24.479 Earth days, Axial Tilt 14°, No Atmosphere, No Hydrosphere, Lithosphere (20%): Silicon/Mercury/Magnesium, Biodensity 0%, Categorical Temperature: Subarctic, No Vulcanism/No Seismicity/No Global Weather, Value €-15000.
- Asteroid Belt, Inner Edge 14.57 AU, Outer Edge 16.98 AU.

Vukar Tag Sector
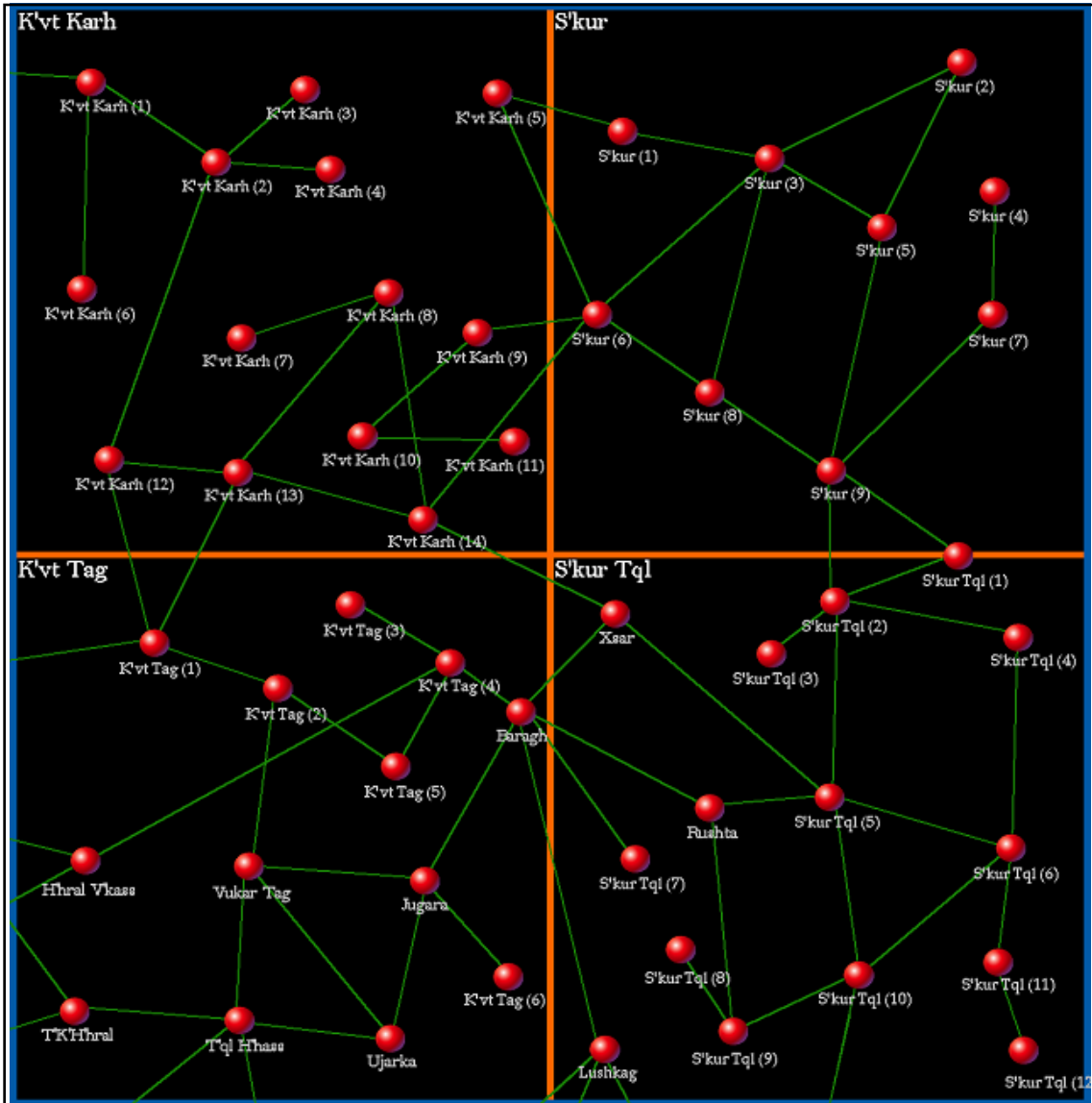
Vukar Tag Sector
- **Galactic Coordinates**: A3E-A4F
- **Total Number of Systems**: 51
- Quadrants
    o **Spinward/Coreward Quadrant Designation**: K'vt Karh, 14 Systems.
    o **Anti-Spinward/Coreward Quadrant Designation**: S'kur, 9 Systems.
    o **Spinward/Rimward Quadrant Designation**: K'vt Tag, 13 Systems.
    o **Anti-Spinward/Rimward Quadrant Designation**: S'kur Tql, 15 Systems.
- System Names/Alignments by Quadrant
    o **K'vt Karh Quadrant** (All Kilrathi): K'vt Karh (1), K'vt Karh (2), K'vt Karh (3), K'vt Karh (4), K'vt Karh (5), K'vt Karh (6), K'vt Karh (7), K'vt Karh (8), K'vt Karh (9), K'vt Karh (10), K'vt Karh (11), K'vt Karh (12), K'vt Karh (13), K'vt Karh (14).

- o **S'kur Quadrant** (All Kilrathi): S'kur (1), S'kur (2), S'kur (3), S'kur (4), S'kur (5), S'kur (6), S'kur (7), S'kur (8), S'kur (9).
- o **K'vt Tag Quadrant** (All Kilrathi): Baragh, H'hral V'kass, Jugara, K'vt Tag (1), K'vt Tag (2), K'vt Tag (3), K'vt Tag (4), K'vt Tag (5), K'vt Tag (6), T'K'H'hral, T'ql H'hass, Ujarka, Vukar Tag.
- o **S'kur Tql Quadrant** (All Kilrathi): Lushkag, Rushta, S'kur Tql (1), S'kur Tql (2), S'kur Tql (3), S'kur Tql (4), S'kur Tql (5), S'kur Tql (6), S'kur Tql (7), S'kur Tql (8), S'kur Tql (9), S'kur Tql (10), S'kur Tql (11), S'kur Tql (12), Xsar.

Sector Points of Interest: Baragh System, K'vt Tag Quadrant; Vukar Tag, Vukar Tag System, K'vt Tag Quadrant.

Native Denizens: None Known.

Notes: Vukar Tag Sector is well within the established borders of the Kilrathi Empire and was a major center of Kilrathi military activity. It's perhaps best known for the Battle of Vukar Tag in 2668 along with the concurrent Raid on Kilrah by TCS *Tarawa*, a decisive Confederation victory that resulted in a significant reduction of the Kilrathi arsenal. The battle and the subsequent extraction of *Tarawa* are among the few engagements known to have taken place in the otherwise secure Kilrathi Sector.

Vukar Tag Sector lies directly anti-spinward of Trk'Pahn Sector and coreward of Kilrah Sector. The Sector has no known alternative names.

Trk'Pahn Sector
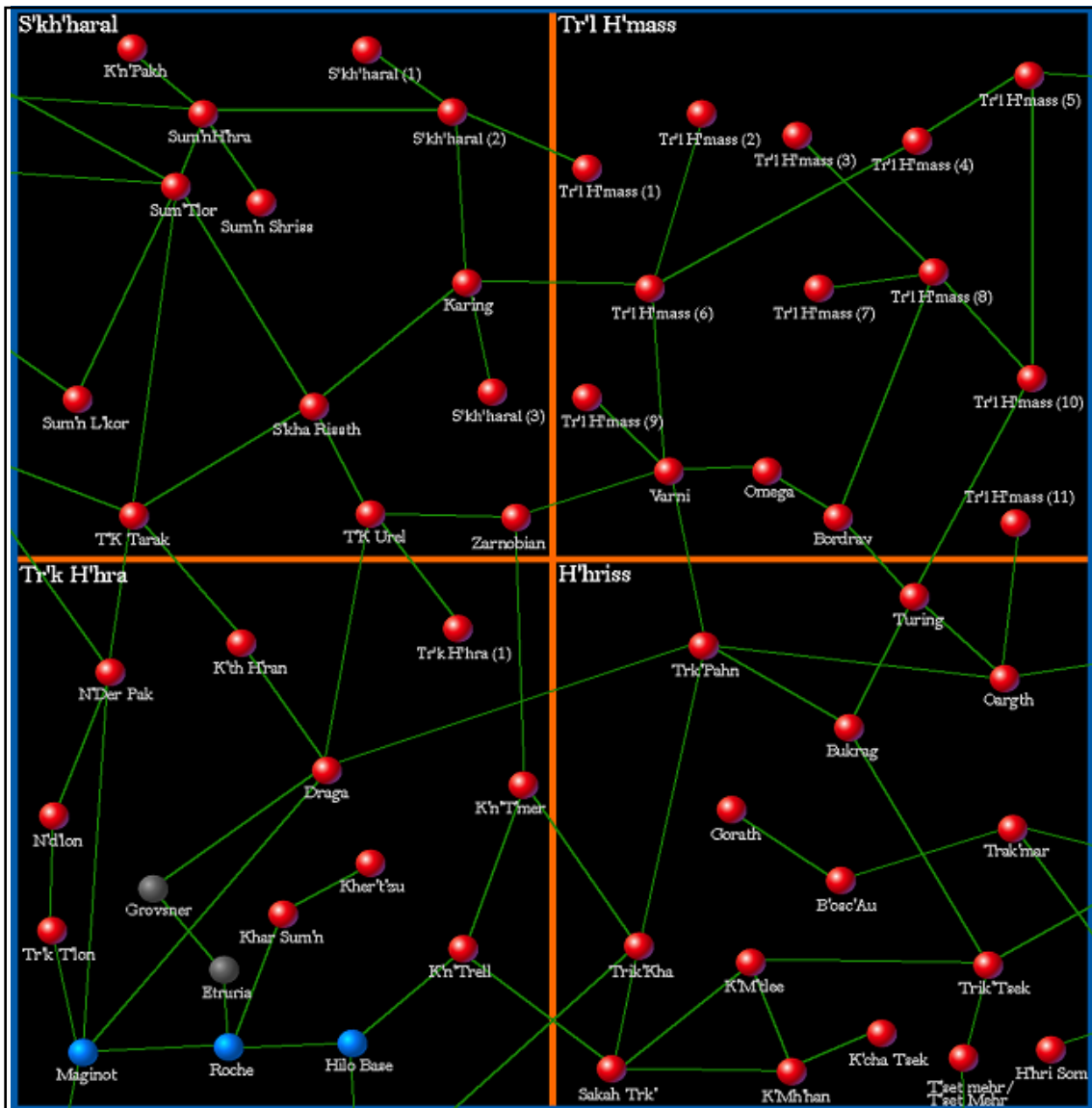
Trk'Pahn Sector
- **Galactic Coordinates**: A3C-A4D
- **Total Number of Systems**: 57
- Quadrants
    - o **Spinward/Coreward Quadrant Designation**: S'kh'haral, 13 Systems.
    - o **Anti-Spinward/Coreward Quadrant Designation**: Tr'l H'mass, 14 Systems.
    - o **Spinward/Rimward Quadrant Designation**: Tr'k H'hra, 15 Systems.
    - o **Anti-Spinward/Rimward Quadrant Designation**: H'hriss, 15 Systems.
- System Names/Alignments by Quadrant
    - o **S'kh'haral Quadrant** (All Kilrathi): Karing, K'n'Pakh, S'kha Rissth, S'kh'haral (1), S'kh'haral (2), S'kh'haral (3), Sum'nH'hra, Sum'n L'kor, Sum'n Shriss, Sum'Tlor, T'K Tarak, T'K Urel, Zarnobian.

- o **Tr'l H'mass Quadrant** (All Kilrathi): Bordrav, Omega, Tr'l H'mass (1), Tr'l H'mass (2), Tr'l H'mass (3), Tr'l H'mass (4), Tr'l H'mass (5), Tr'l H'mass (6), Tr'l H'mass (7), Tr'l H'mass (8), Tr'l H'mass (9), Tr'l H'mass (10), Tr'l H'mass (11), Varni.
  - o **Tr'k H'hra Quadrant** (Confederation, Grovsner Colonies, Kilrathi): Draga (KE), Etruria (GC), Grovsner (GC), Hilo Base (TC), Maginot (TC), Khar Sum'n (KE), Kher't'zu (KE), K'n'T'mer (KE), K'n'Trell (KE), K'th H'ran (KE), N'Der Pak (KE), N'd'lon (KE), Roche (TC), Trk'Hhra (1) (KE), Tr'k T'lon (KE).
  - o **H'hriss Quadrant** (All Kilrathi): B'osc'Au, Bukrag, Gorath, H'hri Som, K'cha Tsek, K'Mh'han, K'M'tlee, Oargth, Sakah Tr'k, Trak'mar, Trik'Kha, Trik'Tsek, Trk'Pahn, T'set Mehr, Turing.

Sector Points of Interest: Hilo Base, Hilo Base System, Tr'k H'hra Quadrant; Varnus, Varni System, H'hriss Quadrant.

Native Denizens: <u>Varni</u>, Varnus, Varni, H'hriss Quadrant.

Notes: The vast majority of the Trk'Pahn Sector is Kilrathi territory with only a few systems under the control of Terran interests; notably, this Sector is home to the Grovsner colonies, a small but influential independent Terran faction. The Sector houses some of the Kilrathi Empire's more remote colonies. The Kilrathi treat it as a frontier region, not unlike the way the Confederation treats the neighboring Gemini Sector. Many cross-border raids occurred between Trk'Pahn and Gemini, though Kilrathi raids were far more numerous than reciprocal Confederation ones.

Trk'Pahn Sector lies directly spinward of Vukar Tag Sector, anti-spinward of Gemini Sector and coreward of Vega Sector. Alternative names for the Trk'Pahn Sector include Etruria and Uruk.

M'Shrak Sector
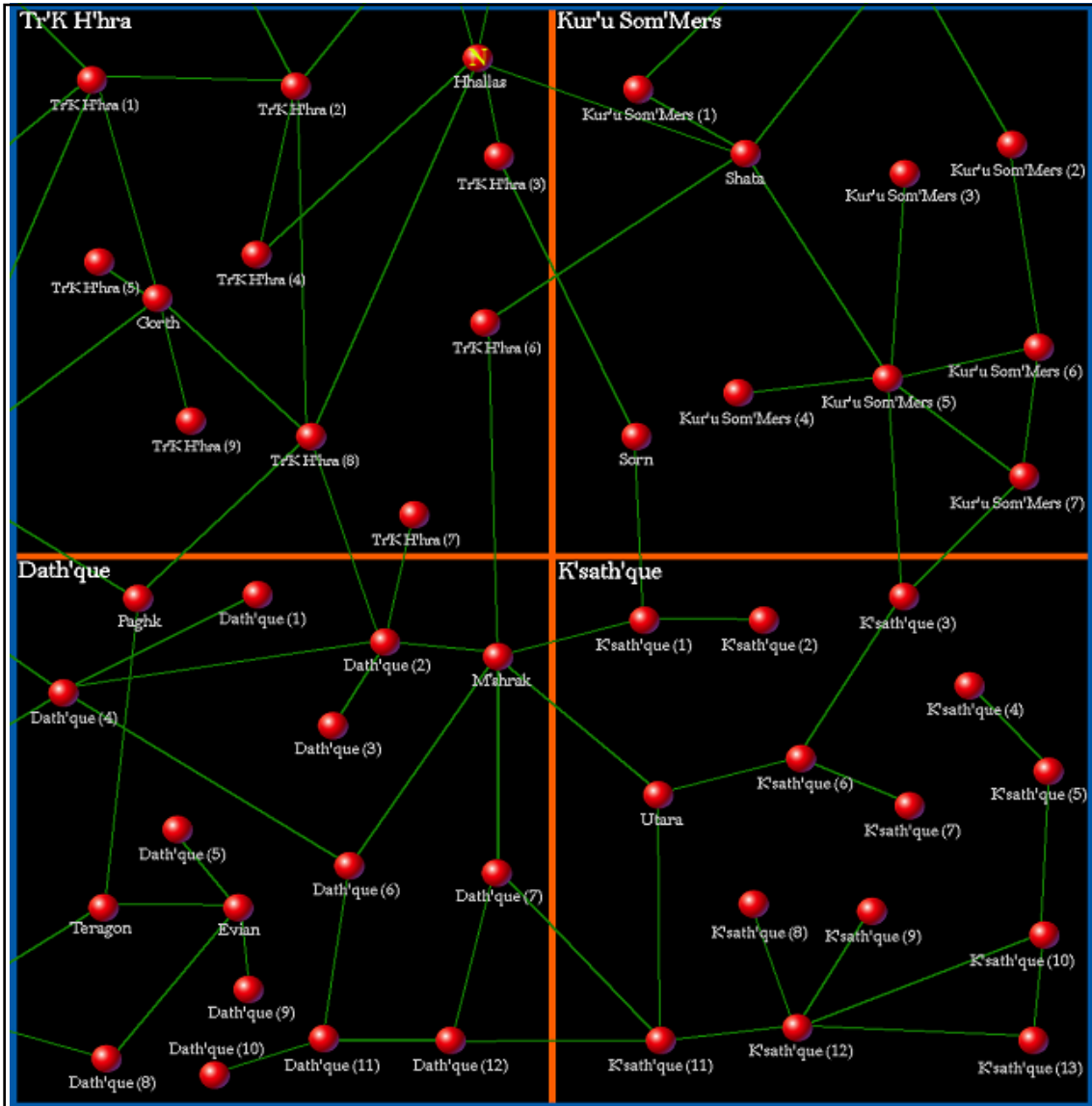
M'Shrak Sector
- **Galactic Coordinates**: A7E-A8F
- **Total Number of Systems**: 50
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Tr'K H'Hra, 11 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Kur'u Som'Mers, 9 Systems.
  - **Spinward/Rimward Quadrant Designation**: Dath'que, 16 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: K'sath'que, 14 Systems.
- System Names/Alignments by Quadrant
  - **Tr'K H'Hra Quadrant** (All Kilrathi): Gorth, Hhallas, Tr'K H'hra (1), Tr'K H'hra (2), Tr'K H'hra (3), Tr'K H'hra (4), Tr'K H'hra (5), Tr'K H'hra (6), Tr'K H'hra (7), Tr'K H'hra (8), Tr'K H'hra (9).

- o **Kur'u Som'Mers Quadrant** (All Kilrathi): Kur'u Som'Mers (1), Kur'u Som'Mers (2), Kur'u Som'Mers (3), Kur'u Som'Mers (4), Kur'u Som'Mers (5), Kur'u Som'Mers (6), Kur'u Som'Mers (7), Shata, Sorn.
- o **Dath'que Quadrant** (All Kilrathi): Dath'que (1), Dath'que (2), Dath'que (3), Dath'que (4), Dath'que (5), Dath'que (6), Dath'que (7), Dath'que (8), Dath'que (9), Dath'que (10), Dath'que (11), Dath'que (12), Evian, M'shrak, Paghk, Terragon.
- o **K'sath'que Quadrant** (All Kilrathi): K'sath'que (1), K'sath'que (2), K'sath'que (3), K'sath'que (4), K'sath'que (5), K'sath'que (6), K'sath'que (7), K'sath'que (8), K'sath'que (9), K'sath'que (10), K'sath'que (11), K'sath'que (12), K'sath'que (13), Utara.

Sector Points of Interest: Hhallas System, Tr'K H'Hra Quadrant.

Native Denizens: None Known.

Notes: The M'Shrak Sector is wholly dominated by the Kilrathi Empire and saw limited action during the course of the Terran-Kilrathi War; it was subjected to a number of Terran raids, most notably one that ravaged the Kilrathi colony of Hhallas. After 2681, the Nephilim deployed a wormhole gate in the Hhallas System for their invasion forces; this particular gate ultimately proved to be of crucial importance in the removal of the Nephilim from Known Space.

M'Shrak Sector lies directly anti-spinward of Epsilon Sector and rimward of Kilrah Sector. It has no known alternative names.

Hawking Sector
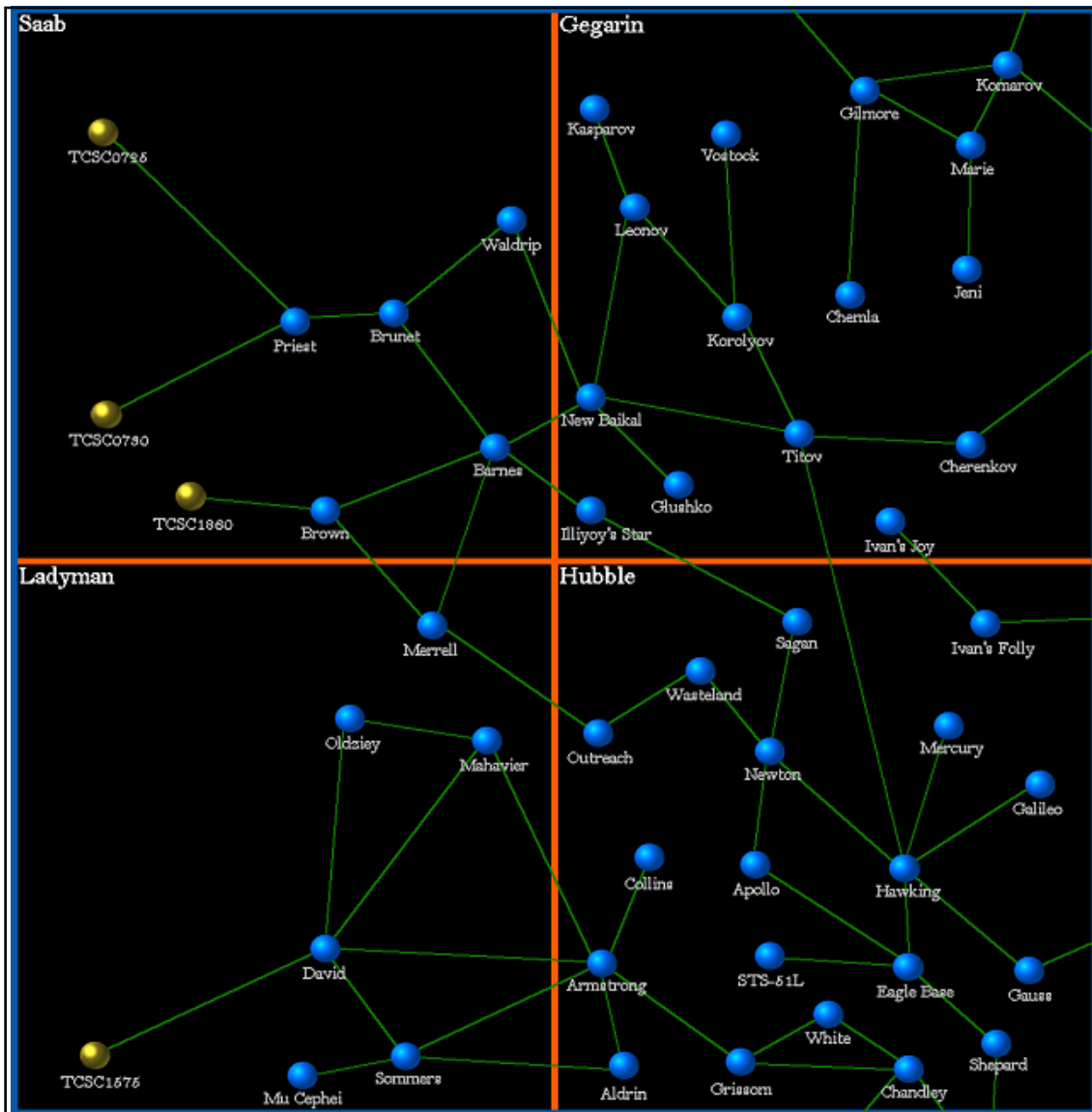
Hawking Sector

- **Galactic Coordinates**: Δ5G-Δ6H
- **Total Number of Systems**: 49
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Saab, 8 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Gegarin, 15 Systems.
  - **Spinward/Rimward Quadrant Designation**: Ladyman, 7 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Hubble, 19 Systems.
- System Names/Alignments by Quadrant
  - **Saab Quadrant** (Confederation, Unexplored): Barnes (TC), Brown (TC), Brunet (TC), Priest (TC), TCSC0725 (Unexplored), TCSC0730 (Unexplored), TCSC1860 (Unexplored), Waldrip (TC).

- o **Gegarin Quadrant** (All Confederation): Chemla, Cherenkov, Gilmore, Glushko, Illiyoy's Star, Ivan's Joy, Jeni, Kasparov, Komarov, Korolyov, Leonov, Marie, New Baikal, Titov, Vostock.
- o **Ladyman Quadrant** (Confederation, Unexplored): David (TC), Mahavier (TC), Merrell (TC), Mu Cephei (TC), Oldziey (TC), Sommers (TC), TCSC1575 (Unexplored).
- o **Hubble Quadrant** (All Confederation): Aldrin, Apollo, Armstrong, Chandley, Collins, Eagle Base, Galileo, Gauss, Grissom, Hawking, Ivan's Folly, Mercury, Newton, Outreach, Sagan, Shepard, STS-51L, Wasteland, White.

Sector Points of Interest: None of note.

Native Denizens: None Known.

Notes: The explored portions of Hawking Sector are wholly within the territory of the Terran Confederation and contain a few of the Confederation's more remote colonies. Due to its location well away from the Terran-Kilrathi frontier, the Sector saw little action during the war; the war did divert resources to other areas, which led to relatively slow development of the region.

The Gegarin Quadrant is named in honor of Soviet cosmonaut Yuri Gagarin; it is known to be spelled incorrectly but has not been changed to the proper spelling on official Confederation maps due to internal politics within the Exploratory Services.

Hawking Sector lies directly spinward of Sol Sector, coreward of Argent Sector and rimward of Avalon Sector. There are no known alternative names for the Sector.

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Argent Sector
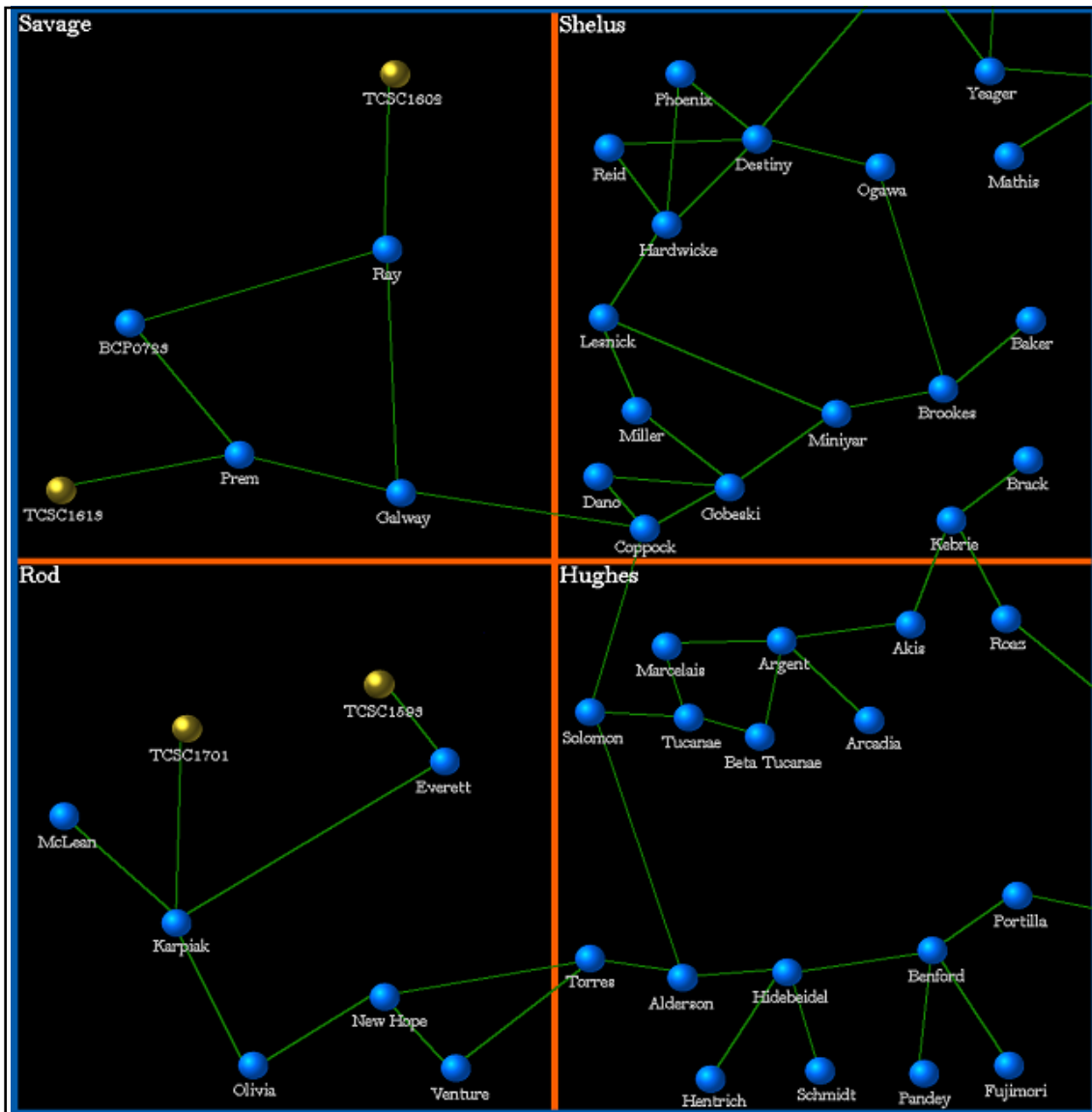
Argent Sector
- **Galactic Coordinates**: Δ7G-Δ8H
- **Total Number of Systems**: 48
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Savage, 6 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Shelus, 17 Systems.
  - **Spinward/Rimward Quadrant Designation**: Rod, 8 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Hughes, 17 Systems.
- System Names/Alignments by Quadrant
  - **Savage Quadrant** (Confederation, Unexplored): BCP0729 (TC), Galway (TC), Prem (TC), Ray (TC), TCSC1602 (Unexplored), TCSC1619 (Unexplored).

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- o **Shelus Quadrant** (All Confederation): Baker, Brack, Brookes, Coppock, Dano, Destiny, Gobeski, Hardwicke, Kebrie, Lesnick, Mathis, Miller, Miniyar, Ogawa, Phoenix, Reid, Yeager.
- o **Rod Quadrant** (Confederation, Unexplored): Everett (TC), Karpiak (TC), McLean (TC), New Hope (TC), Olivia (TC), TCSC1599 (Unexplored), TCSC1701 (Unexplored), Venture (TC).
- o **Hughes Quadrant** (All Confederation): Akis, Alderson, Arcadia, Argent, Benford, Beta Tucanae, Fujimori, Hentrich, Hidebeidel, Marcelais, Pandey, Portilla, Roaz, Schmidt, Solomon, Torres, Tucanae.

Sector Points of Interest: None Of note.

Native Denizens: None Known.

Notes: The explored portions of Argent Sector are wholly within the territory of the Terran Confederation and contain some of the Confederation's more remote colonies. Due to its location well away from the Terran-Kilrathi frontier, the Sector saw little action during the war; the war did divert resources to other areas, which led to relatively slow development of the region.

Argent Sector lies directly spinward of Enigma Sector and rimward of Hawking Sector. There are no known alternative names for the Sector.

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Avalon Sector
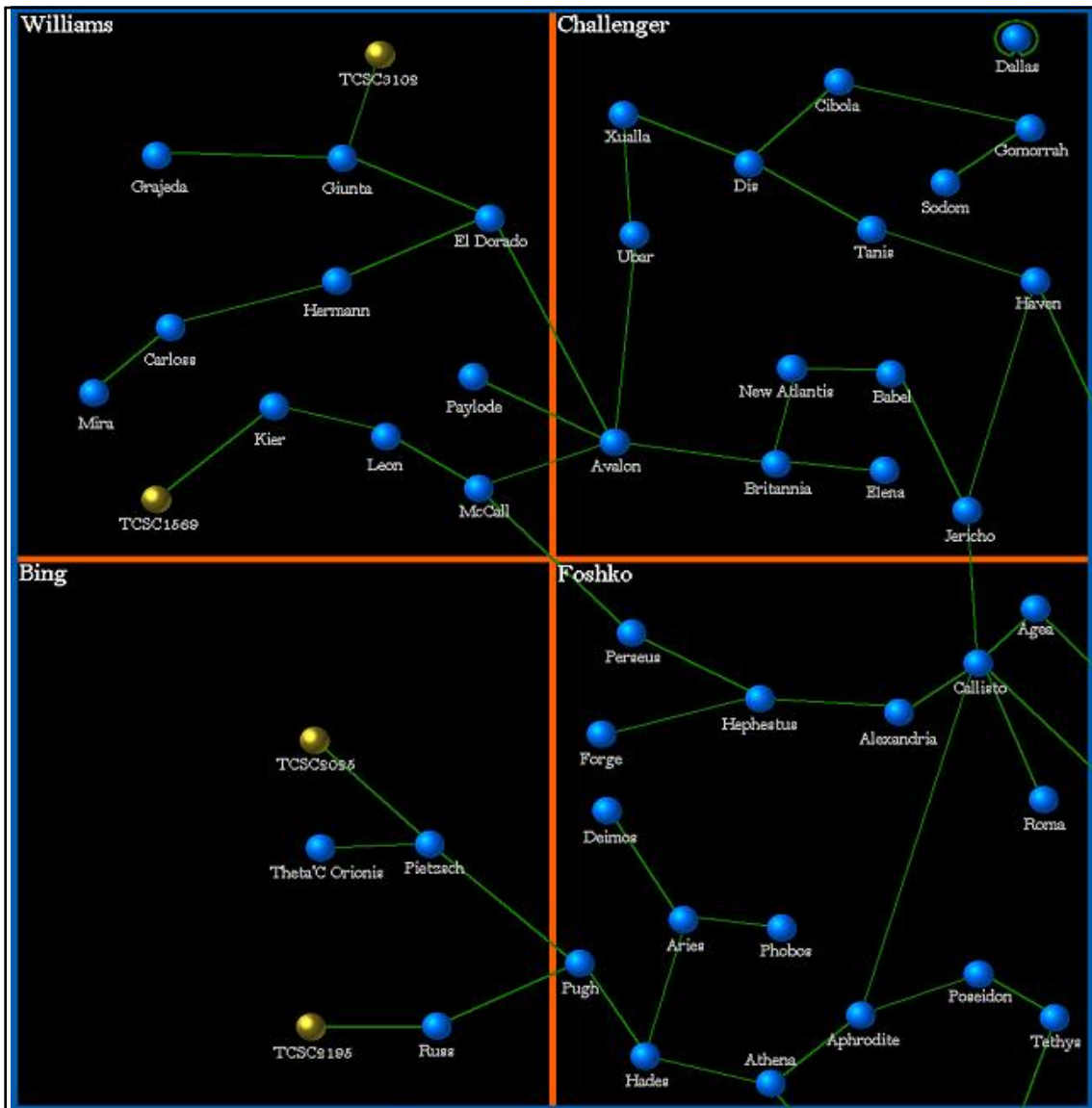
Avalon Sector
- **Galactic Coordinates**: Δ3G-Δ4H
- **Total Number of Systems**: 48
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Williams, 12 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Challenger, 15 Systems.
  - **Spinward/Rimward Quadrant Designation**: Bing, 5 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Foshko, 16 Systems.
- System Names/Alignments by Quadrant
  - **Williams Quadrant** (Confederation, Unexplored): Carloss (TC), El Dorado (TC), Giunta (TC), Grajeda (TC), Hermann (TC), Kier (TC), Leon (TC), McCall (TC), Mira (TC), Paylode (TC), TCSC1569 (Unexplored), TCSC3102 (Unexplored).

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- o **Challenger Quadrant** (All Confederation): Avalon, Babel, Britannia, Cibola, Dallas, Dis, Elena, Gomorrah, Haven, Jericho, New Atlantis, Sodom, Tanis, Ubr, Xualla.
- o **Bing Quadrant** (Confederation, Unexplored): Pietzsch (TC), Russ (TC), TCSC2025 (Unexplored), TCSC2195 (Unexplored), Theta Orionis (TC).
- o **Foshko Quadrant** (All Confederation): Agea, Alexandria, Aphrodite, Aries, Athena, Callisto, Deimos, Forge, Hades, Hephestus, Perseus, Phobos, Poseidon, Pugh, Roma, Tethys.

Sector Points of Interest: Dallas, Dallas System, Challenger Quadrant.

Native Denizens: None Known.

Notes: The explored portions of Avalon Sector are wholly within the territory of the Terran Confederation and contain some of the Confederation's most remote colonies. This includes the Dallas System, which contains a single in-system jump and is not accessible by any means other than Morvan Drive - usually a sixty day hop from the Gomorrah system. Due to its remote location away from the Terran-Kilrathi frontier, the Sector saw little action during the war; the war did divert resources to other areas leading to particularly slow development of the region.

Avalon Sector lies directly spinward of Gemini Sector and coreward of Hawking Sector. Alternative names for the Avalon Sector include Elena.

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Landreich Sector
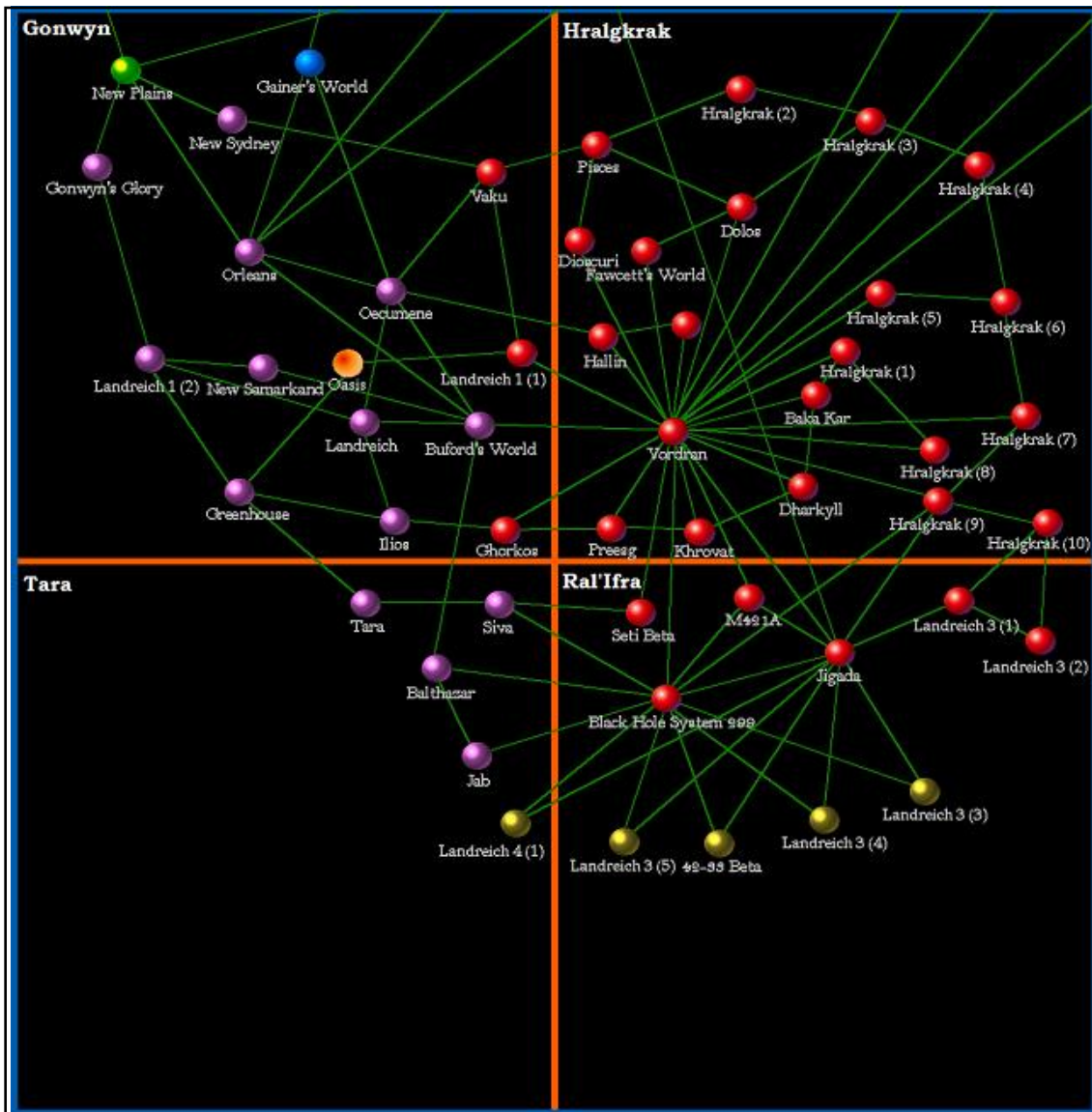
Landreich Sector
- **Galactic Coordinates**: A9A-A10B
- **Total Number of Systems**: 52
- Quadrants
  - **Spinward/Coreward Quadrant Designation**: Gonwyn, 16 Systems.
  - **Anti-Spinward/Coreward Quadrant Designation**: Hralgkrak, 21 Systems.
  - **Spinward/Rimward Quadrant Designation**: Tara, 5 Systems.
  - **Anti-Spinward/Rimward Quadrant Designation**: Ral'Ifra, 10 Systems.
- System Names/Alignments by Quadrant
  - **Gonwyn Quadrant** (Confederation, Border Worlds, Kilrathi, Landreich): Buford's World (FRL), Gainer's World (TC), Ghorkos (KE), Gonwyn 1 (KE), Gonwyn 2 (FRL), Gonwyn's Glory (FRL), Greenhouse (FRL), Ilios (FRL), Landreich (FRL), New Plains

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(UBW), New Samarkand (FRL), New Sydney (FRL), Oasis (Unaligned), Oecumene (FRL), Orleans (FRL), Vaku (KE).

- o **Hralgkrak Quadrant** (All Kilrathi): Baka Kar, Dharkyll, Dioscuri, Dolos, Fawcwett's World, Hallin, Hralgkrak 1, Hralgkrak 10, Hralgkrak 11, Hralgkrak 2, Hralgkrak 3, Hralgkrak 4, Hralgkrak 5, Hralgkrak 6, Hralgkrak 7, Hralgkrak 8, Hralgkrak 9, Khrovat, Pisces, Preesg, Vordran.
- o **Tara Quadrant** (Landreich, Unexplored): Balthazar (FRL), Jab (FRL), Siva (FRL), Tara (FRL), Tara 1 (Unexplored).
- o **Ral'Ifra Quadrant** (Kilrathi, Unexplored): 42-33 Beta (Unexplored), Black Hole System 299 (KE), Jigada (KE), M421A (KE), Ral'Ifra 1 (KE), Ral'Ifra 2 (KE), Ral'Ifra 3 (Unexplored), Ral'Ifra 4 (Unexplored), Ral'Ifra 5 (Unexplored), Seti Beta (KE).

Sector Points of Interest: Baka Kar Base, Baka Kar System, Hralgkrak Quadrant; Dioscuri VIII, Dioscuri System, Hralgkrak Quadrant; Dolos System, Hralgkrak Quadrant; Hell Hole, Buford's World System, Gonwyn Quadrant; Landreich System, Gonwyn Quadrant; Nargrast, Vaku System, Gonwyn Quadrant.

Native Denizens: <u>Oasians</u>, Oasis, Oasis, Gonwyn Quadrant; <u>Dioscuri</u>, Dioscuri II, Dioscuri, Hralgkrak Quadrant; <u>Dolosians</u>, Dolos, Dolos, Hralgkrak Quadrant.

Notes: _The Landreich Sector is unique in that though it appears frequently in Wing Commander canon, the Sector map itself is unofficial, having been made by members of the Wing Commander CIC community._

The Landreich Sector is home to the Free Republic of the Landreich, a Terran faction comprised of several former Pilgrim colonies. The origins of the faction have led to some animosity between Landreich and Earth; technically by the treaty that dissolved the Pilgrim Alliance, the Landreich worlds are Confederation territory and yet the Landreich remains a sovereign Terran state. Members of the two factions largely abstain from contact with one another, though they have been known to lend each other aid when the mood strikes them. The Free Republic lies on the outermost fringes of the Kilrathi Empire; Kilrathi factions continued to harass both the Landreich and the Terrans even after the official end of the Kilrathi War. The area remains a rough and tumble frontier region even into the 28th Century.

The Landreich Sector is situated along the galactic rim directly rimward of the Enigma Sector. The Sector has no official alternative names (no polite ones, either).

CHAPTER NINE: COMBAT

9.0: INTRODUCTION

It will happen. Pirates will attempt to seize the characters' ship. A pair of naggas will wake up from stasis before they can be secured. Hostile fighters will attempt to shoot down a Marine landing craft as it's trying to land. The characters will find themselves in the middle of an epic brawl between two fleets of capital ships. Any decent role-playing adventure has at least situation wherein the only way for the characters to survive is for them to fight their way out of it. All of the rules, creation procedures and miscellaneous items in this rulebook lead back to one thing: how characters, creatures, vehicles and capital ships handle themselves in combat.

Combat in WCRPG is generally straight-forward. When combat is initiated, the normal progression of the game stops and switches over to a series of **rounds**. Each round is exactly 6 seconds long (ten rounds equals a minute's worth of time). The **combatants** (anyone or anything actively involved in a combat action) roll Initiative values to determine the "order of battle" and determine the ranges to their selected targets. When a combatant's "turn" in the order of battle comes up, they can exercise one of have several different options; all of these options fall into one of six major categories:

- **Standard:** Standard actions are simple activities that require a small amount of time in order to complete. Most actions are standard actions. A character may perform two Standard actions during the course of a round.
- **Full-Round:** Full-Round actions are more complex and time consuming than Standard actions. A combatant may perform only one full-round action during a round. Full-round actions usually have very powerful effects.
- **Free Action:** Free actions are extremely simplistic activities that take so little time as to be considered automatic. A combatant may perform as many free actions during the course of a round as they wish. Effects of free actions are usually very mundane.
- **Special:** Special actions are activities that have additional rules, usually indicating a set of on-going effects.
- **Move:** Move actions are a category of Standard actions that involve the relocation of a particular combatant or an adjustment of their armament. The rules regarding Move actions are complex enough that they receive their own sub-section of discussion in all scales of combat, though movement itself is usually simple enough).
- **Attack:** Attack actions are a category of Standard actions that involve the combatant attempting to apply damage to their **target** (generally a hostile combatant). Attack actions are usually the most complex of the available activities to combatants and so they also have their own sub-section in all scales of combat. If an Attack action is declared, a small series of calculations is required to determine the necessary DC. If the Attack action is successful, damage is applied to the target and any effects that may occur as a result come into play.

Combat continues until one group of combatants fulfills the necessary victory conditions of the combat action as laid out by the GM; usually this happens until all combatants in a group are either dead or destroyed, too badly beaten up to continue or withdraw).

The combat system in WCRPG has been designed to be as flexible as possible in order to cater to the favorite style of the player group. It may be that some players want to conduct combat as a full-on simulation, or perhaps they may want to use miniatures with simultaneous combat. Other groups may prefer quick combat; just pick an option and have it resolved immediately. WCRPG's system is capable of handling all of these possibilities, though because of this flexibility the rules may seem large, overly complex and intimidating at first glance; they become easier to handle with practice.

This Chapter is devoted to the particulars of how to fight. The first section discusses the basic rules that apply to all scales of combat. Sections two through four discuss combat on the character-scale, vehicle-scale and capital ship-scale respectively. Finally, the fifth section discusses what happens when combat involves combatants of more than one scale; this is a common occurrence in the Wing Commander Universe, where fighters and bombers often find themselves dogfighting amongst capital ships.

9.1: GENERAL COMBAT RULES

WCRPG is unique in that there is no one "right" way to conduct combat; the system has been designed to be as flexible as possible in order to accommodate as many different types of gamers as possible. Combat therefore is based on a set of "combat methods". The differences in combat methods involve how a particular function is utilized (e.g. a gaming group that utilizes miniatures may or may not also utilize an orthogonal grid; if they don't, range is determined by direct measurement). There are also a few key differences between the three major scales of combat: Character-scale, Vehicle-scale and Capital Ship-scale; these are mainly differences in degrees of damage potential, defensive capabilities, time passage and distance covered in movement. There are also a few Skills that are used on one scale that are not used on others. Though there are several different potential methods for conducting combat in WCRPG, they all utilize a single set of general combat rules; it's these rules that will be discussed in this sub-Chapter.

All combat follows this general pattern:

1. Determine if there is a surprise combat round.
2. Roll **Initiative** checks.
3. Determine initial ranges.
4. Declare actions for the surprise round (if applicable).
5. Resolve any surprise round actions (if applicable).
6. Declare general combat actions.
7. Resolve general combat actions.
8. Resolve combat.

It is possible that a GM will have to go through some of the steps in this procedure several times before combat is finally resolved. Specifically, if it is determined that combat has not be concluded in step Eight of the procedure, steps Six through Eight will have to be repeated. Each step applies to all combatants; the more participants in a combat action, the longer it will take to reach its final resolution.

A Word on the Different Combat Methods

As previously mentioned, there are several different "combat methods" in WCRPG. During an adventure's planning phase, it is very important for a GM to select the combination of methods they will use and to inform their players of those methods. This is important largely from the standpoint of the meta-game; simply put, some players are looking for different role-playing experiences from others (*see Chapter 10.3*). It is important for the GM to cater to as many of the players in their group as possible in order to help make the whole experience more enjoyable for them. There are two key combat methods upon which a GM needs to decide: "grid" and "timing".

Grid

Combat in WCRPG may or may not be conducted on a combat grid. A "grid" in this case means *any method of conducting combat wherein there is a visual means of determining the range between combatants*. The presence of an actual grid is not a requirement of gridded combat though there is one in the strictest sense of the term's usage. A GM may elect to use a Physical Grid, an Abstract Grid or No Grid. Note that WCRPG handles all combat in no more than two dimensions; while combat in three dimensions would be more realistic, in terms of game-play all a third dimension would do would be to add an additional range modifier and make the game much more complex. GMs are welcome to play with house rules that account for a third-dimension if they so choose.

A **physical grid** is exactly what it sounds like: an orthogonal grid of whatever size the GM needs for the current action. Each square on the grid equals one range increment. A combatant may have up to eight different facings inside a given square oriented either orthogonally or diagonally. The physical grid best matches the type of combat seen in other pencil-and-paper role-playing game systems such as D&D™and Traveller™. A range and bearing calculator for physical grids is included in these rules in Chapter 6.2.3.

An **abstract grid** does not utilize an actual grid but does include physical objects that can be seen, moved and have their positions measured in relation to each other. Miniatures games such as Wings of War™ and Battlefleet Gothic™ work along this concept and it is this form of combat that probably relates most closely to the original Wing Commander games. In order to determine ranges along an abstract grid, a measuring stick will be required; a good scale to use is one inch per range increment for players who are familiar with imperial units and three centimeters per range increment for those familiar with metric units. Combatants on an abstract grid are not confined to a defined number of facings. This method lends itself to a good deal of realism though the GM and players will likely need a great deal of available space.

Combat can also be played with **no grid**. Most early video RPGs such as Dragon Warrior™ and Final Fantasy I™ use this type of system; the player simply picks an option to exercise when their turn comes up. A 2d10 roll is made every turn with the result indicating the range to the selected target. Move actions, facings and combat arcs in this method are essentially non-existent, allowing players to conduct more in terms of other actions if they desire. Combat without a grid has the benefit of not requiring any additional equipment or space to play out and has a tendency to move a little bit faster than other methods as a result; on the downside, it is far more abstract. It is recommended when playing with no grid that only a single set of HP counts be utilized and only those weapons capable of firing into the combatant's forward narrow firing arc be allowed (for more on firing arcs, see Chapter 6.2.3).

Rules for Utilization of Hex Grids

GMs who prefer to use a hexagonal grid over an orthogonal grid may do so; it should be noted, however, that the game's rules have been written assuming the use of an orthogonal grid and so use of a hex grid therefore requires some alterations. First, combatants may only have six different facings inside each hex; these are aligned with the edges of the hex, not the corners. Combatants that utilize combat arcs (see Chapters 9.3 and 9.4) will have six such arcs instead of four, one for each possible facing. Any reference of changes in heading by 45 and 90° increments should be changed to 60° (i.e. one facing), and 135° to 120° (two facings). Finally, any shots that would travel directly to port or starboard in an orthogonal map (target bearing 90° or 270°) may either "zigzag" along the off-hexes or may affect both corresponding hexes at half damage at the GM's discretion. In

all cases, an individual hex represents one range increment just like a square in an orthogonal grid. A range and bearing calculator for hexagonal grids is included in these rules in Chapter 6.2.3.

An Alternative System for Non-Gridded Combat

GMs who utilize the standard range roll for non-gridded combat may find that they don't like it due to too much variation in range between rounds and an inconvenient "clumping" of ranges between nine and eleven. This occurs due to the laws of probability for any multi-die roll. For those who find this system to be too unrealistic or inconvenient but still don't want to use a grid, an alternative system may be utilized instead; this system is dependent upon the range between two combatants during prior rounds of combat and will require additional bookkeeping on the part of the GM.

The following sets of conditions are utilized in the alternative system:

- 2d10 is rolled for range any time a combatant has selected a new target. This includes the initial combat round (when "previous" ranges have not been determined) and also occurs when a combatant neutralizes its previous target.
- If 2d10 was rolled for a craft's range to its target in the previous round:
    - Use 1d10 for the range to its target during the next round if the result was ten or less.
    - Use 1d5 for the range to its target during the next round if the result was five or less.
- If 1d10 was rolled for a craft's range to its target in the previous round:
    - Use 2d10 for the range to its target during the next round if the result was eight or nine.
    - Use 1d5 for the range to its target during the next round if the result was zero or one.
- If 1d5 was rolled for a craft's range to its target in the previous round:
    - Use 1d10 for the range to its target during the next round if the result was two or higher.

While this system may be a little more convoluted to implement, the end result is that combatants that close to within weapons range of their targets and will stay relatively close to them in most cases; the end result is generally more realistic.

Timing

The GM also must make a decision about the *timing* of actions. All actions have two phases: declaration and resolution (also referred to as Action and Reaction); timing is in reference to the resolution phase. The GM may elect to have Turn-Based or Simultaneous timing.

In **Turn-based** combat, all actions are resolved immediately after they are declared, before any other combatant gets an opportunity to declare their actions. This is the traditional RPG timing format and strongly favors combatants that go first in the order of battle (details on the order of battle are listed later in this sub-Chapter. The GM follows the order of battle, allowing the present combatant to declare and resolve their actions one at a time. As a result of a combatant's actions, an opposing combatant further down in the order of battle may be neutralized before they get a chance to declare any actions.

In **Simultaneous** combat, all actions are resolved simultaneously. This form of timing is utilized in <u>Wing Commander: Tactical Operations</u>. Following the order of battle, each combatant makes their declarations; instead of resolving them immediately, the GM will wait until all combatants have declared all of their actions before resolving any of them. This timing removes any advantages of the order of battle and allows a combatant that is about to be neutralized to make a final set of actions. In simultaneous combat, any damage inflicted upon a given combatant does not count until the end of the current combat round. Simultaneous combat is not recommended for the inexperienced GM.

A complicating factor of the timing combat method is that it need not be universal for all parts of a combat round; GMs may apply different timing methods for various types of actions. For example, a GM might set movement and end-round actions to a simultaneous method while applying turn-based attacking and damage resolution, or perhaps set their movement to turn-based timing while allowing all other aspects to be simultaneous. It is generally recommended that inexperienced GMs keep the same mode of timing for all aspects of a combat action or at least have some experienced players in their group before tinkering with various timing modes.

Simple Combat

The above combat methods make the general assumption that the players in a group want a somewhat moderate amount of realism in combat. There may be player groups that don't really care for mucking about with combat action, preferring to get it over with as quickly as possible so they can get back to the story they're weaving. There may also be times wherein a combat action is central to a story but does not actually involve any of the player character's themselves; such actions may only serve as a distraction to what's going on with them. In these cases, a GM may decide to employ **Simple Combat**.

As the name implies, simple combat doesn't take a whole lot to execute. For each combatant group, the GM rolls 2d10; the highest result beats the next lowest hostile result, that roll beats the next lowest hostile result and so on down to the lowest result; that combatant group just loses. Any ties should be broken with successive throws of 1d10 until there is a clear list of results. If the action is between two groups of NPCs, the difference in the results indicates the number of combatants in the losing group that have been "incapacitated". Losses are accumulative over successive combat groups based on the highest overall result (e.*g. if three NPC combatant groups are in combat and roll 16, 13 and 9, the second group loses three (16-3) and the third group loses a total of thirteen (six from the difference between it and the previous group and seven from the difference between it and the highest group)*). If the action involves PC combatants, any NPCs that have joined them are incapacitated first. After all the NPCs in a group have been incapacitated, all PCs in the group roll 1d10; the character with the lowest result takes damage, with any ties resolved by successive 1d10 rolls. PCs taking damage in Simple Combat take one point of Lethal Damage for each combatant group that rolled higher than they did regardless of the number of combatants in them.

In situations wherein the successful conclusion of combat is not dependent upon completely wiping out the opposing force, the GM may assign **goals** under Simple Combat. If the result of a group's combat roll is 18, they may immediately roll again; if the second result is higher than the number of combatant groups remaining, that group achieves its primary goal. If not, they may either achieve a secondary goal or gain a +1 bonus to all future rolls in the current combat action. A group that rolls zero must roll again; if the second result is less than the number of combatant groups remaining, that group can no longer complete its primary goal without completely incapacitating all other combatant groups.

If a player group feels that this system is a bit *too* simplistic, their GM may decide to add modifiers to the result of the 2d10 roll based on the relative sizes of the combatant groups; the largest group in combat gets a +1 modifier and another +1 modifier is given to all combatant groups for each additional whole multiple of forces they have over other combatant groups (*for example, a group three times larger than another group would receive a +3 modifier, one that is five times larger gets a +5 modifier, etc.*). Should multiple groups be involved in combat, comparisons should be made against the smallest group only. The GM may also decide to add die modifiers for unit experience; a group receives a +1 die bonus for every 100 hero points earned by the character with the highest overall number of skill points in the combatant group.

STEP ONE: Determine if there is a surprise combat round.

When a combat situation is initiated, the GM must determine whether or not there is a **surprise round**. Surprise rounds occur when one combatant group has been caught off-guard by the sudden appearance of their adversaries. If there is a surprise round, parties who have not been surprised have one bonus round of combat wherein they may conduct actions; surprised parties may not act during this round. Surprised parties may be the targets of actions in a surprise round; if they are fired upon, they may only use their **FHD** rating for their defense (since they've been caught "flat-footed").

The need for a surprise round is determined at the discretion of the GM; they should think logically about what happened just before combat began. If the characters were making noise and their opponents weren't, it is possible that the characters are not aware of their opponents while the opponents were alerted to the presence of the characters and have had sufficient time to set up an ambush; in this case the characters will be surprised and so a surprise round against them is necessary. On the other hand, maybe the characters have successfully snuck up on a group of sleeping adversaries; not only will they get a surprise round in their favor in this case but it's likely that they will get to deliver coup-de-grâce attacks before their opponents can even respond (since the targets are asleep and therefore <u>Helpless</u>; see Chapter 9.2). Perhaps the two groups happen to run into each other on accident (as what might happen when a capital ship runs into an opposing fleet); both groups "surprise" one another in this case and so the need for surprise rounds cancel each other out; there is no need for a surprise round. Finally, perhaps the characters have been alerted to the presence of a group of opponents but a locked door separates the two groups and in their efforts to get the door open, the opponents are alerted to the presence of the characters. In this case, neither group is surprised by the other and no surprise round occurs.

Should a GM award a combatant group with a surprise round, combat proceeds directly to Step Four after initial ranges have been determined; otherwise combat skips over Steps Four and Five and goes directly to Step Six.

STEP TWO: Roll Initiative checks.

After determining if there is a surprise round, the GM should total up the **strength indices** of all combatants in a given group; this amount is the group's initial **composite strength index**. The composite strength index is used as a way of gauging the current strength of one group over another and helps to determine the behavior of NPCs.

The GM's next priority is determining the order of battle, which is done by conducting an **Initiative Check**. 2d10 is rolled for each combatant. The result is added to the combatant's **Initiative** rating; the final sum is the combatant's Initiative Check Value. The GM will find the combatant with the highest Initiative Check Value next; this combatant goes first in the order of battle. Combatants with

subsequently lower scores should be placed next in the order of battle; the combatant with the lowest Initiative Check Value will be placed last. Should two combatants have the same **Initiative** Check Value (i.e. a tie occurs), a few methods any be used to determine who will be placed next. PCs may be placed before NPCs. For groups of NPCs that are of the same class or type, both may perform their actions simultaneously if the GM so chooses. Finally, if neither of these conditions apply, 1d10 may be rolled for each combatant with the next spot on the order of battle going to the combatant with the higher result; this can be repeated much as is necessary.

Order of battle determines a number of things. First and foremost, it determines the order in which combatants will declare their actions. In an "automatic targeting schema" (largely used by for NPCs), the order of battle can also be used to select targets; a combatant with no higher priority target in the area will either target the enemy combatant with the next lowest Initiative Check Value or the enemy combatant with the highest Initiative Check Value if no lower values exist.

STEP THREE: Determine initial ranges.

Once the order of battle has been determined, it is necessary to determine the initial "range to target" for each combatant. Ranges are an important part of combat: the availability of many combat actions is solely dependent upon whether or not a combatant is close enough to use a particular weapon or perform a given action on an opponent. Of somewhat lesser importance in combat is the range and distance of a combat group's members relative to each other (*what's known as a **marching order*** *in RPG parlance*). A group's marching order can be established at any point during the course of an adventure and it can change depending upon who does what. It can be very important to know where adventurers are in relation to each other because a few actions rely upon line of sight. Note that the term "marching order" can also apply to vehicular and capital ship combatants, though it's more common to call them "in formation."

Determining range is accomplished either randomly or through the GM's description of the situation. A GM's description is probably the best way of determining ranges; a phrase such as "You've spotted a group of Kilrathi infantryman about 150 meters away" sets a range without requiring a range roll (the distance given - 150 meters - can be converted directly into a combat range). A discussion of appropriate ranges for the various scales of combat will be supplied in each of their respective sub-Chapters.

Sometimes the GM will either forget to give a range or won't know it (such as what may happen in a random encounter); in this case, the GM will need to roll an initial range to target. The specifics of how this roll is applied depend on whether the GM has decided to use a grid in combat or not. If combat is being conducted without a grid, a combatant's range to their target will need to be re-rolled every round. Each combatant is treated as if their initial location in the course of the round is at the indicated number of range increments away from its target. If a combatant targets an opposing combatant and they later wish to target the original combatant in the same round, they have the option of either using the range originally rolled for them for the round or using the final location of the original combatant.

If a grid is being used, the GM must take the combatant at the top of the order of battle and place it as near to the center of the combat grid as possible. They should then select a direction on the grid to be "ahead" and make two d10 rolls, one to indicate a direction and the other range. Depending on the result, the GM should set the opposing combatant with the highest Initiative Check Value the number of indicated range increments away along a straight line in the indicated direction; a result of one is straight ahead, rotating clockwise 45 degrees for each increasing number. On a result of 9, the GM may pick a random direction and on a zero the GM should just roll the dice again. This

should be done for each of the combatant groups in the current combat action, using the individual combatant with the highest Initiative Check value for that group's "origin point". Rolls of 1d5 should be made for the range from that origin point for other members of the same combatant group, with these other members either placed "in-formation" or also utilizing a direction roll from the origin point. All members of all groups should be oriented so that they face an opposing group at the GM's discretion. Any combatant can occupy the same spot on the grid as any other combatant (including opposing combatants; if using miniatures, just put the involved combatants as close as possible to the indicated spot with their bases touching). The whole procedure of grid-combat placement by die is more complicated to explain than to perform; it can be circumvented altogether as long as the GM remembers to describe an initial range to target.

STEP FOUR: Declare actions for the surprise round (if applicable).

Once the positions of all the combatants have been set, a surprise round will be conducted if one is indicated. The surprise round is conducted as a normal combat round (discussed shortly) with only a few exceptions. First, only the group that was awarded the surprise round is allowed to conduct any actions; each combatant participating in the surprise round may make two standard actions or one full-round action along with any number of free actions as normal. Secondly, all targets use their Flat-foot hit difficulty (**FHD**) instead of their normal hit difficulty (**HD**) for that round. If any blast weapons are used during the surprise round, either the Blast hit difficulty (**BHD**) or Touch hit difficulty (**THD**) may be used instead depending on which value is higher. Targets have an effective *Dodge* and *Evasive Maneuvers* Skill score of zero during a surprise round. Finally, any combatant that suffers damage in the surprise round may not regenerate shields or conduct any other type of repairs/healing that round.

STEP FIVE: Resolve surprise round actions (if applicable).

The resolution of combat actions from the surprise round (involving the application of damage to a target, making Skill Checks, moving, etc.) may take place immediately after they are declared or after all other combatants have declared their actions depending upon the timing method selected by the GM. The GM must check to see if there are any more surprise round combatants that have not yet declared their actions once the current combatant has had their actions resolved. If there are any, the GM must go back to step 4 and have them declare and conduct their actions; if not, the GM may proceed to general combat.

STEP SIX: Declare general combat actions.

Once the surprise round (if any) has been completed, combat proceeds to general rounds. All combatants may declare two standard actions or one full-round action under normal circumstances; there are some occasions (*such as when a character is near death*) when they may only perform one standard action; full-round actions may not be performed in these instances. There are even a few situations (*such as when a character has been knocked Unconscious*) where they may not perform any actions at all. The availability of actions depends upon the combatant's range to their target and what scale of combat is involved. The combatant with the highest Initiative Check Value declares their actions first each round, with each combatant proceeding in turn from highest to lowest Initiative Check Value on the order of battle.

STEP SEVEN: Resolve general combat actions.

The resolution of combat actions from the surprise round (involving the application of damage to a target, making Skill Checks, moving, etc.) may take place immediately after they are declared or after all other combatants have declared their actions depending upon the timing method selected by the GM. The GM must check to see if there are any more surprise round combatants that have not yet declared their actions once the current combatant has had their actions resolved. If there are any, the GM must go back to step 6 and have them declare and conduct their actions; if not, the GM may proceed to the final phase of combat.

STEP EIGHT: Resolve Combat.

Once all combatants have resolved their actions in a combat round, the GM should check the status of all combatant groups. If for any reason all groups except one are completely knocked out of the fighting, the remaining group is automatically victorious and receives any rewards due to them; combat is concluded at that point. If, however, there are still active members of multiple combatant groups, combat may or may not be resolved; the GM will need to see if one of the remaining groups has fulfilled their criteria for victory; if the GM determines that a group has satisfied their victory conditions, that group triumphs over the other groups and the GM may decide whether or not to allow combat continues. If there is more than one group remaining and no group has achieved victory, the GM must return to step Six of the procedure to conduct another round of combat. Combat continues until there is either a clear cut victor or something unusual occurs that forces the suspension of combat.

9.2: CHARACTER-SCALE COMBAT

While not the largest of the combat scales (and arguably not the most important), character-scale combat is the most complex form of combat in WCRPG. This is because characters have the widest selection of available actions out of all the scales of combat and along with it the largest range of effects. Character-scale combat includes combat between all creatures whether they are sapient or not.

Range

The range increments used on the character-scale depend on how far apart the combatants are from one another. If the combatants have closed in for a hand-to-hand brawl, then **short-range combat** is taking place; each range increment in short-range combat equates to 5 meters. If the battle is more of a firefight with bullets and grenades flying around all over the place, chances are that **long-range combat** is taking place; each range increment in long-range combat equates to 25 meters. Characters generally have much more freedom of movement in short-range combat. Combatants on the character-scale may withdraw from combat if they are greater than fifteen range increments from all hostile combatants; this equates to a distance of 75 meters in short-range combat and 400 meters in long-range combat. GMs have the option of switching over to long-range combat if a character moves out of short-range combat instead of simply allowing the withdrawal. Note that it is entirely possible for the conditions for both types of combat to be ongoing simultaneously; it is recommended in those situations that long-range combat be utilized. It is also possible for a character that has technically disengaged from long-range combat to be damaged by a hostile combatant if that combatant is using **sniper-style weaponry** (see Sniping under Attack Action Rules later in this sub-Chapter).

Character-Scale Actions

A character may perform two standard actions or one full-round action per round as well as any number of free actions. Characters are responsible for deciding upon and performing their own actions though they are free to speak to other characters and suggest actions for them to take (though if coming from hostile combatants, these are likely insults instead of helpful suggestions).

Ready

A combatant may choose to ready an action for later use. The combatant prepares an action to perform in the event that some other condition takes place between the time they ready the action and their next turn. If the conditions for the action's activation are fulfilled, the combatant performs the readied action at once; this delays any action the current combatant may be taking until the readied action is resolved. If the readied action is executed, the combatant involved loses one of their action phases during the next round; they may lose their entire turn if two readied actions are or a single full-round readied action are executed. Readied actions are only good for one round; if the conditions needed for their execution do not come about before the combatant's next turn, they must either renew the ready action or declare a different action.

Stand-By

A combatant may elect to stand-by as a standard action. By doing so, they declare that they will do nothing during the course of that action phase; game-play proceeds to the combatant's next action phase or to the next combatant's first action phase as applicable. There will probably be few occasions in combat where a combatant decides to just sit back and watch but sometimes it may simply be necessary...

Use Skill/Ability

Combatants may choose to use their natural abilities or make Skill Checks as a standard action during a combat round; the combatant simply declares their intention to use the ability/Skill and a target if appropriate. This is a general "catch-all" action that may be used for any purpose not explicitly mentioned elsewhere.

Run

A character-scale combatant may choose to run as a full-round move action. Combatants must be standing up in order to run. When a combatant runs, they may move up to four times the speed of their normal Combat Move (*see Move Actions later in this sub-Chapter*). Burdened combatants may only move at a maximum rate of three times their Combat Move while strained combatants may only move at a maximum of twice their Combat Move (see the discussion under encumbrance in Chapter 5.4). A combatant may run for a number of rounds equal to half their *Stamina* score (round down); if they run for a longer period, they take 2d10 Non-Lethal Damage per round until they either stop running or reduce their NHP to zero or less (at which point they are **Unconscious** and will automatically stop moving). Running can be used to get close to an opponent, move closer to a friendly group or withdraw.

Draw/Sheathe Weapon

A combatant may declare that they are drawing or sheathing a weapon; this counts as a move action and the combatant must declare what item in their possession is being affected. The number of weapons a combatant may wield at one time is dependent upon the Appendages requirement of the specific weapons involved (see Chapter 5.2) and the number of Motor Appendages their species has; a combatant may not wield a weapon if they don't have a sufficient number of available Motor Appendages. A combatant cannot sheathe a weapon and draw a second weapon with the same action; a separate draw weapon action is required. A combatant that sheathes all of the weapons in their possession at the same time is considered "unarmed" for combat purposes.

Raise/Lower Shield

A combatant may declare that they are activating or deactivating a personal shield; this same action is used to ready and loosen physical shields and to don or remove all forms of body armor. Readying a shield is considered a move action. Combatants may only utilize one shield at a time; a combatant must lower any active shield before raising a new one. If the combatant doesn't have a shield raised, they may raise any shield they are carrying; if they are carrying multiple shields, they'll have to specify which shield is being raised. Personal shields are typically worn on the belt; physical shields are generally rare even in most non-Starfaring societies. Donning any physical armor requires that the part it covers be unarmored (*a combatant cannot, for instance, wear two ballistic mesh coverings at the same time*). Physical armor may or may not reduce the number of objects a combatant can access by covering up pockets on their clothing; for more on pockets, see Chapter 5.4.

Mount/Dismount Steed/Vehicle

A combatant may mount/dismount a steed or embark to/disembark from a ground vehicle as a move action. If a combatant mounts a steed, they gain the movement benefits of that steed and any Cover the steed may grant (*rules regarding Cover are covered in Chapter 9.3*). When a combatant boards a vehicle, the current combat situation may transform from character-scale combat to mixed-scale Combat (*see Chapter 9.5*). Combatants may also dismount steeds or disembark from vehicles, losing their Cover and/or movement bonuses in the process.

Charge

A combatant may attempt to Charge during the course of a round; this is a full-round attack action that allows the combatant to move, attack and then move again. A combatant must Run at least one full short-range combat increment towards their intended target and must be able to move the same total distance after the attack as before it; the combatant must be able to move the full distance involved or else they may not Charge their target. The attack takes place when they reach Range Zero and must take place with a melee weapon; the charging combatant gains a +10 bonus to their attack roll and the amount of damage inflicted but they suffer a +10 HD penalty until their next round. Charging provokes an <u>Opportunity Attack</u>.

Push Attack

A combatant may attempt a Push Attack during the course of a round; this is a full-round attack action that works in much the same way as a Charge action with a few minor changes. Push attacks can only be made against opponents up to one Size Class larger than the combatant making the attempt. A Push Attack requires the combatant making the attempt to be unarmed and they stop moving once they reach Range Zero. The "attack" is an opposed *Three-Dimensional*

Maneuvers Check. If the target is larger, the combatant making the attempt takes a -10 DC penalty to their Check; if the target is smaller, they receive a +20 DC bonus instead. If the target is as stable or more stable than a quadruped (i.e. has at least four propulsive appendages or more), is lying Prone or is otherwise in an exceptionally stable position, they will receive a +20 DC bonus to their Check. Whichever combatant has the higher degree of success in their success wins, pushing their opponent away from the spot by one range increment per ten points in the degree of success of their Check. In addition, the losing combatant takes unarmed damage, drops Prone if they were not so already and drops one item they are currently carrying in a Motor Appendage. Push Attacks provoke Opportunity Attacks.

Trip

If a combatant is within Range Zero of an opponent in short-range combat, they may attempt to Trip them; this is an attack action. Trip attempts can only be made against opponents who are no more than one size class larger than the combatant making the attack. The "attack" is an opposed *Dexterous Maneuvers* Check; all of the same bonuses and penalties for Push Attacks apply. If the combatant making the Trip attempt is more successful than their opponent, the opponent immediately drops Prone and drops any one item they are currently carrying in a Motor Appendage. Against a Charging or Pushing opponent, a successful Trip automatically foils their attack and causes them to slide another 1d5 range increments (twice this distance on a relatively frictionless surface such as ice); they take 1d10 points of Non-Lethal Damage per range increment they slide and become Dazed for a minimum of 1d5 rounds. Trip attacks provoke Opportunity Attacks unless used against a Charging or Pushing opponent.

Trample

A creature combatant with the Trample natural ability may attempt to Trample their opponent as a special full-round attack action. Trampling works like a Charge with a few key differences. A combatant must be at least one size class bigger than their target to attempt a Trample. The attack is a standard melee attack applied against the target's THD; a successful attack deals (the combatant's **Power** modifier times their Size Class) points of Basic Damage. If damage is indicated, the target may attempt a Reflex Save in order to take half-damage instead. Unsuccessful Trample attacks provoke Opportunity Attacks.

Grapple

A combatant may attempt to Grapple an opponent attack during the course of a round; Grappling is a special action, requiring only one action phase to commence but continuing until the Grapple is "broken" by either the initiating combatant or their target. To Grapple with an opponent is to physically wrestle with them, which is sometimes the only way to subdue an opponent without actually killing them (if that's an issue). Grapple attempts automatically fail against opponents that are at least two Size Classes larger than the combatant. Grapple Checks are required repeatedly during an on-going Grapple action; a Grapple Check is 2d10 plus the sum of the combatant's Melee Attack Bonus and their Size Class. To start a Grapple, a combatant begins by making an unarmed, short-range combat attack at Range Zero using their target's THD in an attempt to grab them; this triggers an Opportunity Attack. If the target is successfully grabbed, the combatant performs a Grapple Check opposed by their target's Grapple Check. If the combatant is successful, a Grapple is initiated and unarmed damage is applied to the target (*see below*). For another combatant to join in an already ongoing Grapple action, they must move to Range Zero of the already grappling combatants; the new combatant's grab automatically succeeds. While Grappling, all combatants make opposed Grapple Checks; the combatant with the highest Check may attempt to deal damage to another

combatant in the Grapple, pin another combatant in the Grapple, break a pin or escape the Grapple. Damage attempts are made against the target's THD; if successful, unarmed damage is dealt. If a combatant chooses to pin another combatant, they begin to hold them immobile; a pinned combatant receives a +20 HD penalty on all attacks made against them. Pinned characters may be subject to strangulation attacks by their opponent; for details on strangulation, see Chapter 12.3. Breaking a pin and escaping from a Grapple are automatic. While Grappling, all involved combatants may not move, make <u>Opportunity Attacks</u> or make **Finesse** Checks.

Improved Grab

A combatant with the <u>Improved Grab</u> special ability may elect to use it immediately after they make a successful short-range combat attack at Range Zero; this allows them to attempt a Grapple as a free action and without provoking an <u>Opportunity Attack</u> in the process. Should the combatant possess a Motor Appendage long enough to do so, they may initiate the Grapple at a distance greater than Range Zero; the target is automatically pulled to Range Zero upon a successful Grapple Check.

Constrict

A combatant with the <u>Constrict</u> special ability may elect to use it immediately after successfully Grappling an opponent as a free action; the combatant deals two times their **Power** modifier to their opponent in Basic Damage. The target begins to suffocate as well (*see Chapter 12.3*). Constriction counts as a pin that must be maintained in order to keep the suffocation penalty against the target but must be released and re-applied in order to deal more damage. Re-applied Constriction actions are standard actions.

Swallow Whole

If a combatant is at least three Size Classes larger than their target and has the <u>Swallow Whole</u> special ability, they may immediately attempt to swallow their target after successfully completing a Grapple Check as a free action. To attempt to swallow, the combatant must successfully complete a second Grapple Check. The would-be lunch gets a +10 bonus to their Grapple Check if they are three Size Classes smaller than their attacker; this bonus drops by ten points for each additional Size Class they are smaller. If the second Grapple Check is successful, the target is swallowed whole; they take Lethal Damage equal to the combatant's combined **Power** and **Finesse** scores. Assuming the target survives the damage from swallowing, they are assumed to be immersed in a mild Acid as they begin to be digested (see Chapter 12.3). If a target becomes disabled for any reason after having been swallowed, they are considered brain dead; this fulfills any dietary requirements for the swallowing combatant. A target can escape after having been swallowed by dealing a cumulative amount of Basic Damage to the combatant equal to fifty plus the amount of damage they received when they were swallowed; if they do manage to escape, they cause 2d5 Wounds to the swallowing combatant's Body (Vital) Area.

Coup de Grâce

A combatant may deliver a coup de grâce attack against any <u>Helpless</u> defender; this counts as a special full-round attack action. A coup de grâce can be delivered with any weapon as long as the target is within Range One while in short-range combat. The coup de grâce requires a standard attack roll, which counts as an automatic critical hit against the target if successful. If the target survives the attack, they must immediately attempt a Fortitude Save; if this Save fails, the target's HP drops to zero (if not below zero already) and they immediately suffer clinical death.

Drop Prone

A combatant may drop <u>Prone</u> as a free action. If a combatant voluntarily chooses to drop <u>Prone</u>, they immediately drop to the ground; this provides a -10 circumstantial HD bonus but limits their movement to one-quarter their normal movement speed (round down).

Stand Up

A <u>Prone</u> combatant may stand up; this is a move action. Once a character stands up, all bonuses and penalties applied by the <u>Prone</u> condition immediately cease.

Manipulate Item/Object

A combatant may move or manipulate an object during a combat round; this is a move action. A combatant may use this action to pick up items and either keep them in hand or store them if they have room to do so. This action may also be used to manipulate an object without picking it up. If there are multiple items in the combatant's vicinity that can be manipulated, they must specify which item they wish to affect. Manipulation of objects can have various effects; sometimes these effects can end a combat action immediately (such as what happens when an item is rigged to explode when it is handled).

Activate Item

A combatant may choose to use any piece of equipment in their possession during a combat round; this is a standard action. The combatant must declare what item they are using and, if appropriate, declare a target upon which they are using it.

Drop Item

A combatant may choose to drop an item during a combat round; this is a free action. The combatant simply declares what object is being dropped; the dropped item is placed on the ground at Range Zero from the combatant who dropped it. At any later point, any combatant that moves to Range Zero with the object may use a Manipulate Item action to pick it up.

Attack Item

A combatant may choose to attack an inanimate object or item during a combat round; this is an attack action. To attack an object, the combatant makes an attack roll as normal; if they wish to use a weapon to make their attack, they must have that weapon drawn and the weapon must be charged as normal. It should be noted that some weapons cannot be used to break certain objects; for example, it's rather difficult to break a rope with a club, or to break a reinforced steel door with a bamboo pole. The GM should use their own discretion in determining if a logically has any hope of damaging a target object; this is an instance where they may wish to get input from the rest of the group. If the attack is successful, damage will be inflicted upon the object; if sufficient damage is done, the object will be destroyed. Objects have hit points and are generally more resilient than living creatures. Depending on the nature and composition of the object, breaking it may be a simple matter or it could be a long ordeal. Some objects may have multiple hit point counts amongst their components. *For example, an entire building would have a hit point count but so would the door needed to gain entry to it; the door would have fewer hit points than the entire building.* Attacking an object usually creates noise, alerting anything around capable of hearing to the presence of the combatant. Objects cannot attack combatants in return unless they are designed as a trap;

see Chapter 11.2.1. Objects are also more capable of resisting damage than living creatures; most have some damage reduction (see Chapter 10.2.7). The following table can be used to determine just exactly how hard it is to break certain objects. Note that this table covers common objects; more exotic materials will need damage reduction and hit points set at the GM's discretion.

Damage Reduction and Hit Points of Common Materials		
Material Name	Damage Reduction	Hit Points
Glass	0	10 per centimeter
Wood	5	30 per centimeter
Stone	10	50 per centimeter
Metal	15	100 per centimeter
Dense Metal (Starship Armor)	20	500 per centimeter

Disarm/Sunder

A combatant may attempt to disarm an opposing combatant or attempt to destroy any equipment they are carrying; this is a special full-round attack action and requires a further declaration of the specific piece of equipment to be affected. The opposing combatant must be no further away than five short-range combat range increments if the attempt is to be made with a ranged weapon or no further than one range increment away if the attempt will be made with a melee weapon; a combatant using sniper-style weaponry may make the attempt from any range. A combatant must make a subsequent fully successful roll (i.e. have an attack roll result lower than the target's HD and sufficient to succeed the associated Skill Check) in order to disarm their opponent; one subsequent fully successful roll is also required for every appendage required to operate the item in question. If all of the required attack rolls are successful, the opponent is disarmed and takes one-half the normal damage from the attack in the corresponding Motor Appendage; otherwise they take damage to the corresponding Motor Appendage as normal but continue holding the item in question. If an attempt to disarm an opponent is successfully made by an unarmed combatant at Range Zero, they automatically pick up the item for themselves. In all other cases, the object falls to the ground at their opponent's feet and deactivates (if activated). If the final result of any attack roll has a degree of success of at least 25 points, the attack is so well-placed that the object itself is hit; the item is dropped and the GM must make a d% roll. If the result of this roll is greater than the final result of the attack roll, the object in question is rendered inoperative until repaired; if the object in question is an explosive or a charged energy weapon, it detonates, causing a blast that inflicts half of the weapon's full damage at Range Zero and a quarter of the weapon's full damage at one short-range increment.

Speak

A combatant may choose to speak to another combatant; this is a free action. Combatants may speak to one another at any time for any reason, though what they might want to speak about is totally up to the players and the GM. It is important that communicator and receiver speak the same language, to make sure all messages sent between them are understood clearly; this is particularly important when insulting an opponent. A *Translate* Check is required when communicating parties do not speak the same language; failure of the Check prevents them from speaking meaningfully to one another.

Aid

A combatant may make an attempt to aid another combatant during a combat round; this is a special action. Aid typically comes in the form of an *Inspire* Check or an *Intensive Care* Check. Both of these require the assisting combatant to be in close proximity to the intended target of the action; *Intensive Care* Checks require the assisting combatant to be at Range Zero while *Inspire* Checks may be made from up to two short-range combat increments away. An *Inspire* Check opposed by the target's Willpower Save can be used to rally a <u>Shaken</u> combatant; whoever has the higher degree of success wins. If successful, the target is no longer <u>Shaken</u>; all the associated penalties end immediately. *Inspire* Checks can be used to inspire non-<u>Shaken</u> characters; if successful, the target will not become <u>Shaken</u> if otherwise indicated to do so for a number of rounds equal to the degree of success divided by ten (round up). During that same period of time, the target may add the same amount (degree of success divided by ten, rounded up) to the DC of all Checks and Saves they perform. A combatant may only try to inspire one other combatant at a time. Finally, a combatant may make an *Intensive Care* Check to apply medicines and/or medical supplies (*such as a bandage or stimulant*) in an attempt to alleviate the adverse effects of any damage the target may be suffering (*see Assisted Healing later in this sub-Chapter*).

Reload/Recharge

A combatant may decide to reload or recharge a weapon during combat. Reloading is a special action that may take a number of rounds, the number of which is wholly dependent upon the weapon itself (*see Chapter 5.2*) While re-loading, a combatant may not perform any other action; they should carefully consider whether or not the need for a particular weapon outweighs the amount of time it would take to reload it. Personal shields and other items that require batteries may also be reloaded/recharged using this action.

Move Action Rules

A combatant may decide to change their position during a combat round; perhaps unsurprisingly, this is a move action. Movement changes a combatant's range to all other combatants. All movement on the character-scale utilizes the combatant's **Combat Speed** ratings. Any "fractional" combat speed ratings indicate a number of rounds a combatant must wait after moving one range increment before they may move again. Combatants may move at any rate less than their Combat Speed if they so choose. A combatant conducting a move action must travel a minimum distance of one short-range combat range increment (five meters); any movement involving a distance of less than five meters is considered taking a **step**, which is treated as a free action but may only occur once per round.

Movement in short-range combat may or may not require a *Three-Dimensional Maneuvers* Check. A combatant is allowed to turn (i.e. change the direction of their movement) as a free action and may elect to turn at any point in the middle of their move action if they would like (they **cannot**, however, turn more than once). Turning and/or moving straight ahead does not require a *Three-Dimensional Maneuvers* Check provided the combatant's propulsive appendages aren't Wounded. Moves that involve fancier footwork (collectively known as **stunts**) will require at least one successful *Three-Dimensional Maneuvers* Check; the final number of successful Checks required depends upon what stunts are being performed, whether or not the combatant has Wounded propulsive appendages (each Wound subtracts five points from the Check's DC) and the combatant's total encumbrance (which is subtracted from the DC as normal; see Chapter 5.4). Stunts give the combatant an HD bonus until their next turn; these bonuses accumulate with each stunt performed during the course of the combatant's movement. If the combatant is targeted at any time up until their next turn, the total bonus applies. The price for this bonus is a (smaller) penalty to their Attack Bonuses, which apply

through the combatant's next two actions; fancy moves make a combatant harder to hit but also makes it a little harder for them to aim accurately. If any *Three-Dimensional Maneuvers* Check fails during the course of performing a stunt, the combatant may still perform any applicable movement up to the first stunt they failed to complete, at which point they may not make any further movement and must perform a successful Reflex Save to avoid falling <u>Prone</u>. Advanced stunts usually have a minimum **Finesse** score requirement; if the combatant does not fulfill this requirement, they cannot perform the stunt (this automatically disqualifies some species from performing certain stunts). All movement (except for turning) requires a minimum of one available movement point to perform. Combatants with non-functional propulsive appendages cannot move at all.

The *Three-Dimensional Maneuvers* Check for movement does have critical potential. In the event of any critical success, all Attack Bonus penalties are nullified; the combatant is able to pull off their stunts and still come up aiming at their target. In the event of any critical failure, the combatant may not move from their original location; the GM changes their present facing to a new, random one. Additionally, the combatant is knocked <u>Prone</u> and takes 1d2 Wounds to their Propulsive Appendages; their Propulsive Appendages automatically fail if they were already Wounded before the combatant attempted the stunt.

Stunts					
	Minimum Finesse Score Required	Number of Successful *Three-Dimensional Maneuvers* Checks Required	HD Bonus	Attack Bonus Penalty	Description
Walk Forward	0	0	+0	+0	Combatant moves forward.
Forward Sidestep	10	1	-5	-1	Combatant moves diagonally forward and does not change orientation.
Sidestep	20	2	-5	-2	Combatant moves left or right and does not change orientation.
Backwards Sidestep	20	3	-5	-1	Combatant moves diagonally backward and does not change orientation.
Walk Backwards	20	2	-5	+0	Combatant moves backward and does not change orientation.
Jump Forward	10	1	-5	-1	The combatant jumps forward; they may move at twice their normal combat speed if moving forward prior to the jump.
Jump Backwards	20	2	-5	-2	The combatant jumps backwards; they may move at twice their normal combat speed if moving backwards prior to the jump. This stunt does not change the combatant's orientation.
Jump Sideways	20	3	-10	-2	The combatant jumps to one side; they may move at twice their normal combat speed if moving in the same direction prior to the jump. This stunt does not change the combatant's orientation.
Tumble Forward	20	1	-15	-5	The combatant ducks down into a crouch, rolling forward.
Tumble Backwards	30	3	-20	-10	The combatant ducks down into a crouch, rolling backwards. This stunt does not change the combatant's orientation.
Tumble Sideways	30	4	-25	-10	The combatant ducks down into a crouch, rolling to one side. This stunt does not change the combatant's orientation.
Handspring	30	3	-20	-6	The combatant rolls forward onto their Motor Appendages and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time.
Back Flip	40	5	-25	-8	The combatant rolls backward onto their Motor Appendages, and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time. This stunt does not change the combatant's final orientation.
Cartwheel	40	5	-30	-8	The combatant rolls sideways onto their Motor Appendages, and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time. This stunt does not change the combatant's final orientation.

Somersault	40	3	-25	-6	The combatant jumps forward into the air and rolls while still airborne; they may move at twice their normal combat speed if moving forward prior to the jump.
Backwards Somersault	50	5	-30	-8	The combatant jumps backwards into the air and rolls while still airborne; they may move at twice their normal combat speed if moving backwards prior to the jump. This stunt does not change the combatant's final orientation.
Sideways Somersault	50	6	-35	-8	The combatant jumps sideways into the air and rolls while still airborne; they may move at twice their normal combat speed if moving in the same direction prior to the jump. This stunt does not change the combatant's final orientation.

NPC combatants move in relation to their present target based on a comparison of their SI to that of their current target. Should the NPC combatant have a higher **SI** than their current target, they will move towards it and vice versa. NPC combatants will generally keep their movements limited to 45-degree turns and forward movement as a general rule. Any of these rules may be overridden at the GM's discretion.

If combat is not being conducted on a grid, a move action simply changes the range rolled to the current target (note that for purposes of the alternative range determination system indicated in Chapter 9.1, it is the original rolled range that determines what die type will be rolled in the next round, not the final amount indicted after the combatant moves). In the event that a combatant's final range to target is sixteen range increments or greater, their SI should be compared with the opposing group's Composite Strength Index (CSI); if the combatant's SI is less than one-fourth of the opposing group's CSI, they may immediately withdraw from combat if they so choose.

Attack Action Rules

A combatant may decide to attack an opposing combat during a combat round; perhaps unsurprisingly, this is an attack action and probably the most common type of action that occurs in combat. An attack action requires a declaration of one weapon to be utilized and the declaration of a valid target. NPC combatants will target the enemy combatant with the next lowest Initiative Check value or the enemy combatant with the overall highest Initiative Check value if no opponents with lower values exist; the GM may override this general rule at their discretion.

Using Weapons

Before any attempt to attack a target is made, it must be within range of at least one of the attacking combatant's offensive weaponry options, it must be in their line of sight and the weapon must be ready to use. If these conditions are met by more than one of their weapons simultaneously, the attacker has the option to use more than one weapon though generally at a penalty.

Line of sight on the character-scale is somewhat dependent upon a combatant's species, specifically the part of their body that contains their visual sensory organs (eyes) and how they are able to coordinate with their Motor Appendages (arms). Every species has a **field of vision** statistic that includes both an **optimal** and a **peripheral** arc. An attacker may use a weapon in their optimal arc without penalties; attacking a target in the peripheral arc gives it a -25 effective HD bonus. *Most of the time a player will want to position their character to face their target prior to attacking so that they don't risk being penalized; there may be occasions where they either can't or don't want to, which is when field of vision rules become important.*

To determine if an attacker has line of sight, the GM may draw or visualize a straight line between them and their target; if the target's bearing is in either of the attacker's field of vision arcs and if there are no objects between them, the target in in the attacker's line of sight. If the target's bearing is not in either of the attacker's visual arcs, they don't have line of sight and can't attack. If what's in the way is something that can be reached or shot over (such as a low hedge or tree stump), the attacker has line of sight and may attack without penalty. If it's an obstacle that can be attacked *through* (such a plaster or wooden wall or something like a narrow stone pillar), the attacker still may still have line of sight; the GM should treat targets in the attacker's optimal arc as though they are in their peripheral arc and treat targets in the peripheral arc as normal. These types of obstacles may need to be destroyed (reduced to 0 HP) before any damage can be applied it to the target. If a large, sturdy object (like a mountain or a brick wall) is in the way, the attacker does not have line of sight. If a situation is ambiguous (such as when the target is partially hidden by the corner of a brickwork building), the GM may use their discretion and add HD penalties if they so choose. An attacker may not select a target if another combatant (friendly or not) is in the way.

If an attacker has more than one weapon drawn and ready to use, they may decide to use multiple weapons simultaneously. An attacker will take penalties on any attacks made "off-hand", i.e. made using any Motor Appendage other than their dominant one as determined by their **Handedness** stat. The penalty is -10 to the target's effective HD for each such attack; this penalty is reduced if the combatant has the <u>Ambidexterity</u> Talent. A single attack Roll may be used for all weapons if the attacker's controlling player so chooses. An attacker may attack more than one target in a single attack action; they must be able to use at least one weapon on all selected targets in addition to all other normal attack requirements (i.e. they must all be in range and must be within the attacker's current line of sight). An attack roll is applied to each target in turn and there is a -10 effective HD penalty that accumulates for each separate target attacked (*i.e. the HD penalty for the second target is at -10, -20 for the third, -30 for the fourth, and so on*). Repeating weapons such as submachine guns can be used to attack more than one target; this is handled like a multiple target attack. If a multiple fire weapon is fired at a single target, though, it counts as a single attack.

If an attacker's target is within one short-range combat range increment (*i.e. within five meters*), the two combatants are considered **in melee**. Making a ranged attack at any combatant in melee inflicts a -20 effective HD penalty to the attempt, provided the attempt is made by an attacker not involved in the melee. Similarly, combatants in melee take a -20 effective HD penalty if they attempt to make a ranged attack at any other combatant not involved in the melee. Any combatant that moves within one short-range combat range increment of an opposing combatant prompts an <u>Opportunity Attack</u> by that opponent.

If an attack is allowed, a final "to hit" number must be determined; this is sometimes referred to as the **effective hit difficulty** (or **EHD**). EHD is determined through a series of quick calculations. First, the appropriate **Attack Bonus** of the attacking combatant is subtracted from the target's *Dodge* Skill or appropriate *Dodge* specialization DC; this represents any low-level sparring going on between the two combatants (*remember that during a surprise round the* Dodge *Skill of the target is ignored*). The difference is subtracted from the target's applicable HD rating; this is their THD if the weapon requires a touch attack, their FHD if they are surprised and their normal HD in all other cases. The attacker's encumbrance total and any additional effects from any equipment they're carrying are subtracted from the EHD for attacks made with melee weapons. Any applicable HD-related range falloff penalties for the weapon will affect EHD as well. *For example: Gilkarg is a Kilrathi firing a Second Class Hand Laser at a Terran Marine, who has an HD of 55. Gilkarg has a Ranged Attack Bonus of 14; the marine's* Dodge *DC is 24. In this case, ten points would be subtracted from the marine's HD, so the EHD is 45 (24 - 14 = 10, 55 - 10 = 45). Gilkarg's current EC is 14, but since he's attacking with a ranged weapon, it does not affect the EHD in this case.*

Once the EHD has been determined, the attacking combatant will perform an attack roll; this is a Skill Check that depends on the weapon being used. If melee weaponry is being used or if the combatant is making an **unarmed attack** (*i.e. they aren't wielding a weapon*), the attack roll is a *Brawling* Check; if ranged weaponry is being used, it is a *Security* Check instead. To be fully successful, the result of the Check must be equal to or lower than the EHD **and** must be sufficient for a successful Check of the Skill. If the result of the roll is insufficient to overcome the EHD, the attack fails regardless of whether or not the Skill Check succeeds. If the result of the Check is insufficient for a successful Skill Check but is sufficient against the EHD, a single hit with the weapon will be scored and will inflict the amount of damage indicated by the weapon's type and Class plus a number of points equal to the applicable Attack Bonus. How the damage affects the target will depend on how much of it is inflicted, what type is inflicted and which part of the target's body has been hit (*see Resolving Damage, below*). If the Check is fully successful, there is the possibility that the weapon will hit the target more than once; if the weapon used is a repeater weapon, the target will sustain one additional hit for every five points in the degree of success of the **Skill Check** up to the maximum amount of shots the weapon can be fired in a single round.

Attack rolls have critical potential. In the event of a critical success of the Skill Check (a **critical hit**), a hit occurs whether or not the roll succeeded against the EHD. Should the Check be fully successful in this case, the weapon inflicts double the **full** amount of damage for all applicable hits, *regardless of range*. In addition to the extra damage, the body part affected may take multiple Wounds regardless of the condition of the target's defenses. The GM must roll to determine which body part is affected as normal (*see Resolving Damage, below*) and then roll 1d5; the result is the number of Wounds inflicted on the indicated body part. In the event of a critical failure (a **critical miss**), what happens depends on the specific result. On any result other than 99, the weapon malfunctions; it causes half-damage to the attacker and is rendered unusable. If the result is a 99, the weapon fires but inadvertently hits a friendly target by mistake; such "blue-on-blue" incidents can be quite costly. Another Check is made against the friendly combatant's HD. If this Check is successful, double the normal **full** amount of damage is applied to the friendly target; the normal amount of damage is applied otherwise. Any critical results on this subsequent Check are ignored. The combatant affected is the friendly character with the next lowest Initiative Check value, or (if no such character exists) the friendly character with the highest Initiative Check value. If there are no other friendly combatants in the area, the attacker hits themself. A critical miss result automatically overrides any hit result that may have otherwise been indicated.

Sniping

Occasionally a combatant may want to try to attack a target from a range beyond that covered by long-range combat. All instances of attempting to attack a target beyond fifteen long-range combat increments are considered **sniping** action. Sniping is a full-round attack action that requires two things over and above the requirements for a normal attack: a weapon with the kind of range needed to hit the target (at least 375 meters) and a scope or targeting system that enables the attacker to see the target at that range. For all sniping attacks, the target should be treated as though it is at fifteen long-range combat increments. The target's HD is halved for the attack (round down); any bonuses from the sighting system apply to reduce the HD penalty. Sniping attacks are always considered surprise attacks; the target's *Dodge* Skill is ignored even if they are aware of the sniper's presence. Damage from the weapon is tripled in the event of a hit, unless the weapon is specifically designed as a sniper weapon; any Cognitive Organ or Body Area (vital) hit from a sniper weapon should be treated as a Massive Attack (as discussed later in this sub-Chapter) in all cases.

Resolving Damage

One of the most crucial parts of resolving damage on the character-scale is determining where on a combatant's body a hit has landed. Character-scale combatants have several **body parts**. Depending upon which body part is affected, the amount of damage inflicted can be substantially increased and could potentially have life-threatening results.

When a hit is indicated, the GM must roll 1d10; the result determines the location of the hit:

> **0: Cognitive Organs (Vital)** - The Cognitive Organs are what enables an organism to control their life processes (the Terran equivalent is the brain and spinal column). It should go without saying that these organs are vital to an organism's continued existence; any hit to this area is potentially fatal. All Cognitive Organ hits inflict double indicated amount of Lethal Damage. In the round immediately following a Cognitive Organ hit, the affected combatant may only take one standard action and no full-round actions. Failure of the Cognitive Organs means immediate clinical death; maiming them means immediate brain death (both forms of death will be discussed shortly).
>
> **1-2: Motor Appendages** - Motor Appendages include arms, tentacles, branches or anything else used for the purpose of manipulating other objects (i.e. any appendage that gives the lifeform fine motor control). In the round immediately following a hit to a Motor Appendage, the affected combatant cannot manipulate an object with the affected appendage nor can they attack with a weapon held by it. They do, however, maintain a hold on anything they were carrying with that appendage (unless otherwise specified). If a Motor Appendage fails, the organism may not use it to attack or manipulate objects until it heals; anything being held by that appendage is dropped. If a Motor Appendage is maimed, these penalties become permanent (*although in Industrial and Starfaring Age societies, the combatant can later be fitted with a prosthetic replacement.*)
>
> **3-4: Sensory Organs** – Sensory organs (including eyes, ears, noses, antennae, infrared pits, etc.) are used to give an organism information about their surroundings; losing control of any of them can have ultimately fatal consequences. When this type of hit is indicated, the GM must make a second 1d10 roll to determine the specific organ type affected, as follows:
> **1-2: Visual Organs** - Sight
> **3-4: Auditory Organs** - Hearing
> **5-6: Olfactory Organs** - Smell
> **7-8: Gustatory Organs** - Taste
> **9-0: Tactile Organs** - Feeling
> The affected combatant's <u>Senses</u> Trait for the specific sense is temporarily reduced by the same amount as the amount of Lethal Damage inflicted by the hit (to a minimum effective <u>Senses</u> score of -25). Failure of a Sensory Organ results in a temporary complete loss of the corresponding sense (-30 <u>Senses</u> Trait); maiming makes the condition permanent. In all of these cases, the affected combatant receives no building points). NOTE: A hit to the sensory organs affects only the specified organ without necessarily affecting the surrounding areas. For example, while a shot that affects a Terran's Visual Organs (their eyes) implies a head shot (and therefore also a Cognitive Organ hit), only the eyes are affected. GMs are welcome to alter this rule at their discretion if they want to add to the game's realism.
>
> **5: Propulsive Appendages** - Propulsive appendages include legs, tentacles, cilia or anything whose purpose is to propel an organism. The affected combatant cannot move for one round after taking a hit to a Propulsive Appendage. Each hit to these organs slows down the affected combatant's movement by one meter per round per Wound inflicted. If a Propulsive Appendage fails, the affected combatant may only move no further than a single short-range combat increment per round (or half their normal rate, whichever is less) until the appendage is healed. If all of a combatant's Propulsive Appendages fail, they cannot move at all until the

appendages heal. Maiming a Propulsive Appendage makes the movement penalties permanent (*although in Industrial and Starfaring Age societies, the combatant can later be fitted with a prosthetic replacement*)

6: Reproductive Organs - There are few things that can disable a combatant quite like a shot to the pills. The affect combatant suffers double the amount of Non-Lethal Damage, are <u>Dazed</u> for a number of minutes equal to one-tenth the total amount of damage received (rounded up) and cannot move for the same period of time. Failure of the reproductive organs completely immobilizes the affected combatant and renders them unable to procreate until they can receive medical attention. If their reproductive organs are maimed, an affected combatant cannot Run or procreate *ever again*. (*The inability to procreate shouldn't be an issue in most campaigns; if it is, it usually says something about the GM...*).

7-8: Body Area (Non-Vital) - This "body part" includes non-vital areas of the body located away from any major organs. While a combatant can still later bleed to death from any Wounds received, a weapons hit to this area does not cause any further penalties to the affected combatant. This body part cannot fail due to excessive Wounds. However, it is still subject to maiming; if the non-vital body area is maimed, the combatant suffers clinical death and their HP count immediately drops to zero.

9: Body Area (Vital) - This body part includes any vital organ other than the Cognitive, Sensory or Reproductive Organs (organs such as the heart, stomach and lungs are examples). All damage from the hit is doubled and the affected combatant will lose double the normal amount of HP per minute from any Wounds inflicted to the area. As with non-vital body hits, this body part cannot fail due to excessive Wounds but can still be maimed; if the vital body area is maimed, the combatant suffers clinical death; this is considered clinical death from excessive Wounds.

If a part is indicated that the combatant either does not have or is not available to take damage, roll again on this table.

There are three types of damage that can be inflicted on a character in WCRPG. **Non-Lethal Damage** is any kind of damage intended to disable a combatant without necessarily causing any permanent injury. **Lethal Damage** is any kind of damage intended to permanently injure or kill a combatant. **Basic Damage** is a combination of Non-Lethal and Lethal Damage; when a character suffers from Basic Damage, half of the amount (rounded down) is applied as Lethal Damage and the rest is Non-Lethal Damage. All character-scale combatants have two **HP** counts, one for Non-Lethal Damage and one for Lethal Damage. The amount of damage inflicted on a character after they take a hit is dependent upon the amount and type of damage indicated by the weapon used as well as the location of the hit as described above.

A hit does not automatically indicate injury; if the combatant is wearing any defensive gear over the indicated body part, it will absorb damage first. Injury only occurs if the damage is severe enough to penetrate the defensive gear and/or if it specifically indicates that it cannot block the particular weapon being used. The effectiveness of defensive gear is measured in hit points. If the gear can block the weapon, any Lethal Damage is automatically transformed into Non-Lethal Damage before it is applied; any damage effects due to hit location should be applied prior to this conversion. The transformation of Lethal Damage into Non-Lethal Damage reduces the armor's HP count by one per point converted. The current HP level of defensive gear not only indicates how much more cumulative Lethal Damage the armor can convert before it is rendered useless, but also indicates an amount of **damage reduction** for any Non-Lethal Damage sustained in a given area (*for example, if a character would take 100 points of Non-Lethal Damage but has armor with 55 hit points protecting the affected area, the Non-Lethal Damage is reduced by 55 points before it is applied; the combatant would only receive 45 points of Non-Lethal Damage in this case*). Non-Lethal Damage never reduces the available hit points of defensive gear and is still subject to damage reduction if it is the result of

Lethal Damage conversion. The hit points from any personal shields are always reduced before the hit points of physical armor. Hit Points subtracted from defensive gear are also subtracted from the combatant's **strength index**. If the hit points of defensive gear are reduced to zero, the gear is rendered useless and any excess damage is applied to the combatant as damage of the type indicated; for each point of excess damage taken, one point is subtracted from the combatant's appropriate HP count.

Regardless of the type of damage they take, a character must make a Reflex Save and a Willpower Save any time they are hit. If the Reflex Save fails, the character is knocked <u>Prone</u> as a result of the hit. Should the Willpower Save fail, the combatant becomes <u>Shaken</u>. The Reflex Save has critical potential: in the event of a critical failure, the combatant hits the deck with enough force to break part of their skeleto-muscular system; they take 1d5 **Wounds** to a body part chosen at random.

Unarmed Attacks

An **unarmed attack** is an attack made by a character or creature using a weapon available to them naturally; most types of slapping or slamming attacks (including punching, kicking, etc.) are treated as unarmed attacks. As stated previously, unarmed attacks use the creature's *Brawling* Skill DC as the attack roll. Successful unarmed attacks inflict an amount of Non-Lethal Damage equal to the degree of success plus one point of Lethal Damage for every ten points in the combatant's *Brawling* Skill DC; some items (such as Brass Knuckles) can be used to convert the Non-Lethal Damage into Basic or even Lethal Damage, if the GM wishes to utilize them.

Non-Lethal Damage

If Non-Lethal Damage is inflicted, it is subtracted from the combatant's Non-Lethal Hit Point (NHP) count. A character that has lost at least half of their available NHP becomes <u>Dazed</u>; if they are reduced to zero NHP or less, they are rendered <u>Unconscious</u>. A character who continues to suffer additional Non-Lethal Damage after having been reduced to at least zero NHP (i.e. one who has a negative NHP count) has **Impact Damage**. A character with Impact Damage will remain <u>Unconscious</u> for a period of at least one hour; the exact amount of time depends on just how much Impact Damage they've absorbed. A character with Impact Damage *can* regain consciousness early but it requires another character to administer medical care (for details on how Non-Lethal Damage is healed, see Healing and Recuperation later in this sub-Chapter).

An <u>Unconscious</u> character whose NHP count is reduced by at least twice their maximum NHP count (i.e. has a negative NHP count equal to or greater than their normal NHP count) is **comatose**; this is more serious than being merely <u>Unconscious</u>. For every hour a character is comatose, they must successfully complete a Fortitude Save with the number of hours they've been comatose subtracted from the DC. If the Save fails, they do not heal any Impact Damage that hour (as discussed later) and sustain one point of Lethal Damage, lose one point from any one **Physique** Skill or specialization and lose one point from any **Intellect** Skill or specialization; the affected Skills/specializations are selected by the GM at random). Characters *can* die from being comatose. A comatose character cannot be revived back into consciousness with medicine, though it may help to mitigate the effects of the coma (in particular the loss of Skill points). The Fortitude Save has critical potential: in the event of critical success, the character immediately comes out of the comatose state (though they are still <u>Unconscious</u>) and instantaneously heals enough Impact Damage to put their NHP count at one point above the threshold for being comatose (e.g. if a character becomes comatose at -60 NHP, a critical success would heal them to -59 NHP). In the event of a critical failure, a d10 is rolled; the character sustains Lethal Damage equal to the result and loses an equal number of points from the selected Skills instead (a die result of zero counts as ten in this case).

Lethal Damage and Wounds

If Lethal Damage is inflicted, it is subtracted from the combatant's available Lethal Damage **Hit Points** (referred to simply as their HP count). One **Wound** is inflicted on a body part when it takes any amount of Lethal Damage. Wounds are another measure of how badly a character has been hurt; they generally have a negative impact on theirs performance. Every Wound inflicts a -1 DC penalty on all Checks a character makes and inflicts an additional point of Lethal Damage every ten rounds regardless of whether they're conscious or not; this makes any Wound potentially lethal.

Being wounded is a very painful and potentially traumatic event. When a character or creature sustains Lethal Damage, they must successfully complete a Fortitude Save; if the Save fails, they are instantly reduced to zero NHP and rendered <u>Unconscious</u>.

If a body part has been Wounded, there is the chance that it may **fail** whenever the afflicted combatant attempts to use it (i.e. the damage to the part is so severe that the combatant either cannot use it at all or without causing a crippling amount of pain). To determine if a body part has stopped working, the combatant must make a *Stamina* Check with a -2 DC penalty for each Wound the affected part has sustained, plus an additional -1 DC penalty for every other Wound from which they are currently suffering. If the Check fails, the part fails; any penalties that occur as the result of a failure go into effect immediately. Sensory and Cognitive Organs should be checked at the beginning of the combatant's turn, Propulsive Appendages when the combatant tries to perform any move action and Motor Appendages any time the combatant attempts any action involving the specific appendage. The *Stamina* Check has critical potential: in the event of critical success, one Wound inflicted on the part immediately heals. In the event of a critical failure, the part fails, 1d10 Basic Damage is inflicted on the combatant **and** they take an additional Wound to the same body part. A combatant's Body Area can never fail. Once a part has failed, it will remain non-functional until it has a chance to heal sufficiently. Should a body part ever take a number of Wounds equal to half the combatant's **Physique** score bonus, that part fails automatically; if a body part takes a number of Wounds equal to the combatant's **Physique** bonus, that part is **maimed**; it will never function on its own *ever again*; once maimed, the part in question is no longer available to take Wounds. When a combatant is maimed, they automatically acquire the <u>Amputee</u> Complication at -5. If they already had the <u>Amputee</u> Complication, the strength of the Complication is increased by -5 (up to the maximum score of -25; as usual, the character gains no building points when inflicted with this Complication).

A character that has lost at least half of their available HP becomes **fatigued**. A fatigued combatant may only take one action per round, must take double any Non-Lethal Damage inflicted upon them (this stacks with any other NHP multiplier effects, cannot perform **any** full round action and takes a -10 penalty on all Checks and Saves.

If a character or creature is ever reduced to zero HP or less, if they take a total number of Wounds equal to three times their **Physique** bonus or if their **Physique** Attribute score drops below zero at any point, they are **clinically dead**. Clinically dead organisms are <u>Unconscious</u> but can still be brought back to the land of the living if **resuscitated** in time. An organism only has so long once they become clinically dead before their death becomes permanent; when they have been clinically dead for a number of minutes equal to or exceeding their **Physique** bonus, they become **brain dead**. An organism is permanently dead once brain death occurs; if the organism was a PC, it's time for the player who controlled that character to start working on a new one...

An organism whose NHP count is reduced by at least twice their maximum HP count (i.e. has a negative HP count equal to or greater than their normal HP count) has been **mutilated** or **vaporized**, depending on the method of damage. Mutilated/vaporized organisms are instantly brain dead no matter how long they've been in that state.

It may happen that a combatant takes so much damage in one blow that it is immediately life-threatening; if a combatant receives any single strike that causes 100 points of Lethal Damage or more in a single blow (a **massive attack**), they must immediately perform a Fortitude Save. If they fail the Save, clinical death occurs immediately, regardless of how many Hit Points they have remaining or how much of the damage can be absorbed by their defensive gear; reduce the combatant down to at least zero HP. If they survive the Save, the combatant is knocked <u>Unconscious</u> instead; reduce the combatant down to at least zero NHP.

The following is an example of how damage is applied. Gilkarg rolls to attack with his laser; the result is a 34, sufficient for a hit. 1d10 is rolled for the hit location; it comes up a six. Unfortunately for the Terran Marine, he gets the laser's full brunt right in the 'nads; he was wearing Ballistic Mesh only, so they have no protection there...

The laser causes a total of 34 points of Lethal Damage (20 for the weapon's base damage plus 14 for Gilkarg's Ranged Attack Bonus). The Marine becomes <u>Dazed</u> for four minutes (1/10 the damage rounded up) and cannot move for four rounds. Since the hit only inflicted Lethal Damage and twice zero is zero, no additional Non-Lethal Damage is applied; the Marine's NHP count remains at 62 while his HP count is reduced to 28. One Wound is also inflicted on his pills.

The Marine must now make all three Saves; the DC for his Reflex and Willpower Save is 41 and his Fortitude Save is 32. Trouble hits with the Marine's Reflex Save - a result of 99, a critical failure. 1d10 is rolled and a four results, indicating sensory organs; a second d10 is rolled and five results, so the extra damage from the critical result is to the Marine's Olfactory Organs. A third d10 is rolled for the number of Wounds; the result is a three. So the Marine is knocked <u>Prone</u> and winds up breaking his nose as a result of the fall, taking three Wounds. The Willpower Save result is 07 and the Fortitude Save result is 09, preventing him from passing out or becoming <u>Shaken</u>.

The Marine is by no means out of the picture just yet but he will have some pain to deal with. With four Wounds, he'll lose another 4 HP in ten rounds unless he takes some time to apply some bandages. Gilkarg, in the meantime, has likely crippled his opponent long enough to close in for a close-and-personal kill. Yes he did it with a low blow, but it hasn't been established that he did so on purpose and a kill is a kill in any case......

Healing and Recuperation

While the other scales of combat have "repair" actions that can take place while combat is ongoing, the character-scale is unique in that there isn't an equivalent action. While some items may provide a character with temporary relief from their injuries, true healing takes an amount of time far greater than the standard combat round. Nevertheless, since a discussion of how to harm characters has just concluded, this is a good time to talk about how they heal.

When it comes to natural healing, a character's best friend is their *Recuperation* Skill; the higher the DC of this Skill, the faster they will be able to heal and the more likely it is that they will be able to survive a serious injury. That's not to say that *Recuperation* is the best physical Skill in which a beginning player may put building points for their character but they would be remiss not to put at least a few points in it.

Any type of healing requires rest on the part of the patient; sleep is best but any type of light activity is sufficient. The GM can decide what constitutes "light activity" for purposes of healing; they should be gracious enough to notify the player when they've declare an activity for their character to perform that is too strenuous for healing. The GM may, at their discretion, increase the healing DC if the character decides to sleep instead of performing even light activities. Characters cannot heal naturally in combat situations.

Healing Non-Lethal Damage Naturally

A character performing light activity heals a number of NHP at a rate determined by their *Recuperation* Skill; for each point in the character's *Recuperation* Skill DC, one point of Non-Lethal Damage is removed per hour until the character has regained all of their NHP. If the character is conscious, no Check is required for this kind of healing. The situation is slightly different if the character has Impact Damage; this kind of healing requires a *Recuperation* Check with an amount equal to (the total amount of Non-Lethal Damage the character has received, divided by ten and rounded up) subtracted from the DC. This Check may be made once per hour. If the Check is successful, one point of Impact Damage is healed plus an additional point for every ten points in their *Recuperation* Skill DC; otherwise no healing occurs. This Check has critical potential: in the event of a critical failure, the character takes additional Impact Damage equal to 1/10 the degree of failure (rounded up); they can become comatose as normal if they exceed twice their NHP count. In the event of a critical success, an amount of Impact Damage equal to 1/10th the degree of success (rounded up) plus one heals in addition to the normal amount. When an Unconscious character's NHP is raised above zero, they regain consciousness provided that they aren't <u>Unconscious</u> for other reasons as well (such as having been placed in stasis).

If the character is comatose, they must make a Fortitude Save (*as described earlier*) before attempting their *Recuperation* Check. The Check for a comatose character has the same possible outcomes as a Check for a character that is merely <u>Unconscious</u>; the only difference between the two states is the potential for Lethal Damage and the fact that a Doctor may not revive a comatose patient.

It probably goes without saying that a clinically dead or brain dead character cannot heal Non-Lethal Damage at all.

Healing Lethal Damage and Wounds Naturally

Trying to heal Lethal Damage and Wounds naturally is not recommended but there may be times where a character has no other choice (such as when their ship has crashed and their crew-mates have all perished, or when a character is from a more primitive culture whose people haven't yet discovered rudimentary medicines or developed medical practices).

Healing Lethal Damage always requires a *Recuperation* Check, which can be made once every eight hours; one hour may be subtracted from this period for every ten points in the character's *Recuperation* Skill DC. An amount equal to one-tenth the total amount of Lethal Damage the character has received (rounded up) plus one for each Wound they have received is subtracted from the DC of the Check. If the Check is successful and the character has no Wounds, one point of HP will heal for every point in their *Recuperation* Skill DC. If the character still has at least one Wound, one point of HP will heal plus one point for every ten points in their *Recuperation* Skill DC; they will also heal one Wound. If the check fails, no healing occurs. This Check has critical potential: in the event of a critical failure, the character takes additional Lethal Damage equal to 1/10 the degree of failure (rounded up) if they have no Wounds; if they have Wounds, they take an additional amount of Lethal Damage equal to the number of Wounds they have accumulated and must make successfully

complete a Fortitude Save in order to fight off **infection** *(see Chapter 12.3)*. In the event of a critical success, the character heals an additional number of Wounds equal to 1/10th the degree of success (rounded up).

Wounds may also "close up" naturally, preventing further HP loss. Closing Wounds is similar to healing Lethal Damage, though the amount of time required is not as long. A character may make a *Recuperation* Check to attempt to close up a Wound once every ten minutes; one minute may be subtracted from this period for every ten points in the character's *Recuperation* Skill DC. One point is subtracted from the DC of the Check for every Wound currently inflicted upon the character. If the Check is successful, one of the character's Wounds closes plus an additional Wound for every ten points in their *Recuperation* Skill DC. If the check fails, one of their Wounds still closes but will leave a scar in the process; the character's <u>Comeliness</u> Trait is reduced by one point. This Check has critical potential: in the event of a critical success, all of the character's Wounds instantly close. In the event of a critical failure, no Wounds close and they all automatically become infected.

Assisted Healing

Characters have the option of seeking the aid of others when it comes healing their injuries. The chief advantage of assisted healing over natural healing is that the injured character has someone else they can rely upon for applying treatments and to resuscitate them if they happen to slide towards death (in more advanced cultures anyway). If their caretaker is a trained medical professional, the healing process tends to go smoother and takes less time. Granted, this type of care might wind up costing a character quite a bit of money but when you need a doc's help, you need a doc's help.

The quality of medical care a character receives is going to depend somewhat upon the technological level of the species of the character they go to for assistance. More primitive cultures have less of an understanding of medicine and so can botch things up royally; for Stone Age and Metal Age cultures, all Checks listed in this section are at a -25 DC penalty.

Healing with assistance is not much different than healing without it, except that the responsibility for making Checks shifts to the medic. Every ten points in the patient's *Recuperation* Skill adds a +1 DC bonus to all Checks the medic makes on their behalf. The Skill used in place of the character's *Recuperation* Skill is the medic's *Treatment* Skill. Note that while assisted healing is going on, the patient may still perform their own Checks for natural healing.

While in the care of a medic, a patient will heal Non-Lethal Damage at a rate equal to their *Recuperation* Skill DC every half-hour provided they are conscious. If the patient has Impact Damage, the medic must make a *Long-Term Care* Check with an amount equal to (the total amount of Non-Lethal Damage the patient has received, divided by ten and rounded up) subtracted from the DC. An additional -10 penalty is applied to the DC if both characters are located in a moving vehicle. If the Check is successful, the patient heals a number of Impact Damage points equal to 1/10th the degree of success (rounded up) plus one point for every ten points in their *Recuperation* Skill (rounded down); otherwise the patient merely heals one point of Impact Damage plus one point for every ten points in their *Recuperation* Skill DC. This Check has critical potential: in the event of a critical failure, the character takes additional Impact Damage equal to the degree of failure (rounded up); they can become comatose if they exceed twice their NHP count. In the event of a critical success, the character is restored to 1 NHP and they immediately regain consciousness, provided that they aren't <u>Unconscious</u> for other reasons as well.

If a patient is comatose and fails their Fortitude Save (*as described earlier*), there is still a chance for the medic to keep them from losing part of their physical and mental faculties; this requires a *Treatment* Check with an amount equal to one-tenth (rounded up) the total amount of Non-Lethal Damage the patient has received (including all Impact Damage) subtracted from the DC of the Check. An additional -25 DC penalty is applied if both the medic and their patient are located in a moving vehicle. If the Check is successful, the ability loss does not occur. This Check has critical potential: in the event of a critical failure, the patient crashes - reduce them to zero HP. If the medic manages to pull them through, the patient is restored to their previous HP level but they lose an additional 2d10 Skill points from any one **Physique** Skill and one point from any **Intellect** Skill, both selected by the GM at random. Regardless of the result, the medic **can't** prevent the loss of HP corresponding to the failure of the Fortitude Save.

Healing Lethal Damage in the presence of a medic requires a *Treatment* Check, which can be made once every four hours; one hour is subtracted for every ten points in the medic's *Xenobiology* Skill DC and/or applicable specialization to a minimum of one hour. An amount equal to one-tenth the total amount of Lethal Damage the character has received (rounded up) plus one for each Wound they have received is subtracted from the DC of the Check. An additional -25 DC penalty is applied if both the medic and their patient are located in a moving vehicle. If the Check is successful and the character has no Wounds, the character recovers a number of HP equal to the degree of success. If the character has at least one Wound, they heal one point of HP for every ten points in the medic's *Treatment* Skill DC and heal a number of Wounds equal to 1/10th the degree of success (rounded up). If the medic fails the check, no healing occurs. This Check has critical potential: in the event of a critical failure, the character is inflicted with an additional amount of Lethal Damage equal to 1/10 the degree of failure (rounded up) if they have no Wounds; they also take one Wound. If the character has Wounds, they are also inflicted with an amount of Lethal Damage equal to the number of Wounds they have accumulated and must successfully complete a Fortitude Save to fight off **infection**.

A medic may attempt to close up a patient's Wounds every fifteen minutes; one minute is subtracted from this period for every ten points they have in their *Xenobiology* Skill and/or applicable specialization to a minimum of one minute. Closing Wounds requires an *Intensive Care* Check; one point is subtracted from the DC of the Check for every Wound currently inflicted upon the patient. If the Check is successful, the medic successfully closes a number of Wounds equal to 1/10th the degree of success (rounded up). If the Check fails, one of the patient's Wounds will still close but will leave a scar in the process; reduce the character's <u>Comeliness</u> trait by one point. This Check has critical potential: in the event of a critical success, all of the patient's Wounds are instantly closed. In the event of a critical failure, the patient must make a Fortitude Save to stave off infection; if this Save fails, all of the character's remaining Wounds become infected.

Ordinarily when a character's body part fails, they must wait until all of the Wounds inflicted on that part are healed before they regain its use; this is true whether the patient is healing naturally or not. If a part is maimed, however, characters in Industrial Age and Starfaring Age societies may be fitted with **prosthetics** as a means of regaining the part's function. Fitting a prosthetic requires six successful *Treatment* Checks in a row. If all of the Checks are successful, the fitting is a success and the patient instantly regains the use of the part in question. Any penalties inflicted on their <u>Amputee</u> or <u>Senses</u> traits still apply. If any of the Checks fail, the medic must wait two weeks before trying again. In the Starfaring Age, a medic has the option of **regrowing** parts. This is like fitting a prosthetic except that eight successful Checks are required; if all of them succeed, a fully functional part replaces the old one and any Trait penalties are nullified. Should any of the Checks to regrow a part fail, the medic must wait four weeks before trying again, though any successful Checks made up to that point still count towards final success.

Assisted Revival, Resuscitation, and Stasis

Characters that take very serious damage in combat may find themselves in need of a quick wake-up or some quick life-saving action on the part of a medic. While revival and resuscitation are considered assisted healing, they are different from other forms of healing in that they can take place on the time scale of combat; it is possible that a medic may find themselves trying to keep someone else from dying while someone is shooting at them...

The primary **Medicine** Skill needed for revival or resuscitation actions is *Intensive Care*. When attempting to revive or resuscitate a patient, every ten points in the patient's *Recuperation* Skill adds a +1 DC modifier to all Checks a medic makes on their behalf.

Reviving an <u>Unconscious</u> character is almost always a temporary measure and can cause more harm than good if done improperly. Nevertheless, there may be situations where knowing what a character knows or giving them the ability to get up and go someplace where it's a little more convenient for them to pass out can be critical. To attempt to revive an <u>Unconscious</u> character, a medic must have access to some form of revival medicine (stimulants, smelling salts, etc.) and must have the capability of delivering it to the patient. If the medic can deliver the medicine to the patient, they may make an *Intensive Care* Check to temporarily revive them; one-tenth (rounded up) of the total amount of Non-Lethal Damage the patient has received (including all Impact Damage) is subtracted from the DC of the Check. If the Check is successful, the patient heals to zero NHP and gains a number of NHP over that equal to the degree of the success of the Check up to their normal maximum NHP amount. Each round after being resuscitated, the patient loses one NHP until they return to the original total amount of Non-Lethal Damage they had sustained, losing consciousness again when their NHP falls to zero. If the patient heals NHP or is inflicted with new Non-Lethal Damage in the meantime, the amount of healing/damage is figured into the original total. A medic may only make one attempt to revive a character per hour safely; they can administer additional wake-up drugs before the hour is up but the patient gains ten less NHP in the event of a successful Check. This is cumulative per premature revival attempt (e.g. if a character receives a shot of stimulants, another a half hour later and then yet another forty minutes later, the NHP penalty for the last shot is -20 even though it's been more than an hour after they received the first shot). If ever a premature revival Check fails or if the NHP penalty involved completely negates any gain the patient might have received, the patient has **overdosed** on the drug, takes Lethal Damage equal to the degree of failure or negative gain and is **poisoned** (see Chapter 12.3). All revival Checks have critical potential: in the event of a critical success, the patient recovers the amount of NHP indicated without it subsequently draining away.

Resuscitation of clinically dead characters becomes possible in Industrial Age societies; it is vastly improved with the Starfaring Age. The important thing about attempts at resuscitation is that they happen as soon as possible after the patient dies - else they exceed the amount of time needed for brain death to occur, making their death irreversible. The manner of clinical death is also important, as some forms of it are easier to reverse than others.

A character who becomes clinically dead via sufficient loss of HP is comparatively easy to resuscitate; moreover, resuscitation for this kind of death can occur using normal combat time scales. This form of resuscitation requires an *Intensive Care* Check; one-tenth (rounded up) of the total amount of Lethal Damage that has been inflicted on the patient is subtracted from the DC of the Check, with an additional -25 DC penalty applied if the attempt is made while both the patient and the medic are in a moving vehicle. This Check can be performed once every fifteen rounds (90 seconds); one round is subtracted for every ten points in the medic's *Xenobiology* Skill and/or applicable specialization. If successful, the patient immediately heals an amount of HP equal to one-tenth the degree of success (rounded up). In the Check fails, the patient is inflicted with additional Lethal Damage equal to one-

tenth the degree of failure (rounded down). Resuscitation occurs and the patient's slide towards brain death ends if and only if they are restored to at least 1 HP.

If there isn't enough time to save a patient before brain death sets in, a medic may make an attempt to place them in **stasis**. Stasis places the patient in a state of suspended animation either by subjecting them to extreme cold (cryogenic freezing) or through use of chemical compounds. While in this state, the patient cannot perform any natural healing but at the same time the process of death is slowed down dramatically. If a character is successfully put in stasis, a medic may treat them with *Treatment* Checks as normal without the risk of causing additional Wounds. It should be noted that stasis does not stop the death process, it merely delays it though the delay is significant; for every minute that the patient could still have remained clinically dead before the onset of brain death, stasis extends the period to the same number of *days* in the Industrial Age and *weeks* in the Starfaring Age. To place a character in stasis, the medic must have access to some method of placing the patient in stasis (either stasis-inducing drugs or access to a cryogenic chamber; vehicles and capital ships with the **Emergency Stasis Unit** or **Refrigeration Module** have this capability). If they have ready access to this equipment, an *Intensive Care* Check must be performed; one-fifth (rounded up) of the total amount of Lethal Damage the patient has received is subtracted from the DC of the Check. If the Check is successful, the patient enters stasis and remains in that state until revived by the medic. If the stasis entry Check fails, the patient will enter stasis and remain in stasis for a period of one hour but will suffer some damage in the process. If stasis was chemically induced, the character is **poisoned**; the character suffers **cold damage** for cryogenically-induced stasis (*ten severity levels equivalent; see Chapter 12.3 for more information on poisons and cold damage*). This Check has critical potential: in the event of a critical failure, the Check causes the same damage of a normal failure but the patient does not enter stasis; the medic must wait one minute before trying again in the Starfaring Age. No additional attempts at inducing stasis may be made in the event of critical failure in the Industrial Age.

A character whose death occurs because they've received a number of Wounds equal to or greater than three times their **Physique** bonus is much more difficult to save. In the Industrial Age, this is going to require **emergency surgery**. To perform emergency surgery, the character must first be placed in stasis as prescribed above. If the character is successfully placed in stasis, a medic may begin attempting to close up at least as many Wounds as are necessary to reverse the character's death. This will require an *Intensive Care* Check with an amount equal to twice the total number of Wounds the patient has received subtracted from the DC. This Check may only be made once per hour regardless of the medic's Skills. If the Check is successful, one Wound is healed for every ten points the medic has in their *Xenobiology* Skill DC. This Check has critical potential: in the event of a critical failure, the medic inflicts a new Wound for every ten points of the degree of failure. In the event of a critical success, enough Wounds to reverse their death heal immediately; their total number of Wounds is reduced to three times their **Physique** bonus minus one and an extra Wound is healed for every ten points the medic has in their *Xenobiology* Skill DC. All remaining open Wounds automatically closed as well (i.e. all HP loss stops). Regardless of the result of the *Intensive Care* Check, the patient comes out of stasis at the end of the hour; a fresh Check is required to put them back into stasis before additional surgical healing may take place. A cumulative -5 DC penalty is applied to each stasis Check for each hour the patient remains in emergency surgery. In the Starfaring Age, the medic may simply place the character in stasis and begin the normal healing process; the character must, of course, be placed in stasis before the onset of brain death.

It is nearly impossible to successfully resuscitate a patient whose death occurs via the complete drain of their **Physique** attribute; technically the only way to do this would be to raise their **Physique** attribute score back to at least one point but that's hard to do that when the patient is already dead to say the least. At best, stasis would put the patient into a permanent vegetative state, technically alive but with little chance of ever recovering. The GM must decide whether or not to allow a character who dies in

this manner to remain in stasis or to just let them go; a creative GM might be able to use death from **Physique** drain as a springboard for an adventure...

As previously mentioned, once a character is brain dead, their death is permanent. The idea of **resurrection**, bringing a character back to life after brain death, is something that cannot be performed by medical means and will not be discussed here.

Miscellaneous Terms and Definitions

Shaken: A <u>Shaken</u> combatant has had a traumatic, frightening experience, psychologically stunning them and making them ineffective. A <u>Shaken</u> combatant will not follow any orders given to them by any other combatant; any attempt to make them do so wastes the other combatant's action. While <u>Shaken</u>, a combatant is at a -30 penalty to all Checks except Saves. A <u>Shaken</u> combatant can "snap out of it" with a successful Willpower Save.

Helpless: As the name suggests, a <u>Helpless</u> combatant is unable to help themselves; in general, the combatant is in a state wherein it is physically impossible for them to make any combat action. This can include being <u>Unconscious</u>, asleep, tied up and so forth. <u>Helpless</u> characters are vulnerable to coup de grâce attacks.

Unconscious: This refers to any combatant that has been reduced to zero NHP or less. <u>Unconscious</u> combatants are <u>Prone</u>, cannot take any actions and are considered <u>Helpless</u>. When a situation calls for a combatant to fall <u>Unconscious</u>, the GM should automatically lower their NHP to zero unless otherwise indicated.

Opportunity Attack: An <u>Opportunity Attack</u> usually occurs in special situations wherein an opposing combatant is about to do something particularly nasty to their target; it allows them to make a single strike at their oncoming attacker. <u>Opportunity Attacks</u> are free actions conducted by the target during their attacker's turn. The target must itself target their attacker but is otherwise free to do as they wish within the bounds of a standard attack action; they may not make any full-round attack actions. Any weapon utilized during an <u>Opportunity Attack</u> is considered **discharged** should the target's turn be later in the order of battle.

Prone: A combatant that is <u>Prone</u> has dropped to the ground whether voluntarily or not. The ground provides a +20 circumstantial HD bonus to the combatant but limits them to one-quarter their normal movement speed (rounded down) if they are still conscious.

Dazed: Combatants may become <u>Dazed</u> as the result of a special attack or if they are reduced to at least one-half their full NHP. <u>Dazed</u> combatants suffer a -5 DC penalty to all Checks; the penalty increases to -10 for all *Dexterous Maneuvers* Checks. These penalties are cumulative with all other injury effects the combatant may have received.

9.3: VEHICLE-SCALE COMBAT

The vehicle-scale is the middle range of the combat scales in WCRPG. Given the fact that there is such a wide variety of vehicle types, it is understandable that combat on this scale may seem convoluted at first glance in terms of range-finding and available actions. Other than a few minor items however, vehicle-scale combat isn't much different from character-scale or capital ship-scale combat; it is perhaps best thought as a hybrid of the two.

The following rules assume that all combatant vehicles are of the same terrain type (i.e. they're all ground vehicles, all sea vehicles, etc.). Situations wherein vehicles of different terrain types are in combat with one another are considered a form of mixed-scale combat, which will be covered in Chapter 9.5.

Range

The range increments used on the vehicle-scale depend on the terrain category of the combatants. Land vehicles use a range increment of one kilometer, sea vehicles use an increment of ten kilometers and air vehicles use an increment of twenty kilometers. The increment used for space vehicles depends upon the situation; space vehicles fighting in atmosphere are considered air vehicles and use the same range increment. In space an increment of one thousand kilometers will usually suffice if it matters at all. As with the other combat scales, combatants on the vehicle-scale may withdraw from combat if they are greater than fifteen range increments from all hostile combatants.

Note that the ranges listed above are considered "defaults"; more so than the other scales of combat, the GM must be willing to be flexible with the spatial and temporal frames on the vehicle-scale in order to fit certain situations. For example, a high-speed chase between a police interceptor and a stolen car probably would take place on a spatial scale of a hundred meters or less. Sea combat needs to be particularly flexible since ships tend to move at rates significantly slower than their weaponry; sea combat uses a temporal scale of six **minutes** per round (instead of six seconds). The important thing as always is that combat flows smoothly.

Vehicle-scale Actions

Because there is such a wide variety of vehicles, it's not that easy to definitively say who's in charge of giving orders and performing Checks. Many smaller vehicles (bikes, groundcars, etc.) may only have one "station" responsible for controlling all aspects of its operation; in that case, it's usually the craft's pilot that will determine what it will do in combat. Larger vehicles may have multiple persons working at multiple stations; in that case, there's usually some kind of vehicle **commander** whose job it is to give orders as well as **specialists** who will actually perform the ordered actions (in this discussion there will be occasional references to **gunners**, who are specialists dedicated to firing weapons). A vehicle may perform two standard actions or one full-round action per round as well as any number of free actions.

Give/Belay Orders

A vehicle's commander may choose to give orders during a round of combat; this is a free action. They may also choose to belay any outstanding orders given in previous rounds; this is a standard action. If giving orders, the commander must declare a target specialist, give a specific order to that specialist, declare a specific target of the target if necessary and declare when they would like the order to be carried out if necessary. If belaying orders, the commander need only talk to the specialist performing the action; if that specialist is carrying out more than one order, the commander will need to indicate which of them to belay. A commander may not belay an order that has already been carried out. Giving and belaying orders is an automatic action that requires no Skill Check though <u>Shaken</u> specialists must Rallied before the commander may issue them any orders.

Rally

A commander may choose to rally <u>Shaken</u> specialists; this is a standard action. This action requires the commander to make a successful *Leadership* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected specialist is no longer <u>Shaken</u>; any associated penalties end immediately. A commander may attempt to rally multiple specialists simultaneously. The *Leadership* Check has critical potential; in the event of a critical success, the specialist(s) will no longer be <u>Shaken</u> regardless of whether or not the specific result would have been sufficient for a successful Check and immediately experience the same benefits as a successful Inspire action (see below).

Inspire

A commander may choose to try to inspire confidence in a non-<u>Shaken</u> specialist; this is a standard action. This action requires the commander to make a successful *Inspire* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected specialist will not become <u>Shaken</u> if otherwise indicated to do so for a number of rounds equal to the degree of success divided by ten (round up). Further, during that time, that specialist may add the same amount to the DC of all die rolls they perform. A commander may only attempt to Inspire one specialist at a time.

Ready

Vehicle specialists can be ordered to ready an action for later use; this is similar to how actions are readied on the character-scale (i.e. the specialist prepares an action to perform in the event that some condition takes place between the time they ready the action and the vehicle's next turn). If the conditions for the action's activation are fulfilled, the specialist performs the readied action at once; this delays any action the current combatant may be taking until the readied action is resolved. If the readied action is executed, the vehicle involved loses one of its action phases during the next round; it may lose its entire turn if two readied standard actions or a single full-round readied action is executed. Readied actions are only good for one round; if the conditions needed for their execution do not come about before the vehicle's next turn, the commander must either order the specialist to renew the ready action or declare a different action.

Stand-By

A vehicle's commander may to order the vehicle's crew to stand-by as a standard action. By doing so, they declare that the vehicle will do nothing during the course of that action phase; game-play proceeds to the vehicle's next action phase or to the next combatant's first action phase as applicable. There will probably be few occasions in combat where a commander decides to just sit back and watch but sometimes it may simply be necessary...

Use Skill/Ability

The commander may order a specialist to use any one of their natural abilities or make Skill Checks as a standard action during a combat round; the commander simply declares which ability/Skill the specialist is to use and a target if appropriate. This is a general "catch-all" action that may be used for any purpose not explicitly mentioned elsewhere.

Disembark

Any member of a vehicle's crew may get out of it during a combat round. Doing so counts as a move action and may transform the current combat situation from vehicle-scale to mixed-scale. Disembarking combatants lose any movement benefits and any Cover the vehicle may provide. To leave a vehicle in this manner, it must first be brought to a complete stop and cannot make any move actions in the same round that any crewmember or passenger disembarks.

Eject

A vehicle's commander may order its abandonment in situations where there is insufficient time to bring it to a stop first; this is a special full-round action. Ejecting is a dangerous proposition but it is still better than staying aboard a vehicle as it explodes. In order to eject, the commander must perform a *Survival* Check; one-tenth of the total amount of Core Damage (round up) is subtracted from the DC of the Check. If successful, the commander may select any (or all) of the vehicle's personnel to eject immediately; ejecting personnel sustain 3d10 points of Non-Lethal Damage in the process. This Check has critical potential; in the event of a critical success, personnel will not sustain damage upon ejecting. In the event of critical failure, personnel are still ejected from the craft but sustain double the normal amount of Non-Lethal Damage as well as 3d10 points of Lethal Damage. Further, the ejection system immediately malfunctions regardless of its current damage level.

Any of a vehicle's occupants may reflexively eject; this can only be done on vehicles equipped with Ejection Seats at the time of its destruction and may only be performed if it has not sustained at least 100% Core Damage. To eject reflexively, the character must make a successful Reflex Save; they may not eject if this action fails. The damage from this type of ejection is increased to 5d10 points of Non-Lethal Damage.

Ejecting characters in atmosphere may be susceptible to falling damage. Without Ejection Seats, ejecting from a vehicle is little more than just jumping out while it is still moving; the character will take normal falling damage upon hitting the ground (see Chapter 12.3). If the vehicle has Ejection Seats or if the character has access to technologies designed to cushion their final impact with the ground (such as a parachute), any damage from the final impact is limited to a maximum of 1d10 points of Non-Lethal Damage.

Ejected characters are considered disembarked; their ejection prompts a change from vehicle-scale to mixed-scale combat. If a character ejects out of a space vehicle, they are treated as jettisoned cargo; if they are wearing a Pressure Suit or used an Ejection Seat, they have eight hours' worth of life support after which time they will be subject to suffocation effects (for more on Suffocation, see Chapter 12.3).

Launch/Retrieve Small Craft

If a vehicle carries any child craft, its commander may order the launch or retrieval of that craft; this is a special action that may take a number of rounds to complete. If the parent vehicle is not equipped with any Carrier Systems Modules, it must come to a complete stop before it may launch or retrieve any child craft; this further requires the vehicle's commander to make a successful *Coordination* Check. Should the Check fail, the child craft is still launched but automatically sideswipes the parent vehicle in the process (as discussed later). Only one vehicle at a time may be launched in this manner; the launched vehicle must wait one full round before it can make any actions of its own. If it is targeted during this time, it must use its FHD. Craft may be launched and retrieved safely if the parent vehicle has at least one Carrier Systems Module; in that case, the parent

vehicle may launch one craft every five rounds (minimum) per Carrier Systems Module installed (i.e. a parent craft with two Carrier Systems Modules installed could launch two child craft at once, wait five rounds, launch another two craft and so forth). The vehicle may only retrieve one child craft at a time per Carrier Systems Module installed, again waiting a minimum five rounds between retrievals. Launched child craft enter combat at Range Zero from the parent vehicle. Launching child craft into combat introduces new combatants and may change the scale of battle from vehicle-scale to mixed-scale.

Jettison Cargo

A commander may order a specialist to jettison some or all of the vehicle's cargo during the course of a round; this is a free action. The commander simply declares which cargo to drop; the jettisoned items are placed at Range Zero from the vehicle. At any later point, any properly-equipped vehicle that moves to Range Zero of the items may use a Manipulate Object action to pick up them up.

Jink

A vehicle's commander may order its pilot to begin "jinking" during a combat round; this is a move action. Jinking gives the vehicle a -10 circumstantial HD bonus but inflicts a -10 circumstantial DC penalty to all *Marksmanship* and *Ballistics* Checks made to fire the vehicle's weapons as well as a -1 penalty to its movement for one full round. Jinking must be the first declared action of a vehicle's combat round; it cannot be the second.

Ram

A vehicle's commander may order its pilot to ram an enemy combatant during a combat round; this is a special combined move and attack action. To ram another combatant, a vehicle must move directly towards the target and must be able to reach Range Zero. The ram attempt provokes an Opportunity Attack from the opposing vehicle, at a +10 HD penalty to the ramming vehicle. Once at Range Zero, the ramming vehicle's pilot makes a *Vehicle Piloting* Check at a +10 circumstantial DC bonus as an attack roll. The Check must also succeed against the target's EHD as like a normal attack action (see below). If the attempt succeeds, the GM must roll xd10x10 where x is the Size Class of the smaller of the two combatants and apply the result as damage to both vehicles. The ramming vehicle may not make any further movement actions that round.

Head-On Ram

A head-on ram is a special case of a ram action, where the involved craft strike each other in their respective forward firing arcs. All rules for a general ram apply except that the HD penalty for the target's Opportunity Attack is increased to +20. If successful, a Head-on Ram causes double the amount of damage of a normal ramming attack.

Sideswipe

A sideswipe is another special case of a ram action. Unlike a normal ramming attack, the ramming vehicle does not need to head directly for the target but may make a number of slip movements as part of its move. The pilot makes the *Vehicle Piloting* Check to ram without the circumstantial bonus; the HD penalty for the target's Opportunity Attack is decreased to +5. If successful, a sideswipe will cause half the damage inflicted in a normal ramming attack to the target and half again that amount to the ramming vehicle (round down in both cases).

Dock

If a vehicle is within Range Zero of another combatant at the beginning of its turn, its commander may order its pilot to attempt to dock with it; this is a move action that can be used to transfer personnel, transfer cargo or for boarding actions. The Pilot must simply succeed at a *Vehicle Piloting* Check if the target is "willing" to dock; the target's HD is subtracted from the result of the Check otherwise. If the Check fails, a second *Vehicle Piloting* Check is needed to avoid a collision (standard ramming damage applies in the event of failure). If the first Check succeeds, the vehicle successfully docks with the other combatant. If attempting to dock with an active, hostile combatant, this action provokes an Opportunity Attack.

Manipulate Object

A vehicle's commander may order a specialist to move or manipulate any object exterior to the vehicle during a combat round; this is a move action and requires the vehicle to be equipped with such devices as grappling arms, tow cables or tractor beams. This action may be used to pick up items including cargo previously jettisoned by another combatant; such items may be placed in the vehicle's cargo hold if it has sufficient available space. This action may also be used to manipulate an object without picking it up. If there are multiple items in the vehicle's vicinity that can be manipulated, the commander must specify which item they wish to affect. Manipulation of objects can have various effects; sometimes these effects can end a combat action immediately (such as what happens when an item is rigged to explode when it is handled).

Target

A vehicle's commander may order a gunner to target a specific area on an enemy combatant (such as a shield generator or axle); this is a standard action. To target a specific area of an enemy combatant, the gunner must perform a *Targeting* Check; the result of this Check must not only be sufficient for a success but must also succeed against target's HD after adjusting for range (-2 per range increment; -1 with Tachyon Radar installed); note that this is always against the target's HD rating. If successful, any subsequent damage inflicted by weapons fired by the gunner will automatically inflict systems damage to the specific system targeted. The amount of systems damage inflicted depends upon whether or not the combatant's defenses are still functioning prior before damage is resolved; if the target has Shields still up, the total amount of damage is divided by one hundred and applied as systems damage (round down). If the shields are down but there is still Armor, the damage is divided by ten instead. If all defenses are gone, the system takes the full brunt of the damage. Each point of damage inflicted on the system in this manner counts as 1% damage and a subsequent check for malfunction is required. A system may not sustain more than 100% damage in this manner; if the system reaches 100% damage, any further applicable systems damage is lost. Likewise, no excessive damage hits may be applied as the result of a targeting action. A targeting lock is lost if the gunner fires on another combatant, if they are later ordered to target a new system on the same target, or if the targeted system is destroyed. NOTE: If gridded combat is being used, only the arc impacted by the weapon is considered for purposes of the amount of additional damage inflicted (i.e. if a vehicle's defenses are completely down in a combat arc and the weapon impacts that arc, the system takes full damage even if the remaining three arcs have sustained no damage at all).

Scan

A vehicle's commander may order a specialist to use the vehicle's sensors (if any) on a specified target during a combat round; this is a standard action. This action may be used to update the vehicle's information on other combatants (including their current damage level). This usually involves a standard *Technology* Check though for those vehicles that are too primitive to have any scanning systems or simply don't have any scanners installed a *Perception* Check may be substituted. The Check must succeed in order to find out any substantial information about the target; failed Checks will utilize the table in Chapter 3.8 to determine any specific information gathered.

Repair/Rig

A commander may order a specialist to attempt to repair any damage their vehicle has sustained during the course of a combat round; this is a special action. A commander may order repairs at any time; repairs require the specialist to spend a number of minutes equal to the vehicle's Size Class on the repairs, during which time they are not available to perform any other work. To make a repair attempt, the specialist must make a successful *Mechanics* Check after the prescribed amount of time is complete. If the Check is successful, they may roll 1d10; the result is indicates the percentile amount of damage to the system that is immediately repaired (with zero counting as ten in this case). If the system had malfunctioned, the specialist may make a *Damage Control* Check to bring it back on-line after successfully repairing some of the damage to it; if successful, the system comes back on line immediately. Armor and Core Damage may not be repaired in combat.

A commander may order a specialist to attempt to jury-rig a system during a combat round; this is a full-round action. Jury-rigging requires a successful *Damage Control* Check with a DC penalty equal to the amount of damage the system has received. If the Check is successful, its functionality is restored but no actual damage is repaired. Should the vehicle receive any amount of damage on subsequent rounds, however, it will automatically malfunction until more permanent repairs can take place.

Hail

A vehicle's commander may order a communications specialist to attempt to open communications with another vehicle, combatant or non-combatant during a combat round; this is a standard action. Hailing requires a *Translate* Check; this Check automatically succeeds if the target craft is operated by members of the same species as the hailing craft. All Fightercraft receive a +30 DC bonus to their *Translate* Check for purposes of hailing. If successful, the crew of the hailing vehicle may talk freely to the targeted party.

Speak

Any member of a vehicle's crew may choose to speak to any other crewmember during a combat phase; this is a free action. Combatants may speak to one another at any time for any reason, though what they might want to speak about is totally up to the players and the GM. It is important that communicator and receiver speak the same language, to make sure all messages sent between them are understood clearly; this is particularly important when insulting an opponent. A *Translate* Check is required when communicating parties do not speak the same language; failure of the Check prevents them from speaking meaningfully to one another. If a vehicle is open to the environment or if a vehicle is too primitive to have an active communications system, a Speak action may be used in place of a Hail action to communicate with combatants outside the

vehicle, subtracting ten plus the range to the target from the normal DC of the Check; this kind of "hailing action" cannot be jammed.

Jam

A vehicle's commander may order a communications specialist to attempt to jam another combatant's communications during the course of a round; this is as a standard action. Jamming a target combatant's communications requires a successful *Distress* Check; if the check is successful, all of the target combatant's electronic communications are jammed for one round (*note that this will not affect any spoken communication*). As a side effect, if any combatant in the combat zone launches a Friend-or-Foe missile during the course of a round, **any** jamming will cause an automatic critical miss; the weapon will inflict damage on the firing craft as if its Communications system had malfunctioned (see below).

Distress

A vehicle's commander may order a communications specialist to attempt to send a distress signal and summon help during the course of a combat round; this is a standard action. Sending a distress call in combat requires a *Distress* Check with a -5 DC modifier applied for every active enemy combatant. If the Check is successful, the GM may roll d%; the result is the amount of time that will pass before friendly forces arrive in rounds; the number and type of friendly forces that arrive should be commensurate with the degree of success of the Check. Once the new forces arrive, the GM must integrate them into the current combat situation.

Treat Crew

A vehicle's commander may order a medical specialist to examine and begin treating a crewmember during a combat round; this is a special action. A commander may order a medic to heal any crewmember at any time; the specialist uses the Assisted Healing rules in Chapter 9.2 for the attempt with unfavorable conditions applying due to combat. While being treated, neither the medic nor their intended patient is available to perform other duties. If the patient's HP falls below zero as a result of a botched *Treatment* Check under combat conditions, the specialist is allowed to make an immediate resuscitation attempt, again with unfavorable conditions applying due to combat.

Refocus Shields

A vehicle's commander may order a specialist to refocus the vehicle's shields; this is a standard action that assumes the vehicle has Shield systems installed. Rebalancing the shields requires two successful *Defenses* Checks in a row; if both checks are successful, the craft's commander may re-assign the craft's SHP among its defense arcs as they wish. If either check fails, the SHP mains exactly as it already is in all defense arcs. The Checks have critical potential: in the event of a critical failure, the Shield system will take 1d% damage in addition to normal failure effects.

Tail

A vehicle's commander may order its pilot to attempt to "tail" its current target; this is a special action. In order to attempt this action, the vehicle must be located somewhere within the target's aft defense arc and must have a current heading within twenty degrees on either side of the target's current heading; if these conditions are met, the vehicle's pilot may make a *Vehicle Piloting* Check which is opposed by a *Vehicle Piloting* Check performed by the target's pilot. If the target's pilot has the higher

degree of success, the tailing attempt fails; otherwise the tailing vehicle may move immediately after the target has moved and prior to it making any subsequent actions during the next round.

Recharge

All combatants may recharge a single discharged (fired) Gun hardpoint and regain SHP at the end of a combat round. The GM will select one Gun hardpoint to recharge, giving preference to Guns over Missiles and racks over turrets. The vehicle's crew need not wait for all of their Guns to recharge before firing again. For each vehicle in turn, the GM will then add 10% of the vehicle's maximum hit points plus the highest *Defenses* Skill score among the vehicle's crew to all defense arcs up to its normal maximum SHP. Finally, if a Gun uses the last shot available in its magazine, a fuel unit may be expended to reload it. Certain accessories may be used to increase a vehicle's Gun and Shield recharge rates.

Move Action Rules

A vehicle's pilot may be ordered by its commander to change the vehicle's position during a combat round; perhaps unsurprisingly, this is a move action. Movement changes a combatant's range to all other combatants. As with other forms of combat, vehicles receive a number of "movement points" equal to their **Combat Speed** ratings. Vehicles may also receive additional movement points based upon their equipment; some of this equipment (such as Maneuvering Thrusters) may be earmarked for making specific types of moves.

Movement on the vehicle-scale may or may not require a *Vehicle Piloting* Check. All vehicles may move Straight Ahead or make a single 45-degree turn per move action without requiring a Check provided their Engines aren't damaged. Moves that involve more advanced maneuvers (lateral movements, tighter turns or subsequent turning) will require at least one successful *Vehicle Piloting* Check; the final number of successful Checks required depends upon what maneuvers are being performed and whether or not the vehicle has any Engine Damage (the amount of Engine damage is subtracted from the DC of the Checks). If any Check fails during the course of movement, the vehicle may make whatever movements it successfully completed up to the point where the failure takes place, at which point it stops moving. Additionally, if the result of any Check is greater than the amount of Engine damage the vehicle has sustained, the Engines malfunction at that point; the vehicle may make whatever movements it successfully completed up to that point. Advanced maneuvers usually have a minimum Engine Class requirement; if the combatant does not fulfill this requirement, it cannot perform the maneuver (note that this automatically disqualifies some vehicles from performing certain moves). Vehicles with 100% Engine damage or malfunctioning Engines cannot move at all.

If a vehicle is carrying a total number of personnel (crew and passengers combined) greater than 120% of the normal amount allowed by its design, it is **overcrowded** and takes a -5 DC penalty on all piloting Checks for each whole multiple (rounded up) of its complement (*for example, if a vehicle is hauling between three and four times its normal complement, it takes a -15 DC penalty to its piloting Checks*).

Vehicles may not be able to perform certain maneuvers simply because of the design of their chassis; the GM may choose whether or not to allow attempts at such "restricted maneuvers" at their discretion. If they allow such attempts, they should be made at half the normal DC (rounded down) and failures should be treated as critical results (as will be discussed shortly). The following is a list of specific movement restrictions based on chassis type:

Vehicle Chassis Maneuver Restrictions	
Chassis	Restrictions
Bike	The vehicle may only go forward or make forward slips.
Groundcar	The vehicle may not side-slip unless it is on frictionless terrain.
Skimmer	The vehicle has no movement restrictions.
Armored	The vehicle may not side-slip or back-slip.
Walker	The vehicle has no movement restrictions but must expend an extra movement point for each subsequent maneuver performed in the same move action.
Canoe	The vehicle may not side-slip unless it has no Engine.
Yacht	The vehicle may not side-slip.
Cutter	The vehicle may not side-slip or back-slip.
Cruiser	The vehicle may not side-slip or back-slip.
Carrier	The vehicle may not side-slip or back-slip and may only be moving forward when recovering child craft.
Submarine	The vehicle may not side-slip or back-slip. Submarines may submerge; while submerged the craft receives a +10 HD/FHD bonus and a -10 BHD penalty.
Hovercopter	The vehicle has no movement restrictions but is susceptible to involuntary motion in strong winds (see Chapter 12.3).
Aeroplane/Aerodrone	The vehicle may not side-slip or back-slip. An aeroplane or aerodrone's crew must use one of their actions to move a minimum of one range increment every combat turn; if the craft's pilot does not fulfill this requirement, they will automatically **stall** their vehicle and risk crashing (*see Stalling, below*).
Gravship	The vehicle has no movement restrictions.
Gravship	The vehicle has no movement restrictions.
Fightercraft	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Capsule	The vehicle moves as an aeroplane in atmosphere but also cannot perform forward slips; it has no movement restrictions in space.
Shuttle	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Transport	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.

Maneuvers take one movement point to perform apiece; the exception to this rule is the **snap turn**. Snap turns take no movement points to execute and can be a handy way for a skilled pilot to extend the capabilities of their vehicle. Naturally, snap turns require a greater number of successful Checks and require have a higher minimum Engine Class requirement.

Advanced maneuvers give a vehicle's pilot a bonus to their *Combat Maneuvers* and *Evasive Maneuvers* Skill scores that lasts until their next turn; these bonuses accumulate with each advanced maneuver performed during the course of the combatant's movement. If the combatant is targeted at any time up until its next turn, the total bonus applies. The price for this bonus is a (smaller) penalty to the *Marksmanship* and *Ballistics* Checks of all gunners riding in the vehicle, which applies through the vehicle's next two actions; fancy maneuvering makes a vehicle harder to hit but also makes it a little harder for its occupants to aim accurately.

The *Vehicle Piloting* Checks for movement have critical potential. In the event of any critical success, all *Marksmanship* and *Ballistics* penalties are nullified; the vehicle's pilot is able to pull off their maneuvers while allowing the gunners to maintain their aim/target locks). In the event of any critical failure, the vehicle may not move from its original location; the GM changes the vehicle's present heading to a new, random one. Additionally, the vehicle takes d% Engine damage; if the Engines had any level of damage in the first place, they are destroyed (100% damage) instead.

	Minimum Engine Class Required	Number of Successful *Vehicle Piloting* Checks Required	*Combat Maneuvers/ Evasive Maneuvers* DC Bonus	*Marksmanship/ Ballistics* DC Penalty	Description
			Vehicle Maneuvers		
Straight Ahead	First Class	0	0	0	Vehicle moves forward.
Forward Sideslip	Second Class	2	+1	-1	Vehicle moves diagonally forward and does not change orientation.
Sideways	Third Class	3	+2	-2	Vehicle moves left or right and does not change orientation.
Back Sideslip	Fourth Class	4	+1	-1	Vehicle moves diagonally backward and does not change orientation.
Straight Back	Third Class	2	+1	0	Vehicle moves backward and does not change orientation.
45-degree Turn	First Class	0	0	0	Vehicle turns 45-degrees left or right in place.
45-degree Snap Turn	Sixth Class	2	+1	-2	Vehicle turns 45-degrees left or right in place.
90-degree Turn	Third Class	1	+3	-3	Vehicle turns 90-degrees left or right in place.
90-degree Snap Turn	Seventh Class	4	+4	-4	Vehicle turns 90-degrees left or right in place.
135-degree Turn	Fourth Class	2	+5	-5	Vehicle turns 135-degrees left or right in place.
135-degree Snap Turn	Eighth Class	6	+6	-6	Vehicle turns 135-degrees left or right in place.
180-degree Turn	Fifth Class	3	+7	-8	Vehicle turns 180-degrees left or right in place.
180-degree Snap Turn	Ninth Class	8	+8	-10	Vehicle turns 180-degrees left or right in place.

There are several specific flight maneuvers mentioned at various points in Wing Commander's canon. GMs may emulate these maneuvers using combinations of the maneuvers listed in the table above, as follows:

- Burnout: Forward movement on afterburners followed by a 180-degree turn.
- Fish-Hook: A 90-degree turn followed by normal forward movement, followed by a 180-degree turn.
- Sit-n-spin (Full-Round): A 180-degree turn followed by an attack action, followed by a 180-degree turn.
- Shelton slide: A 45-degree turn followed by forward movement on afterburners, followed by a 90-degree snap turn.
- Immelmann: A 180-degree turn.

Characters may list any of these maneuvers as specializations of their *Combat Maneuvers* or *Evasive Maneuvers Skill*. If the attempt to perform the maneuver is successful, their corresponding Skill score changes to that of the specialization during the current combat round; this is in lieu of the standard bonus granted for performing the corresponding maneuvers. Any other maneuver may be emulated as the GM's sees fit.

NPC combatants move in relation to their present target based on a comparison of their SI to that of their current target. Should the target have a lower SI, the NPC combatant will move towards it and vice versa. NPC combatants will keep their movements limited to 45-degree turns and forward movement as a general rule. Any of these rules may be overridden at the GM's discretion.

If combat is not being conducted on a grid, a move action simply changes the range rolled to the current target (note that for purposes of the alternative range determination system indicated in Chapter 9.1, it is the original rolled range that determines what die type will be rolled in the next round, not the final amount indicted after the combatant moves). In the event that a combatant's final range to target is sixteen range increments or greater, their SI should be compared with the opposing group's Composite Strength Index (CSI); if the combatant's SI is less than one-fourth of the opposing group's CSI, they may immediately withdraw from combat if they so choose.

Combat in Asteroid Fields and Minefields

Space vehicles may occasionally have to fight in asteroid fields and minefields. This was in fact a staple of the original games; the extra terrain could be used to a pilot's advantage against an opponent or make their demise all the more inevitable. In WCRPG, a GM that would like to stage a combat situation in one of these areas may set locations of particularly dense clusters of asteroids/mines with the risk of a collision occurring if a craft attempts to fly near or through one of them; alternatively, they may assume a collision risk every time a craft moves in the area. Use of clusters is not recommended with non-gridded combat.

If there is the potential for a craft to collide with an asteroid or detonate a mine as the result of a move action, the craft's pilot must make an immediate *Vehicle Piloting* Check with the Size Class of their craft subtracted from the Check's DC. If the Check fails, a collision occurs. Mines will inflict an amount of damage equal to any of the mine weapons listed in Chapter 6.2.3 at the GM's discretion; the Mk-I Porcupine is recommended for most situations. Asteroids will cause an amount of damage equal to ten times the result of (5+1d5) times the craft's maximum speed during the round.

Attack Action Rules

A vehicle's commander may decide to attack an opposing combatant during a combat round; perhaps unsurprisingly, this is an attack action and probably the most common type of action that occurs in combat. An attack action only requires the vehicle's magazines to be loaded or charged with enough energy for at least one weapons volley and the declaration of a valid target. NPC combatants will target the enemy combatant with the next lowest Initiative Check value or the enemy combatant with the overall highest Initiative Check value if no opponents with lower values exist; the GM may override this general rule at their discretion.

Firing Weapons

Before any attempt to attack a target is made, it must be within range of at least one of the vehicle's offensive weaponry options, it must be within a firing arc that corresponds with that weapon and it must be ready to use. If these conditions are met by more than one weapon simultaneously, any number of them may be fired at the indicated target. Should a vehicle have multiple valid targets, it may fire at any number of them; the commander must specify what weapons will be fire at specific targets.

To be "in range", an attacker need only be as close to the target as the indicated number of range increments. Most forms of ordnance (weapons such as mines, missiles and torpedoes) have two range increments listed; the first of these is an **optimal range** value and the second is the normal maximum range. There are penalties involved when firing ordnance outside of optimal range as will be discussed momentarily.

As mentioned in Chapter 6.2.3, vehicles in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc; GMs may either use specific bearing data or override that information and simply say a weapon may fire into the corresponding major firing arc. In addition to their firing arcs, all vehicles have four **defense arcs** corresponding to the Shields and Armor that cover specific quarters (namely the fore, aft, left and right quarters). The four defense arcs correspond to the major firing arcs; when combined with their corresponding defense arcs, these are sometimes referred to as **combat arcs**. As is probably obvious from the bearing information on these arcs, the boundaries of a given combat arc are always set diagonal to the front of the vehicle and perpendicular to one another such that when dealing with a physical grid the arc boundaries are along the grid's diagonals when the vehicle is on an orthogonal heading and vice versa.

To determine if a combatant is within a given firing arc, the GM can draw or visualize a straight line between the attacker and its target. They may then either determine the exact bearing angle utilizing the calculator images in Chapter 6.2.3 if a physical grid is being used or simply put a best guess at it if an abstract grid is being used. Any weapon that falls into any pre-designated arc corresponding to the determined bearing angle may be utilized. In a similar manner, the defense arc that will sustain any damage inflicted upon the vehicle can be determined by determining the bearing angle to the attacker. Most of the time, determining what arcs will be involved in the current attack action will be fairly straightforward. It may happen, though, that either the firing vehicle or the target will be "straddling" the boundaries between two combat arcs. In this case, the GM should give preference to either the forward or aft firing arc, whichever one is involved. An attacker may attack a target if another combatant (friendly or not) is in the way.

All weapons hardpoints to be utilized must be **charged** prior to firing. A gunner may fire as many of the available hardpoints as they wish; they do not have to fire all hardpoints at once unless specifically ordered to do so by the vehicle's commander. Some pieces of ordnance also require that a target be **locked** before they can be fired at an opponent. Locking simply requires that the target be kept in the weapon's firing arc for the prescribed number of rounds. Locking is automatic (no Check is required) unless the firing craft has Sensor damage; in that case, a successful *Technology* Check is required to maintain a lock during the course of a round.

If the conditions for firing a weapon are all fulfilled and an attack is allowed, a final "to hit" number must be determined; this is referred to as the **effective hit difficulty** (**EHD**). EHD is determined through a series of quick calculations. This begins by subtracting the score of the *Combat Maneuvers* Skill of the attacking craft's gunnery specialist from the score of the *Evasive Maneuvers* Skill of the target craft's pilot; this represents any low-level sparring going on between the two combatants (*remember that during a surprise round the* Evasive Maneuvers *Skill of the target is ignored*). The difference is subtracted from the target's applicable HD rating; this is its BHD if a blast weapon is being utilized, its FHD if they are surprised and its normal HD in all other cases. Specializations of the indicated Skills may be used if applicable. Effects from any onboard equipment (such as an active cloaking device) modify EHD as well. Finally, two points per range increment are subtracted from the target's effective HD (for firing craft equipped with the Tachyon Radar accessory this range penalty is reduced to one point per range increment). If the weapon to be fired is a piece of ordnance and the attacker is outside its optimal range, the range penalty is increased to five points per range increment regardless of whether Tachyon Radar is installed or not.

For example, a Vaktoth *is attempting to fire a Heat-Seeking Missile at a* Hellcat-V*, which has an HD of 27. The two ships are four range increments apart from one another and (like all Fightercraft) the* Vaktoth *is equipped with Tachyon Radar. The* Vaktoth *pilot has a* Combat Maneuvers *specialization in "Confederation Medium Fighters", with a combined Skill and specialization score of 70. The* Hellcat *Pilot has an* Evasive Maneuvers *specialization in "Kilrathi Heavy Fighters"; the combined Skill and*

specialization score is 47. In this case, 23 points would be added to the Hellcat's HD*, so its effective HD becomes 50 (47 - 70 = -23; 27 - -23 = 50).* After adjusting for range, the final EHD is 46.

Once the effective HD is determined, the attacking combatant's gunnery specialist will perform an attack roll; this is a Skill Check that depends on the weapon being used. If Guns are being used, the attack roll is a *Marksmanship* Check. If Ordnance is being used, the attack roll is a *Ballistics* Check. The number of Checks that must be performed equal the specific number of weapons being fired (i.e. if a vehicle is firing two Mass Drivers, the gunner will need to make two *Marksmanship* Checks). To be fully successful, the result of the Check must be equal to or lower than the target's EHD **and** must be sufficient for a successful Check of the indicated Skill. If the result of the roll is insufficient to overcome the EHD the attack fails regardless of whether or not the Skill Check succeeds. If the result of the Check is insufficient for a successful Skill Check but is sufficient against the target's EHD, a single hit with the weapon will be scored and will inflict the amount of damage indicated by the weapon type. How the damage affects the target will depend on how much damage is inflicted and in which of the target's defense arcs the weapon hits (*see Resolving Damage, below*). If the Check is fully successful, there is the possibility that the weapon will hit the target more than once; if the weapon fired has a re-fire rate greater than one, the target will sustain one additional hit for every five points in the degree of success of the **Skill Check** up to the maximum amount of shots that the weapon can fire in a single round.

Player groups may feel that the weapons installed aboard craft from the WC3 era (roughly 2669) and later do not inflict significant amounts of damage quickly enough for good role-playing; the statistics indicated for these craft are correct based upon all available data. If they so choose, GMs may multiply any damage inflicted by these craft; a general multiplier of between five and ten times is recommended.

Attack rolls have critical potential. In the event of a critical success of the Skill Check (a **critical hit**), a hit occurs whether or not the roll succeeded against the EHD. Should the Check be fully successful in this case, the weapon inflicts double the **full** amount of damage for all applicable hits regardless of range. In addition to the extra damage points, one system takes damage regardless of the condition of the vehicle's defenses. The GM must roll to determine which system is affected as normal (*see Resolving Damage, below*) and roll d% for the amount of damage inflicted on the system (with 00 counting as 100 in this case).

In the event of a critical failure (a **critical miss**), what happens depends on the specific result. On any result other than 99, the weapon malfunctions; it causes half-damage to the firing craft and is rendered unusable, though it may be repaired as with any other system malfunction. The resultant damage is applied as armor damage against all defense arcs; if there is insufficient armor in a defense arc, the damage is passed on as systems damage as normal. If the result is a 99, the weapon fires but inadvertently hits a friendly target by mistake; such "blue-on-blue" incidents can be quite costly. Another Check is made against the friendly combatant's HD. If this Check is successful, double the normal **full** amount of damage is applied to the friendly target; the normal amount of damage is applied otherwise. Any critical results on this subsequent Check are ignored. The friendly combatant affected is the friendly craft with the next lowest Initiative Check value, or (if no such craft exists) the friendly craft with the highest Initiative Check value. If there are no other friendly craft available, the attacker hits itself with its own weapon. A critical miss result automatically overrides any hit result that may have otherwise been indicated.

If the weapon used is a piece of light ordnance, there is a chance that the target may still avoid damage even if a hit is otherwise indicated by **spoofing** it. To make a spoof attempt, the attacking craft must have failed its *Ballistics* Check while succeeding against the target's EHD, the target must have at least one Countermeasure Pod available and the type of ordnance involved must have a

"spoof DC" indicated in its description; if any one of these conditions is not fulfilled, the ordnance cannot be spoofed. The target must use at least one Countermeasure Pod but may use a number of Countermeasure Pods equal to or less than the range between it and its attacker. A d% roll is made for the spoof attempt; if the result is less than or equal to the adjusted spoof DC, the ordnance is spoofed and counts as a miss. Spoof attempts are not allowed on critical hit results.

For example, let's say the result of the Vaktoth's Ballistics *Check was 24, a failed Check but definitely successful against the* Hellcat's *EHD and therefore a hit. The* Hellcat *pilot must spoof the missile or take 3,200 points of damage (which would definitely hurt). They have Countermeasure Pods and can launch up to four of them; the pilot decides to play it conservative and launch just two pods. A Standard Heat Seeker has a spoof DC of 50; the second Countermeasure Pod increases that DC to 55. The* Hellcat *pilot rolls; unfortunately, the result is 92. The spoof attempt fails and their fighter takes the missile hit.*

Heavy Ordnance, which includes weapons such as torpedoes and capship missiles, is handled somewhat differently from other forms of weaponry. Except where noted, all pieces of heavy ordnance behave as vehicles in their own right; since they are almost always used on capital ships, their usage is considered a form of mixed-scale combat. For information on how heavy ordnance is used in combat, see Chapter 9.5.

Resolving Damage

As previously mentioned, vehicles have four defense arcs; these are concurrent with the major firing arcs. Each defense arc has its own SHP and AHP count; damage to one arc does not affect either count in another arc. Vehicles initially receive the full indicated amount of SHP and AHP in all defense arcs based upon their design; for purposes of calculating changes to their **SI** in combat, the arc with the lowest overall count is used.

Upon taking a successful weapons hit, a target will take damage in the defense arc corresponding to the relative bearing to the attacking craft; damage involves a reduction of the vehicle's SHP, AHP, and/or **systems damage** if it is severe enough. A vehicle will always suffer shield damage first provided that it has shields installed and that they are functioning at the time of the hit. For every point of damage inflicted, one point is subtracted from the corresponding defense arc's **shield hit points**. If the shield hit points are reduced to zero and there additional damage is indicated, it is applied against the arc's **armor hit points** in the same manner. Points subtracted from Shields and Armor are also subtracted from the vehicle's **strength index**, which in turn lowers the **composite strength index** of the vehicle's combat group. SI is only adjusted for the combat arc with the lowest combined amount of SHP and AHP; should a vehicle have sustained a lesser amount of damage in a different combat arc, SI is not adjusted.

If in atmosphere, the pilot of any vehicle that takes a weapon hit must immediately make a *Vehicle Piloting* Check with an amount equal to one-tenth (round up) the amount of damage inflicted subtracted from the DC. If this Check fails, the vehicle may not perform any move actions on subsequent turns, though its pilot may make another attempt of the Check at the same DC. Should the vehicle take additional damage in the meantime, the DC of the Check is decreased again by one-tenth the amount of new damage (round up). Note that for air vehicles and space vehicles in atmosphere), failure of this Check will initiate a <u>Stall</u>. This Check has critical potential: in the event of a critical success, the vehicle may begin moving normally once again regardless of the actual DC; any <u>Stall</u> penalties are immediately canceled. In the event of a critical failure, the vehicle takes d% damage to a random system in addition to not being allowed to move. Additionally, all land vehicles are **rolled**; sea vehicles are **capsized** and begin <u>Taking On Water</u> at twice the normal rate. Both

capsizing and rolling inflict d% Core Damage on the vehicle and render it completely immobile for the remainder of the current combat action. If a Bike or Canoe is hit, any occupants must make a Reflex Save to avoid being thrown from the vehicle; this should be treated as an auto-ejection in the event of failure.

If a vehicle's Armor Hit Points are reduced to zero in a defense arc, any further damage is applied as **Core Damage**. Unlike Shields and Armor, there are no individual defense arcs for Core Damage; at that point the damage is eating into the very heart of the craft. Vehicles sustain Core Damage at a rate determined by their Size Class. To determine how much Core Damage a craft has sustained, the GM must take the amount of applicable excess damage, divide it by the craft's Size Class and truncate any remainder. If the vehicle in question is a Bike, Canoe, Submarine, Hovercopter or Capsule, they must double the indicated amount. The final result is the amount of Core Damage the craft sustains. Vehicles sustain Core Damage in terms of a percentage, with the craft being completely destroyed once Core Damage reaches 100% (though it may break apart sooner as will be discussed shortly). If a vehicle is in space or is a *submerged* submarine, its destruction will automatically kill any remaining occupants. If the vehicle's destruction occurs in atmosphere, all remaining occupants will be blown from the vehicle, taking 10d10 points of Lethal Damage in the process. Any non-occupant at Range Zero will also take 10d5 Basic Damage from flying debris; Reflex Saves may be made in an attempt to halve the damage indicated. Any character that survives being blown from a vehicle is immediately subjected to the environment in which the vehicle was located at the time of its destruction and may be susceptible to falling damage.

Some types of vehicles can sustain additional Core Damage even if they have AHP remaining in the affected defense arc. Specifically, any vehicle that does not employ an Engine, any vehicle that is hit by a weapon of a higher **technological level** and all Bikes and Canoes will sustain additional Core Damage. Additional Core Damage only occurs if the vehicle sustains armor damage but not so much that the affected defense arc is reduced to zero AHP. The amount of any additional Core Damage is always one-tenth the total amount inflicted on the vehicle's **Armor** (rounded down). *For example, if a Bike sustains 100 points of damage to its Armor, it will take 10% Core Damage as well.*

A vehicle with Core Damage has **structural fatigue** and is in serious danger of coming apart at its seams. When a vehicle sustains Core Damage, a Structural Integrity Check must be performed; the DC of this Check is 100 minus the total amount of Core Damage. If the Check fails, the vehicle breaks up; it is considered destroyed at that point with the same penalties as if it had sustained 100% Core Damage.

Any time a vehicle sustains Core Damage and survives its Structural Integrity Check, it will pick up an **acquired flaw**. The GM will roll d% and refer to the Vehicle Flaws chart in Chapter 6.2, referencing the "acquired flaw" column; they must record the flaw on the vehicle's record sheet and its effects begin immediately. If the flaw indicates damage to a system that is unavailable, the effect is ignored and no additional Core Damage occurs.

Core Damage can have other effects depending upon the terrain category (land, sea, air or space). No additional effects occur in space combat. In the air, Core Damage reduces the vehicle's number of movement points by one point per 10% damage. Should an airborne vehicle's movement fall to zero, an irrecoverable <u>Stall</u> results. Sea vehicles with Core Damage begin <u>Taking On Water</u> at one point per 10% damage per combat round. Land vehicles become harder to steer; an amount equal to the amount of Core Damage the vehicle has sustained is subtracted from the DC of all *Vehicle Piloting* Checks for land vehicles.

Provided a craft survives its Structural Integrity Check, excess damage may also inflict **systems damage** upon it, reducing one or more of its capabilities; injuries to crewmembers (including PCs) are considered part of systems damage. For every 5% of Core Damage it sustains, the craft is inflicted with one instance of systems damage. When an instance of systems damage is indicated, 1d10 is rolled; the result determines which system takes the damage:

0: Shields – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.

1: Guns – Gun damage determines whether or not the vehicle can fire any Gun weaponry. If the vehicle has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.

2: Ordnance – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation.

3: Radar – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.

4: Communications – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry.

5: Engines – Engine damage affects how well a vehicle can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.

6: Ejection System/Flight Deck – This roll indicates that either the craft's ejection system or its flight deck has been damaged; while it is conceivable that a craft could have both, most vehicles will not (the GM may select which specific system is affected in the event that both are installed). Damage to the ejection system puts survival in doubt in the event that the craft's crew must bail out; ejection is not possible at all if the ejection system malfunctions. Damage to the flight deck can be very serious and may even ultimately prove fatal should the parent craft either not have any child craft deployed or have a large number of those craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around child craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.

7: Crew Damage – This roll indicates that one or more of the craft's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the craft, the GM must roll 1d%; they must halve the result (round up) if the craft offers full cover and double it if it offers no cover. The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll 1d10 for non-critical NPCs; the lowest throw takes the damage. The amount of damage an NPC can absorb depends on the amount of **cover** the craft offers. Mission critical NPCs take damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.

8: Officer Damage – This roll indicates that one of the craft's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers, the GM may either perform the roll themselves or assign one of the players to perform it.

Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The amount of damage the affected character sustains depends on the amount of cover the vehicle provides. The affected player rolls d%; they must halve the result (round up) if the vehicle offers full cover and double it if it provides no cover. The final result is the amount of Lethal Damage the character sustains; this damage is always assumed to have affected their non-lethal Body Area. If a crewmember is killed, the craft's commander may pick any crewmember (including themselves) to assume their duties. Any character that sustains damage in this manner automatically becomes <u>Shaken</u> unless they are the craft's commander.

9: Life-Support System – Spacecraft as well as some other types of vehicles (usually ones such as submarines that operate in hazardous or exotic environments) may be equipped with an internal life-support system designed to keep its occupants alive for extended periods. Life-Support system damage renders parts of the craft temporarily uninhabitable due to lack of heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the craft's occupants is inevitable. Life-Support System failure has a number of ongoing environmental effects that are discussed in detail in Chapter 12.3.

Every instance of systems damage inflicts 25% damage to the affected system or one Wound to the affected character. A *Damage Control* Check may be performed in an attempt to mitigate the damage; the degree of success of the Check divided by ten (rounded down) is subtracted from the percentage of systems damage inflicted on the craft (i.e. a degree of success of 36 would reduce the amount of systems damage by 3%).

If a system has been damaged, there is the chance that it may malfunction whenever the afflicted craft attempts to utilize it. To determine if a malfunction occurs, a mechanical specialist aboard the craft must perform a *Damage Control* Check; the DC of the Check in this case is 100 plus the applicable mechanic's *Damage Control* Skill score minus the total amount of damage the system has sustained. If the Check fails, the system malfunctions; any penalties that occur as the result of a malfunction take effect immediately. Sensors, Communications and Life-Support should be checked at the beginning of the craft's turn, Engines when it attempts a move action, the Flight Deck whenever an auxiliary craft attempts to launch or land, the Ejection System when the crew attempts to eject, any weapons systems when it attempts an attack action, and Shields when it attempts to recharge Shields. The *Damage Control* Check has critical potential: in the event of critical success, 5% damage is immediately removed from the system. In the event of a critical failure, the system malfunctions **and** takes an additional d% of damage up to the 100% damage maximum. Once a system has malfunctioned, it will remain non-operational until it can be repaired unless a mechanic can jury-rig it. A system is destroyed once it has sustained 100% damage, at which point a malfunction is automatic.

If a system is indicated to sustain further damage after it's already been destroyed or if the system does not exist on the craft in the first place, the craft takes additional Core Damage. This starts at 10% the first time one of these **excessive damage** hits occur and increases by 10% for each subsequent occurrence (*20% for the second time, 30% for the third time and 40% for the fourth time; since Core Damage is cumulative, the craft should be at 100% Core Damage when a fourth instance of excessive damage occurs*). Excessive damage hits are cumulative; if a system has sustained two excessive hits during a round and sustains damage again on a subsequent round, it counts as the third excessive hit. Core Damage taken through excessive damage hits does not prompt another Structural Integrity Check but the vehicle may still explode if it reaches 100% Core Damage in this manner.

Any time a craft takes Core Damage and survives its Structural Integrity Check, all crewmembers (except the Commander) must perform a Willpower Save; any specialist that fails this Check becomes <u>Shaken</u>.

The following is an example of how damage is applied. The enemy Vaktoth *mentioned has hit the* Hellcat-V *with a Standard Heat-Seeking Missile, which (owing to an 8x multiplier the GM is utilizing for post-WC2 craft) sustains 3,200 points of damage in its portside damage arc as a result. The* Hellcat *has 2,200 SHP and 900 AHP in each arc. Damage is applied to Shields first: since the* Hellcat *only has 2,200 SHP, sufficient damage occurs to deplete the shields and pass 1,000 points of damage to Armor (3,200-2,200 = 1,000). The* Hellcat *only has 900 AHP, so the damage is also sufficient to deplete the armor in the portside defense arc and cause 100 points of excess damage (1,000-900 = 100). The* Hellcat's *SI drops by 3,100 points to 88; note that while the forward, aft and starboard damage arcs still have full shields and armor, it's the lowest count - currently the portside arc - that affects SI. A* Hellcat *is a Size Class 10 Vehicle, so it will sustain 10% Core Damage. Since the vehicle is not in atmosphere, no* Vehicle Piloting *Check is required. Also, since the* Hellcat *has taken enough damage to breach its Armor, it need not worry about sustaining additional Core Damage; it doesn't fit any of the criteria for sustaining such damage anyway.*

Since the vehicle sustained Core Damage, a Structural Integrity Check with a DC of 90 (100 - 10 = 90) must be made to prevent the Hellcat *from breaking up due to structural fatigue; the Check succeeds, so the* Hellcat *doesn't explode right away. d% is then rolled for an acquired flaw; the result is 55, indicating an overheating Engine. This causes no immediate damage but will force the pilot to slow down in subsequent rounds if they wish to avoid Engine damage.*

Since a total of 10% Core damage has been sustained, two rolls will need to be made on the systems damage table. The results of the rolls are 0 and 7. The Hellcat's *Shields sustain an immediate 25% damage; the pilot's* Damage Control *Check fails so none of the damage is mitigates. The roll of 7 indicates Crew Damage but since the* Hellcat *is a one-man craft, the pilot automatically sustains it. d% is cast; the result is 54, which is reduced to 27 since a* Hellcat *offers full cover, so the pilot sustains one Body Area wound and 27 points of Lethal Damage. Ordinarily the pilot would become* <u>Shaken</u> *after being injured and would have to make a Willpower Save to avoid being* <u>Shaken</u> *after his craft sustained Core Damage but as he also counts as the vehicle's commander, he will not acquire the* <u>Shaken</u> *condition in either case. His subsequent Fortitude Save to avoid passing out is also successful.*

While things could be better for the Hellcat *- it now lacks any protection on its portside, its pilot is wounded and it has some Core Damage - things could still be a whole lot worse. Let's all hope the* Hellcat's *wingman is worth his salt...*

Looting Destroyed Pirate and Transport Craft

<u>Privateer</u> introduced the notion of being able to loot cargo from destroyed pirate and transport ships; all the player had to do was to destroy one of these craft and then tractor any ejected materials into their cargo hold afterwards. This same mechanic can be added to combat situations in WCRPG if the GM would like to incorporate it.

When a transport or pirate ship is destroyed in combat, the GM should roll d%; if the result is greater than the final amount of Core Damage points the craft had sustained when it was destroyed, it will throw out some potential loot. If the craft was carrying specific goods, it should eject some of them. Transport ships may eject up to three different commodities; the GM may either select the specific

number of commodities at random or make a d10 roll and use the table below. Pirate ships will only eject one commodity at any given time.

Number of Commodities Dropped by Destroyed Transports via d10 Roll	
d10 Result	Number of Commodities
0-3	One
4-6	Two
7-9	Three

If the craft's specific cargo manifest is unknown or if the GM prefers, they may either select specific commodities ejected at random or perform a d10 roll and refer to the table below. Pirate ships as a rule carry a very limited selection of commodities; the cargo they eject can be directly determined by the d10 roll. Transports on the other hand carry more general cargoes; for most cases, the d10 roll will indicate a specific table to be referenced in Chapter 5.5 and an additional die roll to determine a final specific commodity. Where the table below references a "normal d5 roll", the GM must roll 1d5 and count from left to right along the table with a result of one equal to the left-most entry; again, the GM has the option of making this final die roll or simply selecting a final commodity at random.

Commodity Dropped from Destroyed Pirates and Transports via d10 Roll		
d10 Result	Commodity (Pirate)	Commodity (Merchant)
0	Generic Foods	*Luxury Goods (2)* Normal d5 Roll
1	Generic Foods	*Food* Roll 1d5: 0-1: Grain 2-3: Generic Foods 5: Luxury Foods
2	Liquor	*Raw Materials* Roll 1d10: 0-1: Iron 2-3: Plastics 4: Plutonium 5-6: Tungsten 7: Uranium 8-9: Wood
3	Liquor	*Processed Goods* Normal d5 Roll
4	Plaything™	*Luxury Goods (1)* Roll 1d10: 0-1: Artwork 2: Books 3-4: Furs 5-6: Games 7: Gems 8-9: Home Entertainment
5	Plaything™	*Capital Goods* Normal d5 Roll
6	Tobacco	*Microelectronics* d5 Roll, Normal except 2-3: Holographics
7	Tobacco	*Contraband* d5 Roll, Normal except 3-4: Tobacco
8	Brilliance	Weaponry
9	Brilliance	Advanced Fuels

Note that this table assumes the use of the commodity set from Privateer; if the adventure utilizes the commodity set from Privateer 2, the GM may simply roll d% a number of times equal to the number of commodities to be ejected and simply use the Privateer 2 commodity tables in Chapter 5.5 to

determine what goods have been selected. Should the same commodity result multiple times as the result of the die rolls, the GM has the option of rolling again or simply "stacking" the duplicate result.

Once the specific commodities have been determined, the GM should roll 1d10 one more time for each commodity in turn to set the amount of the commodity to be ejected (zero counts as ten in this case); alternatively, the GM may set a specific amount at random.

Ejected cargo always travels along the same vector (same direction and speed) as the craft of origin at the time of its destruction. Tractoring this cargo requires a craft to have sufficient available space in its hold and also requires an installed Tractor Beam. A craft that moves to tractor cargo may not move more than one range increment in the round in which it makes the tractoring attempt. What befalls an ejected pilot once they are tractored depends largely upon the commander of the tractoring craft; more scrupulous commanders tend to simply release the grateful party while those who are less scrupulous often engage in sapient trafficking...

Miscellaneous Terms and Definitions

Shaken: A Shaken specialist has had a traumatic, frightening experience, psychologically stunning them and making them ineffective. A Shaken specialist will not follow any orders given to them by their commander; any attempt to make them do so wastes the action. While Shaken, a specialist is at a -30 penalty to all Checks except Saves. A Shaken specialist can "snap out of it" with a successful Willpower Save.

Undermanned Penalty: A vehicle that has less than 90% of its crew requirement aboard is considered *undermanned* and takes an Undermanned Penalty. Vehicles that are suffering from an Undermanned Penalty must succeed at every Check it requires twice in a row for as long as it remains undermanned.

Opportunity Attack: An Opportunity Attack usually occurs in special situations wherein an opposing combatant is about to do something particularly nasty to its target; it allows the target to make a single strike at its oncoming attacker. Opportunity Attacks are free actions conducted by the target during its attacker's turn. The target must itself target the attacking combatant but is otherwise free do whatever they wish within the bounds of a standard attack action. Any weapon utilized during an Opportunity Attack is considered **discharged** should the target's turn be later in the order of battle.

Stalling: Stalling is a process where for whatever reason an airborne vehicle cannot generate enough lift to stay airborne. When a vehicle Stalls, it is up to its pilot to pull it out of the Stall before it slams into the ground. The rate at which a craft falls out of the sky is measured as a count, which itself is dependent upon the planet's gravity; round the gravitational amount to the nearest integer and add that amount to the vehicle's Stall count at the end of its turn. Hovercopters and capsules fall at twice the indicated rate while gravships, transports and capital ships will fall at four times the indicated rate. To determine at what value the craft will slam into the ground, the GM will make a d% roll when the Stall is initiated, keeping the result secret; when the Stall count equals or exceeds the result of this roll, the vehicle crashes into the ground and is considered destroyed (*note that if the GM throws low, there may not be any opportunity for the pilot to pull the vehicle out of the Stall*). The method for getting out of a Stall depends upon how it was initiated; if the vehicle stalled through Core Damage, the Stall is irrecoverable. If the Engine malfunctioned, it must be restored before the vehicle may come out of the Stall. Making a subsequent *Vehicle Piloting* Check will cancel a Stall after a failure while simply moving forward will suffice if the craft doesn't fulfill any minimal movement requirement during the course of a round. If the pilot can get the vehicle out of the Stall, the count will reset itself back to zero; Stall counts do not carry over to any subsequent Stalls.

Taking On Water: <u>Taking On Water</u> is a process wherein a sea vehicle begins sinking. The rate at which a sea vehicle takes on water is measured as a count; for every 10% Core Damage it accumulates, the count increases by one at the end of the craft's turn. Capsized ships and all submarines double the indicated rate; a capsized sub takes on water at four times the indicated rate. When the count exceeds the vehicle's Size Class, the vehicle **sinks** and is considered destroyed at that point. Each point of the count adds a -5 DC penalty to all *Vehicle Piloting* Checks the craft's pilot performs. <u>Taking On Water</u> can be countered by a successful *Internal Systems* Check; if the Check is successful, the vehicle stops <u>Taking On Water</u> and the count begins to drop by one per combat round until it reaches zero or until the vehicle sustains further Core Damage (at which point it will start to increase again).

9.4: CAPITAL SHIP-SCALE COMBAT

The largest of the combat scales in WCRPG is the capital ship-scale. As one might expect, capital ships fight on this scale, though many space vehicles (particularly fightercraft and transports) may also conduct combat actions on this scale of combat.

Range

Unlike the other two scales of combat, opportunities for cross-scale combat involving the capital ship-scale are far and few between; the few capital ships that may enter atmosphere are considered air vehicles in that environment and the few vehicles that can seriously challenge a capital ship in space will often use the capital ship-scale, not the vehicle-scale. Because of this, the range increment for the capital ship-scale is somewhat more ambiguous. Officially, capital ships use a range increment of one megameter (1,000 kilometers); GMs can decrease this if necessary (if the plot deals with a nascent starfaring culture, etc.). As with the other combat scales, combatants on the capital ship-scale may withdraw from combat if they are greater than fifteen range increments from all hostile combatants.

Capital Ship-scale Actions

A capital ship may perform two standard actions or one full-round action per round as well as any number of free actions. As with vehicles, a capital ship's actions are dependent upon its crew for their execution; while other crewmembers may make suggestions, it is ultimately the ship's captain that decides what it will do. The crewmember that ultimately performs any ordered action will be the one that is most appropriate to the situation (firing weapons would be done by a gunner, hailing other craft is done by the ship's chief communications officer, etc.).

Give/Belay Orders

A ship's captain may choose to give orders during a round of combat; this is a free action. They may also choose to belay any outstanding orders given in previous rounds; this is a standard action. If giving orders, the captain must declare a target crewmember, give a specific order to that crewmember, declare a specific target of the target if necessary and declare when they would like the order to be carried out if necessary. If belaying orders, the captain need only talk to the crewmember performing the action; if that crewmember is carrying out more than one order, the captain will need to indicate which of them to belay. A captain may not belay an order that has already been carried out. Giving and belaying orders is an automatic action that requires no Skill Check though <u>Shaken</u> crewmembers must Rallied before the captain may issue them any orders.

Rally

A captain may choose to rally <u>Shaken</u> crewmembers; this is a standard action. This action requires the captain to make a successful *Leadership* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected crewmember is no longer <u>Shaken</u>; any associated penalties end immediately. A captain may attempt to rally multiple crewmembers simultaneously. The *Leadership* Check has critical potential; in the event of a critical success, the crewmember(s) will no longer be <u>Shaken</u> regardless of whether or not the specific result would have been sufficient for a successful Check and immediately experience the same benefits as a successful Inspire action (see below).

Inspire

A captain may choose to try to inspire confidence in a non-<u>Shaken</u> crewmember; this is a standard action. This action requires the captain to make a successful *Inspire* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected crewmember will not become <u>Shaken</u> if otherwise indicated to do so for a number of rounds equal to the degree of success divided by ten (round up). Further, during that time, that crewmember may add the same amount to the DC of all die rolls they perform. A captain may only attempt to Inspire one crewmember at a time.

Ready

Crewmembers can be ordered to ready an action for later use; this is similar to how actions are readied on the character- and vehicle-scales (i.e. the crewmember prepares an action to perform in the event that some condition takes place between the time they ready the action and the ship's next turn). If the conditions for the action's activation are fulfilled, the crewmember performs the readied action at once; this delays any action the current combatant may be taking until the readied action is resolved. If the readied action is executed, the ship involved loses one of its action phases during the next round; it may lose its entire turn if two readied standard actions or a single full-round readied action is executed. Readied actions are only good for one round; if the conditions needed for their execution do not come about before the ship's next turn, the captain must either order the crewmember to renew the ready action or declare a different action.

Standby

A ship's captain may to order the crew to stand-by as a standard action. By doing so, they declare that the ship will do nothing during the course of that action phase; game-play proceeds to the ship's next action phase or to the next combatant's first action phase as applicable. There will probably be few occasions in combat where a captain decides to just sit back and watch but sometimes it may simply be necessary...

Use Skill or Ability

A captain may order a crewmember to use any one of their natural abilities or make Skill Checks as a standard action during a combat round; the captain simply declares which ability/Skill the crewmember is to use and a target if appropriate. This is a general "catch-all" action that may be used for any purpose not explicitly mentioned elsewhere.

Speak

Any member of a ship's crew may choose to speak to any other crewmember during a combat phase; this is a free action. Combatants may speak to one another at any time for any reason, though what they might want to speak about is totally up to the players and the GM. It is important that communicator and receiver speak the same language, to make sure all messages sent between them are understood clearly; this is particularly important when insulting an opponent. A *Translate* Check is required when communicating parties do not speak the same language; failure of the Check prevents them from speaking meaningfully to one another.

Abandon Ship

A ship's captain can order the crew to abandon ship; this is a special action that may be initiated as a standard action but takes a number of rounds to complete. Usually this order is only given if the ship becomes critically damaged with little hope of recovery and the lives of the crew would be placed in greater danger by remaining aboard. Once an order to abandon ship is given, it cannot be belayed. Crewmembers launch from emergency escape vehicles (EEVs) in order to get away from their vessel; each EEV carries one crewmember. 1d% EEV are launched each round until all crewmembers have left the ship or all pods have been expended. Once launched, they can be targeted by enemy combatants for one round using the same statistics as Heavy Ordnance. The ship may continue combat operations (*eventually taking an undermanned penalty*) until enough EEVs have been launched that only the ship's PC officers are left aboard; they may do as they wish from there.

Scuttle

A captain may give the order for their ship to be scuttled during a combat phase; this is a special action. The order to scuttle a ship is usually given in situations wherein its capture by hostile forces is both imminent and likely. At least two other senior officers must concur with the order; if not, the order is automatically belayed and all crewmembers become <u>Shaken</u>. Scuttling is a standard action; the amount of time required before it takes effect is set by the ship's captain and it may be belayed at any point prior to that time. Once the scuttle order has been given, the countdown to self-destruct begins immediately; the captain has the option of declaring a subsequent Abandon Ship action or forcing the crew to stay aboard until the ship scuttles itself. If the latter option is selected, the entire crew becomes <u>Shaken</u> and *Leadership* Checks must be made every round to prevent the crew from jumping ship. Once the allotted time has elapsed, a d% roll is made; if the result is greater than or equal to the amount of Core Damage the ship has sustained, it will instantly explode. Otherwise, the scuttle action fails; the computer will retain the order to self-destruct and carry it out once it has regained sufficient functionality (this very situation arises in the novel <u>False Colors</u>). Sufficient functionality is regained when the ship's Core Damage drops to a value less than or equal to the d% roll for scuttling.

Change Alert Status

A captain may change the alert status of their ship during a combat round; this is a standard action. There are three alert statuses aboard capital ships. The lowest alert level is Condition Three, the normal peacetime operating state out of spacedock. Except for any navigational screens, the ship's Shields are lowered and its weapons are disarmed. Condition Two (also known as Yellow Alert) is the next highest alert status. In addition to bringing extra off-duty personnel on duty, the ship's Shields are set to full outboard active while its weapons systems remain disarmed. Condition One (also known as Red Alert, Battle Stations or Action Stations) is the highest alert status on a capital ship. All crewmembers are at their duty stations, the Shields are raised and the weapons are armed. If a

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change in alert status causes the ship's weapons to be armed or Shields to be raised, one point of fuel is spent; all weapons are immediately considered **charged**. Lowering shields and/or disarming weapons has no fuel cost. For most combat situations, the ship will probably want to stay at Condition One.

Launch/Retrieve Small Craft

If a ship carries any child craft, its captain may order the launch or retrieval of that craft; this is a special action that may take a number of rounds to complete. The parent capital ship may launch one craft every five rounds (minimum) per Carrier Systems Module installed (i.e. a ship with two Carrier Systems Modules installed could launch two child craft at once, wait five rounds, launch another two craft and so forth). The ship may only retrieve one child craft at a time per Carrier Systems Module installed, again waiting a minimum five rounds between retrievals. Launched child craft enter combat at Range Zero from the parent ship. Launching child craft into combat introduces new combatants and may change the scale of battle from capital ship-scale to mixed-scale (for more on mixed-scale combat, see Chapter 9.5).

Jink

A ship's captain may order its pilot to begin "jinking" during a combat round; this is a move action. Jinking gives the ship a -10 circumstantial HD bonus but inflicts a -10 circumstantial DC penalty to all *Marksmanship* and *Ballistic*s Checks made to fire the ship's weapons as well as a -1 penalty to its movement for one full round. Jinking must be the first declared action of a ship's combat round; it cannot be the second.

Ram

A ship's captain may order its pilot to ram an enemy combatant during a combat round; this is a special combined move and attack action. To ram another combatant, a ship must move directly towards the target and must be able to reach Range Zero. The ram attempt provokes an <u>Opportunity Attack</u> from the opposing ship, at a +10 HD penalty to the ramming ship. Once at Range Zero, the ramming ship's pilot makes a *Starship Piloting* Check at a +10 circumstantial DC bonus as an attack roll. The Check must also succeed against the target's EHD as like a normal attack action (see below). If the attempt succeeds, the GM must roll xd10x10 where x is the Size Class of the smaller of the two combatants and apply the result as damage to both ships. The ramming ship may not make any further movement actions that round.

If a ship is within Range Zero of another combatant at the beginning of its turn, its captain may order its pilot to attempt to dock with it; this is a move action that can be used to transfer personnel, transfer cargo or for boarding actions. The Pilot must simply succeed at a *Starship Piloting* Check if the target is "willing" to dock; the target's HD is subtracted from the result of the Check otherwise. If the Check fails, a second *Starship Piloting* Check is needed to avoid a collision (standard ramming damage applies in the event of failure). If the first Check succeeds, the ship successfully docks with the other combatant. If attempting to dock with an active, hostile combatant, this action provokes an <u>Opportunity Attack</u>.

Manipulate Object

A ship's captain may order a crewmember to move or manipulate any object exterior to the ship during a combat round; this is a move action and requires the ship to be equipped with such devices as grappling arms, tow cables or tractor beams. This action may be used to pick up items including

cargo previously jettisoned by another combatant; such items may be placed in the ship's cargo hold if it has sufficient available space. This action may also be used to manipulate an object without picking it up. If there are multiple items in the ship's vicinity that can be manipulated, the captain must specify which item they wish to affect. Manipulation of objects can have various effects; sometimes these effects can end a combat action immediately (such as what happens when an item is rigged to explode when it is handled).

Target

A ship's captain may order a gunner to target a specific area on an enemy combatant (such as a phase shield projector or the target's bridge); this is a standard action. To target a specific area of an enemy combatant, the gunner must perform a *Targeting* Check; the result of this Check must not only be sufficient for a success but must also succeed against target's HD after adjusting for range (-1 per range increment); note that this is always against the target's HD rating. If successful, any subsequent damage inflicted by weapons fired by the gunner will automatically inflict systems damage to the specific system targeted. The amount of systems damage inflicted depends upon whether or not the combatant's defenses are still functioning prior before damage is resolved; if the target has Shields still up, the total amount of damage is divided by one hundred and applied as systems damage (round down). If the shields are down but there is still Armor, the damage is divided by ten instead. If all defenses are gone, the system takes the full brunt of the damage. Each point of damage inflicted on the system in this manner counts as 1% damage and a subsequent check for malfunction is required. A system may not sustain more than 100% damage in this manner; if the system reaches 100% damage, any further applicable systems damage is lost. Likewise, no excessive damage hits may be applied as the result of a targeting action. A targeting lock is lost if the gunner fires on another combatant, if they are later ordered to target a new system on the same target, or if the targeted system is destroyed. NOTE: If gridded combat is being used, only the arc impacted by the weapon is considered for purposes of the amount of additional damage inflicted (i.e. if a ship's defenses are completely down in a combat arc and the weapon impacts that arc, the system takes full damage even if the remaining three arcs have sustained no damage at all).

Use Sensors

A ship's captain may order a crewmember to use the ship's sensors on a specified target during a combat round; this is a standard action. This action may be used to update the ship's information on other combatants (including their current damage level). This usually involves a standard *Technology* Check; the Check must succeed in order to find out any substantial information about the target. Failed Checks will utilize the table in Chapter 3.8 to determine any specific information gathered.

Repair

A captain may order an engineer to attempt to repair any damage their ship has sustained during the course of a combat round; this is a special action. A captain may order repairs at any time; repairs require the engineer to spend a number of minutes equal to the ship's Size Class on the repairs, during which time they are not available to perform any other work. To make a repair attempt, the crewmember must make a successful Check after the prescribed amount of time is complete; the Skill that must be Checked is solely dependent upon which system is being repaired (*for details, see Chapter 3.11.*). If the Check is successful, they may roll 1d10; the result is indicates the percentile amount of damage to the system that is immediately repaired (with zero counting as ten in this case). If the system had malfunctioned, the engineer may make a *Damage Control* Check to bring it back on-line after successfully repairing some of the damage to it; if successful, the system comes back on line immediately. Armor and Core Damage may not be repaired in combat.

Hail

A ship's captain may order a communications officer to attempt to open communications with another ship, combatant or non-combatant during a combat round; this is a standard action. Hailing requires a *Translate* Check; this Check automatically succeeds if the target craft is operated by members of the same species as the hailing craft. All capital ships receive a +30 DC bonus to their *Translate* Check for purposes of hailing. If successful, the crew of the hailing ship may talk freely to the targeted party.

Jam

A ship's captain may order a communications officer to attempt to jam another combatant's communications during the course of a round; this is as a standard action. Jamming a target combatant's communications requires a successful *Distress* Check; if the check is successful, all of the target combatant's electronic communications are jammed for one round (note that this will not affect any spoken communication). As a side effect, if any combatant in the combat zone launches a Friend-or-Foe missile during the course of a round, any jamming will cause an automatic critical miss; the weapon will inflict damage on the firing craft as if its Communications system had malfunctioned (see below).

Distress

A ship's captain may order a communications officer to attempt to send a distress signal and summon help during the course of a combat round; this is a standard action. Sending a distress call in combat requires a Distress Check with a -5 DC modifier applied for every active enemy combatant. If the Check is successful, the GM may roll d%; the result is the amount of time that will pass before friendly forces arrive in rounds; the number and type of friendly forces that arrive should be commensurate with the degree of success of the Check. Once the new forces arrive, the GM must integrate them into the current combat situation.

Jury Rig

A captain may order a crewmember to attempt to jury-rig a system during a combat round; this is a full-round action. Jury-rigging requires a successful *Damage Control* Check with a DC penalty equal to the amount of damage the system has received. If the Check is successful, its functionality is restored but no actual damage is repaired. Should the ship receive any amount of damage on subsequent rounds, however, it will automatically malfunction until more permanent repairs can take place.

Treat Crew

A ship's captain may order a medical crewmember to examine and begin treating another crewmember during a combat round; this is a special action. A captain may order a medic heal any crewmember at any time; the crewmember uses the Assisted Healing rules in Chapter 9.2 for the attempt with unfavorable conditions applying due to combat. While being treated, neither the medic nor their intended patient is available to perform other duties. If the patient's HP falls below zero as a result of a botched *Treatment* Check under combat conditions, the medic is allowed to make an immediate resuscitation attempt, again with unfavorable conditions applying due to combat.

Refocus Shields

A ship's captain may order an Engineer to refocus the ship's shields; this is a standard action. Re-balancing the shields requires two successful *Defenses* Checks in a row; if both checks are successful, the craft's captain may re-assign the craft's SHP among its defense arcs as they wish. If either check fails, the SHP mains exactly as it already is in all defense arcs. The Checks have critical potential: in the event of a critical failure, the Shield system will take 1d% damage in addition to normal failure effects.

Tail

A ship's captain may order its pilot to attempt to "tail" its current target; this is a special action. In order to attempt this action, the ship must be located somewhere within the target's aft defense arc and must have a current heading within twenty degrees on either side of the target's current heading; if these conditions are met, the ship's pilot may make a *Starship Piloting* Check which is opposed by a *Starship Piloting* Check performed by the target's pilot. If the target's pilot has the higher degree of success, the tailing attempt fails; otherwise the tailing ship may move immediately after the target has moved and prior to it making any subsequent actions during the next round.

Recharge

All combatants may recharge a single discharged (fired) Gun hardpoint and regain SHP at the end of a combat round. The GM will select one Gun hardpoint to recharge, giving preference to Guns over Missiles and racks over turrets. The ship's crew need not wait for all of their Guns to recharge before firing again. For each ship in turn, the GM will then add 10% of its maximum hit points plus its Chief Engineer's *Defenses* Skill score to all defense arcs up to its normal maximum SHP. Finally, if a Gun uses the last shot available in its magazine, a fuel unit may be expended to reload it. Certain accessories may be used to increase a ship's Gun and Shield recharge rates.

Move Action Rules

A ship's pilot may be ordered by its captain to change the ship's position during a combat round; perhaps unsurprisingly, this is a move action. Movement changes a combatant's range to all other combatants. As with other forms of combat, ships receive a number of "movement points" equal to their **Combat Speed** ratings.

Movement on the ship-scale may or may not require a *Starship Piloting Check*. All ships may move Straight Ahead or make a single 45-degree turn per move action without requiring a Check provided their Engines aren't damaged. Moves that involve more advanced maneuvers (lateral movements, tighter turns or subsequent turning) will require at least one successful *Starship Piloting* Check; the final number of successful Checks required depends upon what maneuvers are being performed and whether or not the ship has any Engine Damage (the amount of Engine damage is subtracted from the DC of the Checks). If any Check fails during the course of movement, the ship may make whatever movements it successfully completed up to the point where the failure takes place, at which point it stops moving. Additionally, if the result of any Check is greater than the amount of Engine damage the ship has sustained, the Engines malfunction at that point; the ship may make whatever movements it successfully completed up to that point. Advanced maneuvers usually have a minimum Engine Class requirement; if the combatant does not fulfill this requirement, it cannot perform the maneuver (note that this automatically disqualifies some larger ships from performing certain moves). Ships with 100% Engine damage or malfunctioning Engines cannot move at all.

If a ship is carrying a total number of personnel (crew and passengers combined) greater than 120% of the normal amount allowed by its design, it is overcrowded and takes a -5 DC penalty on all piloting Checks for each whole multiple (rounded up) of its complement (for example, if a ship is hauling between three and four times its normal complement, it takes a -15 DC penalty to its piloting Checks).

Maneuvers take one movement point to perform apiece. The exception to this rule is the **snap turn**. Snap turns take no movement points to execute and can be a handy way of for a skilled pilot to extend the capabilities of their ship. Naturally, snap turns require a greater number of successful Checks and require have a higher minimum Engine Class requirement.

Advanced maneuvers give a ship's pilot a bonus to their *Combat Maneuvers* and *Evasive Maneuvers* Skill scores that lasts until their next turn; these bonuses accumulate with each advanced maneuver performed during the course of the combatant's movement. If the combatant is targeted at any time up until its next turn, the total bonus applies. The price for this bonus is a (smaller) penalty to the Marksmanship and Ballistics Checks of all gunners riding in the ship, which applies through the ship's next two actions; fancy maneuvering makes a ship harder to hit but also makes it a little harder for its occupants to aim accurately.

The *Starship Piloting* Checks for movement have critical potential. In the event of any critical success, the maneuver automatically succeeds and any *Marksmanship* and *Ballistics* penalties associated with the maneuver are nullified; the ship's pilot is able to pull off their maneuvers while allowing the gunners to maintain their aim/target locks). In the event of any critical failure, the ship may not move from its original location; the GM changes the ship's present heading to a new, random one. Additionally, the ship takes d% Engine damage; if the Engines had any level of damage in the first place, they are destroyed (100% damage) instead.

Capital Ship Maneuvers					
	Minimum Engine Class Required	Number of Successful *Starship Piloting* Checks Required	HD Bonus	*Marksmanship/ Ballistics* DC Penalty	Description
Full Ahead	First Class	0	0	0	Ship moves one space forward.
Forward Slip	Second Class	2	-5	-1	Ship moves diagonally forward and does not change orientation.
Full Amidships	Third Class	3	-10	-2	Ship moves one space port or starboard and does not change orientation.
Aft Slip	Fourth Class	4	-5	-1	Ship moves one space diagonally backward and does not change orientation.
Full Reverse	Third Class	2	-5	0	Ship moves one space backward and does not change orientation.
45-degree Turn	First Class	0	0	0	Ship turns 45-degrees port or starboard in place.
45-degree Snap Turn	Sixth Class	2	-5	-2	Ship turns 45-degrees port or starboard in place.
90-degree Turn	Third Class	1	-15	-3	Ship turns 90-degrees port or starboard in place.
90-degree Snap Turn	Seventh Class	4	-20	-4	Ship turns 90-degrees port or starboard in place.
135-degree Turn	Fourth Class	2	-25	-5	Ship turns 135-degrees port or starboard in place.
135-degree Snap Turn	Eighth Class	6	-30	-6	Ship turns 135-degrees port or starboard in place.
180-degree Turn	Fifth Class	3	-35	-8	Ship turns 180-degrees port or starboard in place.
180-degree Snap Turn	Ninth Class	8	-40	-10	Ship turns 180-degrees port or starboard in place.

NPC combatants move in relation to their present target based on a comparison of their SI to that of their current target. Should the target have a lower **SI**, the NPC combatant will move towards it and vice versa. NPC combatants will keep their movements limited to 45-degree turns and forward movement as a general rule. Any of these rules may be overridden at the GM's discretion.

If combat is not being conducted on a grid, a move action simply changes the range rolled to the current target (note that for purposes of the alternative range determination system indicated in Chapter 9.1, it is the original rolled range that determines what die type will be rolled in the next round, not the final amount indicted after the combatant moves). In the event that a combatant's final range to target is sixteen range increments or greater, their SI should be compared with the opposing group's Composite Strength Index (CSI); if the combatant's SI is less than one-fourth of the opposing group's CSI, they may immediately withdraw from combat if they so choose.

Combat in Asteroid Fields and Minefields

Capital ships will go out of their way to avoid asteroids and minefields like the plague. Nevertheless, there are situations wherein a capital ship may have to fight in an asteroid field or minefield, such as what may happen when the only route to its destination involves travel to a jump point in the middle of an asteroid field and there enemy ships waiting in ambush nearby.

In WCRPG, a GM that would like to stage a combat situation in one of these areas may set locations of particularly dense clusters of asteroids/mines with the risk of a collision occurring if a craft attempts to fly near or through one of them; alternatively, they may assume a collision risk every time a craft moves in the area. Use of clusters is not recommended with non-gridded combat.

If there is the potential for a ship to collide with an asteroid or detonate a mine as the result of a move action, the craft's pilot must make an immediate *Starship Piloting* Check with the Size Class of their craft subtracted from the Check's DC. If the Check fails, a collision occurs. Mines will inflict an amount of damage equal to any of the mine weapons listed in Chapter 6.2.3 at the GM's discretion; the Mk-I Porcupine is recommended for most situations. Asteroids will cause an amount of damage equal to ten times the result of (5+1d5) times the craft's maximum speed during the round. In both cases, the damage is multiplied by the result of a 1d10 roll, signifying multiple collisions with these very hazardous objects.

Attack Action Rules

A ship's captain may decide to attack an opposing combatant during a combat round; perhaps unsurprisingly, this is an attack action and probably the most common type of action that occurs in combat. Firing on another combatant requires the ship to be at Condition One, its batteries to be charged with enough energy for at least one weapons volley and the declaration of a valid target. NPC combatants will target the enemy combatant with the next lowest Initiative Check value or the enemy combatant with the overall highest Initiative Check value if no opponents with lower values exist; the GM may override this general rule at their discretion.

Firing Weapons

Before any attempt to attack a target is made, it must be within range of at least one of the ship's offensive weaponry options, it must be within a firing arc that corresponds with that weapon and it must be ready to use. If these conditions are met by more than one weapon simultaneously, any number of them may be fired at the indicated target. Should a ship have multiple valid targets, it may fire at any number of them; the captain must specify what weapons will be fire at specific targets.

To be "in range", an attacking ship need only be as close to the target as the indicated number of range increments. Most forms of ordnance (such as mines, missiles and torpedoes) have two range increments listed; the first of these is an **optimal range** value and the second is the normal maximum range. There are additional penalties involved for firing ordnance outside of optimal range, as will be discussed momentarily.

As with vehicles, capital ships in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc. As with vehicles, GMs may either use specific bearing data or override that information and simply say a weapon may fire into the corresponding major firing arc. Capital ships may utilize the same set of pre-designated relative bearings as discussed for vehicles in Chapter 6.2.3. In addition to their firing arcs, all capital ships have four **defense arcs** corresponding to the Shields and Armor that cover specific quarters (namely the fore, aft, port and starboard quarters). The four defense arcs correspond to the major firing arcs; when combined with their corresponding defense arcs, these are sometimes referred to as **combat arcs**. As is probably obvious from the bearing information on these arcs, the boundaries of a given combat arc are always set diagonal to the ship's bow (front) and perpendicular to one another such that when dealing with a physical grid the arc boundaries are along the grid's diagonals when the ship is on an orthogonal heading, and vice versa.
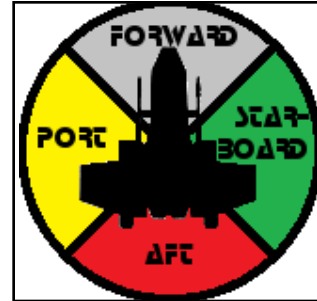
Combat Arcs

To determine if a combatant is within a given firing arc, the GM can draw or visualize a straight line between the attacking ship and its target. They may then either determine the exact bearing angle utilizing the calculator images in Chapter 6.2.3 if a physical grid is being used or simply put a best guess at it if an abstract grid is being used. Any weapon that falls into any pre-designated arc corresponding to the determined bearing angle may be utilized. In a similar manner, the defense arc that will sustain any damage inflicted upon the ship can be determined by determining the bearing angle to the attacker. Most of the time, determining what arcs will be involved in the current attack action will be fairly straightforward. It may happen, though, that either the firing ship or the target will be "straddling" the boundaries between two combat arcs. In this case, the GM should give preference to either the forward or aft firing arc, whichever one is involved. An attacker may attack a target if another combatant (friendly or not) is in the way.

All weapons hardpoints to be utilized must be **charged** prior to firing. A gunner may fire as many of the available hardpoints as they wish; they do not have to fire all hardpoints at once unless specifically ordered to do so by the ship's captain. Some pieces of ordnance also require that a target be **locked** before they can be fired at an opponent. Locking simply requires that the target be kept in the weapon's firing arc for the prescribed number of rounds. Locking is automatic (no Check is required) unless the firing craft has Sensor damage; in that case, a successful *Technology* Check is required to maintain a lock during the course of a round.

If the conditions for firing a weapon are all fulfilled and an attack is allowed, a final "to hit" number must be determined; this is referred to as the **effective hit difficulty** (**EHD**). EHD is determined through a series of quick calculations. This begins by subtracting the score of the *Combat Maneuvers* Skill of the attacking craft's pilot from the score of the *Evasive Maneuvers* Skill of the target craft's pilot; this represents any low-level sparring going on between the two combatants (*remember that during a surprise round the* Evasive Maneuvers *Skill of the target is ignored*). The difference is subtracted from the target's applicable HD rating; this is its BHD if a blast weapon is being utilized, its FHD if they are surprised and its normal HD in all other cases. Specializations of the indicated Skills may be used if applicable. Effects from any onboard equipment (such as an active cloaking device) modify EHD as well. Finally, one point per range increment is subtracted from the target's effective HD. If the weapon

to be fired is a piece of ordnance and the attacker is outside its optimal range, the range penalty is increased to five points per range increment. *For example, a* Venture*-class Corvette is firing its guns at a* Ralari*-class Destroyer, which has an HD of 36 and is four range increments away. The* Venture's *Pilot has a* Combat Maneuvers *specialization in "Kilrathi Destroyers", with a combined Skill and specialization DC of 84. The* Ralari *Pilot's* Evasive Maneuvers *DC is 25. In this case, 45 points would be added to the* Ralari's *HD and four points would be subtracted from it for range, so its EHD is 91 (25 - 84 = -59; 36 - -59 - 4 = 36 + 59 - 4 = 91).*

Once the effective HD is determined, the attacking ship's gunner will perform an attack roll; this is a Skill Check that depends on the weapon being used. If Guns are being used, the attack roll is a *Marksmanship* Check. If Ordnance is being used, the attack roll is a *Ballistics* Check. The number of Checks that must be performed equal the specific number of weapons being fired (i.e. if a ship is firing two Mass Drivers, the gunner will need to make two *Marksmanship* Checks). To be fully successful, the result of the Check must be equal to or lower than the target's EHD **and** must be sufficient for a successful Check of the indicated Skill. If the result of the roll is insufficient to overcome the EHD the attack fails regardless of whether or not the Skill Check succeeds. If the result of the Check is insufficient for a successful Skill Check but is sufficient against the target's EHD, a single hit with the weapon will be scored and will inflict the amount of damage indicated by the weapon type. How the damage affects the target will depend on how much damage is inflicted and in which of the target's defense arcs the weapon hits (*see Resolving Damage, below*). If the Check is fully successful, there is the possibility that the weapon will hit the target more than once; if the weapon fired has a re-fire rate greater than one, the target will sustain one additional hit for every five points in the degree of success of the **Skill Check** up to the maximum amount of shots that the weapon can fire in a single round. Capital ships may make spoofing attempts for light ordnance in the same manner as vehicles; for details, see Chapter 9.3.

Player groups may feel that the weapons installed aboard craft from the WC3 era (roughly 2669) and later do not inflict significant amounts of damage quickly enough for good role-playing; the statistics indicated for these craft are correct based upon all available data. If they so choose, GMs may multiply any damage inflicted by these craft; a general multiplier of between five and ten times is recommended.

Attack rolls have critical potential. In the event of a critical success (a **critical hit**), a hit occurs whether or not the roll succeeded against the EHD. Should the Check be fully successful in this case, the weapon inflicts double the **full** amount of damage for all applicable hits regardless of range. In addition to the extra damage points, one system takes damage regardless of the condition of the ship's defenses. The GM must roll to determine which system is affected as normal (*see Resolving Damage, below*) and roll d% for the amount of damage inflicted on the system (with 00 counting as 100 in this case).

In the event of a critical failure (a **critical miss**), what happens depends on the specific result. On any result other than 99, the weapon malfunctions; it causes half-damage to the firing craft and is rendered unusable, though it may be repaired as with any other system malfunction. The resultant damage is applied as armor damage against all defense arcs; if there is insufficient armor in a defense arc, the damage is passed on as systems damage as normal. If the result is a 99, the weapon fires but inadvertently hits a friendly target by mistake; such "blue-on-blue" incidents can be quite costly. Another Check is made against the friendly combatant's HD. If the Check is successful, double the normal **full** amount of damage is applied to the friendly target; the normal amount of damage is applied otherwise. Any critical results on this subsequent Check are ignored. The friendly combatant affected is the friendly ship with the next lowest Initiative Check value, or (if no such ship exists) the friendly ship with the highest Initiative Check value. If there are no other friendly ships

available, the attacking ship hits itself with its own weapon. A critical miss result automatically overrides any hit result that may have otherwise arisen (for targets with particularly high HD values).

Heavy Ordnance (which includes weapons such as torpedoes and capship missiles) is handled somewhat differently from other forms of weaponry. Except where noted, all pieces of heavy ordnance behave as vehicles in their own right; since they are almost always used on capital ships, their usage is considered a form of mixed-scale combat. For information on how heavy ordnance is used in combat, see Chapter 9.5.

Resolving Damage

As previously mentioned, ships have four defense arcs; these are concurrent with the major firing arcs. Each defense arc has its own SHP and AHP count; damage to one arc does not affect either count in another arc. Ships initially receive the full indicated amount of SHP and AHP in all defense arcs based upon their design; for purposes of calculating changes to their **SI** in combat, the arc with the lowest overall count is used.

Upon taking a successful weapons hit, a target will take damage in the defense arc corresponding to the relative bearing to the attacking craft; damage involves a reduction of the ship's SHP, AHP, and/or **systems damage** if it is severe enough. If a ship is hit by a weapon to which it is resistant, the amount of damage is automatically reduced by the indicated amount prior to its application; it is possible for a ship to take no damage from a hit in this event. Likewise, if a ship has an overall damage reduction, the amount of damage is reduced by the amount indicated prior to its application. A ship will always suffer shield damage first provided that it has shields installed and that they are functioning at the time of the hit. For every point of damage inflicted, one point is subtracted from the corresponding defense arc's **shield hit points**. If the shield hit points are reduced to zero and there additional damage is indicated, it is applied against the arc's **armor hit points** in the same manner. Points subtracted from Shields and Armor are also subtracted from the ship's **strength index**, which in turn lowers the **composite strength index** of the ship's combat group. SI is only adjusted for the combat arc with the lowest combined amount of SHP and AHP; should a ship have sustained a lesser amount of damage in a different combat arc, SI is not adjusted.

If a ship's Armor Hit Points are reduced to zero in a defense arc, any further damage is applied as **Core Damage**. Unlike Shields and Armor, there are no individual defense arcs for Core Damage; at that point the damage is eating into the very heart of the craft. Ships sustain Core Damage at a rate determined by their Size Class. To determine how much Core Damage a craft has sustained, the GM must take the amount of applicable excess damage, divide it by the craft's Size Class and truncate any remainder. Ships sustain Core Damage in terms of a percentage, with the craft being completely destroyed once Core Damage reaches 100% (though it may break apart sooner as will be discussed shortly). When a ship is destroyed, any occupants still aboard are automatically killed.

A ship with Core Damage has **structural fatigue** and is in serious danger of flying apart at its seams. When a ship sustains Core Damage, a Structural Integrity Check must be performed; the DC of this Check is 100 minus the total amount of Core Damage. If the Check fails, the ship breaks up; it is considered destroyed at that point with the same penalties as if it had sustained 100% Core Damage.

Any time a ship sustains Core Damage and survives its Structural Integrity Check, it will pick up an **acquired flaw**. The GM will roll d% and refer to the capital ship Flaws by d% chart in Chapter 7.2, referencing the "acquired flaw" column; they must record the flaw on the ship's record sheet and its effects begin immediately. If the flaw indicates damage to a system that is unavailable, the effect is ignored and no additional Core Damage occurs.

GMs may apply the same set of rules for destroyed capital ship-scale pirate and transport ships as they appear in Chapter 9.3; the only difference is that a destroyed pirate capital ship will use the same set of rules for destroyed transports and destroyed large transport ships will use the exact result of a 1d10 roll (with zero equal to ten and ignoring the table) to determine the number of types of commodities ejected.

Provided the ship survives its Structural Integrity Check, excess damage may also inflict **systems damage** upon it, reducing one or more of its capabilities; injuries to crewmembers (including PCs) are considered part of systems damage. For every 5% of Core Damage it sustains, the ship is inflicted with one instance of systems damage. When an instance of systems damage is indicated, 1d10 is rolled; the result determines which system takes the damage:

> **0: Shields** – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.
> **1: Guns** – Gun damage determines whether or not the ship can fire any Gun weaponry. If the ship has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.
> **2: Ordnance** – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation. This will require renewed checks for Core Damage.
> **3: Radar** – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.
> **4: Communications** – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry; this will require renewed checks for Core Damage.
> **5: Engines** – Engine damage affects how well a ship can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.
> **6: Flight Deck** – Damage to the ship's flight deck (if it has one) can be very serious and may even ultimately prove fatal should the ship either not have fighters deployed prior to the damage occurring or have a large number of auxiliary craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around auxiliary craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.
> **7: Crew Damage** – This roll indicates that one or more of the ship's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the ship, the GM must roll 1d% and halve the result (round up). The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll for non-critical NPCs; the lowest throw takes the damage. Mission critical NPCs sustain damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.
> **8: Officer Damage** – This roll indicates that one of the ship's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers,

the GM may either perform the roll themselves or assign one of the players to perform it. Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The unfortunate character must roll d% and halve the result (rounding up); the final result is the amount of Lethal Damage they sustain. If an officer is killed, the Captain may pick any crewmember (including themselves) to assume their duties. Any officer that takes damage in this manner automatically becomes <u>Shaken</u> unless they are the captain.

9: Life-Support System – Life-Support system damage renders parts of the ship temporarily uninhabitable due to lack of heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the crew is inevitable. Life-Support System failure has a number of ongoing environmental effects that are discussed in detail in Chapter 12.3.

Every instance of systems damage inflicts 25% damage to the affected system or one Wound to the affected character. A *Damage Control* Check (or any applicable specialization) may be performed by an Engineer in an attempt to mitigate the damage; the degree of success of the Check divided by ten (rounded down) is subtracted from the percentage of points of systems damage inflicted on the ship (i.e. a degree of success of 36 would reduce the amount of systems damage by 3%).

If a system has been damaged, there is the chance that it may malfunction whenever the afflicted ship attempts to utilize it. To determine if a malfunction occurs, an engineer must perform a *Damage Control* Check; the DC of the Check in this case is 100 plus the engineer's *Damage Control* Skill score minus the total amount of damage the system has sustained. If the Check fails, the system malfunctions; any penalties that occur as the result of a malfunction take effect immediately. Sensors, Communications and Life-Support should be checked at the beginning of the ship's turn, Engines when it attempts a move action, the Flight Deck whenever an auxiliary craft attempts to launch or land, any weapons systems when it attempts an attack action, and Shields when it attempts to recharge Shields. The *Damage Control* Check has critical potential: in the event of critical success, 5% damage is immediately removed from the system. In the event of a critical failure, the system malfunctions **and** takes an additional d% damage up to the 100% damage maximum. Once a system has malfunctioned, it will remain non-operational until it can be repaired unless an engineer can jury-rig it. A system is destroyed once it has sustained 100% damage, at which point a malfunction is automatic.

If a system is indicated to sustain further damage after it's already been destroyed or if the system does not exist on the craft in the first place, the craft takes additional Core Damage. This starts at 10% the first time one of these **excessive damage** hits occur and increase by 10% for each subsequent occurrence (*20% for the second time, 30% for the third time, and 40% for the fourth time; since Core Damage is cumulative, the craft should be at 100% Core Damage when a fourth instance of excessive damage occurs*). Excessive damage hits are cumulative; if a system has sustained two excessive hits during a round and sustains damage again on a subsequent round, it counts as the third excessive hit. Core Damage taken through excessive damage hits does not prompt another Structural Integrity Check but the ship may still explode if it reaches 100% Core Damage in this manner.

Finally, any time a ship takes Core Damage and survives its Structural Integrity Check, all crewmembers (except the captain) must perform a Willpower Save; any crewmember that fails this Check becomes <u>Shaken</u>.

The following is an example of how damage is applied to capital ships. A Ralatha*-class Destroyer sustains 6,000 points of damage from three torpedoes slamming into its portside damage arc. The* Ralatha *has Phase Shields and 5,000 AHP in each arc. The* Ralatha *might as well not have any shields; the torpedoes can pass right through them and so all 6,000 damage points are passed on to its Armor. The Armor absorbs 5,000 points of damage, leaving no Armor in the portside arc and passing 1,000 points on to excess damage. Since a* Ralatha *is a Size Class 22 craft, every full 22 points of excess damage turns into 1% Core Damage; the ship takes 45% Core Damage.*

Since has Core Damage, a Structural Integrity Check must be performed. The DC of the Check is 55 (100 - 45 = 55); the ship's Engineer rolls a 34, which is good enough for a success.

Since the ship survived its Structural Integrity Check, d% is rolled for an acquired flaw. Unfortunately, the result is 78 - an FTL system overload. The ship immediately sustains 80% Engine Damage and an additional d% Core Damage. The d% is rolled for resultant Core Damage; the result is 85, bringing the total amount of Core Damage to 130%. The ship subsequently explodes in a massive, fiery ball. Score one for the good guys...

Since the ship sustained 130% Core Damage, a total of the 26 instances of systems damage occur (130/5 = 26). Since the ship blew up, however, rolling them out is academic; dead is pretty much dead.

Miscellaneous Terms and Definitions

Shaken: A <u>Shaken</u> crewmember has had a traumatic, frightening experience, psychologically stunning them and making them ineffective. A <u>Shaken</u> crewmember will not follow any orders given to them by their captain; any attempt to make them do so wastes the action. While <u>Shaken</u>, a crewmember is at a -30 penalty to all Checks except Saves. A <u>Shaken</u> crewmember can "snap out of it" with a successful Willpower Save.

Undermanned Penalty: A ship that has less than 90% of its crew requirement aboard is considered *undermanned* and takes an <u>Undermanned Penalty</u>. Ships that are suffering from an <u>Undermanned Penalty</u> must succeed at every Check it requires twice in a row for as long as it remains undermanned.

Opportunity Attack: An <u>Opportunity Attack</u> usually occurs in special situations wherein an opposing combatant is about to do something particularly nasty to its target; it allows the target to make a single strike at its oncoming attacker. <u>Opportunity Attacks</u> are free actions conducted by the target during its attacker's turn. The target must itself target the attacking combatant but is otherwise free do whatever they wish within the bounds of a standard attack action. Any weapon utilized during an <u>Opportunity Attack</u> is considered **discharged** should the target's turn be later in the order of battle.

9.5: MIXED-SCALE COMBAT

The previous three sub-Chapters deal with situations wherein the various combatants all share the same scales of motion. Many combat situations are not so unambiguous. An infantry battle could be going well until the enemy brings in a tank. Soldiers could fire shoulder-mounted missiles at an aircraft. Bombers could be making torpedo runs on capital ships while their escorts duke it out with enemy fighters. In situations wherein combatants from more than one scale of motion are present, combat is considered "**mixed-scale**" and several special rules apply.

Range

In a mixed-combat situation (sometimes called a "cross-combat" or "cross-scale" situation), the rule is to always use the scale that utilizes the largest spatial increment. This has a negative effect on the movement of any smaller-scale combatants; if the differences in scale are significant enough, smaller-scale combatants may effectively become stationary.

The spatial increments of the varying scales of combat from smallest to largest are as follows:

- Character-scale (Short-Range): 5 meters
- Character-scale (Long-Range): 25 meters
- Land Vehicle-scale: 1 kilometer
- Sea Vehicle-scale: 10 kilometers
- Air Vehicle-scale: 20 kilometers
- Space Vehicle/Capital Ship-scale: 10,000 kilometers**

Space vehicles and capital ships are in a unique situation when it comes to cross-scale combat. Technically, they have the largest spatial scale of any combatant, but the situations in which they could engage a smaller-scale combatant would require them to first enter planetary atmosphere in most cases. In all instances where space vehicles are engaged in cross-scale combat, they should be treated as air vehicles.

Initiative

In mixed-scale combat, all combatants still determine their Initiative Check values as normal, with one exception: smaller spatial-scale combatants get a +2 Initiative bonus per step smaller than the largest spatial-scale combatant present. Space vehicles/capital ships count as a larger scale than air vehicles in this case (i.e. if an air vehicle was attacking a capital ship, it would get the Initiative bonus) and characters will always use the long-range spatial scale in cross-combat situations. In the event that there are combatants in a situation with multiple scales and terrains, the Initiative bonuses stack up. *Take the example a situation wherein a character, a tank, a jet fighter and a capital ship are fighting with one another (not likely, but possible in some cases). In this case, the jet fighter would get +2 by virtue of it being an air vehicle against a capital ship, the tank would get +6 by virtue of it being a land vehicle against a capital ship and the character would get +8 by virtue of it being a character (again at long-range) against a capital ship.*

Damage and Scales of Combat

Weapons on larger spatial scales as a rule have a far greater destructive potential than those on smaller spatial scales; a weapon that inflicts one point of damage to a capital ship or vehicle is significantly more powerful than a weapon that inflicts one point of Lethal Damage to a character. For a character to be hit by a weapon designed to damage a vehicle is almost always certain death, while a weapon designed to kill a character may not even dent a vehicle (*there are, however, a few very powerful character-scale weapons designed to be used against significantly armored targets and vehicles*). When using larger spatial-scale weapons against characters, always assume the weapon does Lethal Damage only.

There is a fixed conversion rate between the character- and vehicle/capital ship-scales of damage. For reference, ten points of Lethal Damage on the character-scale equals one point of damage on the vehicle/capital ship-scales. When converting between the two scales, any decimal remainders

from the scale conversion are always rounded up regardless of how small they are. Any conversion between scales should happen after the amount of damage to be inflicted upon a target has been determined, just before it is to be applied. Damage conversion assumes that weapons of different scales are being used - a vehicle that is merely firing off a character-scale weapon at a group of characters would not convert damage to the vehicle-scale first, but a conversion would take place if it was firing on another vehicle instead.

HD Modifiers

To help offset the inherent greater power of larger spatial-scale combatants, it is assumed they have a harder time targeting any smaller, relatively more nimble combatants. To reflect this, an HD modifier applies in mixed-scale combat situations. This modifier is dependent upon the difference in Size Class between the various combatants. Subtract the Size Class of the smaller combatant from the Size Class of the larger one and add five. The final result is subtracted from the HD of the smaller combatant and added to the HD of the larger combatant. All character-scale combatants will need to subtract eight levels from their Size Class to account for the difference between the character and vehicle/starship Size Class scales (e.g. a Size Class 5 character in combat against a vehicle is considered to be a Vehicle Size Class -3 combatant).

For example, a Dorkathi*-class Transport is shooting at an attacking* Sabre*. The* Dorkathi *ordinarily has an HD of 38 and a Size Class of 16, while the* Sabre *ordinarily has an HD of 31 and a Size Class of 10. In this case, the* Sabre *gains a bonus of eleven to its HD (16-10 = 6, 6 + 5 = 11), bringing its HD down to 20. Conversely, the* Dorkathi's *HD will increase to 49 when the* Sabre *makes its inevitable counter-attack.*

A target will always take a hit if a critical hit result is rolled regardless of its scale; there are no scale adjustments made to HD for critical hits. Likewise, there are no adjustments for critical misses by a combatant.

Heavy Ordnance

Unlike all other forms of weaponry in the game, heavy ordnance shots are not instantaneously resolved. Rather, all heavy ordnance is treated as Size Class 1 space vehicles in their own right, coming into a combat situation upon launch. Launching heavy ordnance requires a successful *Ballistics* attack roll against the target's BHD; in all cases a lock for any prescribed period must be maintained as with light ordnance. If a critical hit is rolled, the ordnance will do double damage as normal but only after the weapon impacts. Heavy ordnance remains active for a number of rounds equal to its "optimal range". Once launched, heavy ordnance will travel towards its target at the speed indicated in its stats and will hit the target once it enters the same square; it will not turn more than 45 degrees in any given move action. Heavy Ordnance cannot be spoofed but can be targeted by other combatants like any other vehicle. All Heavy Ordnance has HD ratings of 15/29/21, an *Evasive Maneuvers* score of 5 and an Initiative rating of +11. All forms of heavy ordnance have 300 SHP and 100 AHP. Heavy ordnance follows all other rules for vehicle-scale combat and is subject to the other modifiers to their stats as noted in this sub-Chapter.

Simultaneous Combat

Certain combat situations may call for **simultaneous combat**, which is considered a special type of cross-combat. Simultaneous combat occurs when two or more distinct combat actions must take place at the same time. Examples include boarding actions (a character-scale combat situation taking

place at the same time as a vehicle-scale combat situation at sea), mixed-scale combat situations wherein not all of the involved combatants are against one another (e.g. a group of characters finds themselves fighting a battle tank that happens to be *inside* a capital ship, which itself is fighting other capital ships) and combat happening at the same time in two separate locations. Simultaneous combat can get very complex very fast because factors in one combat action may affect factors - or even the outcome - of the others.

Depending on how the PCs are involved, the GM may have several options as to how to handle a simultaneous combat situation. If the PCs aren't involved at all, the GM can just use Simple Combat (*see Chapter 9.1 for details*) to determine the outcome of the action; use of goals is strongly encouraged in this case. If at least one PC is involved in combat, the GM may choose whether they want to run their combat action as a side adventure, if they want to treat the combat situations distinctly or if they just want to use Simple Combat.

Character-scale combatants can take crew or officer damage should it be indicated as the result of actions on a larger simultaneous combat scale; should a vehicle or capital ship take crew damage, *any* combatant inside that craft may take the damage (including PCs). When personnel damage is indicated in combat situations wherein members of the player group are involved, each combatant group rolls 1d10. A member from the group with the lowest throw will take the damage (continue rolling in the event of ties), using the same crew damage schema for vehicles/capital ships. Should it be destroyed, all characters will suffer the normal penalties for a craft's destruction; this includes any PCs that happen to be fighting aboard at the time.

The best way for a GM to deal with a simultaneous combat situation is to resolve actions in whichever action is most critical to the overall situation before going on to the remaining actions. In the event that all involved actions are equally critical, the GM should resolve actions on the largest combat scale involved before proceeding to the smaller scales.

CHAPTER TEN:

INTRODUCTION TO GAMEMASTERING

10.0: INTRODUCTION TO GAMEMASTERING

Up to now the rules have largely dealt with game content, in particular the features and abilities of characters, vehicles and capital ships, how to make them move and how to make them fight. What's missing is the mechanism for giving all of these rules and regulations meaning. After all, a character is just an average person until they have some motivation that hurls them to fame and greatness. A vehicle is a vehicle, until something happens to make it famous (like being in a television show, or dropping the first atomic bomb). Capital ships are fictional in the modern world; without something to bring them to life, they're nothing more than words and numbers on a sheet of paper. Something else is required for the game to function. That something is a special player, a person whose job is to weave stories, direct the all of the game's aspects, organize the physical environment in which the game is played, interpret the rules and solve all disputes. There's a name for this player: the **gamemaster**.

This Chapter and the ones that follow comprise the gamemastering section of the Core Rules, and are meant for those few players who have the time, energy and skill necessary to put together adventures and/or campaigns and conduct a group of players through the stories they tell. This first Chapter in this section is designed to be a primer for new or relatively inexperienced GMs and includes some general guidelines on how to conduct a gaming session and what the functions of the gamemaster are (including an example of how to play the game). For more experienced GMs, this Chapter includes instructions on how to create additional materials that may be necessary for specific adventures. This Chapter will not discuss the specific components or types of adventures, nor will it include guidelines on how to build an adventure from scratch; those topics will be covered in the next Chapter.

10.1: SPECIFIC FUNCTIONS OF A GAMEMASTER

A gamemaster has many different jobs to perform before, during and after a gaming session. They must plan out adventures, portray and make decisions for all non-player game aspects, provide any necessary narrative, interpret the rules when ambiguities crop up, settle disputes, and keep the group organized. On top of this, they must make a serious effort to make the experience fun for the other players (and depending on the group, this can be a Herculean effort).

This sub-Chapter discusses the major functions of a GM. Beginning GMs would do well to read each section carefully, so that they may learn a little about what they can expect and what traps to avoid.

Referee and Organizer

A GM must act as an organizer and as the game's referee. These are probably the hardest jobs that a gamemaster has to perform: getting a group together to play in the first place and then being impartial in the event an argument breaks out. It can be quite a little juggling act.

The GM's role as an organizer is often overlooked. After taking the time to put together an adventure, it's usually their job to find people willing to play, schedule a time and a place for a gaming session, and make sure all players and materials are ready to go before the session begins. Juggling the schedules of several people can be very tricky, particularly for larger groups. Having an agreed upon time to meet each week (two weeks, month, etc.) can help limit any major problems, as can having a backup location or two available in the event the group's main meeting place is unavailable.

The rules of all tabletop RPGs are supplied to resolve conflicting situations, but try as they might they usually don't cover everything. It is another of the GM's jobs to provide any necessary interpretation of the rules in fuzzier situations. When a situation arises that calls for a GM's judgment, there are several places they may turn to. First, they can look for rules that may apply to the situation; the vast majority of situations that will arise during the course of a gaming session can be found somewhere within the Core Rules. If that fails, the GM may discuss the situation with the players and, with their help, formulate a **house rule** that covers the situation. GMs may also use their best friend, the rule of favorable conditions. If the situation is favorable to a PC, add 10 to the DC of the roll. If the situation is unfavorable, subtract 10 instead.

Gamemasters should be judicious and diplomatic when one of their rulings is debated by one of the players. If a player's argument sounds reasonable, the GM should be gracious enough to re-consider their stance and re-evaluate their decision. If their argument has a hole, the GM should point it out to them and give them an opportunity to re-consider their objection. All parties should have ample opportunity to argue their side of things and should work together to find an amicable solution, something that will occur only through intelligent communication. If a player continues to ramble on with no coherent argument, the GM must be willing to stand firm in their decision; if the player then gets angry about it and says they don't want to play the game anymore, let them quit. A player group shouldn't have to suffer because of one cry-baby player; that player shouldn't be playing the game in the first place and they won't likely be missed after they're gone.

Gamemasters must not be afraid to rule against a player, particularly in the case where they were having their character do something reckless or stupid. On the flip side, they should not be too harsh on a player, or give them challenges their character cannot overcome on a regular basis. Being too soft or too hard encourages what is known as **meta-game thinking**, which is what occurs when a player decides on an action based upon the way *the gamemaster is running the game* or based on *their own knowledge of the system's mechanics*, rather than *having their character do what they would most likely do in a given situation*. This kind of thinking suppresses genuine roleplaying; the goal is for the players to tell a story, not to think they're playing a game. GMs should keep a careful eye out for meta-game thinking during gameplay and be ready to take action to curtail it if necessary.

The referee job can really get hairy when an argument breaks out between two players. The job requires that the referee arbitrate who is in the right and what happens because of it. GMs **must** be respectful and *very* careful about how they go about handling these situations as players may have their feelings hurt in the process and, in some cases, these kinds of arguments can end friendships (which is always a major buzz-kill). If in doubt, a GM may always poll the other players for their opinions before making a final ruling. Secret ballot is an excellent way to do this, since no one person can be singled out and blamed for a player's fate (and anyone who doesn't respect the group's opinion is, again, a cry-baby who shouldn't be playing the game in the first place).

Above all else, a GM must be respectful in their dealings with other players. No questions ever asked of a GM should ever be answered with the words "Because I am the GM". That will end their days in charge of the group's adventuring faster than anything else; they might not even make it to the end of the adventure...

Player arguments are just one of a series of aspects that may arise during the course of a gaming session. For tips on handling other irregularities that may arise, see Chapter 10.4.

Storyteller

All RPG adventures are really stories. True, they are dynamic and have an uncertain outcome, but that is part of what makes RPGs in particular so much fun. Part of the GM's job is to present the basic outline of the story and to guide the players as *they* finish it through the actions of their characters. Being a good storyteller is critical to successful and enjoyable role-playing.

The best way for a gamemaster to tell a story is for them to place themselves in it as an omniscient narrator, and to think about how they would personally perceive the situation at hand. This mind set makes it easier for the GM to articulate the current scene to the players and help them get a feel for what's going on. At the same time, they should keep in mind that they are not the center of attention. Quite the contrary; they are little more than an observer. By this same token, it is not the job of the gamemaster to describe the emotions of the player characters - that job must be reserved for the players themselves.

Being the storyteller should be the most entertaining of the gamemaster's jobs. After all, there can be a lot of satisfaction in taking the time to prepare an adventure, getting it ready, and then seeing it come to life. If a story is told well, the players may want a follow-up adventure, or to see a notable NPC in later stories. They may even talk about it for years to come afterwards; it all depends on the GM's skill in telling the story.

Non-Player Characters and Other Sources of Interaction

As part of the storytelling functions of a GM's job, a GM will have to emulate everything with which the characters are interacting, be they non-player characters, creatures, pieces of technology, and so forth. This means that the GM will be required to perform some acting. A good GM must emulate whatever it is that needs to be emulated, using the same mannerisms, quirks, sounds, etc. to the best of their ability (i.e. if they are attempting to portray a computer, they should sound like it; if they are portraying a villain, they should talk and gesture like that villain). It's important for a GM to not be afraid and stay in part for the sake of immersion. The worst that can happen is that the player group gets a good laugh out of it, but even then, they get a sense of what is going on in the game.

10.2: CREATING MATERIALS

An important part of a GM's job is to come up with adventures that challenge the other players. The quality of an adventure largely depends upon how well it is constructed; the best adventures (the ones everyone will remember and talk about for months or even years after the adventure is concluded) are those the GM is very familiar with. It stands to reason that the best of the best adventures are those a GM has created on their own.

Sometimes, a gamemaster will have an awesome idea for an adventure, will get into the middle of putting it together, and suddenly realize that information on some element of their adventure doesn't exist. In that event, a GM might choose to go without that element; this can completely de-rail an adventure even before a player group gets to experience it. The alternative is for the GM to generate the necessary information on their own, which is the impetus for this section of the rules.

This section of this Chapter is designed to help out GMs by providing relatively detailed instructions on how to create from scratch a set of elements that are most commonly needed during an adventure. Such materials include creation of star systems and Sectors, individual worlds, lifeforms (including sapient creatures), communities, types of people, and new items (including new equipment

for vehicles and starships, new character scale weaponry, and new items for trade). These same general procedures were used to generate the materials that are present elsewhere in this rulebook.

10.2.1: CREATING SECTORS

Between the thirteen charted Sectors included in WCRPG, there are plenty of locales available for a GM to hammer out an adventure. Sometimes, however, a GM may want their adventure to take place in a Sector that doesn't already exist; they might be introducing a new species, or perhaps setting their adventure in an area of unknown space inhabited by a canonical race such as the Hari or Nephilim. They may simply want to set up a bare-bones adventure or campaign in the style of Armada. For those adventures, a whole new Sector map may be required. Fortunately, the procedure for creating an Akwende Projection (the type of interstellar navigational map utilized in the Wing Commander Universe) is not particularly difficult.

If a designer is creating a whole Sector from scratch and wants to fill in all the details they can at the time of its creation, the process of star system creation will have to take place many times over (whether they are creating full star systems or simple Privateer-style nav maps). It may be that the designer does not want to have to do all that work by hand; fortunately for the aspiring Sector creator, there are freeware programs on the Internet that create satisfactory star systems with realistic planetary physics. Going this route is fine and dandy, though care should be taken that the resultant planetary and stellar characteristics approach what is normal for the Wing Commander Universe. The procedures listed in this sub-Chapter as well as the following two sub-Chapters create such characteristics and can be used as a guide for determining what is "normal".

Sectors in the Wing Commander Universe contain three main things: stars, nebulae, and jump tunnels. A reasonably sized Sector will have between 40 and 80 stars (60 on average), with an average of 2-3 jump tunnels connecting each system (though there is theoretically no maximum number). All systems need to have at least one jump tunnel (even if it leads back to the same system). A Sector should have no more than four nebulae (one per Quadrant, with no nebulae in the vast majority of Sectors) affecting no more than five systems (two on average). A designer can add any additional feature to a Sector they wish and are not limited to the numbers listed above (though going higher than them tends to crowd Sectors a lot faster than one might think). Regardless of how it's done, creating a Sector is a lot of work and can be vastly rewarding.

The procedure for creating a Sector from scratch is as follows:

1. Determine the number of systems per quadrant.
2. Place the systems.
3. Determine the number of jump points in each system.
4. Place all the indicated jump tunnels.
5. Add any additional "finishing touches".

Bear in mind that the procedure assumes the Sector designer will be making die rolls to conduct the majority of the necessary decisions in the procedure. They may choose to forgo these rolls and select a result of their liking at their discretion, provided that the decision made would be a valid result of the prescribed die roll. Also, the procedure as listed assumes that the designer is making use of the Sector Record Sheet available in Appendix Two.

Determine the number of systems per quadrant

The first step in creating a new Sector is to determine the number of star systems that will be present in each of its four quadrants. To do this, the creator selects one of the four Quadrants at their discretion and makes a 2d10 roll, adding six to the result; the result of the roll sets the number of systems that will be located in the Quadrant. The creator then simply repeats this die roll for each Quadrant in turn until they have a result for all four Quadrants.

Once the creator has a number of systems for all four Quadrants, they will need to make a d% roll for each quadrant in turn to determine whether or not it will contain a nebula. If the result of the die roll is 10 or less, a nebula will be present. In that event, the creator will make an additional 1d5 roll; the result of this roll indicates the number of star systems that need to be located within the nebula.

Creating a Sector from scratch is a fairly straight-forward process. Nevertheless, there may be those out there who could use a little bit of help. For those folks, an example of each step will be provided after it has been explained. A quick note: all of the examples involve a creator that has already selected names for all of the contents of their Sector, including system and Quadrant names. This is neither required nor expected for the vast majority of cases at the onset of the Sector creation process, though everything should be named before the Sector can be called complete (as noted at the end of this procedure).

Our creator has decided to create the Mantu Sector for a campaign involving that enigmatic race. After printing off a clean Sector Record Sheet, they make four 2d10+6 rolls to determine the number of systems in each Quadrant, deciding to set the upper left Quadrant first, then upper right, then lower left, and finally lower right. The rolls result as 15, 13, 18 and 19.Thus, there will be fifteen systems in the upper left Quadrant (which they've named "Sonyce"), thirteen systems in the upper right Quadrant ("Loduo"), eighteen in the lower left ("Cyducy") and nineteen in the lower right ("Tonyte"). The creator makes note of these numbers on the Record Sheet.

Next, the creator makes four d% rolls to see if there will be any nebulae in the Mantu Sector. The results are 87, 61, 99 and 08. The last of these results is less than ten, so the Tonyte Quadrant will contain a nebula. The creator makes the additional 1d5 roll; a four results, so they make note to put four of the systems in that Sector within a nebula later on in the creation process.

Place the systems

Once a creator has determined if any of the systems in their Sector will be affected by a nebula, the next step is to place the indicated number of systems within each quadrant. Quadrants are represented as a square area on an Akwende projection (despite the fact that all Sectors and Quadrants are technically trapezoidal annular arcs in nature; remember that Akwende projections are simple tools for navigation and have no bearing on the absolute distance between star systems). Each Quadrant is essentially a ten-by-ten square grid; the lines along that grid are present simply for ease of setting system positions. Each square on the grid has a set of coordinates, which are listed as a numeric horizontal coordinate (1-0) by an alphanumeric vertical coordinate (A-J), with 0J located in the lower right-hand corner of the Quadrant. This coordinate set allows a Sector creator to use a d% roll to determine the system's coordinates on the projection.

For each system indicated in the Quadrant, the Sector creator will roll d% to set its position. The d10x10 will set the system's horizontal position in the quadrant (with a result of 10 = 1, 20 = 2, etc.), and the d10 will set its vertical position (with 1 = A, 2 = B, etc.). The creator will need to map the positions of the systems on the Sector Record Sheet as they make rolls. In the event that a system's

indicated position within a Quadrant duplicates that of another system, the creator may either re-roll its position or simply not include it; all systems **must** have their own unique set of coordinates.

Once the creator has set the positions of all the systems within a Quadrant, they simply need to repeat the procedure for the remaining Quadrants until the position of every system in the Sector has been established. At this point, the creator may select which system will be their "Sector Star", which will share the name of the Sector when the creator finally gives it a name (for example, there is the Gemini system in the Gemini Sector, the Sol system in the Sol Sector, the Kilrah system in the Kilrah Sector, and the Landreich system in the Landreich Sector).

It would be a bit impractical to show our creator finding the coordinates for every star system in their Sector (it has sixty-five systems in it), but an example can easily be provided for a single Quadrant.

Our creator is far enough along in the process to begin making die rolls for system placement. They begin rolling for the Loduo Quadrant (again, this is the one in the upper right-hand corner); this Quadrant had 13 star systems in it, so the creator will roll thirteen times and place systems as they go. The first roll comes up as 57, so our creator will place a small mark in column 5 and row G (the seventh row from the top). The next roll comes up as 49, so they place another mark at coordinates 4I in the quadrant. The remaining rolls are 54, 93, 74, 88, 05, 49, 39, 10, 59, 99, and 47. Note

Initial placement of stars in the Loduo Quadrant.

that 49 was rolled twice (this indicates 4I). The creator wants to keep that system, so they roll again. It comes up as 93, another duplicate; another re-roll is made, which comes up as 92 and allows the creator to place the final system.

Once all the systems are placed in the Sector, the creator takes the time to note their positions in the Systems area of the Sector Record Sheet and to give each of them a name. They elect to place the Sector Star (i.e. the Mantu system) at 3B in the Tonyte Quadrant.

Determine the number of jump points in each system

Once their coordinates have been determined, the next step is to determine how many jump points exist in each individual system. This number includes any in-system jumps or jump lines that connect back to the same system, both of which require a minimum of two jump points within the system). To determine the number of jump points present in a system, the creator will roll d% for every system in the Sector in turn and compare the results of the rolls to the following table:

Determination of the Number of Jump Points in a System by d% Roll	
d% Result	Number of Jump Points in the System
00-26	One
27-66	Two
67-79	Three
80-89	Four
90-92	Five
93-95	Six
96	Seven
97	Eight
98	Nine
99	Ten

If the result of the roll for a given system is 96 or higher, the creator may (if they so choose) roll again, adding the resultant number of jumps from the subsequent roll to the number indicated by the first roll. Should the second roll or any subsequent roll result as 96 or higher, the creator may continue adding to the sum of the previous results until a result less than 96 results. The tally at that time represents the final number of jump points present in the system. Note that very large numbers of jump points will make a star system particularly crowded when it comes time to map it.

The Loduo Quadrant, with the number of jump points indicated for each system.

From the picture in the previous example step, it's obvious what our creator's thought process is; they placed a mark to denote the presence of a star system. As they continue with the procedure, they will fill in the number of jump points in each system and finally change their mark when all the jump points in each given system have been accounted for. This is an effective way of building a Sector and limits the need for an extra sheet of notes as the building process continues.

With the positions of the Sector's systems determined, the creator turns their attention to the number of jump points in each system, beginning with the Loduo Quadrant. They decide to go through it in a "zigzag" pattern (from right to left then left to right and from top to bottom throughout the Quadrant), noting the resultant number of jumps as they go. Their first roll comes up as 73; the system at 1A (which they've named "Dusosi") will have three jump points in it. They continue to roll for the remaining systems in the Quadrant: the results are 80, 22, 62, 32, 62, 94, 16, 85, 20, 84, 37, and 99. The final roll in the series (corresponding to the system at 3I, which they've named "Chryduo") indicates ten jumps and is a result of 96 or higher, so they roll again for that system. The dice come up as 99 again, adding another ten jumps and inviting yet another re-roll; an 82 is the result of the next roll, indicating another four jumps. This means that the Chryduo system will have a whopping total of **twenty-four** jump points within it.

Place all the indicated jump tunnels

With the number of jump points in each system determined, it's time for the creator to build the Sector's jump tunnels. They simply need to play a quick game of "connect the dots" on their Sector Record Sheet, keeping careful track of the number of jump points that are in each system and the number of tunnels they've connected already.

While there are no formal rules for determining how to place jump tunnels, Sector creators are encouraged to use the following guidelines:

- Systems with only one jump point should be connected first, followed by those with the largest number of jump points. This should be followed by systems with decreasing numbers of jump points. This serves to simplify the entire process.
- A few jump points in systems close to the "edges" of the Sector should be reserved for "out-Sector jumps" in order to make it accessible to adjacent Sectors. Similarly, some jump points in systems near to the edges of a Quadrant should connect to systems in adjacent Quadrants.
- Pairs of jump points may be reserved for "in-system" jumps; these should in general be reserved for systems with a relatively large number of jump points. Where an in-system jump exists, it should be so noted on the Sector Record Sheet.
- Jump tunnels may "cross" one another on an Akwende Projection, but they all must terminate at the first system with which they come in contact (i.e. a jump tunnel may not "skip over" any systems in their path).

This step doesn't lend itself well to an example, unfortunately, due to its arbitrary nature. Sufficed to say, the creator went through each Quadrant to set the jump tunnels for systems with single jump points first. They then went to the Chryduo system (which had more jump points than any other system in the Sector) and set the jump tunnels leading there, reserving six of its jump points for in-system jumps. They then went through the systems with progressively fewer jump points, ending with those systems with two jump points.

Initial placement of single jump tunnels.

The assignment of jump tunnels a little further along.

As they proceeded with placing the tunnels, they marked off "completed" systems by changing their initial dot to a plus sign. They also selected certain jump points in edge systems to lead to adjacent Sectors and noted the names of the systems to which the corresponding jump tunnels connected in those adjacent Sectors (they had to make the names up in each case along all but the bottom edge of the Sector; since the bottom edge was placed adjacent to the Vukar Tag Sector, they already had those names available). The end result of their work can be seen at the end of this sub-Chapter.

Add any additional "finishing touches"

Once all jump tunnels are in place, the Sector is basically complete. There are a few final steps a creator may perform at this point. If they haven't done so already, they may select a system to house the sector's "Capital", a planet or base that handles local interstellar government within the Sector (in Gemini, this is New Constantinople; it's Janus IV for the Tri-System, etc.). The determination of the Sector's Galactic coordinates may also be set at this point if the designer so chooses. Systems, Quadrants, and the Sector itself should be named at this point if the creator hasn't done so already. Finally, the creator should consider the number and types of bases that will be present within the Sector; this may involve creating nav maps or full-on system maps of each individual system, depending on the level of detail the creator desires.

The finished Loduo Quadrant.

Our Sector creator has been good about naming things as they go, so there's not a whole lot of additional information they need to add at this point. They go ahead and set the Sector's galactic coordinates from 1E to 2F in the Galactic Alpha Quadrant; this puts it immediately coreward of the Vukar Tag Sector (which, as previously noted, was their intent).

Finally, they decide to begin filling in details about certain systems in the Sector; amongst them is an insignificant system located at 3I in the Cyducy Quadrant, named "Cyvuspe". They intend for this system to play a significant role in an upcoming campaign and so they need more details on it. Filling in those details is beyond the scope of this procedure, but is covered by some of the other procedures in this rulebook and will be used as an ongoing example. See Chapter 10.2.2 and Chapter 10.2.3 to continue this example to the next level of detail.

The Mantu Sector: An Example

For the curious, the editors of WCRPG went ahead and created a full map for the Mantu Sector as described in the example steps of this sub-Chapter. GMs are welcome to develop this map further if they so choose or to create their own version if they so choose.

The Mantu Sector in its entirety.

10.2.2: CREATING NAV MAPS

Despite the fact that twelve full Sectors have been officially mapped in the Wing Commander Universe (not counting the map of the Landreich Sector built by members of the Wing Commander CIC community), not a lot is known about the contents of the various individual star systems. The composition of a few systems has been set in the novels, set in the games, or (in the case of the Sol system) is fairly well known in real life. In every other case, all that is known about the system is its name and what systems it connects to via its jump tunnels. It should therefore be quite obvious that in any adventure where specific information about one of these systems is required, it will be necessary for that system to be mapped out.

A cartographer (referred in this discussion as a "creator") has two choices when it comes to mapping out a star system. They may choose to create a full working model of the system in question, which is a lot of work but produces something that is close to being physically realistic. For creators who want to go this route, a full star system creation procedure is provided in the next sub-Chapter. The other option is to fill in only crucial details about the system, such as the locations of any major bases and/or jump points. This kind of system plot is what's known as a **nav map**. <u>Wing Commander: Privateer</u> utilizes this method of generating system maps. Nav maps have the advantage of being relatively fast and easy to construct by focusing mainly on the "important" areas of the system, which are assumed to be relatively close to one another.

Creating a nav map involves a short procedure that sets (in this order) the locations of jump points, nav points and *ambush* points, as well as the number, type and location of bases within the system. The process for setting each of these elements involves a series of die rolls. For purposes of this discussion, it will be assumed that the system creator will be performing the indicated rolls. A system creator does have the option to make decisions about the elements of their system arbitrarily, so long as that decision follows the general guidelines of the procedure (i.e. it could have been produced by a die roll).

Placing Jump Points

The first step in creating a nav map is to reference the Sector map that contains the system in order to ascertain the number of jump tunnels that connect to it, and to determine where those tunnels lead. A system needs to have one jump point located in it for every jump tunnel indicated on the system's Sector map and two additional jump points for any indicated "in-system" jump within that system.

A nav map is essentially a square grid measuring 100 line units along each side. Each line unit along the grid is located approximately ten thousand kilometers from the lines immediately adjacent to it (and consequently each square measures out an area of approximately one hundred million square kilometers within the system). Each square on the grid is identified by a set of coordinates, listed as horizontal coordinate-by-vertical coordinate and with 00x00 located in the upper left-hand corner of the map. Use of this coordinate set system allows individual coordinates on the map to correspond to rolls of d%xd%, an essential feature for object placement within the system.

For each jump point indicated, the system creator will make a roll d% to set the jump point's horizontal coordinate and then make another d% roll to determine its vertical coordinate. The creator will need to map the positions of all jump points as they are created. All jump points **must** have a unique set of coordinates; in the unlikely event that a jump point's indicated position duplicates that of a different jump point, its position **must** be re-rolled.

Once the creator has set the positions of all the system's jump points, they will make one last d% roll for each point in turn. On a result of 92 or higher, an asteroid field will be present at the indicated jump point; the creator will need to make an appropriate notation on their map indicating the presence of the field.

While not a particularly long or difficult procedure, it still seems fair to demonstrate how to make a nav map from scratch just to better illustrate how it's done. To that end, an example will be provided at the end of each step of the procedure.

In the previous Chapter, our Sector designer had just completed the basic design of the Mantu Sector and was now looking to fill in the details of one of the systems, Cyvuspe. The creator decides to make a nav map of this system as opposed to a full system map. To that end, they print off a clean Nav Map Reference Sheet and consult the Sector map; they discover that the system has nine jump tunnels, two of which make up an in-system jump.

After referencing the Sector map to make a list of the systems that connect to the Cyvuspe system (Nytecu, Canyo, Ausi, Todoly, Atovu, Rochrycte, and Calspespe), the creator begins rolling for the coordinates of the system's jump points. Two d% rolls are made for the Nytecu Jump Point; the results of those rolls are both 27, so the Nytecu Jump Point will be located at coordinates 27x27 in the system. Similar rolls are made for the remaining jump points. The creator numbers the Jump Points as system Nav Points 1-9, records their coordinates in the "Nav Points" section of the Nav Map Record Sheet, and plots their various positions. Finally, they make a set of rolls to determine if there will be any asteroid fields at any of the jump points; these rolls all come up negative.

Placing Nav Points

Once all the jump points have been set, the next step is to determine if the system will contain any **nav points**, which are used to mark places of interest within the system (in <u>Privateer</u>, they're used to mark the halfway points between two other nav points, to mark out safe routes around asteroid fields, and/or to mark the *center-point* of asteroid fields). Systems may or may not have nav points.

When it comes to placing nav points, the first thing the creator must do is determine how many such points their system will contain. To do this, the creator makes a d% roll and references the result on the table below:

Determination of the Number of Nav Points in a System by d% Roll	
d% Result	Number of Nav Points in the System
00-53	None
54-91	One
92-95	Two
96-99	Three

If there are any nav points in the system, the next step is to place them. The position of nav points is determined in the same manner as jump points; for each nav point indicated, the system creator will roll d% to set its horizontal coordinate followed by another d% roll to determine its vertical coordinate. The creator will need to map the positions of the nav points as they are created. As with jump points, the position of nav points must be unique. In the unlikely event that a nav point's indicated position duplicates that of another nav point or a jump point, the position of the new nav point **must** be re-rolled.

Once the creator has determined the positions of all the system's nav points, they will need to make one last d% roll for each nav point in turn. On a result of 60 or higher, an asteroid field will be present at the indicated nav point; the creator will need to make an appropriate notation of such on their map.

With the positions of the system's jump points established, the system creator makes the roll for nav points. The roll comes up as an 86, indicating one nav point. The creator then makes the rolls for the position of that nav point; its position will be at 63x45. The roll for asteroids is performed next; the result is 51, so there will be no asteroids at this nav point. After verifying that it isn't at the same coordinates as one of the jump points, the creator makes note of the nav point in the Nav Point section of the Record Sheet (calling it Nav 10) and plots its position.

Placing Ambush Points

With the positions of jump and nav points established, the next step is to determine if the system will contain any areas where a craft may encounter other craft unexpectedly or where there may exist any otherwise unmapped hazards. These areas act as unofficial, hidden nav points, and are known more ominously as **ambush points** due to the fact that it's not unusual to have some kind of a hostile encounter in these areas (in <u>Privateer</u>, these would usually be unmarked areas with pirates, retros, asteroids, etc.). Ambush points serve much the same function as nav points, and like nav points a system may or may not have them.

As with jump points and nav points, the first thing the creator must do in regard to ambush points is to determine how many their system will contain. To do this, the creator makes a d% roll and references the result on the table below:

Determination of the Number of Ambush Points in a System by d% Roll	
d% Result	Number of Ambush Points in the System
00-66	None
67-93	One
94-98	Two
99	Three

If there are any ambush points in the system, the next step is to determine their position. The position of ambush points is determined in the same manner as jump points and nav points; for each ambush point indicated, the system creator will first roll d% to set its horizontal coordinate followed by another d% roll to determine its vertical coordinate. The creator will need to map the positions of ambush points as they are created. As with jump points and nav points, the position of an ambush point must be unique. In the unlikely event that an ambush point's indicated coordinates duplicates those of another ambush point, a nav point or a jump point, its position **must** be re-rolled.

Once the creator has determined the positions of all the system's ambush points, they will need to make one last d% roll for each ambush point in turn to determine if asteroids are present. On a result of 80 or higher, an asteroid field will be present at the indicated ambush point; the creator will need to make an appropriate notation of such on their map.

Next, the system creator makes the roll for ambush points. The roll comes up as a 67, indicating one ambush point. The results of the rolls for the point's position set its location at 56x32. The creator then makes one final roll for asteroids at the ambush point; the roll's result is 26, so once again there will be a lack of rocks. After verifying that it isn't at the same coordinates as one of the other

established nav points, the creator makes note of the ambush point in the Nav Point section of the Record Sheet (simply labeling it as "Ambush"; it's not a real nav point after all) and plots its position.

Placing Bases

The final step in creating a nav map is the determination of how many bases are in a system, their type and their location.

Determining the Number of Bases

Determining how many bases will be located in a system is a simple matter. All a creator needs to do is roll d% and reference the table below:

Determination of the Number of Bases in a System by d% Roll	
d% Result	Number of Bases in the System
00-35	None
36-77	One
78-96	Two
97-99	Three

Should the result of this roll indicate no bases, the system is complete and ready to be used in an adventure. Empty systems like this generally function as junctions between larger, more important systems, but can act as the setting for an adventure in their own right.

Our system creator, hoping for a base or two in their system, tosses the dice and comes up with an 86. There will be two bases in their system.

Determining the Types of Bases Present

If any bases are indicated in the system, the creator will need to determine their type. A d% roll is made for each base in the system, with the base's type determined by the result of that roll as indicated on the table below:

Determination of Base Type by d% Roll		
d% Result	Base Type	Asteroid Threshold
00-25	Agricultural World	93
26-45	Mining Base	57
46-68	Refinery Base	99
69-76	Pirate Base	19
77-89	Pleasure World	99
90-99	Special Base	99

If the result of the roll is 90 or higher, a "Special Base" is indicated. What happens when this result occurs is somewhat dependent upon whether or not the system in question is the Sector Capital or not. If it is, the base may simply become the Sector Capital (*in Privateer, this corresponds to New Constantinople*). A Sector Capital may be a space station or a planet, at the creator's discretion. *Note that the Sector Capital Special Base* **must** *be placed in the system indicated as the Sector Capital, even if different types are indicated for all bases in that system or if no bases are indicated.*

In all other Special Base cases, a d10 roll must be made to determine the base's specific type, with the result of the roll determining the type as follows:

| Determination of Special Bases by d10 Roll ||
d10 Result	Base Type
0	Naval Base
1	Industrial World
2	Mining World
3	Pelagic World
4	Desert World
5	Prison Base/World
6	Arboreal World
7	Frozen World
8	Molten World
9	Gas Giant

The creator has two bases in their system, so they'll have to roll for base type twice. The first roll comes up as a 23, indicating an Agricultural Planet, while the second roll comes up as a 79, a Pleasure World. Our creator takes the time to name these bases; they choose to call the Pleasure World "Usoso", and they decide to give the Agricultural World the same name as the system, "Cyvuspe".

Placement of Bases and Asteroid Fields around Bases

Once all base types have been determined, all that remains is to determine the position of those bases within the system. The determination of base position is done in the same manner as jump points, nav points and ambush points; for each base indicated, the system creator will roll d% to determine the base's horizontal coordinate followed by another d% roll to determine its vertical coordinate. The creator will need to map the positions of bases as they are created. As with jump points, nav points and ambush points, the position of a base must be unique. In the unlikely event that a base's indicated position duplicates that of another base, an ambush point, a nav point or a jump point, the position of the base **must** be re-rolled.

Once the creator has determined the positions of all the system's bases, they will need to make one last d% roll for each base in turn and compare the result to the base type's Asteroid Threshold. If the result is **higher** than the indicated number, an asteroid field will be present in the vicinity of the indicated base; the creator will need to make an appropriate notation of such on their map.

With the number and type of bases determined, all our creator needs to do at this point is place them. They elect to set the Agricultural World first; it will be located at 96x87. The position of the Pleasure World is then rolled and set at 29x68. The creator then rolls for asteroid fields at the two base points, checking the chart for the threshold values. They note right away that the threshold value for the Pleasure World is 99, which means that no matter what value they roll, there will be no asteroids there; this saves the creator from having to make a roll. The threshold value for an Agricultural World, however, is 93. Even though the chance of rocks there is remote, it is non-zero and so a roll is still necessary. The dice are rolled and come up as 16; there will be no rocks at the Ag base either. After verifying that their coordinates aren't the same as all of the other nav points or the ambush point, the creator makes note of the bases in the Nav Point section of the Record Sheet (labeling the Agricultural World of Cyvuspe as Nav 11 and Usoso as Nav 12) and plots their positions.

Finishing Touches

At this point in the procedure, the nav map is functionally complete enough to utilize. The system creator may choose at this point to add a few more details to their system. If they haven't done so already, names should be assigned to the bases in the system (and for that matter, the system itself should be named if it hasn't been so already). Available facilities (ship dealers, guild offices, commodity exchanges, equipment outfitters, etc.) may also be assigned to each base at this point, though it's also acceptable to leave it as is and let the GM who ultimately utilizes the system to set facilities prior to the onset of an adventure. Again, it's all a matter of how detailed the system creator wants to be at this point.

Our creator is just about done with their system at this point. Since they've been naming things as they go, they don't have to worry about naming their bases or the system itself; they do want to go ahead and set the types of facilities that will be present at the system's two bases. To do this, the creator creates a short list of facilities (Ship Dealer, Merchant Guild, Mercenaries Guild, Commodity Exchange, Bar, General Store, Military Outfitter, and Police Outfitter; obviously, the creator has based their list on Privateer but also wants to include the opportunity for the purchase of character-scale equipment). They then roll 1d2 for each of the possible facilities on this list, with 2 indicating a simple "yes" and 1 indicating "no". Using this method, they determine that Cyvuspe will have a Merchant Guild, Commodity Exchange, General Store and Bar. Usoso will have a Ship Dealer, Mercenary Guild Office, General Store and Bar. Our creator notes the facilities along with the names of the bases in the Bases/Facilities section of their Nav Map Record Sheet. Satisfied with their completed system, the creator moves on to build nav maps for other systems in the Mantu Sector...

The Cyvuspe System: An Example

The following is the system nav map for the Cyvuspe System as it was created in the example steps of this Chapter. This map is fairly generic and may be used by GMs for any system with nine jump points if they so choose. Note that the creator plotted the Nav Points in the system to take up a little more space than the individual square in which they would ordinarily be located and has denoted which point is which through the use of varying shapes and off-map lines. This is an acceptable practice if it helps to better illustrate the position of objects (admittedly, the plot area of the Nav Map Record Sheet can be hard on the eyes otherwise). Other acceptable methods of plotting include using various colors for different Nav Points or types of system objects, or confining objects to single squares.

WING COMMANDER RPG
NAV MAP RECORD SHEET

SYSTEM: _Cyvupse_   QUADRANT: _Cyoucy_

NAV 3 (CANSI)   NAV 7 (CALGPESIE – ARTENIANOS)

| 00-09 | 10-19 | 20-29 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | 80-89 | 90-99 |

NAV 1 (NATBIV)

AMBUSH POINT

NAV 2 (CAN 40)

NAV 4 (TODOLY)

NAV 5 (ARIOVV)

NAV 9 (JUMP TO NAV 8)

NAV 10

NAV 8 (JUMP TO NAV 9)

NAV 6 (RUCHRYGTE)

NAV 11 - CYVUPSE (AG)

NAV 12 – USUS COLCRAINE)
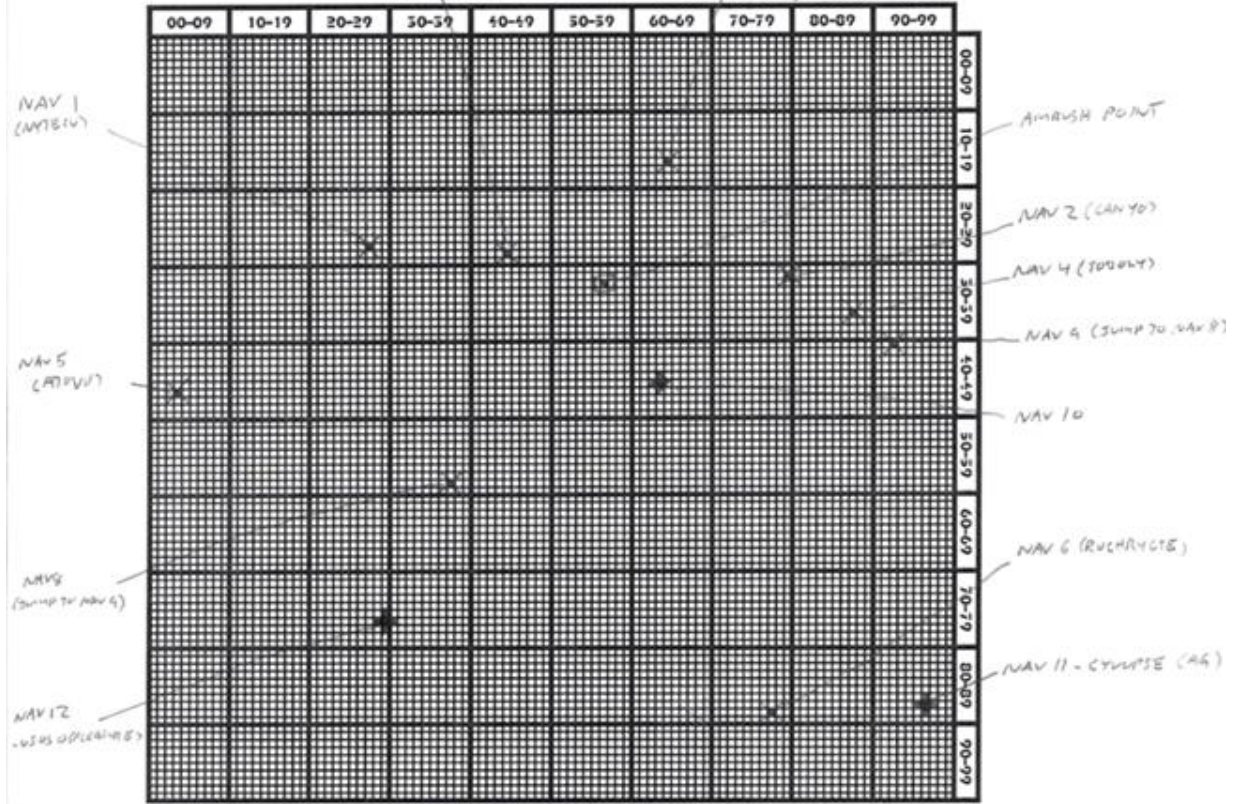
NAV POINTS

NAV1 – NATEIN (27x27)	NAV 11 – CYVUPSE (96x87)
NAV2 – CAN40 (79x31)	NAV12 – USUSU (24x76)
NAV3 – AUSI (44x28)	
NAV4 – TODLY (87x36)	
NAV5 – ARION (72x46)	
NAV6 – RUCHRYGTE (77x28)	
NAV7 – CAUPESE (64x64)	
NAV8 – NAV9 (77x58)	
NAV9 – NAV8 (82x40)	
NAV10 – (62x45)	
AMBUSH – (56x28)	

BASES / FACILITIES

CYVUPSE – AG WWTGG	MERCHANT GUILD, COMMUNITY
	FINANCE GENERAL STORE, BAR
USUSU – PLEASURE WORLD	SHIP DEALER, MERCHANT
	GUILD, GENERAL STORE, BAR

The Cyvuspe System Nav Map.

10.2.3: CREATING STAR SYSTEMS

There may be quite a few occasions wherein it will be necessary for a GM to map out a whole new star system. Such occasions generally include adventures or campaigns in which the GM is attempting to use a relatively realistic vision of how space travel works, but may also include adventures in which a new Starfaring Age race is being introduced or campaigns that takes place in a brand new Sector. The procedure for creating a star system is not particularly complicated in and of itself, though there are some very complex calculations required. Use of a calculator is highly recommended for this procedure.

Creating Stars

The process of creating star systems begins with a very simple question: how detailed does the creator want their star system to be? For the purposes of most campaigns, a creator can get away with surprisingly little information about a star system; all that's really needed is a star in the center and maybe a few planets (*strictly speaking the planets aren't necessary, though in general the creator had better have a few if they ever want anyone to visit the system for an extended period of time*). In those cases, a creator might be better off simply generating a system Nav Map, as outlined in the previous Chapter. They'll save themselves a lot of time and effort in the process.

On the other hand, a creator may want to create a large and complex star system. The first step in creating this kind of star system is to determine its stellar configuration (the number and types of stars contained within the system). To determine the number of stellar bodies present in the system, a system creator simply needs to make a d% roll and reference the table below:

Number of Stellar Bodies in a Star System by d% Roll	
d% Result	Number of Bodies Present
00-49	1
50-94	2
95-99	3

Once the number of bodies in the system has been determined, the next step is to determine their general overall category. Stars are categorized based on their **stellar luminosity class**, a fancy way of saying how big they are and how hot they are (and to a lesser extent, the color of the star). There are seven categories of stellar luminosities, each designated by a single letter: O (hottest), B, A, F, G, K, and M (coldest). The system creator may simply select what stellar classification(s) they would like to use from among those categories. Alternatively, the creator may make a roll of d1000 (1d10 and d%, where the extra 1d10 serves as the "hundreds" place roll) for each star in the system and use the following chart to determine stellar classification(s). For each subsequent star over the first present in the system, an additional 200 should be added to the result of the roll, with any result over 999 counting as an M-type star. Once a star's general category has been determined, another d10 roll should be made to determine the star's Morgan-Keenan sub-type (*represented by "d10" in the following charts*), which will have bearing on its mass, luminosity and temperature, all of which will have a strong bearing on the rest of the system's configuration.

Stellar Luminosity Class Selection by d1000 Roll					
d1000 Result	Luminosity Class	Color	Mass (times Sol)	Luminosity (times Sol)	Temperature (times Sol)
000-006	Exotic Result (roll d1000 on the Exotic Results Table)				
007-035	F-V	White	1.7-0.07d10	8.1-0.7d10	1.29-0.01d10
036-113	G-V	Yellow	1.04-0.01d10	1.32-0.08d10	1.03-0.02d10
114-234	K-V	Orange	0.82-0.034d10	0.42-0.038d10	0.86-0.03d10
235-999	M-V	Red	0.48-0.027d10	0.04-0.0039d10	0.60-0.03d10

In the event that the "Exotic Result" occurs, the system creator has an unusual star on their hands. They need to make another d1000 roll and look up the result on the following table.

Exotic Results Table Results by d1000 Roll				
d1000 Result	Object Type	Mass (times Sol)	Luminosity (times Sol)	Temperature (times Sol)
000	Black Hole	10-0.7d10	N/A	N/A
001	Quark Star	3-0.1d10	N/A	N/A
002	Neutron Star	2-.05d10	N/A	N/A
003	F-VII (White Dwarf)	0.8	0.001	1.29 - 0.03d
004	M-Ia (Red Bright Supergiant)	20-d10	117000-2400d10	0.60-0.03d10
005	M-Ib (Red Supergiant)	16-d10	46000-750d10	0.60-0.03d10
006	M-III (Red Giant)	6.3-0.31d10	470-22d10	0.6-0.03d10
007	M-VI (Red Dwarf)	0.15-0.01d10	0.011-0.0011d10	0.60-0.03d10
008	O-Ia (Dark Blue Supergiant)	50-3d10	200000-3000d10	10.34-0.52d10
009-087	B-II (Light Blue Bright Giant)	30-1.7d10	170000-16800d10	5.17-0.34d10
088-499	A-II (Blue-White Bright Giant)	14-0.3d10	2200-160d10	1.72-0.04d10
500-999	F-IV (White Subgiant)	2.5-0.05d10	19-0.7d10	1.29-0.03d10

Note that the d1000 roll representing the occurrence of luminosity classes in the charts above is *reasonably* close to being realistic, but is not 100% so. This deviation has been done in order to increase the probabilities of the inclusion of the rarer, heavier star types and stellar remnants.

With information on the star's mass, luminosity, and temperature in hand, the creator can then derive other critical pieces of information about their system using the following set of formulas. These will be used to determine the characteristics of the various orbiting bodies in the system. Each of these formulas produces a result in AUs; the results should be rounded to three decimal places.

```
Roche Limit: Luminosity^(1/2)/10
Tidal Lock Radius: (0.216 * Mass)^(1/3)
Inner Ecosphere Radius: (Luminosity)^(1/2)*0.82
Outer Ecosphere Radius: (Luminosity)^(1/2)*1.2
Frost Line Radius: (Luminosity)^(1/2)*1.70
Outer Planetary Limit: 40 * Mass
```

Finally, the creator may derive some supplementary information about the star using the following formulas. This information is not critical to system building, but will provide some additional "flavor" information; creators may choose to allow GMs employing their system to derive this information themselves if they wish. Again, the results of these calculations should be rounded to three decimal places. Note for most stellar remnants (black holes, quark stars and neutron stars), the only formula here that will give a sensible answer is the formula for absolute mass.

```
Surface Gravity (g): ((Mass * Temperature²)/Luminosity)*28.02
Surface Temperature (K): Temperature * 5778
Absolute Luminosity (W): Luminosity * 3.939×10²⁶
Absolute Mass (kg): Mass * 1.989*10³⁰
```

With the stellar configuration and dispositions determined, the creator may determine which stellar body will be in the system's center, known as the **primary**. The primary will determine a lot of the characteristics of the finished star system. In an unary system (a system with just one star), determination of the primary is simple; it is merely the indicated star or stellar remnant. In a multi-star system, there is no stellar body in the exact center; there is instead a point at which the centers of gravity of the stars in the system orbit each other, known as the **barycenter**. In this case, the primary will be located in the first orbit around the barycenter. The system's primary should be the stellar body with the greatest amount of mass. In the event where a system contains two objects with the exact same mass, the creator may simply select one of that object type to be the primary.

To simplify the resulting set of **orbital lanes** (which will be discussed shortly), it is recommended that all multi-star systems show all the stellar bodies in the system as being relatively close together; this will allow the creator to treat the system in the same general manner as a single-star system. For purposes of determining the system's final set of critical orbital distances, the creator may simply add half the distances indicated by the non-primary stars to those of the primary, with the final aggregate distances applying to the primary. Once again, this may not be the most physically realistic way to handle this kind of scenario, but it is the easiest. A procedure for creating (and using) a system wherein the stellar bodies are not so close to one another is presented towards the end of this sub-Chapter.

Stellar remnants require a bit more handling when it comes to the determination of their critical distances. This is because prior to their demise, the star in question generally was significantly more massive than it is afterwards. Before calculating any critical distances in which a stellar remnant is involved, multiply the mass value by eight, and use the same luminosity and temperature values as for any star fitting the equivalent mass range result. In the event that the mass is off the scale, just use the values for an O0Ia type star. Alternatively, the values for luminosity and temperature may be set at zero - any planets in the system at that point were likely gravitationally captured *after* the stellar death event.

A creator may decide to go ahead and put in some solar hazards into their system in order to make things a little more interesting. An existing solar hazard may be added to any **star** in the system (not stellar remnants), or it may be added as a **nascent feature** of an existing star. Adding hazards as nascent features are excellent additions for event-based adventures (see Chapter 11.1) as they usually give any visitors a time limit in which to get things done before a major catastrophe occurs. The creator may add solar hazards to any star in the system, though they should bear in mind that adding these hazards will affect the number of planets and other objects that may be placed. The creator may either select hazards at their own volition, or they may roll d% for each star in the system and use the table below to determine what hazards (if any) will be added to the star. Note that black holes and neutron stars are considered hazards in and of themselves.

Solar Hazard Determination via d% roll	
d% Result	**Effect**
00-69	No hazards are added to the star.
70-79	The star regularly goes nova, and will go nova again in a short time-frame (another year or two at maximum). The creator must set a date and time in the near future at which the next nova will occur and a frequency indicating now often novae occur. No objects may exist at the Roche limit. This hazard may not exist in a unary star system; ignore this hazard if indicated for an unary system. One star in the system must be changed to an F-VII type star as well.
80-89	This star has gone supernova at one point in its history and has collapsed into a white dwarf. No planets may exist closer than the star's Frost Line. Change the star's characteristics to that of an F-VII type star.
90-95	This star will go supernova in a relatively short time-frame (another year or two at maximum). The creator must set a date and time in the near future at which the supernova will occur. The creator must divide the star's mass by eight; if the result is less than 1.5 solar masses, a white dwarf will replace the star. Between 1.5 and 2 masses, the star will be replaced by a neutron star, a quark star between 2 and 3 masses, and a black hole over 3 masses. Any planet closer than the star's Frost Line will be destroyed when the supernova occurs, as will any craft in the area.
96-99	The star will go hypernova in a relatively short time-frame (another year or two at maximum). The creator must set a date and time in the near future at which the hypernova will occur. All planets in the system will be destroyed when the hypernova occurs, and a surge of radiation (Level X) will affect all systems directly connected to that system via jump line for 1d% days. This may only be added to an exotic star that is not already a stellar remnant. The star becomes a black hole after the hypernova occurs.

Stars may only have one of the hazards listed in the table. All stars (even those that contain no other hazards or contain a nascent feature) also have a stellar corona and stellar photosphere hazard (which will only affect a craft in close proximity to the star). For more information on the effects of all solar hazards on space vehicles and capital ships, see Chapter 8.3.

Creating Planets and Objects

Once all stellar objects have been placed in the system and any hazards have been added, the creator may begin placing objects (planets, moons, jump points and navigational hazards) within the system. Object placement within star systems is fairly straight-forward, though there are a number of restrictions that a creator needs to keep in mind. The number of **orbital lanes** (a designated path in which a planet or other object may be placed in orbit around a star) present in a star system must be determined before any object may be placed. For the sake of navigational simplicity, the orbital lanes in all cases are circular (i.e. have no eccentricity), coplanar (no orbital tilt), and centered on the system's barycenter (or the primary in unary star systems).

To determine the positions of orbital lanes within a star system, the creator begins with a value equal to the calculated Roche Limit in AUs; the first orbital lane is always located at the system's Roche Limit. To determine the position of each subsequent lane, the creator will roll 1d10 and multiply the distance of the previous orbital lane by the indicated amount, rounding the result to three decimal places. This result sets the position of the next subsequent orbital lane. This process continues until the creator arrives at a result greater than the system's Outer Planetary Limit. When that occurs, the final value is thrown out, and the last valid result sets the position of the outermost orbital lane.

Distance between Orbital Lanes via d10 Roll	
d10 Result	**Distance Multiplier for Next Orbital Lane**
0	Roll d%. Divide the result by ten.
1	1.3
2	1.4
3	1.5
4	1.6
5	1.7
6	1.8

7	1.9
8	2.0
9	2.1

Once the positions of the orbital lanes have been set, the next step is to determine what object (if any) will fill a given orbital lane. For each orbital lane in the system, the creator may either select an object at random or use a d% roll and the following table to determine what object will be placed.

Orbital Lane Object Determination via d% roll		
d% Result	**Object (System)**	**Object (Planetary Orbit)**
00-49	Planet	Moon/Moonlet
50-79	Empty	Empty
80-84	Dust Belt - Diffuse	Empty
85-89	Dust Belt - Dense	Rings (Dust Belt - Diffuse)
90-94	Asteroid Belt	Rings (Dust Belt - Dense)
95-99	Radiation Belt	Radiation Belt

Note that some orbital lanes might be off limits to planets due to existing solar hazards. In the event that a planet is indicated by a d% roll in a "forbidden" lane, the creator may either ignore the result and leave the lane empty or place an asteroid belt there instead. An asteroid belt should be placed in the event that a planet is indicated at the Roche Limit orbital lane. Creators may also choose to ignore any result that indicates a hazard (a Dust Belt, Radiation Belts or Rings) if they are not using hazards within their campaign. Finally, the table above is also used to determine the placement of moons around a planet. The actual distance of a given planet's Roche Limit will not be set during this procedure; lunar orbital lane distances should be kept as multiples of the planet's Roche Limit until the planet's size, mass and gravity are set using the procedure in the next Chapter.

If a planet is indicated and the lane is not restricted, then the creator will need to determine the type of planet that will be created there. Knowing the planet's type is crucial for determining its basic stats, as outlined in Chapter 10.2.4. Planetary type is based upon the location of the system's ecosphere as well as the location of the specific orbital lane. The creator will need to roll d% and use the following table to determine the specific planet type.

Planet Type Determination based on Orbital Lane via d% roll				
Type	**Pre-Ecosphere (Roche Limit to Inner Ecosphere Radius)**	**Ecosphere**	**Post-Ecosphere (Outer Ecosphere Radius to Frost Line Radius)**	**Post-Ecosphere (Frost Line Radius to Outer Planetary Limit)**
Molten	00-64	00-09	N/A	N/A
Rock	65-79	10-44	00-29	N/A
Liquid	80-89	45-69	30-39	N/A
Frozen	N/A	70-79	40-69	00-49
Gas Giant	90-99	80-99	70-99	50-99

Once the planet's type has been set, the creator will need to determine whether or not there will be any moons or other objects (such as rings) around it. This can be done in the same manner as

placing planets around a star, except the creator will use the "planetary orbit" column when determining what objects to place around a given planet, will ignore all occurrences of "Gas Giant" when determining a given moon's type ("Rock" should be used instead), and will use Dense Rings in the event that a moon is indicated at the world's Roche Limit. To limit the number of objects placed around a planet, it's recommended a roll of 1d5-1 be made first, with the result indicating the number of objects. A result of one or two indicates either major moons or moonlets, while three objects or more indicates strictly moonlets. For Gas Giants, a roll of d% may be made instead; up to 20% of the result (round down) are moons and the remainder are moonlets.

Any planet located in an orbital lane located inside the system's Tidal Lock Radius and all moons in the system may either be tidally locked to their primary (this would be the planet around which any moon orbits) or in a state of spin-orbit resonance (as in the case of the planet Mercury; "resonance" indicates a simple numerical relationship between the length of a world's year and the length of its day). A system creator should roll d% for any world that has the potential to be tidally locked and note the result; on 63 or higher, the world is in resonance and is tidally locked otherwise. Among other things, tidal locking plays a role in determining the habitability of a world.

The last thing that needs to be placed in a star system (after all planets, moons and hazards) is its jump points. A system needs to have one jump point located in it for every jump line indicated for the system on its Sector map. This may include pairs of jump points necessary for "in-system" jumps. A jump point may be placed at any of the five **Lagrange Points** associated with a planetary body (*which makes sense when considering the nature of jump points as discussed in Chapter 8.4; they are not physical objects, so they can maintain a position in any of the "unstable" Lagrange Points - L_1, L_2 and L_3*). A creator may set jump points at any Lagrange Point of their choosing (whether it is between the system's primary and a planet or between a planet and its moons), or roll d% and use the following table to set the position of jump points. Note that in order to actually **know** the position of a Lagrange point, the mass of both bodies in the system would have to be known; that set of calculations is not part of this procedure, but is an optional step of the world creation procedure presented in the next Chapter). An Asteroid Belt or set of planetary rings *can* be considered a planet for determination of jump points within the belt; in that case, the creator may set a single jump point at an arbitrary location within the belt/rings.

Determination of Jump Point Positions at Lagrange Points by d% Roll	
Primary/Planetary Body System Type	Number of Jump Points
Star-Star -OR- Star-Gas Giant	0: 00-04 1: 05-17 2: 18-35 3: 36-73 4: 74-91 5: 92-99
Star-Terrestrial	0: 00-14 1: 15-49 2: 50-84 3: 85-99
Gas Giant-Moon	0: 00-34 1: 35-49 2: 50-79 3: 80-94 4: 95-99
Gas Giant-Moonlet	0: 00-54 1: 55-94 2: 95-99
Terrestrial-Moon	0: 00-74 1: 75-84 2: 85-94 3: 95-99
Terrestrial-Moonlet	0: 00-94 1: 95-99

In all cases, the actual Lagrange Point at which to set a jump point may either be set arbitrarily or through the use of a 1d5 roll, with the result of the roll determining the specific Lagrange Point to use or ignore at the creator's discretion.

A star system is essentially complete once all its jump points have been placed. The creator will still need to take the time to go through the planet creation procedure outlined in Chapter 10.2.4 for every planet and moon in the system to generate specific information on them if such information is desired. As a final step in the system creation process, a creator may place artificial objects in the system (such as space stations) if they so choose, though that step may also wait for the specific adventure in which the system will be featured.

Trojan Objects: A Caveat about Multi-Star Systems

The rules for star system creation as listed above work well for unary star systems with single planets orbiting the primary, or even for multi-star systems where the stars in the system are fairly close to one another. However, there may be star system designers out there who want to design something more complex and therefore will not be able to create the system they wish to create using these rules as they are. They might want to put the stellar objects in the system relatively far apart from one another, or they might wish to have more than one planet in a single orbital lane (*a staple of many different science fiction universes*). Creating this kind of system is possible within WCRPG, though it will require some fudging of the star system creation rules as well as the interplanetary transit rules covered in Chapter 8.3.

For objects in multi-star systems, there are two possible orbital configurations. The first of these is the **P-type orbit**, in which an object orbits around all of the stellar objects in the system. This is the normal orbital type as described above. The second type (the one that requires special rules) is the **S-type orbit**, in which an object orbits around just one stellar object within the system. S-type orbits are akin to what occurs with moons in a planetary group and it is helpful to think of the relationship between a

stellar object and any objects in S-type orbitals around it as its own unique little group, particularly for navigation.

All stellar objects in the system should be placed in P-type orbits around the system's barycenter. The only additional restriction to planet building in these systems is that no objects (other than jump points or artificial objects) can exist in the P-type orbital lanes between the primary and the other stellar objects. Simply put, an object in such an orbital lane would be rapidly ejected from the system due to the forces of gravitation. For this same reason, creators should forget about figure-eight type planetary orbits; they simply aren't physically possible.

The Outer Planetary Limit for objects in S-type orbital lanes is one-half the normal Outer Planetary Limit for the star; any object located further away than that limit will need to be placed in a P-type orbit instead. In addition to the normal restrictions on orbital lanes imposed by the stellar object's luminosity and solar hazards, some of the normal outermost lanes may be restricted due to its proximity to the other stellar objects in the system. Specifically, any area of "overlap" between two stellar objects (i.e. any region wherein a body could be considered in orbit of two or more stellar objects) must be completely devoid of orbiting objects. The actual area of overlap between two stellar objects will depend on the distance between them. If a planet or other orbital body would be placed around one stellar object such that its distance to any other stellar object would be less than its adjusted Outer Planetary Limit, the orbital body cannot be placed there, simple as that. Objects located in S-type orbits will only consider the stellar object around which they are orbiting when determining its type; P-type orbital objects will use the same formula for multi-star systems as discussed above (for stellar objects in close proximity to one another).

Navigating between a P-type orbit and an S-type orbit is fairly simple. An invisible "transition" lane exists at the adjusted S-type Outer Planetary Limit around all stellar objects. Heading to a P-type orbit from an S-type orbit requires a craft's pilot to first set a course to this transition lane. Once the craft arrives there, it is considered to be at the stellar object's position within the star system and the craft is free to make a new transit to its final P-type destination. Similarly, to reach an S-type orbit from a P-type orbit, the pilot must first set course for the stellar object's position around the system's barycenter. Upon arrival, the craft will be in the transition lane around the stellar object, in the quadrant the GM deems appropriate (*see Chapter 8.3*). If the GM was paying attention as to from which direction the craft was approaching the object, they may merely place it in the appropriate quadrant. Should the craft approach from a cardinal direction, the GM may place the vehicle in either of the appropriate quadrants at their discretion, or roll 1d2 for placement; a result of two corresponds to the higher numbered quadrant. A GM may always roll for the craft's position at random using a roll of 1d5; the GM simply places it in the quadrant corresponding to the outcome of the die roll. If the result of the roll is five, the GM may either roll again or simply place the craft at random. In all cases, the craft's position upon approaching the stellar object is the transition lane in the quadrant indicated.

Finally, a creator may want to put multiple planets in an orbital lane when a planet is indicated by an object placement roll. There are a number of ways a creator may do this. The simplest thing to do is to set a second planet in the same orbital lane as the first planet, placing the second planet at either one of the first planet's stable Lagrange points (L_4 or L_5, assuming there's no jump point already in place there) or in the exact opposite quadrant as the first (i.e. directly opposite the first planet on the other side of the system's primary). Alternatively, two or more planets can be set up around a barycenter that orbits around the system (what's known as a **Trojan planetary system**). Trojan planets can be treated similarly to multi-star systems; the largest planet in the Trojan system is the "primary" and is closest to the barycenter, with the other planets set in the opposite quadrant. The same restrictions for the placement of S-type orbits in a multi-star system apply for the placement of moons in a Trojan system. A similar method of navigation may be used to maneuver between the moons of the various planets.

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The Cyvuspe System: An Example

*Given the complexity of this procedure as a whole, it seems unfair to not provide some measure of an example of how it works. To that end, the following example will be provided. This example will build off of the examples from the previous two sub-chapters and present how the Cyvuspe system **might** look if a creator wanted to be detailed about its setup.*

Our system creator wants at least one (preferably two) habitable worlds in the Cyvuspe system, one to represent the Agricultural World of Cyvuspe and the other for the Pleasure World of Usoso (Usoso need not necessarily be a completely habitable world; a marginal world would do just as well - like the world of Hilo presented in <u>End Run</u>). To try and simply matters in pursuit of this end goal, they've decided to use die rolls to generate the entire system at random. To begin, they make the d% roll for the number of stellar bodies in the system. The roll comes up as 83; there will be two stars in the system, which the creator will set close enough together to count as a single star. The creator makes the d% rolls for their types: the rolls come up as 049 and 346, so we have two main sequence stars, one a G-type and the other an M-type. Finally, the creator makes two d10 rolls to set their decimal classes, starting with the G-type star. Those rolls come up as 2 and 0; the Cyvuspe system will have a G2-type star and an M0-type star at its core.

The creator then begins figuring out the specific characteristics of both stars using the formulas presented above. Solving the formulas, the creator discovers the G2-type star has a mass of 1.02 solar masses ($2.029*10^{20}$ kilograms), 1.16 solar luminosities ($4.569*10^{26}$ watts), a temperature of 0.99 solar temperatures (5720.2 K), and 24.148 gees of surface gravity. The M-type star has a mass of .48 solar masses ($9.547*10^{19}$ kilograms), .04 solar luminosities ($1.576*10^{25}$ watts), a temperature of .6 solar temperatures (3466.8 K), and a surface gravity of 121.045 gees.

Next, the creator begins solving the formulas for determining the critical radii for the system. Since there are two stars, the creator will need to find the radii for both stars individually, and then do some extra accounting for the M-type companion. They start by finding the radii for the G-type star as if it were by itself. Plugging its luminosity value into the formula gives a Roche Limit of 0.108 AU ($1.16^{(1/2)}/10 = 0.108$). The Tidal Lock radius turns out to be 0.604 AU (($0.216 * 1.02)^{(1/3)} = .604$); similarly, the Inner Ecosphere Radius is 0.883 AU, the Outer Ecosphere Radius is 1.292 AU, the Frost Line is at 1.831 AU, and the Outer Planetary Limit is at 40.8 AU. When accounting for the same limits with the M-type star, the creator finds that its Roche Limit is 0.020 AU, 0.470 AU for the Tidal Lock Radius, 0.164 AU for the Inner Ecosphere Radius, 0.240 AU for the Outer Ecosphere Radius, 0.340 for the Frost Line, and 19.2 AU for the Outer Planetary Limit.

Now that the creator has the radii for the individual stars, it's time for them to come up with values for the system as a whole. To do this, they'll halve the radii they calculated for the M-type star and add them to the respective calculated radii of the G-type star. This gives them their final set of values: the Roche Limit is at 0.118 AU, the Tidal Lock Radius is at 0.839 AU, an Inner Ecosphere Radius of 0.965 AU, an Outer Ecosphere Radius of 1.412 AU, a Frost Line at 2.001 AU, and an Outer Planetary Limit at 50.4 AU.

The next step for the creator is to see if their system will contain any solar hazards. They don't particularly want any hazards, but they still roll the dice to let fate decide. The dice come up as 27 and 32, so their system will be relatively hazard free.

*Now the creator begins the task of setting down the positions of their orbital lanes. They begin with the Roche Limit at 0.118 AU. The first die roll is a six; this indicates a multiple of 1.8, so the next orbital lane will be at 0.212 AU (0.118 * 1.8 = 0.212). The next roll also comes up as six, so the next*

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*lane is at 0.382 AU. The roll after that comes up as an 8; this indicates a multiple of 2, so the next lane is at 0.765 AU (0.382 * 2 = 0.765). The next die roll comes up as eight, so the next lane is at 1.529 AU. The creator stops there...their orbital lane configuration has skipped the ecosphere entirely! This is unfortunate, but **does** happen sometimes if everything is left to chance...*

Starting over at the 0.118 AU Roche limit, the die comes up as a three for a 1.5 multiplier; the next orbital lane is at 0.177 AU. A three comes up again; the third orbital lane is at 0.266 AU. The next roll is a seven, indicating a 1.9 multiplier and positioning the next lane at 0.504 AU. An eight comes up next; this will set the next orbital lane at 1.009 AU, within the ecosphere. Breathing a sigh of relief, the system creator continues rolling. The next roll is a zero, so they roll d% and divide the result (an 89) by ten, giving an 8.9 multiplier for the next lane. This sets it at 8.979 AU. A five comes up for the next roll (a 1.7 multiplier), setting the next orbital lane at 15.265 AU. A nine comes up next; this has a 2.1 multiplier, so the next lane is at 32.056 AU. The next die roll is a seven; this would put the next orbital lane at 60.906 AU, but the Outer Planetary Limit is 50.4 AU, so this final result is invalid and the system creator may stop with the outermost orbital lane at 32.056 AU. All told, they've wound up with eight valid orbital lanes, one of which is in the ecosphere.

With the orbital lane distances finally set, the creator may begin rolling for object placement. The creator has eight orbital lanes, so they roll d% eight times and record the results, starting with the innermost lane and going outward. The die rolls come up as 08, 00, 99, 44, 46, 63, 32, and 66. The 08 for the first lane indicates a planet; this lane is at the Roche Limit, though, so the creator substitutes an Asteroid Belt. The 00 for the second lane indicates a planet; the creator makes a note of its presence. 99 indicates a Radiation Belt, which they place in the third orbital lane. 44 and 46 both indicate planets; they are noted with glee (particularly the 46, as this corresponds to the ecosphere lane). The 63 and 66 both indicate empty lanes. Finally, the 32 indicates another planet in the seventh orbital lane.

Now the creator is interested in determining what kind of worlds they've generated. They've got four worlds in their system at various points; the creator makes four d% rolls, one for each world, again corresponding to the innermost world first and going outward. The results are 14, 86, 62, and 98. They check these results against the planetary type table. The first two worlds are pre-ecosphere lanes; a 14 indicates a Molten World in the second orbital lane, while an 86 indicates a Liquid World in the fourth orbital lane. The third world is in the ecosphere; a 62 indicates a Liquid World (what the creator was shooting for). Finally, the last world is beyond the system's Frost Line; a result of 98 indicates the presence of a Gas Giant.

*The creator then begins the process of determining what satellites will be in the system. The first three worlds were all terrestrial, so a roll of 1d5-1 is made '**for each world**'; again the results are applied to the innermost world first going out. The results are 4, 2, and 0. Therefore, the first world has four lunar orbital lanes, the second has two, and the third (our ecosphere world) has none. Finally, the creator casts d% for the gas giant; the result is a meager 10 lunar orbital lanes.*

Now the creator begins rolling to see what objects they have created in the lunar lanes. For the first world, d% is cast four times, one for each lane. The results are 04, 09, 13 and 50; three moons (moonlets in this case) have been created. The creator goes ahead to see what kind of worlds these are; rolling 23, 80 and 02 for worlds in the Pre-Ecosphere (we know they're in the Pre-Ecosphere because the world they orbit is in the Pre-Ecosphere) gives us two Molten moonlets and one Liquid. The second world is next: two d% is rolled, one for each lunar orbit. These come up as 91 and 94, both of which indicate Dense Rings, so the creator need not do anything further with that planet's lunar system. The third planet had no lunar orbital lanes, so it gets skipped. Finally, the creator rolls ten times for the lunar orbital lanes of the gas giant; the results are 15, 11, 34, 49, 54, 28, 73, 15, 09 and 01. This generates eight moons total; 20% are moons while the other are moonlets, which

sets only one of them as a full sized moon. The creator rolls eight times to see what kind of worlds these are (again, considering for Post Frost-Line worlds); skipping to the chase, five of the moonlets are Rock Worlds, 2 moonlets are Frozen Worlds, and the full moon is a Frozen World.

Only one thing remains for the creator in terms of the worlds themselves, and that's to see which ones are in tidal lock and resonance. Of the planets, the first two are located inside the system's Tidal Lock Radius, so they'll need rolls to see if they are locked or in resonance. d% is cast twice; the results are 60 and 87. The innermost world is in tidal lock, but the second world is in resonance. Now the creator begins rolling for the system's moons. For the three moonlets in orbit around the first world, rolls of 32, 24, and 03 result, so they are all tidally locked to the first world. Rolls for the eight moons and moonlets of the Gas Giant are conducted last; none of them are higher than a 54, so all of these worlds become tidally locked to the Gas Giant.

The last phase of star system creation is to set the positions of jump points, which the creator may now do since the disposition of their system has finally been set. Checking the Sector map, the creator sees the Cyvuspe system has nine jump points total (two of which are for an in-system jump). The first lane contains an asteroid belt; the creator chooses not to put any jump points within it, and immediately goes to the Molten World in the second lane. They begin with a roll for the planet itself; it comes up as an 05. Checking the chart, they see for the Star-Terrestrial World system configuration that an 05 indicates no jump points. Three rolls are made for each of the moonlets; these come up as 20, 65, and 79. All three are below the 95 threshold for a Terrestrial-Moonlet system configuration, so the second orbital lane will remain free of jump points.

The third orbital lane is empty, so the next stop is the Liquid World in the fourth orbital lane. Again, this is a Star-Terrestrial configuration; a 92 is the result of the d% roll, indicating three jump points here. 1d5 is rolled three times, with results of 1, 4, and 2 coming up respectively. There will be three jump points near this world, at its L_1, L_2 and L_4 Lagrange Points.

The roll for the ecosphere Liquid World in the fifth orbital lane (which the creator has already decided will be the world of Cyvuspe itself) comes up as 93, so three Lagrange Points around this world will host jump points. The die rolls come up as 5, 5, 1, 1, 1 and 2 (accounting for all re-rolls when repeat results come up), setting jump points at this world's L_1, L_2 and L_5 Lagrange Points. Six jump points have been set, with one world left to go in the system.

The creator rolls a 23 for the Star-Gas Giant system, indicating 2 jump points in relation to the Gas Giant itself (which are set at the L_1 and L_5 points), leaving one point to go. The creator rolls for the Gas Giant-Moon configuration; that one comes up as 07, so no dice there. They then roll for the first Gas Giant-Moonlet configuration; this one comes up as 59, which is a large enough to set the final jump point; the d5 roll sets it at that moonlet's L_2 Lagrange Point.

After choosing which jump points will lead to the various connecting systems (they set the in-system jump at the L_2 Lagrange Points of the fourth and fifth orbital lanes, among other choices), the creator is satisfied with the configuration of their system. They then begin focusing on the world they created in the system's ecosphere, and later plan to check out the next closest world to the system's suns (the Liquid World with the rings, a good candidate for the Pleasure World of Usoso - particularly with an in-system jump now putting it and Cyvuspe in a constant state of close proximity to one another)...

10.2.4: CREATING WORLDS

The worlds of the Wing Commander Universe aren't very well defined in terms of general information. The positions of a few of them are known (worlds like Earth, Kilrah, Firekka, Warsaw, Locanda IV, Oxford, etc.), but few of their actual characteristics are to be found in any piece of Wing Commander canon. It thus may be quite often that a GM is faced with the need to generate data on a specific world for an adventure. The procedure for creating planetary data from scratch is fairly long. This is necessary, unfortunately, since planets require the generation of a good deal of data that's used for determining environmental effects as well as for setting several parameters used in intraplanetary transits (see Chapter 8.2). The world creation procedure as outlined in this sub-Chapter is designed to allow planets to be created as quickly and as easily as possible without skipping over any required data. For purposes of this discussion, all worlds will be called "planets" regardless of whether they are planets, moons, moonlets, asteroids, etc. Also, the terminology used in the discussion will assume that the planet to be created is a brand new world (as opposed to an existing world that simply needs data generated for it). All planets will use the Planet Record Sheet (available in Appendix Two) in order to record their vital statistics. The use of a calculator is recommended for certain steps in this procedure (as with the full system creation procedure), though it's not strictly necessary to use one.

The procedure for generating data for a specific planet is as follows:

1. Determine the planet's type and orbital position.
2. Determine the planet's size, mass and gravity.
3. Determine the planet's atmospheric density.
4. Determine the planet's axial tilt and surface temperature range.
5. Determine the severity of the planet's tectonic activity.
6. Determine the planet's atmospheric composition.
7. Determine the planet's hydrospheric composition.
8. Determine the planet's lithospheric composition.
9. Determine the planet's biodensity and mineralogical density.
10. Determine the severity of the global weather.
11. Determine the length of the planet's day and year.
12. Determine the planet's value as a colonizable world.
13. Determine the planetary geography.
14. Create lifeform lists for the planet (if necessary).
15. Create a number of communities for the planet (if necessary).
16. Locate the world's Lagrange Points (if necessary).

EDITOR'S NOTE: The system for generating planetary data used in WCRPG aims to be as physically realistic as possible. However, it should be noted that the game's editors are building a game, not a full-fledged working solar system model. The procedure as outlined below will enable a creator to generate data on planets quickly, but will leave out a lot of the details of planetary physics. For those creators out there who want to use a more realistic planet-building model, there are freeware programs available on the Internet that can create planets with more realistic physics. Creators are more than welcome to use these programs, though it will be necessary to convert the end results of their use into terms compatible with WCRPG.

Determine the planet's type and orbital position.

The first thing that needs to be determined about a planet is its type and orbital position. **Type** in this case refers to the planet's surface classification. There are five general planetary types:

- **Liquid** planets have a surface that is at least half-covered by a liquid substance (including water). Liquid planets are commonly found in and around a star's ecosphere and are the most likely type of planet to house life.
- **Molten** planets have a surface that is at least half-covered with lava flows or molten rock. These planets experience extreme vulcanism, usually due to significant tidal forces upon the planet's surface. They are most commonly found in the orbital lanes preceding the system's ecosphere.
- **Frozen** planets are so cold that whatever water does exist on the planet's surface is most commonly in the form of ice. Frozen worlds are mainly lifeless balls of ice found in a system's outerzone, though a few can be found within the ecosphere. Some of these latter frozen worlds are even capable of supporting life.
- **Gas Giants** are large worlds composed primarily of gases, usually a mixture of hydrogen, helium, and ammonia. They have poorly defined solid or liquid cores. As a rule, these planets are usually massive and therefore have a high gravitational pull at their "surface". Because Gas Giants have no clearly-defined surface, it is impossible to actually land on a Gas Giant; the attempt is inevitably lethal for any being dumb enough to attempt it. However, it is possible for a craft to remain in the upper atmosphere of such a world for an extended period of time.
- **Rock** planets fail to meet the definition of a Liquid, Molten or Frozen planet but still have a solid surface. Because of their ambiguous definition, Rock worlds have highly variable conditions. Some may be completely lifeless, with cratered a surface and no atmosphere. Others may be Earth-like planets in all respects aside from surface water coverage.

A planet creator will need to select one of these five types for their world and record it in the appropriate box on the Planet Record Sheet along with the planet's orbital position within the system, assuming these

SYSTEM NAME	CYVUSPE
SYSTEM LOCATION	MANU-CYOUCY- G4
STAR LUMINOSITY	G2V - M0V

Information on a star system on the Planet Record Sheet.

parameters haven't already been determined during the star system creation process. The planet's **orbital position** refers to its general location in the system relative to a region of space within the system where conditions are favorable for life as it may be found on Earth, known as the system's **ecosphere**. Planets may either be within the ecosphere, in the hot orbital region preceding it (also known as the **pre-ecosphere** or the **innerzone**), or the cold orbital region following it (the **post-ecosphere** or **outerzone**). The position of a system's ecosphere depends upon the effective luminosity class of its primary (for more details, see Chapter 10.2.3). The planet's position within a star system will set many of its details, such as surface temperature classifications (which ultimately helps to determine planetary weather). Not every planet type can exist in every zone; creators who are designing their planet independently of an intended star system should refer to the guidelines in Chapter 10.2.3 when selecting its type and location.

To aid first-time planet designers, two examples of planet creation will be included at the end of each step in this procedure. We'll use the system created in the previous Chapter to set the initial configuration for our examples. The first example will go through the process of creating an Earth-like planet (keeping with the examples from the previous chapters, this will be the agricultural world of

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Cyvuspe), while a Frozen world will be created in the second example (the single large moon of the outlying gas giant in the system, which we'll name "Lolydu"). The Frozen world will utilize random die rolls, while arbitrary selections will be made for Cyvuspe.

Since we're using the full Cyvuspe system model, the types and positions of our worlds have already been set. Cyvuspe is a Liquid world located 1.009 AU from the barycenter of a G2/M0 binary star system. Lolydu is a moon orbiting the system's Gas Giant (which we'll name "Nycalca"), the only moon of significance orbiting it. It is a Frozen World in the second lunar orbital lane around Nycalca, which itself is located 15.265 AU from the system's barycenter. Note that the actual distance from the star is only of moderate importance; Cyvuspe could easily be set anywhere in a star system's ecosphere, while Lolydu could be set anywhere past the system's Frost Line. This would be the case regardless of the actual configuration of the system.

PLANET NAME	Cyvuspe
ORBITAL DISTANCE	1.009 AU (151,350,000 km)
TYPE	Liquid
SIZE CLASS	PSC-18
DENSITY	1.0

Basic Info for Cyvuspe.

Determine the planet's size, mass and gravity.

With information on the planet's type and position in hand, size should be the next thing determined. The planet's size will help the designer determine its mass and gravity. Gravity directly affects a planet's atmospheric density as well as the severity of the planet's weather. Mass is a largely cosmetic parameter, though it is an essential piece of information if the exact positions of the world's Lagrange points are to be determined.

Planets are massive objects that use their own Size Class scale (though this scale is merely a continuation of the vehicle-scale Size Class scale (*see Chapters 6.2 and 7.2),* with Vehicle Size Class 50 corresponding exactly to Planet Size Class 0). The range of possible sizes for a planet depends largely on its type and where exactly it falls within a star system. Most planets fall into the general category of "non-gas giant", which (as it sounds) indicates any planet type other than a Gas Giant (i.e. a Liquid, Frozen, Molten or Rock world). Within these basic types, planets may be **terrestrial worlds** (main planets within an orbital lane), **dwarf planets** (a small planet that has not cleared its neighboring region of planetesimals), **moons** (a body that is a natural satellite of another body) or **moonlets** (a particularly small moon). As with vehicles and starships, Size Classes are dependent upon a specific bounding box volume. This volume is the **minimum** size a rectangular prism (a box) would have to be in order to fit the whole planet inside of it. A planet is said to be of a certain Size Class as long as it is at least as large as the minimum required volume for that Size Class.

Another factor that affects a planet's mass and gravity is its **density**, or the amount of mass contained by the planet over the entirety of its volume. Aside from affecting its mass and gravity, a planet's density will help to determine its overall mineralogical content, so it's an important measurement. Planetary densities are usually measured as a multiplier of "Earth Densities"; one Earth Density equals the density of the Earth (*5,515 kg/m^3 for the curious or for those keeping exact statistics*). As a general rule, objects are denser the closer they are to their system's primary (though there are exceptions when it comes to moons). Gas Giants aren't very dense at all; some (*such as Saturn*) would theoretically be able to float in water.

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A planet creator may use the following table in order to determine the size and density of a planet. The creator may select a size and density value that's appropriate for the type of world they are creating and record those values in the Planet Record Sheet. Alternatively, they may make the die rolls indicated in the table. If a creator is attempting to make a non-gas giant and cannot decide upon whether to make it a terrestrial world or a dwarf planet, the creator may roll 1d10 and compare the result to the number of the orbital lane of the planet in question. The planet is a dwarf planet if the result of the roll is less than the value of the orbital lane and a terrestrial world otherwise. *For example, the planet creator is building a world in the system's fifth orbital lane. A d10 roll comes up as 4, so the planet will be a dwarf planet.* A similar procedure can be used to determine moons versus moonlets in those cases where a creator has the option for either; a roll result less than the value of the lunar orbital lane indicates a moonlet. In those cases where the creator is building their planet independently of a star system, a roll of four or less indicates a dwarf planet. Dwarf planets should be accompanied by either a dust belt or an asteroid belt in the same orbital lane; roll 1d10 to determine which (a result of 0-3 indicates a diffuse dust belt, 4-6 indicates a dense dust belt, and 7-9 indicates an asteroid belt). If the creator is making a star system without hazards, they should use terrestrial worlds *only* (i.e. no dwarf planets).

Random Determination of Planetary Size and Density		
Planet Type	Size Class Range Roll	Density Range Roll
Moonlet (Non-Gas Giant)	1d5-1 (0-4)	0.30+(1d10*0.05) (0.3-0.75)
Moon (Non-Gas Giant)	1d10+5 (5-14)	0.30+(1d10*0.05) (0.3-0.75)
Dwarf Planet (Non-Gas Giant)	6+1d5 (7-11)	0.30+(1d10*0.05) (0.3-0.75)
Terrestrial Planet (Non-Gas Giant)	13+1d10 (13-22)	0.75+(1d10*0.05) (0.75-1.2)
Gas Giant	23+1d10 (23-32)	0.05+(1d10*0.05) (0.05-0.5)

The creator has the information they need in order to determine their planet's mass and gravity once they have its size and density values set. They will simply need to reference the table below and read across the row corresponding to their planet's Size Class to find base values for the planet's mass and gravity, multiply those values by the planet's density value, and record the final results in the appropriate boxes on the Planet Record Sheet. Additionally, each Size Class has a Roche Limit, an Outer Lunar Limit (which may be used to determine the final position of any moons orbiting the world), and a "mineral bonus" associated with it (which will be used to determine the planet's mineralogical density later on in the procedure). These three values will also need to be multiplied by the planet's density, rounded to the nearest integer, and recorded for later use. For reference purposes, the table includes a listing of real life objects (mostly in Earth's solar system) that fall within the various Size Classes.

WCRPG Planet Size Class Conversion Chart							
Size Class	Bounding Box Volume (m³)	Mass (Earth Masses) (Earth Density)	Gravity (gees) (Earth Density)	Roche Limit (km)	Outer Lunar Limit (km)	Mineral Bonus	Example
0	2.58E+15	0.000002	0.01	850.83	6,806.65	-20	Himalia
1	5.15E+15	0.000005	0.02	1,071.29	8,570.30	-19	Phoebe
2	1.03E+16	0.000010	0.02	1,349.74	10,797.91	-19	
3	2.06E+16	0.000019	0.03	1,700.56	13,604.51	-19	Mimas
4	4.12E+16	0.000038	0.03	2,142.58	17,140.61	-19	Enceladus
5	8.25E+16	0.000076	0.04	2,700.57	21,604.54	-19	

6	1.65E+17	0.00015	0.05	3,402.50	27,220.02	-18	
7	3.30E+17	0.00031	0.07	4,286.88	34,295.08	-18	Tethys
8	6.60E+17	0.00061	0.08	5,401.14	43,209.09	-17	Dione
9	1.32E+18	0.0012	0.11	6,805.00	54,440.04	-17	Rhea
10	2.64E+18	0.0024	0.13	8,573.77	68,590.15	-16	
11	5.28E+18	0.0049	0.17	10,802.27	86,418.18	-15	Triton
12	1.06E+19	0.0097	0.21	13,627.17	109,017.38	-13	Europa
13	2.11E+19	0.019	0.27	17,142.12	137,136.99	-11	Luna
14	4.22E+19	0.039	0.34	21,597.72	172,781.78	-9	Mercury
15	8.44E+19	0.078	0.43	27,211.42	217,691.40	-6	Mars
16	1.69E+20	0.156	0.54	34,297.78	274,382.25	-3	
17	3.38E+20	0.312	0.68	43,212.50	345,699.98	2	
18	6.76E+20	0.624	0.86	54,444.33	435,554.68	7	Earth
19	1.35E+21	1.250	1.08	68,561.72	548,493.78	14	
20	2.70E+21	2.496	1.36	86,382.36	691,058.86	23	
21	5.40E+21	4.992	1.71	108,834.95	870,679.60	34	
22	1.08E+22	9.983	2.16	137,123.44	1,096,987.56	49	
23	2.16E+22	19.933	2.72	172,764.71	1,382,117.72	N/A	
24	4.32E+22	39.866	3.42	217,669.90	1,741,359.21	N/A	Uranus
25	8.65E+22	79.899	4.31	274,352.65	2,194,821.23	N/A	
26	1.73E+23	159.799	5.43	345,662.68	2,765,301.47	N/A	
27	3.46E+23	319.933	6.84	435,507.69	3,484,061.53	N/A	
28	6.92E+23	639.866	8.62	548,705.31	4,389,642.47	N/A	Saturn
29	1.38E+24	1,278.057	10.87	690,658.71	5,525,269.67	N/A	Jupiter
30	2.77E+24	2,652.814	13.69	871,225.12	6,969,800.92	N/A	
31	5.53E+24	5,108.878	17.25	1,097,014.01	8,776,112.08	N/A	
32	1.11E+25	10,217.755	21.73	1,383,815.28	11,070,522.28	N/A	
33	2.21E+25	20,435.512	27.38	1,740,876.20	13,927,009.61	N/A	Proxima Centauri
34	4.43E+25	40,871.022	34.49	2,195,019.45	17,560,155.58	N/A	
35	8.85E+25	81,742.044	43.46	2,764,510.35	22,116,082.81	N/A	
36	1.77E+26	163,651.591	54.76	3,483,064.78	27,864,518.28	N/A	
37	3.54E+26	32,663.166	68.99	4,388,386.64	35,107,093.12	N/A	
38	7.08E+26	654,941.374	86.92	5,529,020.70	44,232,165.62	N/A	Sol
39	1.42E+27	1,308,207.705	109.51	6,972,682.85	55,781,462.77	N/A	
40	2.83E+27	2,613,065.327	137.98	8,774,706.70	70,197,653.59	N/A	
41	5.67E+27	524,881.072	173.84	11,061,944.70	88,495,557.63	N/A	Zeta Ophiuchi

Note that this procedure will produce a planet that has a reasonable mass and gravity for the *minimum* volume of a planet of the same Size Class. It may be that a creator wants to create a planet with a slightly larger volume. In that case, the creator will need to use the following formulas to find the planet's gravity and mass, solving them in the order presented:

```
planetary radius = ((3 * planetary volume) / (4π))^(1/3)
absolute mass = (((density * 5515) * 4π * (planetary radius)^3) / 3)
mass = absolute mass / 5.97*10^24
gravity = (6.67x10^-11 * absolute mass / (planetary radius)^2) / 9.803
Roche Limit = 10 * planetary radius
Outer Lunar Limit = 80 * planetary radius
```

The respective results of these formulae should all be rounded to two decimal places. If the creator ascertained their final mass off of the table and would like to determine the absolute mass of their planet in kilograms, they may simply multiply their mass value by $5.97*10^{24}$. If the planet creator is attempting to build a **colonizable planet**, their world must have a surface gravity of no greater than two gees. For the world to be optimal, gravity should be somewhere between 0.8 and 1.2 gees.

We've stated that Cyvuspe is going to be similar to Earth. Checking the Size Class table above, we see that Earth is a PSC 18 object. We'll assume Cyvuspe has the same density as Earth, so we can just use the minimum given values straight from the table. Cyvuspe has a mass of 0.624 Earth Masses (roughly $3.73*10^{24}$ kilograms) and a gravity of 0.9 gees (the table actually says 0.86, but we'll go ahead and round that value to one decimal place for the hell of it). Those are a little lower than Earth's values, but still acceptable for our purposes. Any fitness gurus that live there might like the fact that they'll weigh a little less...

The indicated mineral bonus for Cyvuspe will be +7 according to the chart. Since the planet's density is the same as Earth, that value doesn't get modified. We'll record +7 for the planet's mineral bonus, which we'll use later on. Finally, we know that Cyvuspe has a Roche Limit of 54,444 kilometers and an Outer Lunar Limit of 435,555 kilometers, though that isn't helpful information in this case as it has already been established that the world has no moons.

*We've placed the Frozen world of Lolydu in a lunar orbital lane and have already established that it's a moon. Checking the chart, we'll need to roll 1d10 for its Size Class and another 1d10 its density. The size roll comes up as one; its Size Class will be PSC 6 (5+1 = 6). The density roll comes up as a seven, so Lolydu's density is 0.65 Earth Densities (7*0.05 = 0.35; 0.30 + 0.35 = 0.65). It's a relatively small moon and not particularly dense; the density is close to that of Io, though it's about a third of Io's overall size. That could lend itself to some planetary vulcanism later down the road.*

Checking for PSC 6, the base values are 0.00015 Earth Masses and 0.05 gees. We'll multiply both values by 0.65 to get the final values (after rounding): Lolydu's mass is 0.0000975 Earth Masses (or $5.82x10^{20}$ kilograms) and its surface gravity is 0.03 gees. The mineral bonus for PSC 6 is -18; this value also gets multiplied by 0.65 and then rounded to the closest integer (-12 in this case). We'll record this value for later use. Finally we can figure up Lolydu's Roche Limit and Outer Lunar Limit (though once again we will ultimately need neither value); the Roche Limit is 2,212 kilometers and the Outer Lunar Limit is 17,693 kilometers.

Determine the planet's atmospheric density.

Once a planet's surface gravity has been determined, it becomes possible to determine its categorical **atmospheric density**. This is a measure of how thick a planet's atmosphere is and has an effect on both the planet's temperature range and the severity of its weather. The categorical atmospheric density may also be used by a GM during the course of an adventure to determine things such as whether or not the planet's surface is subjected to a great deal of cosmic radiation.

The following table is used to determine a planet's atmospheric density. The creator will need to find the column that corresponds to the planet's surface gravity and make a 1d10 roll (except in the case of Gas Giants; those worlds always use the ">2.0" column regardless of their actual surface gravity). The row that intersects the gravity column at the cell that contains the result of the d10 roll will indicate the planet's categorical atmospheric density. The creator will need to record the indicated atmospheric density with the planet's stats. Additionally, the far right column of the same row indicates a "weather factor", which will be needed when the time comes to determine the severity of the planet's weather. The creator will simply need to record this value for later use.

Atmospheric Density based on Surface Gravity and d10 Roll							
Density Class	<0.2	0.2-0.5	0.5-0.8	0.8-1.3	1.3-2.0	>2.0	Weather Factor
None	0-9	7-9	9	N/A	N/A	N/A	N/A
Very Thin	N/A	3-6	8	N/A	N/A	N/A	1
Thin	N/A	0-2	3-7	8-9	9	N/A	2
Moderate	N/A	N/A	0-2	2-7	7-8	N/A	3
Thick	N/A	N/A	N/A	0-1	0-7	5-9	5
Very Thick	N/A	N/A	N/A	N/A	N/A	0-4	10

We'll give Cyvuspe a Moderate atmospheric density; that seems bio-friendly, and it's the most likely outcome of the die roll for its gravity anyway. The weather factor for that atmospheric density category is 3.

Lolydu has a gravity of 0.03 gees. This is less than 0.2 gees, so we know what the outcome is going to be, but we'll roll the 1d10 anyway; we come up with a six. Checking the table, this corresponds to an atmospheric density of None and no weather factor at all.

Determine the planet's axial tilt and surface temperature range.

Once the planet's atmospheric density has been determined, its categorical surface temperature range may also be determined. A planet's surface temperature range is dependent upon two main factors: the planet's atmospheric density and its relative position within a star system. Perhaps not surprisingly, temperature has a key role to play in determining global weather severity.

Temperatures in the Wing Commander Universe are given as a categorical set (as opposed to a specific range of temperatures). The categories are as follows:

TEMPERATURE — TEMPERATE TO SEARING

VULCANISM — LIGHT (20)

SEISMICITY — LIGHT (7)

GLOBAL WEATHER — CALM (8)

A decent looking planet...

- **Subarctic**: These are very cold temperatures that are below what can usually be found in Earth's polar regions, ranging from absolute zero (-273°C) up to -100°C. Subarctic temperatures are common on outerzone worlds.
- **Arctic**: These are cold temperatures that are common in Earth's arctic regions. They range from -100°C up to the freezing point of water (0°C). Arctic temperatures are common in the outer ecosphere lanes, but can be experienced anywhere in the ecosphere or post-ecosphere.
- **Temperate**: These are generally mild temperatures favored by most lifeforms, usually found in Earth's middle latitudes. These temperatures range from 0° C up to room temperature (25° C). Temperate temperatures are common throughout a star system's ecosphere.
- **Tropical**: These are usually warmer but still tolerable temperatures usually found in Earth's lower latitudes and desert regions. The temperature range for this category is from 25°C up to 50°C. Tropical temperatures are common in the inner ecosphere lanes, but can be experienced anywhere in the ecosphere.
- **Searing**: Searing temperatures are too hot to support most lifeforms but still below the boiling point of water, between 50°C and 100°C. Searing temperatures are common in the outer innerzone, though occasionally they may be seen within a system's ecosphere.

- • **Inferno**: These are extremely hot temperatures greater than the boiling point of water (100°C) all the way up to around 2000°C (though technically there is no upper bound to this category). Inferno temperatures are common in the pre-ecosphere, particularly in the inner ecosphere and near the radius of a star's Roche Limit. Particularly high Inferno-level temperatures may pose a significant thermal damage hazard to spacecraft.

To determine the surface temperature range, a creator will use the table below. Each row of the table corresponds to a potential planetary position within the system relative to the system's critical radii in AU and contains a formula. The formulas use the following set of shorthand notation: "O" is the planet's orbital distance from the primary in AU, "RL" is the system's Roche Limit, "IER" is the Inner Ecosphere Radius, "OER" is the Outer Ecosphere Radius, and "FL" is the Frost Line Radius. The creator needs to determine the row for which the solution is true, and find the intersection of that row with the column that corresponds to their planet's atmospheric density; the intersection will indicate the planet's surface temperature range. Once the intersection has been located, the creator simply needs to write down the indicated temperature range with the planet's stats. *Note that some information about the system's configuration needs to be known in order to perform this step; creators may select their world's location arbitrarily if necessary.*

Planetary Temperature Range based on Atmospheric Density and Planetary Position						
Position	None	Very Thin	Thin	Moderate	Thick	Very Thick
Pre-Ecosphere (IER-O)/(IER-RL) > 0.5	Subarctic to Inferno	Inferno	Inferno	Inferno	Inferno	Inferno
Pre-Ecosphere (IER-O)/(IER-RL) ≤ 0.5	Subarctic to Inferno	Searing to Inferno	Searing to Inferno	Searing to Inferno	Inferno	Inferno
Ecosphere (OER-O)/(OER-IER) > 0.75	Subarctic to Inferno	Tropical to Inferno	Tropical to Inferno	Tropical to Inferno	Searing to Inferno	Inferno
Ecosphere (OER-O)/(OER-IER) > 0.5 and ≤ 0.75	Subarctic to Searing	Temperate to Searing	Temperate to Searing	Temperate to Searing	Searing to Inferno	Inferno
Ecosphere (OER-O)/(OER-IER) > 0.25 and ≤ 0.5	Subarctic to Searing	Subarctic to Searing	Arctic to Searing	Arctic to Searing	Temperate to Searing	Tropical to Searing
Ecosphere (OER-O)/(OER-IER) ≤ 0.25	Subarctic to Tropical	Subarctic to Tropical	Subarctic to Tropical	Arctic to Tropical	Temperate to Searing	Temperate to Tropical
Post-Ecosphere (FL-O)/(FL-OER) > 0.5 and ≤ 1.0	Subarctic to Temperate	Subarctic to Temperate	Subarctic to Temperate	Subarctic to Temperate	Arctic to Tropical	Temperate to Tropical
Post-Ecosphere (FL-O)/(FL-OER) > 0 and ≤ 0.5	Subarctic to Arctic	Subarctic to Arctic	Subarctic to Arctic	Subarctic to Arctic	Arctic to Temperate	Arctic to Temperate
Post-Ecosphere (FL-O)/(FL-OER) ≤ 0	Subarctic	Subarctic	Subarctic	Subarctic	Subarctic to Arctic	Subarctic to Arctic

Planet creators that wish to build colonizable worlds for use in their adventures should bear in mind that a planet's surface temperature range need only *contain* the Temperate or Tropical categories (i.e. their planet may have a temperature range hotter or colder than either category, as long as least one of the two is present). T

As a general rule, the greater the surface temperature range, the more of an effect it will have on the planet's weather (this is based on actual meteorological principles; sharper contrasts in temperature lead to stronger weather systems, which lead to more intense weather). Once a creator has determined the surface temperature range for their planet, they'll need to determine how much it will affect the planet's weather. To determine the effect, a creator need only to look up their planet's

surface temperature range in the table below and record the indicated weather factor value for later use.

Weather Factors for Planetary Temperature Range	
Temperature Range	Weather Factor
Arctic to Searing	4
Arctic to Temperate	2
Arctic to Tropical	3
Inferno	0
Searing to Inferno	3
Subarctic	0
Subarctic to Arctic	3
Subarctic to Inferno	10
Subarctic to Searing	8
Subarctic to Temperate	6
Subarctic to Tropical	6
Temperate to Searing	2
Temperate to Tropical	1
Tropical to Inferno	4
Tropical to Searing	1

Planets with no atmospheric density have no atmosphere and therefore no weather. If the planet being created has no atmosphere, the weather factor for temperature may be ignored (though the planet will still have the surface temperature range generated in this step of the procedure).

The planet's degree of axial tilt (the angle between the world's axis of rotation and plane of revolution) should be determined after the surface temperature range has been set. Axial tilt is a largely cosmetic stat, but it can be used by a GM to track the severity of global seasonal surface temperature variations. To determine a world's axial tilt, the creator merely needs to roll 2d5. If the result is 10, the creator will roll d% next; they will perform a second 2d5 roll in all other cases. In either case, the second roll is added to the result of the first roll, and the final sum sets the world's axial tilt (in degrees).

We know that Cyvuspe is located in the ecosphere and Lolydu is in the post-ecosphere beyond the Frost Line. The system's Inner Ecosphere Radius (determined in the example from the previous Chapter) is at 0.839 AU and the OER is at 1.292 AU, with Cyvuspe itself orbiting at 1.009 AU; it has a Moderate atmospheric density as established earlier in the procedure. We perform the necessary calculation for an ecosphere world and arrive at a check value of 0.625 ((1.292-1.009)/(1.292-0.839) = 0.283/0.453 = 0.625). Checking the tables for the ecosphere solutions, we can see that this corresponds to the second ecosphere row; with a Moderate atmospheric density level, we can see that its temperature range will be Temperate to Searing, which has a weather factor of two (overall, this is a reasonably close match for Earth, though Earth would probably be considered Arctic to Searing). We'll go ahead and set the world's axial tilt to be about the same as the Earth, 19 degrees. Lolydu (at 15.265 AU) is well past the Frost Line (located at 2.001 AU). The check value will obviously be negative as a result, so we know this will be the bottom row without doing much in terms of calculation. With an atmosphere density of None, a Subarctic temperature range is assured (which has a weather factor of zero). We'll record the temperature ranges for both worlds along with their respective weather factors for later use. Finally, we'll roll 2d5 for Lolydu's axial tilt; a nine comes up, so we roll 2d5 again and get another nine. Lolydu will have an 18 degree axial tilt (9+9 = 18).

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Determine the severity of the planet's tectonic activity.

The next step in a planet's creation is to determine its level of **tectonic activity**, or the severity and frequency of volcanic eruptions and earthquakes on its surface. Vulcanism in particular is a driving force that shapes a planet's evolution. Volcanoes play a big part in shaping a planet's surface by smoothing over areas that have been impacted in cosmic collisions (asteroids, comets and the like) with lava flows and/or volcanic ash. Many of the same forces that cause vulcanism also give rise to earthquakes, which aid in mountain building and as a result affect a world's overall climate. While both volcanic eruptions and earthquakes are commonly considered extreme natural disasters, their presence actually enhances the habitability of a world (though only if they don't occur too frequently). In WCRPG, both earthquakes and volcanoes are forms of tectonic activity, though they are considered separate elements (vulcanism and seismicity) and a high degree of one phenomenon does not necessarily imply a high degree of the other. This step of the planet building procedure only applies to non-Gas Giants; if the world being designed is a Gas Giant, it automatically has categorical values of None for both vulcanism and seismicity.

A world's categorical **vulcanism** level is determined by a simple 2d10 roll, the result of which is heavily modified depending upon the world's general type, gravity and location. To determine the modifier to the roll, begin by checking to see if the primary is exotic or not (i.e. if it is one of the possible outcomes listed in the "Exotic Results" table in the previous sub-Chapter). If it is, divide 400 by the result of a d10 roll and multiply the result by the planet's gravity, rounding that result to the nearest integer. If the primary is not exotic, divide 400 by a d% roll instead. (*NOTE: If more than one world in the same system is being designed, this result should be recorded and re-used for all worlds in the system*). The 2d10 roll may be further modifier as follows:

- Add 5 to the result if the world has one full-sized moon, or if it is the moon of a Gas Giant.
- Add 10 to the result if the world has more than one full-sized moon.
- Add 50 if the planet is a Molten World.

After any modifiers have been added to the result of the 2d10 roll, the final result may be referenced on the following chart in order to determine the severity of the planet's vulcanism:

Categorical Vulcanism Severity by Modified 2d10 Roll			
Modified 2d10 Result	Categorical Severity	Mineral Bonus	Biodensity Bonus
≤16	None	-20	-5
17-20	Light	-10	+0
21-26	Moderate	+0	+5
27-70	Heavy	+10	-10
71+	Extreme	+20	-20

More explicitly, the formula for determining vulcanism is as follows:

```
vulcanism index = round((400/(d10 -or- d%))*gravity) + 2d10 + other modifiers
```

Once the severity of the planet's vulcanism has been determined, it's possible to determine the severity of the planet's **seismicity**. To determine seismicity, another 2d10 roll is made, with the result of the roll modified depending on the severity of the world's vulcanism as follows:

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- Subtract 8 from the result if the world's categorical vulcanism is None.
- Subtract 4 from the result if the world's categorical vulcanism is Light.
- Add 4 to the result if the world's categorical vulcanism is Heavy.
- Add 8 to the result if the world's categorical vulcanism is Extreme.
- Subtract 4 if the world is a Frozen World.
- Subtract 2 if the world is a Rock World.
- Add 2 if the world has one full-sized moon.
- Add 4 if the world has more than one full-sized moon.

Once the final result has been determined, it may be compared to the table below in order to determine the world's categorical seismicity level. Worlds that are PSC 15 or smaller automatically have a categorical seismicity level of None.

Categorical Seismicity Severity by Modified 2d10 Roll		
Modified 2d10 Result	Categorical Severity	Mineral/Biodensity Bonus
<7	None	-10
7-10	Light	-5
11-14	Moderate	+0
15-18	Heavy	-5
19+	Extreme	-10

Both the categorical vulcanism and seismicity severity levels have mineral and biodensity bonuses associated with them. The mineral bonuses should be tallied and added to any previous mineral bonuses from the planet's size and density. The biodensity bonuses should likewise be tallied and recorded for later use.

If the planet creator intends for their world to be colonizable, neither of its tectonic components may be Heavy or Extreme.

*This will be one step in the creation of Cyvuspe for which we'll go ahead and do the die rolls. Neither star in the Cyvuspe system is exotic. We make our first 2d10 roll and follow it up with the d% roll we'll need for the modifier. The 2d10 roll comes up as 7 and the d% result is 27. The planet has 0.9 gees of surface gravity. It doesn't match any of the criteria for any of the other modifiers. Plugging in all that information into the vulcanism formula gives us a result of twenty (400/27 = 14.81, 14.81 * 0.9 = 13.3, rounds to 13, 13 + 7 = 20), so the world has Light vulcanism. We then make the second 2d10 roll for seismicity (we know that Cyvuspe is large enough that it can have earthquakes). Since the world has Light vulcanism, we know that we'll be subtracting four from the result; it meets none of the other modifier criteria. The die is cast and comes up as 11, so our final result is seven (11-4 = 7). Cyvuspe has both Light vulcanism and seismicity; this is somewhat different from Earth, but shouldn't make too much of a difference. The planet's seismicity categories add a total of -15 to its mineral bonus (which becomes -8 owing to the previous value of +7 given for its size and density) and a total of -5 to its biodensity.*

*Lolydu is a PSC 6 world with 0.03 gees of surface gravity, again located in a system with a non-exotic primary. We also know that it is a moon of a Gas Giant. The 2d10 roll comes up as 6. We'll recycle the 27 for the d% roll from Cyvuspe. The final result of the vulcanism roll once all the modifiers are accounted for is twelve (400/27 = 14.81, 14.81 * 0.03 = 0.57, rounds to 1, +5 for being the moon of a Gas Giant = 6, 6 + 6 = 12), so the world has no active vulcanism. Finally, since it is a PSC 6 world, it's too small to have any seismicity. Lolydu has both vulcanism and seismicity levels of None; it receives a -30 mineral bonus (now -48) and -15 biodensity bonus as a result.*

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Determine the planet's atmospheric composition.

The next step in the planet creation process is to determine what gas mixture comprises the planet's atmosphere. In general, a planet's atmospheric mix can largely be predicted by surface conditions; this involves knowledge of the planet's atmospheric density as well as its position within a solar system. However, there may be other random factors (such as vulcanism or a non-standard

GRAVITY	0.9	G
ATMOSPHERIC DENSITY	MODERATE	
ATMOSPHERE	NITROGEN, OXYGEN	
HYDROSPHERE	WATER / 80 %	
LITHOSPHERE 1	ZINC	
LITHOSPHERE 2	ALUMINUM	
LITHOSPHERE 3	STRONTIUM	

Gravity, Atmospheric Density, and the Three 'Spheres.

surface configuration) that may drastically affect a planet's atmospheric composition, resulting in a number of possible "exotic" atmospheres.

Determining a planet's atmospheric composition is fairly simple. Provided the planet has an atmosphere, the creator will need to make a 1d% roll and look up the results in the tables provided (obviously, the mix is "None" if the planet's atmospheric density is None). If a result of "Exotic" occurs, the creator will need to make a second d% roll and refer to the second table for the final result. A planet's atmospheric mix does have an effect on the overall global weather. To reflect this, each gas mixture has an "atmospheric constant" listed in parentheses along with it. Once the final atmospheric mix has been determined, the creator will need to record that mix in the planet's stats and will need to record the atmospheric constant for later use.

Vulcanism has a chance of altering the resultant atmospheric composition. If the planet has a categorical vulcanism severity level of Heavy, roll d%; on a roll of 50 or higher, the level of vulcanism is sufficient to taint the atmosphere. Atmospheric tainting occurs automatically if the planet's vulcanism severity is Extreme. If the atmosphere is tainted, the creator must tack Sulfur Dioxide onto the atmospheric composition as the least common gas and add 2 to the planet's atmospheric constant. There are a few special cases: if the planet's main atmospheric component is Carbon Dioxide, change it to "Carbon Dioxide, Sulfur Dioxide (4)". Change it to "Chlorine, Sulfur Dichloride (6)" if Chlorine is the most common component, and "Fluorine, Sulfur Tetrachloride (7)" if Fluorine is most common.

Planet creators that wish to create colonizable planets for use in their adventures should bear in mind that a planet's atmosphere must contain Oxygen. Any gas combination that contains Oxygen is suitable for this purpose (though as a rule planet creators should avoid the "Oxygen, Hydrogen Cyanide" selection if they truly want to make the world habitable to any species; it is okay to use that mix for any race that has adapted to the presence of an otherwise extremely poisonous gas).

Atmospheric Composition Determination by Planetary Conditions and d% Roll					
Planetary Conditions	00-50	51-70	71-80	81-94	95-99
Gas Giant	Methane, Ammonia, Hydrogen (1)	Methane, Ammonia, Hydrogen (1)	Hydrogen, Helium (0)	Hydrogen, Helium (0)	Exotic
Pre-ecosphere World, or Ecosphere Frozen/Molten World Very Thin Atmosphere	Hydrogen, Helium (0)	Hydrogen, Helium (0)	Hydrogen, Helium (0)	Hydrogen, Helium (0)	Exotic
Pre-ecosphere World, or Ecosphere Frozen/Molten World Thin Atmosphere	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Exotic
Post-ecosphere World Any Density	Ammonia (1)	Methane (1)	Methane (1)	Methane (1)	Exotic
Pre-ecosphere World Moderate Atmosphere or Denser	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Exotic
Frozen World in Ecosphere Moderate Atmosphere or Denser	Methane, Ammonia, Hydrogen (1)	Methane, Ammonia, Hydrogen (1)	Nitrogen, Oxygen (2)	Nitrogen, Oxygen (2)	Exotic
Molten World in Ecosphere Moderate Atmosphere or Denser	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Carbon Dioxide (1)	Exotic
Liquid/Rock World in Ecosphere Moderate Atmosphere or Less Dense	Nitrogen, Oxygen (2)	Nitrogen, Oxygen (2)	Nitrogen, Oxygen (2)	Exotic	Exotic
Liquid/Rock World in Ecosphere Thick or Very Thick Atmosphere	Nitrogen, Oxygen (2)	Nitrogen, Oxygen (2)	Exotic	Exotic	Exotic

Exotic Atmosphere Mixture Determination by d% Roll		
d% Result	Atmospheric Mix	Atmospheric Constant
00-12	Nitrogen	1
13-17	Carbon Monoxide	1
18-19	Fluorine, Carbon Dioxide	3
20-22	Nitrogen, Carbon Dioxide	2
23-24	Chlorine, Carbon Dioxide	4
25-29	Chlorine	2
30-34	Fluorine	1
35-39	Helium, Sodium	1
40-42	Nitrogen, Chlorine	3
43-47	Methane, Ammonia	1
48-49	Fluorine, Nitrogen	2
50-52	Ammonia, Hydrogen	1
53-54	Fluorine, Chlorine	3
55-59	Cyanoacetylene	2
60-62	Methane, Ammonia, Argon	3
63-64	Methane, Hydrogen Cyanide	2
65-67	Methanol, Ethanol	3
68-72	Oxygen	1
73-74	Oxygen, Carbon Dioxide	3
75-77	Oxygen, Hydrogen	1
78-82	Sulfane, Sulfur Dioxide, Sulfur Trioxide	6
83-87	Water Vapor	1
88-94	Oxygen, Water Vapor	2
95-97	Carbon Dioxide, Water Vapor	2
98-99	Oxygen, Hydrogen Cyanide	2

The obvious atmospheric mix for Cyvuspe would be Nitrogen/Oxygen, but for the hell of it let's go ahead and roll it out. Cyvuspe is a Liquid World within the Ecosphere and has a Moderate atmospheric density. This corresponds to the second-to-last row of the chart. A roll of d% comes up as 09, which indicates a Nitrogen/Oxygen atmosphere. Had it come up as an Exotic atmosphere, we would have rolled again...that d% roll came up as 04, indicating a Nitrogen atmosphere sans Oxygen. In either case, the planet's vulcanism severity level is not sufficient to taint the atmosphere. N_2O_2 is what we really want, so we'll just go with that.

Lolydu has no atmospheric density; because it has no atmospheric density, it has no atmosphere whatsoever, and so we can simply set its atmospheric mix to None.

Determine the planet's hydrospheric composition.

A planet's hydrospheric composition can be determined as soon as its atmospheric composition has been set. The term **hydrosphere** as it is used in WCRPG is a bit of a misnomer; in WCRPG, it refers to the compound(s) that make up any liquid portion of a planet's surface (the true definition of the term is "the combined mass of water found on, under, and over the surface of a rocky planet"; a great many planets don't have any kind of water on their surface or as part of their overall composition whatsoever). A planet's hydrospheric composition is largely dependent upon its atmospheric composition. Planetary temperature, vulcanism and atmospheric density may also factor in, though in most cases a planet's hydrosphere is solely dependent on its atmospheric mix. Planets that have no atmosphere have no hydrosphere. By definition, Gas Giants have no hydrosphere.

To determine the composition of a planet's hydrosphere, a creator needs to find its atmospheric mix on the table below and look up the results in the corresponding row. There can be up to three possible hydrospheric mixes for any given atmospheric mix. In the cases where there are multiple possibilities, the creator should check each possibility in turn. Each possibility is generally listed as a mix, a set of temperature requirements for that mix (sometimes there is an atmospheric density requirement as well; any density requirement must be met regardless of whether or not a temperature requirement is fulfilled), and a d% die roll result range. If the temperature and density requirements are met, the creator must make the d% roll. If the result of the roll is in the indicated range, the planet's hydrosphere mix is set to the composition indicated by that possibility. A planet meets the temperature requirements if the top of its temperature range is as cold as or colder than the indicated temperature category. Should the top of its temperature range be colder than the indicated temperature category, the indicated mix automatically becomes the mixture used for the planet's hydrosphere, regardless of the result of the d% roll. Some temperature ranges indicate a categorical level "or higher"; in these cases, the temperature requirement is for the indicated category as the *bottom* of the planet's temperature range, with any higher categories at the bottom automatically fulfilling the requirement (opposite of the way it normally works). If the temperature and/or density requirements are not met or if the d% roll does not come up in the indicated range, the creator will skip that possibility and go to the next one listed. If the creator comes to the last possibility given for a particular atmospheric mix, the mix listed automatically becomes the mixture used for the planet's hydrosphere. Finally, if the planet's atmosphere was tainted due to vulcanism, "Sulfur Compounds" should be tacked on to the planet's hydrospheric composition except in the case where that is already the main hydrospheric component.

Determination of Hydrospheric Mixture using Atmospheric Mix and d% Roll

Atmospheric Mix	First Possibility			Second Possibility			Third Possibility
	Requirements	d% Result	Hydrosphere	Requirements	d% Result	Hydrosphere	
Ammonia	Arctic	00-66	Liquid Ammonia	Ammonia Compounds			
Ammonia, Hydrogen	Ammonium Hydroxide						
Carbon Dioxide	Arctic Thick Atmosphere or Denser	00-21	Carbonic Acid	Water			
Carbon Dioxide, Water Vapor	Carbonated Water						
Carbon Monoxide	Subarctic	00-46	Liquid Carbon Monoxide	None			
Chlorine	Chlorine Compounds						
Chlorine, Carbon Dioxide	Arctic Thick Atmosphere or Denser	00-21	Carbonic Acid	Carbon Tetrachloride			
Cyanoacetylene	Water						
Fluorine	Subarctic	00-49	Liquid Fluorine	None			
Fluorine, Carbon Dioxide	Subarctic	00-49	Liquid Fluorine	None			
Fluorine, Chlorine	Subarctic	00-49	Liquid Fluorine	Arctic	00-65	Liquid Chlorine	None
Fluorine, Nitrogen	Subarctic	00-44	Liquid Nitrogen	Subarctic	45-49	Liquid Fluorine	Hydrofluoric Acid
Helium, Sodium	Subarctic	00-02	Liquid Helium	Searing or Higher	00-06	Liquid Sodium	Sodium Compounds
Hydrogen, Helium	Subarctic	00-02	Liquid Helium	Subarctic	03-11	Liquid Hydrogen	None
Methane	Subarctic	00-64	Liquid Methane	None			
Methane, Ammonia	Subarctic	00-64	Natural Gas	None			
Methane, Ammonia, Argon	Subarctic	00-64	Natural Gas	None			
Methane, Ammonia, Hydrogen	Subarctic	00-64	Natural Gas	None			
Methane, Hydrogen Cyanide	Subarctic	00-64	Liquid Methane	Tropical	00	Hydrocyanic Acid	None
Methanol, Ethanol	Searing	00-28	Methyl Alcohol	Searing	29-55	Ethyl Alcohol	Water
Nitrogen	Subarctic	00-44	Liquid Nitrogen	None			
Nitrogen, Carbon Dioxide	Subarctic	00-44	Liquid Nitrogen	Arctic Thick Atmosphere or Denser	00-21	Carbonic Acid	Water
Nitrogen, Chlorine	Arctic or Higher	00-66	Chloramine	Hydrochloric Acid			
Nitrogen, Oxygen	Subarctic	00-44	Liquid Nitrogen	Water			
Oxygen	Subarctic	00-52	Liquid Oxygen	None			
Oxygen, Carbon Dioxide	All Temps	00-49	Carbonated Water	Water			
Oxygen, Hydrogen	Water						
Oxygen, Hydrogen Cyanide	Tropical	00	Hydrocyanic Acid	Water			
Oxygen, Water Vapor	Water						
Sulfane, Sulfur Dioxide, Sulfur Trioxide	Arctic	00-39	Liquid Sulfane	Sulfur Compounds			
Water Vapor	Water						

Note that it is possible for a planet indicated as a Liquid World to wind up having no hydrosphere (either because it has insufficient gravity to have an atmosphere or as a result of the hydrosphere mixture selection process). When this occurs, the planet needs to be reclassified as a Rock World.

Once the hydrospheric composition has been determined, the planet's **hydrospheric coverage** (how much of the planet's surface is dominated by its hydrosphere) should also be determined. This is based on a die roll, which itself is determined by the planet's type. For Molten and Frozen Worlds, a d10 roll is made; the result is the planet's hydrospheric coverage. For Rock and Liquid Worlds, a d% roll is made, the result of which is divided by two and rounded down. For Liquid Worlds, fifty is added to this result; no additional amount is added for Rock Worlds. The final result of this calculation is the planet's hydrospheric coverage.

If the planet creator intends for their world to be colonizable, their world's hydrosphere must consist of Water.

Cyvuspe has a Nitrogen, Oxygen Atmosphere with a temperature range of Temperate to Searing. Checking the table for Nitrogen, Oxygen, we see that there are two possible hydrospheric mixes, Liquid Nitrogen or Water. Liquid Nitrogen is the first possibility, so we'll check it first. Its temperature requirement is Subarctic; the high end of Cyvuspe's surface temperature range is Searing. This is well above Subarctic, so we have to skip that first possibility. Water is the next and last possibility for Nitrogen, Oxygen, so that becomes the planet's hydrosphere. Since we're making Cyvuspe an Earth-like world, this is a Good Thing. For hydrospheric coverage, we'll just pick a value similar to Earth's and set it at 80%.

Lolydu has no atmosphere and will therefore have no hydrosphere; we can note this in the planet's stats.

Determine the planet's lithospheric composition.

The composition of the minerals in the planet's **lithosphere** (the solid outermost shell of a rocky planet) must be determined at this point in the procedure. Its composition determines what elemental materials will be most commonly encountered during exploration on that planet's surface (see Chapter 8.2). Gas Giants have no lithosphere by definition.

To determine a planet's lithospheric composition, a creator needs to select three elements by making three d% rolls and referencing the results on the following table; alternatively, the creator may simply select whatever minerals they wish. The first mineral indicated becomes the primary mineral for the world (i.e. the most common mineral to be found on the planet), the second one becomes the secondary mineral, and the third becomes the tertiary mineral. A single mineral can appear more than once in the listing of a planet's lithospheric composition, though it's not recommended (particularly if the same mineral winds up as both the primary and the tertiary mineral, skipping over the secondary listing).

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Minerals	
Name of Element	d% Roll
Aluminum	00-04
Antimony	05-07
Bismuth	08-10
Borax	11-13
Calcium	14-16
Carbon	17-19
Chromium	20-24
Cobalt	25-27
Copper	28-33
Gold	34-36
Halite	37-42
Iron	43-45
Lead	46-48
Magnesium	49-51
Mercury	52-54
Molybdenum	55-59
Nickel	60-62
Platinum	63-65
Silicon	66-68
Silver	69-73
Strontium	74-76
Sulfur	77-79
Tin	80-82
Titanium	83-85
Tungsten	86-90
Unobtanium	91-93
Uranium	94-96
Zinc	97-99

Planet creators who have some knowledge of chemistry (or who play with other players who do) might realize that certain combinations of lithospheric mineral elements and mixtures in the atmosphere or hydrosphere would simply never occur in real life. It is perfectly acceptable for a creator to make deliberate selections in order to replace any randomly rolled minerals and avoid these situations. The vast majority of players probably won't know enough to notice any problems. Planet creators are welcome to change the "Unobtanium" result into any elemental ore of their liking.

Rain on chemistry; we'll go ahead and pick our minerals for both worlds using d% rolls. For Cyvuspe, the d% results are 98, 01, and 74. This corresponds to a lithosphere of Zinc, Aluminum and Strontium. For Lolydu, the d% results are 86, 17 and 88. This would correspond to Tungsten, Carbon, and Tungsten, but it's not a good idea to have Tungsten twice (particularly since it skips over the secondary mineral spot), so we'll replace the second occurrence. For the heck of it, we'll just pick something on the table rather than re-roll it, and say Uranium. So Lolydu's final lithosphere becomes Titanium, Cobalt and Uranium. It sounds like Lolydu might make a good candidate for a Mining Base; too bad such a base was not generated in the system creation procedure. That could, however, easily be the basis for an adventure or two...

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Determine the planet's biodensity and mineralogical density.

At this point in the procedure, there are two vital planetary stats that need to be determined. The first is the planet's **mineralogical density**, which is simply a measure of how much of the planet's crust contains mineable materials expressed as a percentage. In WCRPG, this value is used to determine whether or not a mineral deposit will be discovered during surface exploration (*see Chapter 8.2*). A planet's mineralogical density is dependent upon its physical size, its density, and its level of tectonic activity. Gas Giants always have a mineralogical density of 0%, due to the fact that they have no lithosphere.

The second stat is the planet's **biodensity** (also sometimes called **biomass**). This is a measure of how much of the planet's non-liquid surface supports higher organisms (anything more complex than a "carpet lifeform"

Mass, Biodensity and Mineralogical Density.

such as grass). Like the mineralogical density stat, this value is expressed as a percentage, and is used during surface exploration to determine whether or not lifeforms will be encountered. A planet's type, tectonic activity level, atmospheric composition, and hydrospheric mixture all serve to help determine its biodensity.

Earlier in the planet creation process, the creator recorded a value for their planet's composite "mineral bonus". To determine the planet's mineralogical density, all that the creator needs to do at this point is to roll d% and add that mineral bonus to the result of the roll. The final result is the planet's mineralogical density. A planet's mineralogical density cannot be less than zero percent; if a lower value results, set the mineralogical density to 1%. Similarly, a planet's mineralogical density cannot be greater than 100%; if a higher value results, set the mineralogical density to 100%.

Biodensity is determined similarly to mineralogical density, though the final die modifier cannot be set until the planet's atmospheric and hydrospheric mixtures are known. To find the modifier, a creator needs to use the table below and reference the row that most closely matches the planet's surface and atmospheric mixture conditions, adding the indicated bonus to any prior bonuses for tectonic activity. Some ecosphere lanes are better than others; a -25 penalty is applied to the final roll for any world in the ecosphere closer than the Tidal Lock Radius. Should the planet's hydrosphere consist of Water, an additional +5 bonus modifier will be added to the final roll. The planet's biodensity will equal the result of a d% roll plus all of the modifiers. A planet's biodensity cannot be less than zero percent; if a lower value results, set the biodensity to 0%. Similarly, a planet's biodensity cannot be greater than 100%; if a higher value results, set the biodensity to 100%. Finally, planets may only contain life if they are a non-Gas Giant located in one of the star's ecosphere lanes; if the planet is a Gas Giant, or if it is not in the system's ecosphere, its biodensity is automatically 0%.

Biodensity Modifier from Planet Type and Atmospheric Composition		
Surface	Atmosphere	Bonus to d% roll
Liquid	Nitrogen, Oxygen	15
Liquid	Oxygen with Anything Else	10
Liquid	No Oxygen	-10
Rock	Nitrogen, Oxygen	-5
Rock	Oxygen with Anything Else	-10
Rock	No Oxygen	-30
Frozen	Nitrogen, Oxygen	-20

Frozen	Oxygen with Anything Else	-25
Frozen	No Oxygen	-45
Molten	Nitrogen, Oxygen	-35
Molten	Oxygen with Anything Else	-40
Molten	No Oxygen	-60
Gas Giant	Any Atmosphere	-200

Earlier in the creation process we recorded a mineral bonus value of -8 for Cyvuspe. That now comes into play. The roll of d% comes up as 13, so the planet's final mineralogical density is 5% (13-8 = 5), which is not all that impressive. Cyvuspe is a Liquid World with a Nitrogen, Oxygen atmosphere. Checking the chart for the biodensity modifiers, we see that this matches the very first row, so the type and atmosphere contribution to the modifier is +15; this is added to the -5 modifier established by the planet's tectonic activity level, for a composite value of +10. Further, since the planet's hydrosphere is made of Water, an additional five points are added to that value, so the total modifier is +15. Finally, we know the world is in the ecosphere beyond the system's Tidal Lock Radius, so this world can have life on its surface and takes no penalties based on its location. The d% roll is made and comes up as 52, so the final biodensity of Cyvuspe is 67% (15 + 52 = 67). Cyvuspe doesn't have a lot of mineralogical value, but it does have some fairly abundant life on its surface (a Good Thing for an Agricultural World).

The recorded value of Lolydu's total mineral bonus was -48. The d% roll for that planet comes up as 41; this would ordinarily indicate a final result of -7%, but since this result is less than zero, the final mineralogical density of Lolydu will be 1% instead. Lolydu is past the Frost Line; this is not in the ecosphere, so the planet cannot have life. For the sake of demonstration, we'll go ahead and figure up what it might've been if it had been in an ecosphere lane. Lolydu has no atmosphere. Its type and atmospheric composition match the "Frozen/No Oxygen row", so their modifier to the biodensity roll will be -45. Since the planet has no hydrosphere, there is no bonus there and the final overall modifier is -60 (counting the -15 previously recorded from tectonics). The d% roll comes up as double zero, which gives a final result of -60% (0 - 60 = -60). Since the biodensity can't be less than zero, this value gets set at zero percent. The planet turns out to be completely lifeless (no surprise there) and it's almost completely worthless as a source of minerals (though someone might still try to get at the minerals it does contain; better still, these conditions make it a nearly perfect choice for an Industrial World).

Determine the severity of the global weather.

The final major planetary stat that needs to be determined is the severity of the global weather. **Weather** is defined as the set of all the phenomena occurring in a given atmosphere at a given time (by this definition, a planet that has no atmosphere has no weather either). A planet's weather is a very highly complex system, dependent upon a slew of factors (including the amount of incoming solar radiation, surface gravity, rate of rotation, axial tilt, atmospheric mix, hydrospheric mix, geology, and so forth). The mathematics involved in a simple meteorological forecast are well beyond most gamers, to say nothing of what would be required to produce an accurate global weather model. WCRPG takes a bit of a shortcut when it comes to weather by using general weather severity categories instead of trying to generate a precise set of conditions.

For those who are curious: yes, the method for determining weather in WCRPG is based on some real meteorology (the key words there are *based on*). WCRPG does at least try to emulate the actual severity of the weather based on the planet's conditions. Weather severity in the game is based on the principle of hydrostatic balance, which is a balance between pressure gradient force and other forces within the atmosphere (gravitational force, Coriolis force, centrifugal force, and friction). Pressure

gradient force is what produces winds in a planet's atmosphere. As a general rule, the stronger a planet's winds (particularly at its surface), the more severe its weather is. The important terms in the equation for hydrostatic balance are gravity, temperature, a gas constant based on the atmospheric mix, and atmospheric density. The method of accounting for these factors is highly generalized in the game, so planet creators shouldn't have to deal with the inner workings of the math (a Good Thing, as it's a fairly complex differential equation).

To determine the severity of a planet's weather, the creator begins by taking the planet's atmospheric constant (which was determined at the same time as the planet's atmospheric mix) and multiplying it by the atmospheric density weather factor. The creator then takes the planet's gravity, rounds it down to the next whole number, and adds that to the previous result. The planet's temperature weather factor is then added to that result; the final sum of this calculation is the planet's weather intensity index.

At this point, the creator will make a roll of 2d10 for random factors. If the result of the roll is zero, then the creator will add five points to the intensity index and lower the planet's biodensity by 5% (if possible). If the result of the roll is eighteen, the creator will subtract five points from the intensity index. On any other roll, nothing happens. Once any final adjustments to the intensity index have been made, the creator needs only to look up the final value in the table below to determine the proper global weather category.

Categorical Planetary Weather based on Weather Intensity Index Value	
Weather Intensity Index Value	Planetary Weather Category
<5	None
5-9	Calm
10-14	Moderate
15-19	Violent
>19	Very Violent

Explicitly, the formula for determining the weather severity index is as follows:

```
(atmospheric constant * atmospheric density weather factor) + gravity (rounded down)
+ temperature weather factor + unusual conditions modifier = weather intensity
index.
```

Gas Giants have incredibly turbulent atmospheres. If the planet is a Gas Giant and the resultant weather intensity index is 14 or less, the planet's categorical weather severity should be set to Violent; if it is 15 or higher, it should be set to Very Violent instead.

If a planet creator intends for their world to be colonizable the planet's categorical weather severity may not be any higher than the Moderate Category (i.e. the planet's weather may not be Violent or Very Violent).

Cyvuspe has a Moderate atmospheric density (with a weather factor of three), a Nitrogen/Oxygen atmosphere (which has an atmospheric constant of 2), surface gravity of 0.9 gees, and a global temperature range of Temperate to Searing (which has a weather factor of 2). We begin by multiplying the atmospheric constant by the atmospheric density weather factor; we have six so far (2*3 = 6). We then add to that the surface gravity rounded down to the next whole gee; this is zero in this case (0.9 rounds down to zero), so the index remains six. We then add in the temperature weather factor of two; the index is now eight (6+2 = 8). Finally, we roll 2d10; the result of the roll is an eleven, so nothing is added or subtracted from the index value. The final weather intensity index

value is eight. Checking the table, we see that this corresponds to a category of Calm; Cyvuspe will therefore have Calm global weather.

Lolydu has no atmosphere (a factor of zero), a gravity of 0.03 G, and a temperature range of Subarctic (factor zero). The final weather intensity index value is obviously going to be zero, which corresponds to no weather (what one would expect for a world with no atmosphere).

Determine the length of the planet's day and year.

The next step in the procedure is to determine the planet's period of rotation and revolution, or the length of its day and its year. These are mainly flavor statistics, though they could potentially be critical pieces of information in an adventure set on the world.

Calculating the length of a planet's year is somewhat easy, though using a calculator is recommended. All that's needed is the planet's orbital radius and the mass of its primary (or the combined masses of the stars in a multi-star system). The length

AXIAL TILT	19 DEGREES
ORBITAL PERIOD	0.828 YEARS (308 DAYS)
ROTATIONAL PERIOD	20 HOURS
VALUE	~¤5,000 (UNHABITED)

Some supplementary "flavor" info.

of the world's year is the square root of the quantity equal to the cube of the orbital radius divided by the primary's mass:

> Year (in earth years) = $(R^3/M)^{(1/2)}$, where R is the orbital radius (in AU) and M is the primary's mass (in solar masses).

The formula is slightly adjusted for moons:

> Lunar orbital period (in earth days) = $.0588*((R/12,742)^3/M)^{(1/2)}$, where R is the orbital radius (in kilometers) and M is the mass of the primary world (in Earth masses).

Determining the length of a world's day is more complicated, though it may be based on the length of the world's year. If a world is in **tidal lock** around its primary, then the period of its day equals that of its year (by definition). A planet in **resonance** (whether by design or as indicated as a result of the procedure in Chapter 10.2.3) will have a simple mathematical relationship between its day and its year. To determine the length of day for a world in resonance, the creator will roll 1d10 and find the corresponding result on the table below.

Length of Day for Worlds in Spin-Orbit Resonance by d10 Roll.	
d10 Result	The Length of the World's Day is...
0	...two-thirds the length of its year.
1	...60% the length of its year.
2	...one-third the length of its year.
3	...half the length of its year.
4	...40% the length of its year.
5	...1.5 times the length of its year.
6	...one and one-third times the length of its year.
7	...three times the length of its year.
8	...2.5 times the length of its year.
9	...twice the length of its year.

For all other planets, the length of the day may either be selected arbitrarily or determined by the result of a 2d10 roll. A value equal to thirty-three minus the planet's Size Class will be added to the result; the final result is the base number of Earth hours in the planet's day. If the result is 36 hours or later, or if the unmodified result of the die roll was sixteen or higher, a 1d10 roll must follow to determine if unusual circumstances exist. If the result of the 1d10 roll is five or less, the initial result stands without further modification. Otherwise, a final 1d5 roll is made, the result of which is multiplied by a factor that is dependent upon the result of the previous 1d10 roll; the resultant value is added to the previously determined length of day as a number of additional hours. The multiplier to be used in a given situation may be found on the following table:

Length of Day Multiplier based on a Higher-End Result of a d10 roll.	
d10 Result	1d5 Multiplier
6	48 hours
7	240 hours
8	480 hours
9	2400 hours

If the final number of hours indicated in the planet's day is greater than or equal to its period of revolution, it will be in tidal lock regardless of any other factor.

Finally, there is the possibility that a planet will have a **retrograde rotation** about its axis (which simply means that its direction of rotation is opposite that of the world's primary). Retrograde rotations will have no in-game effect; they are simply another piece of "flavor" information a creator may wish to add to their planet. To determine if retrograde rotation exists for a planet, the creator will roll d%. If the world in question is not a moon, a result of 74 or higher indicates a retrograde rotation. If it is a moon, a natural 99 is required.

Cyvuspe is orbiting its system's barycenter at a distance of 1.009 AU. The mass of the system's primary is 1.02 Solar Masses and its companion's mass is .48 Solar Masses; this gives a combined mass of 1.5 Solar Masses. We simply plug this data into the equation for the planet's year: Cyvuspe has an orbital period of .828 Earth Years ($(1.009^3/1.5)^{(1/2)} = (1.027/1.5)^{(1/2)} = 0.684^{(1/2)} = 0.828$), about 302 Earth Days or so. We could easily set the length of Cyvuspe's day equal to that of the Earth, but let's have some fun and let the dice decide for us this time around. Cyvuspe is a PSC18 planet, so we'll tack on fifteen (33-18 = 15) to the end of a 2d10 roll. The dice are cast and total five; Cyvuspe has a rotational period of twenty Hours (5+15 = 20). So both the planet's day and year are shorter than that of Earth.

We haven't got any data on Nycalca, the Gas Giant around which Lolydu orbits, so we're in a position where we have to make up a few values arbitrarily if we're going to determine Lolydu's year. We'll just pick a few values: Nycalca will be a PSC 27 Gas Giant with a density of 0.15 Earth Densities; this will give it a mass of 47.99 Earth Masses. Lolydu orbits the planet at a distance of 218,257.78 kilometers. That's enough information to proceed. Since we're dealing with a planet-moon system here, we'll use the formula for lunar orbital period and just plug in our values. Lolydu completes an orbit around Nycalca once every 14.4 Earth Hours
($.0588*((218,257.78/12,742)^3/47.99)^{(1/2)} = 0.6017$, $0.6017 * 24 = 14.4$). We know that the moon is in tidal lock, so its day will equal its year; its rotational period will also be 14.4 Earth Hours.

Determine the planet's value as a colonizable world.

While finding and colonizing colony worlds was never the focus of any piece of Wing Commander canon, there can be no doubt that both of the major powers (the Terran Confederation and the Kilrathi Empire) established colonies throughout their territory, some of which are mentioned explicitly throughout the series. It was even established in <u>Privateer</u> that the Confederation had an Exploratory Service, part of whose job no doubt entailed finding suitable sites to put down new Confederation colonies. **Colony recommendations** may therefore serve as a source of revenue for characters who go exploring frequently. The next step in the planet creation process is to determine how valuable the planet will be should a character group ever submit a colony recommendation for it.

In order for a planet to be eligible to become a potential colony world, it must meet the following criteria:

- The planet must have an atmosphere and that atmosphere must contain Oxygen. It doesn't matter what other gases are in the mix (so a planet with an atmosphere of Oxygen, Hydrogen Cyanide **does** meet this criterion). The atmospheric density also does not matter (though colonists will probably be hesitant to head to a world where the atmosphere is not dense enough to breathe).
- The planet must have a hydrosphere and that hydrosphere must contain Water.
- The planet's categorical surface temperature range must contain the Temperate category and/or the Tropical category. Note that the other temperature categories may be present; it only matters that at least one of these two are present.
- The planet's categorical vulcanism or seismicity may not be Heavy or Extreme, and its global weather severity may not be Violent or Very Violent; all other categories for these phenomena are acceptable.
- The planet's surface gravity must not be higher than two gees. Planets with gravitational pulls of 0.8 to 1.2 gees are considered **optimal worlds**, which potentially have a higher monetary value.
- The planet may not already be inhabited or have already been recommended for colonization by the character group making the recommendation.

Any planet that does not meet **all** of these criteria cannot be colonized and has a recommendation value of zero. Note that this does not automatically remove the planet from consideration for other purposes, such as becoming a homeworld (Kilrah is a good example; it obviously has Extreme vulcanism from what you see of it in Wing Commander III, and its seismicity was high enough that a Temblor bomb could shake the whole planet apart).

Should a planet meet all of the criteria necessary to be considered as a colony world and its designer does not intend to make it already inhabited by anyone, it must be assigned a monetary value. To do this, the creator will roll 1d10 to set a base monetary value. On a roll of four or less, the planet's

base value is €30,000; five to seven indicate a base value of €35,000, while eight or nine indicate a base value of €40,000. If its biodensity is 75% or higher, add €5000 to the planet's base value. €5000 should also be added to the base value if the planet has optimal surface gravity. After making any adjustments for abundant life and/or optimal surface gravity, the final amount indicated is the planet's value. This value should be placed somewhere in its notes (it's alright to place the value in the "Community Notes" section of the Planet Record Sheet, as the planet should not have any communities on its surface at this point).

If a planet does not meet all of the criteria but is recommended anyway, the recommending crew will face a fine. To calculate the fine, the GM will need to multiply the number of times the crew has botched a recommendation times €1000, and add to that €5000 times the number of criteria that the recommended planet fails to match. The final result is the total fine levied. GMs may elect to only issue a warning rather than a fine the first time a crew botches it, if they're feeling merciful. If not...

Cyvuspe is already inhabited (otherwise it couldn't be an Agricultural World), but for the sake of example let's go ahead and figure up its value as though it were uninhabited. It has a Nitrogen/Oxygen atmosphere, Water hydrosphere, Temperate to Searing temperature range (it contains both the Temperate and Tropical categories), and Calm Vulcanism, Seismicity and Weather, all of which match colonization criteria. With a gravity of 0.9 gees, Cyvuspe is not only a habitable world, it is optimal. The d10 roll comes up as an eight; the base value is going to be €40,000. €5000 is added due to it being an optimal world. The 72% biodensity is just slightly too low for it to gain an additional bonus, so Cyvuspe's final value is €45,000, a pretty good catch. Too bad the world is already inhabited. At least the fine for recommending it would be a minimal €5000.

Lolydu is obviously not a colonizable planet. However, the base value of a fine can readily be determined for it in the event that someone out there is dumb enough to recommend it. It has no atmosphere, so that adds €5000 to the fine. It also has no hydrosphere; another €5000 is added to the fine. Since it contains neither the Temperate nor the Tropical temperature categories, another €5000 will be added. Lolydu has no weather or tectonic activity and its surface gravity is below two gees; those criteria match. So, €15,000 would be the base value of the fine in the event that somebody ever recommends Lolydu as a colony site (which is not too bad, all things considered).

Determine the planetary geography (if necessary).

With the completion of the planet's monetary value calculation, its basic statistics are complete. If the planet is just being used as a backdrop for an adventure, the creator need not do anything else at this point. However, if the planet is to be the centerpiece of an adventure, the creator probably should take the time to complete the final few optional steps of the procedure. Creators may complete these steps even if the information isn't critical for an adventure if they so desire.

All planets in WCRPG use **Mercator projections** (more commonly just called **Mercators**) to illustrate their surface features. A Mercator is a cylindrical map projection commonly used because of its ability to represent lines of constant course as straight segments. There is some distortion with Mercator projections (particularly around the poles), but they are far easier to create and use than most other cartographic methods (more importantly, they allow surface navigation to take place on an orthogonal grid). Creation of a Mercator may or not be required when it comes to the planet creation process. If there's a chance that a character group will visit a given world, it behooves its creator to go ahead and map out its surface. If the creator wants to leave the geography up to an adventure's GM, they are certainly welcome to do so.

While there is no "correct" way to build a planetary Mercator, there are some things that a creator may do that will make the overall layout of their planet more logical and natural-looking. Planetary type is perhaps the best predictor of what's appropriate for a planet's surface geography, but other stats may come into play as well (the global surface temperature range, for instance, may help determine whether it's more appropriate for an icepack or a desert to be located at the poles). What follows are some general recommendations that will suit most situations. Creators are welcome to follow these recommendations or ignore them at their own discretion.

Mercators are generally not necessary for Gas Giants. Since a Gas Giant has no solid surface, there isn't much of a surface to plot. Their atmosphere consists of turbulent gases flowing at significant speeds, creating an ever-changing "landscape" that's almost impossible to map. That's not to say that a creator can't make a Mercator for a Gas Giant, but since it's obsolete the instant it's finished (and since surface navigation is impossible anyway), there's very little point in making one. For those that insist on making Mercators for these worlds, creators should consider mapping the location of any significant, long-lasting atmospheric storm systems, such as Jupiter's Great Red Spot or Saturn's north polar hexagon.

A creator should definitely consider their planet's level of tectonic activity, and vulcanism in particular. Volcanoes play a big part of shaping a planet's surface by smoothing over areas that have been impacted by cosmic collisions (asteroids, comets and the like) with lava flows and/or volcanic ash. Rocky planets that have no vulcanism will acquire over time what's known as an "old" surface, which simply means that it's pockmarked with craters. Planets with old surfaces tend to have large shifts in elevation; their terrain is not very smooth. When active volcanoes are present, a planet will have a smoother surface (what's known as a "young" surface; shifts in elevation won't be as drastic). Earthquakes also play a part in shaping a planet's surface; the more prevalent earthquakes are, the more mountainous the terrain will tend to be on a global scale. Planets with significant weather also tend to have younger surfaces than those with little to no weather. Interactions between vulcanism, seismicity and weather severity have a lot of bearing on a planet's landscape. For instance, a combination of severe planetary weather, weak global seismicity and no vulcanism will lend itself to a barren landscape, where the wind and rain have scoured the land clean of any features.

For the sake of simplicity, planetary surface features in WCRPG are indicated through changes in the elevation of the planet's terrain. Each planet type in the game has its own color scale with anywhere from six to eight "levels", which can be viewed alongside the planet's Mercator. The highest planetary elevations correspond to the color at the physical top of the scale, while the lowest elevations (corresponding to oceans, inland seas, icepack, lava seas, or just lower-lying terrain) are always at the bottom. Images of these color scales are available in the table below.

Elevation Color Scales by World Type: Frozen | Gas Giant | Molten | Liquid / Rock (Life Bearing) | Liquid / Rock (Non-Life Bearing)
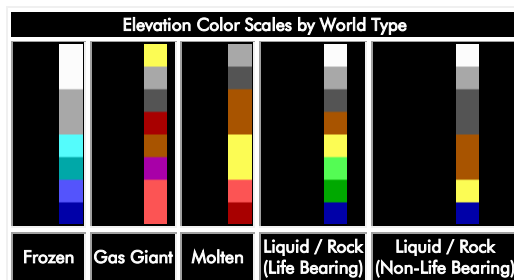
To create their planet's overall terrain, creators should begin by drawing out the *lowest* elevation. This has the effect of denoting which areas are "continental" and which ones are "maritime" (creators are reminded that habitable Rock Worlds *can* have seas of water, it's just that they will take up less than

half of the planet's surface). On the "land" areas, the creator can then add the next highest level of elevation and continue to add higher levels until they either reach the top of their scale or are satisfied with the overall terrain. By using this "bottom up" technique, creators can easily define the locations of major bodies of water as well as significant mountain ranges. From those features, the locations of glaciers, forests, jungles and deserts can be determined, which helps to set the planetary ecology. Alternatively, a creator can start at the top and work their way down; this "top down" technique works well for Frozen and Molten worlds. Creators should be careful if going "top down" if they are making a Liquid or Rock World, since they might accidentally create the wrong type (i.e. have too much water for a Rock World or too little for a Liquid World).

All planet types will tend to be shaped by the placement of continents (particularly the placement of mountain ranges) and the planet's surface temperature range. Any oceanic regions will tend to be frozen into icepacks if the local temperature is in the Arctic category or colder; these areas will generally be near the planet's poles. Land regions in the same areas may be covered in glaciers or fjords. Temperate and Tropical regions may play host to all kinds of forested areas, though usually these will be more common on the "windward" side of any mountain ranges that lay perpendicular to the direction of the prevailing winds (which is usually the direction of the planet's rotation along its axis; winds in the middle latitudes blow in the same direction, while those in the higher and lower latitudes tend to blow in the opposite direction). Open plains and plateaus may also be found in these same areas. Desert regions may be found on the leeward side of mountain ranges or in areas where the local temperature is in the Searing category or hotter. Desert regions are also common within the 28-32° latitude regions (this has to do with the mechanics of atmospheric transport; on Earth, it explains the presence of major deserts such as the Mojave, the Sahara and the Australian Outback). Other features such as inland rivers, plains, plateaus, canyons, and cave systems may be added after these major features have been set. Planets built using these general guidelines will have a number of terrain types that mimic realistic planetary geological and meteorological interactions.

Since the design of a Mercator is something that happens based on the whims of a planet's creator, the examples in this section are going to illustrate some different design philosophies rather than specific examples. We won't be indicating specific features (deserts, forests, etc.) for these two worlds to keep things simple.

For Cyvuspe, we're going to use the planet's grid-lines to set areal limits on the terrain (which is a perfectly valid way of creating a Mercator map though the final result is going to look heavily "pixelated"). We're gunning for a Liquid world with 80% hydrospheric coverage, which means most of the terrain is going to need to be ocean. We'll set one large island-like continent in the northern/eastern hemisphere, with a long, narrow, low-lying land mass in the western hemisphere. We'll go ahead and use the Liquid life-bearing elevation scale for the terrain, using a digital version of the Planet Reference Sheet and MS Paint to fill in the Mercator. The final result looks something like this:
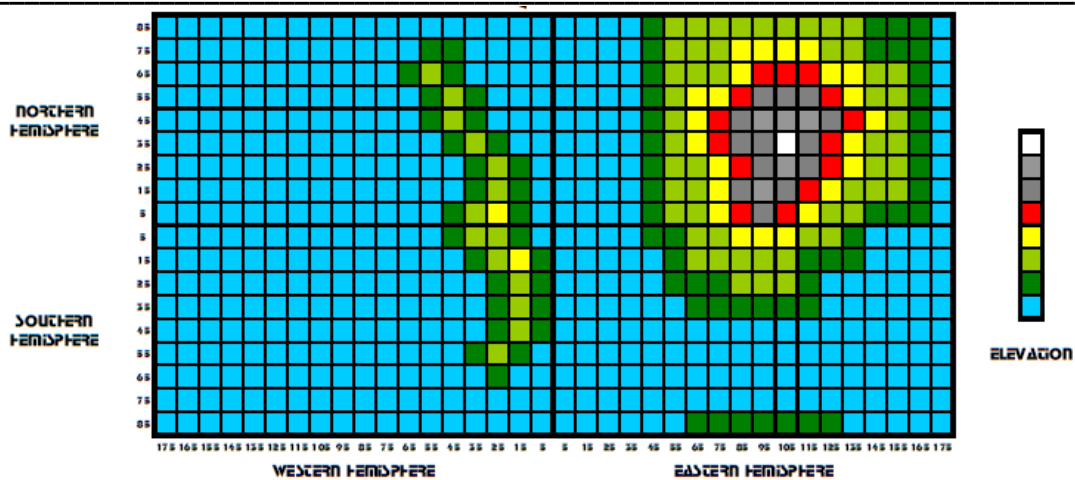
This map uses the planet's grid-lines to delineate the terrain.

For Lolydu, we're going to ignore the grid lines and just let the terrain flow from one block to the next. We'll make the terrain mostly steppe plateau, with some mountainous terrain in the northern/western hemispheres and a southern continental "sea" of smooth low-level terrain. We'll use the Frozen elevation scale as it appeared earlier for this world (at least, as close as we can get to it using colored pencils...).
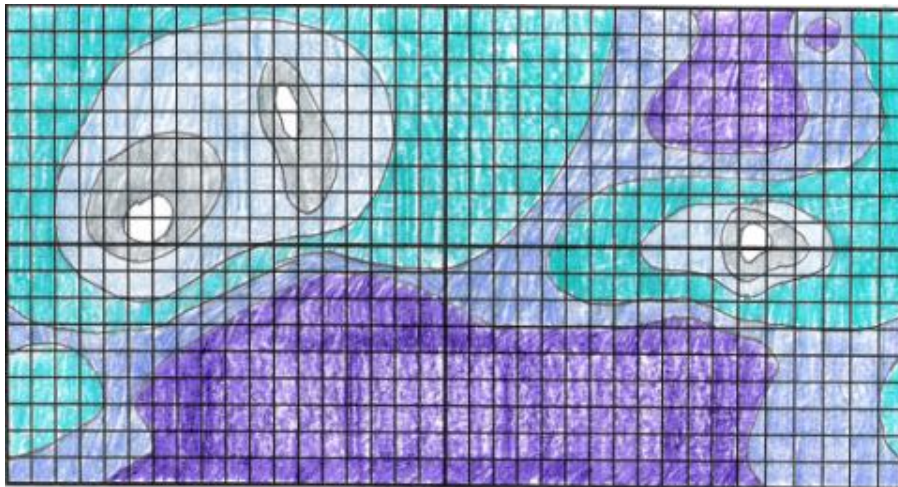
For this Mercator, the designer elected to use a more "natural approach".

Create lifeform lists for the planet (if necessary).

The presence of life on a planet's surface adds another level of complexity, as life indicates the presence of a **biosphere**, a global ecological system integrating all living beings and their relationships, including their interaction with the elements of the lithosphere, hydrosphere, and atmosphere. Given everything that goes into them, it goes without saying that ecospheres are fabulously complex systems.

To try and keep things relatively simple, WCRPG bases planetary biospheres only on the presence of **significant lifeforms**, which are lifeforms that are generally important enough to have monetary value or dangerous enough to be noteworthy. Though there may be a number of lesser lifeforms on a planet's surface, they are ignored in favor of the largest and most valuable lifeforms on the planet; these are known as **megaflora** (large producers) and **megafauna** (large consumers). Planets may or may not have an explicit listing of which significant lifeforms are present on their system, what's known as a **lifeform list** in WCRPG.

If a planet has a biodensity rating greater than 0%, its creator will need to decide whether or not they wish to make an explicit lifeform list for it. It is acceptable for a creator to not create a lifeform list; this will transfer the responsibility for generating the list to the GM of any adventure in which the planet is featured. It gives the GM more latitude to be flexible and opens the world up for them to create their own lifeforms. Creating an explicit list, on the other hand, saves the GM from having to do all of the work involved in creating a lifeform list on their own (which can be considerable, particularly since no matter who does the work it is possible that some of the lifeforms will have to be made from scratch).

Creating a lifeform list is not difficult. First, a creator must decide how many significant species exist on the surface of their planet. The planetary exploration rules listed in Chapter 8.2 set a maximum limit of nine significant lifeforms on a planet's surface, so the creator may choose anywhere from one to nine different species. If they would like to select a number at random, they may make a 1d10 roll, with the result indicating the number of species present (roll again if a zero is the result).

LIFEFORM 1	BUGBEAR
LIFEFORM 2	CENTAURIAN MUD PIG
LIFEFORM 3	DISCURIAN OVIZARD
LIFEFORM 4	GNUFLY
LIFEFORM 5	
LIFEFORM 6	
LIFEFORM 7	
LIFEFORM 8	
LIFEFORM 9	

| NO. COMMUNITIES | 345 |

A sample lifeform list.

With the number of significant species selected, the creator must decide *which* ones will be on the planet's surface. This boils down to one of three options: they may select a list made up of the lifeforms present in the Bestiary, they may use the creature creation rules outlined in Chapter 10.2.7 to create their own custom lifeforms, or they may use some combination of the two. Creators are welcome to select whatever lifeforms they desire for their world without consideration of the lifeform's niche; it's assumed that there are sufficient numbers of "insignificant lifeforms" to sustain the selected species, which players will not (necessarily) encounter in their adventures.

Lolydu has a 0% biodensity. Thus, it has no lifeforms of any significance and does not need a lifeform list. Cyvuspe has a 72% biodensity, so we can go ahead and create a list for it. To save time, we'll just use the "other worlds" lifeform list from the Bestiary and we'll let the dice determine how many significant lifeforms will be present in the planet's biosphere. We begin by rolling 1d10; the result is zero, so we'll roll again. A four is the result of the second attempt, so we'll place four significant lifeforms on the planet. We simply select four lifeforms off the list: the megafauna on Cyvuspe will consist of Bugbears, Centaurian Mud Pigs, Dioscurian Ovizards, and Gnuflies.

Create a number of communities for the planet (if necessary).

Once a planet's geography is determined, a number of communities may be created on its surface using the procedure outlined in Chapter 10.2.5. Communities on a planet's surface are always optional and a perfectly inhabitable planet may be left completely empty if that is the creator's desire. A creator who wishes to put down communities should consider the planet's level of habitability when answering the question of *how many* communities to establish on the surface of their world.

A planet doesn't need any communities if it is uninhabitable (if it has no Oxygen in the atmosphere and/or no Water in the hydrosphere). If a creator does decide to set a few on that world, they should be limited to no larger than Village size and the number of communities should be severely limited (perhaps no more than half a dozen or so for the entire planet). Since the planet itself cannot sustain life on its own, communities on its surface must either produce or be supplied with what they need for their continued existence. Part of the makeup of these communities must therefore include objects and items necessary for the continued survival of the inhabitants (such as pressure domes, humidity windtraps and collectors, large oxygen or water tanks, and so forth). GMs may decide to make critical supply shortages or equipment malfunctions in these communities the focus of an adventure.

NO. COMMUNITIES: *345*

COMMUNITY NOTES:

1 LARGE CITY
3 SMALL CITIES
11 LARGE TOWNS
22 SMALL TOWNS
44 VILLAGES
88 RURAL VILLAGES
176 SETTLEMENTS

LAGRANGE POINTS:

L_1: .007 AU / 1,096,720.19 km

L_2: .007 AU / 1,096,720.19 km

L_3: 1.016 AU / 152,400,000 km

L_4: 1.009 AU / 151,350,000 km

L_5: 1.009 AU / 151,350,000 km

Community data for a habitable world.

A planet that has Oxygen in the atmosphere and Water in the hydrosphere, but has something else out of whack (temperature too hot or too cold, gravity higher than two gees, violent weather or tectonic activity, etc.) may have more communities on them than uninhabitable worlds, but these communities will still likely be small and relatively dispersed. Communities on these worlds may or may not have some kind of system in place to combat the adverse conditions (such as covered heated or air-conditioned passages with airlock-style entrance points, extra strong construction, full-on pressure domes, etc.). They are liable to not be as restricted as communities on uninhabitable worlds, though they still won't offer the total freedom of planets on more habitable spheres. It is recommended that this kind of planet have no more than 1d5 communities of Village or Small Town size at maximum, with a progressive double or triple the number of smaller communities (*for example, this kind of planet might have 2 Small Towns, 4-6 Villages, 8-18 Rural Villages, and 16-54 Settlements*).

Planets that are completely habitable have no restrictions on the number of communities that may exist on their surfaces. These are your run of the mill communities; usually any external coverings or supplies they have in them are strictly for emergency and/or defensive purposes (and the vast

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majority of these communities will forgo having defensive supplies altogether, particularly in more advanced societies). For these planets, 3d5 communities of Small Town or Large Town size is recommended, with a progressive double or triple the number of smaller communities and a progressive half or third (round down) the number of larger communities. For planets with optimal gravity, this can be changed to a base of 3d5 communities of Large Town or Small City size. The community types and die rolls recommended are for fully inhabited planets and a creator should feel free to create fewer or smaller communities for it if it would better fit the campaign for which the world is intended. Creators may also simply not feel like creating that many communities for their world; this is perfectly acceptable.

When the number of communities on a world has been determined, they should be placed on the planet's Mercator map (provided one has been created). Ideally, communities should be placed close to sources of food, water, and natural resources if possible. If a community is particularly ancient, it may be built on or near a feature such as a hill or plateau (which would have helped to defend the original settlement). Communities can be anywhere, but a creator would do well to remember that there is a reason why communities originate in the first place and give them some logical placement.

If the creator is a glutton for punishment or simply wants to be really thorough, they can proceed with filling in the details of any communities they create. The information in Chapter 10.2.5 can get a creator started with filling in those details, but they by no means have to stop there. Such information as the planetary gross domestic product, total population and predominant power structures on the planet's surface may also be filled in. It's recommended that the creator have a campaign in mind if they go to this amount of trouble for their world.

Once any communities have been created, the planet itself is ready to be used. If the creator desires, additional details may be added to its description (such as locations of archaeological dig sites or ruins, the names of the major oceans, the color of the sky, and so forth). These details may be used to help "flesh out" a world and serve to make it a more vibrant, living place.

Cyvuspe is an inhabited Agricultural World, so let's muck up its fertile plains a bit by throwing down some communities on its surface. The roll of 3d5 comes up as an eleven; we'll need to put 11 Large Towns on the planet's surface. From that number, we know we'll need anywhere from 22-33 Small Towns, 44-99 Villages, 88-297 Rural Villages, and 176-891 Settlements. As far as larger communities go, there could be anywhere from three to five Small Cities, one or two Large Cities, and maybe a Metropolis. Even going with the minimum numbers, the planet will need at least 345 communities, meaning we've got a lot more work ahead. Perhaps we'll leave that work up to a GM. Better still, we could just change our minds entirely and make the planet uninhabited instead...

Lolydu qualifies as an uninhabitable planet since it has neither an atmosphere nor a hydrosphere. We don't need any communities on its surface, but for the heck of it let's put down a Rural Village (it would make sense if someone was out there trying to set up shop for heavy industry, especially since there's no environment to destroy). It would probably have to have a pressure dome to trap an atmosphere as well as a waste and water treatment facility to keep the place supplied with potable water. Hydroponic facilities could be used to grow food; it's conceivable that this community would become self-sufficient, provided a sufficient store of backup parts for all the necessary equipment was kept on site. Better yet, if the citizens of Cyvuspe could be convinced to set up a trade route, food and water from Cyvuspe could be traded to the residents of the Lolydu settlement in exchange for finished products. Now, how to set up such a trade route, and how to keep it safe from anyone who might want to disrupt it, such as a local pirate clan...

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Locate the world's Lagrange Points (if necessary).

If a planet creator has built their world as a continuation of the star system creation process, a final step they may wish to perform is the determination of the exact positions of the Lagrange points associated their world. Usually this will be done as a means of determining the distance to any jump points located in relation to their world, but it may also be done in those cases where some kind of permanent orbital station - a Mining Base, for example - is to be placed at or nearby one of the planet's Lagrange points. Determining the positions of Lagrange points is not all that tricky, though it does require knowledge of the masses of the bodies involved (hence the position of this step at the end of the world creation procedure).

WCRPG makes the general assumption of the "two-body problem" when determining the position of Lagrange points; this is the most basic form of the Lagrangian point formulation. Star systems will contain more than two bodies in most cases, which would ordinarily vastly complicate the problem of determining exactly where the necessary force balances exist (on account of the gravitational attraction of all the other gravitationally significant bodies within the system. The assumption of the two-body problem simplifies calculation, but once again it is not entirely physically realistic. Those system creators with a bent towards realism are welcome to do the necessary math and determine positions and/or the existence of Lagrange Points as they'd actually be. Those who have the necessary data to complete the formulas for Lagrange Point positions but who don't want to do the actual math will find an excellent calculation routine online at http://orbitsimulator.com/formulas/LagrangePointFinder.html.

The only pieces of information needed to solve the Lagrange Point formulas are the mass of the primary body (the combined masses of the stellar objects in a solar system or the mass of the planet around which a moon is orbiting), the mass of the companion body (said planet or moon being created), and the distance between the primary and the companion. Most of this data should've been determined during the star system and planet creation procedures; if not, the planet creator should generate whatever pieces of data they are missing either by going through the procedures or just setting arbitrary values.

To find the position of the Lagrange Points associated with a planet, its designer should first divide the mass of their world by the sum of the masses of their world and its primary. Should the primary body be a star or solar barycenter, the mass of their world should first be multiplied by a factor of 0.000003; otherwise it should be left alone. The resultant value should then be divided by three, and the cubed root of the resulting value should be determined. This value is subtracted from one and then multiplied by the distance between the primary body and the companion body. The resultant value is the distance (in AUs) of the L_1 Lagrange Point from the primary. Simply subtract this value from the total distance between the primary and its companion in order to determine its distance from the companion (i.e. the planet).World creators may multiply the resultant value by 150,000,000 to convert the distance into kilometers.

More explicitly, the formulas for determining the position of the L_1 Lagrange Point are as follows:

```
α = M2 / (M1 + M2), where M2 is the companion's mass and M1 is the primary's mass.
0.000003 Earth Masses = 1 Solar Mass
L1 = R (1-((α/3)^(1/3))), where R is the distance between the primary and the
companion.
```

The L_1 Lagrange Point is located along a straight line between the primary and the companion.

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Once this distance has been determined, the locations of the L_2 and L_3 Lagrange Points can be determined easily. They are both located along the same straight line as that used for the determination of L_1; L_2 is located on the opposite side of *the companion* at the same distance to L_1, while L_3 is located at the same distance on the other side of the primary at the same distance as L_1 from *the primary*.

L_4 and L_5 are the trickiest points to locate mathematically; WCRPG uses a simplified system to locate them. They are the same distance away from the primary as the companion, sixty degrees ahead (for L_4) and behind (for L_5) the companion along its orbit. This forms a pair of equilateral triangles with the apexes at the primary, the companion, and the two Lagrange Points. Due to the properties associated with equilateral triangles, the distance from either the primary or the companion to either of these Lagrange Points is the same as the distance between the primary and the companion. For navigational purposes in WCRPG, both Lagrange Points are one quadrant ahead and behind of the companion's quadrant along the same orbital lane (for more on quadrants, see Chapter 8.4).

For those who actually want to calculate them, the explicit formulas for determining the positions of the remaining Lagrange Points (L_2 through L_5) are as follows. Bear in mind that these formulas are on a Cartesian coordinate system with the origin point (0, 0) set at the system's barycenter (i.e. the position of the primary).

```
L2 = R (1+((α/3)^(1/3))), 0
L3 = -R (1+((5/12)*α)), 0
L4 = (R/2)*((M1-M2)/(M1+M2)), ((sqrt3)/2)*R
L5 = (R/2)*((M1-M2)/(M1+M2)), ((sqrt3)/2)*-R
```

*Let's go ahead and determine the position of the Lagrange Points associated with Cyvuspe, since we know there are jump points at the world's L_1, L_2 and L_5 Lagrange points. We know from our earlier calculations that Cyvuspe's mass is 0.624 Earth Masses, that it is located 1.009 AU from the system's barycenter, and that the combined masses of the twin stars of the system add up to 1.64 solar masses. We'll begin by determining the alpha value; we have to convert the planet's mass into Solar Masses, since we're dealing with stellar primaries. The final alpha is $1.141*10^{-6}$ ((0.000003*0.624) / (1.64 + (0.000003*0.624)) = (0.000001872 / (1.64 + (0.000003*0.624)) = (0.000001872 / (1.640001872)) = $1.141*10^{-6}$). We get a final position of the L_1 Lagrange Point at a distance of .007 AU from Cyvuspe, or roughly 1,096,720 kilometers away (1.009 (1-(($1.141*10^{-6}$/3)$^{(1/3)}$)) = (1.009 * .9927) = 1.002, 1.009 - 1.002 = .007 AU, * 150,000,000 = 1,096,720.19 km). So, we know that L_1 is 1,096,720 kilometers away from Cyvuspe directly towards the system's barycenter. We also now know that L_2 is the same distance away from Cyvuspe directly **away** from the system's barycenter. Finally, we know that L_3 is 1.002 AU away (1.009-0.007 = 1.002 AU) from the system's barycenter on the **opposite side** of the barycenter from Cyvuspe (a total distance of 2.011 AU from Cyvuspe along a straight line through the barycenter). L_4 is ahead of Cyvuspe in its orbit at a distance of 1.009 AU, and L_5 is at the same distance but behind Cyvuspe in its orbit.*

For Lolydu, we'll recycle the same values we had to generate for Nycalca when we determined the moon's day and year. Nycala is a PSC 27 Gas Giant weighing in at 47.99 Earth Masses, and Lolydu orbits it at a distance of 218,257.78 kilometers. We also already know Lolydu's mass is 0.0000975 Earth Masses, so we have all the information we need to proceed with finding Lolydu's Lagrange Points (though there is no real reason to do so, since none of the moon's Lagrange points correspond to any jump points). The alpha value for the Nycala-Lolydu system will be $2.032*10^{-6}$ (0.0000975 / (47.99 + 0.0000975) = 0.0000975/ 47.9900975 = $2.032*10^{-6}$). This puts the L_1 Lagrange Point at a distance of 1,916.67 kilometers from Lolydu (218,257.78 (1-(($2.032*10^{-6}$/3)$^{(1/3)}$)) = (218,257.78 * 0.9912) = 216,341.11, 218,257.78 - 216,341.11 = 1,916.67). We know that the Nycalca-Lolydu L_1 is 1,916.67 km from Lolydu towards Nycalca, L_2 is 1,916.67 km from Lolydu away from Nycalca,

L_3 is 216,339.92 km on the opposite side of Nycalca, L_4 is 218,257.78 kilometers ahead of Lolydu in its orbit, and L_5 is 218,257.78 kilometers behind Lolydu in its orbit.

10.2.5: CREATING COMMUNITIES

Chances are very good that a group of characters will spend a fair amount of their time in civilized areas. Even those groups that like to spend time out in the wilds (including those who are predominantly space-faring) will eventually have to head back to civilization in order to recuperate, repair, re-supply and trade (otherwise there's not really much point to willingly spending time in the wild). Most civilizations are centered on a number of communities located in a given area. Communities provide essential services such as food, transportation, and lodging. They can even be used as the backdrop for a particular adventure. The following sub-Chapter describes the process of creating a community. Of the processes that can start with the creation of a Sector, it is generally recommended that a GM stop at this level; creating character stats for potentially millions of residents in a given community is a job reserved for those with bountiful amounts of time and who are lacking sufficient sanity.

There are five major steps in creating a community:

1. Determine the general size of the community.
2. Determine the power centers in the community.
3. Determine the community's characteristics.
4. Determine the hero point levels of the major NPCs living in the community.
5. Add any "finishing touches" desired.

These steps will give general details about a community only; the community designer will be charged with determining more specific details, such as the types of businesses located in the community, who holds particular jobs, the community's layout, and so forth. Alternatively, they may leave these details vague, passing the responsibility on to an adventure's GM. It's strongly recommend a community designer utilize the Community Template available in Appendix Two during the building process, though it is not strictly necessary to do so.

Determine the general size of the community.

The size of a community determines several factors, including the types of services that can be found there, what kinds of objects and equipment characters can buy there, and what quality of local help can be enlisted. If a community has been generated as a result of the planet creation process, its general size has already been determined. In that case, a community designer may simply make note of the various modifiers associated with the community's category. Otherwise, the community may be of any size the creator desires. Community size can be generated randomly; to do this, the designer simply needs to roll d% and find the result in the following chart. Depending on the technological level of the world in question, the designer may need to adjust the result of the die roll (and therefore the type of community generated) using the amounts indicated by the second chart. Technological level may also have an effect on some of the other modifiers associated with a community's size. Again, all modifiers should simply be noted for the time being.

					Community Generation Table				
d% Result	Community Size Class	Population	Characteristics	Qualities	Lifeforms	Item Limits	Buy-Back Limit	Power Centers Modifier	Major NPCs
<05	Settlement	20-500 (20+(d%*4.8))	-20	1	+0	1d5 €15	€150	-1	1d10 100
05-14	Rural Village	501-1,000 (500+(d%*5)+1d5)	-10	1	+0	2d5 €65	€325	0	1d10+1 200
15-29	Village	1,001-5,000 (1,001+(d%*40)+4d10)	-5	2	-5	3d5 €325	€1,600	1	1d10+2 300
30-49	Small Town	5,001-20,000 (5,001+(d%*150)+1d%)	+0	2	-10	4d5 €1,300	€6,500	2	1d10+3 400
50-69	Large Town	20,001-50,000 (20,001+(d%*300)+3d%)	+0	3	-15	6d5 €3,250	€16,250	3	1d10+6 500
70-84	Small City	50,001-100,000 (50,001+(d%*500)+5d%)	+5	4	-25	9d5 €5,000	€32,500	4 (2*)	2d10+9 600
85-94	Large City	100,001-1,000,000 (100,001+(d%*9,000)+(d%*90))	+10	5	-50	13d5 €25,000	€162,500	5 (3*)	3d10+12 800
95-98	Metropolis	1,000,001-10,000,000 (1,000,001+(d%*90,000)+(d%*900))	+20	6	-50	18d5 €50,000	€325,000	6 (4*)	4d10+15 1,000
99+	Megalopolis	10,000,001+ (10,000,001+(d%*150,000)+(d%*1,500)+(d%*15))	+25	7	-75	25d5 €500,000	€3,250,000+	12 (5*)	5d10+18 1,000

	d% Result Adjustment for Technological Level			
Tech Level	d% Adjustment	Characteristics Modifier	Item Limit Value/Buy-Back Limit Modifier	Services Modifier
Stone Age	-84	-15 (-30 Economy)	-75%	-2
Metal Age	-14	-5	-25%	-1
Industrial Age	+0	+0	+0%	+0
Starfaring Age	+15	+5	+0%	+1

Determine the power centers in the community.

A community has one or more centers of power, which consist of individual authority figures or groups charged with taking care of the community at large. These power centers will directly affect a community's characteristics, for better or worse. Power centers come in one of five general categories: Council, Autocrat, Theocracy, Overlord and Syndicate. **Councils** are a standard representative

democratic governmental structure, usually consisting of a ruling body of councilors, who are either elected officials, a group of local aristocrats, guild masters, or elders. Council-based communities are generally stable, requiring fewer laws and generating culture, though perhaps fostering a more "closed", insular atmosphere. **Autocrats** are single individuals chosen to lead by the community's population whether elected or appointed to the post. They usually have a term of office and are expected to vacate their post for the next individual upon expiration of their term. **Theocracies** are ruled by high ranking individuals in a religious sect, either a council of members who share the same religious beliefs and preferences or by a single charismatic leader within the sect. This form of government is typically seen where there is a strong religious movement based either within the community itself or in the region in which it is located. Theocracies usually promote education and charity, though they do have a tendency to suppress the influence of any "dangerous ideas" contrary to the facets of the religion in question or how they are being implemented. **Overlords** are single individuals who lead either because they conquered the community themselves, because they have inherited the position from an ancestor who did so, or have been appointed to rule by the individual who did so. Conquered territories are typically ruled by overlords; freedom of expression is generally forbidden, and law and order can often be bypassed with a quick exchange of money to the right people. Finally, **Syndicates** are communities wherein an unofficial or underworld group is in charge, typically remaining hidden under some kind of puppet government. Criminal groups often form syndicates within communities that have poor law enforcement, but occasionally communities may be ruled *de facto* by legitimate corporations (what's known as a "corporate state"). Greed rules syndicates, leading to general all around wealth for its members but also sometimes producing frequent, violent confrontations with members of competing syndicates.

All power center types fall into one of the five categories as described above (with the exception of **anarchies**, which will be covered in the next section). A community creator may, if necessary, classify any other forms of government by comparing the desired form of governance to the descriptions provided of each power center type. Should a designer have difficulty determining the power centers of their community, they may roll d%, add the town's Power Center Modifier to the result and look up the final sum on the following chart. Again, any modifiers to a community's characteristics due to its power center(s) should simply be noted for the time being.

Determining Power Center Type Via d%		
2d10 Result	**Power Center Type**	**Characteristic Modifications**
00-49	Council	Culture +20; Order -10; Information -10
50-69	Autocrat	None
70-84	Overlord	Corruption +10; Culture -10
85-94	Syndicate	Corruption +10; Economy +10; Order -40
95-99	Theocracy	Information +10; Corruption -10; Culture -10

For any community type listed with a multiplier value in its Power Centers Modifier stat (Small Cities and larger), the d% roll for the Power Center type should be rolled a number of times equal to the multiplier. This reflects the fact that these communities are large enough to contain **districts**, and therefore have multiple centers of power (*for example, a Large City might have a conventional city council, merchant guild and mafia - two Councils and a Syndicate - as its power centers*). Each district acts as a separate community in its own right, sharing the whole community geographically but splitting it politically. Should a community have multiple power centers, the creator should take some time to determine which of the established power centers is the legally recognized "actual" power center in the community, and also determine how the various power centers interact with one another (whether they work together, tolerate one another, try to subvert the other's work, are openly hostile towards one another, etc.). The characteristics of a district remain contained within in; the characteristics of other districts will not affect or "pool" with those of a given district.

Determine the community's characteristics.

Once a community's size and power centers have been determined, its final characteristics can be set. Communities have a set of five major characteristics, which are analogous to a character's Attributes and Disciplines. A community's characteristics act as DC modifiers when a character is attempting to perform certain actions within that community. The five main community characteristics are **Economy (ECON)**, **Culture (CLTR)**, **Order (ORDR)**, **Information (INFO)**, and **Corruption (CRPT)**:

- **Economy**: A community's Economy characteristic indicates the health of its trade and the wealth of its citizenry. A low Economy score doesn't automatically mean rampant poverty; it could merely indicate little trade or a condition of general self-sufficiency. Communities with high economy modifiers tend to have large markets and many shops. A community's Economy score is added to the DC of any *Resourcefulness* or *Profession* Check used to generate funding for a character within its limits.
- **Culture**: Culture measures how open-minded and civilized the citizenry of a community is. A low score may mean that many of the citizens harbor prejudices or are overly suspicious of strangers, while a high score indicates that citizens are used to diversity and that they respond favorably to well-spoken attempts at conversation. Culture modifies the DC of any *Performance* or *Cunning* Check of a character attempting to disguise themselves or of any *Diplomacy* Check being made to alter the attitude of any non-governmental official within the community's limits.
- **Order**: A community's Order characteristic measures the balance between how strict its laws are and how effective they are (i.e. the perception of lawfulness within the community versus how lawless it actually is). Low scores may indicate significant problems with violent crime or simply few laws due to a relative *lack* of crime. Communities with high Order scores are generally safe, with an alert and vigilant civil service at its core. A community's Order score is added to the DC of any *Intimidate* Checks made to force an opponent to act friendlier, to any *Diplomacy* Check made against a public official of the community, and to any Check made to summon the local civil services within the community's limits. It is subtracted, however, from the DC of any *Perception* or *Cunning* Check made to avoid being bluffed and from the DC of any *Dexterous Maneuvers* Check made to pick another character's pocket within the community's limits.
- **Information**: A community's Information characteristic measures how willing its citizens are to talk to visitors, as well as the accessibility and usefulness of its libraries and archives. A low score indicates a community where the citizenry is either close-mouthed or lacks access to quality knowledge resources. A community's Information score is added to the DC of all *Rapport* Checks made for the purpose of either gathering information or performing research within the community' limits.
- **Corruption**: A community's Corruption characteristic measures how open its officials are to bribes, how honest its citizenry is and how likely it is that any crimes will be reported. A low Corruption score indicates a high level of civic honesty. A community's Corruption score is added to the DC of any *Intimidate* Check made to bluff city officials and to the DC of any *Dexterous Maneuvers* Check made while attempting to move about stealthily within the community's limits.

To determine a community's characteristics scores, its designer first assigns the indicated "Characteristics" score as determined by the community's size to all five of its characteristics, adjusting the scores as indicated by the "Characteristics Modifier" as determined by its technological level. This sets the base scores for all districts within the community. For each one in turn, the scores within each of the community's districts are then adjusted as indicated by the local power center. After accounting for the power center, a final adjustment is made for a district's "disposition". Designers may either

perform a roll d10 and make the disposition adjustments to the district as indicated on the table below or simply make a selection off the table at their discretion.

Community Disposition Via 1d10	
1d10 Result	Characteristic Adjustments
0	Order +5, Culture +5
1	Economy +5, Culture +5
2	Order -5, Culture +5
3	Order +5, Information +5
4	Information +5, Economy +5
5	Order -5, Information +5
6	Order +1, Corruption +5
7	Information +5, Corruption +5
8	Order -5, Corruption +5
9	Economy +10

For example, a Stone Age Rural Village has a governing Council. A Rural Village has a Characteristics modifier of -10, so all five scores are set at -10. Stone Age communities have a -15 modifier (with -30 for Economy), so all five scores become -25 (with the exception of Economy, which becomes -40). A Council adds twenty points to Culture and subtracts 10 from Order and Information. A random roll is made for the community's disposition; this comes up as a three, so Order and Information are both adjusted by +5. Adding everything together, this community's base characteristics (up to this point anyway) are ECON -40, CLTR -5, ORDR -30, INFO -30, and CRPT -25.

Once the adjustments to a district's characteristics from its power center have been made, the designer may opt to assign it a number of **Qualities**. Qualities are additional modifiers that are used to denote the uniqueness of a district. The maximum number of Qualities that may be assigned to any given district is determined by the size of the overall community, as indicated by its Qualities score. Qualities come in one of three types: Intrinsic, Site, and Dilemma. **Intrinsic** qualities are generally inherent in the district's citizenry. They often take a great deal of time to change, usually long enough that these Qualities can effectively be considered permanent. **Site** qualities indicate the presence of a particular facility in the district for which it is noteworthy and/or qualities based on the district's location. These Qualities can be removed from a district through a character's actions, but are otherwise also considered permanent. **Dilemmas** are serious, generally temporary problems affecting the district; a dilemma that goes on for a significant period of time will have a tendency to reduce the local population. Like Sites, a district's Dilemmas may be "solved" by the actions of a character; removing them can easily become the central focus of an adventure. Community designers may select any of the Qualities on the table below to add to a district. If the designer cannot decide on which Qualities they'd like to assign to a district, they may perform a 1d5-1 for the number of Qualities in the district (using the maximum number of Qualities possible should the result of the roll be higher than the maximum allowed for the community's size) and then perform a number of d% rolls, using the chart below to make selections. When rolling for a district's Qualities at random, it's generally recommended to ignore any result that gives it more than one Dilemma. A district may take a Quality more than once; the effects of that Quality accumulate each time it is applied.

	Community Qualities Table			
d% Result	Quality Name	Type	Effect	Description/Notes
00-04	Anarchy	Dilemma	(Removes the district's power center, including all Quality modifiers. Adds Corruption +20, Order -50, Economy -20, and Culture -20)	The district's government has either collapsed or is ineffective at enforcing law and order, or there is no government at all.
05-09	Asocial	Dilemma	Culture -20	Members of the district generally don't socialize with other citizens and keep their problems to themselves.
10-14	Backwater	Dilemma	Information -20	The community is generally considered a backwater; news of the outside world is slow to reach it.
15-19	Charitable	Intrinsic	Corruption -20	Members of the district are generally charitable with one another and see to each other's needs. Cannot be applied to a community larger than a Village.
20-24	Depressed	Dilemma	Economy -20, item limit value -25%, buy-back limit -25%	For whatever reason, the local market is depressed; merchants tend to avoid selling items in the district as a result. A district may not be both Depressed and Prosperous. Cannot be applied to a Stone Age community.
25-29	Holy Site	Site	Corrupt -10	The district hosts a landmark, shrine or temple with great significance to one or more religious groups.
30-34	Hunted Citizenry	Dilemma	Economy -20, Order -20, Culture -20, Lifeform +20, item limit value -20%	A particularly dangerous lifeform uses the district as a hunting ground, or some kind of local group snatches its citizens off the streets to be sold as slaves. The district's citizens live in fear and avoid going out unless absolutely necessary.
35-39	Impoverished	Dilemma	Corruption +5, Order -5, item limit value -50%, buy-back limit -50%, item search chance reduced to 35%	Because of any number of factors, the district is completely destitute; poverty, famine, and disease run rampant. A district may not be both Impoverished and Prosperous.
40-44	Infamous	Intrinsic	Order -10, Lifeform +10, item limit value +30%, buy-back limit +50%	The district has a bad reputation; a significant portion of the populace may be members of an illicit underground network.
45-49	Intolerant	Intrinsic	None	The district's citizens are prejudiced against one or more groups (certain races, religious groups, etc.). All members of the persecuted group must pay 150% of normal price for all goods and services and may face persecution. When a district takes this quality, a persecuted group must be specified.
50-54	Isolated	Site	Order +10	The district is physically isolated from other districts, producing a tight-knit populace. Cannot be applied to a community larger than a Large Town.
55-59	Liberal	Dilemma	Order -20	District citizens are generally open to political or social changes and reforms in favor of increased freedom or democracy, leading to fewer laws and/or less effective law enforcement.
60-64	Military Installation	Site	Order +5, Corruption -5	The district is home to some form of military command center; a significant percentage of its populace may be military members and/or military support staff.
65-69	Plagued	Dilemma	All Characteristics -10, item limit value -20%	The district's populace is suffering from a prolonged disease. When a district takes this quality, a specific disease must be selected; there is a 5% chance each day (cumulating each day) that a specific character will be exposed to the disease as long as they remain within the district's borders. If a character is known to have visited the district within a short time frame, they may face persecution (same effects as Intolerant) in other districts.
70-74	Prosperous	Site	Economy +5, item limit value +30%, buy-back limit +50%	The district is a trade hub with a generally wealthy populace. A district cannot be Prosperous and either Impoverished or Depressed. Stone Age communities may not have this Quality.
75-79	Rumor Mill	Intrinsic	Information +5, Culture -5	The district's citizens are busybodies; little happens in the district that no one knows about. Cannot be applied to a community larger than a Small Town.

80-84	Seat of Learning	Site	Information +10	The district possesses a school, training facility, or library of renown.
85-89	Strategic	Site	Economy +5, item limit value +10%	The district sits at an important crossroads either from a military or commercial standpoint.
90-94	Superstitious	Intrinsic	Order -10, Culture +10	A significant portion of the district's populace has a deep and abiding fear of the unexplained; this causes them to become more supportive and loyal to each other and their community at large. Cannot be applied to Starfaring Age communities.
95-99	Tourist Trap	Site	Economy +5, item limit value +20%	The district possesses some sort of landmark or holds a regular event that draws in visitors from far and wide.

Note that many Qualities adjust a district's item limit value and/or buy-back limit by a percentage of their standard values (as does the community's technological level). Should a community have multiple Qualities of this sort, the percentages should be added together and the standard values adjusted by the aggregated total (i.e. not one at a time). The final values represented by the limit value and buy-back limit should be calculated once the community's Qualities have been determined.

A district's item limit serves as a measure of the types of goods that are available within it. The item limit has two parts, a die roll and a specific value in credits; it is only the value that is affected when any adjustments are made due to Qualities. The die roll indicates the number of unique searches a character is allowed to perform for specific items within the district over the course of a two week period. The die roll should be made at the time of the community's creation and cannot be adjusted once made. If a character is searching for a particular item within the district, there is a 75% chance (determined by a roll of 74 or less on d%) of their being able to find it easily within that district if the value of that item is less than or equal to the district's base value. Items above the base value will never be found within the district, and once the maximum number of searches has been conducted any attempt to find another item within the district will automatically fail. Should the item not be available, a new d% search for the item may be conducted in two weeks' time. Districts with a base value of zero credits or less indicate areas where commerce has completely ceased; items may not be bought or sold there.

A district's buy-back limit indicates the amount of available hard currency typically present, and indicates the highest possible value of any single item (or a collection of items in aggregate) that can be sold off within its borders. If a character wishes to sell off an item worth more than the district's buyback limit, they'll need to settle for a lower price, travel to a larger district, or (with the GM's permission) search for a specific buyer within the district that has deeper pockets. Selling off items in a district reduces its current buy-back limit by the amount of the sale; it takes two weeks with no transactions for the limit to reset itself back to its normal level. Districts with a buy-back limit of zero credits or less indicate areas wherein the local merchants are not interested in buying goods, or areas where the available supply of hard currency is in need of replenishment.

One final characteristic of a district is its lifeform modifier. This lists a modifier made to the hourly Check for lifeform encounters (see Chapter 8.2) while the characters are still within the confines of the district. While it is less likely that a character group will have an encounter with a significant lifeform while within the confines of a community, the chance remains non-zero (though it becomes substantially reduced in large pockets of civilization).

Once the characteristics, item limit value and buy-back limit have been determined for each of a community's districts, its average population may be set. The designer may simply look at the Community Size Chart and select an average population value that falls within the range given for the community's size; alternatively, they may make the die rolls indicated on the chart. Note that the exact number of citizens in a community is flexible (hence the word *average*); its actual population can swell or dwindle depending on seasons or events (for example, a community that houses a major

university will probably have a substantially lower population when classes are not in session). The exact number of citizens is generally used for flavor; no in-game rules are dependent upon that number.

Determine the hero point levels of the major NPCs living in the community.

Once the characteristics of all of a community's districts have been determined, it may be necessary to create some of the major NPCs that live within the community. Some of these NPCs may be leaders in the community's power centers, while others may be specialists in various fields that have settled in the community (whether because they've retired, have set up their own practice there, or are simply between jobs). Whatever the case, there is always a chance that PCs will need to interact with these characters in a given adventure and so at least basic information on them needs to be available.

Communities are dynamic places that contain people from all professions and walks of life. There's no real reason why a member of a given profession couldn't go and live in a given community. This is true no matter how small the community or how prominent the person is in society. As a general rule, the amount of real world experience that the citizenry of a given community have accumulated in aggregate can be determined by finding the NPC with the highest number of hero points living there. Bear in mind that this is a general assumption and not a hard-and-fast rule; a GM may need to put a fully-trained character living in a Settlement somewhere in a campaign where everyone else living there is a stereotypical redneck yokel, for example.

A **major NPC** is simply a character living in a community that has earned hero points during the course of their lifetime (*see Chapter 2.3 for more on hero points and how they involved with the character creation process.*). To determine the number of major NPCs living within a community, a designer may simply look up the Major NPCs entry for the size of their community and make the indicated roll. The result of that roll determines the base number of major NPCs living within the community. The number listed below the die roll determines the "hero level" (i.e. number of hero points) the indicated NPCs have accumulated. *For example, let's say that a community designer was creating characters for a Metropolis. The Major NPC entry for a Metropolis indicates a roll of 4d10+15 and 1000 points. The designer rolls the 4d10; the result is seventeen, to which fifteen is added, for a final result of 32. This means 32 characters in the town have accumulated 1000 hero points over the course of their lives.*

A community may have other characters living in its limits that have gathered hero points, but not as much as others. Once the number of major NPCs have been determined, finding "lesser" NPCs with added hero points only takes a little bit of math; there will be twice as many lesser NPCs with half the number of added points (rounding down to the next whole hundreds place) living within the community. This works in progression until the number of added points becomes zero. Additionally, a designer may add one "stronger" character for every four major NPCs indicated. It's generally recommended that these stronger characters have no more than 100 to 200 more hero points than the other major NPCs (though the upper limit of 1000 hero points must be observed so that the rapid character creation routines in Chapter 2.3 may be utilized). *For example, let's say that a Small Town is being generated. The roll for a Small Town is 1d10+3; we'll assume the maximum possible 1d10 result of nine, so twelve major NPCs are indicated by the die roll, each with 400 hero points. For this community, in addition to twelve 400-point characters, there are twenty four characters with 200 hero points (400/2= 200) and forty-eight characters with 100 hero points (200/2=100). We can also add some stronger characters to this community; in this case we could add three (12/4 = 3) 500 or 600 hero point characters...we'll go for broke and say 600, just for the sake of example.*

When determining the specific Skill set for a given member of a community, the designer should be sure to select character Skills that make sense for the community's technological level; it wouldn't make much sense for a member of a Stone Age society to have a full 25 points in *Starship Piloting* and 50 points in *Confederation Medium Fighters* as a specialization (except under **extremely** unusual circumstances). A good way to handle this is to use the rapid character generation routine as outlined in Chapter 2.3. Note that this portion of the community building procedure does not select the profession or archetypes of any major NPC indicated - that series of decisions is left open to the designer or to any GM who wants to utilize their community. It is recommended that the archetype list presented in Chapter 2.4 be utilized to directly determine the professions of major NPCs in the community. Selecting a trait set for major NPCs is recommended (though not necessary) as is filling in minor basic details about them (such as their name, age, place of residence and employment). This gives a GM some basic information on the intended function of that character in the community, and it also gives them enough information to build the character's stats without the need to explicitly write them all out at once (i.e. it allows a GM to generate the data for only the characters they want to use).

Add any "finishing touches" desired.

Once the basic information on its NPCs has been determined, the community is essentially complete. Any further details may be added by the designer or GM before an adventure begins. Should the community be the site of an adventure, it is important that the designer or GM add as many details to it as possible before the adventure begins. Such details include the locations of residences and businesses, the makeup of the power and sewer systems, layout of streets and so forth (the map section of the Community Record Sheet provided in Appendix Two is an excellent way to organize such details). If the community is merely a stopping off point during the course of an adventure, a GM may be able to get away with little more than a listing of a number of destinations within the town that characters can visit while they are there (it is recommended that data on how long it takes to get between those destinations on foot be generated). In either case, this procedure allows a designer or GM to help begin focusing their ideas on its layout, should they want to take its overall design further.

Teroce: An Example Community

The following section is an example of the community creation procedure in action. Since we started with the example of the Mantu Sector in Chapter 10.2.1 and have worked our way downwards in scale through the following sub-Chapters to the level of a single planet, it seems fitting that we should continue to work downward with the same set of examples and create a community located on the world of Cyvuspe. In this case, we'll go ahead and build the largest community on the planet's surface, the Large City indicated in the previous Chapter. We'll go ahead and name this community Teroce.

The first step in laying out Teroce is to determine its size. Fortunately, this has been done for us; it's a Large City. Checking the community size table, we see that Large Cities have a population between one hundred thousand and one million people, base characteristics of +10 each, up to five Qualities per district, a -50 lifeform modifier, 13d5 item searches and an item value limit of €25,000, a buy-back limit of €162,500, a Power Centers Modifier of +5 with three districts indicated, and 3d10+12 major NPCs with 800 hero points. Assuming the population is predominantly Mantu (a fair assumption given the community's location on a planet located in the Mantu Sector), we can safely assume that it's a Starfaring Age community. This adds +5 to its base characteristics (making them all +15 at this point), does not modify the item limit value or the buy-back limit (leaving them at €25,000 and €162,500 respectively), and adds +1 to the level of its available services (allowing us

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to treat it as a Metropolis for that purpose). We've already got a lot of information available on Teroce and we haven't really done much of anything yet.

Next, we'll determine Teroce's power centers. We know from its size that there are three districts, so we need to roll three times for power centers, adding the indicated +5 to the result of each roll. The rolls are made and come up as 13, 21 and 56; we add five to each, so the final results are 18, 26 and 61. Checking the appropriate table, this gives us two Councils and an Autocrat. We can easily say that there is a regular city council that holds the nominal power in the town. There is also a lesser council (let's say a farmer's guild, since we're talking about an Agricultural World) that holds some power within the community. Finally, since this is the largest community on the planet, it likely holds the seat of power for the global government; there's probably a planetary governor who resides in Teroce and has sway over an administrative district. We'll call the district controlled by the city council the Main District, the one controlled by the farmer's guild the Farmer's District, and the one controlled by the planetary governor the Administrative District. In the Main and Farmer's Districts, the characteristics are adjusted for the Council power centers; twenty points are added to Culture and ten points are subtracted from Order and Information. So, in the Main and Farmer's Districts (which are identical for the time being), the characteristics stand at ECON +15, CLTR +35, ORDR +5, INFO +5, and CRPT +15. The characteristics in the Administrative District remain at +15 each for the time being.

The next step is to make rolls for the disposition of each of the three districts in turn. We make three 1d10 rolls, one for each district; the results come up as 8, 7 and 7. Checking the disposition table, we see that we need to add Order -5 and Corruption +5 to the characteristics of the Main District, while the Farmer's and Admin districts both receive Information +5 and Corruption +5. For the Main District, we now have ECON +15, CLTR +35, ORDR +0, INFO +5, and CRPT +20. In the Farmer's District, we have ECON +15, CLTR +35, ORDR +5, INFO +10, and CRPT +20. Finally, in the Administrative district, we have ECON +15, CLTR +15, ORDR +15, INFO +20, and CRPT +20. The characteristics of each district are starting to shape up; so far, this doesn't look like a particularly great place to live (though it could be worse)...

We now need to determine each district's Qualities. Checking the community's size, we see that each district may have up to five Qualities each. We'll let the dice decide the number of Qualities that will actually be utilized, rolling for each district in turn. The d5-1 rolls are made and the final results are one, two and three; we will add one quality to the Main District, two to the Farmer's District and three to the Administrative District. We can go ahead and roll the Qualities out, rolling in the same order once again; the results are 81, 71, 88, 98, 81, and 33. Checking the Qualities chart, we see that this will add the Seat of Learning Quality to the Main District, increasing its Information characteristic by ten. The 71 and 88 rolls for the Farmer's District add the Prosperous and Strategic Qualities to it; between the two the Economy is adjusted upwards by ten points (5 each), its item limit value is increased by 40% (30% for being Prosperous and another 10% for being Strategic), and its buy-back limit is increased by 50%. Finally, the last few rolls add the Tourist Trap, Seat of Learning and Hunted Citizenry Qualities to the Administrative District. While the Hunted Citizenry Dilemma might appear to be incompatible with the other two Qualities at first glance, such things can happen in real life and so we'll leave it as is; every city has its slums. The qualities combine to give adjustments of Economy -15 (+5 from Tourist Trap and -20 from Hunted Citizenry), Order and Culture -20, Information +10 and Lifeform +20. The two item limit value adjustments (from Tourist Trap and Hunted Citizenry) will cancel each other out in this case. At this point, the characteristics of the three districts have been set. The following table sums up the results:

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Teroce District Characteristics										
District	Power Center	Qualities	ECON	CLTR	ORDR	INFO	CRPT	Lifeform	Item Value Limit	Buy-Back Limit
Main	Council	Seat of Learning	+15	+35	+0	+15	+20	-50	€25,000	€162,500
Farmer's	Council	Prosperous Strategic	+25	+35	+5	+10	+20	-50	€35,000	€243,750
Administrative	Autocrat	Tourist Trap Seat of Learning Hunted Citizenry	+0	-5	-20	+30	+20	-30	€25,000	€162,500

We should go ahead and set the maximum number of item searches at this point. The indicated roll for a Large City is 13d5, so we simply make the roll; the final result sets the maximum number of item searches to forty-two.

Now that we have the characteristics of each district, we can begin considering the community as a whole again and set the number of major NPCs that live within it. The indicated roll for major NPCs for a Large City is 3d10+12 at 800 hero points. We'll start with the roll; the results are 8, 8 and 1, so there are 29 people living in Teroce with 800 hero points (8 + 8 + 1 + 12 = 29). We can begin going through the progression of lesser NPCs; this gives us 58 people with 400 points, 116 people with 200 points, and 232 people with 100 points. We can also add a small number of higher level characters; with 29 people, we can add up to seven such NPCs (29/4 = 7.25, rounds down to 7). We'll let four of these folks have 900 hero points and give the other three a full thousand.

At this point, we're ready to start adding finishing touches. We've given the community a name already, so that detail has been filled in. We can go ahead and determine what kind of services will be present; since it's a Starfaring Age Community, we can treat it as a Metropolis - one level higher than its actual size category - for this purpose. Checking the services list in Chapter 5.4, we can expect Teroce to feature High Quality meal services, High Quality transportation (Cyvuspe doesn't have a moon, so Inter-lunar transport doesn't apply in this case), 5-star lodging, Major surgical facilities, and available repair facilities for small starships. We can also go ahead and set its average population using the indicated roll (100,001+(d%*9,000)+(d%*90)). This requires us to roll d% twice; the result of the die rolls are 73 and 59, giving Teroce an average population of 762,311 people (100,001+(73*9,000)+(59*90) = 100,001+(657,000)+(5,310) = 762,311). Teroce is definitely a high-end Large City; it's roughly the size of Fort Worth, Texas as of the 2010 census.

That'll do it for Teroce. At this point, the city is fairly well-defined, though we haven't filled in any specific details (and which we're not going to do, but which our hypothetical Sector/system/planet/community designer probably will at some point). Still, this is a good thing; we've got things to where Teroce can stand in for any Large Starfaring Age City in a pinch, generally ready to be used in any adventure.

10.2.6: CREATING NEW ITEMS AND EQUIPMENT

From time to time, a GM will need to create an item from scratch. Items and equipment are useful objects that can be used as plot devices or to help a character group accomplish their goals. As is evident with the myriad lists of weapons, armor and equipment in Chapter Five, the potential array of possible items ranges in utility from the mundane to the extremely powerful. Creating objects is a tricky business and should be handled with caution. A new object can very easily unbalance the game once it's been introduced by giving whoever has the object an insurmountable advantage (for example, a device that completely nullifies all damage is too powerful). For this reason, creating objects is best performed as a collaborative effort. That's not to say that item building cannot be done

as a solo activity (GMs preparing equipment might not be able to discuss an object with a group if it is going to be the centerpiece of their adventure, for example), it just helps to pool ideas and get suggestions from others. Particularly powerful objects should be designed with factors that limit their utility; they can be exorbitantly expensive, extremely heavy, or have an exceptionally limited number of uses. GMs have the final right to say whether or not a new item can be used in game and to make changes to its properties once it's in the game, performing a solution as discussed in Chapter 10.4.

Two procedures for item creation are presented in this sub-Chapter. The first of these is for creating mundane and extant objects, and (as might be obvious) works very well for items that already exist in real life or have limited game functions. The second, longer and more comprehensive item creation procedure is designed for objects that require more detail (such as in-game weaponry, Armor, and new pieces of vehicle and capital ship equipment). It works well for all other types of objects (i.e. those that don't exist in real life and/or may have significant in-game properties).

Creating Mundane and Extant Objects

Let's face it: there are a lot of things out there that can be classified as general "stuff", such as computers, pencils, cell phones, toilet paper, candy bars, shoes, and so on. Moreover, there tends to be more than one *brand name* for most of these things; there are usually generic versions of each item, but certain brand names indicate a higher (or lower) quality object. Then you've got stuff over different technological periods: a clay jar is an advanced piece of technology to someone living in a Stone Age society. Give them a cell phone and they're liable to stone you to death for practicing evil magic (*if they have a sense of what constitutes magic, of course*). Any item could very well be crucial to the outcome of an adventure. It should be needless to say, but if the idea of coming up with comprehensive lists for weapons and Armor was merely a Herculean task, trying to come up with a comprehensive list for items probably comes as close to impossible as it gets (at least not without the list accumulating enough mass for it to collapse into a gravitational singularity upon itself...).

Provided a non-existing item cannot be classified as Armor or a weapon, a GM can still try to generate the information necessary to include it in an adventure as is. All they need to do is gather information on a *real life* object of the same type (information on its rough size, weight etc.), come up with any in-game effects for it, and adjust its price. The exchange rate for items in WCRPG is **4.65 United States Dollars (USD, or just $) per credit (₡)**. For all intents and purposes, **all other currencies used by all other species in WCRPG are equal to the credit**.

Information on an item's size can be used to determine the size of the pocket required in order to carry it and its encumbrance class (*see Chapter 5.4 for more details*). For reference, any item up to 50 cubic centimeters in size takes up one slot and has an EC of zero. Objects above 50 and below 100 cubic centimeters take up two slots and have an EC of 1. For each additional doubling of the needed slots, the EC increases by one level (*i.e. objects above 100 and below 200 cm³ require four slots and have an EC of 2, below 400 cm³ needs eight slots and has an EC of 3, below 800 cm³ needs sixteen slots and has an EC of 4, below 1600 cm³ needs 32 slots and has an EC of 5, and so on.*)

An item's weight can be used to determine if there will be any additional penalties inflicted when carrying it. This is a fairly simple determination: for every five kilograms (or ten pounds) the object weighs, the object imposes a +1 HD/THD penalty. If the item will cause any restriction to its user's movement, **Finesse** Check penalties may be added as well with a penalty of up -25 for something really restricting.

Weight is also a good predictor for the number of motor appendages needed to utilize an item. In general, objects require an additional appendage for every additional point of HD/THD penalty they inflict. This is not necessarily true for all objects (*for example, something like a Rubik's Cube™ is both very small and very light, but still requires two hands to operate - one to hold it, one to turn pieces*). The designer is encouraged to use common sense when determining the required number of appendages.

Once all the data has been gathered on an item, its designer can complete the information available on it by considering any in-game effects it might have. This is where the warning on making objects too powerful applies; a designer should not hesitate to add limiting factors if they feel their item may be too powerful. Again, the best limiting factors are price, weight, and/or number of uses.

For the sake of a procedural example, let's say a designer wants to include an older, decent-quality MP3 player in an adventure, one that holds 4 gigabytes worth of music. To get the information they need, the designer will go check the website of a certain company that makes the most popular of these devices and find the specifications for one of their old 4GB models. Upon checking, they discover that the 4GB model weighs in around 49.2 grams, is roughly 23.7 cubic centimeters in volume, and has a price tag of about 150 USD.

That should sufficient information in order to create the object. 49 grams equates to roughly 0.05 kilograms...not a very heavy object at all, so no weight-related penalties will be added. The designer also decides to make this a one-appendage object based on its weight and how they envision the working of the controls. 23.7 cm³ is less than the 50 cm³ upper bound for a single slot object, so it will need one slot and has an EC of 0. Plugging 150 USD into a calculator and using the conversion factor of \$4.65/€ gives us a final value of roughly €32.26; the designer adjusts that down to €32.25 to make any math involving their item a little easier. It's a modern day object, so its technological level will be Industrial Age. The designer takes the time to consider its in-game effects, and comes up with the following:

Name	Availability	Cost	EC	Size	Appendages	Effects
4GB MP3 Player	Industrial Age	€32.25	0	1	One	A small, hard plastic rectangular prism with a liquid crystal display and "flywheel"-style control. Has an interface for making a USB connection to a computer as well as a port to hook up to a set of headphones or speakers. Can be used to carry up to 1000 songs or 4GB worth of pictures and/or video, and to play them back on command.

While this may be somewhat of a mundane example, being able to play the right song at the right time may be crucial to the success of a campaign, depending on what its GM has in mind...

Creating New and Non-Mundane Objects

It may be that a designer wants to create an item or a piece of equipment that doesn't exist anywhere in the real world (this can be any kind of object, whether it's designed for a character's use or to be a new type of system installed aboard a capital ship). It may also be that the designer wants their item to have a level of detail greater than what is produced with the mundane object procedure. The following procedure may be used in order to produce the necessary information for these objects. What constitutes "necessary information" depends entirely on the item's intended usage.

The procedure for making new equipment is as follows:

1. Compose the object's concept.
2. Determine the object's type.
3. Determine what information is needed for the object.
4. Compare the object to other objects in its category (optional).
5. Determine the object's effects.
6. Determine the object's value.
7. Determine the rest of the object's information.
8. Name the object.

Bear in mind that this procedure is fairly generic and is designed to encompass as many possible objects for use with the WCRPG system as possible. Some items won't require more information than size, effect, value and name, while others will require substantially more information. Where an item of a particular type needs more information, it will be so noted. For purposes of this discussion, all items will be referred to as "objects".

Compose the object's concept.

Before the designer actually begins to build their object, they should take a minute or two to come up with a design concept. A concept can be a drawing, a set of desired stats, or anything else that helps the designer focus their thoughts and serve to direct them while they're creating their object. The designer needs to think about just what exactly it is they wish to create, answering questions about their creation and how they intend for it to function. The object creation system as laid out in this sub-Chapter has been designed to be as comprehensive as possible. Nevertheless, it's not perfect; there may be times when a player has to improvise. Odd circumstances can happen quite often, particularly if an object is of an unusual design. This is where having a design concept can come in handy; it helps a designer think about what they might be able to do in these situations.

What constitutes a good concept is generally up to the designer, but in general they should be able to answer these questions: what does the object do?, what is its required technological level?, how rare is it?, how powerful is it within its category?, and how similar is it to existing objects?. A creator that can answer these questions in the concept phase has a solid base from which to start working. It's still possible to create an object if the designer can't answer a question or two, but more decisions about it will need to be made on the fly.

Because there are many different types of objects that can be created with this procedure and since there are some differences in what information is needed for various objects, several examples will be provided for each step of the procedure. These examples won't cover every potential object type, but they should be enough to give object designers a good idea of how to work with the procedure.

We're going to make four objects. First, we'll do an example of a character-scale weapon, in this case a katana. Next, we're going to make a vehicle engine that allows for greater movement, perhaps at the cost of fuel efficiency. Third, we're going to create a piece of equipment that is designed to completely nullify the damage a vehicle takes from planetary weather. Finally, we'll create an artifact that allows a capital ship to instantaneously jump from one point within a star system to another without the use of a jump point.

So let's start answering questions in regards to the katana. The object is a melee weapon designed for making slashing attacks (i.e. quick removal of limbs, heads, etc.). Katanas originated in Japan's Muromachi period (1392–1573); this corresponds to the latter part of Earth's Metal Age. Considering

the level of craftsmanship and dedication that was required for the proper manufacture of a single blade, it's likely that any such weapon existing in the 27th Century would be incredibly rare or of inferior quality. Its slashing ability would give it a little more kick than a regular long sword, though in most respects it would be identical to such a weapon.

The vehicle engine is designed to provide propulsion for a vehicle (obviously). It's going to require at least Industrial Age technology, but for this example let's say it requires Starfaring Age tech. If we say the engine is used commercially for vehicle racing, they might be relatively uncommon outside of racing circuits. We've already said that they're going to allow greater movement at the cost of fuel efficiency (which answers the question of how similar they are to existing engines, though whether or not they will count as "overly powerful" within the category of Engine is going to depend on how the final design turns out).

Our weather nullifier is designed to completely eliminate the threat of significant damage to a vehicle from planetary weather. This would probably require a specific type of shield, so Starfaring Age technology is indicated. We want to make this a piece of equipment (a vehicle accessory) rather than an artifact, so they'll be fairly ubiquitous. A device that eliminates the risk of weather damage is extremely powerful; truth be told, this is object is too powerful. We'll go ahead and create it this way on purpose. It doesn't compare well to any object currently in the system.

Finally, we have our "cap ship teleporter", which allows a ship to instantaneously jump from one point within a star system to another without the use of a jump point. Teleportation screams Starfaring Age technology (it also screams "not in-universe" but we'll ignore this little factoid simply for the sake of the example). Since we've said this will be an artifact, it's probably going to be extraordinarily rare; it could even be unique. It's boasting a very powerful effect - instant teleportation would allow a ship to bypass fleets, encounters, planetary defenses, and so on. We're going to make this fairly similar to a standard jump drive (or perhaps a Morvan drive). To keep it from being too powerful, we'll limit the number of times it can be used (either with a horrendous fuel requirement or simply a substantial safe time delay between uses).

Determine the object's type.

Once the designer has completed their concept, they can begin putting their object together. The first thing they'll need to determine is the kind of object they wish to create. Objects that can be created using this procedure fall into one of seven broad categories:

- **Weapons** are primarily designed to cause physical damage and/or specific detrimental effects to other objects (including living beings). Weapons come in one of four sub-types: melee, beam, projectile, or special.
- **Defenses** are designed to keep other objects (including living beings) from taking physical damage or experiencing effects that would significantly degrade their performance. Objects in this category include Armor and Shields.
- **Engines** provide locomotive and electrical power to a vehicle or capital ship. Most vehicles require an Engine in order to function properly.
- **Equipment** (also known as **accessories**) augments the abilities of another object (including living beings). Most objects fall into this general category.
- **Modules** are designed to attach to a mount-point on a capital ship in order to perform a specific function. Unlike other capital ship accessories, modules can be added or removed from a ship at will, provided it has a free mount-point capable of supporting the module and the necessary equipment available to mount/dismount it. Modules come in one of two types: permanent and expendable.

- • **Commodities** are designed for the sole purpose of being bought and sold. Their function is to serve as a potential means of generating revenue for any party trading them. Commodities are grouped into ten broad categories: Comestibles (anything that can be consumed by a living creature to sustain their biological processes, such as food or liqueurs), Raw Materials (ores or unprocessed materials), Processed Goods (products directly purchased by consumers for personal or household use, such as food dispensers or household appliances), Capital Goods (manufactured goods whose purpose is to manufacture other goods, such as mining and construction equipment), Microelectronics (any device reliant on electrical power for its operation, usually with very fine circuitry, such as a computer or holographic emitter) Luxury Goods (goods whose purpose is superfluous to general survival needs, such as artwork and entertainment items), Contraband (illegal materials, such as slaves or recreational drugs), Weaponry (instruments used for attack or defense in combat or hunting activities), Fuels (substances that are consumed to provide energy for a specific purpose), and Special (any commodity object that does not explicitly fall into one of the first nine categories).
- • **Artifacts** are extremely rare objects. While most are mundane, some have unusual, generally powerful properties. There are very few examples of this kind of object in the Wing Commander canon, though they do exist (the best examples are the Steltek Map from *Privateer* and the Nature Orb from the <u>Wing Commander: Academy</u> episode *"Recreation"*).

While there are other objects within WCRPG's system (notably characters, creatures, vehicles, capital ships, communities, planets, star systems and Sectors), those objects have their own creation procedures already. All objects within the game that use *this* procedure must fall within one of these general categories, no matter how tenuous its connection. At the same time, it's possible that an object might fall into more than one category, and it's possible that the category of primary importance may change depending upon the situation. In that case, a primary category will need to be selected for the object. For example, a common *Bos taurus* can be categorized as a Commodity, a Lifeform, and (though a bit of a stretch) Equipment. If classifying a *Bos Taurus* as strictly an object, its primary category will be Commodity. When encountered on a planet's surface, its primary category will be Lifeform (until it is captured and stunned, when it becomes Commodity again).

We have some pretty good concepts for our four objects, so it should be relatively easy to categorize them. We've already said that the katana is designed for lopping off limbs, but we've also indicated that they are exceptionally rare in the 27th Century. It could therefore be categorized as either a Weapon or Artifact. It's probably best to categorize it as a Weapon, especially if the intention is for someone to be out in the field using it for self-defense. The racing engine is an Engine; that one's fairly obvious from the description we've given it. Both the weather shield and the cap ship teleporter could be classified either as Equipment or Artifact; the weather shield might even be classified as Defenses. Again, we've determined the types in the object concepts: the shield is Equipment, while the teleporter is an Artifact.

Determine what information is needed for the object.

With the object's type determined, the designer will need to begin filling in the statistical information required in order to build it. Before they can do that, they'll need to know exactly what information is going to be needed. There are a total of 27 different properties that may be included in an object's description; no object type requires all of them (most objects require less than ten). The specific properties that an object may have are outlined in the table below.

Properties Required by Various Object Categories		
Information	Description	Categories Required By
Appendages	Appendages refers to the number of motor appendages (*see Chapter 5.4*) that are required in order to successfully operate or manipulate the object.	Weapons, Equipment
Availability	Availability refers to the level of technology required by a species in order to manufacture and utilize the object. It can also refer to the minimum size of a community wherein the object might be bought or sold.	Weapons, Defenses, Engines, Equipment
Class	Class is a property that describes how well an object functions in comparison to variants of the same object.	Weapons, Defenses, Engines
Combat Move	Combat Move is a property that determines how many maneuvers a vehicle or capital ship may make during a round of combat.	Engines
Cost	Cost refers to the monetary value of the object.	All
Damage	Damage is a property that describes the amount of physical damage the object may inflict on other objects, or whether or not the object is capable of inflicting a given detrimental effect on other objects.	Weapons
Damage Reduction (DR)	Damage Reduction is a property that indicates an amount of physical damage by which a physical attack is reduced prior to any actual application of damage against the object.	Defenses
Deployment	Deployment is a property that indicates the amount of time in rounds that it takes for a defensive system to come on-line or to be wielded by a user.	Defenses
Effect	Effect refers to any non-classified additional properties the object may impart to its user.	All
Falloff	Falloff refers to any reduction in the object's functioning (usually a reduction in the amount of physical damage caused or an increase in a target's effective hit difficulty) resulting due to increasing distance between the object and its intended area of effect.	Weapons
Fuel Efficiency	Fuel Efficiency is a property which measures the amount of fuel expended by a vehicle or capital ship over a given travel distance.	Engines
HD Effect	HD effect refers to an increase or decrease in a vehicle or capital ship's hit difficulty levels due to the installation of the object.	Engines
Hit Points	Hit Points is a property that measures an amount of additional defense the object imparts to its user against physical damage.	Defenses
Initiative	Initiative is a property that measures a character's, vehicle's or capital ship's quickness and ability to react.	Engines
Magazine	Magazine is a property that indicates the number of times the object may be used before requiring recharging or reloading.	Weapons
Mountpoint	Mountpoint is a property that indicates a specific location upon which the equipment may be carried, either as a temporary or permanent attachment.	Equipment
Name	Name refers to how an object is referenced in common parlance.	All
Options	Options refers to a list of features that may be added to an object, each of which may change one or more of its basic characteristics.	Weapons
Penalties	Penalties is a property that indicates any negative effect the object imparts to its user's abilities or functioning.	Defenses
Pocket	Pocket is a property that indicates how much space the object possesses for the purpose of storing other objects.	Equipment
Range	Range is a property that indicates the distance at which the object's effects start to degrade, or the maximum distance at which the object's usage will still have any appreciable effect.	Weapons
Recharge	Recharge is a property that indicates the amount of time that must pass between individual uses of the object.	Weapons
Regeneration	Regeneration refers to the ability and rate at which an object that has been damaged or has had its ability to function reduced is able to return to its full capabilities.	Defenses
Restrictions	Restrictions is a property that inflicts negative modifiers to any character, vehicle or capital ship that utilizes the object.	Equipment
Size	Size refers to the overall volume of the object.	Equipment, Artifact
Speed Effect	Speed Effect refers to the overall multiplier the object imparts to the base speed of a vehicle's chassis for the purpose of augmenting its speed.	Engines
Type	Type is a property that indicates to which "sub-category" the object belongs.	Weapons, Defenses, Equipment, Artifact

To determine what information will be required for their object, the designer simply needs to go down the table and see what properties are needed by its primary category. A new object will require all of the information utilized by its primary category (even if some of that information winds up as "not applicable"). If the object can be placed in multiple categories, some or all of the information needed by the subordinate categories may be included at the designer's discretion.

We need to determine what information is going to be required by our objects. Let's start with the katana. It's a weapon, so we'll go through the table and check for properties required by the Weapons category. We'll need to generate information on Appendages, Availability, Class, Cost, Damage, Effect, Falloff, Magazine, Name, Options, Range, Recharge, and Type. We'll need to generate all this information even though it's obvious from the katana's design that some of it won't apply (for example, the katana won't have a magazine and doesn't need to recharge). Since it won't need any information from the Artifact category that isn't already being utilized by the Weapons category, whether or not we'd want to incorporate aspects of the Artifact category is a moot point.

The racing engine (an Engine) will require information on Availability, Class, Combat Move, Cost, Fuel Efficiency, HD Effect, Initiative, and Speed Effect. As an artifact, the teleporter needs information on its Cost, Name, Size, Type and Effect.

Our weather shield is primarily a piece of Equipment, so from the table it will need information on Appendages, Availability, Cost, Effect, Mountpoint, Name, Pocket, Restrictions, Size, and Type. Since it can also be classified as Defenses, we can add pieces of information for that category as well. Making a quick scan for the Defenses category and going off our concept, we'll go ahead and add DR and Regeneration to the information we're going to generate for the shield.

Compare the object to other objects in its category (optional).

Something a designer may elect to do once they know what information is needed for their object is to look at any available information on another object of the same category (if one exists). Preferably, the designer should look at an existing object that is as similar to their object as possible. Gathering this information will give the designer a baseline against which they can begin determining information about their object, which will allow them to know if what they're making going to be better or worse than "the norm". This part of the procedure is strongly recommended for objects in the Weapons, Defenses or Engines categories, or for any other object that is an upgrade/downgrade of an existing object.

Our example objects can all be compared to other objects in the same category. The katana, as we know from the object's concept, is basically a long sword. There are stats on long swords in WCRPG already; they're listed in Chapter 5.2. A unique aspect of this comparison is that the long sword itself is an Option of a more generic weapon, Blade. The long sword basically adjusts the number of appendages needed at various Blade Classes, increases the price, and increases the damage of the generic Blade type. The various properties available on Blades are listed in Chapter 5.2 and we'll make note of them for our katana. Similarly, the racing engine can be compared to the generic vehicle Engine listed in Chapter 6.2.3. Because the stats on those objects are readily available, they won't be repeated here, though designers following these examples may choose to reference those objects at any time to see how our new objects compare. Neither the Weather Shield nor the Cap Ship Teleporter can be compared to any extant item; that's alright, it'll just make it a little harder to compare these items to "the norm" (as there's no "norm" against which to compare them).

Determine the object's effects.

Once the designer knows what properties are required for their object, they can begin filling in that information. The first property that a designer needs to determine is their object's Effects. Along with a name and a monetary value, Effects is one of only three properties that are shared by all objects. The Effects property is crucial, since the object's Effects will directly determine just how useful it may be and will detail just what exactly how it is intended to be used. The possible effects an object may have are largely dependent upon its primary category. A designer should select effects that are appropriate to the object in question.

The Weapons category has a wide array of potential effects, each of which is designed to augment a weapon's normal capabilities. Weapons may be given one or more of the effects listed in the following table if a designer so wishes. Many of the effects listed are in a general form; it is up to the designer to fill in the specifics.

Weapons Effects List	
Effect Name	**Effect Description**
Area Effect	The weapon's damage is spread out over a larger area, allowing it to affect multiple targets at the same time. Typically, a weapon with this effect will either have a higher power requirement or will cause a significantly reduced amount of damage as compared to a standard weapon of the same type. Area effects may also spread another effect over an area (such as a weapon that sprays fire or acid). The designer will need to be specific as to the size and shape of the area affected (cone, sphere, etc.).
Blast Effect	A special case of Area Effect, the weapon has a blast effect that spreads itself out in a spherical region around its hypocenter. Typically, a weapon with this effect experiences Falloff in both terms of reduced damage and hit difficulty bonuses with increased distance from the hypocenter. When determining if a target is hit with this kind of weapon, its BHD (or THD if it is on the character-scale) is used. The designer will need to be specific as to the weapon's blast radius and specific falloff statistics.
Bypass	The weapon is capable of bypassing parts of a target or its defenses without being blocked and/or without causing damage to that specific part. Parts that may be bypassed may include any shielding or armor on the target, specific systems, specific body parts, crew or passengers. The designer must be specific about what will be bypassed as well as whether the weapon will not be blocked by what it bypasses, and if it will not cause damage the parts it bypasses.
Condition Effect (Stun, Daze, Etc.)	The weapon imparts some kind of condition to its target upon impact in addition to any physical damage it causes. This can include such things as causing the target to become <u>Dazed</u> or immobilized, catching it on fire, "salvaging" damage (stealing hit points from the target and applying them to the weapon's wielder), and so forth. The designer must be specific as to the weapon's effect as well as the strength of that effect.
Delayed Falloff	The weapon's falloff effects won't apply until a defined range from the weapon's firing point has been reached. Weapons with this effect must have a definite falloff value either in terms of damage done, hit difficulty bonuses applied, or both. The designer must be specific as to the number of range increments at which the weapon's falloff begins to take effect as well as what aspects of the weapon's falloff are affected by the delay.
Different Damage Scale	The weapon's listed amount of damage is on a scale other than its own (a character-scale weapon that causes vehicle-scale damage or vice versa). The designer must be specific as to the circumstances under which the different damage scale applies.
Environmental Effect	The weapon inflicts an environmental effect upon the target or in its area of effect (for more on environmental effects, see Chapter 12.3). This can heat or cold damage, exposure to radiation, increased/decreased gravitational force or other physical effects, and so on. The designer must be specific as to the exact environmental effect as well as its intensity.
Environmental Restrictions	The weapon's functioning is reduced if certain environmental requirements are or are not met at the time the weapon's wielder activates it. Prohibitive environmental conditions may include things such as precipitation, cloud cover, smoke, presence/lack of an atmosphere, presence/lack of *a certain gas* in the atmosphere, and so forth. The designer must be specific as to the conditions under which the weapon may or may not be used at full capacity, as well as the amount of restriction that occurs when the environmental restriction applies.
Finesse Modifiers	The weapon induces a modifier to its wielder's **Finesse** attribute. Only character-scale weapons may have this effect. Typically, **Finesse** modifiers are penalties caused due to the weapon's weight; a **Finesse** Check penalty of -1 should be inflicted per kilogram of the weapon's mass. Should the designer wish for the weapon to impart a **Finesse** bonus, they'll need to be specific as to the circumstances under which the bonus applies (whether it's conditional or some kind of intrinsic quality of the weapon).
HD/THD Modifiers	The weapon induces a modifier to its wielder's HD and THD. Only character-scale weapons may have this effect. Typically, HD/THD modifiers are penalties caused due to the weapon's weight; an HD/THD penalty of +1 should be inflicted per two kilograms of the weapon's mass. Should the designer wish for the weapon to impart an HD/THD bonus, they'll need to be specific as to the circumstances under which the bonus applies (whether it's conditional or some kind of intrinsic quality of the weapon).

IFF Seeker	The weapon is able to discern friendly targets from hostiles and either will not target friendlies or won't cause them any damage whatsoever in the event of a hit. The designer must be specific as to which of these effects applies as well as any conditions under which the weapon won't be able to discern friend from foe.
Post-Impact	The weapon is designed such that its shots do not dissipate upon impacting and delivering damage to a target. Weapons of this nature may "shoot through" the first target, arc damage out to other nearby targets, or loop around to hit the same target multiple times. The designer must be specific as to the exact post-impact effect the weapon utilizes as well as the conditions under which the weapon's shots will finally dissipate.
Repeater	The weapon is designed to be able to fire multiple shots during the course of a single round. Weapons like this typically either spread out their damage between the number of charges it fires during the course of the round or have some kind of offsetting factor for increased damage potential (such as higher cost). The designer must be specific as to the exact number of shots the weapon may discharge during the course of a single round as well as any conditions under which the weapon may be limited to firing a single shot.
Selective Damage	The weapon is designed such that its wielder may select the kind of damage inflicted. This enables the user to decide whether or not the weapon will cause Non-Lethal damage, Lethal Damage, or Basic Damage. The designer must be specific as to which settings are available for the weapon, and should indicate if there is any kind of limit to the amount of damage caused on a given setting.
Specific Area Damage (sensors, engines, etc.)	The weapon is designed such that it causes damage to a specific system or body part, regardless of where it impacts its target. Weapons with this effect may be designed such that a specific amount of damage always occurs upon impact. The designer must be specific as to what system or body part is affected, as well as what kind of effect or damage occurs.
Stamina	The weapon has an effect which lasts for greater than one combat round. This can include any effect that the weapon produces or recurring amounts of damage (though ongoing damage usually has a very sharp drop-off over the period during which the weapon is still effective). The designer must be specific about which of the weapon's effects lasts over an extended period of time as well as the exact amount of time involved.
Target Re-Acquisition	The weapon has the ability to reacquire the same target in the event of a miss. Usually, a weapon with this ability imparts an HD bonus to its target on subsequent attempts to hit it and may only make a single attempt at a hit per round, with a final miss occurring if the amount of the HD bonus lowers the target's HD to zero or less. The designer must be specific as to the number of times the weapon may try to score a hit in a single round, the amount of HD bonus imparted to the target in the event of a miss, and under what conditions a final miss occurs.
User Skill Modifier	The weapon is designed such that its capabilities are augmented based upon the user's Skill levels. Alternatively, the weapon is designed such that one of the user's Skills is augmented while the weapon is being wielded (regardless of whether or not the weapon is involved in an actual attack). The designer must be specific about which Skill is being augmented as well as how much augmentation will occur.
Wound Modifier	The weapon is designed in such a manner that it is able to cause a greater number of Wounds to a character-scale target than normal. Modifiers can be set as specific amounts, die rolls, or multipliers and can be coupled with other effects to create particularly nasty Wounds or conditions that might be difficult for a medic to treat. The designer must be specific as to the modifier applied to the weapon as well as the conditions under which the modifier applies.

Like Weapons, Defenses also have a number of specific effects (though not as many as the Weapons category). As with Weapons, the effects that Defenses may be given are listed out in a general form, leaving the task of filling in any specifics to the designer. Defense effects are outlined in the table below.

Defenses Effects List	
Effect Name	**Effect Description**
Areal Coverage	The defensive system is designed to cover a specific area. This can be either a specific body part for a character-scale target, or a particular system for a vehicle or capital ship. The designer must be specific about what area is covered as well as any conditions under which the system may cover different areas, cover additional areas, or operate with reduced effectiveness.
Conditional Effects	The defensive system is designed such that it either produces a special effect when active or protects its user from certain conditions. These effects can include such things as making the user invisible, the ability to use the defensive system offensively, protection from negative environmental effects, and so forth. The designer must be specific about what special effect is produced or under what conditions the system will be able to protect its user.
Conditional HPR	If certain environmental or other conditions are fulfilled, the effectiveness of the defensive system is reduced (for example, normal capital ship Shields may not function as well in a nebula). The designer must be specific as to what conditions will result in reduced defensive capability as well as the degree of reduced capability.
HD/THD/BHD Penalty	The defensive system's design adds a large amount of weight to a character, vehicle or capital ship utilizing the system, resulting in a loss of some mobility. The designer must be specific about which HD ratings are affected as well as the degree of the penalty.

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Maximum Damage Absorption	The defensive system's design limits the amount of damage it can absorb from any single attack. If the system takes more damage than the limit, the system either malfunctions or is completely destroyed. The designer must be specific about the exact amount of damage the system can take in a single assault as well as what occurs if that limit is exceeded.
Specific Weapon Treatment	The defensive system causes some kind of effect to a weapon. This effect can be to a specific weapon system (such as a slugthrower) or to a whole class of weapons (such as projectile weapons). Typically, these effects cause some kind of reduction in the amount of damage the weapon inflicts or imparts HD/THD modifiers to the system's wielder. The designer must be specific as to what weapons are affected as well as to the specific game effects that occur when the defensive system is hit by those weapons.

The potential effects that can be associated with other objects are not as straight-forward as those for Weapons or Defenses, but a few general comments can be made on them. Commodities as a rule have no effects in and of themselves; simply put, their purpose is to be bought and sold. If a Commodity does happen to have an effect, it usually came from a subordinate category. Similarly, Engines have no specific Effect property, though there are a number of "effects" listed with their stats such as effects to a vehicle's HD ratings and maximum speed. A designer may set up an Engine in such a way that these effects are different from the norms outlined in Chapter 6.2; the new effects override the procedure in that case.

Equipment, Modules and Artifacts are all used as general "catch-all" categories. There are a few minor differences in the properties required for these different categories, but in general there's not much difference between them; the only real difference between Equipment and Modules is that Modules are specifically used by capital ships, and the only difference between Equipment and Artifacts is that Artifacts are much rarer and far more powerful than Equipment. There is no way to anticipate the effect of every general piece of equipment everywhere in the Wing Commander Universe, and so there are no effects lists for these categories. All items falling in the Equipment, Modules or Artifacts categories should be thoroughly tested before they are actually used in an adventure.

We're ready to assign some effects to the katana. The katana is primarily a Weapon, so we'll go through the list of Weapons effects and see what we can apply. Only three of the Weapons effects seem well-suited: Wound Modifier, Finesse Modifier and HD Modifier. To check on the Finesse and HD Modifiers, we'll need to determine the weight of a typical blade. After some research, we discover that a typical katana weighs in around 1.45 kilograms. This indicates that a -1 **Finesse** *Check Modifier is appropriate, and that it is too light to apply any HD modifier. As for the Wound Modifier, we need to be specific about the degree of the modifier applied as well as the conditions under which it applies. To make things interesting, we'll say that a katana inflicts a number of additional Wounds equal to its Class instead of the single Wound normally inflicted when the target takes Lethal Damage. Further, we'll say that if the area hit is an unarmored cognitive organ, decapitation (i.e. brain death) occurs unless the target can make a successful Reflex Save. Both of these unique effects are nullified, however, if the target is in a Thick atmosphere or denser, or underwater.*

The racing engine is an Engine, a category which does not have a specific effects list. We can go ahead and take the time to say what we'd like for it to do as far as HD and speed goes, however. For the HD ratings, we'll go ahead and keep the standard ±2 just like a regular Engine. We'll adjust the speed effect, however, to say that each Class above the default increases the vehicle's speed by 2.5 times rather than the normal two times, that lower Classes only decrease the speed by 75%, and that a vehicle equipped with the default Engine Class for its chassis adds 150 kph to its top speed (if applicable). We'll also give it a "burst mode", which allows a doubling of the vehicle's speed for a period of one minute at the cost of 5% its total fuel capacity.

Our other two objects, the weather shield and the cap ship teleporter, fall into two categories (Equipment and Artifact, respectively) that do not have specific effects lists. In this case, we can go

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back to our design concepts to determine their specific effects. The shield has Defenses as a subordinate category, so we can look through that list to see if any of those effects would apply well; the only one that might apply is Specific Weapon Treatment, with the "weapon" in this case referring to planetary weather and the specific effect being complete damage cancellation. We won't give the shield any further effects. Finally, the teleporter's effects are outlined in its concept: it allows a capital ship to instantaneously teleport from one point within a star system to another. To limit this effect, we'll say that the ship already has to be in interplanetary space in order to utilize it, it will use twice the number of fuel points as a standard jump in order to operate (i.e. it will use as much fuel in a single use as it would take to make two ordinary Akwende jumps), and it requires an hour to cool off when used.

Determine the object's value.

With the object's effects in place, the next order of business is the determination of its base value. This will determine a rough figure for how much it would ordinarily cost someone to buy the object and how much a seller can expect to get from it.

There are a few ways of determining an object's value. The easiest way is to compare its price to that of a similar object and either give it the same price or make an adjustment to account for any significant difference in its abilities. As a general rule, newer or more capable objects should be given a higher monetary value (up to ten times the value of the similar object). Similarly, a less capable object should be cheaper (down to one-tenth the value of the similar object). Alternatively, a designer may select a value from a specific range of prices that are typical for their object's primary category. To use this method, a designer simply needs to find the object's primary category on the table below and select a value that is within the indicated range for the scale and/or type required. A die roll is available for each of the indicated value ranges should the designer wish to make the value completely random. Additionally, each category has a value range (with die roll) that can be added to the object's value in the event that a given category is subordinate. Prices that are adjusted based on another object do not need to fit within the range given for prices that are selected manually. Finally, a designer may simply assign a random value to their object at their discretion. In all cases, the value indicated for an object may be in either credits or cost points.

Categorical Item Value Ranges				
Category	Scale/Type	Central Value (Approx.)	Primary Category Range	Subordinate Category Range
Weapons†	Character/Beam	€25.00	€18.75-€31.25 (18.75+(1d10*1.25))	€3.75-€6.25 (3.75+(1d10*0.25))
	Character/Projectile*	€737.50	€20.25-€33.75 (20.25+(1d10*1.35))	€4.05-€6.75 (4.05+(1d10*0.27))
	Character/Melee	€2.67	€2.00-3.34 (2.00+(1d10*0.13))	€0.40-€0.67 (0.40+(1d10*0.03))
	Vehicle/Non-Starfaring*	€31,697.79	€80.25-€133.75 (80.25+(1d%*0.54))	€16.05-€26.75 (16.05+(1d%*0.11))
	Vehicle/Gun*	€76,665.06	€39,474.07-65,790.12 (39,474.07+(4d%*65.79))	€7,894.81-€13,158.02 (7,894.81+(1d%*52.63))
	Vehicle/Light Ordnance*	€2,762,372.33	€357,000-€595,000.39 (357,000+(10d%*238.00))	€71,400.05-€119,000.08 (71,400.00+(2d%*238.00))
	Vehicle/Heavy Ordnance*	€769,049,735.94	€7,545,900.87-€12,576,501.44 (7,545,900.87+(10d%*5,030.60))	€1,509,180.17-€2,515,300.29 (1,509,180.17+(10d%*1,006.12))
	Capital Ship/Gun*	€1,928,708.40	€203,672.92-€339,454.86 (203,672.92+(10d%*135.78))	€40,734.58-€67,890.97 (40,734.58+(10d%*27.16))

	Capital Ship/Ordnance	€2,556,333,333.33	€1,917,250,000.00-€3,195,416,666.67 (1,917,250,000.00+(10d%*1,278,166.67))	€383,450,000.00-€39,083,333.33 (383,450,000.00+(10d%*255,633.33))
	Capital Ship/Special	€8,516,666.67	€6,387,500.00-€10,645,833.33 (6,387,500.00+(10d10*4,258.33))	€1,277,500.00-€2,129,166.67 (1,277,500.00+(10d%*851.67))
Defenses†	Character/Physical	€37.00	€27.75-€46.25 (22.75+(1d10*1.85))	€5.55-€9.25 (5.55+(1d10*0.37))
	Character/Energy	€150.00	€112.50-€187.50 (112.50+(1d%*0.75))	€22.50-€37.50 (22.50+(1d%*0.15))
	Vehicle	30.00 CP (Either)	22.50-37.50 CP (22.50+(1d%*0.15))	4.50-7.50 CP (4.5+(1d%*0.03))
	Capital Ship	€30,000.00	€22,500-€37,500 (22,500+(1d%*150))	€4,500-€7,500 (4,500+(1d%*30))
Engines‡	Vehicle	10.00 CP	7.50-12.50 CP (7.50+(1d%*0.05))	1.50-2.50 CP (1.50+(1d%*0.01))
	Capital Ship	€10,000.00	€7,500.00-€12,500.00 (7,500.00+(1d%*50))	€1,500.00-€2,500.00 (1,500.00+(1d%*10))
Equipment	Character/Clothing and Container Objects*	€1,641.78	€22.69-€37.81 (22.69+(1d%*0.15))	€4.54-€7.56 (4.54+(1d%*0.03))
	Character/Tools and Wilderness Gear*	€795.17	€33.95-€56.59 (33.95+(1d%*0.23))	€6.79-€11.32 (6.79+(1d%*0.05))
	Character/Comestibles	€16.29	€12.22-€20.36 (12.22+(1d%*0.08))	€2.44-€4.07 (2.44+(1d%*0.02))
	Character/Scanners and Computer Technologies	€206.03	€154.52-€257.54 (154.52+(1d%*1.03))	€30.90-€51.51 (30.90+(1d%*0.21))
	Character/Communication Technologies*	€114.64	€46.40-€77.34 (46.40+(1d%*0.31))	€9.28-€15.47 (9.28+(1d%*0.06))
	Character/Medicine and Medical Technologies*	€237.47	€121.72-€202.86 (121.72+(1d%*0.81))	€24.34-€40.57 (24.34+(1d%*0.16))
	Character/Weapon Accessories, Ammunition and Batteries*	€157.11	€47.13-€78.55 (47.13+(1d%*0.31))	€9.43-€15.71 (9.43+(1d%*0.06))
	Vehicle/Non Size-Based Accessories*	186.06 CP	70.20-117.00 CP (70.20+(1d%*0.47))	14.04-23.40 CP (14.04+(1d%*0.09))
	Vehicle/Size-Based Accessories**	628.00 CP	471.00-785.00 CP (471.00+(1d%*3.14))	94.20-157.00 CP (94.20+(1d%*0.63))
	Capital Ship/Non Size-Based Accessories	€302.94	€227.21-€378.68 (227.21+(1d%*1.51))	€45.44-€75.74 (45.44+(1d%*0.30))
	Capital Ship/Size-Based Accessories**	€131.92	€57.19-€95.31 (57.19+(1d%*0.38))	€11.44-€19.06 (11.44+(1d%*0.08))
Modules*	*General*	€100,257.14	€25,255.00-€42,041.67 (25,255.00+(1d%*168.17))	€5,045.00-€8,408.33 (5,045.00+(1d%*33.63))
Commodities	Capital Goods	€175.33	€131.50-€219.16 (131.50+(1d%*0.88))	€26.30-€43.83 (26.30+(1d%*0.18))
	Processed Goods	€161.12	€120.84-€201.40 (120.84+(1d%*0.81))	€24.17-€40.28 (24.17+(1d%*0.16))
	Microelectronics	€294.44	€220.83-€368.06 (220.83+(1d%*1.47))	€44.17-€73.61 (44.17+(1d%*0.29))
	Weaponry	€304.20	€228.15-€380.25 (228.15+(1d%*1.52))	€45.63-€76.05 (45.63+(1d%*0.30))
	Advanced Fuels	€496.43	€372.32-€620.54 (372.32+(1d%*2.48))	€74.46-€124.11 (74.46+(1d%*0.50))
	Contraband	€539.63	€404.72-€674.53 (404.72+(1d%*2.70))	€80.94-€134.91 (80.94+(1d%*0.54))
	Comestibles	€64.74	€48.56-€80.93 (48.56+(1d%*0.32))	€9.71-€16.19 (9.71+(1d%*0.06))
	Luxury Goods*	€177.00	€43.38-€72.31 (43.38+(1d%*0.29))	€8.68-€14.46 (8.68+(1d%*0.06))

	Raw Materials*	€177.40	€57.38-€95.63 (57.38+(1d%*0.38))	€11.48-€19.13 (11.48+(1d%*0.08))
	Tri-System/Industrial	€14.86	€11.15-€18.58 (11.15+(1d%*0.07))	€2.23-€3.72 (2.23+(1d%*0.01))
	Tri-System/Medical	€41.20	€30.90-€51.50 (30.90+(1d%*0.21))	€6.18-€10.30 (6.18+(1d%*0.04))
	Tri-System/Luxury*	€40.70	€23.26-€38.76 (23.26+(1d%*0.16))	€4.65-€7.75 (4.65+(1d%*0.03))
	Tri-System/Ores	€8.94	€5.69-€9.49 (5.69+(1d%*0.04))	€1.14-€1.90 (1.14+(1d%*0.01))
	Tri-System/Comestibles	€10.38	€7.07-€11.79 (7.07+(1d%*0.05))	€1.41-€2.36 (1.41+(1d%*0.01))
	Tri-System/Hardware	€44.61	€33.46-€55.76 (33.46+(1d%*0.22))	€6.69-€11.15 (6.69+(1d%*0.04))
	Tri-System/Contraband	€67.32	€47.49-€79.15 (47.49+(1d%*0.32))	€9.50-€15.83 (9.50+(1d%*0.06))
Artifacts◊	General	€650,000.00	€487,500.00-€812,500.00 (487,500.00+(1d%*3,250))	€97,500.00-€162,500.00 (97,500.00+(1d%*650))

†: The central price and range values given for objects in the Weapons and Defenses categories are for First Class objects only. To calculate values for higher subsequent Classes, the designer must multiply the value of the previous Class by a value between 1.5 and 3.0. The designer may use a die roll of 1.5 + (1d10*0.15) if they so desire. Sixth Class or higher objects have a value exactly twice that of the previous Class.

‡: Objects in the Engines category, like the Weapons and Defenses categories, also have the given central price and range values listed for First Class objects only and utilize the same range of multipliers to calculate the values of higher subsequent Classes. For the transition from First to Second Class, however, the value is multiplied by a value between 1.5 and 8.0 instead, with a die roll of 1.5 + (1d10*0.65) available for use by the designer if they so desire.

*: Most objects in these categories tend to favor the lower end of the given value scale; objects on the higher end are either particularly rare or extremely large. The given die roll has been adjusted to account for the majority of objects in the scale, so the larger values must be selected manually.

**: Objects in these categories will have their final overall value multiplied by the Size Class of any vehicle or capital ship upon which they are deployed. Most objects in these categories also favor the lower end of the value scale and the die roll has been adjusted to reflect this.

◊: Since no artifacts are actually listed anywhere in WCRPG, the values listed here are conjectural. Object creators should feel free to select a value outside of the given range for their artifact if they so choose.

To get a good idea of just exactly how expensive we need to make the katana, we should first take another look at the long sword (to which we compared it earlier). Per Class, a long sword costs 1.5 times the amount of a normal Blade. We've given the katana greater capabilities than a normal long sword and we've said that they are relatively rare. Because of these factors, we'll say that a katana costs 4 times the amount of a normal long sword, or six times the amount of a regular Blade (4 * 1.5 = 6). This gives us the specific price of a katana per Class. Note that this process gives us a range of values; it's possible that the designer was only looking to create a specific weapon. We might decide, then, that later we'll create a general "Japanese Sword" option with these figures and use the resultant Third Class stats specifically for the katana, using the other values for other types of Japanese blades (tanto, wakizachi, tsurugi, nodachi, odachi, and so forth). The Third Class calculation in this case comes out to €120. Note that this is quite a bit outside of the value range indicated for the primary category of Weapon: Character/Melee. This is perfectly fine.

Our racing engine fits into the general primary category of Engine. Since we intend for it to be used with vehicles, it corresponds to the Engine: Vehicle category on the chart. We can see that items in this category have a central value of 10 Cost Points and a primary category value range from 7.5 to 12.5 CP. A regular First Class Engine costs 10 CP and we know that our Engine is going to be more capable, so we'll go ahead and select a value of 12 CP manually for our First Class racing engine. We will need to go ahead and fill in a range of values for the other classes. For our purposes, we'll go ahead and just multiply out the regular Engine prices by 1.2 for Second through Fifth Classes and then double the values as normal afterwards. This gives us prices of 12, 36, 72, 120, 180, 360, 720, 1,440, 2,280 and 4,560 CP for our racing engine Classes.

Our Weather Shield is a piece of Equipment primarily, with Defenses as a subordinate category. Since it is being designed to be a piece of equipment used on a vehicle, we'll need to select one of the two vehicle equipment types. For the heck of it, we'll go with Non Size-based Vehicle Equipment. From the chart, we see that the category has a central value of 186.06 Cost Points with a range of values from 70.20 to 117.00 CP (this is one of those categories where the values of most of the items in it gravitate towards the lower end of the scale). Vehicle Defenses as a subordinate category will add a range from 4.50 to 7.50 CP to the final price. Let's say we want to make the shield relatively cheap. In that case, we can just select the prices manually from the ranges. We'll go with 95.50 CP from the Equipment category and 4.50 from the Defense category. The price of our TV Weather Shield is a nice, even 100.00 CP.

Finally, our stellar teleporter is an Artifact. These have a central value of €650,000.00 and a primary range from €487,500.00 to €812,500.00, though these are all just suggested values and we can in fact make it as expensive as we'd like. To keep things simple in this case, let's just use the prescribed die roll for the category, 487,500.00+(1d%*3,250). The d% roll results as a 48, so the final value of the stellar teleporter is €643,500 (48*3,250 = 156,000; 487,500.00+156,000 = 643,500).

Determine the rest of the object's information.

At this point, the designer has determined the object's effects and its cost. The next thing they need to do is to go through the properties that are required for their object's primary category and fill in anything that still hasn't been determined. While doing this, the designer should select information that is appropriate for their object. This might mean declaring some of the information as "not applicable"; this is perfectly acceptable, provided that doing so doesn't interfere with the object's intended function. If the designer decided to add properties from subsequent categories, they'll also need to fill in that information at this point. For specifics on how a property applies to a given object, the designer is encouraged to review how they are applied to other objects of the same type. This information can be found at various points in this set of rules.

We've filled in several pieces of information simply through the course of our discussion on our objects. For example, the katana is classified as a Weapon, so it needs information on its Name, Availability, Type, Recharge, Range, Appendages, Magazine, Falloff, Effects, Class, Cost, Damage, and Options (again, though the katana is also classified as an Artifact, there are no properties of that category that aren't shared by the Weapons category). We determined during the concept phase that the sword is a Metal Age object; this answers the question of its Availability. We determined that it's a character-scale melee weapon (its Type) early on by comparing it to another, similar weapon, the long sword. While researching its effects, we discovered a katana is a two-handed sword; this sets its Appendages. We set the Class (Third Class) while determining the weapon's Cost, so both of those have been determined. This leaves Recharge, Range, Magazine, Falloff, Damage, and Options to be determined. Because we're dealing with a melee weapon, it doesn't need to be reloaded or recharged and its range is limited to close quarters. In this case, we can knock off four of these remaining properties (namely Recharge, Range, Magazine and Falloff) simply by declaring them "not

applicable". This leaves Damage and Options. We'll elect to not give the katana Options (somebody who wants to make a shinobigatana can create one on their own time), so that can also be declared "not applicable". As for Damage, we'll simply use the same amount as for a regular long sword; the katana, as a Third Class weapon, may inflict 18 points of Lethal Damage in addition to the extra effects we gave it.

The racing engine may be a better example of how the design process fills in information. It's a member of the Engine category, which requires information on Availability, HD Effect, Speed Effect, Class, Cost, Initiative, Combat Move, and Fuel Efficiency. We said in the concept that the engine is Starfaring Age tech, which fills in information on its Availability. HD and Speed effects were determined when we set the engine's effects. We filled in cost information for ten Classes. This leaves us with three pieces of information to determine for the racing engine: Initiative, Combat Move and Fuel Efficiency. We'll leave the Initiative ratings for the racing engine equal to those of a normal engine (equal to the Engine's class). We'll also set the Combat Move ratings equal to the Engine's Class. Finally, we'll reduce the engine's fuel efficiency by giving it a one-step penalty to terrain (it would use the Moderate Terrain difficulty ratings for Easy Terrain, etc.).

For the weather shield, we've determined Availability (during the concept), as well as Type (Vehicle Non Size-Based Equipment), Cost and Effect during the design phase. This leaves Appendages, Mountpoint, Pocket, Restrictions, and Size, as well as the two Defenses categories we picked earlier (DR and Regeneration). Since we're dealing with a Vehicle-scale piece of equipment, we won't need stats for Appendages, Mountpoint or Pocket; these can all become "not applicable". The way we've set up the shield's effects, its DR has been determined and Regeneration isn't needed, so these may also become "not applicable". This leaves Restrictions and Size to fill in. We'll arbitrarily say that there are no Restrictions and we'll set the shield's size at 0.25 cubic meters (not particularly small, but not particularly big either).

Finally, we come to our stellar teleporter. It's an Artifact, which means it needs information on its Size, Value, Type, and Effects. We assigned its Value and Effects earlier in the procedure, and from the concept we know that it is simply a general Artifact. This means the only thing we still need to determine is its Size; we'll set a value of 2.5 cubic meters, making it a reasonably large piece of equipment.

Name the object.

Once an object has been assigned all of the information necessary for its type, all that's left is to give it a name (if it hasn't been given a name already). An object's name should be unique as compared to the names of other objects. The name should also be appropriate to its function in order to give it credibility.

If it is possible for a GM to try out a new object before adding it to an adventure, they should go ahead and do so. This will entail the use of a quick "test" scenario wherein the object may be used under its normal operating conditions. By testing an object, a designer or GM might be able to detect early on whether it is too powerful. A designer or GM may not be able to test the object beforehand; this is fine as long as the GM is willing to make changes (perhaps drastic ones) in the middle of gameplay.

Since we named our objects at the beginning of the procedure, this step isn't strictly necessary in our case. However, we can go ahead and say that a GM put our objects through their paces. The objects turned out alright with the exception of the weather shield, which the GM thought was far too

powerful. Perhaps the designer can try again, this time making the shield an Artifact instead of a common piece of Equipment.

10.2.7: CREATING CREATURES

The Wing Commander series never explicitly required a player to interact in any way with any form of alien life other than the Kilrathi or Nephilim (and even then the only real interaction was mortal combat). There were, however, several other forms of life mentioned; there is even an instance where a struggle against a non-intelligent lifeform was plot-centric (the *Wing Commander Academy* episode "Word of Honor"). Some adventurers may want to follow a story-line along this same vein. Others may want to have adventures involving various forms of life never before seen in the Wing Commander Universe, from innocuous little plants, to ferocious predators, to intelligent lifeforms. The following sub-Chapter outlines the steps needed to create a new lifeform for use in a WCRPG adventure. The procedure included can be used to create both intelligent and non-intelligent lifeforms (which characters may opt to hunt and trade).

Creatures (also known as **lifeforms**) can be broadly placed into two categories. The first consists of those species capable of acting with judgment, including the capacity to abstractly communicate ideas to other beings; these are known as **sapient** lifeforms. The second category, as one might expect, consists of lifeforms lacking this capability and are known as **non-sapient** lifeforms. Sapience is often confused with **sentience**, a term which refers to a being's ability to feel or perceive subjectively. Whether or not non-sapient lifeforms possess sentience is a matter best left to philosophers and meta-physicists. As a caveat, the two terms are often used interchangeably in science-fiction arenas and so any reference to sentience in this text should be considered equivalent to sapience.

Most creatures fall on the Character Size Class scale (*though some very large creatures can also be placed found on the Vehicle Size Class scale*). For the most part, creating a creature is similar to creating a character (albeit with some significant differences). The specific pieces of information that must be generated for an entire species depend largely on whether or not it possesses sapience. A sapient species will need all of the same information seen with the individual races in Chapters 2.2 (personality, description, race relations, territory, names, motivation, and basic characteristics). Further information about a specific member of that species can be generated using the character creation rules found in Chapter 2.3. A different information set is needed for non-sapient species, one geared more towards combat situations. It's unusual for situations to arise wherein information is needed about a specific member of a non-sapient species, but in those instances the character creation rules should suffice (with a couple of minor limitations, which will be outlined in this sub-Chapter). It should be noted that creating a species from scratch requires more in the way of multiplication and division than creating characters, vehicles or starships. While not strictly necessary, it is highly recommended that a creature designer have access to a calculator to expedite the design process.

Regardless of whether a desired species is sapient or not, the main point of the creature creation procedure is to generate its physical description and basic characteristics at a minimum (it should be noted that the term "creature" is used in this procedure to denote an entire species). Both sapient and non-sapient creatures follow the same basic multi-step procedure for their creation, though some of the steps may be skipped depending on the specific creature type. Here is the basic outline of the procedure:

1. Compose the creature's concept.
2. Determine the creature's niche, symmetry and size class.
    1. Determine the creature's mass variation.
    2. Determine the creature's long dimension (height) variation.
    3. Determine the creature's Speed.
3. Determine the creature's Physical Index and Mental Index values.
    1. Determine the creature's Hit Difficulty ratings.
    2. Determine the creature's Value as a Commodity.
    3. Determine the creature's Life Phase thresholds and Lifespan.
4. Determine the creature's Discipline point pool, if applicable.
5. Determine if the creature has any special abilities.
6. Compose the creature's physical description.
7. Assign attacks to the creature.
8. Compose the remainder of the race's description, if applicable.
9. Determine the creature's "hero level".
10. Distribute points to the creature's Attributes.
11. Spend points on the creature's Skills.
12. Determine the creature's derived statistics.
13. Test the creature.

Compose the creature's concept

Before a creature designer (*creator*, for lack of a better word) begins to build their creation in earnest, they should take some time to think about what it is they wish to create (is their creation going to be a slavering 4-armed venomous beast, a six-legged farm animal, a race of giant starfaring spiders, a D&D™-esque dire wolf, or something else?). Having a good concept is always a great place to begin the creation of a creature as it will guide the creator's choices and perhaps determine a few of the creature's final abilities. Along with writing down the final desired capabilities of the creature, it may help for the creator to try and sketch it out; a visual reference may help to spark additional ideas. Obviously, a more detailed sketch is better, but even a stick figure may be useful. Finally, writing down the creature's concept alone may provide a creator with enough information to fill out the creature's physical description information (which is one of the main goals of this procedure).

A Poison Glider from Starflight II™. Known to the less sane as lunch...

What constitutes a "good concept" is generally up to a creator, but in general it should be able to answer these questions: *what does the lifeform eat*, *what's its general shape*, *how big is it, how does it move (if it moves at all)?*, and *how dangerous is it*. A creator that can answer these questions in the concept phase has a solid base from which to begin. If they can't answer a question or two (or even all five), it's still possible to create a lifeform; it just means more decisions will need to be made on the fly.

Creature creation is a long and complex process. To aid first-time designers, two examples will be included at the end of each step in the process, a sapient species example and a non-sapient species example.

A pair of Firekkan scouts during the 2665 Kilrathi invasion of Firekka.

We're going to use a lifeform from the game "Starflight II: Secrets of the Cloud Nebula" for our non-sapient species example. The specific lifeform we're going to create is called a Poison Glider, a somewhat dangerous, insectoid-like creature. A picture of a Poison Glider is present in the game's manual; it's the same image as the one above. Getting a text description of a Poison Glider is also really easy; one need simply go into the game itself, find a Poison Glider, and take some screenshots of the description text. One can also find a direct transcription of the same text at www.starflt.com, a fan website.

Here's the text description we have of the Glider: _A cat-sized, insect-like carnivore. This creature's body is covered with a shiny yellow exoskeleton with a black camouflaging pattern. It has two powerful rear legs for jumping and extendable membranous flaps which allow it to glide long distances. Its front claws are hooked for grasping and it has a small swivel head with one large compound eye. It also has a retractable, needle-like mouthpiece capable of injecting a potent poison._

There's a **lot** of information contained in that short paragraph. We already know it's a relatively small insect-like carnivore (which suggests the creature is bilateral; the picture confirms this assertion) with an exoskeleton (which suggests some natural armor) featuring a camouflaging pattern (**Camouflage** is a special ability of some creatures), two legs for jumping and gliding flaps (the lifeform is primarily a biped but has the ability to glide), two claws for grasping (two motor appendages), a single eye, and a poisonous bite. The swiveling head is a fairly unique feature; it would allow the eye, mouthpiece and any other attached organs to be re-positioned to face any direction. This will need to be noted in the creature's final ability set. There's some additional information available on the Poison Glider at starflt.com: It has a unit Value of 1500 SP per cubic meter (a total Value of 3000 SP; information that in this case is relatively meaningless), a volume of 2 cubic meters, fast movement, and a three star (300 HP) damage rating. A creature creator should definitely consider including this kind of information in their concept.

For our sapient race example, we're going to go with perhaps the third most popular race in the Wing Commander universe behind Terrans and the Kilrathi: the Firekkans. Information on the Firekkans is available from multiple sources; these have all been nicely summarized in an entry at the WCPedia Project (the entry includes probably the only known "official" screenshot of a Firekkan, from _Secret Missions 2: Crusade_). We aren't given much descriptive text in the entry: _The Firekkans are an avian race that resembles seven-foot tall predatory birds. Firekkan males are slightly smaller than their female counterparts._ Any other information on their physical appearance will have to be generated, which could ultimately pose quite a challenge...

Determine the creature's niche, symmetry and size class

Once the creator has a concept for their creature, the next step is to determine its **niche**, **symmetry** and **size**. This is a crucial step as these factors will determine several of the creature's base statistics directly, including its Physical and Mental Index values, height/length/wingspan, base HD ratings, hit points, speed, mass, lifespan, and potential damage capability.

A lifeform's **niche** refers to its position on a food chain. Food chains can be very intricate and a lifeform's position on one may change depending on its physical location, particularly if the creature is present on more than one planet (*i.e. an apex predator on one world may find itself prey for another, larger predator on a different world*). Because of this, information on a creature's niche need not be terribly specific. What's crucial is the lifeform's eating habits; more specifically *whether or not it can synthesize the element most necessary for its development and growth on its own (carbon is most common, but other elements such as boron and silicon are possible)*, and *what is its primary source of energy*. All creatures fall into one of ten base niche categories based on this information; these are outlined in the table below.

Lifeform Niche Categories By Feeding Habits			
		Carbon Source	
		Producer (Autotroph)	Consumer (Heterotroph)
Energy Source	Photosynthetic	Lifeform obtains energy by converting light energy into chemical energy and uses carbon dioxide as a source of carbon.	Lifeform obtains energy by converting light energy into chemical energy and obtains carbon by intake of organic compounds from the environment (*which can include other organisms*).
	Chemosynthetic	Lifeform derives energy through the oxidation of inorganic compounds (such as hydrogen sulfide) and uses carbon dioxide as a source of carbon.	Lifeform derives energy through the oxidation of inorganic compounds (such as hydrogen sulfide) and obtains carbon by intake of organic compounds from the environment (*which can include other organisms*).
	Herbivore	Lifeform obtains energy by ingestion of other autotrophs and uses carbon dioxide as a source of carbon.	Lifeform obtains both energy and carbon by ingestion of autotrophs.
	Carnivore	Lifeform obtains energy by ingestion of heterotrophs and uses carbon dioxide as a source of carbon.	Lifeform obtains both energy and carbon by ingestion of other heterotrophs.
	Omnivore	Lifeform obtains energy by ingestion of a mix of autotrophs and heterotrophs, and uses carbon dioxide as a source of carbon.	Lifeform obtains both energy and carbon by ingestion of a mix of autotrophs and heterotrophs.
	Exotic	Lifeform obtains energy from an unusual source, produces unusual compounds, or has an unusual physical composition but still uses carbon dioxide as a carbon source.	Lifeform obtains energy and carbon from unusual sources, requires consumption of unusual compounds, or has an unusual physical composition.

The preceding table uses terminology appropriate to carbon-based life. In the event that the creature is based on a different element, a more appropriate producer source substance will need to be selected (silicon dioxide for silicon-based life, boron nitride for boron-based life, etc.).

Note that if a lifeform has the capability to feed in more than one mode, the creator should select which one it prefers to use most often. If the lifeform does not have a preference, the creator should pick whichever category is furthest down on the chart (with any consumer category outranking all producer categories). Secondary feeding habits should be listed with the creature's traits (*discussed later in this sub-Chapter*).

A lifeform's niche determines a number of its basic characteristics. To determine the effects of niche on the creature, the creator need merely look up the information on the table below; here's a quick overview:

- Base Value: This is a modifier to the lifeform's value as a commodity (per cubic meter). As a general rule, lifeforms higher up in the food chain will have a higher value.
- Base Attack Bonus (*Non-Sapients Only*): A lifeform may get a bonus to its base attack value depending on its niche. This value is added to various other modifiers to determine its final attack bonuses. The *Security* Skill is used as the base attack bonus for sapient creatures, and so this value only applies to non-sapients.

- Mental Index Modifier: This is a modifier to the creature's Mental Index, which is used to help determine the lifeform's available mental Attribute point pool. All creatures have at least some ability to learn from and to from their environment, even if they don't possess sapience. This modifier will be added to a die roll to determine the creature's **Mental Index** later in the creation process. As a general rule, lifeforms higher up in the food chain will have a higher Mental Index modifier.
- Attack Die: The attack die columns list the dice types used when figuring up how much damage the creature can cause when attacking. There are five attack die columns in the table, one for the various possible types of attacks a creature may have at its disposal. This information is used when the amount of damage caused by the creature's attacks are figured up later in the creation process. While sapient beings are not generally given attack damage (it's assumed they prefer to use fashioned weapons more over what nature gave them), it can be done if the creator wishes. A "d1" entry on the table always means a result of one.
    - Bite Die: This lists the die type used when figuring the creature's damage due to any biting attacks. The damage done from bites depends largely on the makeup of the teeth in a creature's mouth. As one might expect, the higher up a lifeform's position on the food chain, the more damage they can inflict with a bite.
    - Claw Die: This lists the die type used when figuring the creature's damage due to any clawing or raking weapons. Claws are the obvious example here, but this kind of weapon also includes talons, pincers, or any other type of hooked appendage (except for hooked stingers, which are considered a Gore weapon).
    - Slap Die: This lists the die type used when figuring the creature's damage due to any slapping, slamming or punching attacks it may make (a tail whip, kicking, head butts, etc.). Note that this kind of attack is considered unarmed and as a result the amount of damage indicated is Non-Lethal Damage.
    - Gore Die: This lists the die type used when figuring the creature's damage due to any attacks with goring weapons (such as horns, antlers, etc.). This weapon type also includes stings, particularly if the weapon also causes acid damage or poisoning.
    - Special Die: This lists the die type used when figuring the creature's damage due to any special attacks. As the name suggests, this category encompass any attacks not covered by the other attack rolls (such as natural ranged weapons). Depending on the type of damage intended, this die can vary (at the creator's discretion), but it is generally recommended the indicated die be used.

Lifeform Characteristics Based on Niche								
Niche	Base Unit Value	Base Attack Bonus	Mental Index Modifier	Bite Die	Claw Die	Slap Die	Gore Die	Special Die
Photosynthetic Producer	€200	0	-5	d1	d1	d2-1	d2-1	d2
Chemosynthetic Producer	€300	1	-3	d1	d1	d2-1	d2-1	d2
Herbivorous Producer	€200	2	-1	d2	d2	d2	d5	d2
Carnivorous Producer	€350	4	1	d5	d2	d1	d1	d2
Omnivorous Producer	€250	3	3	d2	d2	d2-1	d1	d2
Exotic Producer	€750	6	5	d1	d1	d1	d1	d5
Photovore (Photosynthetic Consumer)	€250	6	-4	d1	d1	d2	d2	d5
Electrovore (Chemosynthetic Consumer)	€350	7	-2	d1	d1	d2	d2	d5
Herbivore (Herbivorous Consumer)	€400	8	0	d2	d2	d5	d10	d5
Carnivore (Carnivorous Consumer)	€600	10	2	d10	d5	d1	d1	d5
Omnivore (Omnivorous Consumer)	€500	9	4	d5	d5	d2	d1	d5
Exotic Consumer	€1500	15	+6	d1	d1	d1	d1	d10

Symmetry refers to the balanced distribution of duplicate body parts or shapes within an organism. Most lifeforms will exhibit some form of symmetry within their structure. Symmetry is, at best, an approximation; it's a rare thing when an organism is completely symmetrical with itself. Symmetry is important for determining the potential lifespan of an organism as detailed below. To determine a lifeform's symmetry, a creator need only look at their creature concept and search on the table below for the description that best matches it.

Symmetry Definitions		
Category	Description	Lifespan Modifier
Amorphous	The lifeform doesn't exhibit overall symmetry is capable of altering its shape at will. Amoebae are the classic example of this category of lifeform.	*2
Irregular	The lifeform doesn't exhibit overall symmetry but does have a fixed shape. Parts of an irregular lifeform may exhibit other forms of symmetry. Many plants fall into this category as do lifeforms such as sponges.	*3
Spherical	As a whole, the lifeform exhibits reflection symmetry along many cutting planes along multiple axes, producing many possible mirror image divisions. Spherical lifeforms are (as one might expect) sphere-shaped, exhibiting no clear dorsal, ventral, left or right sides. A few corals exhibit spherical symmetry, but most spherical lifeforms are microscopic (such as the members of the *Staphylococcus* genus).	*4
Radial	As a whole, the lifeform exhibits reflection symmetry along many cutting planes along a single axis, producing many possible mirror image divisions. Radial lifeforms have a defined dorsal and ventral, but no clear left or right side. Jellyfish are considered radial lifeforms (though their tentacles may be of different lengths), as are many species of mushrooms.	*5
Bilateral	As a whole, the lifeform exhibits reflection symmetry along a single plane, which roughly divides it into two mirror images. A bilateral lifeform has defined left, right, dorsal and ventral sides. Many lifeforms (including Humans) fall into this category.	*6

If a creator doesn't know the symmetry of their lifeform (either because they have a poor concept or are just creating something at random), they may either select a symmetry level at random or make a roll of 1d5+1 and use the category whose lifespan modifier matches the result. As a general rule, the further down the lifeform falls on the chart, the more complex it is.

Finally, **size** refers to the various dimensions of the creature and covers such qualities as its volume and weight. Unlike vehicles and capital ships, the volumes given for lifeforms refer to their actual internal volume (as opposed their "bounding box"). As with vehicles and capital ships, size determines a large number of a lifeform's basic statistics. Here's an outline of stats determined by size as indicated in the table below:

- Creature Size Class: As with vehicles and capital ships, a creature's size is categorized by a **Size Class**. To prevent confusion between the creature and vehicle Size Class scales, creature Size Classes are prefixed with the letter "C" (thus a Size Class of C5 corresponds to Size Class 5 on the creature Size Class scale).
- Approximate Minimum Volume: This lists the minimum volume a creature may be in order to be categorized in a particular Size Class. A creature is said to be of a certain Size Class as long as it is at least as large as the minimum required volume for the Size Class but is no larger than the minimum volume for the next higher Size Class.
- Physical Index Modifier: This is a modifier to the creature's Physical Index. Like the Mental Index Modifier, this value will be used to help determine the lifeform's available physical Attribute point pool. This modifier will be added to a die roll to determine the creature's **Physical Index** later in the creation process. As a general rule, larger lifeforms are more durable.
- Base HD Ratings: This lists the base hit difficulty ratings for a creature of a given Size Class; these help determine how hard it is to hit the creature in various situations.

- Dimension Range/Roll: Sometimes a creature designer will need to have a rough estimate of how "tall", "long" or "wide" a creature is on average (this is especially true for sentient lifeforms, which require a height stat). This column lists a range of acceptable **long dimension** values for a creature of the indicated Size Class. The values given may be used for any lifeform but are most appropriate for creatures with humanoid proportions; Formulas for determining long dimension variations (as well as for determining average mass variations) for creatures with non-humanoid proportions will be discussed momentarily. A creature designer may either select a value from the range indicated or use the corresponding die roll formula to get the long dimension of the lifeform. Note that this gives an *average* long dimension for the species; individuals may vary from the average value significantly. Note that it is not strictly necessary to determine long dimension information for non-sapient creatures, if the creator would like to skip that step.
- Mass Range/Roll: This column lists a range of acceptable values for the mass of a creature of the indicated Size Class, assuming the lifeform is *neutrally buoyant in water* (i.e. it neither floats nor sinks readily). A creature designer may either select a value from the range indicated or use the corresponding die roll formula to get the mass of the lifeform. Alternatively, if they've determined their creature's long dimension with a die roll, they may simply multiply the result by ten and use the resultant amount as the result of the mass die roll (this method assures that the lifeform will be neutrally buoyant in water). Note that this gives an *average* mass for the species; individuals may vary from the average value significantly. Note that it is not strictly necessary to determine mass information for non-sapient creatures, if the creator would like to skip that step.

Creature Size Class Conversion Chart					
Creature Size Class	Approximate Minimum Volume (m³)	Physical Index Modifier	Base HD Ratings	Dimension Range / Roll	Mass Range / Roll
0	<0.001	-5	35/50/35	<0.38 m (No Roll)	< 1 kg (No Roll)
1	0.001	-4	38/50/38	0.37-0.64 m 0.37 + (d10 * 0.03)	1-5 kg 1 + (d% * 0.04)
2	0.005	-3	41/50/41	0.64-0.8 m 0.64 + (d10 * 0.02)	5-10 kg 5 + (d% * 0.05)
3	0.01	-2	44/50/44	0.8-1.16 m 0.8 + (d10 * 0.04)	10-30 kg 10 + (d% * 0.2)
4	0.03	-1	47/50/47	1.16-1.37 m 1.16 + (d10 * 0.02)	30-50 kg 30 + (d% * 0.2)
5	0.05	0	50/50/50	1.37-1.73 m 1.37 + (d10 * 0.04)	50-100 kg 50 + (d% * 0.5)
6	0.1	1	53/50/53	1.73-2.49 m 1.73 + (d10 * 0.08)	100-300 kg 100 + (d% * 2)
7	0.3	1	56/50/56	2.49-2.95 m 2.49 + (d10 * 0.05)	300-500 kg 300 + (d% * 2)
8	0.5	1	59/50/59	2.95-3.72 m 2.95 + (d10 * 0.08)	500-1,000 kg 500 + (d% * 5)
9	1	2	62/50/62	3.72-5.37 m 3.72 + (d10 * 0.17)	1,000-3,000 kg 1,000 + (d% * 20)
10	3	2	65/50/65	5.37-6.36 m 5.37 + (d10 * 0.1)	3,000-5,000 kg 3,000 + (d% * 20)
11 (*Vehicle Size Class 1*)	5	2	68/50/68	6.36-8.27 m 6.36 + (d10 * 0.19)	5,000-11,000 kg 5,000 + (d% * 60)
12 (*Vehicle Size Class 2*)	11	3	71/50/71	8.27-10.43 m 8.27 + (d10 * 0.22)	11,000-22,000 kg 11,000 + (d% * 110)

13 (*Vehicle Size Class 3*)	22	3	74/50/74	10.43-13.14 m 10.43 + (d10 * 0.27)	22,000-44,000 kg 22,000 + (d% * 220)
14 (*Vehicle Size Class 4*)	44	3	77/50/77	13.14-16.55 m 13.14 + (d10 * 0.34)	44,000-88,000 kg 44,000 + (d% * 440)
15 (*Vehicle Size Class 5*)	88	4	80/50/80	16.55-20.85 m 16.55 + (d10 * 0.43)	88,000-176,000 kg 88,000 + (d% * 880)
16 (*Vehicle Size Class 6*)	176	4	83/50/83	20.85-26.27 m 20.85 + (d10 * 0.54)	176,000-352,000 kg 176,000 + (d% * 1,760)
17 (*Vehicle Size Class 7*)	352	5	86/50/86	26.27-33.08 m 26.27 + (d10 * 0.68)	352,000-703,000 kg 352,000 + (d% * 3,510)
18 (*Vehicle Size Class 8*)	703	5	89/50/89	33.08-41.68 m 33.08 + (d10 * 0.86)	703,000-1,406,000 kg 703,000 + (d% * 7,030)
19 (*Vehicle Size Class 9*)	1,406+	6	92/50/92	41.68m+ (No Roll)	1,406,000 kg+ (No Roll)

If a creature designer doesn't know the desired size of their lifeform (either because they have a poor concept or are just creating the creature at random), they may either select a Size Class randomly or make a roll of 1d10 and use the Size Class that matches the result (with a result of zero indicating ten in this case).

Note that some lifeforms are large enough to fall on the vehicle-scale; in that case a designer must decide whether their creature will utilize the character-scale or vehicle-scale for combat. This decision affects the creature's movement, attacks and HP, and may make it very dangerous.

*From our concept, we know a few things about the Poison Glider already. First, we know it's a carnivore; it says so in its text description (**A cat-sized, insect-like carnivore**). Given that it has the capability to inject "a potent poison", it's more likely that it's a consumer rather than a producer. From its picture, we can see that it has distinct dorsal, ventral, left and right sides, so it's definitely a Bilateral creature. Finally, from the information we have from the SF2 documentation, we know that it has a volume of two cubic meters. This contradicts the notion of it being a "cat-sized" lifeform; we're going to ignore this bit of information and go with the two cubic meter measurement. It will make the Glider huge, which should in turn make it all the more dangerous...*

*So, what we have is a 2m³ **bilateral carnivorous consumer**. Looking at the various charts in this section gives us several pieces of information for generating the Glider. First, because it's a carnivorous consumer, we know that it has a base value of €600, an attack bonus of +10 and a +2 modifier to its Mental Index. We know that when the time comes to assign attacks, we can use d10 for biting attacks, d5 for clawing, raking and/or special attacks, and d1 for any slapping or goring attacks. From its symmetry, we get a multiplier of *6 for its lifespan. Finally, because the Glider has a two cubic meter volume, we know that it is a* Character Size Class Nine *creature (just below the necessary threshold to put it on the vehicle-scale), it gets a +2 modifier to its Physical Index, it has a base HD of 62, a base THD of 50, and a base FHD of 62. Since this is a non-sapient lifeform, it's not strictly necessary to bother with figuring up its average long dimension and weight; we'll do so for the sake of demonstration. In that case, we know the Glider **might** weigh somewhere between one and three metric tonnes (more on this "might" business a shortly). If we assume it has roughly humanoid dimensions (not necessarily that big of a stretch), it might have an overall length somewhere between 3.72 and 5.37 meters.*

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Hell of a lot of information for three little criteria, ain't it?

As far as the Firekkans are concerned, we know from their description that they are an avian race that resembles seven-foot tall predatory birds. There's not a lot to that description, but there's enough there for us to answer a few questions about them. First, we know they are avians; this would suggest that they are omnivores, though since they're also described as "predatory", they are probably more carnivorous than herbivorous (like most species of raptors); for the sake of argument, we'll say they are carnivores. Like the Poison Glider, their image clearly shows left, right, front and back sides; they are therefore Bilateral.

*When it comes to their size, we have a bit of a problem in that all we really have is an average height value. Height is all well and dandy but any ornithologist will tell you that a bird's **wingspan** is oftentimes longer than its beak-to-tail-feathers length, so what we really need to do is figure out an average wingspan. This is going to be a special situation and it's going to require a bit of math, so we'll go ahead and skip over this piece of information for the time being; be rest assured that we'll get to it soon enough. In the meantime, we again have a bilateral carnivorous consumer, and can use the same sets of modifiers we have for the Poison Glider on that front (base value 600, attack bonus 10, +2 Mental Index modifier, d10 for biting, d5 for claws, rakes and special attacks, d1 for goring and slapping, and *6 to its lifespan modifier).*

Determining Mass Variation Ranges and Die Rolls (With a Quick Word on Buoyancy)

As previously mentioned, the die roll included in the Size Class chart is good for determining the average mass of a lifeform. Most of the time (particularly for non-sapient beings), this average value can be used as a generic catch-all value for all members of a species. However, there may be times (sapient character creation among them) when a designer will need to have some mass variation for their creatures. Determining a "normal" mass variation range and a corresponding die roll for a creature is simple enough but it can be math intensive; it is first necessary to determine a reasonable average mass.

The masses listed on the Size Class table assume that an average member of a species of a given Size Class will be *neutrally buoyant in water*, which is to say that they have the same density as water (one thousand kilograms per cubic meter; i.e. a lifeform with a total volume of one cubic meter would have a mass of one thousand kilograms). Given that the substance with the largest molecular concentration in most lifeforms is water, this makes sense. If the average member of a species is neutrally buoyant, they will neither float nor sink in water, which further means that (given that not all members of a species weigh the same amount or have exactly the same body shape) some individuals of the species will have a tendency to float while others will have a tendency to sink.

The problem with this assumption is that it doesn't necessarily hold true in all cases; some lifeforms may have members who all float or all sink. So, it doesn't necessarily follow that a species of a certain Size Class has an average mass that corresponds to the same Size Class. What's important to know in this case is the lifeform's primary mode of transportation; whether it is best categorized as land-based (a **runner**), air-based with powered flight (a **flier**), air-based without powered flight (a **floater**), or sea-based (a **swimmer**).

Runners have the widest potential variations in possible mass; there are some species that are much lighter than they should be for their volume, while others are much more massive than they should be. If so desired, a creator may select a mass for their lifeform from a category up to three Size Classes lower or higher than the Size Class indicated by its volume ("Exotic" runners - those that

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happen to be exotic producers or exotic consumers - are an exception; their mass may be up to six size Classes lower or higher). Note that selecting an average mass value from another Size Class will impart a modifier to the lifeform's Physical Index as outlined in the table below. Alternatively, a creator may make a 2d10 roll to determine their creature's buoyancy. A creature creator always has the option of just going with the indicated Size Class. Exotic runners may double or halve the result of the roll without further Physical Index modification at the creator's discretion. The chart below details the possible results and effects.

Lifeform Buoyancy in Water via 2d10			
2d10 Result Range	Buoyancy Level	Mass Size Class Adjustment	Physical Index Modifier
0	Extremely Buoyant	Roll 1d10 (0 counting 10) and add 2 to the result. Use the Size Class a number of steps equal to the result less than the indicated Size Class	-3
1-2	Very Buoyant	Use the Size Class two steps less than the indicated Size Class	-2
3-5	Buoyant	Use the Size Class one step less than the indicated Size Class	-1
6-12	Average	Use the indicated Size Class	0
13-15	Dense	Use the Size Class one step greater than the indicated Size Class	1
16-17	Very Dense	Use the Size Class two steps greater than the indicated Size Class	2
18	Extremely Dense	Roll 1d10 (0 counting 10) and add 2 to the result. Use the Size Class a number of steps equal to the result greater than the indicated Size Class	3

If the result of the die roll indicates a mass from a Size Class that is not listed on the table, use the result from whatever extreme end of the chart is otherwise indicated (either Size Class 0 or Size Class 19, whichever is appropriate to the situation).

By design, fliers generally have lightweight skeletons and body structures designed to provide a lot of power while minimizing weight. If so desired, a creator may select a mass for a flier up to three Size Classes less than the Size Class indicated by the lifeform's volume. Exotic fliers are an exception: their mass may be up to six Size Classes less; the same is true of all floaters. The same buoyancy chart as for runners is used for fliers and floaters, though these lifeforms will use a roll of 1d10 instead of 2d10; note that this means that all airborne lifeforms will have no higher than an average density. Again, a creator always has the option of just going with the indicated Size Class. Exotic fliers and floaters may double or halve the amount indicated by the roll without further Physical Index modification at the creator's discretion.

For runners, fliers and floaters, once a target mass range has been determined, the creator may either select a desired mass at random in the indicated range or they may make the corresponding d% roll to determine the actual value of the average mass.

Swimmers are unique in that all members of the species **must** be neutrally buoyant (in order to prevent them from floating to the surface or sinking all the way to the ocean bottom). To find their average mass, the designer needs only to multiply the volume of the creature by 1000; the result is the average mass in kilograms. Should a swimmer be intended to inhabit a liquid medium other than water, the 1000 multiplier may simply be replaced by the density of the desired fluid, provided that the density to be used is in units of kilograms per cubic meter (*for example, to find the mass of a swimmer that swims in hydrochloric acid, one would simply multiply its volume by 1180, since the density of HCl is 1,180 kg/m^3*). Again, exotic swimmers are an exception to this rule; treat them as exotic runners for purposes of determining their average mass. *NOTE: It is possible to adjust the mass of runners and fliers should a creator wish to base them on a substance other than water. In that case, the creator can use the table as indicated but will need to multiply the final result by x/1000, where x is the density of the desired base substance in kg/m^3*.

One thing to consider with lifeforms is the possibility of significant *sexual dimorphism*, or systematic differences in form between individuals of different gender in the same species. For certain species, there can be a substantial variation in the average mass of one gender over the other. In these cases, a creator may either choose to treat the various genders like separate species (and come up with individual average masses) or select average masses for each gender, the mean of which will be the average mass of the species as a whole.

For all types of lifeforms, the same procedure is used to generate the mass variation range and die roll once their average mass has finally been determined. All mass variation rolls are based on a roll of 2d5 and are designed to provide variance at 5% intervals for a range of possible masses from 80 to 120% of the average mass (the corresponding masses at those values act as the bounds of the "normal" mass variation range). When a player or GM goes to make a specific creature, its long dimension is usually determined first. At least one (*and sometimes both*) of the d5 results for mass always comes from the roll for long dimension. Given that the interval between results is the same for each possible outcome on the die roll, all that's necessary for the creator to do is to determine the **base mass value** and the **interval multiplier**.

The interval multiplier is determined first. To do this, the creator will multiply the average mass value by 0.8 (80%) and record the result. The creator then will multiply the average mass value by 0.85 (85%) and record that result. Finally, the creator will subtract the result of the 85% calculation from the 80% one, rounding the result to the nearest hundredth; the final result is the interval multiplier.

The creator can determine the base mass value once the interval multiplier has been determined. To do this, they must take the 80% result from the last set of calculations, round it to the closest hundredth, and subtract the interval multiplier from the resultant amount; the final result is the base mass value. At this point, the information needed to compose the mass formula is complete. The formula is always of this form:

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base mass value + ((1d5 from long dimension + 1d5) -OR- (2d5 from long dimension) *
interval multiplier)
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Note that it is possible that the actual value of the average mass becomes an impossible value as the result of this process. This is perfectly acceptable, but for those creators who do want the average to be a plausible result, slight alterations to the base mass value, the interval multiplier or both may be made until the average becomes a possible result; the formula creation process will get a designer in the ballpark of the average mass in any event.

We already know the Glider is a CSC 9 creature since it has a volume of 2 cubic meters. It's obviously a land-based creature, but we also know from its text description that it does have flight as a secondary mode of transportation: **It has two powerful rear legs for jumping and extendable membranous flaps which allow it to glide long distances.** *Because of this, we won't leave the average mass entirely to chance; we'll say it's buoyant, use the mass formula from CSC 8 instead of CSC 9 and make it water-based to keep the math easy. This gives the Glider a possible mass somewhere between 500 and 1000 kilograms. Letting fate decide, we roll d% and come up with a result of 78. The die roll for CSC 8 is 500 + (d% * 5), so the final average mass of the Glider is 890 kilograms (500 + (78*5) = 500 + 390 = 890).*

*Now to determine the interval multiplier, we multiply 890 by 0.8 and get a result of 712 kilograms. We then multiply 890 by 0.85; we get 756.5 kilograms. So, the interval multiplier is going to be 44.5 kilograms (756.5 - 712.0 = 44.5). We can now figure out the base mass value, which is going to be 667.5 kilograms (712 - 44.5 = 667.5). The final mass variation formula for the Poison Glider is therefore 667.5 + ((1d5 from length + 1d5) * 44.5) kilograms.*

The Firekkans are a sapient race, so we will definitely need to derive their mass formula. However, we haven't figured out their size as yet (because, once again, all we have to go on is their height when what we really need is their wingspan). Since we don't have that basic information, we can't determine their mass formula just yet. We'll be determining their volume in the next step, so their mass formula example will wait until then. In the meantime, we can determine their buoyancy. Firekkans are fliers primarily (though we will say that they also have a secondary movement mode as a runner, given what we know about them from the novel <u>Freedom Flight</u>), so we'll need to make a 1d10 roll to see where they'll fall on the chart. The roll comes up as a four, so we'll assume they're buoyant. This will pass on a -1 modifier to their Physical Index when it comes time to determine it.

Determining Height Variation Ranges and Die Rolls

As previously mentioned, the die roll included in the Size Class chart is good for determining the *average* long dimension of lifeforms (for the sake of this discussion, "height" will be used as a catch-all term for the long dimension; this could just as easily be a lifeform's length or width depending on the situation). Most of the time (particularly for non-sapient beings), this average value can be used as a generic catch-all value for all members of a species. However, there may be times (sapient character creation among them) when a designer will need to have some height variation for their creatures. Determining a "normal" height variation range and a corresponding die roll for a creature is simple enough but it can be math intensive; it is first necessary to determine a reasonable average height.

Determining an average height is easy enough if the lifeform has humanoid or near-humanoid **proportions**, if it's water-based and if it's a runner or flier. If all of these conditions are fulfilled, all the creator needs to do in that case is to either make the die roll indicated or pick an appropriate value for the creature's Size Class at random. The height rolls in the table already take into account humanoid proportions and neutral buoyancy in water.

Things become much trickier if the lifeform is a swimmer or if it has proportions that are substantially different from the humanoid norm (i.e. if it isn't roughly shaped like a human being). In this case, height must be calculated. The creature's **exact** volume will need to be known in this case (its mass divided by its density). The height calculation uses the following formula:

$h = c * V^{(1/3)}$, where h is the long dimension, c is a *proportionality constant*, and V is the creature's volume.

The **proportionality constant** is different for various types of lifeforms and will need to be set for a new lifeform at its designer's discretion. Mathematically, it's a dimensionless ratio of the length of the long dimension to the area of the other two dimensions in a three-dimensional frame of reference. The higher this number, the longer and skinnier the creature is. It is possible to derive the proportionality constant of any creature provided that one knows its average long dimension and volume (or mass and density) of a similar creature. For reference, all spherical lifeforms have a proportionality constant of 1.241; any proportionality constant lower than that is meaningless. The constant for humanoid lifeforms is approximately 3.721. The following table lists the proportionality constants of a select group of additional real-world animal lifeforms; creators may reference this table to estimate the constant of their own creations.

Proportionality Constants and Size Classes of a Select Group of Real World Animal Lifeforms

Name	Size Class	Proportionality Constant
aardvark	5	3.233
albatross	3	16.412
anaconda, green	6	11.906
anteater, giant	5	1.492
armadillo, giant	5	4.233
barb, giant	4	4.481
bat, spectral	0	19.724
beagle	3	1.612
bear, brown	9	2.924
bear, polar	9	2.952
beaver, American	5	4.615
beetle, Hercules	0	7.463
bison, giant	9	1.984
bullfrog, African	1	2.024
camel	8	4.000
capybara	6	3.175
cat, domestic	1	4.603
catfish, Mekong giant	7	4.257
clam, giant	6	1.764
cobra, king	3	24.431
cockroach, giant burrowing	0	2.514
cod, Atlantic	5	4.368
condor, Andean	3	12.975
conger, European	6	6.261
crab, Japanese spider	3	21.891
crocodile, Nile	9	6.269
crocodile, saltwater	9	5.686
cuckoo, Australasian channel-billed	0	10.245
eagle, harpy	3	8.664
elephant	12	4.344
elephant seal, southern	10	4.035
flamingo, greater	1	11.285
flying fish, Japanese	1	5.000
flying fox, giant golden-crowned	1	15.724
frog, golden poison	0	1.969
frog, Goliath	1	2.499
gar, alligator	6	5.819
gaur	9	3.931
giraffe	9	4.603
gorilla, eastern lowland	6	3.017
gull, great back-backed	1	12.208
gyrfalcon	1	12.494
halibut, Atlantic	7	4.035
halibut, pacific	7	4.206
hare, European	2	4.443
hippopotamus	10	2.907

hog, giant forest	6	3.921
horse, domestic	8	1.912
human	5	3.721
hummingbird, giant	0	7.974
hyena, spotted	5	4.789
jellyfish, box	2	11.006
jellyfish, lion's mane	6	69.637
kangaroo, red	5	4.847
komodo dragon	6	5.695
lemur, Sunda flying	1	5.794
lobster	3	3.933
macaw, hyacinth	1	11.112
manatee, west Indian	9	3.513
mandrill	5	2.714
marlin	8	5.165
mongoose, white-tailed	2	6.494
moose	8	3.739
moth, atlas	0	12.230
muskellunge	4	5.130
orca	11	4.502
ostrich	6	5.201
owl, Eurasian	1	12.114
pelican, Dalmatian	3	14.597
penguin, emperor	4	3.768
pigeon, Marquesan imperial	1	8.000
pterosaur	6	17.461
rat, Bosavi woolly	1	7.163
rattlesnake, eastern diamondback	3	9.667
raven, common	1	12.144
ray, manta	9	6.310
rhinoceros, white	10	2.847
salamander, Chinese giant	5	4.575
salamander, Japanese giant	4	4.634
salmon, Chinook	5	3.802
scorpion, imperial	0	5.976
sea lion, northern	9	3.116
sea star	2	3.467
sea turtle, leatherback	8	3.071
sengi, grey-faced	0	6.604
shark, basking	12	4.881
shark, great hammerhead	8	7.686
shark, great white	10	4.294
shark, nurse	6	8.093
shark, tiger	9	4.779
skate, common	9	5.725
snail, giant African	1	3.500
spider, Goliath birdeater	0	5.415
spinosaurus	11	8.500
squid, colossal	8	10.357

squid, giant	8	18.643
sturgeon, beluga	9	6.414
swan, trumpeter	3	11.599
swift, white-naped	0	9.865
swordfish	8	5.195
Tasmanian devil	3	4.564
tern, Caspian	0	15.196
tiger, Siberian	6	5.712
tortoise, Galapagos	7	2.511
triceratops	12	3.494
trumpet, Australian	3	3.582
tuatara, brothers island	1	6.794
tuna, northern bluefin	8	5.006
turkey, wild	3	5.617
tyrannosaurus	11	6.440
utahraptor	8	8.299
vulture, Eurasian black	3	12.862
whale, blue	16	5.218
whale, fin	15	5.652
whale, right	15	4.153
whale, sperm	14	4.940
wolf, gray	5	5.731
woodpecker, ivory-billed	0	9.638
zebra, imperial	7	4.959

If for some reason a creator doesn't want to deal with the hassle of figuring out the proportionality constant for their creation, they may simply pick a height at random. This is the least useful and least realistic way of selecting the average height for most species, but it can be done if realism isn't that big of a concern; it's also acceptable for determining the long dimension of lifeforms with irregular symmetry.

As with mass, there may be significant sexual dimorphism between the various genders of the species, which in turn may cause a substantial variation in the average height of one gender over the other. In these cases, a creator may either choose to treat the various genders like separate species (and come up with individual average heights), or select average heights for each gender, the mean of which is the average height of the species as a whole.

For all types of lifeforms, the same procedure is used to generate the height variation range and die roll once their average height has finally been determined. All height variation rolls are based on a roll of either 1d5 or 2d5 and are designed to provide variance for a range of possible heights from 80 to 120% of the average height (the corresponding heights at those values act as the bounds of the "normal" height variation range). The 1d5 rolls provide variance at 10% intervals; in other words, a result of one on 1d5 will indicate 80% of the average height, two will indicate 90%, three 100% (the average), four indicates 110%, and five indicates 120%. 2d5 is the same, but provides variance at 5% intervals instead. All swimmers must use 2d5 for the die roll, no exceptions. Both methods provide an even interval for each possible outcome on the die roll, so all that's necessary for the creator to do is to determine the **base height value** and the **interval multiplier**.

The interval multiplier is determined first. To do this, the creator will multiply the average height value by 0.8 (80%) and record the result. The creator must then select whether their die roll will be based on 1d5 or 2d5. If the roll is based on 1d5, the creator then will multiply the average value by 0.9 (90%) and record that result. If it's based on 2d5, the creator will multiply the average value by 0.85 (85%) and record that result instead. Finally, the creator will subtract the result of the first calculation from the second one (the 85% or 90% result minus the 80% result), rounding the result to the nearest hundredth; the final result is the interval multiplier.

The creator can determine the base height value once the interval multiplier has been determined. To do this, they must take the 80% result from the last set of calculations, round it to the closest hundredth, and subtract the interval multiplier from the resultant amount; the final result is the base mass value. At this point, the information needed to compose the height formula is complete. The formula is always of this form:

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base height value = ((1d5 or 2d5) * interval multiplier) meters
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Note that it is possible that the actual value of the average height becomes an impossible value as the result of this process. This is perfectly acceptable, but for those creators who do want the average to be a plausible result, slight alterations to the base height value, the interval multiplier, or both may be made until the average becomes a possible result; the formula creation process will get a designer in the ballpark of the average height in any event. Also, all individual members of a species are always considered to have the same Size Class as an average member of their species, regardless of whether their final long dimension indicates a different Size Class.

*First things first: we'll assume that the Glider has humanoid proportions. We've already made the assumption that it's water-based, and we know it's a runner. This lets us use the chart to determine its average length. Given that the Glider is a CSC 9 creature, an average member needs to be somewhere between 3.72 and 5.37 meters in length. We'll let fate decide in this case and toss the dice. The formula for CSC 9 is 3.72 + (d10 * 0.17). The d10 comes up as a one; the Glider's average length is therefore 3.89 meters.*

*Now we can figure out the roll for their long dimension, starting with the interval multiplier. We'll pick 1d5 for the die roll, giving us 10% intervals. We multiply 3.89 by 0.8 and get 3.112 meters. We then multiply 3.89 by 0.9 and get 3.501 meters. So, the interval multiplier is going to be 0.39 meters (3.501 - 3.112 = 0.389, which rounds to 0.39). We can now figure out the base length value: 3.112 rounds to 3.11, so the base length is going to be 2.72 meters. The final height variation formula for the Poison Glider is therefore 2.72 + (1d5 * .39) meters.*

*Now for the Firekkans. We **still** don't have any data to go on other than their average height (seven feet). The first thing we're going to need to do is to convert the seven-foot figure into metric units; plugging that value into a conversion routine gives us an average height of 2.13 meters. Next, we'll need to figure out the proportion between their height and their wingspan. What we'll do to accomplish this is gather up some information on some of the other raptors we have listed in the proportionality table above; this includes the harpy eagle, the gyrfalcon, and the bald eagle. We'll go ahead and average the proportionality constants of these three creatures and use that figure for the Firekkans; the result comes out to 7.928.*

A quick Internet search gives us figures for the length and wingspan of the previously indicated birds. In each case, we're given a range of values for both length and wingspan, so what we'll do is simply divide the minimum bound of the wingspan by the corresponding minimum bound of the length and do the same for the maximum values. Harpy eagles are 89–105 cm in length and have a wingspan of 176 to 201 cm; this gives us wingspan-to-length ratios of 1.98 and 1.91, respectively. We do the

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same for the gyrfalcon and bald eagle; this gives us values of 2.29 and 2.13 for male gyrfalcons, 2.43 and 2.46 for female gyrfalcons, and 2.57 to 2.25 for bald eagles. If we average all these values, we come up with a length-to-wingspan proportionality value of 2.25, which we'll use for the Firekkans. When we multiply their average height by this value, we come up with a final average wingspan value of 4.79 meters.

*Now we can use the proportionality formula to find their volume. First we solve the formula ($h = c * V^{1/3}$) for volume: we get $V=(h/c)^3$. Plugging in our values for h and c, we get a volume of .2205 m^3 ($(4.79/7.928)^3 = 0.2205$). Checking the chart above, we can see that this volume corresponds to **Character Size Class Six**. This gives them a +1 modifier to their Physical Index and a base HD of 53/50/53. We determined in the last step that they will be buoyant creatures, so to determine their final average mass we'll use the die roll from CSC 5 (50 + (d% * 0.5)); the die comes up as 85, so the Firekkans will have an average mass of 92.5 kilograms.*

So now that we finally have the average parameters for long dimension and mass (4.79 meters and 92.5 kilograms), we can finally determine the die roll formulas for the Firekkans. We have one complication to contend with, though: the line that says <u>Firekkan males are slightly smaller than their female counterparts</u>. That means sexual dimorphism and the need for different formulas for male and female members of the species. Since we want to keep the differences relatively small, we'll just adjust females up two percent from the average and males two percent downward. This gives female Firekkans an average wingspan of 4.87 meters and an average mass of 94.36 kilograms. Male Firekkans will have an average wingspan of 4.67 meters and an average mass of 90.64 kilograms. To simplify matters, we'll use 2d5 for our dice modifier for both genders and for both formulas.

*We have 94.35 kilograms as our average mass value for female Firekkans. We multiply this value times 0.80 and get 75.48; we then multiply it by 0.85 and get 80.1975. Subtracting one from the other gives us 4.7175, which we'll round to 4.72, giving us our mass interval multiplier. We'll then subtract that amount from 75.48, giving us our base mass value of 70.76. So, the female Firekkan mass formula is 70.76 + (2d5 from long dimension * 4.72) kilograms. Similarly, the female Firekkan wingspan is 4.87. Multiplying this value by 0.80 and 0.85 gives us 3.896 and 4.1395 respectively, which we'll subtract and round to get 0.24, our wingspan interval multiplier. Finally, we'll subtract this amount from 3.9 (3.896 rounded) and round the result to give us a base wingspan value of 3.66. A quick check of the formula shows that this value won't give us the 4.87 value on the average 2d5 result of five, so we'll tweak the base wingspan value to 3.67. The final wingspan formula for female Firekkans is therefore 3.67 + (2d5 * .24) meters. We could go through this example again for male Firekkans, but let's not for the sake of brevity; their formulas will be 67.99 + (2d5 ld * 4.53) kilograms and 3.52 + (2d5 * .230) meters, respectively.*

Determine the creature's Speed

Once a creature's average long dimension has been determined, it becomes possible to determine its speed. **Speed** indicates how fast the lifeform will be able to move at its most basic pace (walking for runners, easy cruising for both fliers and swimmers); it should be noted that it will be possible for the creature to move up to four times the calculated amount for relatively brief periods of time (*such as during a chase or other "emergency" situation*).

All creatures in SFRPG have at least two speed ratings, one for tactical movement (used in combat) and one for general movement (used for adventuring). Tactical movement is expressed in terms of meters per round (m/rd), where one round is approximately equal to six seconds. General movement is expressed in terms of kilometers per hour (kph). One meter per round equals 0.6 kilometers per

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hour. Naturally, if the lifeform is intended to be stationary, it will have a speed of zero for both tactical and general movement and this step can be skipped.

Determining a creature's speed is relatively simple. The creator should by this point already have determined the creature's mode of transit, its long dimension and its Size Class. These data by themselves provide a good deal of the information needed to determine a creature's speed. Two other pieces of information need to be determined at this time. If the creature can be classified as a runner, the creator must know the specific number of **propulsive appendages** it uses for movement. Having a larger number of appendages tends to make a lifeform move faster (*at least up to a point; all running creatures with five or more propulsive appendages are classified as **multipeds** and use the same set of multipliers, regardless of the final number of appendages the lifeform actually has*). The other piece of information that's needed is the lifeform's **relative speed category**. There are five of these categories: very slow, slow, average, fast and very fast. This information can either be set arbitrarily by the lifeform's creator or rolled; 1d5 is used, with a result of 1 corresponding to very slow and increasing by one category per increment up to a result of 5 corresponding to very fast.

To determine a lifeform's basic speed, find the multipliers on the chart below that correspond to the lifeform's relative speed category and movement mode for both m/rd and kph. If the creature is a flier below Character Size Class 6, subtract its Size Class from 7 and multiply the result by the speed category modifiers (*for example, a CSC 3 creature would multiply the speed category modifiers by 4, since 7 - 3 = 4*). All other creatures leave the modifiers as they are. Finally, the modifiers should be multiplied by the long dimension of the creature, with the resultant amount rounded to the nearest whole m/rd and kph (*for amorphous creatures, use the cube root of their volume in place of the long dimension*). The final result is the creature's base speed. Speeds will need to be determined independently for each movement mode a lifeform has available to it.

Height to Speed Ratios for Lifeforms										
Creature Type	Very Slow Lifeform Speed Multiplier (m/rd)	Very Slow Lifeform Speed Multiplier (kph)	Slow Lifeform Speed Multiplier (m/rd)	Slow Lifeform Speed Multiplier (kph)	Average Lifeform Speed Multiplier (m/rd)	Average Lifeform Speed Multiplier (kph)	Fast Lifeform Speed Multiplier (m/rd)	Fast Lifeform Speed Multiplier (kph)	Very Fast Lifeform Speed Multiplier (m/rd)	Very Fast Lifeform Speed Multiplier (kph)
Monoped/ Pseudoped	1	0.6	3	1.8	5	3.0	7	4.2	9	5.4
Biped	2	1.2	4	2.4	6	3.6	8	4.8	10	6.0
Triped	3	1.8	5	3.0	7	4.2	9	5.4	11	6.6
Quadruped	4	2.4	6	3.6	8	4.8	10	6.0	12	7.2
Multiped	5	3.0	7	4.2	9	5.4	11	6.6	13	7.8
Flyer	8	4.8	16	9.6	24	14.4	32	19.2	40	24.0
Floater	2	1.2	3	1.8	4	2.4	5	3.0	6	3.6
Swimmer	8	4.8	8	4.8	16	9.6	16	9.6	24	14.4

Once a creature's base speed values are known, it becomes possible to calculate its **combat speed** values. Combat speed is a fairly simple calculation; it's just the creature's tactical speed divided by the respective character-scale combat range increments (5 meters for short-range combat and 25 meters for long-range combat) and rounded to the closest integer. If the initial calculation results in a speed that is less than one range increment, the reciprocal value (i.e. one divided by the result) should be determined prior to any rounding; the final result in this case is the number of rounds that must pass before the creature may move a single range increment.

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We know from our earlier discussion that a Poison Glider is a bipedal runner with fast movement and that it also has the ability to glide as a secondary transit mode, though we don't really know how fast it moves when it glides. We'll assume it is a Fast runner but a Very Slow flier. We also know that it is a CSC 9 creature with an average length of 3.89 meters.

That's all the information we need to determine its speed ratings. Looking at the table, we see that Fast bipeds have a multiplier of 8 m/rd and 4.8 kph. It's a runner, so we don't really need to deal with its size (for now). We simply take those multipliers time 3.89 and round to the nearest whole number. The Glider's walking speed is 31 meters per round and 19 kilometers per hour (3.89 * 8 = 31.12, rounds to 31 m/rd; 3.89 * 4.8 = 18.672, rounds to 19 kph).

The Glider also has a gliding speed which must be determined. Looking at the table, we see that Slow fliers have multipliers of 8 m/rd and 4.8 kph. Since it's above CSC 6, it doesn't get any bonus for its size and since these multipliers happen to be the same as the ones used for its walking speed, we know the Glider also glides at 31 m/rd and 19 kph.

Since the Glider has the same speed in meters per round for both gliding and running, it'll have the same set of combat speeds for both transit modes. We divide 31 m/rd by 5 meters per range increment and round the result for short-range combat; 31 / 5 = 6.2, so the Glider will move 6 range increments per round while in short-range combat. Similarly, we divide 31 m/rd by 25 to get the long-range combat speed. This works out to one range increment per round.

As for the Firekkans, we know that they are CSC 6 flyers (they're right at CSC 6, so their speed won't be modified due to their size). The average wingspan (the long dimension in this case) for females is 4.87 meters and 4.67 meters for males, so the two genders will have different speed ratings. Again, we don't really know how fast they move, so we'll assume they are Average Flyers and Very Slow Bipedal runners. From the table above, this gives us multipliers of 24 m/rd and 14.4 kph for their flight, and 2 m/rd and 1.2 kph for their walking. We'll take these multipliers times 4.87 for females and 4.67 for males, rounding the results to the nearest whole number. The flight speed of Firekkan females is 117 meters per round and 70 kilometers per hour (which will give us 23 increments in short-range combat and five in long-range); their walking speed is a mere 10 meters per round and 6 kph. This will give us 2 range increments per round for short-range combat. Since the division of their walking speed by 25 will give us a result less than one (10/25 = 0.4), we have to calculate the reciprocal amount, which in this case is 2.5 (1/0.4 = 2.5). This value rounds to three, so the walking combat speed of a female Firekkan will be one range increment every three rounds while in long-range combat. For males, the flight speed is 112 meters per round and 67 kph (22 range increments per round in short-range combat and four in long-range combat), and their walking speed is 9 meters per round and 6 kph (which ultimately works out to the same combat speed figures as for females).

Determine the creature's Physical Index and Mental Index values

Once its niche, symmetry, size and related characteristics have been set, the creature's Physical Index and Mental Index values need to be determined. These two basic racial attributes are critical for determining a number of derived statistics and directly determine the lifeform's physical and mental faculties.

To determine a creature's Physical Index, the creator needs to roll 2d5 and add the result to any indicated modifiers from the creature's size and buoyancy; the final sum is the creature's Physical Index score. If the final result is less than one, the creature's Physical Index score must be set at one; no creature may have a Physical Index score of zero or lower. Conversely, biological creatures may

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not have a Physical Index rating higher than nine; if the final result is greater than nine, any excess amount **must** be exchanged for an equivalent amount of natural armor (*see the next paragraph*). Only synthetic lifeforms or lifeforms based on exotic materials (such as metal or rock) may have the maximum Physical Index score of ten.

At this point in the design process, the creator may elect to exchange points of their creature's Physical Index for **natural armor**. Natural armor functions like a full suit of physical armor (*see Chapter 5.3*), except that it can be "fixed" (heal) over time at the same rate as the lifeform. Each point of the Physical Index exchanged for natural armor allows the creature to have an additional Class equivalent of armor (f*or example, if three points of Physical Index are exchanged, the creature may have natural armor up to Third Class).* Any HD penalties for armor still apply for natural armor, though all **Finesse** and *Perception* penalties may be ignored. The creator must leave at least one point in the creature's Physical Index and may not exchange more than ten points for Physical Armor.

The creature's Mental Index value is determined similarly to its Physical Index, with the key difference being that creatures are allowed to have a Mental Index score of zero; these creatures either act on simple instinct only or are pre-programmed automatons. In either case, any creature with a Mental Index score of zero cannot learn or benefit from training. If a creature is generated with a Mental Index score of less than zero, the creator can set its Mental Index value at either zero or one at their discretion. As with the Physical Index, the maximum Mental Index score is ten; if the final result of the roll for Mental Index determination is higher than ten, any excess amount **must** be exchanged for an equal amount of weapons dice (*see the next paragraph*).

A creator may elect to exchange points of their creature's Mental Index for weapons dice once its final result is determined. Weapons dice give a creature the opportunity to gain attacks that are more effective than what their size would ordinarily indicate. Each point of Mental Index exchanged for weapons dice grants the creature an additional die to be rolled during the determination of its attacks later in this procedure. For now, the creator simply needs to keep track of the number of points exchanged. Note that if the creature is ultimately given no natural weaponry, they will completely lose any potential benefit from weapons dice.

Once the creature's Physical and Mental Indexes have been set, determining the base number of points available for its physical and mental Attribute pools is reasonably straightforward. Simply multiply the respective Index values by 25 if the creature is sapient or by 15 otherwise; the final result is the number of points in the given point pool. The creature's base hit points may also be set at this point if the creature is sapient; it's simply ten times the final Physical Index value. Non-sapient creatures will determine their base hit point values later on in the procedure.

Time to figure out the Glider's Physical and Mental Index values. We'll begin with its Physical Index; 2d5 are rolled and the result is five. The Glider gets a +2 Physical Index modifier from its size. We made the Glider buoyant, which imparts a -1 Physical Index penalty. The Glider's Physical Index rating is therefore six (5 + 2 - 1 = 6). For the sake of making them interesting, we'll exchange one point of Physical Index for natural armor (accounting for the Glider's exoskeleton). This will give them a final Physical Index of 5 and 50 AHP for First Class armor, with a corresponding +2 armor penalty to their HD and FHD.

Now we can roll for the Glider's Mental Index. 2d5 are rolled; the result is seven (a high roll for a non-sentient lifeform). The Glider gets a +2 bonus to its Mental Index by virtue of its niche. Its Mental Index rating is therefore nine (7 + 2 = 9). We won't exchange any amount for weapons dice for the Glider, so that will be its final Mental Index value.

Now we can determine the number of points in the Glider's Attribute pools. We simply multiply the Index values by 15 since it's a non-sapient creature; this gives us a final physical Attribute pool of 75 (15 * 5 = 75) and a mental Attribute Pool of 135 (15 * 9 = 135).

For the Firekkans, the 2d5 roll for Physical Index comes out as a six. We have a +1 modifier for their Size Class, which is subsequently cancelled out by a -1 modifier due to their buoyancy, so six is the initial Physical Index rating. We won't give them any natural armor (it doesn't look like they'd have any from their picture anyway), so their final Physical Index value will be six (indicating 60 base HP). The 2d5 roll for their Mental Index results as a ten, to which a +2 modifier for being a carnivorous consumer is applied. This gives us an initial value of twelve. We will have to exchange at least two points for weapons dice, but that works out because we will want to give the Firekkans a few natural weapons (for their beaks and talons) anyway. We'll go ahead and exchange four points for weapons dice; this reduces the final value of their Mental Index to eight (which is still a pretty high number). Now we can determine their Attribute pools: multiplying by 25 (because they're sapient) gives us a final Physical Attribute pool of 150 and a Mental Attribute Pool of 200.

Determine the creature's hit difficulty ratings

Once its Physical Index is known, it's possible to determine the creature's final base hit difficulty (HD) ratings. HD ratings for creatures are dependent upon three things: the base HD ratings determined by the creature's Size Class, its base speed for general movement and the Class of any natural armor it possesses.

A creature's speed provides a modifier to its general hit difficulty (HD) and touch hit difficulty (THD) ratings. To determine this modifier, the creator must subtract ten from the creature's general movement speed, divide the result by five and round the result up to the next integer. The maximum possible modifier is 30; any higher modifies become thirty. If the creature's general movement speed is five kph or less, the modifier becomes -5. For all stationary creatures, the modifier is -10.

The final calculation of a creature's HD ratings is simple enough. The creator must take the base HD ratings and add to them any penalties inflicted due to any natural armor, and then subtract the indicated speed modifier from the HD and THD ratings. The result of these calculations produces the creature's final HD ratings.

We've determined that Poison Gliders are CSC 9 creatures that move at 19 kph and have First Class armor. The base HD ratings for CSC 9 are 62/50/62. First Class natural armor inflicts a +2 HD/THD/FHD penalty; adding it to the base ratings gives us 64/52/64. We now have to calculate the speed modifier; we subtract ten off the speed (giving us 9) and divide the result by five (giving us 1.8). Rounding that value up, we get a bonus of +2 HD/THD, which we'll then subtract from the HD ratings. The Glider's final HD ratings are therefore 62/50/64.

We can figure out the ratings of the Firekkans similarly. The base value for any CSC 6 creature is 53/50/53. Firekkans have no natural armor, so no HD modifiers for armor apply in this case. We have general movement speeds of 70 and 67 kph for female and male Firekkans respectively. We can subtract ten off these speeds (60 and 57) and divide the resultant amounts by five (12 and 11.4); the results of rounding in both cases is twelve, so we'll wind up with a single HD value for the Firekkans. Subtracting twelve from the HD and THD gives us our final HD ratings for the Firekkans, which turns out to be 41/38/53.

Determine the creature's Value as a Commodity

A lifeform's value *as a commodity* is based on three main criteria: its niche, its relative level of intelligence (as indicated by its Mental Index value) and its *desirability*. Of these criteria, niche and intelligence are crucial for determining the relative worth of a lifeform, while desirability acts as a modifier. *Note that this step is not limited to non-sapient races; sapient trafficking is alive and well in the 27th Century as demonstrated by the potential for slave trading in* Privateer.

Simply put, desirability indicates whether or not anybody *wants* to buy the lifeform. If a creator hasn't done so in their concept, this would be a good time to consider what races might be willing to buy the lifeform and (assuming any purchasing species inhabits more than one world) at what specific worlds/bases the lifeform is desired. A creator can get as detailed as they'd like as to the reasons why their lifeform is as desirable as it is, though this is not strictly speaking necessary. There may also be several reasons why a lifeform is undesirable (such as inedibility, a particularly annoying quality such as it making a constant noise, the requirement of an extremely expensive enclosure for storage, etc.). In the event that the lifeform is not desirable to anyone, its value can simply be set at zero and the rest of this step can be skipped.

If a lifeform is desirable, it may be that it has qualities which would make it more or less valuable than normal for a creature of its size and level of relative intelligence. For all desirable lifeforms, a series of die rolls needs to be made in order to establish the **exact** amount by which the lifeform's desirability affects its value. The designer must roll 2d10 and find the result of the roll on the following table, making any subsequent rolls as indicated.

Determination of Creature Desirability via 2d10 Roll	
2d10 Result	**Effect**
0-2	Roll on the High Table and reduce the lifeform's value by the indicated amount, then Roll on the Low Table and reduce the lifeform's value by the indicated amount.
3-4	Roll on the High Table and reduce the lifeform's value by the indicated amount, then Roll on the Low Table and increase the lifeform's value by the indicated amount.
5-6	Roll on the Low Table and reduce the lifeform's value by the indicated amount.
7-11	Do not roll on either table; desirability does not affect the lifeform's value.
12-13	Roll on the Low Table and increase the lifeform's value by the indicated amount.
14-15	Roll on the High Table and increase the lifeform's value by the indicated amount, then Roll on the Low Table and reduce the lifeform's value by the indicated amount.
16-18	Roll on the High Table and increase the lifeform's value by the indicated amount, then Roll on the Low Table and increase the lifeform's value by the indicated amount.

Desirability High Table using 2d10	
2d10 Result	**Amount Added/Subtracted**
0	Roll d%; affect the amount by the result as a percentage.
1-18	Multiply the result by ten (if increasing value) or by five (if reducing value); affect the amount by the result as a percentage.

Desirability Low Table using 1d10	
1d10 Result	**Amount Added/Subtracted**
0	Roll d%; affect the result as a direct amount.
1-3	Do not change the current amount.
4-5	25; affect the result as a direct amount.
6-7	50; affect the result as a direct amount.
8-9	75; affect the result as a direct amount.

Figuring up a lifeform's value is simple and can be accomplished as soon as its Mental Index value has been determined. The designer needs simply to multiply the lifeform's Mental Index value by €100 and add the resultant value to the base amount indicated by its niche. They must then adjust that amount by the amount indicated as a result of the desirability roll(s). The final amount is the lifeform's commodity value per unit. In the event that the lifeform's value is zero or less after the result of the desirability roll is factored in, the designer may use €10 as its value (or roll for desirability again). If the resultant value seems too high, the creator may multiply it by the creature's volume, rounding up to the next whole credit.

We know that the Poison Glider is a carnivorous consumer from earlier discussion and we also recorded the base Value '(€600) 'for that niche. We've also determined that the Glider has a Mental Index of nine, so the contribution of its intelligence to its base Value is €900 (9 * 100 = 900). We add those values together and get €1,500 (€600 + €900 = €1,500). The Glider did have some buyers in its source game (indicating desirability), so we now need to make a 2d10 roll for its desirability. The result is sixteen, indicating an increase in value on both tables. The roll on the high table is a ten. We therefore increase the value by 100%; the value increases to €3,000 (€1,500 + €1,500 = €3,000). Finally, we throw on the low table; the result is a two, so no additional changes are made. The final value of the Glider is €3,000.

Firekkans are sapient, but that doesn't stop them from having a value as a commodity (indeed, there is evidence from <u>Secret Missions 2</u> and <u>Freedom Flight</u> that the Kilrathi took some Firekkans as slaves, so a monetary value for them makes even more sense). They are carnivorous consumers, so they have a base value of €600. We determined their Mental Index value was eight, so we'll add '€'800 to that value and get '€'1,400. A 14 is the result of the initial roll for their desirability, so we'll need to add the result of a roll from the high table and subtract one from the low table. The 2d10 roll on the high table results out as a one, so we add a mere ten percent to the current value, raising the value to '€'1,540 ('€'1400 + '€'140 = '€'1,540). We then roll 1d10 for the low table and get a six for the result, so we have to subtract '€'50 from the value; the final value of the Firekkans is €1,490.

Determine the creature's Life Phase thresholds and Lifespan

A final set of data that can be directly determined by a lifeform's size, niche, symmetry and Mental Index is its maximum potential lifespan. As with height and weight, this aspect of a lifeform may vary from individual to individual. It is not necessary to determine this information for a non-sapient creature, but the creator may still do so at their own discretion. Note that this step produces a maximum **potential** lifespan. It doesn't necessarily follow that an individual will live as long of a life as possible; war, disease, predation, famine and any number of other factors can reduce an individual lifeform's lifespan significantly (an example of this phenomenon is the Kilrathi as a species; a good number of their males die fairly early in their life cycles due to a lifetime spent in war - even if they are lucky enough to make it to adolescence first).

To determine a lifeform's maximum potential lifespan, the designer must take its **Size Class** (*not its volume*) and multiply it by the factor indicated by its symmetry; the result is a base maximum lifespan value. This base value applies for all lifeforms. If the lifeform is sapient, a value equal to ten times its Mental Index may subsequently be added to the base lifespan value regardless of the lifeform's level of technological development. This subsequent step can be done at the creator's discretion; they may very well want to have a relatively short-lived sapient lifeform. Skipping this step should be considered carefully for any kind of "uplifted" sapient lifeform (i.e. one that has only recently achieved sapience).

Once any adjustments have been made to the base lifespan value for sapience (if applicable), a further adjustment for a few special cases may be necessary. The first of these special cases is for photosynthetic producers; their base lifespan value is multiplied by 10 (plants in particular tend to have exceptionally long lifespans). Photosynthetic consumers multiply their base lifespan value by 5 instead, as does any lifeform that can use photosynthesis as a secondary means of gaining energy regardless of whether they are a producer or a consumer. Any animal lifeform that lacks a hard skeleton of any type (amoebae, jellyfish, etc.) must multiply their lifespan value by ½, rounding any remainder to the nearest tenth of a year. Any lifeform that is an "offshoot" of another race may adopt their parent race's lifespan at the designer's discretion. Finally, microscopic lifeforms will need to have their maximum base lifespan value set in units of months rather than years (even if they're sapient).

After any applicable adjustments for special cases have been made, the designer must make a 2d10 roll to throw in an additional "random factor" that will either serve to increase or decrease the species' maximum lifespan, resulting in a final **maximum potential lifespan** value. The potential outcomes of this die roll are outlined in the table below.

Random Factor Affecting Maximum Potential Lifespan via 2d10 Roll	
2d10 Result Range	Effect
0	Decrease maximum lifespan by 75%
1-2	Decrease maximum lifespan by 50%
3-5	Decrease maximum lifespan by 25%
6-12	No effect (100%)
13-15	Increase maximum lifespan by 25%
16-17	Increase maximum lifespan by 50%
18	Increase maximum lifespan by 75%

With their maximum potential lifespan value set, it becomes possible to determine the boundaries of the creature's **life stages**. Assuming it finally dies of old age, a creature's life from the time it is born to the time it dies is divided into six phases: **Childhood, Adolescence, Adult, Middle Age, Old Age,** and **Venerable Age**. The effects that life stages have on a character are discussed in Chapter 2.3; the same set of effects also applies to creatures in general. The creature creation process makes the assumption that a lifeform being created is in the Adult stage; if this is not the case, an adjustment for the creature's Life Phase will need to be made during the final derivation of its derived statistics. If a creature's childhood form is totally different from its Adult form (say for example an insectoid form of life), it may be best to create a separate creature that reflects the pre-Adult life phases.

Determining the age at which a lifeform enters a given life phase requires a little bit of math. This is because a life phase is expressed as a percentage of the lifeform's final lifespan value. Each life phase has a range of potential percentage values. A creator may either select a specific percentage from the range indicated or make the corresponding 1d10 roll to select a percentage randomly.

Life Phases by Total Lifespan Percentage	
Life Phase	Max Lifespan Percentage Die Roll
Childhood	0%-(Adolescence Age) (No Roll)
Adolescence	4%-13% (4%+1d10*1%)
Adulthood	13%-22% (13%+1d10*1%)
Middle Age	25%-34% (25%+1d10*1%)

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Old Age	44%-53% (44%+1d10*1%)
Venerable Age	58%-67% (58%+1d10*1%)

Note that for creatures with relatively short lifespans (20 years or less), it is acceptable to list the boundaries of their life phases in tenths-of-years; the designer needs only to round the result of the percentage calculation to the nearest tenth of a year. For longer-lived lifeforms, any rounding of the calculation should be done to the nearest full year, even if doing so places a boundary out of the recommended range for a given phase.

With the boundaries of their life phases determined, all that remains is to determine the final lifespan roll. This roll determines the age at which an individual member of the species will die of natural causes; it is made once they reach Venerable Age. Death is not necessarily immediate once the creature reaches the determined lifespan age, but they *will* die before reaching the next year (or tenth-of-year for short-lived creatures).

A creature's lifespan roll always has the following form:

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(venerable age threshold + modulus) + (xd5 or xd10)
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To determine a creature's Lifespan roll, the designer must subtract its Venerable Age threshold from its maximum potential lifespan and note the result. Lifespan rolls are made with rolls of xd5 or xd10 (it should be noted that this is one of the cases where a roll of zero on 1d10 counts as ten), so it's important that the final result of the subtraction be evenly divisible by five or ten. If the result isn't evenly divisible by either five or ten, any remainder must be added to the lifeform's Venerable Age threshold. This remainder is the indicated "modulus" in the lifespan roll formula shown above and it basically serves as a "free" period over the Venerable Age threshold that the lifeform will live (it should be noted that the modulus will never affect the already-determined Venerable Age threshold itself). It's important that the remainder be as small as possible; whichever die type produces the smallest remainder should be selected for the lifespan roll. *For example, let's say that for a given lifeform the result of the subtraction is 39. If you divide that by ten (for an xd10 roll), you get a result of 3 and a remainder of nine. If you divide it by five, you get 7 and a remainder of four. In this case, dividing by five produces the smaller remainder and so 7d5 should be selected*). If the remainder happens to be zero for both five and ten, the smaller overall number of dice should be selected for the lifespan roll (this will usually be the xd10 roll).

*While we really don't need information about the Poison Glider's life cycle, nothing says we couldn't use it; a character group might stumble across a nest of baby Gliders and they might be forced to combat both them **and** their angry mother...*

It's been well established at this point that the Glider is a CSC 9 creature with a volume of two cubic meters. We also know that it's a Bilateral lifeform, which gives it a *6 multiplier to the maximum potential lifespan; this gives the Glider a base maximum potential lifespan of 54 (9 * 6 = 54). It's a non-sapient creature, so it gets no bonus from its impressive Mental Index. It also doesn't fit any of the special cases, so it gets no bonuses there either. We'll roll 2d10 for random factors; the result is an eleven, so no adjustments of any kind need to be made. The maximum potential lifespan of a Poison Glider is therefore 54 years.

We're going to leave the determination of the boundaries of its life phases to chance, so we'll make five quick d10 rolls and record the results. The results are 8, 9, 7, 4 and 3. It will therefore reach Adolescence at 12% (4+8=12), Adulthood at 22% (13+9=22), Middle Age at 32% (25+7=32), Old

Age at 48% (44+4=48), and Venerable Age at 61% (58+3=61). The Glider has a fairly long lifespan, so we'll round the boundaries to whole years. It therefore reaches Adolescence at 6 years (0.12 * 54 = 6.48, rounds to 6), Adulthood at 12 years, Middle Age at 17 years, Old Age at 26 years and Venerable Age at 33 years.

We now need to determine the final lifespan roll. We have a margin of 21 years to account for; we can translate that either to a 4d5 roll or a 2d10 die roll and tack the extra year (the modulus) in either case to the end of the Venerable Age. To make things interesting, let's make it a 4d5 roll; it's not what we're supposed to do according to the procedure but we're going to do it anyway. The Glider's final lifespan roll will therefore be 34 + 4d5 years.

Now let's perform the calculations for the Firekkans. We know they're CSC 6 creatures and that they're Bilateral, so we multiply six times six and get 36 for their base maximum potential lifespan. They are sapient with a Mental Index value of eight, so we'll add eighty to the base value, which gives us 116. No special cases apply. A thirteen is the result of the random factor roll, so we increase the value by 25%. The final maximum potential lifespan of a Firekkan is 145 years.

We'll again leave the determination of life phases to chance. The d10 rolls result as 0 (which translates to 10), 5, 2, 6, and 2. This translates to Adolescence at 20 years, Adulthood at 26 years, Middle Age at 39 years, Old Age at 73 years and Venerable Age at 87 years. We have a margin of 58 years to account for; that will translate to an 11d5 roll with a three year modulus. The final lifespan roll for the Firekkans is 90 + 11d5 years.

Determine the creature's Discipline point pool, if applicable.

Sapient Only Step.

The seven Disciplines used in WCRPG are the exclusive domain of sapient races. If the creature being created is non-sapient, its creator can skip this step; it will have a pool of zero points to spend on Discipline Skills. *Note that non-sapient races still have access to Attributes and Attribute Skills as normal.* Any abilities that a non-sapient creature may need that would ordinarily require a Discipline Skill can be covered as a specialization of the *Performance* Skill or through **special abilities** (as discussed later in this sub-Chapter).

The number of points that will be available in the Discipline point pool of a sapient species can be determined as soon as their Physical and Mental Index scores have established. The potential number of points allowed for a given species is determined by their **technological level** (which is merely an indication of how advanced a species is). The designer should have included the desired technological level for their creation in their design concept; if this is not case, they may select a technological level at random at this point or roll d% and reference the result on the following table. To determine the actual number of points a species will have in the Discipline point pool, the designer may either select a value within the range indicated on the table (in multiples of five only) or make the indicated die roll.

Technological Level Determination of Creatures via d%			
d% Result	Creature Tech Level	General Description	Number of Points Available
00-24	Stone Age	Prehistoric, stone and bone tools, very limited technologies	0-20 ((1d5-1)*5)
25-49	Metal Age	Pre-industrial, metallic tools, large variance between earlier to later years; represents the bulk of Human history	15-60 ((1d10*5)+15)
50-74	Industrial Age	Automated tools, introduction of advanced technologies up to the beginning of interstellar travel; 1850s-2100s in Human civilization	60-150 (1d10*10)+60
75-99	Starfaring Age	Species regularly conducts interstellar travel	150-330 (2d10*10)+150

The Glider is a non-sapient creature, so it skips this step. Its Discipline point pool has zero points in it. Period.

Fortunately, we have the Firekkans to help us out with this step. We know that they're a Starfaring Age race (a recent one, but Starfaring nonetheless) from Secret Missions 2 and from Freedom Flight. We can go ahead and make the indicated roll for a Starfaring Age race; a seven is the result of the indicated 2d10 roll, so the Firekkans will have a total of 220 points in their Discipline point pool ((7 * 10) + 150 = 70 + 150 = 220).

Determine if the creature has any special abilities

Most of a creature's basic characteristics will have been determined by the time the number of points in its Discipline point pool has been set. The next step in the creation process is to determine if the creature has any kind of special abilities or restrictions. Special abilities are any kind of unusual quality that serves to enhance some aspect of a creature. These abilities may include qualities often unavailable to characters, giving the creature an advantage during a confrontation. The creator should reference their creature concept and select any special abilities and/or restrictions that best describe what it should be able to do, if those abilities haven't already been explained earlier in the creation process.

If the creator so desires, they may assign Traits as listed in Chapter Four as special abilities for their creature. This should be done with careful consideration as any assigned Traits will affect the entire species. There are some limitations on what Traits may be assigned to an entire species. No species can be assigned the Comeliness, Wealth, Social Status or Education variable Traits. Reputation *can* be assigned to an entire species, provided it is assigned in relation to some characteristic of their being. Contacts cannot be assigned to an entire species, while Ambidexterity can be assigned to any species. All other Talents are restricted to sapient beings only. Most Complications may be used; any species may be assigned the Allergic, Bleeder, Curious, Hunted, Intolerant, Addicted, or Phobic Complications, while Creed, Greedy and Honest may be assigned to sapient creatures only. When a Trait is assigned to a creature, all individual members of that species will automatically have it; they neither give nor cost that member any building points.

Creatures may have a number of special qualities other than Traits. The following table contains a list of non-Trait qualities that can be given to creatures in WCRPG. Note that some special abilities may not be assigned to certain lifeforms. Where there are restrictions, they will be so noted in the ability's description.

Lifeform Special Abilities and Restrictions	
Ability	**Description/Effects**
Biological/Chemical Weaponry	The creature is capable of making an attack that directly delivers a biological or chemical agent to its target (including diseases, venom, acid, etc.). The creator may select a specific effect listed in Chapter 12.3 or use those effects as a guideline. Can be combined with a direct damage attack or used as a special attack on its own. The lifeform must belong to a niche capable of delivering the specific form of attack desired.
Bioluminescence	The lifeform is capable of generating its own light source naturally. Can be used as a Lure (see below) if desired. Provides bright light in a radius of up to ten meters and dim light in a radius up to sixty meters from the emitting body part.
Combined Organs	The lifeform has at least one body part that also performs the functions of another body part (*for example, a creature's motor appendages can also be used as its propulsive appendages*). For purposes of determining hit locations in combat, the part in question is considered to be its "primary category" (in *the previous example, if the appendages are primarily considered motor appendages, they will take damage when motor appendages are indicated but not propulsive appendages*).
Constrict	The lifeform has the ability to squeeze an opponent in an attempt to deal direct damage and/or to suffocate them (see Chapter 9.2 for details). To have this ability, the lifeform must have a motor or propulsive appendage capable of wrapping around another being (such as a tentacle, arm, vine, etc.), or a worm-like/snake-like physique (a proportionality constant greater than 12.000).
Directed Eyesight	The lifeform's visual organs are capable of being moved in such a way as to shift the center of the lifeform's field of vision. The amount of redirection may be set at the discretion of the designer to a maximum of 180°. This ability requires the lifeform to have at least one visual organ.
Enhanced Visual Sense	The lifeform has the ability to see in conditions of low to no incident radiation or in bandwidths other than the visual spectrum. The creator must specify in which bandwidths the lifeform is able to see. This ability requires the lifeform to have at least one visual organ.
Esper Potential	The lifeform has some kind of psionic ability; this can include any kind of telepathic, clairvoyant, precognitive or psychokinetic ability. This includes the ability to reduce or enhance damage to itself or other creatures. Psionic abilities are assigned at a creator's discretion; they must be specific about what abilities their creature has.
Extra Resistance/Healing	The lifeform has the ability to heal faster than normal and/or has natural damage reduction. If the lifeform can heal quickly, replace the words "hour" with "round" and "rounds" with "seconds" for all natural healing functions and Checks. If the lifeform has damage reduction, an amount of damage equal to five times its Size Class can be ignored from *any* attack successfully made against the creature. This ability requires the lifeform to have a combined natural armor Class and Physical Index rating of eight or higher.
Improved Grab	The lifeform has the ability to grab and hold an opponent much more easily than most other lifeforms. After a successful Melee attack, the creature may immediately attempt to Grapple as a free action without provoking an Opportunity attack in the process. This ability requires the lifeform to have at least one motor appendage or gustatory organ.
Lure	The lifeform possesses some kind of custom lure; this can be visual, olfactory, or auditory in nature. If the lifeform encounters an opponent capable of perceiving the lure, the opponent must make two successful Willpower Saves in a row each round or start moving directly towards the lure; the opponent can do nothing else while moving towards the lure.
Multiple Movement Modes	The lifeform has two or more modes of movement. One movement mode is primary; that movement mode will determine the lifeform's speed ratings. Other possible speeds must be calculated for the additional movement modes.
Natural Ranged Attack	The lifeform is capable of making a ranged attack of a nature that is not easily emulated by character-scale weapons (such as showering an attacker with molten rock). All natural ranged attacks are considered Special Attacks. Any additional effects of the attack may be added at the creator's discretion.
Natural Stealth	The lifeform has the capability of blending in with its surroundings in some manner; this usually means visual stealth but also covers other camouflaging methods (such as the ability to mask its own infrared output). The specific type of camouflage must be indicated by the creator. Typical effects include bonuses to HD (but not THD or FHD) and *Hiding and Seeking* Checks performed in order to hide.
Natural Weapon-Like Attack	The creature has at least one natural attack or defensive ability that behaves in a manner similar to one of the weapons listed in Chapter 5.2. The ability to generate electric shocks can be emulated by any creature using Dazzler equivalents; for all other weapons, a lifeform must be classified as exotic in order to have this ability.
Regeneration	The lifeform has the ability to regenerate lost limbs or organs. In the event the lifeform is maimed, it may make one *Recuperation* Check per day for the express purpose of attempting to regrow the lost organ. The degree of success equals a number of "healing points" gained, which count towards the regrowth of the lost organ and accumulates over time. Any failure of the Check does not reduce the number of healing points gained. When the accumulated number of healing points equals the creature's HP, it has regrown the lost organ. This ability cannot be applied to a lifeform's Cognitive Organ,
Special Atmosphere	The lifeform has an unusual atmospheric requirement; this can include an uncommon gaseous element or molecular compounds in a non-gaseous state. If the lifeform's current environment does not include the required substance, they must immediately begin Checks for suffocation (see Chapter 12.3).
Swallow Whole	The lifeform has the capability of swallowing opposing lifeforms or prey sufficiently smaller than itself without the need to chew first. See Chapter 9.2 for details. To have this ability, the lifeform must have at least one gustatory organ.
Synthetic Lifeform	The lifeform is artificial in nature. Synthetic lifeforms have a special set of rules which are discussed in the next section.

Terrifying Presence	The lifeform's appearance is such that the sight of it strikes fear into the hearts of most other lifeforms. When encountered, any opponent must make two successful Willpower Saves in a row every minute (three if the lifeform's Size Class is at least twice that of its target) or become *Shaken*.
Trample	The lifeform has the capability of run over and crush any sufficiently smaller opponent without stopping (see Chapter 9.2 for details). To have this ability, the lifeform must be a runner.
Weapons Resistance	The lifeform is resistant to a particular kind of weapon (laser, missile, plasma cannon, etc.) or to a particular weapon effect (fire, ice, electric shock, etc.). The creator must specify what a lifeform is resistant to at the time of its creation. If hit by a weapon to which the creature is resistant, a GM must count the weapon as being five Classes lower than it actually is before applying damage. If hit by a weapon that causes an effect to which the lifeform is resistant, the effect does not apply (though the weapon will still inflict a normal amount of damage). Lifeforms may only be resistant to one specific effect.

Finally, a species may be assigned automatic specializations in Attribute Skills (but **not** Discipline Skills). These specializations may be used to indicate species-wide aptitude in a Skill (for example, a species whose members who are known to be strong swimmers may have a species-wide "Swimming" *Three-Dimensional Maneuvers* specialization). A species should be limited to less than half a dozen of these specializations at the most.

Given what we already know about it, we can make a few easy decisions about special qualities for the Glider. Taking a quick glance at Traits, <u>Senses</u> is an obvious Variable Trait; we'll give it +5 for eyesight to help it track prey. None of the rest of the Traits are obvious fits, so to keep things relatively simple we'll say that's it. For non-Trait qualities, <u>Biological/Chemical Weaponry</u> is necessary (given that the Glider "is capable of delivering a potent poison"). We'll make the poison capable of causing fifteen points of Lethal Damage every minute until a successful Fortitude Save is made or unless someone makes a successful Specialized Medicine Check on the victim's behalf. We'll also give it <u>Enhanced Visual Sense</u> to make things interesting; we'll say it can see in infrared. Finally, we've already indicated the Glider can fly in addition to walking, so <u>Multiple Movement Modes</u> is another necessary quality. We won't add any specializations to the Gliders; they may be able to fly, but they probably aren't exceptionally good at it.

As for the Firekkans, we've already said they are flyers first and walkers second and so <u>Multiple Movement Modes</u> is definitely a must. None of the other non-Trait special abilities seem to make sense for them. Going through the list of available Traits, <u>Senses (Sight)</u> is a good choice given their bird-of-prey-like nature; we'll give it to them at +5. <u>Navigational Sense</u> also makes sense, again given their nature; we'll also set this at +5. For Complications, <u>Hunted</u> may be a good choice given the nature of their relationship with the Kilrathi; we'll go ahead and give it to them, setting it at -5. Finally, since they are probably very good flyers, we can give them an automatic Three-Dimensional Maneuvers *Skill specialization in Flight; we'll put this at fifteen points.*

A Quick Word about Synthetic Lifeforms

Synthetic lifeforms are unique as they are not naturally occurring. As such, they are subject to their own set of rules both during the course of an adventure and during their creation process. The following section discusses the specific changes to their rules. Lifeform designers will need to keep these rules in mind when making a synthetic creation; if their creation is non-synthetic, these rules should be ignored.

Synthetic lifeforms automatically have a Physical Index score of ten but may not have a Mental Index greater than five. This is because they are usually made out of materials (such as durable plastics and metals) that are stronger than those that make up almost all biological lifeforms. Conversely, the level of intelligence of a synthetic lifeform will be limited by the language used in its programming; even the most sophisticated computer programming languages can't fully emulate the natural mental capabilities of most species.

Synthetic lifeforms are immune to a wide array of adverse environmental effects. They are immune to any effects that influence the mind (i.e. require Willpower Saves), atmospheric effects, poisons, natural diseases and any effects that require a Fortitude Save (unless the effect also works on objects). They are also immune to anything that would cause them to become hungry or fall asleep, though synthetic lifeforms may require a recharge cycle that can emulate either or both of these effects. For details on how these environmental effects affect biological lifeforms, see Chapters 9.2 and 12.3. Note that while they are immune to poisons and natural diseases, synthetic lifeforms can still be "infected" with malware, which can be set to have similar effects. Finally, synthetic lifeforms never become <u>Shaken</u> or <u>Dazed</u>.

Synthetic lifeforms have no natural healing ability. Repairing a synthetic lifeform must be done by a qualified cyberneticist and requires the *Mechanics* Skill (which acts in the same manner as the *Long Term Care* Skill does for non-artificial life). The amount of damage that can be repaired at any one time is limited to no more than the number of points in the synthetic lifeform's *Recuperation* Skill. In regards to taking damage, synthetic lifeforms always have no Reproductive Organs and may or may not have certain body parts (Sensory Organs, Motor Appendages, Propulsive Appendages) depending upon its overall design. If a synthetic lifeform is reduced to zero HP, its body is immediately destroyed. This does not *necessarily* cause the lifeform's death; it does, however, knock a full year off the lifeform's next maintenance cycle (which will also be explained shortly). On a positive note, synthetic lifeforms are not subject to Non-Lethal Damage or any further effects of massive attacks other than the inflicted damage. Any Wounds inflicted on a synthetic lifeform do not cause additional Lethal Damage, but will reduce the period of the lifeform's next maintenance cycle by one month. For information about how these effects normally affect characters, see Chapter 9.2.

The key component of any synthetic lifeform is its central processor, which serves as its Cognitive Organ. The only way to completely kill off a synthetic lifeform is for this processor to be destroyed; failure of the Cognitive Organ has the same effect as reducing a non-synthetic lifeform to zero HP. If a synthetic lifeform's "brain" can be recovered after its frame has been destroyed, there is a good chance it can be "resurrected" by placing it inside a new frame. Installing a synthetic lifeform's brain in a new frame requires 10 minutes of work, an Engineering Toolkit, and a successful *Mechanics* Skill Check (preferably with a Cybernetics specialization). If successful, the lifeform retains all its memories and any training or additional programming it had received to that point, though any physical modification unique to the old frame is lost. Subsequent Checks can be made if the initial Check fails, but half a year is reduced off the lifeform's next maintenance cycle for each failed attempt; if through failure the amount of time to the next cycle is reduced to zero months or less, the brain will not accept a new frame and the lifeform is lost at that point. These Checks have critical potential: in the event of critical success, no time until the next maintenance cycle is reduced for any prior failure or even for the lifeform's "death". In the event of a critical failure, the brain is destroyed outright.

For all their advantages, synthetic lifeforms are still lifeforms, which among other things means that they have to deal with the adverse effects of aging. Rather than life phases, synthetic lifeforms use **maintenance cycles**. All synthetic lifeforms should have an "initial maintenance cycle" listed in their profiles, which indicates the amount of time that passes between the time the lifeform is initially brought on-line and its first maintenance cycle. When the period of the maintenance cycle has ended, a GM running an adventure/campaign in which the synthetic lifeform is a participant will roll 1d% and compare the result to the table below for any adverse effects of that cycle. The period of subsequent maintenance cycles is half the amount of time of the previous maintenance cycle (e.g. a synthetic lifeform with an initial cycle of twenty years will have their next cycle after ten more years, the one after that will be after another five years, the one after that after two and a half years, and so on). The time between maintenance cycles can be reduced via Wounds and via destruction of the lifeform's frame (being reduced to zero HP). Once the time between maintenance cycles reaches one

month or less, no further months are subtracted from the period between maintenance cycles, but a cumulative -1 penalty of is inflicted to the roll per subsequent maintenance cycle.

Synthetic Lifeform Maintenance Cycle Results via 1d% Roll	
d% Result	Effect
≤00	Total Primary CPU/Memory Core hardware failure occurs. The lifeform goes BSOD and fails completely (dies). An attempt to transfer the lifeform's memory into a new brain can be done if it is attempted within 24 hours of failure. The procedure requires three successful *Mechanics* Skill Checks involving some manner of Cybernetics specialization. If successful, the memories and personality of the lifeform are preserved along with any software upgrades made since the lifeform came on-line. The failure of any of the Checks results in the lifeform's permanent loss.
01-04	The software controlling the flow of the lifeform's power supply becomes corrupted. Every 1d5 days, the lifeform will shut down completely for a period of 1+1d10 hours, with a 5% chance (four or less on a d% roll) of an explosive overload occurring at some point during the shutdown period, destroying the lifeform's frame (zero HP). The problem can be corrected with two successful *Mechanics* Skill Checks involving some manner of Cybernetics specialization. The Checks have critical potential: on a critical failure of either Check, the lifeform detonates.
05-09	Total hardware failure occurs in the lifeform's main sensory processing junction; it immediately loses all sensory capabilities. The junction can be replaced with two successful *Mechanics* Skill Checks involving some manner of Cybernetics specialization. The Checks have critical potential: on a critical failure of either Check, the failure cannot be corrected without moving the brain to a new frame.
10-14	Intermittent hardware failures occur in the lifeform's main sensory processing junction, occurring at intervals of 1d5 days and lasting for 2d10 hours. During those sensory blackouts, the lifeform loses all sensory capabilities. The junction can be replaced with a successful *Mechanics* Skill Checks involving some manner of Cybernetics specialization. The Check has critical potential: on a critical failure, the failure cannot be corrected without moving the brain to a new frame.
15-19	Total hardware failure occurs in the lifeform's main motor/propulsive processing servo junction; it immediately loses control over its motor and propulsive appendages. The junction can be replaced with a successful *Mechanics* Check. This Check has critical potential: on a critical failure, the failure cannot be corrected without moving the brain to a new frame.
20-24	Intermittent hardware failures occur in the lifeform's motor/propulsive processing servo junction, occurring at intervals of 1d5 days and lasting for 2d10 hours. During these periods, the lifeform loses control over their motor and propulsive appendages. The junction can be replaced with a successful *Mechanics* Check. This Check has critical potential: on a critical failure, total hardware failure occurs.
25-29	A random failure occurs in the lifeform's frame, affecting its Sensory Organs, Motor Appendages, or Propulsive Appendages. The failure can be corrected with a successful *Mechanics* Check. This Check has critical potential: on a critical failure, the damaged part remains damaged (a subsequent attempt may be made to fix it) but a subsequent failure may occur; the GM must roll again for another effect on this table.
29-99	The lifeform suffers no ill effects this maintenance cycle.

Compose the creature's physical description

By this point in the procedure, the creator should have enough information to write a physical description of their creature. This can either be a short descriptive blurb (which is good enough for most non-sapient races) or a full biological summary (which is what's seen with sapient races). The method for composing a full summary will be discussed, as that kind of description requires the highest level of detail. This step is not as quantitative as previous steps in the procedure and will require some careful thought by the creator.

A creature's physical description is more than a summary of what it looks like (although that's a big part of it). It is an opportunity for the creator to get particularly creative, adding depth and personality to their lifeform. This is when a creator can determine their creature's disposition, the environment for which it is best suited, what its specific place in the food chain is, how the species continues itself, and so forth.

When determining their lifeform's appearance, a creator can be as specific as they'd like. The first thing to consider when writing a creature's description is its external appearance; some examples of exterior coverings an exoskeleton, scale, fur, skin, hair, feathers, metallic armor, etc. Determining the creature's exterior is an important step as it helps to determine the environment for which it is best suited. If it has thick fur, it would do well in a polar environment. If it has been given Natural Stealth as a special ability, it'd do well in an area that complements its specific type of camouflage. If it has green skin, forests may give it the opportunity to blend in and hide without formal camouflage. When

determining their creature's outward appearance, the creator should be fairly detailed and include information such as color patterns or specular traits such as shininess.

Once its exterior is finished, the creator should move on to specifics regarding the creature's sensory organs, manipulators and any natural weapons. This information is important not only because they allow the creature to interact with their environment, but also it provides information on possible hit locations in combat (without which the creature is far more vulnerable to certain types of damage). Creatures may have any of the five senses (sight, smell, hearing, taste, and touch), though it's not a given that a creature has *all* of them. In general, in order for a creature to possess a sense, it must be given at least one of the correct kind of corresponding organ - **visual organs** for sight, **auditory organs** for hearing, **olfactory organs** for smell and **gustatory organs** for taste. If a sensory organ is required by one of the lifeform's special abilities, it **must** be given that organ at this point. It's generally assumed that a creature automatically has the sense of touch (the tactile sense) by virtue of its central nervous system (regardless of its specific form). The creator should record the exact number of specific sensory organs the creature has. A lifeform can be given as many of a particular kind of sensory organ as its creator wishes, though for combat purposes there is a point when a creature has so many of one type of organ that it's impossible for it to lose that sense entirely; such a creature has "Numerous" organs of that type.

One important aspect of any creature that has visual organs is its **field of vision**, which determines whether or not it has line of sight on its target during combat situations. The creator should take the time to consider carefully how big of an arc into which their creature can see. As a general rule, a creature's field of vision is going to be determined by the location and type of visual organs on their body (*simple eyes sunken into depressions in a creature's head are not going to afford nearly as big of a visual arc as a convex compound eye on the creature's exterior*). As a general rule, it's better for a creator to determine the peripheral arc first and the optimal arc second. If a creator needs a hard, fast rule for determining the size of the optimal arc, they can use a value equal to 60% of the peripheral arc.

With sensory organs determined, the creator can turn their attention to manipulators. Manipulators come in two general forms, Propulsive Appendages and Motor Appendages. **Propulsive Appendages** enable a lifeform to move; some examples include legs, tentacles, pseudopodia, cilia, wings, flotation sacks and fins. More exotic examples (not seen in nature - or at least not on Earth) may include wheels, treads and rotors. The number and kind of propulsive appendages given to the creature should be dependent upon its previously established mode of transit. **Motor Appendages** allow a lifeform to manipulate objects in their environment; some examples include arms, tentacles, pseudopodia, vines, stems, and branches. Creatures may also use their mouths in this capacity if they have them, though generally a mouth is not considered a primary motor appendage. The number and type of both Motor and Propulsive Appendages should definitely be included in the text portion of the creature's physical description.

A creature may or may not possess natural weaponry. **Natural weapons** are generally used for self-defense and/or catching prey. There are five general categories of natural weapons: biting, clawing, slapping, goring, and special. **Biting weapons** generally use mechanical leverage to inflict damage on a target and are situated such that any chunks bitten off the target immediately enter the creature's digestive tract as a comestible. Some examples of natural biting weapons include teeth, beaks and mandibles. **Claws** are weapons that also use mechanical leverage to inflict damage, with the main difference between them and biting weapons being the lack of association with a lifeform's digestive tract. Examples of clawing weapons include claws and pincers. **Slapping, slamming** or **punching** weapons are natural bludgeoning tools. Generally a creature's motor and/or propulsive appendages can be used for this purpose; examples of slapping weapons include hands, tails, feet, and tentacles. **Goring weapons** are similar to slapping weapons; their main difference is that they are designed to

pierce the target (not bludgeon it). When combined with poison, these weapons are sometimes called **stings**. Some examples of goring weapons include stingers, horns, antlers, quills, thorns and tusks. Finally, creatures with **special weapons** may be externally placed organs that complement their other weapons (such as a poison sac for a venomous creature) or a completely different class of weapon in its own right (such as a conic snout to help direct psionic energies). Natural weapons tend to be more common in non-sapient than sapient beings, though there is no real reason why a sapient creature couldn't be given natural weaponry (the Kilrathi are a great example here; they are renowned for the use of their claws). The creator should record whether or not the creature has any natural weapons and make note of them in the creature's physical description. The effects and amount of damage of any natural weaponry a creature possesses will be determined in the next step.

One last thing to consider about a creature's manipulators, weaponry and sensory organs is how they use these features to communicate. Most creatures have ways of communicating with other creatures (with other members of the same species in particular). Methods of communication most commonly involve the generation of sound, but can also include pheromonal releases, color changes, gesticulation, etc. A creator may select any communication method they wish for their lifeform as long as it is in keeping with the composition of their organs (*it'd be difficult for a creature to use gesticulation as their mode of communication if they have no motor or propulsive appendages, and it'd be difficult for a member of a species to communicate with other members of the same species via sound generation if none of them have auditory organs*).

The creature's disposition should be determined next. Disposition is a fancy word that describes a creature's aggressiveness (how willing it is to stand and fight rather than running away). Most creatures will try to avoid anything larger than they themselves are and will prefer to run if it is a viable option. All animals will fight to defend their territory, to defend their young or to prevent predation. Predatory species will also fight to predate on prey creatures; this includes primary consumers (herbivores), which "attack" plants and other producer species. Generally creatures choose to feed on other creatures that are as large as or smaller than they themselves are; larger creatures are occasionally prey for a predatory species, though often pack-hunting is required in this case. Some creatures will be more aggressive than their environmental conditions would otherwise suggest. Creatures encountered outside of their natural environment (usually there due to some external force) generally tend to be stressed and therefore more aggressive. The most aggressive creatures will attack for the sake of attacking; these creatures should be the exception rather than the rule. Finally, sapient beings have the capacity for making a conscious decision of whether or not to attack, while non-sapient beings will tend to act on instinct alone.

A lifeform's feeding habits are an important thing that needs to be determined next. By and large, the question of **what** a creature feeds upon has already been answered through the determination of the creature's niche; this step focuses on the question of **how much** and **how often** a creature needs to eat to stave off **starvation** (*for details on starvation, see Chapter 12.3*). Related to the question of feeding habits is whether or not the creature requires water or some other liquid volatile to sustain its metabolic processes, and (if it does require such a substance) how much and how often it needs it before dying of thirst (for gameplay purposes, dehydration is considered a form of starvation). As a general rule, larger creatures need to ingest greater amount of food on average as opposed to smaller creatures, which means that they requires larger amounts of food more often. If a creature has a favorite "prey" species, the creator may make a note of it.

The amount of sleep per day that a creature needs should be included in its physical description. Sleep performs many biological functions; among other things, it is required for optimal natural healing. As a general rule, larger creatures and carnivorous species require more sleep than other lifeforms. Lifeforms that do not get the indicated required amount of rest will face the harmful effects of **sleep deprivation** (see Chapter 12.3).

Finally, a creature's reproductive habits should be determined. *This may be a taboo topic for some creators, but it is one of the key biological functions necessary for the continuation of any species, so it's necessary to discuss it. Creators are advised to be sure their mother is nowhere nearby when they go to write this part of their creature's description.* Reproduction is the biological process by which new individual organisms are produced; it's how a species continues itself. There are two broad categories of reproductive methods, asexual reproduction and sexual reproduction. Creatures that use asexual reproduction can reproduce without the involvement of another individual; offspring are exact clones of the parent organism. Sexual reproduction requires the involvement of two or more individuals and typically involves the use and exchange of gamete cells specialized to specific genders (females of any species have the largest of these gametes). There are a small number of species that are capable of both forms of reproduction. The reproductive method used by a species determines a couple of things about it. First, it determines the number of genders the species has; asexual species always have just one single gender, while sexual species have multiple genders, the exact number of which depends upon how many gamete cells are needed to successfully generate another lifeform. Most species that use sexual reproduction have two genders; though there is theoretically no limit, the fewer the number of individuals that have to be involved in the reproductive process, the more successful the lifeform tends to be at reproducing itself. The number of genders in turn helps to determine how many reproductive organs will have. Asexual lifeforms tend to not have any organs dedicated specifically to the purpose of reproduction. Most sexual lifeforms have a single reproductive organ designed either for the delivery or reception of gamete cells during reproductive activities. Sexual lifeforms may have multiple sex organs; it's even possible for different genders in a species to have different numbers of sex organs. The creator should record how many genders there are in their species as well as the exact number of reproductive organs a member of a specific gender has. The reproductive method should also be included in their physical description (particularly if it isn't a clear cut method like those used on Earth) along with information about how long it takes a new member of the species to gestate (develop before birth) and what method of birthing is used (live birth, egg-laying, etc.).

Once they have generated all of the necessary information, the creator can compose a coherent physical description for their creature. While features of the creature may be discussed in a physical description in any order the creator chooses, the following format is recommended. First, the creator should begin with the species niche and transit mode and list any exterior features. They should then put in the information on the creature's average long dimension and mass and discuss the major sensory organs. Some information about the creature's overall level of intelligence and toughness based on its Physical/Mental Index and point pool values relative to other species can be put in next, followed by a discussion of its manipulators and natural weaponry as well as its method of communication. Feeding and sleeping habits can be discussed next, with reproductive habits coming last. A list of the creature's major organs must follow the text description in all cases.

We started the discussion of the Poison Glider with its text description in Starflight II™: <u>*A cat-sized, insect-like carnivore. This creature's body is covered with a shiny yellow exoskeleton with a black camouflaging pattern. It has two powerful rear legs for jumping, and extendable membranous flaps which allow it to glide long distances. Its front claws are hooked for grasping and it has a small swivel head with one large compound eye. It also has a retractable, needle-like mouthpiece capable of injecting a potent poison.*</u> *That's a pretty good description as far as a non-sapient race goes (and aside from the part about it being "cat-sized", it's close to what we've created as well). If we were to write up a full summary instead, the end result might look something like the following:*

Poison Gliders are bipedal insect-like carnivorous creatures exhibiting a shiny yellow exoskeleton with a black camouflaging pattern. Extendable membranous flaps attached to their exterior allow them to glide long distances and they have two front claws which are hooked for grasping objects. They are typically anywhere from three to 4.75 meters in length and weigh between 750 and 1100 kilograms.

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They have a small swivel head with one large compound eye and a retractable, needle-like mouthpiece capable of injecting a potent poison. Poison Gliders are comparable to Humans in terms of problem-solving capabilities as well as physical toughness. They use a complex system of gesturing to signal other members of the species, which is used mainly during their mating season. Gliders typically spend up to half of their day hunting and can usually go about two weeks without food and about five days without water. They typically don't sleep until after completing a meal, resting for about sixteen hours afterwards. Gliders reproduce sexually; females lay a sack after a six month gestation period that contains 10 to 20 eggs, which usually hatch about three months later.

- Motor Appendages*: 2*
- Visual Organs*: 1*
    - Field of Vision*: Optimal 180 degrees forward, Peripheral 300 degrees forward.*
- Auditory Organs*: 0*
- Olfactory Organs*: 1*
- Gustatory Organs*: 1*
- Propulsive Appendages*: 4*
- Reproductive Organs*: 1*

Now to slap out a description for the Firekkans:

Firekkans are an avian species similar in appearance to most other members of the family Accipitridae, with the main difference being the inclusion of a full arm-and-hand motor appendage assembly separate from their wings. This technically makes them hexapods, though they definitely exhibit far more bird-like than insect-like traits. Firekkans are largely carnivorous like most members of Accipitridae, though they are known to occasionally eat seeds and imbibe alcoholic beverages (Firekka's Finest being the most well-known of these). While primarily flyers by nature, their leg and talon structure is such that they are capable of walking; they generally are about as fast as Terran when moving in this manner. Their head structure is like most raptors; they have a sharp, keratinous beak with two nose-holes near the top, two eyes set forward (which are generally blue in color), two ears lacking external pinnae, and a tuft of filoplumes on top of their head covering the ears; this topknot is generally reddish in color. Their bodies are covered with a series of vaned feathers, which are generally a bright orange-yellow color. Only their talons and arms are not covered in feathers; these have a keratinous structure like their beaks and are also an orangish color. Males have been observed with more varied and brighter color patterns on their bodies. Firekkans are on par with Terrans both physically and intellectually, despite the significant difference in the anatomy of the respective species. They communicate with one another verbally, using a language based upon various calls and clicks generated within the beak structure. Firekkans average around 2.13 meters in height, 4.79 meters in wingspan and 92.5 meters in mass, with females of the species being slightly larger and heavier than the males. They feed about four times a day on average and like most raptors; their digestive system is designed to process food that has been swallowed whole. Firekkans can generally go around two weeks without food, but will not have sufficient energy to fly if they don't eat at least once every three to five days. They can generally go about four days without water. Sleep is generally for six hours a day and performed as vigilant sleep; Firekkans are capable of performing roosting flights if necessary. Reproduction is performed oviparously, with females laying a clutch of one to three eggs after a five month gestation period. Eggs generally take another five months or so to hatch, with both parents involved in incubating and caring for their brood.

- Motor Appendages*: 2*
- Visual Organs*: 2*
    - Field of Vision*: Optimal 200 degrees forward, Peripheral 280 degrees forward.*
- Auditory Organs*: 2*

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- Olfactory Organs: *1*
- Gustatory Organs: *1*
- Propulsive Appendages: *4*
- Reproductive Organs: *1*

Assign attacks to the creature

The next step is to determine just how much damage a creature can cause with its natural weaponry. If the creature was not given any natural weapons, this step may be skipped.

As discussed in the previous step, there are five categories of natural weaponry: biting, clawing, slamming, goring, and special. A creature has a single damage value for each applicable category regardless of the actual number of weapons it possesses. *For example, even though a lion has four sets of claws (four clawing weapons), it only gets a single damage value for clawing attacks. Since it has teeth as well, it also has a biting attack value; biting weapons are a separate category.*

Determining the amount of damage a creature may inflict in any given category is dependent upon three things: its **volume** (not its Size Class), its niche, and whether or not the creator set aside any **weapons dice** during the determination of the creature's Mental Index. Each niche has five die types associated with it, one for each of the five natural weaponry categories. To determine the amount of damage a creature's can inflict in a given category, the creator must roll a number of dice of its indicated type equal to the sum of the creature's volume (rounded up to the next whole cubic meter) and weapons dice. *For example, carnivorous consumers roll d10 for biting attacks, d5 for clawing and special attacks, and d1 for slamming and goring attacks. Let's say a creature with a volume of 2.5 cubic meters has been given claws and that its creator set aside two weapons dice. The roll in that case would be 5d5 (2.5 rounds up to 3, 3 + 2 = 5, and d5 is indicated for clawing attacks).*

There two special rules regarding the die roll for figuring up a damage value. First, a result of zero on any individual die counts as a zero, regardless of the die type. Secondly, any time a zero or nine are rolled on an individual die, whatever value they indicate for the current roll should be added to the current sum of the roll and then rolled again; this may continue as long as a zero or nine comes up on the die, with the new result accumulating with any previous total. Once any re-rolls have been resolved, the final sum is the creature's damage value for that category; it should be recorded with the creature's stats. The type of damage done by the weapon should also be noted; biting and clawing attacks almost always cause Lethal Damage, slapping attacks cause either Non-Lethal or Basic Damage, and goring weapons cause either Basic or Lethal Damage.

*We've given the Glider a single attack, its **needle-like mouthpiece capable of injecting a potent poison**. We already know that the mouthpiece delivers poison to its target, but we need to know how much damage it inflicts when the Glider goes to envenomate its target. The Glider has been established as a carnivorous consumer, so its attack dies are d10 for biting attacks, d5 for clawing and special attacks, and d1 for slamming and goring attacks. It's logical to assume that the mouthpiece makes a biting attack. The Glider's volume is an even two cubic meters in volume and no weapons dice were set aside for it, so we must make a roll of 2d10 for the Glider's attack. The results of the die roll are five and nine. That's fourteen total, but we have a nine a die, so we'll roll that single die again. Again, nine comes up as the result, so we add that nine to the tally (we're up to twenty-three now) and roll it yet again. The next roll results as a seven, so we stop there. The Poison Glider does thirty points of damage with its bite, which we'll go ahead and say is Lethal Damage (making it a very dangerous creature, especially considering that its bite is coupled with poison).*

The Firekkans are raptor-like, so it only makes sense that we give them raptor-like natural weapons; that includes a sharp beak and powerful talons (traits which appear to be born out in their few screenshots). They also have arms in their screenshot (both Firekkans are holding guns), so we can go ahead and add a slapping attack. Since we've established them as carnivorous consumers, the Firekkans will have an xd10 roll for their beak, xd5 for their talons (which will work like claws) and xd1 for their fists. The volume of a Firekkan is 0.22 cubic meters, which rounds up to one. We also set aside four weapons dice for them, so we'll make a roll of 5d10 for their beak, 5d5 for their talons and 5d1 for their fists. The individual die results on the 5d10 roll are 3, 3, 4, 5 and 6, which sums up to 21. There will be no re-rolls, so the beak can inflict 21 points of Lethal Damage. The die results for the 5d5 roll are 3, 3, 4, 4 and 5 (with the five being a natural nine on the die, of course); this adds up to 19. Since the five was a natural nine, it gets rolled again; the second time result is 2, so the final amount of Lethal Damage the talons inflict is again 21 points. Finally, the dice are rolled for their fists; none of the individual results are nines or zeroes, so the results are 1, 1, 1, 1 and 1; this attack inflicts a mere five points of Basic Damage. Since that's barely worth mentioning, we'll go ahead and discount it.

Compose the remainder of the race's description

Sapient Only Step.

Whether or not a creature is sapient determines the last few steps of the procedure. For non-sapient beings, items such as Skill scores, hero levels and derived statistics still need to be determined. The determination of these characteristics takes place in the next few steps; non-sapient creatures may skip over this step. These same characteristics are handled by the character creation rules for sapient beings, so at this point in the procedure only a few additional elements unique to sapient beings need to be filled in. Sapient beings will be complete as soon as this step is performed by the creator; they may skip over all other remaining steps.

As mentioned in Chapter 2.2, sapient beings have eight pieces of information in their racial profile: an overview, personality, physical description, relations with other races, territory, onomastikon, motivation, and basic characteristics. The creature creation procedure up to this point has filled in the details about the creature's physical description and basic characteristics; this step will fill in the remaining six pieces of information.

Despite it coming first in a race's profile, a creator may want to wait until they've filled in the rest of the race's information before choosing to complete the overview. An **overview** is simply a brief introduction to and summary of a race. A creator may include any information they wish about the species in the overview, including quick tidbits of information included elsewhere in the race's profile, warnings about how difficult the race would be to role-play, and anything else they would like to say that doesn't readily fit elsewhere in the profile (a brief history of the species is a good example). The key thing about the overview is for the creator to **keep it brief**. It can be quite easy to expound too much on a race in their introduction; usually information is unnecessarily repeated as a result.

As part of the overview section, a creator may wish to give their creation an alternative name using scientific taxonomic nomenclature. Taxonomic names are added simply for flavor. Classifying a lifeform can be a tricky proposition that will require some (perhaps intense) research. It's helpful to find an Earth lifeform that is similar to the creation and to look up the names and characteristics of its individual classification levels (kingdom, phylum, etc.). If a creator is lucky enough, they might be able to find a species that's similar enough to their lifeform to be able to place it in the same Genus as the Earth lifeform. *It should be noted that in taxonomy, a lifeform's location is never an issue and it is thus possible for an extraterrestrial lifeform to share a Genus name with an Earth lifeform.* If the

creator is not so lucky, they will have to come up with their own Genus name. When doing this, is usually best to proceed with a name based on the lifeform's primary characteristics. *For example, the Kilrathi are part of the Genus* **Feliduocrura***; this is not an actual Genus name, but a joining of the Latin words "felis" ("cat"), "duo" ("two") and "crura" ("legs"), thus meaning "two-legged cat".* All Genus names must be in Latin. If the creator doesn't know Latin, they can try to fake it so long as there isn't a Latin expert in their playing group (and if there is such a person in the group they'd do well to enlist their help in this matter). Species names are a little more flexible: they can either be in Latin or at least sound that way. A clever creator might also get away with using the name of the creature's homeworld (or a "Latinized" version of it) to function as the Species name. The Kilrathi are an example here as well, as their species name is **kilrah**; Kilrah is - of course - the name of their homeworld).

Personality details how a member of a species can be expected to behave in social situations. This section can expound on the disposition the creator ascribed to their creation while preparing its physical description and may also be used to explain why a species as a whole believes or acts in a certain manner; think of it as assigning the race a stereotype. Note that it does not follow that an individual member of the species will behave in the manner described in this section; whoever does creates an aberrant individual should probably have a pretty good reason for the change (abnormal upbringing, traumatic experience, etc.).

A sapient race may or may not have dealings with other sapient beings, depending upon their technological level and level of isolation from the rest of the galactic community at large. Even if a given sapient race has no direct interaction with another species, other races might have an opinion or attitude about them. Details about these dealings, attitudes and interactions should be included in the race's **relations with other races** section. The creator should at a minimum discuss the relations their creation has with other sapient races in the same Sector or general galactic region. Relations can be simple phrases, such as saying "the race likes Race X, hates Race Y and is neutral towards Race Z". Ongoing disputes, grudges, alliances, or any other interaction can be included in this section. Changes in relationships over time should also be noted.

A sapient race's **territory** is simply the area to which they lay claim. The size of this area is somewhat dependent upon their technological level. Stone Age and Metal Age creatures generally lay claim to a single world (or possibly a single continent on a single world), though it is possible for them to inhabit multiple worlds if they have frequent contact with Starfaring Age races. Industrial Age species generally lay claim to a single world, but depending on their level of development may lay claim to a single star system. Like other non-Starfaring races, they may inhabit multiple worlds if they have frequent contact with Starfaring Age races; a few may even lay claim to multiple star systems). For any non-Starfaring Age race, a brief discussion of the highest level of technology (including weapons, electronics, vehicles, etc.) they have developed can be added to their territory discussion if the creator so wishes. Starfaring Age races generally have what's known as a **"sphere of influence"**, which is largely defined as the area where their ships are most frequently encountered. A creator may be as specific as they wish when describing the territory of a Starfaring Age race, including which systems the species inhabits or lay claim to without necessarily having any permanent habitation. If they don't wish to be very specific, a creator can get away with just listing which star systems contain homeworlds and colonies, or which general region of space they inhabit (part of a Sector or multiple Sectors if appropriate).

To facilitate the selection of an appropriate name for an individual member of a given species, an **onomastikon** (a Greek word meaning "name dictionary") should be included in their racial profile. A good onomastikon will include a discussion of how many words can be included in an individual's name, how they are given their names culturally (including whether or not the species allows nicknames and how they are used if allowed), what sounds are preferred (including pronunciations,

particularly if any odd sounds exist in their language), and how many "suffixes" (usually a surname) can be affixed to a "prefix" (usually a given name). In addition to the discussion, an onomastikon needs to include example prefixes and suffixes that can be used by the species. If there is variation between what names are acceptable based on gender, lists for each gender should be provided. A reasonably-sized name list includes about twenty entries; that should provide a species with four hundred unique names at a minimum depending on their naming structure.

Finally, there may be many reasons for a given member of a species to leave the familiarity of hearth and home in order to go face the unknown; the usual reasons are listed in the final section of their racial profile, **motivation**. The idea behind the motivation section is to give a possible leg up on the history of any character (PC or NPC) that may be found outside the normal territory for their race. The creator may choose any adventuring motivations they wish for their creation as long as they are clear and logically thought out; this is an area where using the plot slicing technique discussed in Chapter 11.1.1 could come in handy.

Coming up with data for a sapient race can be an arduous process for any creator, so much so that it is recommended that they gain the input of other members of their player group (in particular the GM who will be running the adventure in which the new race will first appear). Other people can provide excellent ideas about a given race and may provide the creator with some things to include in their profile that they hadn't thought about themselves. There's nothing wrong with going solo, but a team effort (especially towards the end) can make a species just that much better. In any case, once the final pieces of information are filled in, a sapient race is complete and ready to be used.

The Glider is non-sapient, so it skips this step. The Firekkans are, however, so we need to fill in their remaining information and call them done. After taking some time to consider the Firekkans and what we know about them, we might write the following:

*Firekkans (*Armatiavis firekka*) are a species of highly social, bird-like lifeforms originating from the planet Firekka (Firekka System, Antares Quadrant, Epsilon Sector). The Firekkans have '***only recently***' become a major player on the galactic scene, after the Kilrathi attempted to invade their world for their Sivar-Eshrad ceremony '***in 2655***'. Firekkan society is based on a hierarchy of flocks. Because of their strong subordination their flock and its desire to remain tightly knit, few Firekkans have left to go out into space (at least in the past; with the ascendency of Teehyn Ree Rikik, more Firekkans have launched themselves into the void for the good of their species). Firekkan culture and philosophy are very spiritual and are based heavily on imagery of flight and nature, and their architecture is quite distinct. Probably the most noteworthy thing about the Firekkans is a potent alcoholic drink known as Firekka's Finest, commonly hailed as one of the best drinks available anywhere in Known Space.*

- *Personality: Firekkans are a friendly, outgoing race. They are very social creatures (particularly with one another) and have developed a complex system of greetings, gestures and customs when dealing with others (including those not of their race). A typical greeting among the Firekkans is to groom one another for parasites and bugs (again, this is type of greeting is often also extended to those not of their race). To those that offer them friendship, friendship is readily given. To those who offer them hostility, Firekkans can be fierce opponents. Firekkan culture relies heavily on a matriarchal flock system, valuing the interests of the flock (and particularly the will of the flock matriarch) above those of the individual. The flocks themselves have a hierarchy, with the leader of the most important flock (the Teehyn Ree) functioning as nominal ruler of the entire species; the species as a whole follows the will of the Teehyn Ree. Firekkans commonly follow the Flame Winds doctrine, which emphasizes living in the moment and not worrying about the future or planning ahead since any single event can undo any future plan. Other notable things about Firekkan personality include the*

ducking of one's head between the shoulders when embarrassed, involuntarily moulting when frightened, chatting about practically everything _(even in moments of crisis or where intrepidity is called for), and clacking one's beak when amused._

- *Relations with Other Races:* The Firekkans tend to stick close to home and they're fairly new on the intergalactic scene, so their interactions with other races have been relatively minimal up to this point. Of the major races with which they have had contact, they by far have the best relationship with Terrans; they were even part of the Confederation for several years and even though they withdrew prior to the False Armistice of 2668 they remained strong allies with the Terran governments. They do have some trade relationships with the frontier races (such as the Haggan and Jarma) but for the most part they are neutral towards them. They also honor the neutrality of the planet Oasis. They have practically no relationship with the major non-starfaring races (the Mopoks, Dolosians and Dioscuri). By far their biggest antagonists are the Kilrathi, who briefly held control over the Firekka system and enslaved the entire Firekkan populace during the disrupted Sivar-Eshrad ceremony of 2655. The Kilrathi have since treated the species as "one who got away", with a few of them going out of their way to hunt down Firekkans in later years. The Nephilim also were antagonistic towards the Firekkans during the Nephilim War, particularly when they launched their invasion of the Antares Quadrant in 2691. While the Firekkan systems did not suffer quite as badly as the Terran systems, the Nephilim did cause a significant disruption in trade.

- *Territory:* The Firekkans have not been starfaring for a particularly long time. First contact with the Terran Confederation happened just prior to the start of the Terran-Kilrathi War, with the first few Firekkans leaving their planet for the first time shortly thereafter, beginning their Starfaring Age. From 2654 to 2668, the Firekkans were members of the Confederation, eventually withdrawing to form the Firekkan Planetary Alliance in protest of the Kilrathi Armistice. By 2678, the Firekkans had colonized the adjacent T'Kirsa system. Despite having been starfaring for some time as of 2701, the vast majority of their species remains located in their home system, located in the Antares Quadrant of the Epsilon Sector.

- *Onomastikon:* Without exception, all Firekkan names consist of a single two-syllable word which is usually either five or six characters in length when romanized. This word functions primarily as a forename. Individuals will refer to themselves by flock name only if absolutely necessary in conversation; the flock name is a separate idea in Firekkan speech and is never included as part of the name of an individual. Firekkans are given their names by their brood mothers during a flock ceremony that takes place a few months after they have hatched. Firekkan names are based on no more than four unique vowel sounds: long and short "A", short "I" and long "E". Consonant usage tends to heavily favor "L", hard "H", "K" and "R" (with "R" sometimes trilled), with "L" and "H" slightly more common in male names and "K" and "R" more common in female names. Glottal stops are also sometimes present in female Firekkan names. Firekkan names are usually quick to say and easy to pronounce; nickname usage, while not unheard of in Firekkan society, is generally rare. Firekkan names consist of exactly one prefix and exactly one suffix.
    - Male Prefixes: Haik, Haikk, Hairr, Hak, Hakk, Harr, Heek, Heekk, Heerr, Hik, Hikk, Hirr, Laik, Laikk, Lairr, Lak, Lakk, Larr, Leek, Leekk, Leerr, Lik, Likk, Lirr.
    - Female Prefixes: K', Kaik, Kaikk, Kairr, Kakk, Keek, Keerr, Ki', Kr', Kra', Kraik, Krairr, Kree', Kreekk, Kri', Krikk, R', Rai', Rak, Rakk, Reek, Reekk, Ri', Rik.
    - Suffixes: aik, air, aish, ait, ak, ar, ash, at, eek, eer, eesh, eet, ha, hai, hee, hi, ik, ir, ish, it, ka, kai, kee, ki, kka, kkai, kkee, kki, kra, krai, kree, kri, la, lai, lee, li, na, nai, nee, ni, ra, rai, ree, ri, rra, rrai, rree, rri, sha, shai, shee, shi, ta, tai, tee, ti.

- *Motivation:* It takes a special kind of Firekkan to want to leave hearth and home to voyage amongst the stars, particularly given the race's tightly knit flock culture and the stigma against going against the will of the flock. Those relatively few Firekkans who do leave their planet do so out of a sense of general social rejection, in search of a new "flock" with which to bond. A few of the flocks do hold to the belief that some of their number should seek out new

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worlds and experiences, the better to come back and enrich the flocks. In that sense, an adventure is like the Amish practice of rumspringa to some Firekkans. There are also those bold folks who feel that they can better their own position by heading out into space; the incidences of whole flocks leaving Firekkan to chance their fate among the stars has been minimal as yet, but not unheard of.

The final written profile for the Firekkans can be seen in Chapter 2.2.3; that profile is the same as the one outlined for them here.

Determine the creature's "hero level"

To reiterate, the procedure from this point forward is geared towards the completion of non-sapient creatures only; enough data has been generated about sapient creatures to allow the creation of individual characters, a processed discussed in Chapter 2.3.

The next step towards the creation of a non-sapient creature is to determine its "hero level". As with characters, this is simply a number of additional points given to a creature to spend on their individual Skills. If the creator wishes to make their creation stronger and/or more intelligent than what's indicated by its stats up to this point, they may give it as many additional building points as they wish. Creators never have to use hero points; it's entirely at their own discretion. If a creator is building a creature for a specific adventure without the guidance of its GM, they may add extra hero points but it is **strongly** recommended that the GM subsequently review the creature before using it. Hero points are put into a general pool; later, they may be assigned to any of the creature's various Skills.

The Glider is a somewhat dangerous creature (three out of five stars according to the SF2 cluebook). To make things a little more interesting, we'll give them 20 hero points.

Distribute points to the creature's Attributes

With its hero level set, it's time to determine the number of points that will be spent on the creature's Attributes (remember that non-sapient creatures always have zero points in all Disciplines). The creator simply distributes the points present in their creature's physical Attribute point pool to the three physical Attributes (**Power, Finesse** and **Physique**). Similarly, the points present in the creature's mental Attribute point pool are distributed to the three mental Attributes (**Intellect, Acumen** and **Charm**). Any points assigned to the creature due to their hero level must be spent at this point in the creation process; they may be spent on any Attribute of the creator's choosing. Remember that no single Attribute may ever have more than 200 points in it.

*It's time to determine the Glider's Attribute scores. We know that Gliders have 75 points in their physical Attribute pool and 135 points in their mental Attribute pool from earlier in the creation procedure. We've also given them 20 points for their hero level; we'll apply all of these points to their mental Attributes, effectively bringing the mental Attribute pool to 155 points. We'll divvy up the 75 points in the physical Attribute pool to two groups of 30 and one of 15 points. Flying and being able to track prey are going to be important for the Glider, so we'll put 30 points into **Power** and **Finesse** and give the remaining 15 points to **Physique**. We'll divvy up the mental Attribute pool fairly evenly, giving one attribute 55 points and the other two 50 points. Again, the ability to hunt prey is paramount for a predator, so we'll want to focus those points in areas that contain Skills useful for the Glider's style of hunting.* Perception *is perhaps the best one of these, so we'll give 55 points to* **Acumen** *and 50 to* **Charm** *and* **Intellect***.*

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Spend points on the creature's Skills

Once all of a creature's points have been allocated to its Attributes, the time has come to assign the points allocated to the individual Attributes to the Skills that they cover. For more information about the effects of Skills, see Chapter 3. As with characters, each point spent on a Skill correlates to a +1 modifier to the DC of its Check. A creator may leave any Skill unmodified and may buy skill specializations if they wish, but they **must** allocate all of the points allocated to all Attributes at this time. Creators should remember that no Skill may ever have more than 25 points allocated to it and that no skill specialization may ever have more than 50 points allocated to it.

Thirty points were allocated to the Glider's **Power** *Attribute.* Brawling *might be a useful skill to have here, but* Three-Dimensional Maneuvers *is going to be essential given its ability to glide. We'll give the Glider 20 points in flying (a* Three-Dimensional Maneuvers *specialization) and ten in* Brawling. *The remaining five points can go to* Three-Dimensional Maneuvers *in general.* **Finesse** *was also allocated 30 points. All three of* **Finesse** *Skills are incredibly useful but the most important is probably* Hiding and Seeking *when it comes to finding prey. Five points will be allocated to* Dodge *while ten will go to* Hiding and Seeking, *five to Hiding From Prey (an H&S specialization), and ten to Stalking Prey (another H&S specialization). Finally, a mere 15 points were allocated to the Glider's* **Physique**. *We must at least assign a few points to* Recuperation *or else the* Improved Healing *trait we gave it will be worthless. We'll just go for an even split here and give five points to* Concentration, Stamina *and* Recuperation *each.*

We've allocated 50 points to the Glider's **Intellect**. Knowledge *and* Cunning *are going to be crucial; we'll split the points evenly between those two, giving ten to each Skill in general and giving fifteen to specializations (Knowledge of Prey and Camouflage Usage). Fifty-five points have been allocated to* **Acumen**. Perception *and* Survival *are going to be key here; we'll give thirty to* Perception *(20 to the Skill itself and 10 to a general Sight specialization to augment its Enhanced Visual Sense) and 25 to* Survival *(with 5 of those points going to a "Finding Water" specialization). Finally, we've got fifty points to spend in* **Charm**; *none of these Skills are particularly crucial. We'll sink all fifty into* Personality, *20 into the Skill itself and 30 into a Threatening Attitude specialization; the Glider might not prefer to intimidate its prey, but it'd probably be nice for it to have the option.*

Determine the creature's derived statistics

Once a creature's Skills have been set, its derived combat statistics may finally be determined. Creatures have the same set of derived statistics as characters and for the most part they are determined in the same way, though there are a few key exceptions (as will be noted). The following list outlines how to determine derived statistics for creatures:

- **HP/NHP**: To find a creature's HP, the creator must make a 1d10+5 roll and multiply the result by the creature's Physical Index value; alternatively, the creator may simply multiply the creature's Physical Index value by ten and use that result. The creature's **Physique** DC Modifier is then added to the initial result regardless of the method used to determine it. The final result is the creature's HP and NHP.
- **SI**: A creature's strength index is a combination of their hit points, any armor hit points and the combined strength of all of their available attacks (as opposed to characters, which only use their strongest available weapon for calculating their SI).
- **HD/THD/FHD**: These have already been determined at this point; no additional calculations are necessary.

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- **Initiative**: To determine a creature's Initiative value, subtract their Physical Index score from 11; the final result is their Initiative value.
- **Attack Bonuses**: A creature receives a base Attack Bonus value from its niche. A creature's Melee Attack Bonus is simply the sum of their **Power** modifier (the number of points in the **Power** attribute divided by ten and rounded down) add to the base value. Similarly, the creature's **Finesse** DC modifier is added to the base value in order to determine its Ranged Attack Bonus.
- **Saves**: Saves are calculated in exactly the same way for creatures as they are for characters: a creature's Fortitude Save DC modifier is a combination of their <u>Health</u> Trait score and their **Physique** DC modifier, their Reflex Save DC modifier is a combination of their <u>Reflexes</u> Trait score with their **Finesse** DC modifier, and their Willpower Save DC modifier is a combination of their <u>Discipline</u> trait with their **Acumen** DC modifier. A value of 30 is added to each of these individual results to determine their respective final scores.

*Looking at the information we've gathered on the Poison Glider up to this point, we can readily determine its derived stats. The Glider's **Physique** score is 15, which will give it a +1 modifier. We also know it has a Physical Index value of five; to determine its HP we'll simply multiply the Physical Index by ten, so they have 51 HP/NHP (5*10=50, 50+1=51). We gave them 50 AHP worth of natural armor and they have a single biting attack capable of doing 30 points of damage, so their SI is going to be 131 (51 + 50 + 30 = 131). We've already determined their HD ratings are going to be 62/50/64. With a Physical Index value of 5, they have an Initiative rating of 6 (11 - 5 = 6). The Glider is a carnivorous consumer; their base Attack Bonus rating is therefore 10. It has 50 points in both its **Power** and **Finesse** Attributes, which gives both of them a +5 modifier. It's Melee and Ranged Attack Bonuses are therefore the same, both with a value of 15 (10 + 5 = 15). We didn't give the Glider any points in <u>Health</u>, <u>Reflexes</u> or <u>Discipline</u>, so those won't help the Glider's Save DCs out any. We already know the Glider's **Physique** modifier is +1, so its Fortitude Save DC is 31 (30 + 0 + 1 = 1). We also know its **Finesse** DC modifier is +5 and so its Reflex Save DC is 35 (30 + 0 + 5 = 5). Finally, its **Acumen** score is fifty-five, giving it a +5 DC modifier. The Glider's Willpower Save DC is therefore also 35 (30 + 0 + 5 = 35).*

Test the creature

A creature is essentially complete once its derived statistics have been determined; the only other thing that needs to be done (besides giving it a name if it doesn't have one at this point) is to test it in combat. Only by testing the creature will the creator know if they've made the creature stronger or weaker than they originally intended and if they need to make any adjustments.

Testing a creature is relatively easy. The creator should build a character group with a combined SI roughly comparable to that of the lifeform (an SI range of anywhere from 80 to 120% of the creature's SI is acceptable) and conduct their lifeform in a test encounter against that group. Terran characters armed with laser pistols and equipped with physical armor are recommended for the test. The creator may assign points to their test group's characteristics as they sit fit; alternatively, Human archetype characters (built as discussed in Chapter 2.3) may be used for testing purposes - a combination of Commander, Scientist, Doctor and Security Officer is recommended. For those lifeforms large enough to be placed on the vehicle-scale, combat should be conducted against at least one vehicle.

If the creature is defeated, another test may be conducted with two creatures facing off against the same opposing group. If on the other hand the creature defeats the opposing group easily, additional members may be added or better equipment used. In either case, what constitutes a creature that is "too strong" or "too weak" is totally up to the creator and what they intended in the first

place, though as a rule individual creatures should not be stronger than a group with twice its SI or greater or weaker than a group with half its SI or less.

At the conclusion of a test, the creator will have a better feel for how powerful their creation really is. If they are happy with the creature as it is, they can consider it complete and ready for use. At that point they may do as they wish with the creature, possibly making different versions for its various life phases or adding a few with various levels of hero points (creating "elite" members of the species). On the other hand if they aren't happy with their creation, they can go back through the creation procedure to make any changes they deem necessary. Creations that are particularly flawed may be saved for a different adventure or (if the creator is really hacked off and feels there is no hope for their creation) trash it completely.

The Glider is complete at this point. Sufficed to say, it passed its combat tests and is ready to use as is in an adventure...

10.2.8: CREATING NEW ARCHETYPES

WCRPG's archetype system covers a lot of ground when it comes to picking out character Skill sets. However, it is not comprehensive by any means. It may be that a player or GM would like to make a character that does not readily translate to one of the archetypes listed in Chapter 2.4 and would like to make characters of that type fairly often (perhaps they have a favorite class or type of character from a different role-playing game system that they'd like to re-create). In that case, they are welcome to make their own custom character archetype.

Creating a character archetype from scratch isn't that difficult. An archetype creator need only do the following:

1. Select a priority order for the archetype's Attributes and Disciplines.
2. Select a priority order for the archetype's Skills.
3. Determine five unique Trait set combinations.
4. Determine the archetype's starting equipment package.

An archetype designer working from scratch is largely on their own when it comes to making these decisions; as with creating new items and equipment (covered in Chapter 10.2.6), this procedure has been left fairly vague in order to avoid stymieing creativity or forbidding a setup that an archetype creator might need. Designers are encouraged to use common sense when picking the most important Skills for their archetype and humor when that ultimately fails.

A technique that is effective for determining a valid archetype Skill set (the first three steps of the procedure in this case) is to look at a similar archetype or character class in a different role-playing game system and to use that information as a guide. This is **not** advocating plagiarism; that can't be stressed strongly enough. WCRPG's system is fairly unique in that *priorities* are set for various Skills (as opposed to hard numbers with most other systems - thus direct copying of a character class or archetype shouldn't be possible in most cases). To use this technique, it is necessary to convert the listed skills, traits, feats, etc. (collectively these will be called "various features") from the other RPG system into WCRPG-equivalent Skills and Traits (together these will be called "WCRPG features"). Most other RPG systems will have scores associated with their various features; these scores can be used to indicate "priority strength", giving its equivalent WCRPG feature a higher overall priority. Most of these systems also use the same six Attributes as WCRPG (they may or may not have different names); they may indicate a "primary attribute" for a character class or have a typical set of attribute scores. Again, this information can be used to set the priority order of the equivalent WCRPG

features. After converting the various features into WCRPG features, any duplications should have their aggregate priority strength combined (*for example, if after conversion an archetype would have* Rapport *at 6, 4, and 2 from three sources, those features would combine into a final priority strength score of twelve for* Rapport). This information can be used to set the highest priority Skills within the Attribute/Discipline. Additionally, the priority strength of a given Skill should be given to its controlling Attribute/Discipline (a score of twelve for *Rapport* would add twelve to the overall "strength" of **Communications**, for example). This information can be used to set the priority orders for both Attributes and Disciplines. Finally, when determining the archetype's Trait sets, any traits that were indicated after conversion should appear somewhere in the WCRPG equivalent set (though not all indicated Traits need to appear in all five Trait set possibilities if there are a lot of them or if the archetype designer wishes). The following table presents guidelines for Trait set mixes that would be proportionally similar to those of the presented archetypes; designers may decide to use these guidelines or not at their own discretion.

Trait Set Mix Guidelines		
Trait Set	Recommended Point Balance	Recommended Balance
1	Five or Ten Points	One Talent and One Complication *OR* Two Talents and Two Complications
2	Ten Points	Two Talents and One Complication *OR* One Talent and Two Complications
3	Fifteen Points	One Talent and One Complication *OR* Two Talents and One Complication *OR* Three Talents and One Complication
4	Twenty Points	One Talent and Three Complications *OR* One Talent and Two Complications *OR* Three Talents and Two Complications
5	Fifteen or Twenty Points	Two Talents and Three Complications *OR* Two Talents and One Complication *OR* Three Talents and One Complication

The following table is a partial listing of various features from a select group of other role-playing systems and their equivalents in WCRPG. Note that this is by no means a comprehensive list, but it does cover some of the more commonly encountered features from other systems. Should a designer need to convert a feature that is not covered here, they may either select a close of a match as possible or use their own judgment (i.e. fudge a bit).

Conversion Table for Skills, Traits and Feats from A Select Group of Other Role-Playing Game Systems to WCRPG	
Other System Skill/Feat/Trait	WCRPG Equivalent Skill/Trait
Abstinence	Obsessed and Intolerant
Academics	*Rapport*
Accounting	Math Expert
Acrobat	*Dexterous Maneuvers*
Acting	*Performance*
Addict	Addiction
Aim	*Targeting*
Allure	Comeliness
Ambidextrous	Ambidexterity
Animal Empathy	Empathic Sense and *Planetology*
Animal Handling	*Planetology* and *Dexterous Maneuvers*
Animal Husbandry	*Knowledge* and *Planetology*
Appraise	*Negotiate*
Armor Proficiency	*Strategy* (put armor in the archetype package)

Artistry	*Performance*
Astrogation	*Astrogation*
Athlete	*Three-Dimensional Maneuvers*
Athletics	*Dexterous Maneuvers*
Badge Wearer	Social Status (as a Talent)
Binding	*Resourcefulness*
Blind Fighter	Reflexes (as a Talent)
Blind Shot	Reflexes (as a Talent)
Intimidate	*Intimidate*
Boating	*Vehicle Piloting*
Brawler	Crude
Brawling	*Brawling*
Bribery	*Cunning*
Bureaucracy	*Knowledge*
Business	*Diplomacy* and *Negotiate*
Business License	Contacts and *Diplomacy*
Calm	Nerves (as a Talent)
Calligraphy	*Translate*
Carpentry	*Resourcefulness*
Classical Art	*Performance*
Classical Literature	*Knowledge* and *Performance*
Climb	*Three-Dimensional Maneuvers*
Club	*Security* (put a Club in the archetype package)
Combat Paralysis	Nerves (as a Complication)
Computer Use	*Technology*
Concentration	*Concentration*
Contact	Contacts
Converse	*Translate*
Conversation	*Translate*
Convict	Social Status (as a Complication)
Covert	*Hiding and Seeking*
Coward	Nerves (as a Complication)
Craft/Any	*Resourcefulness*
Craft/Ship's Systems	*Damage Control*
Craftsman	Mechanical Sense
Culture	*Knowledge*
Current Affairs	*Knowledge*
Demolish	*Resourcefulness*
Diplomacy	*Diplomacy*
Disable Device	*Resourcefulness*
Disciplined	Discipline (as a Talent)
Disguise	*Performance*
Dodge	*Dodge*
Duty/Any	Creed
Education	Education (as a Talent)
Electrical Systems Engineering and Repair	*Internal Systems*
Empathy	Empathic Sense
Emphasis: Pilot	Navigational Sense
Emphasis/Any	Give associated "Sense" Talent

Expert: Fish	Scientific Sense
Faith	Discipline (as a Talent) and Creed
Farming	Planetology
Fast Feet	Reflexes (as a Talent)
Fast Heal	Recuperation
Favor	Social Status (as a Talent)
Fealty	Creed
Fire Building	Survival
Fishing	Planetology
Flattery	Cunning
Flight Operations	Combat Maneuvers and Evasive Maneuvers
Focus Ki	Concentration
Folklore	Knowledge
Forge	Resourcefulness
Forgettable Face	Comeliness (as a Complication) and Luck (as a Talent)
Friends (High/Low)	Contacts
Gamble	Cunning
Gambler	Performance and Luck (as a Talent)
Games	Knowledge
Gaming	Knowledge
Gather Information	Rapport
Gearhead	Mechanical Sense
Glory Hound	Obsessed (Glory)
Good Natured	Personality
Gossip	Knowledge
Greedy	Greed
Gun	Security (put a Slugthrower in the archetype package)
Herbalism	Planetology
Hide	Hiding and Seeking
Hideout	Hiding and Seeking and Wealth (as a Talent)
Highly Educated	Education (as a Talent)
High Society	Social Status (as a Talent)
History	Knowledge
Hold Drinks	Health (as a Talent)
Honed Senses	Senses (as a Talent; select the appropriate sense)
Hunting	Survival
Illicit Trade	Cunning and Negotiate
Improved Damage	Security
Improved Hit Points	Health (as a Talent)
Improved Initiative	Guidance
Influence	Cunning
Inspire	Inspire
Internal Medicine	Specialized Medicine
Interrogation	Rapport
Intimidate	Intimidate
Intuition	Perception
Investigation	Rapport
Jujitsu	Brawling
Knife	Security (put a Blade in the archetype package)

Knowledge/Any	*Knowledge*
Knowledge/Tactics	*Coordination*
Known	Reputation (as either a Talent or Complication)
Lance	*Security* (put a Blade in the archetype package)
Law	*Diplomacy* and *Cunning*
Leadership	*Leadership*
Life Sciences	*Planetology*
Lifting	*Lifting*
Lightweight	Health (as a Complication)
Listen	*Perception*
Low Pain Tolerance	Nerves (as a Complication)
Low Profile	*Stealth* or *Dexterous Maneuvers*
Loyal	Creed
Lucky	Luck (as a Talent)
Lying	*Cunning*
Martial Arts	*Brawling*
Mammals	*Planetology* and *Xenobiology*
Mathematics	*Negotiate* and Math Expert
Mechanical Repair	*Damage Control*
Mechanical Engineering	*Mechanics*
Mechanical Inclination	Mechanical Sense
Medical Expertise	*Treatment*
Meditation	Discipline (as a Talent) and Creed
Melee Defenses	*Brawling*
Memorable	Comeliness (as a Complication)
Mental Resistance	*Personality*
Messy	Crude
Moneyed	Wealth (as a Talent)
Move Silent	*Dexterous Maneuvers*
Musical Instrument	*Performance*
Navigation	*Orientation*
Negotiations	*Negotiate*
Not Poor/Wealthy	Wealth (as a Talent)
Oppressed	Social Status (as a Complication)
Oratory	*Inspire* and *Diplomacy*
Out for Blood	Temper (as a Complication)
Outsider	Social Status (as a Complication)
Overconfident	Overconfident
Overweight	Abnormal Weight
Pacifist	Intolerant (Violence)
Pack Rat	Obsessed (Objects)
Penmanship	*Translate*
Perception	*Perception*
Performance/Any	*Performance*
Persuasion	*Negotiate*
Pharmacology	*Xenobiology* and *Treatment*
Physiology	*Xenobiology*
Pickpocket	*Dexterous Maneuvers*
Pilot	*Vehicle Piloting* or *Starship Piloting*

Pistol	*Security* (put a Slugthrower in the archetype package)
Plumbing	*Damage Control*
Point Blank Shot	*Security*
Poison	*Specialized Medicine*
Political Pull	*Cunning*
Politics	*Knowledge* and *Cunning*
Poor	Wealth (as a Complication)
Practical Skill	*Resourcefulness*
Prejudiced	Intolerant
Profession/Any	*Performance*
Prospecting	*Resourcefulness* and *Survival*
Public Figure	Social Status (as a Talent) and Wealth (as a Talent)
Quick Draw	Quick Draw
Quick Heal	*Recuperation*
Quick Thought	Reflexes (as a Talent)
Ranged Defenses	*Security*
Rapid Shot	Quick Draw
Religion	Discipline (as a Talent) and Creed
Religious	Discipline (as a Talent) and Creed
Renown	Reputation (as a Talent)
Repair	*Damage Control*
Reputation/Any	Reputation (as either a Talent or Complication)
Research	*Rapport*
Resist Persuasion	*Perception*
Rhetoric	*Knowledge*
Ride	*Vehicle Piloting* or *Dexterous Maneuvers*
Rifle	*Security* (put a rifle in the archetype package)
Risk Bodily Harm	Discipline (as a Talent)
Rope Use	*Resourcefulness*
Running	*Three-Dimensional Maneuvers*
Sake Brewing	*Planetology*
Sales	*Negotiate*
Scientific Expertise	Scientific Sense
Scuttlebutt	*Knowledge*
Search	*Hiding and Seeking*
Seduce	*Cunning* and Comeliness (as a Talent)
Sense Motive	*Perception* or *Cunning*
Senses/Any	Senses (as a Talent; select the appropriate sense)
Shadow	*Cunning*
Sharp Eyes	Senses (as a Talent; Sight)
Shotgun	*Security* (put a shotgun in the archetype package)
Signmaking	*Resourcefulness*
Silkworm Farming	*Planetology*
Sleight of Hand	*Dexterous Maneuvers*
Slick Talker	*Cunning* and *Negotiate*
Smartass	Reputation (as a Complication) and Impulsive
SMG	*Security* (put an Automatic Fire Slugthrower in the archetype package)
Smithing	*Resourcefulness*
Sneaking	*Dexterous Maneuvers*

Sport/Any	*Three-Dimensional Maneuvers*
Spot	*Perception*
Stave	*Security* (put a club in the archetype package)
Stealth	*Stealth* or *Dexterous Maneuvers*
Streetwise	*Knowledge* and *Cunning*
Superstitious	<u>Phobic</u>
Surgery	*Intensive Care*
Survival	*Survival*
Sword	*Security* (put a sword in the archetype package)
Tactics	*Strategy*
Technical Engineering	*Technology*
Technical Specialty	<u>Scientific Sense</u>
Telegraph Operations	*Translate*
Tough	<u>Health</u> (as a Talent) and *Stamina*
Specialized Medicine	*Specialized Medicine*
Track	<u>Scientific Sense</u>
Trading	*Negotiate*
Trailblazer	<u>Navigational Sense</u>
Treat Injury	*Intensive Care*
Trends	*Knowledge*
Unarmed Combat	*Brawling*
Uncanny Dodge	<u>Reflexes</u> (as a Talent)
Unlucky	<u>Luck</u> (as a Complication)
Vehicle Operation	*Vehicle Piloting*
Weapon Proficiency	*Security* (put this weapon in the archetype package)
Zoology	*Planetology*

There is no method for determining what items should be located in an archetype's starting package available other than using common sense. Archetype designers are encouraged to thoroughly review the equipment list in Chapter 5.4 to select what they think is appropriate and to use either procedure in Chapter 10.2.6 to create any new equipment they feel is necessary. If generating new items for an archetype is necessary, the designer should be sure to put the intended effects of the new equipment in a notes section. Since players who utilize the archetype when they're building characters may choose to use fast packs, it's recommended that the actual amount of equipment specific to the archetype be kept to a minimum (generally this means an outfit with shoes, a wallet or sack for item carrying purposes, and maybe a chronometer or other appropriate minor tool). It is recommended that only military, paramilitary, police and criminal archetypes be allowed free weaponry or Armor. Of course, all of these are just recommendations; archetype designers may put as much equipment as they'd like in the starting package. They may also choose to indicate a recommended fast pack for use with their archetype or even indicate that fast packs cannot be used with it.

Samurai: An Example of How to Build an Archetype

It doesn't seem fair to leave the topic of building an archetype in such a vague state; though it pains the editor to type it up, an example is definitely in order. Since we built a katana in Chapter 10.2.6, let's do something that will make use of it; we're going to create the Samurai archetype.

Since we're going to make a Samurai archetype, it would be helpful to get an example from another role-playing game system to guide us along the way (this can be a *lot* trickier than it sounds). In this case, we're going to use the Bushi occupation from Sengoku: Chanbara Roleplaying in Feudal Japan by Anthony Bryant and Mark Arsenault (ISBN 1890305278; ©1997-2001 Gold Rush Games). This particular piece of source material is interesting in that the Sengoku system does **not** employ the six basic Attributes. Instead, the system uses thirteen *attributes* (with an additional seven attributes derived from those thirteen). Fortunately for us, Sengoku includes a section for translating character stats to other role-playing systems. Among the potential destination systems is none other than Dungeons and Dragons™. It targets the 2nd edition rules, but no matter; D&D™ has used the six Attributes throughout its entire history.

So the first thing we need to do is determine a priority order for our archetype's Attributes and Disciplines. We won't be able to do Disciplines until we can start setting up some Skills, so let's focus on the Attributes. The key attributes from Sengoku for the Bushi occupation are Int 2 (which will translate to **Intellect**), Pre 3 (translates to **Charm**), Aes 2 (translates to **Acumen**), Str 4 (translates to **Power**), Con 4 (translates to **Physique**), Ref 4 (which we'll translate as an indication of the Dodge *Skill*), and Dex 4 (which we'll translate as the Dexterous Maneuvers *Skill*). Fealty is an occupational Complication (which should readily translate into Creed). Skills include archery 2, armory/bowyer 2, expert: samurai clan 3, focus ki 2, forced march 3, heraldry 1, Jujitsu/Sumai 2, Polearms 2, Riding or Scouting 2, Swords 2, Strategy 2, and Throwing 1.

Let's begin translating the indicated skills. We'll get all the way to Focus Ki before we pick up any on the table in this Chapter...it will become Concentration. Fealty turns into Creed, Jujitsu becomes Brawling, Riding is close enough to "Ride" to become Vehicle Piloting or Dexterous Maneuvers (Dexterous Maneuvers makes more sense in this case), and Swords is Sword with an extra "s"; it will become Security and will guarantee a sword in the starting package. The remaining skills aren't on the table, so they're going to need judgment calls. Archery suggests being able to use a bow and arrow, which suggests weapons...this one can also translate to Security and pass along a bow and arrow to the starting package. A bowyer is someone who makes bows...which suggests crafting; "craft" translates to Resourcefulness, which we'll use here. Expert: samurai clan indicates someone who knows a lot about the history and lore of the various clans; this suggests Knowledge. Forced march is the ability to walk long distances without getting as tired as an average person; this suggests Stamina. Heraldry is defined as the profession, study, or art of devising, granting, and blazoning arms and ruling on questions of rank or protocol, as exercised by an officer of arms; this one suggests both Knowledge and Performance, as a samurai must have the knowledge and must be able to properly use it. A lance is a type of polearm; lance translates to Security and puts a Blade in the starting package (things are already looking up for putting a daisho in there). Strategy screams out itself. Finally, throwing is probably used to lob javelins or spears at opponents, but we don't really know if it's more general than that. Successful throwing takes precise movement; Dexterous Maneuvers is probably the best fit for this.

Our translation is now complete. The priority strengths for the indicated WCRPG-equivalent Skills are as follows: Creed (no score), Brawling 2, Dexterous Maneuvers 3 (a combined 2+1 from riding and throwing), Security 6 (again a combination), Resourcefulness 2, Knowledge 4 (again a combination), Stamina 3, Performance 1, and Strategy 2. Attributes look like **Power** 4, **Finesse** 4, **Physique** 4 (averaging out the two Skills we know about), **Intellect** 2, **Acumen** 2, and **Charm** 3.

So let's use this information to start setting priorities for our Samurai archetype. Obviously the physical Attributes will be the top three Attributes based on their overall priority strengths. If we look at the individual priority strengths of the indicated Skills under those Attributes, we see Brawling at 2, Dexterous Maneuvers at 3 and Stamina at 3. Brawling is the weakest of these, ergo **Power** will be the weakest of the three physical attributes and we can safely put it in the third priority spot. The other

two can be argued either way; since the strength of Dexterous Maneuvers *originated from two separate sources, there are more instances of* Dexterous Maneuvers *versus* Stamina*, and yet* Stamina *got its priority strength all on its own. Because the source material indicates it's obvious that shooting bows and arrows will be important to the archetype, we'll go ahead and say that* Dexterous Maneuvers *is stronger in this case, and put* **Finesse** *in the top priority spot with* **Physique** *second. The priority score of three for* **Charm** *is shared by no other Attributes, so we can put it in the number four spot. That leaves* **Acumen** *and* **Intellect** *for the bottom two spots. From the priority strengths of the translated Skills, we have* Resourcefulness *at 2,* Knowledge *at 4, and* Performance *at 1.* Resourcefulness *and* Knowledge *are both* **Intellect** *Skills, so their scores will combine to five and will clearly outweigh* Performance. **Intellect** *can therefore be placed in the fifth priority spot, with* **Acumen** *in the lowest spot.*

For Discipline priorities, we need to take a look at what's left amongst the translated Skills. We still haven't considered Security *and* Strategy*; these are both* **Command** *Skills, so it will take the top Discipline priority. Now we've got a problem: there's no information available to help us pick the priority of the other six Disciplines! Unfortunately, we have no choice but to use what we know about samurai at this point and to try and apply some common sense. We know that they were renowned warriors;* **Tactical** *would likely be the number two spot. They were also artists, painters, writers, philosophers...well, at least during the Tokugawa period. This fact suggests that they would know a lot about nature; some of the* **Science** *Skills cover the natural disciplines, so we'll put that in the number three spot.* **Communications** *will come next, given the common practice of calligraphy amongst samurai. A warrior had better know where they are going, so we'll put* **Navigation** *after that. That just leaves* **Engineering** *and* **Medicine***; for the hell of it, we'll put them down in that order. At this point, we've finally completed the first step. The Attribute priorities are* **Finesse, Physique, Power, Charm, Intellect** *and* **Acumen***, and the Discipline priorities are* **Command, Tactical, Science, Communications, Navigation, Engineering** *and* **Medicine.**

Now the time has come to determine Skill priorities. Let's go down the priority list, starting with Attributes. **Finesse** *is the top priority Attribute, with* Dodge, Dexterous Maneuvers *and* Hiding and Seeking *as its Skills. The translation gave some points in* Dexterous Maneuvers*, so we'll make it the top Skill. Between the other two, there were some points in* Dodge *from the original translation; we'll make it second and put* Hiding and Seeking *last. Now we can move on to* **Physique.** Stamina *had points from the translation, so it goes first, leaving* Concentration *and* Recuperation*. Here we'll need to make an arbitrary decision; let's put* Concentration *up front, since it might come in handy when aiming a bow. For the* **Power** *Skills,* Brawling *had points from the translation and so it'll go first. Again, an arbitrary decision is needed to pick between* Three-Dimensional Maneuvers *and* Lifting *for the bottom spots; since* Lifting *is a little specific in what it actually does, we'll put it last. For* **Charm** *none of the Skills were translated; the selection of skills here will need to be completely arbitrary. Samurai often were revered in the communities in which they lived (out of respect and out of fear) and occasionally were called by members of the lower castes to help settle disputes; this suggests that* Leadership *should be one of the top priorities - we'll put that first - as well as* Diplomacy *(samurai may have been used to arbitrate, but there were also times where the "arbitration" involved the point of a sword).* Personality *will come last. We had two Skills translate out with points for the* **Intellect** *Attribute,* Knowledge *and* Resourcefulness*.* Knowledge *had a stronger priority strength score than* Resourcefulness*, so this will be easy: the order will be* Knowledge*, then* Resourcefulness*, then* Cunning*. Finally,* Performance *is the only translated skill for* **Acumen** *that had points, so it'll go first. Between* Survival *and* Perception*,* Perception *is probably needed more by someone who needs to be constantly on the watch for enemies, so we'll put it in the second slot and put* Survival *in the last spot.*

Disciplines are going to offer up a challenge, simply because we wound up with a mere two translated Skills out of all of them (and both of those in **Command***). We're going to need to make a lot of arbitrary decisions in this case, so let's get started.* Security *had a priority strength of six (well*

over the two of Strategy*) so it will be the top priority* **Command** *Skill, with* Strategy *in the number two spot. For the remaining spots, let's say* Coordination*, followed by* Inspire *and* Guidance*. In* **Tactical***, we'll start off with* Ballistics *(there may be some synergy given the skill required to accurately shoot a bow),* Marksmanship *(same here, though it is unlikely a samurai would ever use a beam weapon),* Targeting *(same here), and close it out with* Combat Maneuvers *(there may some synergy with* Strategy*) and* Evasive Maneuvers *(evading the enemy is sometimes a vital part of strategy). Moving on to* **Science***, let's go with* Geology, Typhonology, Planetology, Archaeology, *and finally* Technology*; we said they were artists, and most of these fields are common subjects of Japanese art (a Samurai would probably not have much experience with computers or capital ships, hence the placement of* Technology *last). With* **Communications***, we'll start with* Translate *for the calligraphy. The order of the other Skills will be* Intimidate *(drawn swords tend to do that),* Rapport *(always important), and then* Negotiation *followed by* Distress*. Of the* **Navigation** *Skills,* Orientation *is probably most important (soldiers need to know where they are and where they are going, after all).* Stealth *will come next (moving quietly can be very important in many combat situations). We'll put* Vehicle Piloting *next; it may have a little synergy with horseback riding. The other two Skills don't lend themselves well to the archetype; we'll pick* Astrogation *followed by* Starship Piloting *last; while it's not likely a Samurai would know anything of either, we'll assume that some part of being able to navigate on land translates into astronomy and therefore how to navigate in space.* **Engineering** *poses a challenge as always. We'll start off with* Damage Control *(some synergy with bow-making, perhaps) followed by* Internal Systems*, then* Defenses *(a good samurai knows how to take care of their combat equipment). The others don't really make sense, so we'll just pick:* Mechanics *(they probably had carts back then) followed by* Faster-Than-Light Mechanics *(again, a samurai probably knows nothing of space travel).* **Medicine** *will round things out: we'll start with* Xenobiology *(samurai knew how to cause fatal wounds), followed by* Psychology *(useful for "psyching out" opponents on the battlefield),* Intensive Care *(mainly self-care in case of injury),* Specialized Medicine *(knowing how poisons work helps one to prevent becoming a victim of them), and finally* Treatment*. This puts us at the end of the second step of the procedure. The bulk of the work on the archetype is now behind us.*

*The next step is to determine Trait set combinations. From the translation, we have one Complication ready for use (*Creed *(Bushido)), which we're going to use and abuse. We can get the rest of the Traits we'll want to use by making a quick scan through the list of Traits. Some appropriate Talents will be* Senses, Wealth, Social Status, Nerves, *and* Quick Draw*. A few more Complications that make sense are* Temper, Intolerant, *and* Lecherous *(there are plenty of stories about lusty samurai). We can now start using the guidelines to set some of these in stone. Let's start off with* Social Status *+5 countering* Creed *'(Bushido) '-5 for the first spot. In the second spot, we'll say* Social Status *+5,* Wealth *+5, and* Creed *'(Bushido) '-10. The third spot can be* Social Status *+5,* Nerves *+5,* Wealth *+5, and* Creed *'(Bushido) '-15. For the fourth spot, we can say* Senses *(Sight) +20,* Creed *'(Bushido) '-5,* Lecherous *-5, and* Temper *-10. Just to mix it up for the last spot, we'll say* Nerves *+10,* Quick Draw *+10,* Creed *'(Bushido) '-5,* Intolerant *-5, and* Temper *-10. That gives us our five Trait sets, a relatively painless process.*

We're left with the final step, determining the starting equipment package. We can use the source material to help us out here. A lot of what's there is specific to that role-playing system (which obviously makes a lot of sense) but we can compare its equipment list to WCRPG's equipment list and make some matches that will be close enough to be usable (and perhaps add a few more that might come in handy). From the source material, a samurai gets the various pieces of his outfit (the equivalent of Civilian Casual Dress), a pair of sandals (Shoes are closest), raingear with galoshes (we can say Boots in this case), the daisho, a bow with an extra string (this could be a full Weapon Cleaning and Repair Kit), a polearm (which we'll ignore), a bamboo water bottle (a Canteen is a close match), and a complete set of Armor. From the translation, we'll need to add a bow, a sword and a knife as part of the package for sure; for the sword and knife, we can pull our tie-in of the

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katana from Chapter 10.2.6 and just say that's the daisho (a katana and a wakizashi). The bow is going to need a quiver of arrows; otherwise it's just an expensive Club.

So, at this point we have a Civilian Casual Dress Outfit (costs €25.00; 5x4, 2x2 pockets) with Shoes and Boots (cost €5.00 and €6.50 respectively; the Boots have one level of thermal protection and neither Shoes nor Boots add pockets), Raingear (cost €11.25; 2x16 pockets), a Katana and Wakizashi (which will count as two *single-appendaged Swords, one a long sword and the other a short sword; this will have a combined cost of €180, EC of 6 and a size of 8 apiece), a Bow (we'll say Third Class for a cost of €17.50, an EC 6 and size 64), a Quiver (€1.50, EC 3, size 8), a Weapon Cleaning/Repair Kit (€13.00, EC 2, size 4), a Canteen (€2.00, EC 5 and size 32), and a full set of plate Armor (we'll say Third Class to keep the cost and weight down; that's still going to amount to a cost of €200.00, an EC of 9, a +6 overall HD penalty, -6* Perception *Check penalty, and a -4 penalty to all* **Finesse** *Checks). It's immediately apparent that there isn't enough carrying space as things stand. Let's add some holsters for the weapons; a Back Holster for a two-handed weapon (€9.75; 1x64) can handle the bow, while two Duty Holsters (1x8 each, €19.50 total) can be used for the swords. We still don't have a pocket big enough for the Canteen, so we'll add a Satchel (€8.00; 1x128), which should give us plenty of carrying space. The Quiver and Repair Kit will also easily fit inside. We have some extra room now, but the tab for what we've got is already getting pretty high; it's up to €486.00. We'll reduce that by saying the Armor is a freebie, making the tab a more manageable €299.00. We could do the same thing with the swords, but we really don't want to do that given that they're more of a signature item of the archetype. At least all of the samurai's equipment can easily fit inside the Satchel with some room to spare. Moreover, we've picked gear that's all either Metal Age or Stone Age, so we only need to make the total encumbrance class calculation at this point. Adding up the ECs of everything, we get a final total of 31 (a little heavy, but easily reduced by removing Armor and putting down the satchel if necessary). This gives us our equipment list and finishes up the fourth and final step of the procedure.*

After all that, we've got the following completed archetype, which will now allow samurai to be used in a campaign that takes place in feudal Japan using WCRPG's engine (and will allow them to pop up somewhere in the Wing Commander Universe...).

Samurai					
Discipline	Primary	Secondary	Tertiary	Quaternary	Quinary
Command	Security	Strategy	Coordination	Inspire	Guidance
Tactical	Ballistics	Marksmanship	Targeting	Combat Maneuvers	Evasive Maneuvers
Science	Geology	Typhonology	Planetology	Archaeology	Technology
Communications	Translate	Intimidate	Rapport	Negotiate	Distress
Navigation	Orientation	Stealth	Vehicle Piloting	Astrogation	Starship Piloting
Engineering	Damage Control	Internal Systems	Defenses	Mechanics	Faster-Than-Light Mechanics
Medicine	Xenobiology	Psychology	Intensive Care	Specialized Medicine	Treatment

Attribute	Primary		Secondary		Tertiary
Finesse	Dexterous Maneuvers		Dodge		Hiding and Seeking
Physique	Stamina		Concentration		Recuperation
Power	Brawling		Three-Dimensional Maneuvers		Lifting
Charm	Leadership		Diplomacy		Personality
Intellect	Knowledge		Resourcefulness		Cunning
Acumen	Performance		Perception		Survival

Traits		
	1	Social Status +5, Creed (Bushido) -5
	2	Social Status +5, Wealth +5, Creed (Bushido) -10
	3	Social Status +5, Nerves +5, Wealth +5, Creed (Bushido) -15
	4	Senses (Sight) +20, Creed (Bushido) -5, Lecherous -5, Temper -10
	5	Nerves +10, Quick Draw +10, Creed (Bushido) -5, Intolerant -5, Temper -10

Equipment: Katana w/ Hip Holster, Wakizashi w/ Hip Holster, Third Class Bow and Arrow w/ Back Holster, Civilian Casual Dress Outfit, Shoes, Boots, Raingear, Satchel, Canteen, Quiver, Weapon Cleaning/Repair Kit. Cost: €299.00, TEC 31.

Notes: A katana is a Third Class Long Sword with a -1 **Finesse** Check modifier and inflicts a number of Wounds equal to its Class (instead of just one Wound). If the area hit is an unarmored cognitive organ, decapitation (brain death) occurs unless the target performs a successful Reflex Save. Both of these unique effects are ineffective if the target is in a Thick atmosphere or denser, or underwater. A wakizashi is a Second Class Long Sword with the same set of effects as the katana. Characters using this archetype can be given up to Third Class Armor as a free item.

10.3: STYLES OF PLAY

The style with which a GM runs a gaming session is as important to everyone's enjoyment as the story. Even the least likely idea can lead to a very enjoyable adventure, provided the GM runs it in a style which works well for their group. This sub-Chapter briefly discusses aspects of adventures relevant to the topic of style.

An important thing for a GM to consider is the attitudes and inclinations of their player group and how deeply they want to be immersed in the experience. A gamemaster may prepare a very well written immersive adventure only to have it turn out badly because their player group wants to get in there, duke it out with some bad guys, loot some treasure and boast of their exploits at the closest pub, not sit around and chat all night. Adventures may be placed in one of three broad categories by the level of immersion they involve: Fast Action, Deep Immersion, or Action/Immersion.

Fast Action adventures (also known as "Kick Down the Door"-style) are designed to involve as little thought or involvement with character development as possible. Simply put, the characters arrive in an area, fight the enemy and reap whatever rewards they may get. This style of adventure is good for groups where story takes a back seat to making the characters as good as they can be. True role-playing is next to impossible with this adventure style, but it does get the players rolling dice very quickly. The bad guys are clearly bad and all other NPCs are clearly good. Fast Action adventures

take the least amount of time to develop and can be good "fillers" for those occasions where the GM hasn't had much time to plan for an adventure.

Deep Immersion stories are the polar opposite of Fast Action adventures; their emphasis is on motivation and personalities. The NPCs in such stories are as detailed as the PCs, with their own desires, motivations, quirks and histories. Such adventures focus on talking, politics, and negotiations. These types of adventures are the purest type of role-playing; the focus is on story to the point where the game is all but invisible. Whole gaming sessions may pass without a single die roll taking place. A lot of time must go into preparing the story. These adventures are good for groups whose members like to dwell more on interaction than action.

Action/Immersion adventures are the middle ground, catching everything between Fast Action and Deep Immersion. Arguably, the best adventures fall into this category. There is usually enough fighting involved to keep the trigger-happy players interested in the game while allowing for character development. Action/Immersion adventures are good for the majority of player groups, but once again, the GM must consider their disposition.

The mood of an adventure (whether it is serious, light-hearted, or downright funny) is another style issue a GM should consider carefully. Whatever mood the GM picks for the adventure, they should be consistent with it throughout the adventure's course. Serious adventures involving life-or-death dilemmas should not have too many humorous elements and vice versa.

One thing a GM must watch is the level of joking and off-topic conversations going on among the players during a gaming session. While cutting jokes are part of the universe and a hallmark of a good gaming group, they can detract from the action and hurt the session if they get too far out of hand or divert too much attention from the story. The occasional joke is fine; just don't let the players overdo it. By the same token, idle talk is to be expected, but too much will divert attention from the game. The GM should decide how much is too much and try not to let the session slip away with idle talk and jokes. This should be done gently, though, to avoid hurting feelings and making the involved players unhappy.

Most other styling issues that arise during a gaming session come about because of the adventure's structure. For more information on these issues, see Chapter 11.1.

10.4: HANDLING IRREGULARITIES IN PLAY

During the course of a gaming session, unusual events may occur that threaten to bring the action to a screeching halt. A GM must know how to handle these situations; this sub-Chapter briefly goes over how to handle irregularities when they arise.

Of course, the best way to handle irregularities is to minimize the potential for their occurrence. The best way to do this is to know the players in the group and to discuss any conventions (*table rules*) the group would like to employ before the session begins. Such conventions include topics as what to do when problems with dice occur (*what happens when they fall off a table, what happens if they don't land properly on a rolling surface, etc.*), what will happen to a PC should their controlling player not be able to attend a session (*they will be run by another player, played as an NPC by the GM, be absent from the current adventure because of some sort of plot reason, "fade into the background", etc.*), and any proposed rule changes.

Another way a GM can avoid irregularities is to know as much as possible about their adventure before it begins and to keep track of what materials they will need while it is ongoing. References to be used during the course of the adventure should be selected and agreed upon before it begins. A GM should know as many of the Core Rules as they can (or at least be able reference particular topics quickly); the Core Mechanic in particular is an essential piece of information. Finally, a GM should be able to quickly reference the stats of the player characters; preferably, they should have access to their own copies of the character record sheets for purposes of tailoring encounters between sessions. Knowledge is key to avoiding problems altogether.

Keeping the **balance** of the game is a tricky job that every GM must deal with. No one character should be significantly stronger than the others (*the only exception to this might be when a character has had advanced training and another hasn't*). If one PC can zap the bad guys with a single blow, none of the other players get a chance to fight, which leads to group boredom. Tailoring encounters with that character in mind would be disastrous, as it's likely that none of the other PCs are sufficiently advanced to deal with the threat. If a PC becomes noticeably unbalanced, there are two ways to deal with the problem. The first is to try an in-game solution. Some of these may include having the high-end character catch some major illness that reduces their abilities to match the rest of the group, or perhaps creating antagonists that can resist the advantages of that character (while being vulnerable to the abilities of another character in the group). GMs should be careful when doing this not to mention that these events are occurring to correct the game's balance (and should work not to make it obvious that's what is happening). Otherwise, the player might become deeply offended; they probably worked very hard to make the character as strong as they are. The second option is to try and handle the problem outside the game. This option is riskier but may be worth a try if an obvious in-game solution is not available. The GM may simply explain to the player that they believe their character is too powerful and work with them to try and tone it down. The problem with doing this is that any future attempt at an in-game solution will seem contrived if the player refuses to adjust their character; it's always better to try in-game solutions first.

A job that will probably come up in a gamemaster's career is teaching players new to the game how to play. New players shouldn't worry too much about the game's intricacies, but it is important to teach them about the Core Mechanic (*roll d% and hope for a low number, as discussed in Chapter 1.1*), as well as how modifiers work and any other basic rules required to understand their character. Gamemasters should read up on Chapter 2.3 and know the rules for creating a new character. They should then sit down with the new player, ask them what kind of character they want to play, and then walk them through the creation process. New players may need hero points to in order to get them caught up with the group; that's fine as long as the new character ends up with slightly less capabilities than everybody else. As for the game's intricacies, they can usually be taught on a case-by-case basis. New players and new characters will need to be integrated into both the player and character groups; simple introduction usually suffices for player groups, while a plot device that introduces the new character to the group works best.

It may also happen that, through people becoming bored, angry, busy, re-located, etc. that a player will have to leave the group. It's up to the GM as to what to do with their character(s). They can either continue as an NPC, be written out of the plot of an ongoing campaign, held as a reserve character, be killed off, and so forth. Sometimes a GM may choose to assign multiple characters to a player if the group gets too small. They must be sure, however, that the player is up to the task of controlling multiple characters. Otherwise, this solution can create more problems than it solves.

From time to time, it is possible that the GM will have an unforeseen problem with their adventure. If the problem is with a description of something that's occurring, the GM may attempt a more visual solution (such as drawing a sketch or finding a picture of what is being described). Making maps and props is a good way to describe things (and it has the added bonus of giving the players an object to

connect with a description). Visual aids may be prepared at any time during an adventure, though they are perhaps best created outside a gaming session.

Other times, however, the problem is with players doing things that the GM didn't anticipate (players aren't playing in character, picking up on the ostensibly obvious clue, have thrown away the item that would've allowed them to finish the adventure, etc.). In this event, the GM needs to quickly think up a series of events that will get them back onto the story's path. Any contingency planning will work, even the inclusion of a minor sub-plot. If the GM is at a loss for ideas, they can try listening to what the players are talking about and go off of that. If all else fails and the story is completely derailed, the GM should be gracious enough to admit that fact to the player group and ask for time to think up some way to get things back on track. In the meantime, the players can do other activities such as going out for movies or for snacks. It's better to have the group doing *something*, rather than for them to have to wait in boredom for the GM to come up with ideas.

Above all, a GM must be willing to work with the players on any issue that comes up. If a GM shows that they are willing to work with the players, if they're consistent in applying the rules, if they don't take sides in an argument, and if they are clear that their rulings are not vindictive, the players will trust the GM and the decisions they make. When that happens, everyone can rest in the knowledge that any major problem will be ironed out smoothly and quickly.

10.5: GAME PLAY PHASES

Actual gameplay consists of a series of repeating phases. These phases are played out in sequence, and are designed to help the players know what is happening in the game, give them the opportunity to have their characters do something about it, and learn the consequences of their choices. This section goes over the different phases of game play.

When everyone is ready to begin a gaming session, the GM must first provide the **setting** for its activities. If the GM is launching a new adventure or campaign, they should begin by "setting the stage". The GM should let the players know where their characters are and what they are doing as part of the adventure's introduction. There are several good ways to do this. One is through the use of a "personal log", which the GM may hand to any player to have them read to the group. Such logs will preferably include pertinent information such as the date, where the group is located when the adventure starts, and so forth. Another way to set the stage is by having the characters begin at the ending point of their last adventure, where something happens (such as receiving new orders) that send them on to their next assignment. For non-military groups, the characters may be at their home base/bar/home when some major event happens, which subsequently launches the adventure. The GM may even be able to get away with dumping the characters right in the middle of the action, giving the players a taste of combat before they even know what they are doing!

Should a gaming session be a continuation of a previous one, the GM should start the new session by recapping what happened earlier; this as a rule is significantly easier than setting the stage from scratch. All the GM has to do is remind the players what took place in the last session. Only the critical events are necessary to recap; the results of general encounters, die rolls, character promotion and so forth are not crucial. If the session is part of an ongoing campaign, it may be necessary for the GM to recap information from other prior sessions as well. Alternatively, a player may be appointed to be the group's **scribe** in order to keep track of any important information the group learns and to remind the other players of what's taken place so far. Should the group appoint a scribe, it is likely that player will also act as the group's **cartographer** (particularly if the adventure is site-based; see Chapter 11.2.1). The GM should be willing to help out the cartographer (map maker) by repeating scene descriptions and assisting them with filling in as many details as necessary. The

only exception to this guideline is when the GM *wants* the characters to be lost; in that case, it should be apparent that this is because of the way the adventure's events are scripted (such as when the character group is attempting to navigate through a maze).

As the game gets going, it is important to pace events appropriately. The pace of the session's events is determined by how much real time the GM spends on any given activity. Different players enjoy different paces and it is important to try and keep the majority of the group happy. Adventures with a great deal of tension - particularly as they reach their climax - should be paced quickly. Slow, mundane tasks may be skipped entirely unless the players want to use that time for character interaction. Above all, GMs must keep the game moving. Another thing to consider is how long the current gaming session will last. Knowing how much time is available will help the GM to pace things out so that they can reach a good stopping point in the adventure around the time the session is scheduled to end. Two to three hours is usually enough time for a gaming session; less time will require a faster pace, while more time will allow the GM to slow things down. A GM can help their pacing by taking a minimal amount of time to reference rules, asking questions of the players to see if they feel the pace is right (and whether or not they need to skip ahead a little bit), and taking a few short breaks to freshen up or prepare for an encounter while the session is in progress.

Once the stage has been set for the current gaming session, the game can proceed into its main phases. There are four main phases: **Initiative, Declaration, Action**, and **Reaction**. The Initiative phase is when the GM describes the current situation. In the Declaration phase, the players inform the GM of what their characters will do. The Action phase is when the characters perform their declared actions, and the Reaction phase is then the consequences of those actions are determined. The main phases of the game repeat in this cycle until the gaming session concludes, and they often blur into one another.

The first main phase is **Initiative**. This should not be confused with the Initiative stat or Initiative Checks, both of which are used for determining combat order (*see Chapter 9.1*). Rather, this is the phase in which the GM describes the current situation to the players. As with the process of setting the stage, GMs should be as descriptive as possible in this phase, as it is through their description that the players know what is happening and can give some thought as to what their characters need to do next. A GM should always be willing to repeat a description or to add more detail if necessary; if the description of a scene is inadequate, the players may become lost or fail to catch some important point in the adventure. At no point is being descriptive more important than in combat. A GM should try to avoid statements such as "You've been hit and take 22 points of damage", unless the adventure's pace is so fast that this minimal amount of information best describes the situation quickly. A statement such as "the mass driver shot burns a hole through your armor, causing your fighter to take 22 points of armor damage", or "the laser blast reflects off your fighter, leaving only a small char mark", is much more descriptive (which helps with immersion) and much, much better for the action overall.

Declaration is the second main phase, in which the players inform the GM of what actions their characters will perform. The GM should listen carefully to what the players say and make sure they understand their intentions. An important thing to establish at this point (particularly during the exploration of a site) is the group's **marching order**, which basically says who is leading, who is in the middle, and who is in the rear); knowing this can be important for determining which character sees things first and who might be the first victim of an ambush. Neither the GM nor the players should be afraid to ask questions of each other; it's better that a little bit of time is wasted communicating for the sake of clarity than for a player to get angry because the GM misinterpreted what they wanted their character to do. It is important for the GM to remember that the player is in charge of running their character. They cannot force emotions upon a character or cause them to perform any action

their player doesn't dictate; the only time the GM can do this is if the game dictates it (such as when a character is under compulsion), and even then, the GM's effects must be limited.

Action and **Reaction** are the two final main phases, in which the characters perform their actions and determine their consequences. These phases may be concurrent depending upon the situation and how the GM is timing the adventure (for more on this, see Chapter 9.1). This may involve a Check or just conversation with the GM. If a Check is involved, the GM should determine its DC and have the player involved roll the dice. While any player keeping track of their character's abilities will instantly know whether or not they succeeded, the effects of the Check don't necessarily have to occur immediately (for example, a failed *Distress* Check to prevent a group of Kilrathi opponents from calling for backup won't instantly summon another half-squadron of *Jalthi* down on the players' respective heads, but they'll know that somebody will eventually be coming...). If the Check requires an opposed roll, the GM should roll their dice behind a screen so that secrecy of the outcome is maintained. Characters who succeed in their actions will fulfill their immediate goals and may also gain things such as money, prestige or Skill ranks as a consequence of their actions. They may even fulfill professional or personal goals, depending on the situation. Disbursement of any rewards is handled at the discretion of the GM.

Eventually, the time will draw near for the session to come a close. At that point, the GM should find a good stopping point for their adventure if it hasn't come to a final conclusion. Should the adventure be close to its end, the GM can talk to the players about extending the session for a few minutes so they can wrap things up. A GM should remember to leave enough time for the **denouement** (the final conclusion) of their story and for the presentation of any final rewards the characters may have earned as a result. One thing to avoid at the end of an adventure is **anti-climax**, which is what happens when the characters get to the all-important, defining moment of the story and it turns out to be less important or less exciting than everything that has preceded it. This should be avoided for several reasons: first, it's bad storytelling. Second, it will disappoint players. Third, it will become much harder to build any excitement about any future adventures. GMs should know when they are heading for such an ending and take great pains to avoid them whenever possible. This means they have to know the right time to end their story; it should be just after the climax, with as short of a wrap-up as they can manage.

If the adventure is nowhere close to its final end, a natural stopping point may be selected (such as the characters finally hopping a ride off world or checking into a hotel for the night). In some cases where the end is near a particularly dramatic point in the story, the GM might consider using a **cliffhanger**. Something incredibly important is about to happen (such as when the big bad guy finally makes their dramatic entrance), when the GM says "that's it until next week". Cliffhangers can be very effective at ending the session and leave the players anticipating the next one. However, they can also frustrate players and lose their effectiveness if the GM over-uses them; GMs should be cliffhangers sparingly and with caution.

Regardless of whether or not the adventure has ended, a little bookkeeping is almost always required right at the end of the session. The GM should first note any information pertinent to the ongoing game (game-date, game-time, the location of the characters, etc.). This will help them recap things in the next gaming session or help them set the game for the next adventure. Notes such as what encounters have took place may also be recorded for the GM's records for the sake of continuity. The GM should be willing to share with the players what their characters have earned through the session's activities even if they aren't yet ready to actually reward them. This will give the players something to look forward to when the adventure is over and lets them start thinking about how they'll apply any of their character's newfound abilities.

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10.6: A SHORT EXAMPLE OF GAME PLAY

The following is an example of an adventure wherein a relatively inexperienced GM is leading a group of four adventurers on their first mission. The GM has chosen a site-based adventure set around 2669 where the ultimate goal is to rescue an expert in explosives technology, who has been taken captive by the Kilrathi and is being held at a prison camp in the Alcor system. There are a number of camps on the fifth planet and Intel is not sure where the expert is being held, so they've decided to insert a number of Marine fireteams onto the planet to search each one. The GM had the mission prepared before the single player in their group created their character, which enabled them to make informed decisions about what equipment to give them initially. Three more players joined up later, by which time the GM had created a set of 100-point stock characters; the latecomers chose to go with the stock characters the GM had created. The player characters are all Marines of Fireteam India currently assigned to the destroyer TCS Aberwyvern *(a name picked by the GM and puzzled over/laughed at by the rest of the group). The characters are SGT Chase Byers (a Terran Commander, the group's "Team"), SPC Lisa Freeman (a Terran, the group's "Assist" and medic), PFC Hikrra (a Firekkan Scout, the group's "Ready"), and CPL Ate-ran Varrinat (a Varni Soldier, the group's "Fire"). For purposes of this discussion, the players will be referred to by their corresponding character names. The characters have a full set of specific stats, but for the sake of brevity these will be revealed through the course of the discussion using italics. The character of Lisa Freeman is the same one that was created in Chapter 2.3. The other three were generated with the rapid generation routine using the indicated templates.*

After making the necessary transits to get to the correct world, the fireteam has performed an orbital insertion (a "star-drop", as the GM calls it) near their assigned landing zone. There is a search radar set at the target compound, but through role-playing it has already been determined that it was not in operation at the time of the group's jump. Once on the ground, the plan is for the fireteam to make their way to the compound on foot, hoping to go unnoticed by any local patrols. Determining why the radar was non-operational and disabling it permanently has already been suggested by the players as a priority once the fireteam arrives at the prison camp.

Here's where we'll pick up the adventure.

GM: Fireteam India has landed in a fairly densely wooded area, approximately ten kilometers due south of the Kilrathi camp. As you know, the *Aberwyvern's* sensors did not detect any active search radar sets, so the Cats still don't expect any company. It's unlikely that you have been detected so far.
Chase: What am I seeing in the general vicinity of the LZ?
GM (*knowing there isn't much for Chase to see***):** Make a *Perception* Check.
Chase: Ok...DC is 22...roll...Damn: 51.
GM: You don't see anything out of the ordinary. As I said, the woods are fairly dense. The fragrant aroma of the local foliage permeates the area. From where you're standing you can see a spectacular stand of small native trees.
Chase: Lemme check for snipers.
GM: Okay. That's another *Perception* Check. You can use your "Spot Snipers" specialization.
Chase: And that'll be a 37 DC...roll......27. Oughta be good enough.
GM: After a quick scan of the foliage, you determine that there isn't anybody around to try and put a bullet in your respective brains.
Chase (to group): Alright, it looks safe enough. Let's get our gear gathered up and head out. Hikrra, why don't you take a look ahead? Stay low and stay sharp; just because there aren't any Cats around right now doesn't mean there won't be any as we get closer to the camp.
Hikrra: You got it, boss.
Chase (to GM): I'm going to pull out my Compass and see which direction we need to go.

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GM: Okay. *Orientation* Check at +10 for the Compass.

Chase: Rolling...32. May I try again?

GM: Yep.

Chase: Okay...how about 21?

GM: It takes you about fifteen seconds, but you are able to lock down your position and determine the direction to the camp.

Chase: The rest of us, let's get moving. The camp oughta be...thataway.

The characters take a few minutes to decide their marching order. Hikrra takes off to scout ahead; he easily passes the Check for flight. Ate-ran leads the rest of the group with Lisa in close support and Chase bringing up the rear. Meanwhile, the GM is reviewing the information necessary for an interplanetary transit. The total distance of the transit has already been established as ten kilometers. Chase's TEC is high enough that he is <u>Burdened</u>, so he'll slow the group to a mere 3 kph. The math is fairly simple; it'll take three hours and 20 minutes to reach the camp provided all goes well (which it won't - the GM has placed a chasm about three-quarters of the way between the LZ and the camp, which the characters will have to negotiate). The planet's weather and tectonics are both rated as Calm. There are no major forms of extant non-sapient life, though there are some significant mineral deposits around. The local temperature rating is Tropical, so there won't be any problems there.

GM: First thing's first. Hikrra, make a 3DM check for your flight.

Hikrra: And that's an oh-six!

GM (rolls a 78 for the first hour): Alright, on foot it will take the rest of the team a little over three hours to reach the camp. Hikrra, your flight goes smoothly and you can be there in back in about 16 minutes. First hour: would anyone like to make a *Typhonology* Check?

Hikrra (rolling): I will. Let's see...21.

GM (rolling 2d10): As you begin your journey, a light fog rolls in, making things a little damp. Hikrra, make a *Perception* Check. The fog is going to cancel out your sight bonus.

Hikrra: Okay...36, that sucks. May I try again?

GM (makes note of the failed Check and the fact that Hikrra will miss the chasm ahead of the others): Sure, go ahead.

Hikrra: Checking again...32. Damn.

GM (using this second attempt for Hikrra's scouting of the camp): You can keep checking until you get it right.

Hikrra: Okay...15. That oughta do the trick.

GM: Despite the fog, you are able to note the presence of several guard towers along the direction of the group's approach.

Hikrra: Crap! I try to pull back before I'm spotted.

GM (deciding to make an unorthodox choice for the sake of the story): Make a *Stealth* Check at +10.

Hikrra: Oh really? I'll take fifty then.

GM: Hikrra returns to the group about half an hour into the group's walk after taking a look around the camp.

Hikrra: So what exactly do I report back to the group?

The GM takes a few minutes to go over the map of the camp, taking particular care to note the river that passes just to the south of the compound and the three guard towers along the approach. After some discussion, the group decides to change their tactics a little bit and attempt an approach from the southwest instead of the south as they get closer to the camp. The GM makes note of this and moves on with the story.

GM: Other than that, nothing of note happens during the first hour. Second hour: anybody want to make a *Typhonology* Check?

Hikrra: Me again. Rolling...02!! Critical success!!!!

GM (noting the success and raising Hikrra's *Typhonology* score by one point): The fog continues unabated during the next hour of your walk. Nothing else of note happens. Third hour: *Typhonology*?

No one says anything, so the GM continues.

GM (grinning inwardly): As your walk continues, the fog lifts just in time for you to see a large chasm

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directly in your path.

A collective groan emanates from the group.

Chase (to Hikrra): This is something you probably could've mentioned, you know.

GM (before Hikrra can respond): Hikrra did not see it on his fly-over due to the fog.

Lisa: It's not going to do us any good to argue about whether Hikrra should've seen the chasm or not. Fact of the matter is, it's here, so how are we going to deal with it?

Chase: Quite right. First thing's first - how deep and how wide of a chasm are we talking about here?

GM: Everybody make a *Perception* Check.

Chase rolls 94 and Ate-Ran rolls a 99 - both critical failures, which the GM notes. Hikrra rolls 45, a failure against his 36 Perception *DC. Only Lisa succeeds with a roll of 06.*

GM: As you all peer into the chasm, a whirl of dust kicks up from the ground. Dirt flies into Chase and Ate-Ran's eyes, momentarily blinding them and distracting Hikrra enough to prevent him from getting a clear look. Only Lisa successfully keeps enough dirt out of her eyes to see that the chasm is about 50 meters across, at least that far down, and stretches from horizon to horizon across the group's path.

Lisa: After tending to our fearless leaders, I share that information with the group.

Chase: Alright then. We've got a fifty meter chasm to cross. How are we going to do it?

Hikrra: No problem for me...I could just fly right over it. Apparently I've already done it at least twice...

Ate-Ran: You could probably just fly everybody's gear over, Hikrra.

Chase: Good idea...let's do that. Now, how about for those of us without any wings? 50 meters is too wide to jump across...

Lisa: I seem to recall that you've got a Rope, Chase.

Chase: Wow, I do! How convenient! Okay, so I've got a Rope. We just need something to hook it to and pray that it's long enough.

Hikrra: Do I see anything I can tie the rope to on the other side of the chasm?

GM: *Perception* Check.

Hikrra: I'll take zero on this; I don't want to screw it up.

GM: After taking a good long glare, you spot a large, sturdy looking tree on the other side of the chasm.

Chase: While he's doing that, I look for something I can tie the rope to on this side. *Perception*...37. Damn. Try again?

GM: Sure. You've got time.

Chase: 34...27...63...48...ah, 01, and a critical!!

GM (noting the critical): You see another large tree which is definitely suitable for the task of holding everybody's weight

Hikrra: Okay...so, I'll fly the rope to the other end of the chasm along with my gear on the first pass, tie off the rope, drop off my crap, and then start bringing over the rest of the gear while the others shimmy on across.

GM: Okay, Hikrra needs to make a Check for flight. Who's going to tie the rope off on this side?

Ate-Ran: I'll do it; my DXM is highest. 41...try again?

GM: Sure.

Ate-Ran: Rolling......double nought for a critical!!

GM (notes the critical): Okay. Ate-Ran ties a knot that isn't going to come untied anytime soon, at least not by itself.

Hikrra: Time for me to take off. Rolling....03.

GM: You make it across without incident. Time for a *Dexterous Maneuvers* Check to tie off the other end of the Rope.

Hikrra: Okay...how about 08?

GM: Y'all are getting awfully lucky on these rolls. The other end of the rope is secure. Everybody, make 3DM Checks at -10 for the crossing.

Chase rolls a 25, Ate-Ran rolls a 22, and Lisa rolls a 03. Ate-Ran and Lisa will cross successfully, but Chase has problems.

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GM: Chase, roll for a Reflex Save!

Chase: Crap! Okay......38! Phew!!

GM: Chase momentarily loses his grip on the Rope. Try again on your 3DM Check, still at -10.

Chase: Aw, come on!!!! Okay......22, crap!

GM: Another Reflex Save!

Chase: Okay...big money, big money, big money......04!

GM (being merciful): Chase makes it across safely after fumbling with the Rope a couple of times. The others make it across without incident.

Hikrra: Don't I need to check for the rest of my flights? I'm counting at least six more.

GM: Let's just have you make one more flight Check for the whole thing.

Hikrra: Really? Okay, then...09.

GM: Alright. Everybody has made it across safely. Do you want to retrieve the Rope?

Chase: I'm not inclined to.

GM (remembering Chase has <u>Impulsive</u> at -15): Are you sure, Chase? Make a self-control Check...

Chase (rolling): Aw, you would have to pull that on me now!!! Well, okay. 35 DC...19 for the roll, so that's a success.

GM (doing some quick calculations and rolls): Okay, then. Chase leaves his Rope behind. The group's transit across the chasm adds......38 minutes to the trip. Alright, then. Last hour: any *Typhonology* Checks?

Everyone indicates no.

GM: Very well. The rest of the trek goes without incident. As the first of the guard towers comes into view, the skies darken again and a fresh bank of fog rolls in.

Ate-Ran: Good. That might give us a little bit of cover.

Chase: Yeah, but it might also keep us from seeing any bad guys. Everybody stay alert. What exactly can we see?

GM: Another *Perception* Check, everyone, at -10 for the fog.

The players all roll. Chase and Lisa both roll too high and fail, while Hikrra is successful. Ate-Ran rolls yet another 99 for Perception *and an automatic critical failure results.*

GM: As you are all looking around, a large bird-like creature swoops down and begins pecking Ate-Ran on the head! Ate-Ran, make a Willpower Save to keep from crying out in pain...

This particular botch interpretation draws a chuckle from the group, particularly from Ate-Ran's player.

Ate-Ran: Okay......23.

GM (making a quick Check to see if the guards in the nearby tower see Ate-Ran trying to shoo the bird away, which fails): The rest of you fail to note Ate-Ran's plight. All of you see the large, squarely built guard tower about 200 meters directly ahead situation behind what appears to be an electronic frontier, probably a high-powered Security Field Generator. Hikrra notices a somewhat large building sitting just outside the fence towards the north side of the tower.

Hikrra: I point the building out to my teammates.

Chase: I'm forced to wonder why you think it's of any importance whatsoever. Still, I motion for you to go check it out.

Hikrra: Okay, I stealthily make my way over towards the building.

GM (at this point wanting there to be a chance the characters will get caught): Alright. Make a *Hiding and Seeking* Check.

Hikrra: What? Earlier it was a *Stealth* Check.

GM: You were flying earlier; this time you're not.

Hikrra: Sucks. Okay, I got a 34. Ouch.

GM: No, you're okay...I forgot to mention it was at +10 because of the fog, so you succeed in sneaking up to the building without incident. You see a large door with a manual knob along the south side and with one large window nearby, through which you can see a large number of shelves.

Hikrra: What's on the shelves?

GM: Make a *Perception* Check.

Hikrra: Aw, enough with the *Perception* already! 23, not good enough with the fog.

GM: You're close enough for the fog to have no effect. Inside you can see what appear to be personal effects: wallets, some clothing and a few weapons. All of it looks like articles of Terran manufacture.

Hikrra: That may be important. I start making my way back towards the group. H&S roll...08.

GM: Hikrra makes his way back to the rest of the team without incident and reports on his findings.

Chase: Hmm...could be some valuable stuff in there. What do y'all think? Do we check it out?

Lisa: I vote no. Our mission is to free the scientist, not loot every last thing we see. The longer we loiter, the greater the chance we'll get spotted.

Ate-Ran: Ordinarily I would say no, but I'm looking at my ammo supply. Eight shots and I'm out. Might be some spare batteries in a few of those guns, so I say yes.

Hikrra: I'm kinda conflicted. Yeah, I'd like to see if I can find some better Armor, but this smells of a trap.

Chase: Alright, we'll give this building a pass.

GM: You sure, Chase? Make a self-control Check...

Chase: What the hell for?!?!?!?!

GM: Your Impulsive nature, of course.

Chase: That's crap. Alright......hell, 67. Looks like we're walking into a trap, guys.

GM: Chase decides to investigate the building further. Everyone, make *Hiding and Seeking* Checks to sneak up to the building. You're at +10 because of the fog.

The group's Checks come up as failures for Chase, Ate-Ran and Lisa. For each character in turn, the GM makes a Check to see if they are detected. The guards spot Lisa as she approaches the building, but the GM decides to keep this a secret for now.

GM: Alright, you've all made it over to the building. If the guards spotted you, they're being quiet about it.

Chase: Okay, we need to hurry up and get this door open. Does it look like there are any alarms?

GM: Make a *Perception* check.

Chase: 07. That oughta do the trick.

GM: You don't see any indication of an alarm on the door.

Chase: Okay, I'll try to open it.

GM: The door opens easily. You enter a chamber which is roughly twelve meters by twenty meters in size. It appears to be a bunkroom. There is a light buzzing sound emanating from one of the bunks. There are doors to the east and to the west, and two doors leading north and south along the west wall. The southern door would seem to lead into the chamber into which Hikrra was able to see.

Hikrra: I move quietly to find the source of the noise.

GM: Make a *Dexterous Maneuvers* Check followed by a *Perception* Check. Both favorable.

Hikrra: 29 for DXM and 78 for *Perception*. Can I try again on the *Perception*?

GM: Yes.

Hikrra: Okay...well, how about 01?

GM: You have discovered two Kilrathi security guards asleep in their bunks. Your movement has put you within two meters of one of them. Everyone else is still twelve meters away. The other guard's bunk is on the far end of the room, about four meters from Hikrra. Everyone roll **Initiative**!

The characters roll for Initiative. The order comes up as Hikrra, Lisa, Ate-ran and Chase (who got a crappy roll).

Hikrra: I move up quietly to the sleeping guard and draw my rifle.

Lisa: I move quietly in between the bunks, hoping they might offer some cover.

Ate-ran: I'll do the same thing as Lisa.

Chase: I will walk quietly across the room to the other guard.

GM: Okay. Everybody make *Dexterous Maneuvers* Checks to stay stealthy.

The characters report the results of their respective rolls to the GM, who reports they have successfully moved into positions.

Hikrra: I'll make a coup-de-gráce with my rifle! I can do that, right?

GM: Yep, the guard's asleep and therefore Helpless. A *Security* Check for the attack, if you please.

Hikrra: Rolling...02! A definite hit!!

GM (knowing that at best a Kilrathi would have 85 HP): Hit location...vital body area. It's an automatic critical hit, so double damage! The shot goes right through the guard's heart. His body explodes in a spectacular burst of vaporous gore. I hope none of you are squeamish...

Lisa: What about the other guard?

GM: The noise from the rifle blast can't help but rouse the other guard from his slumber.

Lisa: I draw my Laser, aim it at the guard and fire!

GM: Roll for attack!

Lisa: Rolling...damn, a 47.

GM (rolling for location): Remember, you're checking against his HD, not your Skill score. That's actually good enough for a hit. Your shot goes into the guard's upper left arm. He lets out a startled cry, screaming in pain!! Ate-Ran, go!

Ate-Ran: I pull out my plasma gun, aim and shoot at that Cat bastard! What the hell do you expect?!

GM: Alright, roll for attack!

Ate-Ran: Okay...seven! There's a kitty with more than one hole in him!!

GM: Seven beats your DC of 18 and you've got a repeater weapon, so you score three hits. The first one drills a hole into his chest, the second vaporizes him, and the third one vaporizes the vapor. The room now smells thoroughly of Cat blood and burnt fur.

Chase: Let's search the room. Are there any cabinets along the walls?

GM: There's nothing like that in this room.

Hikrra: I betcha all the stuff is in that room to the south.

Chase: Okay. Let's head that way. Is that cool with everybody?

The group nods in general agreement.

GM: The door to the south opens easily. You enter a room about eight meters long by four meters wide. Shelves are arranged along the long end of the room. The door opens along the north end, with a large window looking out towards the camp to the south. There are also about twenty large storage lockers at ground level along the east and west walls. What do you want to do?

Lisa: I'm going to start searching those shelves to see if there is anything useful on them. If we do die for all this crap, I might as well see what it is I'm dying for...

Chase: Helpful, Lise. I'm going to start picking some of those lockers to see what's in them.

GM: Okay. Lisa, make a *Perception* Check, and Chase needs to make a *Dexterous Maneuvers* Check.

Chase: Actually, Lisa, can we reverse that? I seem to recall you've got a specialization in lockpicking.

Lisa: True. Okay, I guess we can do that instead. These are mechanical locks, right?

GM: Yep.

Lisa: Alright, I'll roll for the first locker......07.

GM: The first locker is open. Inside you find the belongings of one of the guards from the previous room. There is a Ballistic Mesh Shirt (*First Class, and it's damaged*), an unloaded Laser pistol, a Medium Battery (*the GM knows the battery is dead*), and a Wallet.

Chase: Ate-ran, you've got an empty holster; why don't you claim this stuff?

Ate-ran: Okay. I guess the owner won't need it any more. I'll let Hikrra have the Ballistic Mesh, though.

Hikrra: As long as it doesn't slow me down, I'm okay with it.

Chase: I'll roll for *Perception*...damn, 51. May I try again?

GM: Sorry, Chase, no. Your search of the shelves fails to turn up anything other than mundane items such as bins full of Terran-sized pieces of clothing. Hikrra takes a minute to put on the Armor, while Ate-Ran puts the Battery in her Satchel and examines the Wallet. There is a Debit Chit inside (*which has €50 on it*). The Armor adds one point to Hikrra's EC, while the other items add four to Ate-Ran's. The added stuff is not enough to bring either of you to Burdened status. What next?

Lisa: Let's try another locker.

GM (deciding time is up): Before you can attempt to open another locker, a shrill alarm begins to sound. You hear a snarling voice over a loud-speaker.

Hikrra (to the group): We've been detected!

Chase: Crap!

Lisa: Dammit, I would have liked a Shield for myself at least...

GM: Everyone, make a *Perception* Check!

All four characters fail the Check, but the GM decides to cut them a little slack.

GM: From outside the window, you can see an entire squad of Kilrathi troops converging on the building you're in. If you don't get out of there now, you're going to be knee-deep in guards! What are you going to do?

The game continues in this manner until the end of the adventure, in which (despite the odds) the characters are successful in their mission, though there is an incident right before their pickup where a Space Force pilot lands specifically to assault the very scientist the team was sent to rescue...

The GM intends to use these characters again, so at the end of the session, they the characters with a few extra skill points.

CHAPTER ELEVEN:

ADVENTURES AND CAMPAIGNS

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11.0: INTRODUCTION

One of the primary functions of a GM is to tell a story. These stories usually involve one or more tasks that the player characters must complete in order to bring everything to a successful close. They may have to travel far and wide, perform feats of bravery and stupidity, fight aliens or weird lifeforms, and so on. Stories like these can take place in a vast array of possible settings, and their outcome may have significant consequences on the lives of the characters (or the whole universe, for that matter). The stories and the tasks that comprise them, when taken in concert, form what's known as an **adventure** (or **mission**, depending on the gaming circle). Adventures and adventuring is the heart of the game; it is through them that players may experience the joys and wonders of the Wing Commander Universe. How any given adventure will play out is entirely up to the GM, the players and the characters they control. Adventures can last either be stand-alone stories, or they can be linked together in a series of "episodes" that last from session to session, what is known as a **campaign**.

This Chapter deals with the intricacies of adventures and discusses some of the elements that a GM may consider adding to any adventure that they create. Section One discusses plot and format, and includes a primer on how to design adventures, encounters and sites. It also includes a series of sub-Chapters that have some basic ideas and structure advice for the GM who needs to come up with something quickly. Section Two delves into settings and discusses some of their features. Finally, Section Three discusses how to begin and maintain an ongoing campaign.

11.1: CREATING ADVENTURES

It's not too big of a stretch to say that adventures are the centerpiece of any role-playing game. As has been stated before, players can create characters, vehicles, items and whole star systems until they're blue in the face, but without a story, there's no life to them; they stay nothing more than words and numbers on a page. Adventures *are* the game. As such, it's important for any aspiring GM to know what elements go into making a good adventure and what's required to create them from scratch.

WCRPG is set in a vast universe filled with exotic locales and strange, alien beings; the stories that could be told about that universe are infinite (as are the ways in which they could be told). Rather than try to create a catch-all system for building adventures, this sub-Chapter will simply offer general guidelines and recommendations; a catch-all system would ultimately do little other than to put a limit on the imagination of an adventure's designer, which is a Very Bad Thing.

Since an adventure is essentially a story told within the game's framework, it should come as no surprise that a good adventure has the same elements as a good story. There are three main things that make up an adventure: the idea behind it (known as the **premise** or **adventure hook**), action (the story itself), and resolution. All three of these elements are necessary for the completion of even the simplest stories.

The process for creating an adventure goes something like this in general:

- Develop an adventure idea.
- Develop the idea into a plot.
- Select the adventure's structure.
- Fill in the plot's details.

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Though a GM should ultimately try to tell as much of their story as possible, they should not strive to complete it from the get-go - the basic plot and structure are all that's needed. There have to be parts of the adventure wherein the players can steer their characters on their own. What this does is create uncertainty; no one (not even the GM) will know how the adventure will end until it finally reaches its conclusion. This uncertainty is part of what makes the game fun for all involved. It does mean that parts of a story may not be told in the way the GM intended (if they're told at all), while others might become more important than originally intended (and vice versa). GMs should save any parts that don't get used, as they could very easily be incorporated into a later adventure.

Ideas

To get started, an adventure designer (which can also be referred to as a *creator* or *writer*) must first come up with an idea. Ideas are everywhere: the news, events going on in local communities, television, the original games and novels, etc. If there is an event that has happened (or even one that will happen soon), an adventure can be based upon it. All that is required for WCRPG is that the event be placed somewhere in the Wing Commander Universe and that it use all of the terms and conventions found in this guidebook. If the writer can't come up with an initial idea on their own, they may refer to Chapter 11.1.2 to select one. Once the writer has their initial idea, they need to flesh it into an **adventure hook**, a general statement of what is supposed to happen (think of it as an abstract plot for the adventure, like teaser text printed on the back of a DVD cover or a dime-store novel). An excellent method for developing a hook (and one that creates a lot of detail in the process) is outlined in the next sub-Chapter, though a writer may use the method of plot development with which they are most familiar.

Structure

Once a writer has developed their hook, they'll know the major events that will occur during the course of their adventure. That's a good time to determine its overall structure (if an appropriate one hasn't become obvious during development of the hook). Structure consists of the adventure's style (*as discussed in Chapter 10.3*) and general **event pacing** (i.e. whether the adventure is location-based, event-based, or a combination of both).

Location-based adventures have their sequence of events centered on particular zones (such as a nav point). For these adventures, a map will need to be drawn up and a key created that describes the contents of each zone. It is generally implied that events in a location-based adventure will be triggered when the characters arrive at a given zone (either the first time they arrive there or on any subsequent visits). Location-based adventures can utilize either static or dynamic sites. Static sites (such as an abandoned ruin) are fairly easy to design as it is unlikely things will change in areas with multiple visits. Dynamic sites (such as a Kilrathi military barracks) are more complicated to create as it is possible that events that are triggered on an initial visit to a zone will affect the events that may be triggered in all other zones (regardless of whether or not events have already been triggered in them). If the adventure is based on a dynamic site, issues such as formulating defense plans, long-term goals for inhabitants and development of conditional requirements for areas must also be considered.

Event-based adventures include a sequence of events that is influenced by the PCs' actions. Such adventures take the form of "Something happens, and if the characters do this, that happens". Event-based adventures are also known as "story-book adventures" because they often play out more like a movie. By definition, the goals of an event-based adventure will change as it proceeds, depending upon how the characters perform and what choices they make. These adventures usually don't use keys; rather, they use notes of when things will occur. Flowcharts (also known as "Game Trees", which were used by all of the original games to define "winning" and "losing" paths) and Timelines are the

best way to keep track of events. These two methods can even be combined, making occurring events dependent upon when the characters attempt to resolve them.

Combination adventures combine the features of both location-based and event-based adventures (though one type tends to dominate over the other). Adventures like this may be largely event-based, with the pacing switching over to location-based upon the characters' arrival at a given site (the best WC example of this is a typical mission). Alternatively, the adventure may be location-based but heavily influenced by events (whether the characters influence them directly or not); an adventure wherein the characters must find a bomb within a building before it explodes would be a good example. This pacing format works well for longer adventures and campaigns.

Certain combinations of style and pacing tend to work better for given kinds of adventures than others. The classic "kick-in-the-door"-style adventure will probably utilize a Fast Action style with Location-based pacing. An adventure wherein a merchant must deliver a load of Books from Oxford to Edom within a certain time frame will probably be Event-based and may either have an Action/Adventure or Deep Immersion style. An adventure that involves a lot of political intrigue will likely have a Deep Immersion style, and either Event-based or Combination adventure pacing. As long as the style and pacing are appropriate and work well with a given adventure's plot, a writer may use any overall structure that they wish.

Plot

Everything in life is a story; all stories mimic life. Stories have a beginning, middle and an end. They have at least one main character and maybe a few supporting characters (some or all of which may not be living things). They all have one or more settings, events that take place within their own context, and some kind of resolution or consequence of those events. It doesn't matter how long or short a story is, these four things - characters, settings, conflicts and resolution - are present in all stories. When presented together in a clear, logical format, these elements comprise a story's **plot**. It should come as no surprise that since an adventure tells a story, it's crucial for a writer to consider the four elements of plot as soon as they have their hook and have settled upon what structure to use.

Characters

The first major plot element is **characters**, best defined as persons or objects marked by notable or conspicuous traits. All stories have one or more **protagonists** and **antagonists**. A protagonist is the central or main character in the story; for most adventures in WCRPG, the protagonists will be the characters created by the player group and the story will need to be told from their point of view. There may be other protagonists within a story (which may or may not be "allies" of the player group) which may have a supporting role and are portrayed by the GM. Conversely, antagonists are a single character (such as Prince Thrakhath), a group of characters (such as the *Hakaga* Fleet) or an "institution of a happening" (such as the Kilrathi Empire) that represent the opposition against which the protagonist(s) must contend. They serve as a conflicting interest within the story and (for whatever reason) will attempt to prevent the protagonists from achieving their goals. Antagonists are considered supporting characters and are also usually portrayed by the GM.

Allies can be friends, relatives, co-workers, or simply people the characters have met on their adventures. They tend to be friendly towards the characters and can provide help in the form of information or resources. Some allies can even join the characters on an adventure. Allies of this nature should not be included too often (as it may make the players too dependent upon them), but may be necessary if the character group is lacking expertise in a Skill that will be needed to complete an adventure. Allies can even be hidden or disguised as adversaries, such as the cop who attempts to

bust the characters early on in an adventure but later comes back to lend a gun when things start getting thick.

Antagonists are the foes the characters will face during the course of an adventure; portraying them can be one of the more entertaining aspects of being a GM. When creating antagonists, the GM should put some thought into what it is they want, why they do what they do, why they are where they are and how they interact with their environment. Antagonists may be lacking in intelligence or they may be very clever, coming up with all kinds of contingencies, strategies and escape plans; major villains tend to be this way and generally use lackeys to do their dirty work. Major villains will only be directly involved or fight the characters when they have to, and only when they are prepared to do so on their own terms (preferably when the characters are weak or unprepared). A GM should not be afraid to make opponents intelligent or evil if necessary. It should be noted that not all antagonists are evil; some may be good-meaning people who simply disagree with the characters' methods and motives (thus presenting the characters with the dilemma of having to confront someone they can't or don't want to fight). Moral dilemmas in adventures (including what happens if an opponent surrenders during a fight or if a villain takes hostages) can be particularly challenging.

Lifeforms compose a special class of low-intelligence NPC. Driven by instinct, lifeforms want to gather energy for their own survival, be safe, care for their offspring and reproduce. Some tend to be curious, but most are driven simply by these basic needs. Lifeforms can make good antagonists in a wilderness setting; few characters would have any moral problem with defending themselves from a ferocious predator. When portraying a lifeform, a GM should attempt to emulate it as much as possible (using whatever noises and gestures they feel necessary). This will help the players to feel that the creature their characters are fighting is indeed dangerous. As a caveat, emulating a creature (even if done well) may have undesired meta-game consequences (such as the players taking the situation too lightly or making fun of the GM well after the adventure is over).

An adventure designer will probably realize the need to create an ally or an antagonist during plot development (*for example, if an adventure involves the PCs meeting with a Confederation representative, it will probably be necessary to create the representative.*) Allies and antagonists may be as detailed or as generic as a GM wishes. At a bare minimum, a GM should have notes on their names as well as their basic personality (provided, of course, that these characters are living, sentient creatures; non-sentient creatures such as animals only require basic stats). Depending upon their role in a story, it may be necessary to go ahead and perform the full character creation procedure. GMs may be able to use an **archetype character** to facilitate this; character archetypes are discussed in Chapter 2.4.

A final type of character that may be placed in an adventure is the **neutral character**, one that neither supports nor opposes the player characters. This type of character is often overlooked in role-playing, yet represents the largest group of NPCs; most folks have never heard of the PCs, nor do they particularly care as long as they're left alone. Designers can add neutral characters to their stories as they wish. As with allies and antagonists, all that's really needed is a name and their personality; stats may be drawn up for these characters, though if they truly have minimal interaction with the PCs they will very rarely be necessary.

One of the keys to making a good adventure is for the GM to do their best to make all of these characters seem real. The interactions with the player characters should be intriguing, and the adversaries the characters face should be worthy foes. This becomes increasingly important as the level of immersion the GM wishes to achieve increases.

Setting

Setting determines the time and place of the action. It is incredibly important to a story's plot because it provides a stable frame of reference. The setting will set limits on what can and cannot occur logically within the story's framework (*for example, if an adventure is going to involve capital ships, it'd be inappropriate to set the story in a medieval setting - at least not without providing a damn good reason as to why feudal serfs may need to travel into space*). GMs will have to be exceptionally careful with the settings they choose (particularly if an unusual setting is being used), as a mismatch may strain the players' **suspension of belief** past the breaking point (and lead to meta-game thinking). Settings are discussed in Chapter 11.2.

Conflict

Conflict is a state of discord caused by the actual or perceived opposition of needs, values and interests. It may be internal (within oneself) or external (between two or more individuals). Conflict is central to any adventure as it provides both its challenge and its meaning.

There are six different basic types of conflict in literature as outlined below; these also apply to adventures. *Note that even though these types are Terran-centric, they can be applied to any character of any species.*

- Man-v-Self: This type of conflict is internal and occurs when a character is opposed by a facet of their personality. In WCRPG, most of these conflicts occur as **self-control Checks**, a die roll performed in order to overcome the negative effect of one of a character's Complications. This kind of conflict *can* be used as the centerpiece of an adventure, though it may result in one character (and therefore one player) getting more attention than the others.
- Man-v-Man: This is an external type of conflict wherein one being comes into direct conflict with another being. This is probably the most common form of conflict used in literature (not to mention most games); the Wing Commander games in general use this kind of conflict for their premise.
- Man-v-Society: In this type of conflict, a character's main source of opposition is social traditions or concepts; society itself (or at least some specific aspect of it) becomes the antagonist. The actions of the character will almost certainly put them in direct conflict with their community or society (and possibly even their close friends or family; when PCs are pitted against one another, the group as a whole can't help but suffer). Characters may be forced to conduct acts that are morally reprehensible or illegal in their society. Obviously, these adventures can be very difficult on a character.
- Man-v-Nature: This is an external conflict type wherein a character is pitted against the forces of nature. Many disaster and survival stories focus on this theme. Characters in WCRPG may have to focus on this kind of conflict when traveling through the wilderness, particularly in areas of extreme temperature or significant severe weather.
- Man-v-Supernatural: This type of conflict occurs when a being comes into opposition with a force or entity that cannot be described within the framework of normal reasoning. Supernatural forces aren't generally encountered within the Wing Commander Universe, though there's nothing that says a GM can't set up an adventure with this kind of theme. It will require the GM to adapt the existing rules to serve the situation (for example, a being that can magically conjure fireballs might be given a natural attack with the same set of effects as a particle cannon).
- Man-v-Technology: This type of conflict occurs when a being must contend against a piece of technology. While any office worker might say that this is a type of conflict they experience every time they try to use a photocopier, this type of conflict is usually more world-shattering. Wing Commander: Special Operations arguably uses this kind of conflict (as success in that

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campaign depended upon destruction of the *Sivar* dreadnought and its Proton Accelerator Gun). This kind of conflict can also arise in critical situations where a normal, mundane piece of technology malfunctions at an inopportune time.

In WCRPG, a story's overall plot consists of a series of **goals** which are listed in a given sequence and which the PCs must do their utmost to overcome; the characters will experience one or more types of conflict in each goal they must face. Fulfilling a goal requires a **tailored encounter**, a pre-planned encounter designed to move the adventure's plot forward. In these encounters, characters will have to fight (a *combat encounter*), make a crucial Skill Check or solve a puzzle (a *challenge encounter*), or succeed through role-playing (a *role-playing encounter*) in order to continue with the adventure. Tailored encounters should be designed carefully; these are the main events that take place within the story. As a general rule, tailored encounters that occur earlier in an adventure should be less difficult than ones that occur later on.

One of the last one or two tailored encounters in an adventure will comprise its **climax**, the final, most important conflict and crucial point that occurs within the story. This is when the action within the story should reach its peak and where every event that happens in it should point; ultimate success or failure is in the balance, important questions may be answered, and all that follows serves to resolve the plot. This is *the* most important encounter in the adventure and so planning it carefully is vital for its overall success. A designer would do well to focus on the key elements and circumstances of the climax, and to pick a good, dramatic setting for it. Climaxes should be flexible enough that prior events don't render them impossible or meaningless. Above all, the climax must be more important than every that's happened in the story up to that point. A GM should not be afraid to kill off the entire character group during an adventure's climax; things should be that important. A climax that fails to be more important than everything else (known as an **anti-climax**) leaves an adventure flat and meaningless, and (more importantly) it disappoints players.

Interspersed throughout an adventure may be one or more **random encounters**. There are two types of random encounters. The first is the **pseudorandom encounter**, an encounter that is planned but does not constitute the completion of an adventure goal; "side-quests" are good examples. The other is the **true random encounter**, one which is not planned beforehand. These are usually indicated by a die roll, such as what happens during a planetary transit when a vehicle encounters foul weather. Both types of random encounters do not count towards the completion of an adventure goal but can give the characters additional opportunities to improve themselves. For example, a resident of a town may offer to hire the characters to transport their dying offspring to a hospital on the far side of a planet, even though the characters are already on another job; the end result might be a financial bonus, which the characters can use to buy better equipment for the adventure's final showdown. Conversely, these encounters may be used to waste the PCs time or to drain off their resources.

Resolution

The final piece of an adventure is its **resolution**, also known in literature as the **dénouement**. It consists of a series of events that follows the climax of a drama or narrative, and serves as the conclusion of the story. Conflicts are resolved, creating normality for the characters and a sense of *catharsis*, or the release of tension and anxiety. In an adventure, the resolution addresses the question of "what happens next". Usually something in the universe has changed in regards to the characters whether for good or for ill; the adventure's outcome may have even had an effect on the universe as a whole depending on what took place. This is when any loose ends of an adventure are tied up. Characters may make decisions that were deferred from earlier and discuss what they need to do next.

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The resolution is a good time to reward the player characters for their part in the story. There are several ways in which a character can be rewarded. Probably the most obvious reward is **money**. Money gives characters the ability to purchase the things they need to stay housed, clothed, fed, and equipped. For a non-military crew, money means the ability to purchase newer, better equipment, which in turn means faster travel, better combat survivability, etc. The amount of money given to characters should be appropriate to the size of the group. A single character operating on their own may only get €300-€600 for completing a job. A large, non-military crew could easily receive upwards of €1,000,000 for finishing a critical job.

Another possible reward is an increase in one or more of a character's Skill scores, though there is also the possibility for a decrease in those scores as well. GMs should keep track of whether or not the player rolled any critical results during the course of a session as well as what Skills were involved when those rolls were made. An extra Skill point should always be rewarded for critical successes, with an additional Skill point rewarded for every ten points in the group leader's *Guidance* Skill score (if the group has a designated leader). Conversely, a point should be *taken away* for any critical failure; no modification due to the leader's *Guidance* score takes place in this instance. Points should not be rewarded for Checks wherein a player took fifty or zero. Adjusting points for Skills in this manner may require more bookkeeping during the course of a session than a GM is willing to do. In that case, the GM may simply make a quick 1d10 roll and reward a point on a result of zero and penalize a point on a roll of nine. Of course, GMs are always welcome to reward points arbitrarily for good role-playing; they should never arbitrarily remove them. When rewarding Skill points, a GM should remember that characters cannot go over the normal limits for the total number of points under a given Attribute (150), Discipline (250), Skill (25) or specialization (50), though they *may* pick up a new specialization if the GM feels it's appropriate.

Depending upon how a character was played, the GM may reward them with a new Talent. For the most part, rewarded Talents should be limited to any non-intrinsic Traits of the character (Variable Traits such as Wealth, Reputation, Social Status, and Education are considered intrinsic). Awarding the Contacts Talent should be handled with care; it should be reserved for very pleased patrons for whom the character has more than adequately performed a task. Any adjustments to a character's intrinsic Traits should be done as a result of events that happened during the course of the game (a character that helps out the mother of a sick child might gain a couple of points in Reputation as a philanthropist, one who blows his wad gambling might lose points in Wealth, etc.). It may also be necessary during an adventure's resolution to inflict a character with a Complication (a character that shoots up is probably going to become Addicted, a poorly role-played character that was supposed to be level-tempered but takes a swing at an NPC for some minor infraction should take a couple of negative points in Temper, etc.). GMs should be careful when inflicting a Complication on a character; since it will negatively affect a PC, the player may be (understandably) upset about it. In those cases, the GM should explain their rationale and listen to the group's input, and be willing to be gracious enough to change their mind if the situation warrants. Complications inflicted upon a character after an adventure do not give that character any additional "building points" as was the case during the character creation process; conversely, any Talents rewarded do not cost the character any building points.

There are other types of rewards that may be used under less usual circumstances:

- Receiving free items can be a very nice (and in some cases life-saving) reward. Characters can receive items as gifts, as free offers, in exchange for a service, or by discovery during an adventure. When rewarding a character with an item, a GM should be careful not to give them permanent access to any item that is powerful enough to unbalance the game (*see Chapter 10.4*).

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- In a region ruled by a monarchy or oligarchy (such as the Kilrathi Empire), a character may be presented with land as a reward for their aid. Land is an invaluable resource upon which a character may do anything. They could use the land to set up a personal stronghold or base of some kind. They could use it for personal living space to retire upon. They could develop it for use as a source of income (to establish a business or upon which to build residences). They can always place it in trust to their parent government for a good price. Or, they can sell it outright (though this may insult the sovereign who gave the characters the land in the first place).
- Titles are another possible type of reward handed out by a monarchy or oligarchy (*for example, a Kilrathi honorific name like "The Heart of the Tiger"*). A title always carries with it a degree of prestige as well as the continuing scrutiny of the sovereign who bestowed it. Even if a character doesn't care about the title, the sovereign may look upon them as a source of national pride or even as a political adversary (regardless if the character is gunning for power or not). Outside the government, a title is a decoration, just like anything else. Perhaps the greatest use of a title is as a way to access the sovereign, to ask for favors, or as a means to establish diplomatic relations.
- Both military and non-military characters can have honors bestowed upon them by others. Honors can be as trivial as the Keys to a City or as prestigious as the Pewter Planet. Honors are generally reserved for prime accomplishments.

The final part of an adventure's resolution involves the meta-game. A good GM should always ask the players what they thought of the adventure once it has reached a final conclusion. In particular, they should ask what parts they liked or disliked and why they feel that way. A GM should pay particular attention to what the players are saying in regards to what they'd like to see happen next. They might say that they'd like to see their characters doing something different, or perhaps they'd like to see a particular NPC again in another adventure. Players are an awesome source of adventure ideas, oftentimes without even realizing it; GMs would do well to consider everything they say, no matter how minor it seems.

11.1.1: A WORD ON PLOT SLICING

Sometimes a gamemaster will have a great idea for an adventure; they know exactly what they want to do and how they want to do it. Other times, however, they may find themselves in a situation where they have to create an adventure and have no idea where to start. This is a Bad Thing, particularly when a game session is scheduled for just a few days away and they don't have a lot of spare time to develop a story from scratch. For those gamemasters with writer's block and for those who are relatively new to the process of creating their own adventures, the following discussion of a story development technique known as **plot slicing** has been prepared.

To perform the plot slicing technique, an adventure writer will begin by determining their initial idea. They will then need to select one or more descriptive verbs, which will need to describe what the main goals of the adventure will be. Examples of appropriate verbs for adventures in the Wing Commander Universe include *Capture, Defeat, Defend, Discover, Destroy, Escort, Escape, Find, Intercept, Negotiate, Obtain, Patrol, Rescue*, and *Survive*. The more verbs an adventure has associated with it, the longer it is likely to last. Selecting verbs is the first step in the slicing process, so it's a necessary step even if the initial idea is based on a specific set of events.

With the verbs selected, the writer should expand upon them in establish specific goals for the adventure. For example, if the verb *Defend* was selected, it could be expanded to *Defend the disabled transport*; if *Rescue* was selected, an expansion might be *Rescue the captured scientist*. Once specific goals have been determined, the writer should put them in the order in which the characters

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will need to complete them. The sequence of goal complete will help set up the adventure's plot structure.

With each specific goal in mind, the writer should begin asking themselves questions about each of them in turn. The six Ws of journalism (Who, What, When, Where, Why and hoW) form the basis of all questions that should be asked (or "sliced") about each of the goals. For example, one of the goals of an adventure may be *Rescue the captured scientist*. Some questions the writer may ask about that goal are "Where is the scientist being held?", "Why is it important to rescue the scientist?", "Who has the scientist?", and "What will happen if the scientist is not rescued?". A writer may (and should) ask as many questions to themselves about the goals as they can formulate. For every question they ask, the writer must come up with an answer. **This is necessary, because if the writer can think of a question, a player can come up with the same question in the middle of a gaming session.** If no answer is available, the writer (who is likely to also be the session's GM) is going to have to come up with an answer on the fly, and if they don't keep track of what their solutions in a given situation there's going to be meta-game problems. One of the advantages of the plot slicing process is that it helps to minimize the amount of improvisation that is necessary during an adventure.

Once the writer has answers to specific questions about their goals, those answers *should also be sliced*. Ask the six questions again, this time about each of the answers. For example, let's say the answer to the question "Where is the scientist being held" is "At a secret compound on Alcor V." Some additional questions that may be asked about this topic are "Who runs the compound?", "Why is the scientist being held there?", "How long will the scientist be there?", "When will the scientist be moved?", "What kind of compound is it?", and "What is the layout of the compound?". The process of finding answers to questions, and then slicing those answers further can be carried out to as much of an extreme as the writer desires. Each slice fills in more and more details until the story is as detailed as the writer wants. For Fast Action adventures, a writer may only need to go through a single round of slicing, while for Deep Immersion adventures, a writer will need to go through many levels. When the writer has reached the desired level of detail, they should be able to write down for themselves a specific plot-line of the adventure, one which outlines the goals and specific details about each goal. This plot-line is known as an **adventure hook** in RPG parlance.

Once an adventure hook complete, a few more details may be added. The first of these is a title, the purpose of which is to distinguish the story from other stories. The next is the setting, which is particularly important considering that an adventure may take place anywhere in the Wing Commander Universe. The adventure's pacing may also be selected. Finally, the plot should be formalized with an introduction (how the character group will get involved in the adventure), a middle rising to a climax (the adventure itself) and a resolution (what happens to the characters when the adventure is complete and what can happen to them should they not complete it successfully). At this point, development of the adventure breaks down into the individual scenes, sites, events, encounters, and so forth. Once those details are complete, the adventure is ready for play.

Should a writer want to create a full-fledged campaign, they may go through this process several times - once for each individual adventure, each of which should be considered "episodes" (like they are part of a television series). A writer may also create a series of "linked" adventures through this process even if they are not preparing a campaign.

11.1.2: ONE HUNDRED BASIC ADVENTURE IDEAS

If a writer can't come up with a basic idea upon which to base an adventure, building it successfully is an unlikely prospect. For those occasions when writer's block strikes an adventure writer, one hundred basic adventure ideas have been prepared and included in this sub-Chapter.

The basic ideas listed herein can be readily adapted for use by any character group, using the information on the races presented in the various sections of Chapter 2.2 as a guide for further development. Some of these ideas refer to "the empire", which is merely a generic way of indicating whatever government the player group happens to work for (or the planet upon which they live). Some of them assume military character groups, while others assume non-military groups; while it is best to use military ideas with military groups and vice-versa, ideas can be adapted for use by the other group type. Also, these ideas assume the character group is composed of members of a single species working within the confines of a single space-faring empire. If this is not the case, the idea will need to be adapted to fit the group. Writers should feel free to experiment with any idea they find interesting, even if they aren't experiencing writer's block. In any case, these ideas are meant only to get a writer started; it's still their job to develop the adventure.

The set of basic ideas is numbered from one to one hundred. If a GM can't decide on a specific idea or aren't particular about which one they would like to use, they may roll d% to select an idea at random. The result of the roll will indicate which idea they should use. Note that in this case a roll of double-zero on the d% indicates a result of one hundred.

1. Intelligence reports that enemy forces have left a critical installation open to attack.
2. Pirates are operating within the empire's borders.
3. Convoy ships carrying critical supplies haven't been out of contact for several days.
4. A distress call is received.
5. Lucrative cargo must be delivered to a specific location.
6. A naval crew has gone rogue and taken their ship with them.
7. An expedition into unknown territory is being prepared.
8. Government property must be recovered from a pirate base.
9. A scientific expedition is taking place close to an enemy's border.
10. A government has sent one of its ships to patrol its borders.
11. A major enemy incursion into the empire's territory is in progress.
12. Intelligence reports an enemy supply convoy is open to attack.
13. There has been a mutiny aboard a friendly ship.
14. A high-ranking official requires an escort to a conference.
15. Pirates have been spotted guarding a stash of stolen cargo.
16. A major corporation is looking for a mercenary for hire.
17. A council member has gone missing.
18. A reconnaissance team has been captured by hostile operatives.
19. Miners are trapped after a cave-in.
20. Preparations for a colony's 50th anniversary are underway.
21. A trans-dimensional rift has been discovered.
22. Riots have broken out aboard a space station.
23. An asteroid is about to collide with a friendly colony.
24. A crime lord has placed a very lucrative bounty on the head of a respected writer.
25. Plague has broken out on a friendly world.
26. Contact with an expedition into unknown territory has been lost.
27. A fleet of ships current engaged in battle requests reinforcements.
28. A recent battle has left an enemy ship intact but derelict.
29. Contact with a starbase has been lost.

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30. Construction of a new colony is underway.
31. The interrogation of a known criminal leads to a larger conspiracy.
32. Enemy forces have jammed communications with a colony.
33. A supply convoy has requested an escort.
34. A world wishes to secede from their empire.
35. Contact with a border station has been lost.
36. The government wishes to reconnoiter a border territory.
37. A kidnapping on a backwater planet has some peculiar details.
38. Union workers at a major manufacturing facility have gone on strike.
39. Unusual energy readings have been detected in a local nebula.
40. A politician has been diagnosed with a rare illness and the only cure is located deep inside hostile territory.
41. Disgruntled colonists are acting to destabilize the peace with a neighboring empire.
42. A scientist working on a top-secret government project has been found dead.
43. A prototype ship still under construction has been hijacked from its drydock.
44. A national treasure has been stolen.
45. A high level politician must be extracted from a combat zone.
46. There has been a natural disaster on a friendly colony.
47. An enemy empire has established a minefield in a major shipping lane.
48. A distress call has been received from an expedition into unknown territory.
49. A crime lord is offering a large reward to anyone who disrupts the wedding of a leading aristocrat.
50. Unidentified ships have been detected in a friendly system.
51. A powerful artifact is discovered and must be destroyed for the good of the entire universe.
52. An investigative reporter for a major news network has been found dead.
53. A starfaring government has invited other starfaring governments to participate in an interstellar race.
54. A space station's shields have been sabotaged in the middle of a solar storm.
55. A celebrity has been framed for a crime.
56. A reconnaissance crew has been shot down in enemy territory.
57. The government wishes to establish relations with another government after a coup d'état.
58. The government wishes to establish an embassy on a planet.
59. Construction of a new outpost is underway.
60. Enemy forces have seized a friendly ship.
61. An opposing empire has captured a scientist working on a top government project.
62. A major corporation wishes to reconnoiter a planet.
63. Hostile forces have taken hostages on a friendly world.
64. Planning is underway to land troops on a hostile world.
65. The local communications relay has suddenly gone inoperative.
66. Plague has broken out on an enemy planet.
67. An enemy POW camp has been located.
68. An Intelligence operative urgently requests a rendezvous.
69. Enemy operatives have seized control of a prototype weapon.
70. Religious fundamentalists have seized a military ship.
71. A starfaring Information Exchange has learned a vital, paradigm-shifting secret.
72. A protest over the increasing cost of medical care has turned ugly.
73. There has been an accident at a major manufacturing facility.
74. An influential politician has been assassinated.
75. An artificial organ must be safely delivered to a local hospital.
76. A group of disgruntled colonists have seized control of a military ship.
77. A rich mineralogical vein has been struck on a border colony.
78. Surveyors are needed to look for potential colony sites.
79. A corporation is planning on setting up mining operations on an asteroid.
80. A hostile government is conducting "war games" a little too close to the border.

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81. A reconnaissance-in-force fleet is sent on a critical mission deep into enemy territory.
82. A group of rookie fighter pilots have been assigned to a base/planet/colony.
83. A neutral planet has been selected to host peace talks.
84. Evidence has been received that an enemy empire is building a super-weapon.
85. A deep space telescope has gone inoperative.
86. An operative with vital information must be extracted from a hostile location.
87. Intelligence has determined the enemy is preparing to attack a specific colony.
88. Applicants are being sought for a local Skimmer race.
89. A biological weapon has been released on a friendly colony.
90. A fugitive has been spotted on a nearby colony.
91. A shakedown cruise of a prototype ship goes seriously wrong.
92. The government wishes to reconnoiter a hostile world.
93. A local shopkeeper has had several recent thefts.
94. A group of elite fighter pilots have been assigned to a base/planet/colony.
95. Construction on a prototype ship is underway.
96. Civil war has broken out.
97. The leader of the empire has been assassinated.
98. Hostile operatives have seized control of a friendly space station.
99. There has been a theft at the headquarters of a political party.
100. A coup d'état establishes a hostile government in place of a previously friendly one.

11.1.3: THE FIVE ROOM DUNGEON MODEL

This section is derived from the article "6 Methods for Making Dungeons More Interesting", written by Johnn Four and posted at http://www.roleplayingtips.com (issue #156).

Occasionally, a GM will either have to work with a very small player group (say only one or two people) or have one whose members become bored easily if there isn't a whole lot of variety in the adventure. One way to avoid having an adventure become too unwieldy is to use the **Five Room Dungeon** model. As the name suggests, five room dungeons are adventures whose plots are structured around five specific elements (or "rooms"), each of which is designed to highlight a different facet of role-playing. The idea behind the model is to give various members of the player group a chance to shine in their particular area, and "to give something for everybody". The method is simple to utilize while still allowing for variety and permutation and is thus a powerful tool. It quickens session pacing, grants a quick success (or failure) to keep players keen and excited, lets GMs "theme" dungeons with greater ease, can be squeezed into almost any ongoing story thread, and can be utilized in most settings with minimal continuity issues. In making an adventure smaller and compressing it into just one or two gaming sessions, the GM usually gets more planning time for clues, plot hooks, character involvement, twists and so forth.

Five Room Dungeons contain the following elements:

1. Entrance / Guardian
2. Puzzle / Roleplaying Challenge
3. Red Herring
4. Climax
5. Plot Twist

The first room is the Entrance / Guardian. Its purpose is to set up some early action to capture the interest of the players and to energize the session, to establish mood and to establish the theme of the adventure. Given its importance, the Entrance / Guardian should always be handled with care. If dealing with a specific site, it helps to establish why no one has gotten further into it prior to the

arrival of the PCs. As a general rule of thumb, the longer the site has been guarded, the more difficult the first room needs to be (otherwise someone else would have dealt with the guardian long before the PCs came along). Some ideas for this room include an entry that is either trapped, well hidden or has a very specific set of requirements to access (such as a key or password), a creature that has made its home in the entrance (a well-suited feature for ruined buildings), a deliberately placed guardian (such as Kilrathi troops watching a group of prisoners), a puzzle or riddle that needs to be solved, or an initial, low-level dogfight.

Once the Guardian has been overcome, the next room involves a Puzzle or Role-Playing Challenge. This room is designed to keep any problem-solvers in the player group happy and to break up the action a little. It should allow for multiple solutions and be designed to engage more than one member of the player group. The room can be its own independent challenge but preferably should be one that grants approach to Rooms Three and Four. A good way to use the second room is to plant clues in the first room that will help the players solve the second. This will tie the adventure together more tightly, will delight the problem-solvers in a player group, and can act as a back-up plan if the players get stuck. Some ideas for this room are the need to overcome a sophisticated trap or puzzle, or an entity that cannot or must not be fought (i.e. something that must either be befriended or with whom passage must be negotiated; having to negotiate an asteroid belt or minefield is a good WC Universe example). A key point to this room is that a GM must know the limitations of their role-playing group; they should not design an overly complex puzzle when they know their players don't handle puzzles well (unless their intent is to frustrate and anger them).

The third room is the Red Herring, designed to build tension into the adventure by having the players discover that they've been tricked. The best Red Herrings allow the players a choice between heading towards Room Three or Room Four, with a penalty issued if they choose Room Three (for example, a fighter wing may receive two distress signals at the same time, one from an enemy buoy - the Red Herring - and one from a transport ship that's in genuine distress; chasing the buoy makes the transport all the more weaker when/if the wing finally arrives in its area). It can also be used to weaken any strengths that would give the PCs an advantage in the climatic challenge (such as providing an opportunity to fire off torpedoes, thus limiting the amount the players have available to them when the enemy carrier shows up for the climax). GMs should avoid *forcing* the players into encountering Room Three because it will dampen its tension-building effect and put them on thin ice as far as issuing a penalty is concerned. Some ideas for the Red Herring include hidden additional guardians, a proverbial "fork in the road" (one of which leads to nothing of importance), highlighting unimportant features in an area to divert the attention of the players, or including a trap which forces the players to renegotiate previous areas. The Red Herring room may also be used to hide the presence of the Climax room, which will then contain an even greater reward than what the players were originally expecting.

The fourth room contains the adventure's Climax. It's the big encounter and should be the adventure's final major challenge. GMs should try to make the environment of the room interesting, engage all the PCs and provide opportunities for tactical advantage so that thinking players will be rewarded. A dogfight in an area containing an enemy capital ship works very well here (particularly if destroying it is important to the overall story).

The fifth and final room is the Plot Twist, the purpose of which is to provide an opportunity for the GM to offer up something that will make the adventure different and memorable, where they're creativity has its best chance to shine. Room Five doesn't always represent a complication or point of failure for the PCs (though it easily can) and it doesn't always need to be a physical location; it can be a twist revealed during the Climax. Some ideas for the Twist include the presence of another guardian in the room where the players expect to receive their final reward, some sort of trap that renews the climatic challenge, a bonus that leads to a future adventure, a treasure or reward that isn't what it seems or has some manner of complication, or some kind of rival that swoops in to steal the reward while the

players are still in the middle of the climatic challenge. A good Wing Commander example is an enemy fighter wing attacking the player's home carrier after a long and grueling patrol or strike mission.

The real beauty of the Five Room Dungeon model is that it can easily be expanded upon and modified to suit the needs of any playing group, and fits in well with the model for creating adventures previously discussed in this Chapter. Once a plot has been properly sliced and diced, its pieces can be readily set into one of the five rooms. A point for the climax and resolution is already in place in the model, with the three previous rooms acting as points for rising action. The model need not be taken literally and elements of it can be left out if necessary without affecting too much of what will take place in a given adventure. With a little creativity, the model can even be used as a set of anchor-points for a much larger adventure or even a full campaign.

11.2: A WORD ON SETTINGS

As previously mentioned, a story's setting is one of the key elements. A **setting** can be defined as "the time and place of the action of a literary, dramatic, or cinematic work"; basically that means *when* and *where* a story takes place. Since they are also stories, this definition applies to adventures.

In WCRPG, most adventures will likely take place in the years following first contact between Terrans and the Kilrathi (the year 2629 according to the timeline in Chapter 12.1) though an adventure could just as easily take place earlier than that. Even from 2629 onward, there are a lot of ramifications of the year in which an adventure takes place. Adventures set in 2654 and 2655 will have to coincide with the events of WC1, Special Operations 1 and Special Operations 2. The period between WC1 and WC2 (2656-2664) will see a bloody stalemate in the Terran-Kilrathi War, with Christopher Blair banished to the Gwynedd system with his career in tatters (and the field wide open for any number of tales). 2665-2667 coincides with the events of WC2, with 2667-2668 coinciding with the events of the novels End Run and Fleet Action. Wing Commander III and the end of the Terran-Kilrathi War occur in 2669; an interregnum then begins which lasts until the Border Worlds Conflict of 2673. Peace reigns until first contact with the Nephilim in 2681, leading to the Nephilim War which lasts through the end of the 27th century. The next time anything "official" happens in the timeline is the year 2790, where events focus on the Tri-System. The Wing Commander Universe's broad timeline is only one example of how important the "when" aspect of an adventure's setting is. Smaller time scales can be just as crucial; a few minutes' difference determined the difference between Earth just getting nuked and being rendered uninhabitable by Strontium-90 warheads in Fleet Action.

As important as the "when" aspect of a story's setting is the question of "where". Adventures in the Wing Commander Universe can happen in a plethora of different places; they can take place in such diverse places as the Commerce Exchange on Olympus, the fire caves of Firekka or in orbit around some unnamed world deep in the former Hari Empire. Moreover, given the use of all manner of vehicles, the location can (and often does) change rapidly even within a single adventure.

The following subsections of this sub-Chapter talk about the elements of location settings. Essentially, all adventures can be broken down into one of four types based on the locations involved: site adventures (adventures at a single location), planet-side adventures (adventures on a planet or moon outside of urbanized areas), urban adventures (adventures in a city or space station), and space adventures (stories that take place in space and usually involving some kind of spacecraft). The guidelines presented can be useful in building an adventure, including those that use more than one type of setting.

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11.2.1: SITE-BASED ADVENTURES

The easiest adventure type to prepare and plan is the kind that takes place at a single specific location (or a group of locations that are close enough to one another to count as such). These locations may have a fairly straight-forward and an easily navigable layout, or they can be complex labyrinths with many traps and few ways out. Regardless of its level of complexity, any location can make an excellent setting for an adventure. Traditionally in the RPG world, single locations are known as **dungeons** (from <u>Dungeons and Dragons</u>™, the game that started the role-playing genre of games). In WCRPG, they are referred to as **sites**. Sites are the most common type of adventure setting because tailoring encounters for them is usually fairly easy to do; the site itself provides a ready structure for advancing the plot.

There are several different types of sites that can be used for adventure settings. Perhaps the most common type in the Wing Commander Universe is the *occupied structure*. This generally refers to a sapient-built structure that is occupied by one or more members of the race that built it. It is possible that members of another sapient race are present (either as guests or new owners) or that the structure has only recently been abandoned. Some examples of occupied structures include houses, shopping centers, trading posts and military installations. Most of these structures are designed to be relatively easy to navigate.

Another type of site is the *storage structure*, which (as it sounds) is a structure designed primarily to hold something. Examples of storage sites include cargo bays, warehouses, catacombs, vaults, and prison complexes. These structures differ from occupied structures in that they have a tendency to sprawl out and usually have at least one area that is both difficult to navigate and hard for intruders to penetrate. Storage structures are good settings for more challenging adventures.

The next most common type of site is the *ruined structure*. Ruins are sapient-built buildings that have either partially or completely collapsed in on themselves, usually from disuse and age or as the result of military action. Ruins may be either recent or ancient, with the only distinction being how long ago the structure was originally built. Archaeological sites are typically set around ancient ruins, as are base camps for fortune seekers. Ruins may either be small or extensive, depending on the original function of the structure. Most are difficult to navigate for one reason or another (usually because portions of the structure have already collapsed or are likely to collapse readily). The usual denizens of a ruined structures are wild creatures that have found them to be a good shelter and have taken up residence, though they may also house sapient beings that have a reason to remain hidden (fugitives, the insane, etc.).

The fourth and final major site setting is the *cavern*. Caverns are usually natural formations formed by thousands of years of wind and water erosion or through volcanic action. Caverns may be sapient-built; examples include complex underground tunnel networks, safe storage sites for hazardous materials (such as radioactive waste or nuclear weapons) and shaft mines. Caverns generally form huge networks that spread out for miles. Some caverns may be located underwater or have portions that are submerged. Caverns generally are very dangerous places in which to explore and fight, due mainly to the low-light, thousands-of-tons-of-rock-overhead environment. Creatures that live in caverns usually build their dens fairly close to a reliable source of food and water.

To build a successful site, an adventure designer must first consider what type they are building. This will determine the kind of terrain that exists in the site, how complex its layout is and what kinds of objects maybe contained within it. Sapient-built sites will have various types of walls, doors, rooms, corridors, ventilation shafts, columns, storage cabinets, furniture, and so on. Natural sites will have "walls" and openings, stalagmites and stalactites, pools, and such. No matter what type of site is selected, there are some common issues to address, including the site's level of habitation (by both

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sapient and non-sapient creatures), its terrain features, its levels of illumination, and whether or not any special hazards exist.

When building a natural site, a designer must consider the size of the site they are building and add appropriate features. Illumination in these sites usually comes from natural sources, such as bioluminescent organisms, underground lava flows, or sunlight in the upper levels. The designer should consider putting in a few areas that are unstable, where it is likely that a cave-in will occur or has already occurred. Getting around cave-ins may constitute a challenge goal for the characters and may function as a special hazard. Natural settings typically have an ecosystem of some kind. The designer should consider the creatures they have living at the site and give them ready access to such things as food, water, clean air and shelter; these need not be in site itself but should at least be nearby. Adding these features will make the setting appear all the more natural to the players.

Sapient-built structures are not that much different to design; only the particulars are different. The designer should first consider the size and layout of the structure they are attempting to build as well as its function; from there, they can add the features they'll need. Illumination in these sites is usually artificial in nature but there may be some natural light sources (such as windows and skylights). Something the designer should consider is the stability of the structure; areas where concussive weapons (such as grenades) would cause part of it to collapse should be determined. A designer should attempt to provide more complicated routes to critical destinations within the structure if necessary. Finally, the ecology of the structure should be considered; residences should have rooms that contain the personal effects of the occupants, offices should have areas where people work, a barracks should contain bunks and lockers, and so forth.

An element that can be added to both natural and artificial structures is the special hazard, also known as a **trap**. Traps can be used goals for the characters to overcome or as a means of making a structure more dangerous. All traps have the same general set of elements: a trigger (such as a pressure switch, tripwire, motion detector, etc.), a way to reset it, a way to bypass or disable it and an effect. When creating a trap, a designer should remember to include all of these elements. A character must first spot a trap before they may attempt to disable it; this usually requires one or more successful *Perception* Checks depending upon how well the trap has been hidden. Once discovered, a trap can usually be disabled with a successful *Dexterous Maneuvers* Check (with an unfavorable circumstances modifier depending on its complexity) or by fulfilling the conditions necessary to disable it. If at any time its triggering conditions are fulfilled (such as a character moving in the presence of a motion detector) or if an attempt to disable it fails with a degree of failure of 25 or more, the trap is triggered. If a character triggers a trap, whatever effects it produces go into play immediately. Trap effects vary widely; they can include standard weapon attacks (such as firing off poison darts), producing an environmental effect (such as dropping a barrier or filling the area with toxic fumes), setting off an alarm, and so on. If the trap may cause physical damage, a Reflex Save may be made to reduce or nullify the effect. Any attacks made against a character will use their FHD to determine hits. If the trap causes environmental effects, all characters in the area suffer from them immediately. If the trap sets off an alarm, at least some of the remaining opponents at the site will become aware of the characters' presence, which may lead to future surprise rounds against them. Once triggered, a trap must be reset before it can be triggered again (this can occur automatically, depending on the trap's design).

Finally, when building a site-based adventure, it's essential that the GM running the adventure knows exactly where things are within the site. This is best accomplished by drawing a detailed map of the site, including distances of corridors, the sizes of chambers, and locations of any encounters. Usually a designer can get away with drawing just the outline of the map while using a key or legend to mark areas of note within the site (*for example, a White Zombie and two dead guys - one of whom is carrying a PDA with crucial data on it - is in Area C, the locked key-coded door with a hidden switch leading into the reactor chamber is in Area E, and so forth*). Things to include in the key are a

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description of what the characters can see and notice when they first enter the area, what they may discover via Skill Checks, and any notes as to what else might be occurring in a given area.

11.2.2: PLANETARY WILDERNESS ADVENTURES

Not all adventures have to take place at a specific place; often times they occur in the spaces in between. These areas may be sparsely inhabited by sapient beings and rife with wildlife, or perhaps completely devoid of life altogether. Adventures that take place on a planet (or moon) in areas of wilderness (between sites and communities) are known as **planetary wilderness adventures**.

Planetary wilderness adventures get special treatment in WCRPG. Technically, a whole sub-Chapter of these rules (namely Chapter 8.2) is devoted to the purpose of creating this type of adventure, though (as mentioned) that set of rules is primarily meant to *augment* an adventure. They do this by generating random encounters for each hour of transit on a planet's surface, making travel a little more challenging. In the process, they require the players to play out the entire transit; some player groups may just want to get to where they're going without worrying about what happens in between, which is why those rules are considered optional.

Planetary wilderness adventures can be treated a lot like site-based adventures; all that's needed encounters at particular points. These encounters may be generated at random by the planetary exploration, they may be tailored to occur at pre-determined points, or they may be a mixture of both. Each encounter point can be treated as a site in its own right, using natural phenomena (trees, rock formations, rivers, shorelines, storm fronts, etc.) to form the boundaries of the encounter area (similarly to the "natural sites" mentioned in the previous sub-Chapter). Once that's been done, all that is left is to populate the encounter with whatever other features the GM has in mind.

Wilderness adventures can easily be incorporated into a larger adventure. Such an adventure may begin in a community, include a wilderness portion to travel to a specific site, include some events at the site, and then include another wilderness portion to return to the place of origin once events at the site are brought to a close. Playing out the areas in between communities to frame the other sequences of an adventure is perfectly acceptable and certainly makes the in-between places a lot more interesting for the players. Not all wilderness adventures will involve the characters simply going from place to place; sometimes the wilderness itself will be the destination and setting for the bulk of the adventure.

Characters tend to be more susceptible to the environment in the wild than they would be in urbanized areas or sites. That's not to say that the environment can't affect the characters in those areas, it's just that usually sites located in particularly hostile environments will tend to have some features designed to make the area habitable; characters in the wild won't have those benefits. Rarely used equipment such as oxygen tanks and anti-radiation medication may become essential for survival out in the open. For more on environmental effects and how they may affect characters, see Chapter 12.3.

11.2.3: URBAN ADVENTURES

Urbanized areas may be used as a setting for an adventure. **Urban adventures** refer to any story that occurs within the boundaries of a specific community. Adventures of this particular ilk include criminal investigations, assassination attempts, reconnaissance missions, and so on. They can provide a substantial challenge for a player group, since their opponents are more likely to be fellow sapient beings (as opposed to relatively unintelligent creatures).

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Adventures in an urban setting are likely to mess with the players a bit. Characters may have random encounters in urban areas similarly to wilderness adventures or site adventures, though they will tend to include more interaction with NPCs. Unlike wilderness or site adventures, a group of characters cannot simply do as they please when they please. Communities usually have laws, which all persons (regardless of whether they are permanent residents or visitors) within its boundaries are expected to obey; those who don't obey can either expect to be fined or to be thrown into jail by the local constabulary. Laws can include restrictions on the use of weapons, armor, vehicles and equipment (such as lock-pick kits). The problem with laws is that they may prevent characters from being able to help others the way they may normally do. Vigilantism is usually frowned upon in civilized society; upholding the law is a job for recognized policemen. Tricky situations may arise when a character inadvertently breaks the law; fighting the police often gets a character into deeper trouble, and killing them is almost always a Very Bad Thing. For this reason, an encounter in a community almost always presents a challenging dilemma. Sure, the characters may need to defend themselves against a mugger with a knife, but how to do it without violating the community's laws against weapons in public themselves...

If a community is to be the site of an adventure, its description will need to be more thorough than what the community creation engine provided in Chapter 10.2.5 normally produces by itself (although that procedure is an excellent place to start). A map of the community will need to be provided, with all buildings pertinent to the adventure designed well before it begins. Communities have many elements that a designer would be well advised to add. All communities have roads to handle commercial and domestic traffic; larger communities will often have wider roads in heavily trafficked areas. Communities may also have a power grid, lighting for streets, sewers, recreational areas, religious buildings, schools, medical care facilities, walls, gates, shield generators, defensive batteries, and so on; this largely depends on the community's overall level of technology and the strength of any military presence within its boundaries. Finally, all communities have people, and these people have various jobs and live in various types of structures. Communities tend to be divided into three general district categories as a result: residential, commercial, and industrial. Residential districts are comprised of houses, apartment buildings, tenements, and the like; the community's population lives there. Commercial districts are comprised of shopping centers, restaurants, offices, etc.; they are where the community conducts business. Industrial zones include power plants, factories, mines, and so forth and are where the community produces services, sometimes for export to other communities. Naturally, characters may expect to find other elements in towns, such as a good pub in which to begin an adventure or an inn to which they may retire at its end.

11.2.4: SPACE ADVENTURES

Space is the classic Wing Commander Universe setting, so it should come as no surprise that most adventures in WCRPG will be set in space. **Space adventures** refer to any story wherein a character group must leave the confines of a planet. Space itself is little more than a special type of wilderness with its own unique set of qualities. The main difference between space and other adventure settings is that in the vast majority of cases a character group cannot just up and go out into space under their own physical power. They will need a space vehicle (a shuttle, capsule, transport, fightercraft or capital ship) in which to travel. Because of this necessity, the character group has to work as a team, becoming more like the different parts of a single entity (namely their vehicle of choice) during a space adventure.

Creating a space adventure is only a little different from creating a wilderness adventure. The rules for interplanetary and interstellar travel (discussed in Chapter 8.3 and Chapter 8.4) don't block out every hour of transit as do the intraplanetary transit rules, so a designer has a little more breathing room for their own tailored encounters. Like wilderness adventures, a space adventure can be treated similarly to a site-based adventure; all that's needed are a few encounters along the way. Each

encounter point can be treated as a site in its own right, though determining its boundaries is trickier; in general, there are no landmarks to serve as natural boundaries in space. It's usually best to use the maximum combat range (fifteen range increments) as the "boundaries". In Wing Commander, encounters typically occur around nav points and/or "ambush" points.

As with wilderness adventures, space adventures can be incorporated into a larger story. Such an adventure may begin at a point of origin, use the space portion of the adventure to travel to a specific site off-world, have some events at the destination site, and then use another space portion to return to the point of origin. Not all space adventures will involve the characters simply going from place to place; sometimes the void itself will be the destination and the setting for the bulk of the adventure (such as they are sent to attack a specific target like an enemy space station).

Space is inherently the most hostile environment in which a character can find themselves; extreme heat, extreme cold, no atmosphere, lethal radiation and the like are all commonplace. Few creatures can withstand these conditions; characters that must go take a dip in the void must have the appropriate gear (such as a Pressure Suit) in order to survive. Actual exposure to the space environment is almost always fatal; for more on environmental effects and how they affect characters, see Chapter 12.3.

11.3: A WORD ON CAMPAIGNS

A **campaign** is defined as a set of individual adventures that are linked together to tell an on-going story. It takes a special type of GM to be able to build a campaign and run it successfully, but it can be a very rewarding experience for those who can do so. Building the individual adventures is only a part of what makes up a campaign; it is up to the GM to present a living, thriving universe to their players as the campaign progresses (something which requires a great deal of thought and energy). This sub-Chapter discusses campaigns and offers guidelines on how to run a campaign.

Before the creation of a campaign even begins, the campaign's designer should have a pretty clear idea of what its story is going to be about. The plot slicing method presented in Chapter 11.1.1 works well for creating a campaign, though the method must be applied at greater length since the campaign's story is going to be told the course of several adventures. The designer has to ask themselves whether or not their campaign will have a single, overarching storyline (which tends to lend itself towards greater opportunities for character development), or if it will be composed of single plots (which tends to be a little easier to create). With the goals of the campaign in mind, the designer may take each overarching goal, sub-divide it into goals for the individual adventures, and further slice them up as much as they'd like.

At the onset of the campaign, the GM needs to establish the core character group. They will need to be flexible with their group of players while the campaign is in progress even more so than in an adventure. This is because it is likely that players will have to come and go during the course of the campaign; this simply cannot be helped. When a player leaves the group, it is important to establish what will happen to their character. The easiest thing to do is to have them leave the character group for a time. The character may be kept in reserve until another player can pick that character back up again; that character may then explain to their group that they had an opportunity to perform some business, which has since been concluded. Players who don't feel like sharing their characters may have their character killed off instead. Their death should be fairly heroic (such as a character who sacrifices themselves for the good of the others), especially if that character has been with the group for a long time. A GM should not kill off every member of the core group, however, or the whole plot of the campaign will seem contrived.

Also of importance is the origin of the campaign's core group of characters. There are several methods through which characters can get to know one another and decide to work together. In Wing Commander, characters who are part of military groups may simply be assigned to one another and have to work to keep each other alive day after day. Non-military groups may be comprised of characters who have bonded together to work towards a common goal, or who are (perhaps) co-workers. There are even campy reasons why groups of characters decide to get together originally, such as the classic adventuring group that composed of people who went to the same bar one night and decided to work together over multiple rounds of drink. Any origin story is fine as long as it works for the campaign. Just as important as the origin of the group is how to introduce new characters into it. As with the beginning of the campaign, it is important for any new character to have some back story and to have a reason for wanting to join up (even if it's campy).

Once a campaign has been established, it is part of the GM's job to maintain it. This is best done by building on what has happened so far, by foreshadowing what is to come and by attempting to create a living environment for the characters; this can be done by developing the relationships they form and making subtle yet important changes to the overall universe as the campaign progresses.

Building on the past and foreshadowing are future is perhaps the best ways to keep a campaign running once it's been established. Foreshadowing is important in the early going as it will hint to the players what they will be doing in the future and help prepare for those events. For example, if a future adventure involves helping to rescue trapped miners after a cave-in, the characters could meet somebody in an early adventure who works there and who complains about all the earthquakes and lax safety precautions. By the same token, building on events that have already happened is equally important. If the characters rescue the pro-consulate's daughter, the pro-consulate will remember them and their heroism the next time they meet. If TCS *Tarawa* bit the dust in an adventure, chances are pretty damn good it won't be there to save the day in a later adventure.

As part of building on the past, the GM should from time to time include recurring NPCs. Chances are good the barkeeper on Jolson will still be the same knock-out babe the next time the characters drop in for a visit. A dark figure seen in an alleyway in the middle of the night could show up again on an entirely different planet to finally reveal their intentions. The characters can form relationships with certain NPCs (such as the innkeeper at the Regal Inn in Newberg on Landreich, who lets the characters stay at a reduced rate because they helped him find his lost cat), which adds to the overall story and helps flesh out the campaign. The GM should be careful not to overuse recurring characters, as that may make the campaign seem artificial, but if used well they add realism to the overall story.

One thing the GM should be sure to understand is that the vast majority of NPCs won't know about the characters, and so most of them will treat the characters like they would anybody else. Most NPCs won't even pay attention to the characters (unless they do something to attract their attention). The characters have no special clout with them, and so they will have to be careful in how they act. If they are kind and just, chances are they will earn friends and the respect of others; their chances of getting a cheap meal or successfully borrowing transportation may be vastly improved as a result. If the characters act like a bunch of jerks, the opposite is true...

Another way to make the campaign world seem more realistic is to change what the characters know. If a mechanic the characters trust has been talking about retirement, the mechanic's nephew may be working in their place the next time the characters visit their shop. If the characters know a friendly noble on an oligarchic planet, they may have become the sovereign since their last visit. The GM can even hit the characters where it will hurt; if they love a particular community, have it become the victim of some natural disaster or enemy raid. The Wing Commander Universe is replete with conflict throughout its history, some of which involved the total destruction of entire planets (Kilrah) and the complete annihilation of their populace (Goddard, Locanda IV, Telemon). Wars and other major

calamities are part of real life in a real world; this should be true even for the characters. If used judiciously, changes and calamities will add meaning and purpose to the story. GMs are warned not to hit the characters below the belt *too* often; the players won't want their characters to become attached to anything if all they are being offered is a constant barrage of pain and anguish (of course, if that's what the GM's gunning for, that's not necessarily a Bad Thing).

At some point the GM may decide the time has come to bring their campaign to a close. When this happen, they should try to wrap up any remaining loose threads; they shouldn't just drop the campaign mid-stream (except in the very rare case where all the players, including the GM, have to quit the game in rapid succession; in that case there's little other choice available). All stories deserve a good climax and a final resolution; campaigns are no different. If the characters had a run-in with a mob boss in an earlier adventure, the GM should include an adventure wherein the final, climatic confrontation takes place. If the characters have been sent on a deep-penetration strike to Kilrah, the GM should compose a final adventure wherein *Concordia* charges to their rescue when all hope seems lost. It may take a couple of sessions (or adventures) to wrap everything up, but it is well worth it, especially if the GM wants the players to remember the campaign and talk about how great it was for years to come.

CHAPTER TWELVE:

THE WING COMMANDER UNIVERSE

12.0: INTRODUCTION

WCRPG has been designed to give fans of the original games a new, unique experience in the Wing Commander Universe as well as to serve as a primer on Wing Commander to newcomers. Adventures that weren't possible in the original games are so in WCRPG; they are merely a matter of a GM taking the time to sit down and create them. On the other hand, some GMs may want to give their players a more "genuine" WC experience, taking a group of rookie fighter pilots out on their first few forays against enemy forces which ultimately culminate in an epic battle that saves civilization as their species knows it. In either case, the GM will need as much information about the Wing Commander Universe as they can get their hands on as well as codified rules for any uniquely original situations.

WCPedia (located at wcnews.com/wcpedia) is a great online reference that contains information on almost any topic in the Wing Commander Universe. For those who don't have ready access to this wonderful resource, this final Chapter devoted to information about the Wing Commander Universe has been included. Section One contains a timeline of the WC universe, which lists the known events of the 27th and 28th centuries as well as a few earlier relevant entries. Section Two contains a list of noteworthy characters in the Wing Commander Universe and their in-game stats. Section Three discusses environmental effects and how they affect characters. Finally, Section Four rounds out the rules with a short list of non-sapient creatures that can be found in the Wing Commander Universe.

12.1: TIMELINE

The history of the Wing Commander Universe spans a period of over two billion years (albeit with the vast majority of its events occurring during the 27th Century. As with all of history, the events that have unfolded during that time shaped the Wing Commander Universe and those beings that live in it, determining how they live and how they get along with others (or don't).

GMs may at some point have a desire to conduct a campaign at some point in Wing Commander's past. Perhaps they'd like to center a campaign on a particular set of events or conduct an adventure directly involving them. Others may simply need to refer to past events during the course of their adventures. While some may consider the date of the birth of the Terran Confederation mere trivia, it is possible that a clever GM could work it in as a vital - even critical - part of an adventure or campaign. For these reasons, the following timeline of major events that have occurred in the Wing Commander Universe is presented in this sub-Chapter. Note that this timeline, like the ones that appeared in the documentation of the games, is largely Confederation-centric; for adventures involving other races, GMs and adventure designers are more than welcome to create whatever histories and background stories they wish, provided that nothing they create directly contradicts the events on this "official" timeline.

The Wing Commander Universe Timeline through 2800	
Date	**Major Events**
2,400,000,000 BCE	The Steltek rule a galaxy-spanning empire. A Steltek base is established on the surface of Mars, which would in the distant future be found and studied by Dr. Lemuel Monkhouse. The Steltek eventually retreat from the galaxy after bringing ruin upon themselves with their technology.
c10,000,000 BCE	Proto-Kilrathi begin using their instinct and natural weaponry to hunt; they lie in wait along the trails of prey-animals and attack the weakest member of their herds. As they become sapient, the early Kilrathi begin to build shelters out of acidic ash and develop the ability to build traps. Use of weapons begins to evolve on Kilrah.
c4000 BCE	Terrankind begins recording history in various parts of the world, most notably in the region of Mesopotamia.
3517 BCE	The Kilrathi begin recording history. Beginnings of Kilrah's Metal Age.
c3300 BCE	Terrankind begins working with alloys of bronze. Beginnings of Earth's Metal Age.

c1600 BCE	"Star Gods" appear on Kilrah; they find the relatively uncivilized Kilrathi unworthy of their advanced technology. The aliens promise to return and destroy the Kilrathi should they ever fall in combat against another race and to return when the Kilrathi are finally worthy to challenge. This becomes a pillar of Kilrah's developing society and culture.
1319 BCE	The Prophet Sivar and the Prophetess Kt'lan write *The Prophecy of Sivar*, which is based on the promises of the "Star Gods". This leads to the creation of the Cult of Sivar and is regarded as the true beginning of Kilrathi civilization. The legendary Emperor Xag forms the First Kilrathi Empire.
c790	Records point to this time-frame as period in which the planet Anhur is initially colonized, the first Terran-inhabited world in the Tri-System. Information on how a group of Terrans came to exist there is subsequently lost and becomes a profound mystery when Confederation explorers make their first visit to the Hom system nearly two thousand years later.
1454	A Kilrathi armor design that would be used as the standard uniform for their armed forces well into the 27th Century is first used.
1582.055	A papal bull with the opening phrase *Inter gravissimas* is decreed by Pope Gregory XIII. This bull establishes Earth's Gregorian Calendar, which is ultimately accepted as Earth's international calendar. Though modified just prior to the inception of the Confederation, it remains in general use through the 27th Century and beyond.
c1800	Beginning of Terrankind's Industrial Age with the development and eventual widespread usage of steam-powered machinery.
1926.075	American professor, physicist and inventor Robert H. Goddard successfully launches Terrankind's first liquid-fuel rocket.
1945.297	In the wake of Earth's Second World War, the charter of the United Nations is ratified by Terran nations of France, the Republic of China, the Soviet Union, the United Kingdom and the United States of America, bringing the Terran global council into existence.
1961.102	Yuri Gagarin, a Soviet pilot and cosmonaut, becomes the first Terran in space and the first Terran to successfully complete an orbit around the Earth, launching Earth's early space age.
1969.201	American astronauts Neil Armstrong and Edwin Aldrin become the first Terrans to set foot on the surface of Luna.
1998.297	Launch of the experimental Deep Space One probe. Several technologies are first tested including the first operational xenon-based ion engine. Ion engines would eventually see widespread usage on all Confederation fighter craft after methods to increase their thrust without reducing their specific impulse are developed.
2032	The design of the first fusion powered craft, UNS *Sagan*, is approved and construction begins at the Boeing Company's McDonnell-Douglas division manufacturing plant in Everett, Washington.
2041	*Sagan* launches from the L³ station. *Sagan* would go on to fly a regular shuttle route between Luna, Mars and Titan for almost 75 years before she was finally decommissioned.
c2090	The Grand Unified Theory is perfected, ultimately leading to the production of Earth's first anti-gravity "repulsor" vehicles and confirms the existence of anti-gravitons.
2167	The United Nations establishes Olympia colony, the first permanent Terran settlement on another planet. Supported by space stations orbiting Phobos and Luna, Olympia ultimately becomes the primary staging area for Terrankind's migration to the outer planets of the Sol system.
2168-2215	The U.N. establishes permanent colonies on the moons of Jupiter and Saturn, places research facilities on the satellites of Uranus and Neptune and lands on Pluto, Eris and a few of the other outer plutoids. During this time, Terra becomes ever increasingly reliant on the outer planets for heavy industrial metals.
c2190	Earth's earliest attempts to create a "hopper" drive using anti-graviton technology are made. The science behind the drive would ultimately be legitimized by Dr. Andre Morvan in the early 24th century.
2214	Dr. Shari Akwende creates Earth's first anti-graviton generator. Her subsequent experiments with the device lead to the discovery of "Anti-Graviton Tropic Anomalies", also known as jump points.
2219	The first of the Great Pandemics begins on Earth. After the loss of Luna Station, the outer planets seal themselves off entirely from Earth. For the duration of the emergency, no one from Terra could travel beyond the Lagrange transit stations. Any colonist who chose to return to Terra would not be allowed to return to space until such time as the quarantine was lifted. These conditions last for the better part of a century, resulting in the increasing self-sufficiency of Earth's colonies and popular resentment on Earth against the relatively healthy (and rich) colonials.
2257	Ivar Chu McDaniel is born on Mars.
2277	The Shata first arrive on Kilrah and begin to trade with the still relatively primitive Kilrathi.
2294	While assigned as an organic chemist and lay preacher to the Neptune Research Base, Ivar McDaniel begins experiencing ecstatic visions in which he believes he experiences direct communion with the Divine, receiving prophetic revelations. He writes of his experiences to friends on Mars, who encourage him to collect and publish his insights. McDaniel teaches that the long-awaited apocalypse had occurred but only to Terra itself; those who migrated to other worlds were a redeemed "Elect" but they could not be fully empowered as long as they remained in the Sol System. To achieve salvation, the Elect had to undertake the "Final Exodus" and leave the Sol system entirely to seek spiritual and genetic perfection among the stars. His views spread throughout the colonies; he eventually accumulated a very large number of followers. Beginnings of the McDanielist religion.

2304	Invention of the D-Drive in the Tri-System. Colonization of the planet Bex.
	The biological agent known as Malacreaux's Bite destroys the colony on Io after the agent is released by a piece of rogue AI software.
	The first working Morvan Drive is created, allowing Terrankind to leave the confines of the Sol System for the first time. Beginning of Terrankind's Starfaring Age.
2309	The Outer Planets Policy Council comes firmly under the control of the McDanielites.
2311	The first Morvan Colony ship, *Yam Suph*, is launched. Bound for Sirius, it contains 1,200 colonists including Ivar Chu McDaniel. The ship never arrives at its destination; orthodox Pilgrim theology later taught that McDaniel and his crew were transfigured directly to a higher plane of existence from which McDaniel continued to spiritually direct his followers.
2312-2450	Subsequent sloship efforts are far more successful; missions to Alpha and Proxima Centauri, Cygnus and Sirius all safely arrive at their destinations and successfully establish self-sustaining settlements. By 2350, regular trade routes are established between Titan and the Centauri colonies. During this time, the McDanielists began to refer to those who take passage on interstellar colony ships as "Pilgrims".
	By the end of the 24th century, the Final Exodus is complete; all McDanielists had completely abandoned the Sol system. The effort depleted the Sol system colonies; outer planet populations in 2400 were less than a quarter of what they had been a century before. Little news of the extra-solar colonies is received in Sol at that point.
	At some point prior to 2450, the administrative center of the newly formed Pilgrim Alliance is established on Beacon, with spiritual authority headquartered on McDaniel's World. From there, the Pilgrims began to push into Vega Sector.
2334	The Shata trade rudimentary space travel technology to the Kilrathi and are in turn slaughtered. For the first time the Kilrathi leave their own biosphere; the Kilrathi are propelled into their Industrial Age.
2416.236	In light of more than two centuries of global cooperation and effective sovereignty over all of the nations of Earth, and due to the need for a central government to represent the planet's interests amongst its extraterrestrial colonies, the United Nations formalizes its sovereignty over all of Earth and rechristens itself the Terran Confederation through the signing of the Articles of Confederation.
2423	The quarantine of Earth is finally and formally lifted; Earth once more begins to interact with the rest of the Sol system. The mineral resources of the outer planets were absolutely essential to the rebuilding of the Terrestrial industrial base; Earth spent most of the 25th century rebuilding its influence and had little leisure time to devote to exploration or pure research.
2431	Mantu explorers first visit the Kilrah System and are attacked by the Kilrathi. The Mantu fight back and the ensuing war ends in a draw. The Kilrathi spend the next 200 years demonizing the Mantu.
2434	The Kilrathi first encounter forces of the Hari Empire.
2456	Earth adopts the "stardate"-style calendar in recognition of the need to keep a relatively accurate standard date and time frame of reference for all of its colonies. The stardate calendar (basically just a retooling of the Gregorian Calendar) removes all references to pagan gods and ancient rulers, though a few of their references (particularly the names of the days of the week) still remain in the common vernacular.
2462	Alarmed by the growing number of Earth-origin sloships in their sphere of influence, the Pilgrim Alliance sends a heavily armed Pilgrim sloship to Luna with a demand a meeting with Terra's leaders. The result of the following summit was the Treaty of Luna, which established Pilgrim title to all habitable worlds within 50 years sloship travel of Earth. Earth agreed to forsake all sloship exploration of other systems and the Pilgrims agreed to a policy of strict non-interference with Sol system affairs. The Confederation and the Alliance also arrive at a few strictly limited trade agreements.
2469	Clan Kiranka fights Clan Ki'ra in the Seventh Dynastic War, which ends with the deaths of millions of kil, several planets devoid of life and Clan Ki'ra almost completely wiped out. Clan Kiranka becomes the new Imperial Dynasty and the Eighth Kilrathi Empire is established.
	The Kilrathi Empire is given Jump Drive technology by the peaceful Utara; the Kilrathi use this technology to hunt down and summarily wipe the Utara out of existence. Interstellar technology will not become ubiquitous on Kilrathi warships for another hundred years. Beginnings of Kilrah's Starfaring Age.
2476	The Kilrathi begin a war against the Hari Empire, systematically wiping out over one thousand Hari colonies.
2480	The Kilrathi-Hari war ends with the total destruction of the Hari Empire; all remaining Hari commit suicide rather than surrender, rendering the race extinct.
2504	The Pilgrim Alliance invents Terrankind's first successful Akwende jump drive; its existence is kept secret from the Confederation.
	The first variant of the Kilrathi *Fralthi*-class cruiser enters service; *Fralthi* are first used during inter-Clan conflicts.
2515	Using the nascent Akwende Drive technology, Pilgrim explorers of Germanic decent begin exploration of a new region of space rimward of Enigma Sector. Finding a particularly fertile world, the explorers establish a colony known as "Landreich" ("rich land").
2529	The KF-100 *Dralthi*, the first of the very successful line of standard Kilrathi Imperial medium fighter craft, enters service.
2550	The CF-105 *Scimitar* is first introduced. While much maligned over its service life for its relatively poor performance characteristics, the design proves durable and reliable for front-line service; it remains in use by Confederation military forces until 2655.

2588.315-2588.323	TCS *Haile Selassie*, having been equipped with the first working Confederation Akwende drive prototype, completes a successful set of round-trip jump transits between Sol and Polaris.
2593	Akwende Drives become ubiquitous in the Confederation; jump routes are soon established that reach beyond the Pilgrim sphere of influence. Sol begins establishing colonies in Hawking, Enigma and Landreich Sectors, leaving Vega Sector to the Pilgrims. The Pilgrim Alliance vigorously protests this expansion as a violation of the Treaty of Luna but the Confederation takes the stance that the Luna Accords only prohibit *sloship* colonization and *direct* encroachment on Pilgrim space, neither of which described the Confederation's policy.
2594	The Kilrathi Empire spends a short time studying the newly discovered Varni Republic before launching a surprise attack lead by Crown Prince Joor'rad *nar* Kiranka. The Kilrathi claim victory after thirty days of fighting having conquered all ten Varni worlds, though Joor'rad loses both an eye and a leg in the Varni's suicidal final defense. About this time, Varni refugees begin to appear in Confederation space, bringing with them stories of Kilrathi brutality.
2598	The Kilrathi once again engage Mantu forces in a brief conflict that ends in a draw.
2609.156	James Taggart is born to James and Bethlyn Taggart aboard Ares Station in orbit of Venus.
2613.078	TCS *Iason*, an *Odysseus*-class explorer ship, is commissioned.
2613.164	Geoffrey Tolwyn is born at his family's estate in the Shetland Islands.
2615	The Terran Confederation begins their initial, cautious exploration of Vega Sector. A militant faction seizes political and religious control of the Pilgrim Alliance, inflaming the Pilgrim populace and bringing relations with the Confederation to an all-time low. Alarmed by this turn of events and the possible effect a general war would have on their own colonies, the local government of Landreich secedes from the Alliance and declares neutrality, forming their own sovereign government that would later be styled as the Free Republic of the Landreich.
2621.293	Dr. C.L. Kohl is captured and executed by Kilrathi priestesses while observing the Sivar-Eshrad ceremony on Ghorah Khar. This marks the first recorded encounter between Terrankind and the Kilrathi race.
2628	Terran merchants of the Landreich first encounter the Kilrathi, though their claims are ignored by both the Confederation government and the Alliance.
2629	Remote Deep Probe 12 reports the existence of the Mantu to the Confederation; the core of their territory is located some 10,000 light years away from the Confederation to coreward. Shortly afterwards, the probe goes silent. A newly-established Confederation colony on Fawcett's World is captured by Kilrathi forces. This marks the second major encounter between Terrankind and the Kilrathi Empire; while the capture of Fawcett's World is never officially acknowledged by the Confederation, it does become a common rumor. Rather than have the Terrans slaughtered, Baron Vakka *nar* Ki'ra orders that they be taken prisoner. The computer of the Confederation transport is searched for information and all Confederation colonists who had at some time served with the Fleet are taken to Kilrah where they are personally interrogated by the Emperor before being executed. The Confederation survivors at Fawcett's World voluntarily speak to the Kilrathi and work to live. Vakka's good friend, Harga, is made commander of Fawcett's World; Vakka spends a year on Fawcett's World learning about the Terrans.
2629.105	TCS *Iason* encounters a spacecraft of unknown origin, later identified as KIS *K'rath'kan* under the command of Kal Shintahr Brath'kar *nar* Caxki. Commander Jedora Andropolos, CO of *Iason*, transmits a wide-band, non-verbal greeting and waits for a response. Less than twenty minutes later, the still-unidentified ship opens fire with full lasers, completely destroying *Iason* with the loss of all hands (Brath'kar would report to the Empire that he believed the Terrans had been attempting to neutralize his ship's shields with their communications systems). Confederation deep space tracking computers point to a possible point of origin of the bogey, a previously unexplored planet soon to be known throughout the Confederation by its native name - Kilrah. This incident marks the official first contact between the Terran Confederation and the Kilrathi Empire.
2630.168	Christopher Blair is born to Major Arnold Blair and Devi Soulsong of planet Peron on Nephele II.
2630-2634	The Confederation government receives numerous reports of unwarranted assault, space piracy, kidnapping and interplanetary plundering, all taking place at an increasingly expanding distance from Kilrah. Frequent attempts to meet with the Kilrathi High Command are rejected without explanation. In retaliation, the Terran Confederation Grand Assembly votes unanimously to enforce a strict non-aggression policy; the leaders of Kilrah are warned that their next transgression could lead to military reprisals.
2631.105	Todd Marshall, the youngest son of Arnold "Boomer" Marshall, is born on planet Leto in the Proxima Centauri system.
2631.244-2635.049	The Confederation and the Pilgrim Alliance fight a war. Though the twelve-system conflict is minor in comparison to those fought later in the century, it is the bloodiest space war ever fought by Terrankind to this point. The conflict ends with a series of extended sieges leading to the complete dissolution of the Alliance. All Pilgrim worlds are brought into the Confederation as protectorate colonies. While the treaty with the Pilgrims technically includes the Pilgrim worlds of the Landreich Sector, the provisional Landreich government refuses to recognize it due to their secession from the Alliance sixteen years earlier.
2632	Joor'rad *nar* Kiranka ascends to the throne of Kilrah; he will ultimately be the last emperor of the Kilrathi Empire. Rumors about the Kilrathi capture of Fawcett's World begin to spread.

2634.089-2634.170	As Emperor Joor'rad gives the Great Clans the go-ahead to attack the Confederation, the Confederation Navy prepares Plan Orange Five, which calls for limited action only to push the Kilrathi back gradually through the Facin Sector and hold elsewhere with "punitive response only to force them to cease their border harassment." Ensign Geoffrey Tolwyn, a recent graduate of the Fleet Academy and protégé of Commander Winston Turner, makes the mistake of running afoul of Confederation Assemblyman Jamison More. His career nearly coming to an end as a result of the incident, Ensign Tolwyn, along with Lieutenant Vance Richards, receives an assignment in the McAuliffe System of the Vega Sector to accompany Commander Turner and the smuggler Hans Maximilian Kruger on a much-needed reconnaissance mission of the Kilrathi Empire along their border with the Landreich.
2634.186	SS *Anna Magdelena*, a refitted transport ship ferrying orphans to their new homes on Dieno, is openly attacked and destroyed by a pair of Kilrathi fighters; no one survives. In retaliation for this incident and the five-year string of equally heinous abuses of all known laws of civility, the Terran Confederation officially declares war on the Empire of Kilrah; beginning of the Terran-Kilrathi War.
2634.228	TCN cryptographer Ches M. Penney intercepts and decodes a stray Kilrathi cipher implying that a strike will soon be launched against the planet McAuliffe and its orbiting space station, Alexandria. Confederation High Command orders a counteroffensive twice the size of the anticipated fleet, hoping to reach McAuliffe first and ambush the attackers.
2634.235-2634.239	The McAuliffe Ambush: After a tense rush to McAuliffe, a Confederation task group centered on TCS *Ark Royal*, *Concordia*, *North Carolina*, *Masada*, *Yorkshire* and the private vessel SS *Lazarus* establishes a formidable defensive position around the planet on Confederation Day. When the Kilrathi fleet arrives, however, it is quadruple the expected size. Several days of bloody fighting all but obliterate the defensive forces, leaving a still-sizable force of functional Kilrathi spacecraft. The Kilrathi, momentarily daunted by the ferocity of Terran resistance, turns back to regroup and repair. The first large-scale engagement of the war ends with the Kilrathi spearhead momentarily broken. Prince Ratha, the eldest son of Crown Prince Gilkarg, is killed in the engagement; the young Prince Thrakhath *nar* Kiranka becomes second in line to the Kilrathi throne.
2638.348	A Confederation Space Force patrol at Masa surprises a Kilrathi corvette in the act of looting a Free Trader. Because most of the Kilrathi crew was aboard the Confederation vessel when the patrol attacked, the corvette was taken with only minimal damage. Although the Kilrathi privateers were all killed in the fighting, the corvette provided a wealth of important intelligence including the best data yet on the total radius of the Kilrathi sphere of influence, locations of Kilrathi colonies near Confederation space and multiple strategic jump routes.
2639.006	A Kilrathi carrier group attacks and destroys the agricultural colony on Hellespont, an unarmed settlement of assimilated Pilgrims; 82,000 Terrans are killed or enslaved in the attack. About 12 hours later, a similar force attacks the shipping port of Tartarus; that colony is able to hold out until reinforcements arrive from Brimstone Naval Station. The Kilrathi eventually withdraw from the area after 48 hours of heavy fighting.
2639.033-2639.040	The Enyo Engagement: Kilrathi occupation forces land on Enyo and hold a quarter of a million Terrans hostage, reinforced by orbital guns. The Confederation regroups under the leadership of Captain Geoffrey Tolwyn; A-14 *Raptor* heavy fighters drop porcupine mines in the region of space near the colony's principal jump point. Kilrathi ships steer clear of the mined region, allowing Phase Two of the operation to begin: a scrambled radio signal detonates certain specially modified mines, clearing the way for the arrival of a sizable Terran reinforcement fleet through the jump point. Terran forces make an immediate strike against the gunships threatening the population centers. The mines split the gunships and the fleet units assigned to intercept the *Raptors*, allowing the two Confederation forces to form a pincer around the enemy fleet. The gunships are destroyed with minimal civilian casualties. After a subsequent pounding match that lasts only two days, the Enyo Engagement ends with the Kilrathi in full retreat. Casualties on both sides are nearly identical but the Kilrathi have been forced to abandon a strategic position three jumps from Sol.
2639	In an attempt to shore up the coreward border of the Terra Quadrant from Kilrathi incursions, the Confederation begins initial colonization of the Gemini Sector. Within five years, the region around the Perry system becomes heavily fortified; the last major battle in the Sector against Kilrathi forces occurs in the Blockade Point Tango system in 2654.
2640.160-2640.200	The Kilrathi launch a major offensive in Vega Sector resulting in a temporary Confederation withdrawal from about 30% of their systems in the Sector.
2640.240-2640.340	A successful counter-offensive in Vega Sector allows the Confederation to reclaim most of their lost systems. The pattern of offensive/counter-offensive stalemates would ultimately characterize most of the tenor of the war.
2642	Terran Confederation military command determines the need for a heavy space fighter craft carrier and authorizes the design of the *Bengal*-class. The construction contract is ultimately awarded to Trojan Four Spaceyards.
2642.082	The two sides settle into a long and unending stalemate, creating tension along the frontier. Several Terran worlds declare independence from the Confederation as a prelude to declaring neutrality in the conflict.
2644	The newly-launched *Bengal*-class Strike Carrier TCS *Tiger's Claw* (CVS-7), on its shakedown cruise with a minimal spacecrew and an under-experienced command, finds itself in the path of a surprise Kilrathi invasion force. The ship's unexpected presence along the Kilrathi flight plan, clever tactics on the part of the command crew and performance above and beyond the call of duty rout the superior Kilrathi force. Shortly thereafter, *Tiger's Claw* is given permanent assignment in Vega Sector. Late in the year, the Kilrathi repulse a Confederation attempt to bring all of Epsilon Sector under its control. T'Kon Meth and T'Rel Meh fall after heavy fighting but the invasion effort stalls soon afterward.
2645	TCS *Kipling* is launched at the Trojan Four Spaceyards. Because of design modifications, *Kipling* is ten meters shorter and several tonnes less massive than the earlier TCS *Bengal* and *Tiger's Claw*.
2645-2653	Abandoning their effort to penetrate the Terran front lines in the central sectors of the border worlds, the Kilrathi switch the focus of their attack to the Pleiades Sector. After initial Kilrathi successes, Terran defenses hold; this front also eventually settles into a stalemate.
2646	The Kilrathi launch a successful counter-offensive to reclaim T'Kon Meth and T'Rel Meh.

2646.005	Beginning with Baird's Star, seven core systems declare independence from the Terran Confederation. The Grand Assembly successfully attempts to bring these worlds back into the Confederation and prevent other worlds from seceding by changing the strategic aims of these worlds from direct engagement to intelligence, particularly cryptography.
2648.305	The Confederation succeeds in breaking the principle Kilrathi encryption code. In order to prevent a repeat of the McAuliffe debacle, Fleet Intelligence takes pains to ensure their decryption is accurate.
2648	The NAVCOM A.I., a computer that essentially re-creates the mind of a single Pilgrim Navigator, is invented. It is used for the accurate charting of jump points.
2649.189	Fleet Command, using information on Kilrathi deployments gained via Intel's decryption efforts, assembles a force consisting of 60% of the Vega Sector Fleet with the aim of invading and occupying Kilrah itself. Given the size of the force, the apparent quality of the intelligence and the overall strategy, a final Confederation victory seems well in hand.
2649.205	Terran ground forces launch an attack on a G'wriss as an opening move in the Fleet's push to Kilrah. Terran troops establish a beachhead but stronger-than-expected space defenses wipe out most of the invasion's space support, ultimately forcing a complete rout of the invasion fleet. TCS *Tiger's Claw* is detached from its previous station and assigned to intercept pursuing Kilrathi fighters in a three-day delaying action that eventually becomes known as Custer's Carnival. Swarmed and badly damaged by Kilrathi fighters, the carrier distracts the Kilrathi forces long enough for the rest of the Terran fleet to reach safety. Despite the fact that three-fourths of its engines are destroyed and half its pilots are listed as casualties, the heroic efforts of the *Claw's* crew allow it to make it back into Terran space. Two Gold Stars and numerous other medals - many of them posthumous - are awarded to her personnel. The carrier itself spends six months in spacedock for repairs and refitting.
2652.102	The first Confederation psycho-anthropological profile of the Kilrathi is compiled by Second Lieutenant Christopher Douglas, giving insight into the minds of those who had previously been simply thought of as "The Enemy." It would be revised through 2668.312 with a compilation of facts offered by the eventual Kilrathi defector Ralgha *nar* Hhallas as well as intelligence gathered by Terran Intelligence and various Covert Ops teams.
2653	Due to heavy losses in battle against the Kilrathi, the 201st Plebe class of the Confederation's Space Force Academy replaces the regular flight crew aboard *Tiger's Claw* with Commodore Geoffrey Tolwyn in command. Amongst the plebes assigned to the *Claw* are Cadets Todd "Maniac" Marshall and Christopher "Maverick" Blair.
2654	The Terran Confederation makes first contact with the Double Helix species.
	The F-44 *Rapier-II* Medium Fighter enters service. This celebrated craft with its sleek lines and famous silhouette will ultimately become synonymous with the might of the Confederation military. *Rapiers* and their multiple variants remain in service with military and paramilitary forces through the end of the 27th Century.
	Gemini Sector Governor Menesch is implicated in the illegal sale of F-38 *Talon* fighters and their schematics to the Church of Man. Upon his indictment, Menesch disappears, bringing down his administration and sowing chaos in Gemini.
	Star*Soldier, a publication of the Rondell Corporation, begins its production run with its first issue released on 2654.015. The highly successful vid-zine acts as a news and information guide for both military and paramilitary forces alike within the Confederation.
2654.074	Aided by Pilgrim fundamentalist terrorists, a Kilrathi fleet destroys the Confederation's Pegasus Station and secures a path straight to Earth. *Tiger's Claw*, the only fleet carrier between the Kilrathi and Sol, fights desperately to delay the enemy advance. Using intelligence gathered by *Tiger's Claw*, Commodore Tolwyn turns the tables on the Kilrathi, surprising them and eliminating the entire fleet as it arrives in Sol.
2654.079	Pilgrim fundamentalist traitors serving in the Confederation fleet, frustrated by the failure of the Kilrathi attempt to invade Earth, mutiny and capture TCS *Olympus*, a Confederation cruiser carrying an experimental weapon. Terran and Kilrathi forces both race against time to stop *Olympus* and secure its technology. The weapon is ultimately disabled, but the Pilgrims manage to escape with *Olympus* herself.
2654.130	The descendants of Pilgrim explorers thought lost for generations return to known space to collect their remaining brethren. They briefly make war on both Terrans and Kilrathi before leaving the galaxy. This act effectively ends the McDanielist religion; the Confederation has no further recorded contact with the Pilgrims after this point. The Pilgrims do not bother to attempt to collect any of their Landreich brethren.
2654.131	Prince Thrakhath abandons his live-and-let-live policy towards border pirates by destroying Base Tortuga in a massive show of force.
2654.162	The Kilrathi begin a lend-lease program with non-Starfaring races along the frontier. The primitive natives of Dioscuri II are armed with surplus *Dralthi* and ordered to make war against Confederation forces in their system.
2654.176	Admiral Rhea Bergstrom attempts to trap a Kilrathi fleet in the Seti Beta system using TCS *Tiger's Claw* as bait. Prince Thrakhath turns the tables, catching the *Trafalgar* battlegroup in a pincer; *Trafalgar* and her escorts are destroyed in the ensuing action.
2654.184	The Empire develops its first stealth fighter, a specially modified *Sartha* with radar-reflective paint and a low-emission ion drive; it is code-named *Strakha*. Confederation pilots working in pairs manage to trap and destroy the prototype.
2654.185	KIS *Naoukeric* attacks the planet Oasis, shattering a two-decade long neutrality agreement regarding the planet. The Kilrathi carrier is later destroyed under mysterious circumstances.
2654.190	Dr. Bronwyn Sing, the head researcher on planet Greenhouse, attempts to illegally infect a captured Kilrathi pilot with a bio-agent; the kil is shot down before he can spread the disease.

2654.287	Terran Intelligence reports that the Kilrathi High Command is directing war efforts from the Venice System. Reconnaissance patrols identify Kilrathi ships and boldly give chase, discovering an Imperial starbase; the patrols are lost but not before relaying their coordinates back to HQ. A small Terran group of elite fighters is dispatched to the Imperial starbase. The Kilrathi launch significant resistance but are eventually overpowered and the base is destroyed. Badly beaten, the Kilrathi move their central military command back to Kilrah. This event briefly brings all of Vega Sector under Confederation control and marks the end of what's known as the "Vega Sector Campaign", though Vega Sector will still remain a significant battlefield for the remainder of the war. Simultaneously, the celebrated Battle of Repleetah unfolds. The small research planet of Repleetah had long been home to dedicated researchers from various corners of the universe. A group of Terran scientists vote to pay a visit to a Kilrathi research facility with the goal of reaffirming their mutual dedication to the unfettered pursuit of knowledge and to offer peaceful co-existence with their fellow scientists. The scientists are exterminated in a surprise biological attack by the Kilrathi, prompting a limited retaliatory action by the Confederation. Marines from both sides of the conflict rush to Repleetah and engage in the most sustained land-based fighting of the entire war. In trench warfare reminiscent of Earth's World War I, each side fights with dogged determination and in full bio-resistant suits. Meager gains are bought with hundreds of lives only to be lost to the next counter-attack. Since Repleetah quickly loses any strategic significance it might have had, it comes to represent what each side can win with as little investment as possible: neither side is willing to commit anything more than ground troops. The bloodshed continues unabated for over a decade.
2654.293	Prince Thrakhath prepares the yearly Sivar-Eshrad ceremony on the planet Dolos, where the native populace had been enslaved by the Kilrathi Empire. Seeing an opportunity to redeem himself after his disastrous involvement in the *Olympus* affair, Commodore Tolwyn feints the enemy by pretending to launch a Marine assault to take the planet and then proceeding with a full strike on Thrakhath's flagship, KIS *Agon Ra Sivar*, when it diverts fighters to defend Dolos. The plan is ultimately a success, delivering a heavy blow to Kilrathi morale and earning Tolwyn a promotion to Rear Admiral. Thrakhath's dreadnought is destroyed though Thrakhath himself survives. Christopher Blair is captured during the conflict though he is quickly rescued.
2654.326	Shortly after intelligence reports indicate that Kilrathi engineers have developed a new super-weapon for use against inhabited planets, all radio contact is lost with the Goddard Colony. TCS *Tiger's Claw* rushes to Goddard and forges a path for relief transports and corvettes, only to discover that a quarter-million Terran lives have already been sacrificed by the Kilrathi.
2654.327-2655.199	Operation Thor's Hammer: Deeply angered by the tragedy on Goddard, the crew of *Tiger's Claw* pursues the Kilrathi strike force into enemy territory. The mission proves demoralizing for most of the *Claw's* pilots, who are forced to destroy the captured TCS *Falstaff* and *Gwynhevar* during the course of the mission. After searching for nearly seven months, reconnaissance fighters finally locate and isolate the dreadnought KIS *Sivar*, which is suspected of carrying the prototype super-weapon (this is later confirmed during after-action analysis). The *Claw* pursues and, in a stunning display of deep space logistics and fighting skill, eliminates the dreadnought. Afterward, the Kilrathi Emperor has his son Gilkarg, the Crown Prince and the commander responsible for the dreadnought's loss, executed. Prince Thrakhath replaces Gilkarg as Crown Prince and heir to the throne.
2655	After the events of Operation Thor's Hammer, TCS *Tiger's Claw* again travels behind enemy lines as part of a battle group charged with destroying the laboratories and shipyards responsible for producing the *Sivar* weapon. Using captured enemy fighters to sneak behind fortified enemy lines, the carrier's pilots cripple Kilrathi bases in the Jakarta System. Upon completion of this mission, Naval High Command reassigns *Tiger's Claw* and its pilots to serve as Honorary Guard for the Confederation delegation finalizing a new alliance with the planet Firekka.
2655.278-2655.315	Operation Crusade: A huge Kilrathi battle fleet led by Crown Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard) moves into the Firekka System. During this time a Kilrathi Khantahr that defected on 2655.271, Ralgha *nar* Hhallas, is instrumental in assisting the Confederation's efforts, soon joining the Space Force's ranks as "Hobbes" and providing psycho-anthropological data on the Kilrathi. The Kilrathi fleet's intent is unknown until Ralgha *nar* Hhallas exposes the plan to use Firekka for the Sivar-Eshrad. As with the ceremony on Dolos the previous year, the Confederation decides to disrupt the religious ceremony in the hopes of breaking enemy morale. Marine troopships jump into the system and stage an assault on the Kilrathi priestesses. The mission is successful and on 2655.315, and the *Claw* retreats to Terran-controlled space; in short order, Firekkan natives revolt and force the remaining Kilrathi forces to withdraw, though not before the later takes hostages. The hostages are soon freed in a post-authorized covert operation involving the recently retired James Taggart, *Tiger's Claw* pilot Captain Ian "Hunter" St. John and the Firekkan freighter captain K'Kai.
2656	The Confederation launches the Enigma Sector Campaign in an attempt to drive the Kilrathi out of the relatively advanced theatre, which contains several strategic jump nodes that lead directly to the Confederation's core systems. TCS *Tiger's Claw* is reassigned to Enigma Sector and tasked with the destruction of the Kilrathi command post at K'Tithrak Mang. While en route to the system, the *Claw* is ambushed and torpedoed by the first operational squadron of Kilrathi *Strakha* stealth fighters, resulting in the loss of the ship and most of her crew. A small number of her pilots on patrol survived; Lieutenant Colonel Christopher Blair was the only survivor in the immediate vicinity of the *Claw* at the time of the incident. His missing flight recorder disc and stories of invisible stealth fighters earned him the scorn of Admiral Tolwyn; he was convicted of negligence, demoted to the rank of Captain and relegated to Caernarvon Station in the Gwenydd System for the next nine years. Shortly after the destruction of *Tiger's Claw*, rebel forces manage to wrest control of the planet of Ghorah Khar from the Kilrathi Empire. Rather than risk having stealth technology fall into the hands of the Confederation, Prince Thrakhath orders his subordinate Khasra Redclaw to destroy the Ghorah Khar shipyards, effectively ending further production of the *Strakha* line until early 2667.
2657	Janet Williamson authors A Treacherous Hero, a book about the alleged treason committed by Christopher Blair resulting in the destruction of *Tiger's Claw*; the book remains on the bestseller's list for more than eleven months and is made into a holo-vid in 2673.
2661	TCS *Concordia* (CVS-65), a *Confederation*-class dreadnought, is launched. In the years to come, she becomes the flagship of the Confederation Fleet in Enigma Sector.

2656-2667	The Enigma Sector Campaign drags on for the better part of a decade with the Sector largely locked in a stalemate. Meanwhile, Kilrathi forces begin making new inroads into Vega Sector. Confederation forces are able to successfully defend Olympus Station, a Terran starbase established to defend Ghorah Khar from Imperial reprisals, from repeated Kilrathi assaults. During these years, the focus of the war drifts away from the decade-long Battle of Repleetah; supply ships and reinforcements had long since ceased their support of ground troops on the ex-research planet. In late 2664, only a handful of troops remained on either side of the conflict. The sole surviving Terran officer, Lieutenant Miles D'Arby, led his men in a last ditch effort to overrun the Kilrathi position. No one lived through this final action on either side; the Battle of Repleetah finally came to an end. It is estimated that the Confederation had lost more than 2.7 million troops in the battle while Kilrathi losses are estimated at upwards of 7 million. In 2667, Terran forces from TCS *Concordia* daringly jump behind enemy lines and finally destroy the Kilrathi sector headquarters at K'Tithrak Mang. The first confirmed sighting of a *Strakha* is made by none other than Christopher Blair, who is exonerated and promoted to the rank of Colonel by Admiral Tolwyn himself.
2667	Confederation forces dispel a Kilrathi attack on Pembroke Station, the gateway between Enigma and Vega Sectors. These same forces then attend to a mutiny on the Rigel Supply Depot, where mutineers have split into two factions; the mutineers aboard TCS *Gettysburg*, who wanted to return to Confederation service, are exonerated while the base containing the mutineers, who had become a group of raiders in the area, is destroyed. The Kilrathi once again unsuccessfully attempt to re-capture Ghorah Khar and Khasra Redclaw is killed after an attempt to assassinate Prince Thrakhath. Thrakhath is captured and brought aboard the covert ops ship *Bonnie Heather* but eludes his captors through a daringly engineered escape. *Concordia* begins overseeing the testing of the new F-95 *Morningstar* heavy fighter, a powerful new fighter carrying the Mace tactical nuclear missile. Traitors from the Society of Mandarins led by Zachary Colson interrupt the tests and steal a prototype. Covert Ops responds by locating the Society's main base of operations. A team sneaks behind enemy lines in a captured Kilrathi freighter and destroys both the base and the stolen fighter, killing Colson in the process. A massive Kilrathi invasion of the Deneb Quadrant eliminates the Confederation's 6th Fleet in a matter of hours; the tattered remnants of the Fleet escape to Enigma Sector. Kilrathi forces occupy Deneb and remain in possession of over half of Epsilon Sector for the remainder of the war. The *Venture*-class corvette TCS *Johnny Greene* accepts a surveillance mission to the mysterious Kilrathi planet Vukar Tag. Encountering overwhelming opposition, the corvette is barely able to make the jump back to Confederation space with the fragmented information it had gathered. Acting on information gathered in *Johnny Greene's* mission, Marine and space-based attack forces from the newly launched *Wake*-class escort carrier TCS *Tarawa* (CVE-8) attack and seize control of the planet of Vukar Tag, destroying the ancestral home of the Dowager Empress Graknala. This is later revealed to be the opening move in "Operation Back Lash," an attempt to divide and strike the Kilrathi fleet hard. *Tarawa*, the cruiser *Intrepid* and the destroyer *Kagimasha* are dispatched to Kilrah itself to divide the Kilrathi home fleet, affording the remaining Confederation Fleet a much greater chance of success in an ambush against the home fleet when they arrived to try and take back Vukar Tag. The operation succeeds beyond anyone's expectations — *Tarawa* pilots destroy a full third of the Empire's carrier construction yards, significantly damaging the Kilrathi war effort.
2668	The False Armistice: Terran forces hit on the strategy of striking at Kilrathi supply lines and shipworks, eliminating nine carriers under construction, four shipyards and crippling dozens of transports. Running low on combat ships and supplies, a peace accord is unexpectedly offered by Kilrah and accepted by the Confederation government. All fleets are withdrawn, even those in the midst of combat. The Battle of Earth: In the following months, several frontier colonies refuse to abide by the armistice rulings and invest ships in an attempt to ascertain that - as they strongly suspect - the armistice is a ruse. A group of Free Corps volunteers launched from the Landreich later discovers such proof deep beyond the frontier and relays that information back to Earth as the Kilrathi ambassador nearly succeeds in killing off the entire naval command structure in a suicide bombing. The armistice is renounced and a hastily assembled force of still-intact Confederation ships prepare to defend against the coming Kilrathi assault, led by Admiral Tolwyn aboard TCS *Concordia*. The first Kilrathi strikes result in the total radiation-warhead destruction of Warsaw, Gilead, and Sirius Prime. Marines board in a suicidal charge and detonate antimatter mines aboard several of the new Kilrathi *Hakaga*-class carriers, successfully destroying three of them. The remaining Kilrathi fleet reaches striking distance and launch anti-matter rockets on crucial defense cities - Chicago, Pittsburgh, Boston, Miami, Quebec, Berlin, Paris, Kiev, and others - before retreating to friendlier space. Earth is saved but at tremendous cost, putting the Confederation on the brink of total defeat.
2669	TCS *Concordia* is ambushed while fighting a rearguard action over Vespus. She is knocked out of orbit and crashes in shallow water off the coast of the Mistral Sea with the loss of all hands. On 2669.011, the Terran Intelligence Agency deploys an experimental craft equipped with self-sustaining recycling systems, a mining apparatus and a 62 person Special Operations team from Goddard Transfer Station through a newly discovered jump point. Its mission is to search out and destroy Kilrathi forces and eventually to deploy a series of unmanned posts in the outer Kilrah Sector. The craft is dubbed *Lexington* in the wake of the Battle of Earth under the assumption that the *Concordia*-class carrier of the same name severely damaged in the battle would have to be scrapped. Though the Special Ops team succeeds in reaching the Kilrah system, *Lexington* is never recovered and is presumed lost. A rogue Steltek Drone begins terrorizing Gemini Sector. Meanwhile, Dr. Lemuel Monkhouse discovers a mysterious map on Mars, which leads to another cache of Steltek technology on planet Palan. With the help of Dr. Monkhouse and a Steltek artifact he acquired as collateral, privateer Grayson Burrows finds a new, powerful type of gun and uses it to shoot down the Drone.

2669.221	Dr. Forbin, a prominent scientist aboard the solar shadow ring station *La Belle Dame Sans Merci*, reports gravimetric disturbances in the Tanhauser Nebula. These disturbances are determined to be consistent with jump point formation. In the midst of investigating what might have been the first ever observations of a jump point formation, the station is attacked by a raiding party of Kilrathi light attack fighters using the nebula as camouflage; despite its total lack of military value, all aboard the defenseless station are slaughtered - many of them are inexplicably tortured to death. This marked the eighteenth such occurrence reported since 2667. Forbin's discovery later leads to a peacetime TCN task force designed solely with the purpose of observing and analyzing jump points.
2669.233	The Trafalgar Outerworlds report a devastating pandemic that eradicates over four percent of the system's population. The disease vector is proven to be Terran blood. Trafalgar Disease Control halts the mortality rate at 23 deaths per day and later identifies biochemical weaponry as the guilty carrier. Simultaneously, the Kilrathi mount a series of bioweapon attacks in the Locanda and Delius systems. Forces off of TCS *Victory* (CV-40), an older *Yorktown*-class light carrier, are able to successfully defend all but the main Locanda colony; several colonies in Delius are eliminated before Confederation forces can respond. The immediate death toll is reported at 2,867; all affected worlds are quarantined and eventually see the annihilation of their populaces. Linguistics specialists at the University of Hawaii on Earth make marked progress in deciphering the intricacies of the Kilrathi language and begin publishing their research in leading journals. Civilian research to these discoveries is sharply restricted after this news gets back to Kilrathi forces, causing them to change their encryption schema.
2669.242	Confederation forces liberate the enslaved population of the Cabrea System. The TCN Human Relations Agency immediately clamps down on all vid-transmissions from the system, citing "the interests of Confed-security." Reports emerge that horrific conditions exist within the system. A psychological assistance team en route to counsel survivors and deliver supplies is obliterated in a surprise attack as they pass through a normally peaceful asteroid belt; transmissions from the cargo ship indicate that the Kilrathi have developed a new fighter that is nearly indistinguishable from a small asteroid chunk (later designated as *K'ha'haf*). TCN headquarters orders a strategic withdrawal from outlying Confederation systems as part of a larger operation to give up areas of relatively minor importance in the hope that the Kilrathi will spread themselves too thinly. This action receives great criticism from those who claim that the withdrawals are only an improvised response to the advance of the enemy. The criticism lessens, however, with the introduction of the new F-103 *Excalibur* heavy fighter and a successful push into the Ariel system.
2669.247	The Confederation tests TCS *Behemoth* on a Kilrathi colonial planet in the Loki system. The test run disintegrates an entire planet in less than five seconds; approximately 1,500 Kilrathi settlers are killed, later raising critical judgments from the Terran Diplomatic Association. *Behemoth's* design is subsequently leaked to Kilrathi forces, which intercept and destroy it before it can be deployed to Kilrah. Less than a week after the loss of *Behemoth*, forces off of TCS *Victory* support a Marine-led effort to liberate Dr. Philip Severin from a Kilrathi prison planet in the Alcor System. A key player in TCN detonation technology, he immediately is set to work completing his earlier designs on another weapon, the Temblor Bomb. TCN military police fighters squelch a civilian riot on Rampart military station in the Enyo system, where organized protesters attempted to damage communication facilities and 27 fighters parked for repairs. The leader of the protest, Alexander Romorin, is killed by one of his own followers during the hand-to-hand melee as he struggled with minimally-armed personnel. Participants are questioned and sent to a minimum security holding moon. This event marks a swelling current of civilian unrest after forty years of the Terran-Kilrathi conflict.
2669.262	Confederation forces break through Kilrathi lines and advance to the Freya and Hyperion systems, where they again meet heavy Kilrathi resistance. Facing an imminent homeworld invasion, the Empire boosts its forces in these systems and eases up on attacks on outlying colonial worlds. Construction begins on temporary Confederation bases in the area; Confederation transmissions are encoded with the newly developed UUENSX-17 encryption system. The conflict index reaches 10.2, the highest average in the war's history. The Galactic Red Cross troops run medical supplies, food and fuel dangerously close to the front lines, losing approximately a third of their transports to ambushes. The Civilian Pilot's Association volunteers troop and supply transport runs as the war progresses closer and closer to the Kilrah Sector. The Temblor test project enters the completion stage and a prototype is successfully detonated on a seismographic fault in the Hyperion system. Dr. Severin is subsequently named an honorary Captain in the Terran Navy and awarded a research bonus of 1.2 million credits.
2669.267	President Quinson and the Scientific Warfare panel approve the use of the Temblor Bomb in six instances, including that of attacking Kilrah directly. Having expected this decision, TCS *Victory* pushes to the jump point leading from Hyperion to the Kilrah system. Colonel Christopher Blair, Major Todd Marshall, 2nd Lt. Winston Chang and 2nd Lt. Robin Peters launch from *Victory* in F-103 *Excaliburs* at 0545 hours. With the aid of covert fuel depots and after having shot down and killed Crown Prince Thrakhath in a final duel, Blair penetrates Kilrah's atmosphere and launches the Temblor Bomb into the V'rakath fault; the resulting blast rips Kilrah along its three major faults, shattering its crust and killing billions of the planet's inhabitants, including the Emperor himself. Aboard KIS *Hvar'kann*, Kal Shintahr Melek *nar* Kiranka formally surrenders unconditionally to Blair, an action later formalized with the Treaty of Torgo. After forty years, 4.2 quadrillion credits' worth of war materials and a total count of 9,500,012,432,187 deaths, the Terran-Kilrathi War is finally over.

2669.315-2671.056	Project Goliath: Landreich President Max Kruger dispatches Admiral Tolwyn, Admiral Vance Richards and Commodore Jason "Bear" Bondarevsky to refit a crippled Kilrathi *Bhantkara*-class supercarrier, KIS *Karga*, in response to the problem of ambitious independent Kilrathi warlords attempting to rebuild the fallen Kilrathi Empire near the Landreich's borders. With the help of Hyilghar Murragh Cakg *dai* Nokhtak (*nar* Kiranka), the Landreich successfully restores the carrier to service, re-christening it FRLS *Mjollnir*. Kruger dispatches Mjollnir to cripple KIS *Vorghath*, a Hvar'kann-class dreadnought that had joined the forces of warlord Ukar *dai* Ragark *lak* Haka at Baka Kar; the operation is ultimately a success though Admiral Richards is killed by Ragark's forces. In the aftermath, Bondarevsky elects to remain with the Landreich Navy while Tolwyn returns to the Confederation to head the Strategic Readiness Agency (SRA).
2669.322	In the months immediately following the end of the war and the signing of the Treaty of Torgo, a P.O.W. exchange is implemented and Sectorial diplomats begin negotiations with Kilrathi settlers. Eighty-six new bills are introduced in the 1,234th Confederation Grand Assembly pertaining to the rights of Kilrathi survivors. Riots driven by racism among Terran colonies peak, paralleling the integration of the early- to mid-20th Century. M'ragrakath *nar* Hhallas is appointed as the main Kilrathi spokesperson and is assassinated during an interplanetary conference on Venus. Following his death, an overwhelming percentage of Kilrathi survivors commit *zu'kara*. In an effort to ease tensions, the Terran Diplomatic Association sets up eighteen Kilrathi reservation worlds. The Terran Navy concentrates peace efforts on outer worlds, where renegade forces are staging brutal attacks on Kilrathi colonies. Many of these renegades are from Sol System, where unemployment has skyrocketed to 22.3 percent since the end of the war; most of the unemployed are discharged military personnel. Analysts predict that recovering from half-a-century of warfare will be a long, consuming task that will require at least two decades of economic and social adjustment in every facet of life. The Terran Confederation assigns eighteen reserve marine units to civilian trade bases in Gemini Sector, where reports filter in concerning increased contraband activity. Gemini had long been a problem area for patrolling forces due to the large number of nearby Kilrathi inhabitants and the localized Free Trade Agreement. The move sparks unrest among members of the Merchant's Guild after over half the trading force relocates to other nearby Sectors. Military officials step up patrols along the Clark-S'kh'haral Quadrant border as attacks on civilian merchant ships in the region reach an all-time high. A team of sociologists and archeologists en route to Gemini Sector are captured by Kilrathi renegades; vid-transmissions of their torture beamed back to Sol. News of the incident leaks out to the general public, who become outraged and demand reprisals on Kilrathi P.O.W.s. The four men aboard had been undertaking a dangerous trek to investigate rumors of a Steltek "Rosetta" stone believed to contain valuable information on uncharted systems near Gemini. About this same time, reports are first received of a marauder vessel attacking merchant shipping in Gemini; it is widely believed that this vessel is a secret Kilrathi weapon. TCN forces eventually track down and destroy the marauder vessel.
2670	Mordecai Jones, leader of the Church of Man in the Gemini Sector, is exposed as having authorized and led an attack on a Terran super-weapon tested in a nearby Sector. The Church denies responsibility for the attack, which was carried out by three squadrons of refurbished Kilrathi *Salthi* Light Fighters and resulted in the deaths of all 25 technical assistance crew members working on the weapon's components. Six months later, Jones is reported as missing (later confirmed dead) by his followers; his temple on planet Eden is subsequently bombarded. Following his death, TCN officials inspect the remnants of Base Gaea and find detailed accounts of over 35 attacks on orbital guns and scientific research outposts.
2671-2672	Open warfare breaks out between the Free Republic of the Landreich and the Terran Confederation. Rear Admiral Bondarevsky takes command of the Landreich's escort carrier fleet, ultimately ending the conflict in a strategic draw. President Kruger's hold over the government begins to slip as a result of the affair.
2673	The F-104 *Bearcat* undergoes regular combat trials. Though a promising design, the *Bearcat* would only see a limited production run in favor of the F-108 *Panther*.
2673.219-2673.233	The Black Lance Affair: The galaxy's peace is interrupted once again as pirate raids against peacetime shipping become more and more common. Admiral Tolwyn, believing that the human race needs to be genetically purified before it faces another threat like the Kilrathi, leads a unit of genetically enhanced pilots known as the Black Lance in an effort to instigate a new war between the Terran Confederation and the newly formed Union of Border Worlds. Tolwyn authorizes the elimination of "impure" planetary populations through the use of biological weapons, resulting in the deaths of over 90% of the population of the Telamon system. Forces on both sides of the conflict rush to prove to the Confederation Grand Assembly who is responsible for the attacks prior to a vote of war against the Union. The final battle takes place on the floor of the Grand Assembly, where Colonel Christopher Blair tricks Tolwyn into implicating himself. Tolwyn later commits suicide after having been sentenced to death, believing his failure has doomed all of Terrankind to extinction.
2674	Robert Brindle's novel <u>Clipped</u>, a tragedy about conditions in Kilrathi placement facilities on their designated reservation worlds, is criticized by veterans and administrators as both inaccurate and inflammatory. The publicity generated causes thirty system Assemblymen to call for a committee to be formed to review conditions in the placement facilities.

2675	The Circean Civil War concludes as the Union of Border Worlds and Terran Confederation focus on civil wars plaguing the former Kilrathi Empire. T'kirsa is settled by the newly-formed Firekkan Planetary Alliance. Murragh Cakg *dai* Nokhtak loans FRLS *Mjollnir* from the Landreich and takes the ship into Kilrathi space in a bid to claim the Kilrathi throne. However, expected support from the Landreich Navy never materializes and Murragh's attempted coup falls apart short of the planned invasion of Pasqual. Murragh fights an epic retreat pursued by Chancellor Melek's police forces. He returns to the Landreich and lives out the rest of his days in exile. Civilian protestors use the novel <u>Clipped</u> as ammunition in acts of civil disobedience near the Grand Assembly Headquarters. Dozens of people are injured and hundreds more arrested in demonstrations that last throughout the Assembly's quarterly sessions. After much public outcry and several internal inquiries as to the conditions of Kilrathi placement facilities, the Confederation agrees to help the Kilrathi form a new governing body to self-regulate conditions and manage Kilrathi/Confederation relations. Shortly after, the Kilrathi Alliance of Clans (KAC) is announced. Staffed by royal clan leaders and Sivaran Priestesses, the KAC promises a new age of cooperation and self-determination for the Kilrathi.
2676	At a KAC-organized rally of the Great Clans, many Kilrathi leaders speak out on conditions in placement facilities. Speeches applaud efforts made by the Confederation to provide adequate oversight and resources. The event is marred by violence following an inflammatory speech given by an enigmatic teenage clan leader named Ra'Khaj *nar* Ghoran. Ra'Khaj, representing the Kiranka clan, calls for true Kilrathi self-determination and puts pressure on the KAC to cut access to Confederation holo-vid, consumer goods and other "implements of cultural domestication". After naming several other clans he considered "complicit in the destruction of Kilrathi honor", an open brawl breaks out amongst their representatives and members of Clan Kiranka present, leaving 20 dead and dozens injured.
2680	The Confederation in conjunction with Hurston Dynamics begins field-testing chain ion weapons technology, also known as "cloud-burst" technology, at Krieger Starbase. Influence of Kilrathi culture on fashion and entertainment begins to spread outside of the Border Worlds. Some systems put a ban on the import of all imitation Kilrathi weaponry, Kilrathi-styled/Terran-sized armor and clothing wear. This only increases the value of such items on the market. Kilrathi placement facilities in the Border Worlds are reduced to only three planetary locations (down from fifty a decade earlier) as another displaced clan is relocated to a system within Kilrathi space. These reservations were beginning to come under the scrutiny of several Sentient Rights groups; charges of neglect and cruel treatment go unheard at the General Assembly. Governor Cavazos, then head of the General Assembly, publicly states that the remaining Kilrathi will be relocated to areas in the domain of the former Empire in less than five years. His statements are almost drowned out by representatives of the Border Worlds calling for faster action. Rein Ertrobs releases the fourth book in his wildly popular series of fantasy novels set within the Darkening universe. Entitled <u>Lev's Pact</u>, the novel forces the publisher to restructure its flat-scan transmit hub in order to accommodate the over one billion requests.
2680.321	TCS *Midway* (CVX-01), the prototype ship of her class, is called to take on the Kilrathi "Demon's Eye Pack" in the Valgard System of the Epsilon Sector during her maiden voyage. TCMC Colonel John "Gash" Dekker leads *Midway's* Marines on the ground without incident; two pilots from the megacarrier become the only casualties of the entire operation.
2681.014	Thirty-six Kilrathi in the Demon's Eye Pack captured through the efforts of the crew TCS *Midway* are convicted of piracy, murder and malicious disorder and are summarily executed at 0700 Hours (CST) at the Valgard Military Prison complex. Included in the mass execution was the pirates' leader, Krahtagh "Bloodeye" N'Ryllis. Despite requests by the Kilrathi Provisional Counsel that the prisoners should be executed traditionally, they are executed as a group by flash incineration.
2681.018	Confederation Astronomical Station K-105 picks up an unidentified energy surge near the remains of Kilrah Prime. The surge is initially believed to be an equipment malfunction or the reflection of a solar flare. A short time later, TOBY drones from TCS *Devereaux* are destroyed while exploring the debris belt near Kilrah Prime followed by loss of contact with *Devereaux* herself. The Sivarist monastic outpost on asteroid K-14G is shortly thereafter destroyed as well followed by Astronomical Station K-105. Fighters are scrambled from Surveillance Outposts Bravo and Delta to recon and respond. The activity would be identified as the opening of an immense, artificially generated wormhole a few weeks later.
2681.019	The recon group from Outposts Bravo and Delta jump to the site of K-105; contact with them is subsequently lost. The Kilrathi colony on Rawsh (Kilrah 6) and a previously unknown Kilrathi smuggler/insurgent base on KI-7D (Kilrah 7.4) are destroyed. Contact with Surveillance Outposts Alpha, Bravo, Charlie and Delta is lost; they are presumed destroyed and Kilrah System is presumed to be in full enemy control. Seven recon missions are dispatched to the Kilrah systems from Tal'q Naval Station, which sends a FLASH message to Earth and goes to full alert status. Major Leeward Washington and Hugyn Squadron discover the remains of the smuggler's base during the seventh recon attempt from Tal'q. Major Washington quickly completes his recon of Kilrah 7.4 and returns to Tal'q with photos and a possible enemy artifact: an irregular slab of hard, crystalline substance with a hand-print of one of the appendages of the enemy in its central cavity. Washington's is the only recon mission of the seven to return as scheduled; the others are presumed lost. Further recon missions are terminated pending the analysis of known data. A short time later a strike group led by the corvette TCS *Brack* is dispatched from Tal'q to Rawsh.
2681.020	The last transmission is received from TCS *Brack*. An initial Terran Confederation Intelligence Assets (TCIA) report on the incident is compiled and dispatched. The hostiles are code-named "Nephilim" after the Hebrew legend of the "giants in the earth." Fleet Intel suspects the Nephilim may in fact be the "Star Gods" of Kilrathi legend.

2681.025-2681.051	The Nephilim continue their invasion into both Kilrathi and Confederation territories. From TCS *Midway*, recent TCSF Academy & Flight School graduate 2LT Lance R. Casey, son of legendary *Tiger's Claw* pilot Major Michael "Iceman" Casey, comes aboard and assists in a series of tactical operations designed to stop the Nephilim's advance. He is kept under the watchful eye of Commodore Blair during his time aboard; Blair at one point in the operation is captured, probed and traumatized by the aliens before being recovered by *Midway* Marines. In the end, the Nephilim wormhole in the Kilrah System is collapsed through the efforts of *Midway's* pilots and Marines. When the Marines cannot reach the last "tower" of the wormhole gateway's structure, Commodore Blair boards it himself and completes their work; he is attacked by a Nephilim Overlord before he can affect an escape. When the gateway is destroyed, Blair is still aboard it; he is declared missing in action and presumed dead. Blair is survived by no immediate relatives.
2681	Leonard Styles, a staff photojournalist for ISDN (Intersystem Daily News), takes the first shots of the Nephilim in action against a transport convoy fleeing the Kilrah Sector after an official evacuation order is given. His stark images of a Nephilim destroyer slicing through a civilian transport put an image to a threat dismissed by citizens of the more remote Sectors. A joint Hurston/Bartok Industries and Confederation research program develops the "dust cannon", a mass-driver variant using "dust-cull" technology to recycle power plant waste matter into a nearly limitless ammunition supply. TCS *Cerberus*, a new *Hades*-class "quick strike" cruiser, is unveiled by the Confederation. Constructed by Bartok Industries, *Cerberus* is quickly put on a secret assignment by the TCIA to investigate reported straggler Nephilim in Sol Sector. As most of Known Space begins to mourn the loss of Christopher Blair and tries to begin repairing its wounds, a larger Nephilim strike force emerges. *Cerberus* fights through the alien hoards to capture a new wormhole in Proxima System. Intelligence believes that the Nephilim are searching for something. While the Confederation prepares to use its newly captured wormhole to strike back against the Nephilim, three more open - in the K'sktag System, the Hhallas System and the Valgard System. Beginning of the Nephilim War. The Guinterin Combine resumes its cruise ship service in 2681, despite warnings of Nephilim presence within its operating quadrants. SS *Twilight Purchase*, the latest cruise ship in the line, is subsequently attacked. Although rescued from outright destruction by unnamed Confederation forces, the ship is exposed to an alien viral agent that results the in the deaths of 80 percent of the passengers and crew. Another cruise ship in the line, SS *Ana Maria Alberghetti*, is destroyed utterly after an alien attack. The liner SS *Blue Horizon* is also lost; no trace of it is ever recovered. The Confederation launches a reconnaissance-in-force group through the captured Proxima wormhole gate, which leads to an assault on a Nephilim construction yard (what is ultimately code-designated as a "construction reef") on the far end. The assault fails with severe losses, though elements of the RIF group manage to return to Proxima and bring back intelligence indicating the far end of the wormhole is approximately 10,000 light years to coreward.
2682	Massive waves of Nephilim craft begin pouring through the K'sktag, Hhallas and Valgard Gates, with Nephilim battle groups offering significant challenge to the defensive fleet in Proxima. Contact with all Kilrathi colonies in the M'Shrak and Vukar Tag Sectors is lost by the end of the year. Epsilon Sector begins to see its first casualties of the war as group after group of Kraken squadrons issue from the Valgard gate. The alien viral agent later to be known as the "Green Plague" begins affecting several colonial worlds in Vega and Epsilon Sectors. The initial transmission of the disease is linked to a deep space salvage freighter called *Hispaniola*, whose crew had illegally salvaged pieces of SS *Ana Maria Alberghetti*. With exposure to planetary atmosphere, the salvage began to decay, causing dormant microbes to become active; the disease spreads through improper handling of the affected material. The virion, which is transmitted either by being absorbed through the skin or inhaled, feeds on living tissues and manufactures a chemical that induces euphoria, causing its victim to neglect the deleterious effects of exposure. Traditional methods of treatment prove ineffective and a galactic search for a vaccine/cure begins in earnest. The number of deaths linked to the disease is set at 47,000 for the year. TCS *Mistral Sea* (CVX-02) enters service. Soon afterwards, the TCY Arcology is bombed in an act of anti-Confederation terrorism. While the Arcology survives, construction of subsequent *Midway*-class ships is delayed by several months. Incidents of anti-Confed terrorism increase in frequency. The Confederation promises to act quickly and decisively in dealing with any future internal threats. The first lawsuits against the Guinterin Combine are filed by the families of the passengers of the three stricken liners. Clan Sihkag's traditional fighting tournament becomes the highest rated Holo-Vid event ever. Its popularity is credited to the first-time inclusion of Terrans in the fights. The managers of these fighters are criticized after all but one are killed during the tournament; the sole Terran survivor suffers a broken back, a fractured skull and other internal injuries after managing advancing to the *juc'lohn*, a sudden death quarterfinal that utilizes the *pah'nel*, a rotating column covered with razor whips that randomly engage during the fight.

2683	TCN Captain Malik Santos completes his initial analysis of the tenor of the Nephilim conflict. His analysis of the enemy's disposition suggests the Nephilim are continuing their search for whatever they were looking for two years prior in greater force. His report also includes recommendations for countering the Nephilim threat; among them is the need to develop a weapon with firepower that matches or exceed those of the enemy *Kraken*-class ship killers as well as the unprecedented recommendation to forego significant levels of defensive shielding on capital ships in favor of extremely heavy armor plating. Deep space intelligence indicates that the Nephilim are in total control of M'Shrak Sector. While some sporadic pockets of significant resistance still exist, intelligence believes the same will be true of Kilrah Sector by the early part of the next year. With no tenable cure for the Green Plague yet discovered, the CVCD (Confederation Viral Control Division) calls for the immediate quarantine of entire systems, starting with Kreiger in Sol Sector. Kreiger was home to a research starbase that had been conducting initial tests on Alien technology - tests that ultimately left the starbase a floating hulk filled with seven hundred corpses. Other than CVCD operatives, no traffic in or out of the system is allowed. The death toll from the disease totals over 3,000,000. Exploratory Services activity is put on hold. Governor Cavazos of Sol Sector is reelected in a landslide despite protests from varied civilian interest groups accusing him of being ineffective in his handling of the Nephilim crisis. His personal Assembly vote in support of the execution of the "Bloodeye" pirates in Valgard two years earlier also earns him great criticism in the growing Kilrathi civil rights movement. At his inauguration, Cavazos stated, "People hate the tough decisions, but they hate the man that makes them more." A group calling itself the "Hearts of the Tiger" (HOTT) sends out its belief on a holo-vid broadcast purchased by their eccentric and extremely wealthy founder, Hillel Jackson. He claimed to have received a message from the late Commodore Blair that offered a dialogue of hope and oneness for all creatures of the galaxy. After the transmission the HOTTs claimed a membership of 100,000. Although written off as a minor cult, sightings of Blair in the Trk'Pahn and Gemini sectors begin to be reported by a number of converts. Morgana Carr, Saranya Carr's daughter, stars in the holo-vid sequel to her mother's popular "Luna Jones: Jumpscout" series. Entitled "Riva Jones: Daughter of Destiny", Carr fails to capture the same success her mother achieved twenty-five years earlier. Following multiple terrorists neural EMP "blastcasts", all electro-neural research and technology is re-classified as forbidden to any without official Confederation security clearance. "Blastcasting" is the media term given to the activation (or detonation) of a pulsed carrier wave that could transmit brief suggestive messages into the conscious and sub-conscious.

2684	Acting on the recommendations of Captain Santos the previous year, the Confederation reactivates the *Behemoth* line of dreadnoughts, incorporating a number of significant defensive updates into the design. Construction of TCS *Colossus* is completed before the end of the year. Meanwhile, initial plans are drawn up for a new type of heavy capital ship, whose design incorporates multiple heavy plasma cannons and heavy armor plating. A massive surge of Nephilim craft cross the border from Kilrah Sector into the Roberts and Downing Quadrants of the Vega Sector. Units of the Outerworlds Navy and Naval Reserves sustain heavy losses but manage to stave the Nephilim off for the better part of the year. Due to heavy losses from Nephilim incursions, the KAC petitions the Confederation to allow Kilrathi clansmen to enter the Confederation Navy and Space Force. Rather than allow this, the Grand Assembly agrees to put the provisions of the Treaty of Torgo that forbid the Kilrathi from operating their own military forces in abeyance: for the first time since the end of the war, the Kilrathi have the legal right to operate their own fighters and capital ships. The Confederation also allows the Kilrathi access to their battlecruiser design plans. All craft entering critical systems are now scanned for the Green Plague before being allowed to proceed. The "iron maiden", a single-person chamber filled with micro-needles synched to inject a prototype vaccine to every point on the body, is proven to have limited yet repeatable effectiveness in stopping the progression of the virus in infected individuals. The treatment is so aggressive, however, that even with the virus neutralized the patient is usually unable to survive the invasive application of the vaccine's antibodies in their already-weakened state. The death toll from the Plague escalates to over 24,000,000. Argent, Hawking, and Avalon Sectors remain untouched. Corporations such as Hurston Dynamics and Bartok Industries agree to fund their own private militias to patrol their home Sectors in light of Confederation Naval losses. The Confederation welcomes the assistance whereas activists are suspicious of corporate motives. At a press conference announcing the Bartok militia in Argent Sector, Admiral David Colburn states, "We have no doubt that fine institutions like Bartok Industries will respect the laws and constitution that protects the rights of all citizens of the Confederation. This is a time of need and they are willing to sacrifice valuable resources to make sure everyone remains safe and secure in their homes." Confederation officials applaud Nanofab structural prototypes tested by the Guinterin Combine as "the single greatest advance in history since brick and mortar". Prohibitively expensive and subject to rapid decay, the technology is estimated as still having many years of development ahead of it before it could be used on a widespread basis. Leonard Styles releases another flat-scan photo essay showing the effects of the Green Plague on the hardest-hit Sectors, stating "I wanted to put a human face to an epidemic that most citizens would rather ignore." When ISDN runs the essay, the Nephilim Relief Fund sees a fifty million credit increase in donations over the course of the following week. Basic Edible, the Confederation's largest supplier of foodstuffs, loses 10 of its 40 agricultural planetary operations due to plague quarantine and Nephilim attacks. Rations on both staple and luxury foods are put into effect by the Confederation. The black-market for edibles skyrockets. A holo-vid event entitled "Plague" is cancelled by order of the Confederation government in light of the epidemic. Although the Terran Confederation Broadcasting Network protests that it is purely fiction, they agree to pull the feature starring Morgana Carr.
2685	A number of new fighter craft designed to counter the Nephilim threat first enter service, including the Confederation *Hurricane-II*, the UBW *Predator* heavy fighter and the Kilrathi *Dralthi-IX*. Private militias and mercenaries also benefit, receiving the first new significantly upgraded variants of the F-27 *Arrow-V*, F-44 *Rapier-II* and A-17 *Broadsword* designs. The Nephilim continue their push into Vega Sector with Confederation units meeting and eventually establishing a defensive line in the Douglas Quadrant from Planck's Star through Vega, though not before the Nephilim push into Sol as far as Sirius. The First Battle of Warsaw is fought this year; TCS *Jutland* is destroyed during the course of the battle. To save their worlds from certain destruction, several member worlds of the Union of Border Worlds surrender to the invaders, who subsequently occupy their territory. The remaining forces of the Outerworlds Reserve Fleet flee into Confederation space at McAuliffe. Local militias shoot down ships fleeing quarantined systems as they enter Argent Sector. Although the militiamen responsible are indicted, they are viewed as heroes in their home Sector and hidden from extradition. Over forty systems scattered throughout the Sol, Vega, Trk'Pahn, and Gemini sectors are quarantined and blockaded by a coalition of official Confederation and conscripted local militia vessels. Supplies are delivered to the afflicted areas with unmanned expendable drones. The death toll from the Plague tops the 200,000,000 mark. Sol Governor Cavazos is assassinated by terrorists while en route to a conference on the status of reconstruction efforts following the initial stages of the Nephilim conflict. A security leak within Bartok Industries reveals to ISDN and other representatives of the press that cloaking technology had been developed by the company and utilized for a number of TCIA craft; the technology was described as "stable on both large and small scales". No explanation of what "large and small scale" meant, but the implication that consistent and reliable cloaking technology was in active service made for a huge media buzz. Although no further details were forthcoming from Bartok or the Confederation government, this marked the first public admission of stable Confederation cloaking technology. Rein Ertrobs releases the final chapter of his popular Darkening fantasy series. Although critics are mixed in their blessings of Ertrob's works, no one could deny the impact it had on the population: the hardprint is immediately unavailable and the publisher's transmission hub crashes due to the crush of customers.

2686	TCS *Indomitable*, first of her class and first of the battlecruisers, is launched. The Confederation begins mass production of these powerful warships. TCS *Port Broughton*, tenth and last of the *Midway*-class, is commissioned. All other previously ordered *Midway*-class ships are cancelled in favor of *Indomitable*-class battlecruisers and *Behemoth*-class dreadnoughts. As the first *Indomitable*-class ships make it to the front lines, the Nephilim advance is finally halted in Vega. Unexpectedly, however, the Nephilim open up a front in the relatively undefended and plague-weakened Clarke Quadrant of the Gemini Sector. Perry Naval Station is destroyed late in the year. CVCS researchers finally isolate the Green Plague; extensive tests begin on non-intrusive antibody delivery systems. Gemini Sector is the hit hardest by the virus due in part to the distribution of contraband Nephilim technology via pirate and mercenary activity. All jump points out of the Sector are blockaded and drones are utilized to send in supply shipments. Although a marked slowdown in the spread of the plague is noted, total casualties (after incorporating Kilrathi estimates) pass the 600,000,000 mark. The new Sol Sector Governor, Yoshida Grider, is elected on a platform of growth and reform. The foundations of what would become the CCSP (Confederation Citizen Subsidy Program), a group designed for the organized expansion and solidification of Confederation influence, are laid in secret with Governor Grider driving the program. Following a series of articles and interviews on ISDN, Ra'Khaj *nar* Ghoran continues his dialogue calling for true Kilrathi independence and self-determination "unfettered by the genocidal barbarians who have disparaged whatever honor the great Heart of the Tiger may have afforded them with their callous actions". A love/hate relationship between Ra'Khaj and the Confederation public begins, with many calling him the next Thrakhath and others calling him the first true leader to emerge from the fractured culture of Kilrah.
2687	The KAC launches KAS *Kiranka*, the first Kilrathi battlecruiser. The design of the ship is partially based on the design of the war-era *Hakaga*-class carrier. The Confederation proposes a formal military alliance with the KAC; they readily accept the Confederation's terms. The alliance is formally signed into action on the main deck of TCS *Conqueror* by the middle of the year. Confederation forces finally make inroads towards pushing the Nephilim back into the Downing and Roberts Quadrants. In Gemini, however, the Nephilim break through a defensive line in Potter Quadrant. Oxford University closes and then evacuates its campus. The Sector government at New Constantinople relocates to Arcturus in Sol Sector. New Constantinople Station is deliberately scuttled in a somewhat successful attempt to cause significant damage to the advancing Nephilim fleet. With the death toll slowed dramatically but still at six hundred and fifty million, the CVCD announces it is beginning preliminary testing of a new vaccine designed to prevent any further casualties. Delivered by tablet for purposes of inoculation, the vaccine also treats active cases by being dissolved into a warm bath into which a patient is completely submerged; the agent is absorbed through the pores, combating the ability of the virus to intelligently shift its location away from active anti-bodies. 80% of Gemini Sector's remaining systems are non-responsive to any communications. Drone transport shipments continue despite the lack of communication. After five years of waiting, the family and other plaintiffs finally have their case against the Guinterin Combine's Cruise Ship division heard in court. Claiming negligence and a host of other issues, the plaintiffs seek a far-reaching settlement. Guinterin claims to have already met the needs of the plaintiffs and denies any negligence in their actions. However, they obey a court order to stop the cruise service offered by their remaining ten craft until the lawsuit and independent investigations have been completed. HOTT leader Hillel Jackson announces that his organization has raised the funding necessary to begin construction of an unrivalled network of subspace relays that will "link together the believers in an instant congress of data and discovery." With the ongoing Nephilim conflict, however, the HOTT elects to wait until conditions have settled down enough before initiating construction of the relay. Corruption is exposed in the KAC, leading to a major political scandal and upheaval. Ra'Khaj utilizes his public stature to bring documents and transmissions to light that implicate Clan Juk'Teth in profiteering in the placement facilities and selling off Kilrathi artifacts to wealthy Confederation collectors. Sivaran Priestesses take control of the KAC until another Clan can be elected to lead. Ra'Khaj is feted at the KAC senate in honor of his actions. He swears there are "many more traitors to be exposed and much more work to be done".

2688	Strike on G#38KMSx-Red. Confederation-based militia groups briefly manage to take control of the Valgard wormhole, using it to strike at a Nephilim installation on its far terminus with a group of sixteen *Rapier-II Vanguards*. While all sixteen craft are ultimately destroyed, they successfully manage to destroy over 2,000 Nephilim fighter singlehandedly, a kill ratio of about 129-to-1. Militia forces remain in control of the Epsilon terminus of the wormhole for the next three years. Sporadic reports from Landreich Sector indicate that the Free Republic has come under heavy attack by Nephilim forces. Both the Confederation and Union of Border Worlds governments choose not to divert any military forces to investigate these reports. TCS *Tripoli* disappears while on patrol in the Antares Quadrant of the Epsilon Sector; she is declared missing in action and presumed lost. Mass inoculation against the Nephilim Virus begins in earnest. Emergency teams are sent to key systems in Gemini to evaluate the damage and to assist survivors. The economic and social impact involved with the loss of Gemini's cultural and industrial resources forces the fledgling CCSP to re-evaluate its strategy for future pioneering efforts. A bomb kills Ra'Khaj's wife and children; it is later discovered that a Clan Juk'Teth assassin set the bomb. Ra'Khaj disappears from public life leaving a public statement that simply says: "My clan must discover the internal truths of our forebears in an atmosphere undiluted by the corruption brought to our souls by both the Confederation and its pets in the KAC." Saranya Carr dies in a collision with an asteroid. Millions mourn; Morgana Carr gives her eulogy at a funeral ceremony with over 500,000 attendees.
2689	H. Maximilian Kruger, the president of the Free Republic of the Landreich for over thirty years, dies while still in office. An emergency vote leads to the presidency of Daniel W. Galbraith, who pursues a policy of confrontation against the other major Terran governments due to their failure to act against Nephilim incursions in the Landreich. Galbraith closes the Landreich's borders to all military and civilian traffic, severing the Free Republic's diplomatic ties with both the Confederation and the Union of Border Worlds. The Confederation announces the effective eradication of the Green Plague; all Sectors, Quadrants and systems have stores of the vaccine in place. The final death toll from the disease is estimated at 725 million. Gemini Sector suffered the most casualties both from the virus and a lack of support during the quarantine; it is discovered that Zahne and Dokuga pirate clan raiders were looting and picking off the drone transports sent to deliver foods, fuels and medicines. It is announced by the Confederation that Gemini will remain under tight military control until a plan for reclamation and reconstruction can be put into place. A second attempt is made to destroy the construction reef on the other end of the Proxima Wormhole. A battlecruiser task group centered on TCS *Brazen* is sent through the gate with bomber elements from TCS *Ptoloman's Rift* and local In-Sys militia supporting. The attack is successful with the militia Warpig-variant *Broadswords* ultimately making the kill shot. Though the task group sustains significant bomber losses, the Confederation manages for the first time to establish its own beachhead in Nephilim territory. Lightgate racing, formerly an underground sporting event, is brought to the mainstream as a new TCBN holo-vid program.
2690	Confederation Marine forces operating on the far side of the Proxima wormhole score an intelligence coup by successfully capturing a *Barracuda*-class corvette. The Marines bring back a wealth of data, some of which takes Confederation analysts years to decrypt. This information leads to the knowledge of the Nephilim's self-designation as the "Allied Peoples" and (more importantly) the exact location of the Nephilim homeworld as well as the far end termini points of wormhole gates in local space. Through this data, Confed and Kilrathi-allied strategists make the capture of the Hhallas wormhole a primary strategic goal. A lull in the war gives the Confederation some much-needed respite. Sightings of Nephilim forces in Vega and Gemini are sporadic during the year, allowing the Confederation to reclaim several key systems. Military planners warn, however, that the Nephilim may simply be gathering their forces for an all-out attack. Gemini Sector forces are largely able to push the Nephilim out of the Sector, but the damage has been done: Gemini is effectively abandoned by the end of the year. AMQ Chemical announces it has developed a regenerative polymer that sustains the bonding within Nanofab structures. Although limited to high-density "cement"-, "ceramic"- and "metal"-style substances, the firm believes simulated wood and other highly porous materials will be supported in a short period of time. AMQ readily admits that this does not solve the problem of Nanofab decay but does provide a stopgap solution that could indefinitely sustain a given structure's integrity with repeated treatments. In Firekka a group of reformists bent on pushing a new military to protect Firekkan systems wins an unprecedented election, one that dethrones the old guard of spiritual flock leaders.

2691	The Nephilim launch their most massive fleet to date following the discovery of a Steltek derelict in the Epsilon Sector. Simultaneously, new wormhole gates with accompanying Kraken squadrons open in heavily populated Confederation systems including Torgo, Tamayo, Enyo, Weslyn and Beacon. Militia forces are able to collapse most of the new gates, but the Kraken fleet in Torgo proves to be too much for local defense forces and the Confederation is forced to order the evacuation of the system. In a delaying action, it is KAS *Vrax'hmal* that fends off the Nephilim forces long enough for the transport groups to escape. Ex-Admiral Jeremy Rayak is elected as governor of the Sol Sector. He promises to bring back a "hardline" approach to inter-system law and to quell the "cockroaches who dare challenge Confederation sovereignty". Based upon an analysis of Nephilim jump space technology (including the long-since captured Proxima wormhole gate), Professor Jonathon Sparks of Bartok Industries unveils a new jump space theory that would theoretically allow for the "near instantaneous transmission of energy from one point of jump space to any other point." The theory posits that "jump space is more correctly thought of as null space. Our current understanding of the directional flow of jump points is limited to the naturally occurring phenomena of stable connection points of real space to one another. However, these new findings indicate it is theoretically possible to travel to any jump point exit from any entry jump point if the substance to be transported can be broken down to a predictable wave/particle and focused through the use of external relays that are partially "submerged" into jump space". This is a revolution for the conceptualization of communications technologies, potentially eliminating the time sink of traditional subspace transmission. Ra'Khaj takes advantage of the distracted Confederation forces to lead Clan Kiranka against Clan Sihkag, who he calls "cultural traitors". Sihkag refugees scatter into the Border Worlds. "tHE lOVE aNIMALS" reunite to do a war tour; they are killed in a Nephilim attack. Uil Yth's guitar is saved and becomes an object of pilgrimage for fans. Confederation explorer ships first enter the Hom System and establish contact with the Tri-System civilization. Within ten years, regular commerce between the Confederation and Tri-System is established; round trips are estimated to take up to twenty years of sloship travel.
2692	The Nephilim move freely through the bulk of Confederation space for most of the year, ignoring some planets while devastating others; they do not penetrate to Earth though Confederation forces take massive losses in Sol's defense. Subsequent intelligence reports indicate that the Nephilim are searching for crystalline artifacts of Steltek origin. Cohesive defensive lines are re-established in Sol Sector late in the year. TCS *Mistral Sea* is destroyed in the Gwynedd system while in support of an action to establish a defensive line in Enigma Sector. After analysis of previous engagements and exposure to the Green Plague, new weapons are developed to attack the Nephilim's organic ships. In a controversial move mollified only due to the substantial damage the Nephilim had already inflicted against civilian infrastructure, modified bioweaponry designed to be deployed using missiles and torpedoes is authorized by the Confederation Grand Assembly. The first bio-tipped weapons reach frontline units by the end of the year. Utilizing recovered and decontaminated Nephilim technology, Professor Sparks' theories are proven. A signal is sent from the Spielberg system in the Enigma Sector to New Atlantis in the Avalon Sector instantly utilizing prototype "data nodes" that are partially synched to the jump signature of the respective jump points.
2693	Confederation forces begin making headway against the Nephilim, securing the local end of the Torgo wormhole gate by the end of the year and liberating the occupied Union of Border Worlds by .237, though not without taking significant losses. In the Sirius system, 40% of the Confederation's standing fleet is lost in a single battle (Second Warsaw) in an as of yet unexplained conflagration. TCS *Bataan* is declared missing in action and presumed lost while on patrol near Trafalgar. Ra'Khaj comes into direct conflict with Confederation forces. He unveils a *Hvar'kann*-class dreadnought, a type of Kilrathi vessel not seen in Confederation space for almost thirty years. Unnamed Confederation agents working in the TCIA defeat him. Ra'Khaj escapes Confederation space to parts unknown with the remnants of his Clan. The Guinterin Combine announces its merger with AMQ Research at the first public Nanofab demonstration. Within a matter of five minutes a single-story living complex is built on top of a foundation replete with all structural amenities. Critics call it the "death of craftsmanship", while supporters contend that it will only raise the intrinsic value of handcrafted items.
2694	Confederation forces begin making significant headway against the Nephilim. In a last ditch attempt to hold their ground against the Confederation Fleet, the Nephilim surge forward once again to Sirius, largely catching the Confederation's rearguard by surprise. Improvised tactics on the part of General Dirk Wright, commander of the 12th fleet, lead to a Nephilim defeat at Third Warsaw. TCS *Port Broughton* fights a delaying action in the Corsair system to stave off a Nephilim encroachment on Firekkan territory long enough for the combined 18th Fleet to arrive. Though successful in holding off the Nephilim encroachment, *Port Broughton* takes critical damage in and is eventually disabled. Facing an imminent boarding action, ship's CO Commodore Strevell reluctantly orders her to be abandoned and scuttled. Local militia forces salvage the ship's hulk by the end of the year. Commodore Patricia Drake is appointed head of the CCSP. She begins to organize military and corporate strategy as well as the oversight of the distribution of systems for individual Corporate CCSP training facilities.

2695	The Ardai campaign: Having had tremendous successes in Vega Sector, Allied forces make the initial push towards securing the K'sktag wormhole, with the Confederation pushing through Freya, the Kilrathi through Hellespont and the Border Worlds supporting both elements. Significant resistance is not encountered until the groups reach the K'hrissak and H'rissth systems, at which point they are routed by the sheer number of Nephilim present. In a move later known as Zhrtx's Doublecross, the retreating carrier battle group centered on TCS *Midway* is pinned down in K'njKuru and is forced to jump to K'n'Khur. The pursuing Nephilim cut off the group's escape to K'ssak, trapping *Midway* and her escorts in a bottleneck that ends at Ardai. The carrier is ultimately extracted by the *Lawrence* battle group as well as through innovative thinking on the part of General Wright, who first comes up with the idea of using cloaked Paktahns during this campaign. Confederation forces regroup at Freya and Hellespont. A team of Hurston Dynamics researchers announces a prototype "skip drive" that is developed based upon research borne out of new communications relay technologies. Skip drives would allow faster-than-light travel through a series of relays or foci that a ship is accelerated between. As Dr. David Ghrol explained, "it's like dipping into white water rapids and being plucked out before you hit the rocks or go over a waterfall." Although still impractical for intersystem travel, skip drives were on track to radically change notions of intra-system travel. Addressing the need for more laborers and service workers due to wartime losses, the Confederation Grand Assembly reverses a three-hundred year old law against the development of semi-sapient robotics with the stipulation that they "never achieve a level of intelligence or ability greater than the beasts of burden that have served Terrankind since the beginning of civilization." While such technologies are being developed, the Assembly passes legislation allowing for the forced conscription of mercenary forces; commerce with military outposts drops off sharply a few weeks after this legislation is passed. The once-peaceful Firekkans aggressively pursue a program to bolster their military forces after the Nephilim conduct a series of raids into their systems. The Confederation sets up training facilities and assists the Firekkans in the acquisition and manipulation of resources necessary for the development of a standing militia. Morgana Carr puts her eggs on the market in a last ditch effort to recoup money needed for the payment of outstanding debts incurred during the making of the aborted sequel to <u>Riva Jones: "Daughter of Destiny"</u>.
2696	Allied forces drive the Nephilim from the Enigma, Vega and Trk'Pahn Sectors entirely. In retaliation for their losses and with Allied forces encroaching on Valgard, the Nephilim begin a series of vengeance strikes throughout Epsilon Sector; Antares Quadrant is particularly hard hit with multiple arcologies in the quadrant destroyed. Farragut Naval Station in Antares System is heavily damaged in the fighting this year, though the Nephilim fail to destroy the base; Farragut ultimately becomes the only *Halsey*-type space station to survive the conflict. In Argent Sector, the star in the Hardwicke System unexpectedly goes supernova. A number of ships travelling through the uninhabited system are destroyed and jump tunnels shift throughout the entire Sector; the Miller System in Shelus Quadrant is completely cut off from the Confederation's main jump point network as a result. Early reports suggest the blast was the result of a new Nephilim weapon. The HOTTs announce they have completed their placement of subspace beacons at all civilian-accessible jump points; they put out the call to all citizens to reserve thirty minutes of dedicated information analysis to assist in the search for Blair. Sealed archives on Black Lance technology become available via the Freedom of Data act. Taboo subjects such as bio-engineered wetware drones are covered in terrifying detail. The public spends an unprecedented number of credits on flat-scan bandwidth to view the archives. In response to recent legislation deregulating control of the development of intelligent robotics, a series of novels entitled "Path to Obsolescence" explore and inflame the public debate surrounding unchecked artificial intelligence. Although the Confederation government and subsidized corporations dismiss these fears, the novel's author, Sophia Argent, defends the opposition to synthetic life by pointing out the loose language of the legislation, which does not place proper limits on the definition of "semi-sapient". In a public address she is quoted as stating, "Beasts of burden can be construed as slave labor. If we could have trained oxen to construct and affix the yoke to their collective necks we would have. Should we forget what happened on the moon of Io in 2304 and the suffering caused by our relentless pursuit of convenience?" The Guinterin Combine, Paulsen Kinetics, Hurston Dynamics and Bartok Industries all announce new lines of "helper" and "worker" bots that can function with little or no guidance. The Confederation sets up a relationship with these corporations to provide these bots for the reconstruction of rich mining and agricultural planets left bare of life after the Green Plague. Although the Confederation lacks the resources to purchase the bots outright, they enter into an agreement that gives the involved corporations limited oversight on the planets, moons and asteroids upon which their "workers" are put to service. The Hurston Dynamics prototype skip drive ship is destroyed during a test run; engineers begin work to iron out flaws in the design.

2697	Allied forces continue to drive the Nephilim back into the Kilrah and Vukar Tag Sectors with some in-roads finally made into M'Shrak Sector. By the end of the year, the K'sktag wormhole gate finally falls under Allied control. The Landreich, looking for weaknesses in the Confederation lines near its border, sends a probing action to the Goddard system. Confederation forces turn back the Landreich probe over Steltka. The action is the first of several minor skirmishes between the Confederation and the Landreich over the next few decades. Following the deployment of drones, bots and other worker synths in support of reconstruction, the Confederation grants limited gubernatorial power to the involved corporations above and beyond that of the initial oversight offered previously. Paulsen Kinetics wrangles a patent on bioweaponry even though it is technically in the public domain. In particular the atmospheric delivery of mutagens (either harmful or beneficial) is explored for its potential to "pacify" wild planets. Hurston Dynamics unveils new remote probe technologies designed to locate and establish new jump routes between systems. When launched, the probe utilizes an internal reactor and primary sensor array to seek the nearest jump point signature. When it is within range, it partially submerges into jump space and then splits in half, sending the detached "bottom" through. If the probe has a valid connection in space, the second stage chassis detaches a secondary sensor array outside of jump space and transmits data back to the first stage causing both halves to act as limited data nodes. Persotech, a corporation based in Vega Sector, unveils its line of non-invasive body augmentation devices. Sporting the slogan "Life is Better", their "head-to-toe" line of attachable components make use of a patented adhesive that bonds when an internal cooling unit is activated and detaches at body temperature. Their "Eye-Guide", an ocular overlay that provides variable zoom, focus and frequency filtering controlled by both pupil and corneal distortion, is a particularly huge hit. Hillel Jackson, leader of the HOTT, dies when he steps out of an airlock to pursue what he believes is a vision of Commodore Blair. Without his leadership, the HOTT organization begins to fall apart into factionalized groups of bickering zealots.
2698	Reports are leaked to the general public regarding the existence of Nephilim death camps in the liberated Kilrah and Vukar Tag Sectors; early estimates indicated that anywhere from 11 to 17 billion Kilrathi and captured Confederation personnel had perished in the camps. The Nephilim are pushed from the Epsilon and Vukar Tag Sectors. In the middle of the year, the Nephilim make one final attempt to advance in Epsilon Sector; local militia in the Corsair system based off the hulk of *Port Broughton* successfully turn the Nephilim advance back. Shortly thereafter, Allied forces collapse the Valgard wormhole, ending the Nephilim threat in Epsilon Sector. Conditions within the Sector are so horrific, however, that the Confederation government orders a general withdrawal from the area, making subsequent assaults into M'Shrak Sector via Kilrah Sector. Galaxy First! protests bioweapons by placing a ship in a weapon's testing area. Although the Confederation craft present have no intention of harming the vessel, the protestors move it directly into the path of the *Plunkett*-class destroyer TCS *Gleaves*; the two vessels collide and a critical hull breach occurs on the Galaxy First! Vessel with the loss of all hands, including Morgana Carr, who was on board with several other celebrities. The fashion industry scrambles to take advantage of the popularity of the illegal practice of "modding", which involves the "graft & splice" of Kilrathi, Firekkan and other non-Terran features onto Terrans. Fashion moguls unveil lines of lenses, "textureskin" sprays and other legal variants of the practice, which only serves to legitimize modding and brings the attention of the Confederation government. Persotech unveils its "Muscleskin" line of performance wear amidst growing concerns over the long-term effects of Eye-Guide and other Persotech augmentation devices. Complaints of a variety of symptoms are addressed at a meeting of the Confederation Business Oversight (CBO) committee to decide whether to commission an independent study of Persotech products. Persotech CEO Simon Drei objects to the complaints at the hearing and calls for the CBO to allow his company to conduct the investigation stating, "We promise to drill down and think outside the box in order to find proactive solutions to our customer's issues. Negative roadblocks in the shape of ill-informed committees and independent researchers will only provide barriers to clear thinking." The CBO unanimously votes to assign an independent research team to investigate the claims. After much corporate lobbying and criticism that the Confederation has not properly exploited new jump space communications technology, the Confederation government, in the name of Galactic security, commandeers the HOTT network and retrofits the relays to meet the data node specification laid out by Prof. Sparks and his team. Although there is some resistance by the varied and divided factions of the HOTTs, they are unable to provide a unified front and are discounted at subsequent Grand Assembly gatherings.

2699	After nearly twenty years of fighting, Allied forces finally take the Hhallas wormhole gate, driving the Nephilim out of Known Space and back to their home stars. The 34th Task Force centered on TCS *Lawrence* becomes the first group to penetrate all the way to the homeworlds of the Allied People, using Hurston Dynamics jump probes to quickly scout out jump routes in their home region. Seven star systems in the Antares Quadrant of Epsilon Sector break away from the Confederation. Under the leadership of Admiral Vanhecke and with the hulk of TCS *Port Broughton* as its seat of government, the new alliance of the systems styles itself the "New Confederation". In later years, the New Confederation becomes the *de facto* destination for civilians in Epsilon Sector displaced by the Nephilim conflict. The highly surreal bio holo-vid of Commodore Blair's early career, entitled <u>Wing Commander,</u> is met with mixed reviews. Critics are harsh with one ISDN reviewer stating, "Simply because Rhond Klopommel lacked a fundamental understanding of jump space, fighter designs and basic Newtonian physics, we are forced to endure the fanciful flights of the artist as opposed to the hard history we were expecting to receive. This makes me long for the comfortable naïve romp of the "Luna Jones: Jumpscout" series. Blair deserves better and maybe one day he'll receive just treatment." Functional new jump beacons are developed utilizing both Spark and HOTT prototypes. In response to the appropriation of their relays, Lason Sakwe, leader of a faction of the HOTTs in the Challenger Quadrant of Avalon Sector, leads a makeshift armada of civilian ships against data node construction teams in Xualla, Dis and Tanis Systems. Other HOTT factions, inspired by their actions, conduct copycat offenses around the Confederation. Although the Confederation Fleet is initially slow to respond due to how thinly their forces are spread, they do respond: a single carrier group is dispatched and quickly puts down the rebellion; the copycat forces disband after hearing about the defeat. Lason Sakwe and his group flee into unknown space; their last recorded position was at the J900 jump point in the Haven System. Governor Rayak of Sol Sector announces he will not be seeking re-election to a third term in 2701. Massive speculation arises as to who will be his appointed successor. Rayak gives a memorable address to the Grand Assembly warning against the dangers of unchecked corporate power.
2700	Allied forces launch massive bioweaponry attacks on the home systems of the Allied Peoples in a series of actions reminiscent of Operation Back Lash 35 years prior; Nephilim shipbuilding is brought to a standstill. Simultaneously, Allied forces stage a massive bombardment of the Nephilim homeworld. Though irradiated to a near lifeless husk, an offer for surrender is not received until 2700.149, after the apparent suicide of most of the Nephilim leaders. The remaining Nephilim leaders travel to Kabla Meth under heavy guard aboard TCS *Lawrence*. Aboard TCS *Norman*, Confederation President Harrison rendezvous with *Lawrence* on 2700.222, with the Nephilim leaders signing a formal instrument of surrender later that same day; the Nephilim War is officially at an end. An official sloship originating from the Miller System re-establishes contact with the Confederation, which reapplies for Confederation membership as the Strevell System. The crew of the ship reports that the system has joined a network of jump nodes that lead to the Tri-System civilization, establishing a much faster connection between the Confederation and the distant Terran group. Many merchants halt sales of most Persotech devices after the revelation that Persotech had been engaging in "thought-mining". Through micro-transmitters attached to all of their devices, neural impulses were isolated and amplified with a unique user ID number attached to the resultant wave. These were being transmitted to localized relays built into Persotech installed replacement adhesive vendors and stored for retrieval by Persotech employees. Doctors and researchers believe that there may be a direct causal link between thought-mining modifications and the adverse symptoms reported by Persotech consumers two years earlier. The Confederation Business Oversight committee meets to discuss what actions to take against Persotech. An orbital memorial for the Galaxy First! bioweapon protest victims is established. Funded by varied charitable organizations, including the recently founded Carr Institute for Galactic Preservation, the memorial is comprised of salvaged metals from the wreckage as well as natural rock mined from the various celestial bodies in the system.

2701	The CCSP, still operating under maximum security clearance, begins initial exploration of a new Sector accessible from a newly discovered jump point in the Tr'Pakh system in the Clarke Quadrant of the Gemini Sector. Military surveyors attached to TCS *Buckley* begin the task of charting the Sector and assigning Quadrant boundaries. The jump point into the new Sector is guarded by constant patrols. Meanwhile, CCSP officials begin plans for the re-colonization of Gemini Sector.

The Hellespont system withdraws from the Union of Border Worlds, citing rising tariffs and increased government centralization. Before the Orestes and Peleus systems can follow suit, the UBW is forced to deploy the Outerworlds Reserve Fleet to Hellespont in a bid to keep the Union from collapsing entirely.

Planet Scorpion in the Fiddler's Green system experiences a tungsten rush; nearly overnight, the local population grows to over one million. The largely lawless settlements in the system remain profitable for the next ten years, until the tungsten unexpectedly dries up and prospectors move out for greener pastures.

The Kraven Mk. I laser system is introduced. While power-intensive and having a tendency to overheat, the Kraven laser proves to be a vast improvement over more traditional laser systems in terms of raw destructive capability.

Former Commodore Julia Novak is elected into the seat vacated by Governor Rayak. She pledges to stay the course on policies spearheaded by Rayak while strengthening the military she served for so many years.

Although the halt on Persotech devices has been in place for a full year, grey and black-market sales continue. Thirty separate incidents involving individuals going on murderous rampages are reported in multiple Border Worlds and Confederation fringe systems. In each case, Persotech devices were found to not only track thoughts but modify them as well. The CBO issues its findings in regards to the Persotech thought-mining incident and demands a recall of all Persotech branded products at cost to the company. Following the tragic murder sprees, the Confederation demands Simon Drei's arrest.

Regenerative structural materials are developed by Bartok industries utilizing previously sealed Black Lance technical specifications. Prohibitively expensive to reproduce and requiring a zero-g factory environment, they still mark a step forward in structural and vehicular safety. Bartok Industries CEO Quentin Wood is able to procure a record level of subsidization after demonstrating the material's abilities at a Confederation military conference. Wood hints at other pet projects, including structures and vehicles that could potentially store excess energy in a manner similar to animal fat cells.

DigitalHolovid releases the final vid in which Morgana Carr starred, <u>No Mercy</u>. Written by Aaron Dunbar and co-starring Keenan Weaver and Clint Mason, the fictional "true story" biopic is a re-telling of Antun Zharovic's classic holo-vid <u>Crusader</u> from the perspective of Vilmar, one of the original story's protagonists. The vid is a financial success despite mediocre reviews, reaping in nearly €100 million in its opening weekend. The vid's success is largely attributed to Carr's death. |
| 2702 | The second stage team of the CCSP begins surveying potential jump points leading into the new Sector (christened "Hope") located in Avalon Sector.

After disappearing into hiding for two years following the release of <u>Wing Commander</u>, Rhond Klopommel regains public favor with the introduction of UMuse, a device that makes use of an individual's personality to generate music. Developed initially in conjunction with Persotech and later with the Guinterin Combine, the device is designed to parse an individual's current "state of mind" via the use of a neural impulse scanner, which creates a profile of the individual that is tied to elaborate matrices of musical styles, modes and instrumentation. The user can then further shape the resultant output by listening to the music and thinking about what they like or dislike as it plays, causing secondary and tertiary scans that shape the sound closer to what the person wishes to hear. An instant hit, it creates a new type of musical celebrity: RDs, "real deals", which stood in opposition to the sculptured producer-driven music that had ruled the industry for centuries. The most popular musical artifact to result from the device was a volume of pieces scanned from inmates in the maximum-security prison facility in the Torgo System; entitled "Darkness Brought to Light", it was singlehandedly responsible for the sales of over 40,000,000 units of the UMuse system.

After the declaration of the Kilrah, Vukar Tag and M'Shrak Sectors as safe for re-colonization, the Kilrathi begin an attempt to re-settle their native territory; they find few remaining habitable worlds with many of them utterly stripped of resources. A hearty few colonists, though, are able to re-establish a Kilrathi presence in the area. |
| 2703 | Galnet is completed and brought on-line. Based upon legacy HOTT beacons and further Confederation development, the network provides the fastest inter-system communications and information exchange developed to date, connecting even the most remote systems. The CCSP, still operating in secret, accelerates its program to take advantage of the new network. |

2704	With the completion of Galnet, the Confederation government announces that a new program called Safety-Net is to go live in the early part of the year, requiring its installation on all operational craft whether new or already in service. All ships that contain the Safety-Net chipset are identified and tracked throughout Confederation space. The Safety-Net system is designed to prevent friendly fire accidents as well as to crack down on pirate raiders and smugglers in civilized areas. Several hacks for the chipset are almost immediately discovered on captured pirate and smuggling vessels, which might have gone undetected were it not for the fact that they decided to use their weapons; when an energy signature matching weapons fire of any type is detected in a Safety-Net area and it does not come from an authorized craft, Confederation patrols are immediately alerted, the coordinates of the incident uploaded and sent to investigate. Though universally unpopular, a notable drop in pirate activity occurs after Safety-Net is implemented. TCBN takes advantage of the Galnet to introduce a Confederation-wide version of its popular SimNet service. Linked SimPods in funplexes allow players from around the galaxy to compete in ladder tournaments in de-classified fighter specification craft. Spectators and betting services are supported through a low priority dedicated flatscan system that provides running stats on current competitions and leader boards. This is provided in conjunction with weekly holo-vid championship bouts. With the nearing announcement of the CCSP program and corporate worries of instability within the Gemini sector following a series of Dokuga pirate attacks, the Exploratory Service is diverted to Avalon Sector. CCSP participants are directed towards the soon to be unveiled Hope Sector to further expand Confederation-aligned system holdings. A lockdown on system exploration is put in place in Gemini until the infrastructure can be built to support not only the new systems but also older systems due for reconstruction. Quentin Wood causes a stir when he is spotted at a Border Worlds underground market by freelance paparazzi. It is first reported in all local flatscan transmissions but quickly routed to holo-vid broadcast by the visibility flag attached to his status. Although he denies that he was there to procure any number of readily available black market pharmaceuticals, he is reprimanded by the CBO for his presence there. He unofficially states his displeasure with the "pervasive media vultures who track individuals of stature with a disconcerting level of automation."
2705	Hurston Dynamics makes a second set of skip drive tests; these tests proceed far more smoothly, though the developers still believe it will be a few years before skip drives can be rendered reliable enough to release to the general market. The CCSP is unveiled by the Confederation in a simulcast holo-vid and flatscan announcement. The call for volunteers is put out to the civilian populace, including youth seeking a college education; within 24 hours the CCSP is inundated with over 10,000,000 applicants. Details of the program show a joint effort by several corporations, including Basic Edible, Comalco, Guinterin Combine, Bartok Industries, Hurston Dynamics and Paulsen Kinetics, to provide resources and training for CCSP participants. The Guinterin Combine cruise disaster lawsuit is finally settled with an undisclosed credit payout to the survivors and families of victims. The settlement also lays out new specifications that all cruise ships must meet; the inclusion of limited offensive weaponry and more stringent armor requirements requires Guinterin to retrofit their remaining ships and begin construction of newer models before they can resume service. Comalco unveils nanofab-based silicate mining and refining processors as part of their new "Settlers" line of CCSP oriented products. They promise nanofab mining, refining and energy structures based on GuinterinAMQ tech for all supported materials in as little as two years.
2706	An assessment of pirate and Kilrathi raider threat levels in Gemini and Hope Sector indicates more and more activity throughout the frontier region. Although Gemini Sector is relatively well guarded, the CCSP program finally submits to a policy of allowing CCSP participants in Hope Sector to own and operate armed craft in the region. After twenty years, the Guinterin Combine resumes civilian cruise ship service; their new ships sport thick armor and enough defensive weaponry to put them on par with an average Confederation corvette. Sol Governor Julia Novak is elected to a second term in a landslide victory against former AMQ CEO Howard Lee. Lee, an outspoken advocate for corporate deregulation, vows to never give up fighting for "a strong Confederation not bogged down by outdated notions of big government meddling in the affairs of its citizens."
2707	Border World terrorists hijack one of Guinterin's new cruise ships, SS *Humboldt's Destiny*; her crew is spaced in the Seggalion system and the ship's passengers are held hostage. When the Confederation military catches up with the vessel, they find it has been fitted with a series of armaments including illegal bioweapon technology. The patrol to find the ship is destroyed shortly after it communicates this information to the Confederation fleet. Photographic journalist Leonard Styles is reported as killed in action covering the Confederation assault to re-take the hijacked *Humboldt's Destiny*. At his funeral service a week later in Styles' home system, ISDN Chief Editor Illyana Neuman comments, "Styles work will be remembered long after I and the individuals documented in his work are forgotten. It is a rarity to see such dedication and devotion in a journalist these days and I hope his work will inspire a new generation of photographers to distill the magic and mayhem of the human condition into such vivid, beautiful, undeniable truths." The CCSP takes the veil off of the Gemini Sector after years of official secrecy. The corporations taking part in the reconstruction activities in Gemini have rebuilt key systems in each Quadrant - specifically Troy, Nexus, Perry and Junction - to act as training facilities.

2708	Settlement of the Hope Sector is publicly announced by representatives of the CCSP; a series of Confederation systems with basic facilities present are revealed to already be in place for use as CCSP training facilities. Problems between the Border Worlds, the Confederation and the issue of Kilrathi refugees begin to boil over as multiple systems begin talks of secession. Leonard Styles makes a dramatic reappearance bearing the images and testimonials of the Border Worlds "terrorists" who initiated the cruise ship hijacking; the details of his undercover investigation lead to the re-opening of talks between the Confederation and UBW assembly members and an independent committee is formed to examine the claims of each group. A marathon emergency session of the UBW's Ruling Council seeks to hammer out an agreement that will satisfy all sides involved. Styles takes the opportunity to announce his involvement in documenting the CCSP program in the Gemini and Hope sectors.
2710	Vel Ricaud, who would one day found Ricaud Planetary, is born on Janus IV in the Isaac System.
2712	A flotilla of Kilrathi refugees arrives in the Tyr System claiming to have been forced out of M'Shrak Sector by Clan Kiranka forces being led by Ra'Khaj. This information follows a three year blackout of detailed Kilrathi societal data by the KCA, who subsequently denies the flotilla's claims by releasing a statement: "The KCA is in full control of this situation. The extremist Ra'Khaj has not been a threat to KCA authority or Kilrathi citizens since his cowardly exit in the face of Confederation might." The refugees respond angrily, pointing out records on board their craft that prove Clan Kiranka strikes at the heart of their home systems in the K'Sath'Que Quadrant. Anti-Kilrathi Border Worlders protest the presence of the flotilla and call for it to be turned back into Kilrathi space; sapient rights groups take the opposite perspective. Tyr Managing Officiate Kirstin Farn offers the refugees asylum on the system's main agricultural planet until the issues can be resolved.
2713	A second flotilla of over thirty Kilrathi transports and personal craft arrive in the Silenos System, claiming the same persecution as the first. Silenos' Managing Officiate, Donald Reise, orders the refugees back into the plague-abandoned Kilrathi system of Valgard. After sapient rights groups protest, Silenos provides the flotilla with enough vaccine in case they are exposed to the Green Plague. This flotilla provides more evidence of Ra'Khaj acting without restraint in the M'Shrak Sector. Confederation inquiries into the true state of affairs are met with more denial and roadblocks from the KAC, who maintain their stance that everything is under control.
2715	Hurston Dynamics begins to offer consumer skip drives in several test systems in Sol Sector. "We have the network set up and now we need the ships. We look forward to having a skip drive network established throughout Confederation space by the end of the decade."
2718	After years of silence, a message is relayed from the KAC to the Confederation from Ra'Khaj. Written in a Kilrathi dialect unused for a century, it outlines his demands for the liberation of the Kilrathi from their Confederation oppressors and the elimination of all traitors to Kilrathi honor. A timeline of three years is given for the KAC to comply with his demands.
2719	Hurston Dynamics successfully tests a reliable skip drive design. In the interest of maintaining border security, the Confederation Grand Assembly quickly passes legislation that forces the technology to be sold strictly to the military, foiling the company's plans to begin offering consumer-grade skip drives to the general public.
2721	A terrorist attack destroys the Kilrathi colony on Hhallas, killing 300,000 Kilrathi; the attack is traced back to Ra'Khaj's forces. One month later, a task force of Confederation battlecruisers, newly equipped with operational skip drives, occupies and secures every system in the M'Shrak Sector simultaneously in a massive show of force. Ra'Khaj *nar* Ghoran is caught at a jump point and killed while attempting to escape the Sorn System; his death marks the end of major Kilrathi internecine warfare for the duration of the 28th Century, though sporadic fighting amongst the Kilrathi continues.
2722	The Confederation Navy begins stationing its ships near jump points; with skip drives and the Galnet network, this policy gives the existing fleet tremendous flexibility. Elements of any size - including the entire Confederation fleet - can arrive in troubled regions within minutes. Pirate attacks in frontier sectors such as Gemini and Hope decrease significantly after this policy is put in place and the Confederation government is largely able to restore order to the war-torn Vega, Trk'Pahn and Epsilon Sectors.
2725	In a move reminiscent of Commodore Matthew Perry's visit to Japan 900 years earlier, a group of Confederation battlecruisers centered on TCS *Manhattan* skips straight to the Landreich System. Admiral Santo Mokuami delivers a message from Confederation President Chao demanding that the government of the Free Republic re-open their borders to trade. After a brief standoff, the Landreich's leadership agrees and formal relations between the major Terran spheres resume. Confederation exploration of Wild Space begins in earnest, starting with the colonization and settlement of Hope Sector.
2735	Ricaud Planetary, a Tri-System-based shipping corporation, is founded.
2740	The twin sons of Vel Ricaud, Vel II and Sar, are born on Janus IV.
2750	A shrewd businessman, Vel Ricaud begins to devote some of his company's resources towards clandestine and downright illegal activities, with the goal of enhancing his profits; this is the beginning of the Tri-System criminal organization known as the Kindred.
2770	Vel Ricaud II is diagnosed with amniotrophic ossecular degeneration. With no cure available, his father arranges for him to be placed in a custom cryo-pod until a cure can be developed; Jan Mitorr of Crius oversees the operation. Shortly thereafter, Vel Ricaud's wife dies.
2772	Vel Ricaud dies; his son Sar takes control of his company. Over the next twenty years, Ricaud Planetary's legitimate operations are overshadowed by their criminal enterprises to the point where the legitimate corporation largely disappears from the public view.

| 2790 | Sar Ricaud, by this time addicted to the anti-aging drug Revive, becomes increasingly irrational and paranoid; his ability to make crucial decisions is questioned. His chief lieutenants Malakai and Rhinehart arrange for Vel Ricaud II's cryo-pod to be brought to Crius aboard the cargo ship *Canera* so that Vel Ricaud's rightful heir can take over the company.

Canera is attacked and crash-lands at the Mendra Spaceport on planet Crius, resulting in the deaths of all aboard. Vel Ricaud II's cryo-pod is on the ship when it goes down; he survives the crash but suffers from anterior amnesia after his revival due to his long cryo-sleep. Doctors Janna Frevel and Yvan Loomis of Crius Hospital oversee the initial stages of his recovery under the assumption that his name is "Lev Arris", a name found on the side of the cryo-pod. In a subsequent assassination attempt on Ricaud, Dr. Frevel is killed.

With the assistance of CIS officer David Hassan, Vel Ricaud II regains his memories late in the year and takes control of the Kindred from his brother Sar with the intent of ending the Kindred's illicit activities. |

12.2: WHO'S WHO IN THE WING COMMANDER UNIVERSE

The Wing Commander Universe has grown significantly since the initial release of <u>Wing Commander</u> in 1990. Considered the first game in the space combat simulation genre, it spawned four direct sequels, ten more related games, ten novels and a movie, not to mention a ton of fan fiction and several spin-off projects. Each game and novel, while having its share of action in the cockpit, did a good job of focusing on the thoughts and emotions of individuals; they made you invest in the characters emotionally. WCRPG tries to do much the same. After all, without the people needed to populate a universe, it'd be a pretty boring place.

This sub-Chapter takes a look at some of the major characters that were present in the Wing Commander Universe including those introduced as part of the original games and novels. The character profiles include background information and game statistics for each character so that GMs may include them in their adventures as either NPCs or as PCs. When included in an adventure, a GM should feel free to adjust the stats of these characters as necessary to suit their needs; data on equipment in particular has been left out for this very reason. A few of the more important characters in the WC Universe (Blair, Tolwyn, Taggart, Marshall and Thrakhath in particular) appear multiple times in the list in order to reflect their development over time.

Characters from Wing Commander: Action Stations

VADM Spencer Banbridge

Spencer Banbridge (known as "Skip" by his closest Academy friends and as "Wayne" by his other colleagues; almost never as "Spencer") started his career as a Spacehand in the Confederation Fleet, eventually proving to possess sufficient intelligence and capabilities to earn a sponsorship to the Academy. While there, he met and befriended Winston Turner as well as his future wife, Janet. He and Turner rose through the ranks together; for a while, he was under Turner's command on the elite Marine Commando Six special-operations team along with Gunnery Sergeant Manuel Ulandi and future Free Republic of the Landreich President Johann Blucher. Sometime well prior to the onset of the Terran-Kilrathi War, this unit was deployed to prevent a terrorist organization from launching a biological attack on a Terran colony; despite the loss of 5/6 of the entire unit, Banbridge and Turner both displayed an extraordinary degree of courage that ensured the success of the operation. Both gentlemen were rewarded with the Fleet Cross for their actions. Turner eventually burnt out and took an Academy professorship but Banbridge's career continued to rise.

In the months leading up to the beginning of the Kilrathi War, Banbridge was serving as the Chief of Command of the Confederation Fleet (CINCCONFEDFLT), a position that due to the political climate at the time left him more hamstrung than ever with little hope of improving conditions within the Fleet. His temper more than once got him into disputes with senior senators, particularly Senator Jamison More, who was threatening to withhold support for the Fleet's fighter-upgrade programs unless the new factories were built on his colony world.

Spencer Wayne "Skip" Banbridge		
Species: Terran	Rank: Admiral of the Fleet (brevet), TCN (VADM; CINCCONFEDFLT)	Gender: Male
Height: 1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2582.055 (Age 52; Middle Age)	Place of Birth: Pern, McCaffrey, Roddenberry Quadrant, Enigma Sector	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 37, Reflex: 41, Willpower: 46
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 40, *Brawling*: 25, *Three-Dimensional Maneuvers*: 15, *Lifting*: 0. **Finesse**: 60, *Dodge*: 20, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15. **Physique**: 75, *Concentration*: 25 (Concentrate Under Fire 15), *Stamina*: 20, *Recuperation*: 15. **Intellect**: 90, *Cunning*: 25, *Knowledge*: 25 (Confederation Politics 10, Strategic Plans 10), *Resourcefulness*: 20. **Acumen**: 110, *Perception*: 25 (Spot Enemy 25), *Performance*: 25 (Marine 10), *Survival*: 25. **Charm**: 125, *Leadership*: 25 (Fleet Command 50), *Diplomacy*: 25, *Personality*: 25.		
Command: 145, *Inspire*: 20, *Coordination*: 25 (Confed Fleet 35), *Strategy*: 25, *Security*: 25, *Guidance*: 15, **Science**: 85, *Technology*: 20, *Archaeology*: 25, *Planetology*: 25, *Geology*: 10, *Typhonology*: 5, **Navigation**: 105, *Vehicle Piloting*: 25 (Armored 10), *Orientation*: 25, *Stealth*: 105, *Starship Piloting*: 15, *Astrogation*: 10, **Tactical**: 125, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25. **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5. **Communications**: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5. **Medicine**: 70, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Treatment*: 10.		
Traits: <u>Discipline</u> +5, <u>Reflexes</u> +5, <u>Quick Draw</u> +5, <u>Impulsive</u> -5, <u>Temper</u> -10.		

CDR Winston Turner

Winston Turner joined the Confederation Navy a couple of years late out of high school but quickly gained notoriety as a top cadet. It was assumed that one day he would ascend to the Admiralty; indeed he saw rapid promotion throughout his early career. After his involvement with Marine Commando Six (specifically the action where only 1/6 of his unit returned from a successful operation to prevent the terrorist release of bioweaponry), Turner's confidence was shaken and he requested reassignment to the Academy. He remained there as an instructor until his old roommate, Admiral Skip Banbridge, sent him along with two green officers, Ensign Geoffrey Tolwyn and Lieutenant Vance Richards, on a fact-finding mission across the border of the Kilrathi Empire in early 2634. Turner shortly thereafter found himself in command of TCS *Concordia* during the McAuliffe Ambush.

Winston "Winnie" Turner		
Species: Terran	Rank: Commander, TCN (Instructor, TCN Academy)	Gender: Male
Height: 1.90 m	Mass: 100 kg	Handedness: Left
Birth Date: 2576.185 (Age 58; Middle Age)	Place of Birth: Glade Spring, Virginia, United States, Earth	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 34, Reflex: 38, Willpower: 40
HP/NHP: 64	HD/THD/FHD: 42/42/50	SI: 64
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 80, *Hiding and Seeking*: 20, *Dexterous Maneuvers*: 25 (Move Quietly 20), *Dodge*: 15. **Physique**: 40, *Concentration*: 20, *Stamina*: 20, *Recuperation*: 5. **Intellect**: 90, *Cunning*: 25, *Resourcefulness*: 25 (IED 10), *Knowledge*: 20 (Confederation Politics 10). **Acumen**: 105, *Perception*: 25 (Spot Enemy 20), *Performance*: 25 (Marine 10), *Survival*: 25. **Charm**: 115, *Personality*: 25 (Lecturing 20), *Diplomacy*: 25, *Leadership*: 25 (Covert Ops Teams 10).		

Command: 50, *Security*: 25, *Strategy*: 10, *Inspire*: 10, *Coordination*: 10.	
Science: 95, *Technology*: 25, *Archaeology*: 20, *Geology*: 25, *Planetology*: 15, *Typhonology*: 10,	
Navigation: 90, *Stealth*: 25, *Orientation*: 25, *Vehicle Piloting*: 20, *Astrogation*: 10, *Starship Piloting*: 5,	
Tactical: 80, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 15, *Marksmanship*: 10, *Combat Maneuvers*: 5,	
Engineering: 45, *Damage Control*: 20, *Internal Systems*: 15, *Mechanics*: 10.	
Communications: 135, *Rapport*: 25 (Students 15), *Negotiate*: 35, *Intimidate*: 25, *Translate*: 20, *Distress*: 15,	
Medicine: 60, *Specialized Medicine*: 25, *Psychology*: 20, *Xenobiology*: 10, *Intensive Care*: 5.	

Traits: <u>Tactical Sense</u> +5, <u>Reputation</u> (Instructor) +10, <u>Quick Draw</u> +5, <u>Phobic</u> (Sending People to Die) -10.

SGTM Manuel Ulandi

Manuel Ulandi enlisted in the Marine Corps in 2587 out of a sense of duty to the Confederation. He re-enlisted after his initial tour and before long was invited to join their Special Operations division. He showed great aptitude for field operations and became a lifer, rapidly rising through the enlisted ranks. He had achieved the rank of Gunnery Sergeant when Marine Six under the command of Winston Turner succeeded in stopping a bioterrorism attack. Ulandi was personally responsible for saving the lives of two officers, including Commander Turner himself (the other was Skip Banbridge) during that operation. By 2634 he had been promoted to the rank of Sergeant Major and was serving as topkick for Admiral Nagumo Tadahisa, Commander of the Seventh Fleet at Naval Station McAuliffe. He was four months from retirement when the Kilrathi ambushed McAuliffe and was an eyewitness to the destruction of both the Alexandria skyhook and the naval base on the planet's surface. He survived the initial assault and assisted in repelling the Kilrathi from the planet. It is unclear whether Ulandi went through with his retirement as planned after McAuliffe or not.

Manuel Ulandi		
Species: Terran	Rank: Sergeant Major, TCMC	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2569.126 (Age 65; Old Age)	Place of Birth: Quelimane, Zambezia Province, Mozambique, Earth	Initiative: +7
Attack Bonuses - Melee: +14; Ranged: +12		Saves - Fortitude: 35, Reflex: 42, Willpower: 51
HP/NHP: 65	HD/THD/FHD: 4343/50	SI: 65
Power: 90, *Brawling*: 20 (Xingyiquan 20), *Three-Dimensional Maneuvers*: 20 (Climbing 15), *Lifting*: 15. *Finesse*: 70, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 55, *Stamina*: 20, *Recuperation*: 25, *Concentration*: 10. **Intellect**: 100, *Knowledge*: 25 (Combat Tactics 20), *Resourcefulness*: 25 (IED 5), *Cunning*: 25. **Acumen**: 115, *Perception*: 25 (Spot Enemy 25), *Survival*: 25 (Bivouac 20), *Performance*: 20. **Charm**: 130, *Personality*: 25 (Drill Troops 50), *Leadership*: 25 (Marine Platoon 15), *Diplomacy*: 15.		
Command: 125, *Security*: 25 (Hand Laser 15), *Strategy*: 25, *Coordination*: 25, *Inspire*: 20, *Guidance*: 15, **Science**: 85, *Technology*: 25, *Typhonology*: 25, *Archaeology*: 15, *Planetology*: 15, *Geology*: 5, **Navigation**: 155, *Stealth*: 20 (Armored 10), *Vehicle Piloting*: 25 (Armored 50), *Orientation*: 25, *Starship Piloting*: 15, *Astrogation*: 10, **Tactical**: 175, *Ballistics*: 20 (DF Missiles 25), *Marksmanship*: 15 (Mass Drivers 15), *Targeting*: 25 (Reactor 15), *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, **Engineering**: 140, *Defenses*: 25, *Damage Control*: 25, *Mechanics*: 25 (Armored 40), *Internal Systems*: 20, *Faster-Than-Light Mechanics*: 5, **Communications**: 100, *Intimidate*: 20 (Nuggets 10), *Rapport*: 25, *Distress*: 20, *Negotiate*: 15, *Translate*: 10, **Medicine**: 70, *Specialized Medicine*: 15, *Intensive Care*: 20, *Psychology*: 25, *Treatment*: 10.		
Traits: <u>Discipline</u> +10, <u>Reflexes</u> +5, <u>Education</u> -5, <u>Creed</u> (Protect Confederation) -5, <u>Addicted</u> (Cigars) -5.		

Hans Maximillian Kruger

Kruger's early life was tinged with disappointment. He joined the Sarn Consortium to escape a drunken father after being rejected by the Confederation Academy. He had to flee Confederation space after gunning down a Sarn son in a bar fight. His next job was aboard the independent merchantman *Phantom*, best known for an infamous run-in with a Kilrathi border patrol during a cross-border smuggling run on 2634.121. Facing two frigates and the better part of a Kilrathi fighter squadron, *Phantom* launched a nuke mine which destroyed one frigate; the other hit *Phantom* as she jumped with a missile salvo that killed off the entire crew except for Kruger.

After repairing *Phantom* (now renamed *Lazarus*) Kruger briefly went into business as an independent pilot-for-hire, during which time he ferried a Confederation infiltration squad led by Commander Winston Turner into Kilrathi space and helped discover the Kilrathi fleet poised to strike the Landreich. Following their return to Hell Hole, Kruger was drafted into the Landreich Militia and commanded a Landreich "frigate" at the Battle of Hell Hole, helping to repel the Kilrathi invasion force. Kruger's ship was shot down during a follow-up raid on Fawcett's World; the only survivors from his ship were Kruger himself and his executive officer. Kruger managed a series of guerrilla raids which threw the local Kilrathi administration into chaos before stealing a frigate and escaping back to the Landreich.

Hans Maximilian Kruger		
Species: Terran	Occupation: Freelance Pilot	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2613.047 (Age 21; Adult)	Place of Birth: Neosho, Racene, Isaac Quadrant, Enigma Sector	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12	Saves - Fortitude: 35, Reflex: 42, Willpower: 38	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Hiding and Seeking*: 25, *Dodge*: 15. **Physique**: 50, *Stamina*: 15, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 75, *Resourcefulness*: 25, *Cunning*: 25, *Knowledge*: 20 (Underworld 10). **Acumen**: 80, *Survival*: 15 (Space 10), *Perception*: 25 (Spot Goons 10), *Performance*: 20. **Charm**: 100, *Personality*: 25, *Diplomacy*: 20 (Bribery 40), *Leadership*: 15.		
Command: 90, *Security*: 25 (Slugthrower 5), *Strategy*: 25, *Guidance*: 20, *Coordination*: 10, *Inspire*: 5, **Science**: 50, *Technology*: 20, *Planetology*: 15, *Archaeology*: 10, *Planetology*: 5. **Navigation**: 30, *Starship Piloting*: 15, *Stealth*: 10, *Targeting*: 5. **Tactical**: 25, *Marksmanship*: 15, *Ballistics*: 10. **Engineering**: 20, *Damage Control*: 15, *Mechanics*: 5. **Communications**: 35, *Intimidate*: 20, *Distress*: 10, *Rapport*: 5. **Medicine**: 50, *Intensive Care*: 15, *Specialized Medicine*: 5, *Psychology*: 25, *Xenobiology*: 5.		
Traits: Luck +5, Quick Draw +5, Reflexes +5, Hunted (Sarn Consortium) -20, Impulsive -5, Wealth -10, Social Status -5, Intolerant (Confederation Citizens) -2.		

ENS Geoffrey Tolwyn

Geoffrey Tolwyn, who would ultimately prove to be one of the most controversial figures in Confederation history, began his military career training to become a fighter pilot. While still at the Academy, Tolwyn was assigned to TCS *Albemarle* for his cadet cruise with his classmate David Whittaker. While they were flying a training mission together, Tolwyn's helm console exploded and the shuttle he and David were piloting crash-landed on the planet they were surveying at the time. He was trapped in the wreckage, blind and without a helmet; the planet's atmosphere contained sulfur dioxide. Whittaker, his helmet having been destroyed in the crash, somehow managed to get both he and Tolwyn into an emergency pressure bubble; they were both rescued and spent six months in the hospital recovering from their injuries. Tolwyn befriended Spencer Banbridge and Duke Grecko sometime after his recovery, having enrolled as of Banbridge's students at the Academy; it was in Banbridge's quarters that Tolwyn first met his future wife Elizabeth Clara.

In 2634, Tolwyn accompanied Winston Turner to McAuliffe and became one of the first heroes of the Kilrathi War. Despite only having simulator experience, he successfully flew a *Wildcat* fighter to defend TCS *Concordia* against Kilrathi forces that had just destroyed the Alexandria Skyhook, though the fighter took sufficient damage from hostile fire that it had to be scrapped on landing. Ensign Tolwyn decided to fly in *Concordia's* counter-attack despite having suffered from second degree burns, a dozen durasteel shrapnel wounds and having part of a rudder pedal stuck in his leg; Turner attempted to convince him not to fly due to his injuries but failed. After a dogfight, Tolwyn forced Kilrathi Prince Ratha to eject but chose not to kill him because it would not have been "British." After the delaying action, he landed his fighter on *Concordia* with only 15 seconds remaining to jump.

Tolwyn was later recommended for the Medal of Honor for his heroic efforts in the defense of McAuliffe.

Geoffrey Tolwyn		
Species: Terran	Rank: Ensign, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2613.164 (Age 21; Adult)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 20 (Confederation Politics 20), *Resourcefulness*: 20, *Cunning*: 20. **Acumen**: 70, *Perception*: 20, *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Debating 20), *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5. **Navigation**: 55, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5. **Tactical**: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 5, *Psychology*: 20.		
Traits: <u>Wealth</u> +5, <u>Education</u> +5, <u>Social Status</u> +5, <u>Impulsive</u> -5, <u>Honest</u> -5, <u>Creed</u> (Protect Confederation) -5.		

2LT Vance Richards

Like his colleague Geoffrey Tolwyn, Vance Richards began his career as a fighter pilot, graduating from the Naval Academy in 2633. The following year, he and Ensign Tolwyn were assigned to accompany Commander Winston Turner in a covert reconnaissance mission across the border into Kilrathi space, where they discovered Kilrathi intentions to strike at McAuliffe. During the McAuliffe Ambush, he flew a *Wildcat* fighter and earned the Medal of Honor for his actions during the fight. Richards would go on to command a destroyer squadron and would eventually become Commander of Fleet Intelligence, a field in which he showed a great deal of talent even as a cadet.

Vance Richards		
Species: Terran	Rank: Second Lieutenant, TCN	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2612.353 (Age 22; Adult)	Place of Birth: Downers Grove, Illinois, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 42, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25, *Resourcefulness*: 25 (Encryption 20), *Cunning*: 25. **Acumen**: 70, *Perception*: 25, *Performance*: 25, *Survival*: 20. **Charm**: 75, *Personality*: 20, *Leadership*: 25 (Fighter Squadron 10), *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 95, *Vehicle Piloting*: 20 (Wildcat 10), *Orientation*: 20, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10, **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 30, *Rapport*: 25, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Linguistic Sense</u> +10, <u>Reflexes</u> +5, <u>Math Expert</u> +5, <u>Intolerant</u> (Stupidity) -5, <u>Honest</u> -10, <u>Creed</u> (Protect Confederation) -5.		

Joor'rad *nar* Kiranka

The last Emperor of the Kilrathi Empire, Joor'rad *nar* Kiranka was already an old kil by the time the Terran-Kilrathi War began. The son of the venerated Joor'rath *nar* Kiranka and the commoner Graknala *nar* Kiranka (*nee* Saskath), Joor'rad ascended to the throne upon his father's death and won glory for himself through the conquest of the Varni late in the 26th century. He lost a leg and his left eye during the final climatic battle against the Varni, both of which were ultimately replaced with bionic prosthetics. While approving of his son Gilkarg's plan to strike at the Terran Confederation, his caution proved fatal to the Kilrathi plan to conquer Terrankind quickly and lead to a prolonged war that would ultimately end in the deaths of his homeworld, his Empire and himself.

Joor'rad *nar* Kiranka		
Species: Kilrathi	Rank: Emperor	Gender: Male
Height: 2.96 m	Mass: 120.75 kg	Handedness: Right
Birth Date: 2566.162 (Age 68; Old Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +11		Saves - Fortitude: 35, Reflex: 37, Willpower: 41
HP/NHP: 75	HD/THD/FHD: 46/43/53	SI: 127
Power: 35, *Three-Dimensional Maneuvers*: 10, *Lifting*: 15, *Brawling*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Concentration*: 20, *Recuperation*: 20, *Stamina*: 10. **Intellect**: 145, *Knowledge*: 20 (Court Politics 20, Clan Politics 20, Kilrathi Lore 20), *Cunning*: 25 (Deception 15), *Resourcefulness*: 25. **Acumen**: 110, *Performance*: 25, *Perception*: 25 (Detect Lies 35), *Survival*: 25. **Charm**: 125, *Diplomacy*: 20 (Clan Barons 25), *Personality*: 25 (Command Masses 25), *Leadership*: 20.		
Command: 150, *Guidance*: 25, *Coordination*: 25 (Military 10), *Inspire*: 20, *Strategy*: 15 (Jaktu 35), *Security*: 20. **Science**: 95, *Archaeology*: 25, *Technology*: 25, *Typhonology*: 20, *Planetology*: 15, *Geology*: 10. **Navigation**: 75, *Vehicle Piloting*: 25, *Stealth*: 20, *Orientation*: 15, *Starship Piloting*: 10, *Astrogation*: 5. **Tactical**: 85, *Targeting*: 25, *Marksmanship*: 20, *Evasive Maneuvers*: 10, *Ballistics*: 5. **Engineering**: 65, *Damage Control*: 15, *Internal Systems*: 15, *Defenses*: 15, *Mechanics*: 10, *Faster-Than-Light Mechanics*: 10. **Communications**: 250, *Translate*: 25 (English 50), *Negotiate*: 25 (Clans 45), *Rapport*: 25, *Distress*: 25, *Intimidate*: 25 (Clans 30). **Medicine**: 75, *Specialized Medicine*: 25, *Psychology*: 25, *Xenobiology*: 10, *Treatment*: 10, *Intensive Care*: 5.		
Traits: <u>Enhanced Visual Sense</u>, <u>Contacts</u> (Clan Barons) +15, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Comeliness</u> -15.		

Gilkarg *nar* Kiranka

Gilkarg *nar* Kiranka was the only son of Emperor Joor'rad to survive into adulthood; he became Crown Prince and heir to the throne upon his birth. At the onset of the Terran-Kilrathi War, he was already an influential war leader. Gilkarg was a strong advocate of war with the Confederation, eager to win glory in battle with the Terrans just as his father had against the Varni. It was Gilkarg who planned and led the Kilrathi attack on McAuliffe, an attack that was devastatingly successful and one that allowed the Kilrathi to seize a huge portion of the Confederation's frontier territory uncontested. The attack on McAuliffe could have won the war for the Kilrathi outright had it not been for a daring counter-attack by the few surviving Confederation ships. The losses inflicted on the Kilrathi force by a supposedly defeated enemy caused the Emperor to have second thoughts; he ordered the Imperial Fleet to pull back and consolidate their gains, whereas Gilkarg wished to push ahead and destroy Earth. Gilkarg had the sinking feeling that by launching such a devastating attack but not completing the kill, he might have begun a war that would last for generations...

Gilkarg *nar* Kiranka		
Species: Kilrathi	Rank: Kal Khantahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 2.42 m	Mass: 99.75 kg	Handedness: Left
Birth Date: 2590.318 (Age 44; Middle Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 39, Reflex: 43, Willpower: 35
HP/NHP: 79	HD/THD/FHD: 45/42/53	SI: 131
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 80, *Dodge*: 25, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20 (Stalk Prey 10). **Physique**: 95, *Concentration*: 20 (Concentrate Under Fire 30), *Stamina*: 20, *Recuperation*: 25. **Intellect**: 85, *Cunning*: 20 (Deception 10), *Knowledge*: 25 (Court Politics 40), *Resourcefulness*: 15. **Acumen**: 50, *Perception*: 20, *Performance*: 20, *Survival*: 10. **Charm**: 110, *Leadership*: 25 (Fleet Commander 20), *Diplomacy*: 25 (Clan Barons 10), *Personality*: 15 (Debate 15).		
Command: 145, *Inspire*: 20, *Coordination*: 25 (Fleet Command 10), *Strategy*: 15 (Jaktu 35), *Security*: 25, *Guidance*: 15. **Science**: 90, *Technology*: 25, *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 10. **Navigation**: 110, *Vehicle Piloting*: 25 (Kilrathi Heavy Fighters 10), *Orientation*: 20, *Stealth*: 20, *Starship Piloting*: 25, *Astrogation*: 10. **Tactical**: 130, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25 (Hard Brake 5), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25. **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5. **Communications**: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5. **Medicine**: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Treatment*: 15.		
Traits: <u>Enhanced Visual Sense</u>, <u>Social Status</u> +15, <u>Reputation</u> +10, <u>Reflexes</u> +5, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Creed</u> (Conquer Terrans) -10, <u>Obsessed</u> (Honor) -10.		

Ratha *nar* Kiranka

Ratha was the eldest son of Crown Prince Gilkarg, grandson of the Kilrathi Emperor Joor'rad and heir apparent to the throne of Kilrah after his father. He had come of age in Kilrathi society a few years prior to the onset of the Terran-Kilrathi War and at the time was eager for glory and conquest of his own, staunchly supporting his father's plan of *jaktu* against the Terrans. Ratha was a strike pilot at McAuliffe, scoring several kills but unable to finish off one persnickety, seemingly inexperienced *Wildcat* pilot. When this same pilot, Geoffrey Tolwyn, later ultimately forced Ratha to eject and didn't finish him, Ratha performed the only duty he could to restore his tarnished honor: he removed his helmet and noticed how silent death was in space.

Ratha *nar* Kiranka		
Species: Kilrathi	Rank: Second Fang (Prince, Empire of Kilrah)	Gender: Male
Height: 2.42 m	Mass: 99.75 kg	Handedness: Right
Birth Date: 2611.172 (Age 23; Adult)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 38, Willpower: 36
HP/NHP: 75	HD/THD/FHD: 45/42/53	SI: 127
Power: 60, *Three-Dimensional Maneuvers*: 15 (Climbing 20), *Brawling*: 10, *Lifting*: 15. **Finesse**: 80, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 20 (Stalking 15). **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 85, *Knowledge*: 20 (Court Politics 25), *Resourcefulness*: 20, *Cunning*: 20. **Acumen**: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15. **Charm**: 65, *Personality*: 25 (Taunting 15), *Leadership*: 10, *Diplomacy*: 15.		
Command: 40, *Security*: 20, *Strategy*: 15, *Guidance*: 5. **Science**: 55, *Technology*: 25, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 100, *Vehicle Piloting*: 15 (Jalthi 30), *Orientation*: 25, *Astrogation*: 10, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 75, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5. **Engineering**: 35, *Damage Control*: 10, *Mechanics*: 20, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Enhanced Visual Sense</u>, <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +10, <u>Senses</u> (Smell) +10, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Overconfident</u> -15.		

Thrakhath *nar* Kiranka

Thrakhath was the younger grandson of the last Kilrathi Emperor, the younger son of Crown Prince Gilkarg and younger brother to Ratha and Zukara. Just like every Kilrathi before him, Thrakhath was groomed for a life of conflict and had a strong lust for blood and warfare. He took an active role in the Terran-Kilrathi War from its early years and would later establish himself as a lethal Kilrathi pilot. Born heir apparent after his father and elder brother, he became second in line for the throne after his elder brother Ratha was killed in action at the McAuliffe Ambush in 2634. He had not yet come of age when the war began.

Thrakhath *nar* Kiranka		
Species: Kilrathi	Rank: Prince and Heir Apparent, Empire of Kilrah	Gender: Male
Height: 1.48 m	Mass: 60.35 kg	Handedness: Left
Birth Date: 2624.259 (Age 10; Adolescent)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 33, Reflex: 35, Willpower: 35
HP/NHP: 73	HD/THD/FHD: 48/45/53	SI: 122
Power: 45, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 10. *Finesse*: 50, *Dexterous Maneuvers*: 20, *Dodge*: 15, *Hiding and Seeking*: 15. **Physique**: 35, *Concentration*: 20, *Recuperation*: 10, *Stamina*: 5. **Intellect**: 55, *Knowledge*: 20 (Court Politics 5, Kilrathi Lore 5), *Cunning*: 15, *Resourcefulness*: 10. **Acumen**: 55, *Performance*: 20, *Perception*: 20, *Survival*: 15. **Charm**: 45, *Diplomacy*: 15, *Personality*: 15, *Leadership*: 15.		
Command: 10, *Coordination*: 5, *Strategy*: 5. **Science**: 10, *Archaeology*: 5, *Technology*: 5. **Navigation**: 10, *Vehicle Piloting*: 10. **Tactical**: 10, *Targeting*: 5, *Marksmanship*: 5. **Engineering**: 10, *Internal Systems*: 5, *Defenses*: 5. **Communications**: 10, *Negotiate*: 10. **Medicine**: 10, *Psychology*: 10.		
Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Wealth</u> +10, <u>Social Status</u> +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Intolerant (Lower Classes)</u> -5, <u>Temper</u> -5, <u>Impulsive</u> -5.		

Characters from Wing Commander Academy

CDOR Geoffrey Tolwyn

Though his injuries sustained at McAuliffe prevented him from ever flying a fighter again, Tolwyn's rise through the ranks was rapid. In 2639, Tolwyn had achieved the rank of Captain and played a vital role in the Enyo Engagement, preparing and executing a daring plan that ultimately liberated the colony with minimal loss of civilian life. He had by this time married Elizabeth Clara and the couple had two young sons. Tolwyn's wife and sons were later killed in a Kilrathi raid in 2649, by which time Tolwyn himself had been promoted to flag rank. This event hardened Tolwyn's character and some historians after Tolwyn's death pointed to it as the main reason for his spectacular career and subsequent downfall.

In 2654, he spent some time as commander of TCS *Tiger's Claw* when Confederation High Command wanted to distance themselves from him. He worked closely with pilots from the Academy's 201ˢᵗ Plebe Class, including young pilots such as Christopher Blair, Todd Marshall and others who came to prominence as the war progressed. Tolwyn became attached to the *Claw* and worried for its survival when he ordered it sent out to pursue and destroy KIS *Sivar* in 2656 after the attack on Goddard.

Geoffrey Tolwyn		
Species: Terran	Rank: Commodore, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2613.164 (Age 41; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 37, Reflex: 37, Willpower: 40
HP/NHP: 67	HD/THD/FHD: 43/43/50	SI: 67

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5.
Finesse: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 10.
Physique: 75, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 20), *Recuperation*: 10.
Intellect: 100, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Deception 10).
Acumen: 105, *Perception*: 20 (Detect Deception 20), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20.
Charm: 130, *Personality*: 25 (Debating 25), *Leadership*: 25 (Ship Captain 35), *Diplomacy*: 20.

Command: 155, *Inspire*: 15, *Coordination*: 25 (Fleet Command 25), *Strategy*: 20 (Fleet Deployment 20), *Security*: 25, *Guidance*: 25.
Science: 100, *Technology*: 20 (Computers 25), *Archaeology*: 20, *Planetology*: 25, *Geology*: 10.
Navigation: 135, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 15, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 10), *Astrogation*: 25.
Tactical: 115, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 70, *Damage Control*: 15, *Internal Systems*: 15, *Mechanics*: 15, *Defenses*: 15.
Communications: 50, *Rapport*: 20 (Subordinates 10), *Negotiate*: 10, *Intimidate*: 5, *Translate*: 5.
Medicine: 75, *Psychology*: 20 (Cadets 20), *Specialized Medicine*: 15, *Intensive Care*: 15, *Treatment*: 5.

Traits: Wealth +5, Education +5, Social Status +5, Reputation +10, Contacts (Confed Military Command Structure) +10, Impulsive -5, Honest -2, Creed (Protect Confederation) -10, Obsessed (Vengeance) -5, Intolerant (Incompetence) -10.

2LT/OT Christopher "Maverick" Blair

Christopher Blair was born on 2630.168 to Major Arnold Blair and Devi Soulsong, a Pilgrim originally from Peron. Both of Blair's natural parents were killed in the Peron Massacre. Young Christopher lived with his paternal aunt, Jennifer Blair, and her husband on his home world of Nephele II until his stepfather was killed in a farm accident. Jennifer went off world to find work and remarry while Chris was left to be raised by his paternal grandparents on Earth. His grandmother was a member of the Confederation Grand Assembly at the time while his grandfather was the chairman of StarPeace, an organization dedicated to promoting understanding among the inhabited worlds of the galaxy. His grandparents were his legal guardians for the bulk of his early life and he developed such a close relationship with them that he often considered them to be his natural parents, to the point of regularly calling his grandfather "Dad".

As he started high school, Blair decided he wanted to become a pilot and apply to the Space Force Academy on Earth. He took up wrestling to qualify as extracurricular activities for his Academy appointment; he qualified for all-Sector and took planetary champion in his weight class. Nephele was allowed just one at-large Academy appointee every three years, so this helped him get noticed and accepted into the Academy's 201st Plebe Class in 2650. He went on to get straight As after a B-average his first year. He planned originally to serve his six-year Academy obligation, leave the military and use his experience to become a crop duster. He earned his callsign, "Maverick", as an ironic reference to his by-the-book approach.

Christopher Blair, Callsign: Maverick		
Species: Terran	Rank: Second Lieutenant, TCSF (Brevet) (Officer Trainee, 201st Academy Plebe Class)	Gender: Male
Height: 1.75 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.168 (Age 24; Adult)	Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 20 (Sleight-of-Hand 5), *Dodge*: 20, *Hiding and Seeking*: 10.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 80, *Knowledge*: 25 (Confederation Politics 10), *Resourcefulness*: 25, *Cunning*: 20.
Acumen: 70, *Perception*: 25 (Spot Enemy 5), *Performance*: 25, *Survival*: 15.
Charm: 75, *Personality*: 20, *Leadership*: 25 (Wingleader 15), *Diplomacy*: 15.

Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.
Science: 25, *Technology*: 15, *Planetology*: 10.
Navigation: 90, *Vehicle Piloting*: 25 (Confed Medium Fighters 15), *Astrogation*: 25, *Starship Piloting*: 25.
Tactical: 65, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 10, *Ballistics*: 10.
Engineering: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +25, <u>Honest</u> -10, <u>Hunted</u> (Anti-McDanielites) -5.

2LT/OT Todd "Maniac" Marshall

Todd Marshall was born on 2631.105 on Leto, the fourth planet of the Proxima Centauri system. He was the fourth and youngest son of TCMC Captain Arnold "Boomer" Marshall, a star college athlete who was drafted into the Marine Corps during the early days of the Terran-Kilrathi War and served as a platoon leader. Todd was exceptionally good at sports and was accepted into the Space Force Academy on an athletic scholarship. His grades were good and he kept a clean disciplinary record excluding a couple of demerits for borderline insubordination. Marshall's marksmanship and simulator scores were the highest in his class; he earned his callsign "Maniac" for his erratic, seat-of-the-pants flying style. Marshall was rivaled in every way by his classmate, Christopher Blair, even to the point of pursuing the affections of the same girl. Marshall and Blair were the only aces in the Terran-Kilrathi War's top-40 list to begin active duty after Custer's Carnival. Upon graduation, Marshall and Blair were both assigned to TCS *Tiger's Claw*, where they had previously served as trainees.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Second Lieutenant, TCSF (Brevet) (Officer Trainee, 201st Academy Plebe Class)	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 23; Adult)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 70, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 20.
Acumen: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15.
Charm: 75, *Personality*: 25 (Boasting 15, Taunting 10), *Leadership*: 15, *Diplomacy*: 10.

Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.
Science: 25, *Technology*: 15, *Planetology*: 10.
Navigation: 110, *Vehicle Piloting*: 25 (Light Fighters 10, Medium Fighters 15, Heavy Fighters 10), *Orientation*: 15, *Astrogation*: 20, *Starship Piloting*: 15.
Tactical: 85, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 10.
Engineering: 15, *Damage Control*: 10, *Mechanics*: 5.
Communications: 20, *Rapport*: 5, *Translate*: 15.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +20, <u>Tactical Sense</u> +10, <u>Overconfident</u> -10, <u>Impulsive</u> -10, <u>Crude</u> -5, <u>Lecherous</u> -5.

2LT/OT Gwen "Archer" Bowman

Gwen Bowman was a contemporary of Christopher Blair and Todd Marshall and graduated from the same plebe class. She was known as a dedicated pilot who wanted to make sure she did her job right. Like Marshall and Blair, she first saw action against the Kilrathi while serving her training cruise aboard TCS *Tiger's Claw*. An incident early in the cruise forced her to kill a fellow cadet who was preparing to torpedo the carrier. This incident severely shook her confidence; afterwards she began hesitating before pulling the trigger, particularly if she knew she was firing at a live target. She was able to hide this hesitation while still in training, but it became apparent to her superiors once she graduated and began her active tour of duty.

Gwen Bowman, Callsign: Archer		
Species: Terran	Rank: Second Lieutenant, TCSF (Brevet) (Officer Trainee, 201st Academy Plebe Class)	Gender: Female
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2632.334 (Age 22; Adult)	Place of Birth: Churchill, Locanda IV, Deneb Quadrant, Epsilon Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 42
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 15 (Swimming 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 25 (Military Regulations 10), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 70, *Perception*: 25, *Performance*: 25, *Survival*: 20. **Charm**: 55, *Personality*: 20, *Leadership*: 15, *Diplomacy*: 10.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5. **Navigation**: 70, *Vehicle Piloting*: 25 (Scimitar 10), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 10. **Tactical**: 55, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 5. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 10, *Translate*: 10. **Medicine**: 30, *Intensive Care*: 15, *Psychology*: 15.		
Traits: <u>Navigational Sense</u> +5, <u>Empathic Sense</u> +5, <u>Discipline</u> +5, <u>Honest</u> -10, <u>Phobic</u> (Killing) -5.		

PFC/OT Hector "Grunt" Paz

Grunt began his military career by enlisting in the Marine Corps, which he did mainly as a way of getting out of his provincial home town. He served with distinction with the Marines and fought through several of the war's more fierce early ground engagements, culminating in an assignment to Repleetah. There, he planted a satchel charge on the hull of a Kilrathi Gopher tank and saved his squad from certain annihilation; in the process he sustained trauma that caused occasional temporary paralysis, an injury that would have earned him a medical discharge. Not wanting to leave the war, he requested the medics to hide the paralysis on his records and transferred to the Space Force, where he began training to become a fighter pilot. It's known that Grunt ultimately survived the wars against both the Kilrathi and the Nephilim, winding up on TCS *Port Broughton* in the Corsair system by 2701. He's known for being stubborn and absolutely fearless, traits picked up during his stint with the Marines.

Hector Paz, Callsign: Grunt		
Species: Terran	Rank: Private First Class, TCMC (Officer Trainee, 201st Academy Plebe Class)	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2626.008 (Age 28; Adult)	Place of Birth: Lago Madera, Celeste, Terra Quadrant, Sol Sector	Initiative: +5
Attack Bonuses - Melee: +12; Ranged: +10		Saves - Fortitude: 19, Reflex: 45, Willpower: 45
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64

Power: 70, *Brawling*: 20 (Aikido 10), *Three-Dimensional Maneuvers*: 25, *Lifting*: 15.		
Finesse: 50, *Dexterous Maneuvers*: 25, *Dodge*: 15, *Hiding and Seeking*: 10.		
Physique: 45, *Stamina*: 20, *Recuperation*: 15, *Concentration*: 10.		
Intellect: 70, *Knowledge*: 20 (Infiltration Techniques 10), *Resourcefulness*: 25, *Cunning*: 15.		
Acumen: 105, *Perception*: 25, *Survival*: 25 (SERE 25, Bivouac 10), *Performance*: 20.		
Charm: 60, *Personality*: 25, *Leadership*: 20, *Diplomacy*: 15.		

Command: 45, *Security*: 25 (Laser Rifle 10), *Strategy*: 5, *Coordination*: 5.		
Science: 25, *Technology*: 15, *Typhonology*: 10.		
Navigation: 70, *Stealth*: 25, *Vehicle Piloting*: 20, *Orientation*: 15, *Starship Piloting*: 10.		
Tactical: 95, *Ballistics*: 25, *Marksmanship*: 25, *Targeting*: 15, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 15.		
Engineering: 50, *Defenses*: 20, *Damage Control*: 15, *Mechanics*: 10, *Internal Systems*: 5.		
Communications: 30, *Intimidate*: 15, *Rapport*: 10, *Distress*: 5.		
Medicine: 10, *Specialized Medicine*: 5, *Intensive Care*: 5.		

Traits: <u>Reflexes</u> +10, <u>Nerves</u> +5, <u>Discipline</u> +5, <u>Obsessed</u> (Fighting Cats) -10, <u>Health</u> -15.

2LT/OT Yulan "Hyena" Chang

Hyena was a cadet in the 201st Academy Plebe Class. He was a first rate pilot and had excellent skills as a gymnast. The class comedian, he refused to take much of anything seriously, including the Kilrathi. This had the net effect of inspiring a lack of confidence in those around him, which eventually got to the point where many of the cadets vastly disliked having Hyena on their wing.

Yulan Chang, Callsign: Hyena		
Species: Terran	Rank: Second Lieutenant, TCSF (Brevet) (Officer Trainee, 201st Academy Plebe Class)	Gender: Male
Height: 1.90 m	Mass: 120 kg	Handedness: Right
Birth Date: 2631.237 (Age 23; Adult)	Place of Birth: Shanghai, Shanghai Municipality, China, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 26
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 55, *Knowledge*: 20, *Resourcefulness*: 20, *Cunning*: 15. **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 80, *Personality*: 25 (Wisecracking 30), *Leadership*: 15, *Diplomacy*: 10.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5. **Navigation**: 55, *Vehicle Piloting*: 25, *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5. **Tactical**: 55, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 5, *Ballistics*: 5. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Quick Draw</u> +10, <u>Reflexes</u> +10, <u>Discipline</u> -10, <u>Overconfident</u> -5, <u>Crude</u> -5.		

PO Maya McEaddens

Maya McEaddens was a Technical Specialist serving aboard TCS *Tiger's Claw* in the mid-2650s. She was one of the ship's top mechanics and oversaw the day-to-day maintenance and repair of the craft used by the 201st Academy Plebe Class during their training cruise. McEaddens was known for having a mischievous, fun-loving and practical-joking personality. It is unknown whether or not she was still with the *Claw* on that fateful day at K'Tithrak Mang.

Maya McEaddens		
Species: Terran	Rank: Petty Officer (Tech Specialist, TCS *Tiger's Claw*)	Gender: Female
Height: 1.70 m	Mass: 50 kg	Handedness: Left
Birth Date: 2626.323 (Age 28; Adult)	Place of Birth: Lauder, Scottish Borders, Scotland, Earth	Initiative: +5
Attack Bonuses - Melee: +6; Ranged: +5		Saves - Fortitude: 37, Reflex: 35, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 65, *Lifting*: 20, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15 (Swimming 10). **Finesse**: 50, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15, *Dodge*: 10. **Physique**: 75, *Concentration*: 20 (Concentrate Under Fire 20), *Stamina*: 15, *Recuperation*: 20. **Intellect**: 70, *Cunning*: 20, *Resourcefulness*: 20 (Jury-Rigging 15), *Knowledge*: 15. **Acumen**: 70, *Performance*: 25, *Perception*: 25, *Survival*: 20. **Charm**: 95, *Personality*: 25 (Debating 20), *Diplomacy*: 25, *Leadership*: 25.		
Command: 20, *Coordination*: 15, *Guidance*: 5. **Science**: 70, *Technology*: 20, *Archaeology*: 20, *Geology*: 15, *Typhonology*: 10, *Planetology*: 5, **Navigation**: 70, *Vehicle Piloting*: 25, *Orientation*: 20, *Stealth*: 15, *Starship Piloting*: 10. **Tactical**: 55, *Marksmanship*: 25, *Targeting*: 15, *Evasive Maneuvers*: 10, *Ballistics*: 5. **Engineering**: 125, *Damage Control*: 20, *Internal Systems*: 20, *Mechanics*: 20 (Fightercraft 35), *Defenses*: 15, *Faster-Than-Light Mechanics*: 15. **Communications**: 40, *Distress*: 5, *Rapport*: 15 (Pilots 15), *Translate*: 5. **Medicine**: 25, *Specialized Medicine*: 15, *Intensive Care*: 10.		
Traits: <u>Comeliness</u> +5, <u>Mechanical Sense</u> +5, <u>Reputation</u> +5, <u>Temper</u> -5, <u>Discipline</u> -5, <u>Jealous</u> (Any Other Woman Chris Blair Is Interested In) -5.		

2LT/OT Lindsay "Payback" Price

Payback's early life was not particularly happy. At the tender age of four, the rest of her entire natural family was among the relatively few civilian casualties of the Enyo Engagement. Lindsay found herself in foster care, being bounced around from home to home. She ultimately wound up with a family on Icarus colony, where she loved living even though her foster family treated her poorly. One day, she had enough of her foster parents and ran away, becoming an ore shuttle pilot. She stuck to her newfound profession until one day, while on approach to Icarus, Lindsay was witness to a massive attack by Kilrathi forces that resulted in the colony's complete destruction. That day she enlisted, citing the need to pay back the Kilrathi for all the misery and pain they had caused her. Her drill instructors saw talent behind her determination and arranged for her to attend the Space Force Academy, where she joined the 201st Academy Plebe Class.

Lindsay Price, Callsign: Payback		
Species: Terran	Rank: Second Lieutenant, TCSF (Brevet) (Officer Trainee, 201st Academy Plebe Class)	Gender: Female
Height: 1.70 m	Mass: 50 kg	Handedness: Right
Birth Date: 2630.291 (Age 24; Adult)	Place of Birth: New Deimos, Enyo, Day Quadrant, Vega Sector.	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 47, Willpower: 36
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 20. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 55, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 5. **Acumen**: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15. **Charm**: 25, *Personality*: 25, *Leadership*: 10, *Diplomacy*: 10.		
Command: 50, *Security*: 20 (Blades 15), *Strategy*: 10, *Guidance*: 5. **Science**: 35, *Technology*: 20, *Planetology*: 10, *Geology*: 5. **Navigation**: 55, *Vehicle Piloting*: 25 (Broadsword 15), *Astrogation*: 20, *Starship Piloting*: 10. **Tactical**: 65, *Ballistics*: 25, *Marksmanship*: 15, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 15, *Intensive Care*: 10, *Psychology*: 5.		
Traits: <u>Tactical Sense</u> +5, <u>Reflexes</u> +10, <u>Temper</u> -5, <u>Obsessed</u> (Vengeance) -10.		

Dr. Guthrig Andropolos

Dr. Andropolos was a civilian analyst employed by the Confederation Fleet in the early 2650s. His job was to conduct psychological evaluations on up and coming cadets during their final training cruises. Andropolos was almost universally disliked not just because he held the power to wash out a cadet on the cusp of graduating but also because he could be cold, unemotional and opinionated. He occasionally even offered unwanted evaluations of active service personnel.

Guthrig Andropolos, Ph.D.		
Species: Terran	Occupation: Aviation Psychologist, TCS *Tiger's Claw*	Gender: Male
Height: 2.00 m	Mass: 130 kg	Handedness: Right
Birth Date: 2618.003 (Age 36; Adult)	Place of Birth: Tremetousia, Larnaca District, Cyprus, Earth	Initiative: +7
Attack Bonuses - Melee: +4; Ranged: +7	Saves - Fortitude: 36, Reflex: 37, Willpower: 39	
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 45, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15, *Brawling*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 10 (Cutting Straight Lines 20), *Hiding and Seeking*: 25, *Dodge*: 15. **Physique**: 60, *Concentration*: 25, *Stamina*: 20, *Recuperation*: 15. **Intellect**: 105, *Knowledge*: 20 (Current Psychological Testing Methods 50), *Cunning*: 10, *Resourcefulness*: 25. **Acumen**: 95, *Perception*: 20 (Spot Symptoms 10), *Performance*: 20 (Field Surgeon 20), *Survival*: 25. **Charm**: 75, *Personality*: 20, *Diplomacy*: 20 (Military Personnel 15), *Leadership*: 20.		
Command: 65, *Guidance*: 25, *Coordination*: 20, *Inspire*: 15, *Strategy*: 5. **Science**: 100, *Technology*: 20 (Medical Tools 40), *Planetology*: 5, *Archaeology*: 20, *Geology*: 5, *Typhonology*: 10, **Navigation**: 35, *Vehicle Piloting*: 20, *Orientation*: 10, *Stealth*: 5. **Tactical**: 20, *Evasive Maneuvers*: 15, *Marksmanship*: 5. **Engineering**: 50, *Internal Systems*: 20, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 10, *Damage Control*: 5. **Communications**: 80, *Rapport*: 15 (Patients 15), *Distress*: 10, *Translate*: 10, *Negotiate*: 5. **Medicine**: 145, *Psychology*: 25 (Psychological Evaluation 30), *Specialized Medicine*: 30, *Xenobiology*: 25, *Treatment*: 20, *Intensive Care*: 15,		
Traits: <u>Empathic Sense</u> +20, <u>Phobic</u> (Heights) -5, <u>Phobic</u> (Arachnids) -5, <u>Phobic</u> (Claustrophobic) -5, <u>Phobic</u> (Drowning) -5.		

Thrakhath *nar* Kiranka

After his brother's death at McAuliffe, Thrakhath began to be groomed to take his brother Ratha's place, which included a heavy dose of military training. In the 2640s he served in several field commands and proved to be a skilled, dedicated and deadly pilot. In 2655, Thrakhath's father was executed by the Emperor as punishment for the loss of KIS *Sivar* and its entire strike force. As a result, Thrakhath was elevated to Crown Prince and became the immediate heir to the Kilrathi throne.

Thrakhath *nar* Kiranka		
Species: Kilrathi	Rank: Shintahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 1.48 m	Mass: 60.35 kg	Handedness: Left
Birth Date: 2624.259 (Age 31; Adult)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13	Saves - Fortitude: 36, Reflex: 39, Willpower: 38	
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128
Power: 75, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Lifting*: 20, *Brawling*: 20. **Finesse**: 90, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25 (Stalking Prey 15). **Physique**: 60, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 20. **Intellect**: 100, *Knowledge*: 25 (Court Politics 10, Kilrathi Lore 10), *Cunning*: 20 (Deception 10), *Resourcefulness*: 25. **Acumen**: 80, *Performance*: 25, *Perception*: 20 (Spot Enemy 20), *Survival*: 15. **Charm**: 65, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 15.		

Command: 105, *Guidance*: 20, *Coordination*: 20 (Fleet 10), *Inspire*: 15, *Strategy*: 20, *Security*: 20. **Science**: 75, *Archaeology*: 20, *Technology*: 25 (Computers 5), *Typhonology*: 5, *Planetology*: 15, *Geology*: 5. **Navigation**: 95, *Vehicle Piloting*: 25 (Bloodfang 15), *Orientation*: 20, *Astrogation*: 15, *Starship Piloting*: 10, *Stealth*: 10. **Tactical**: 100, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 15, *Targeting*: 25, *Marksmanship*: 15, *Ballistics*: 20. **Engineering**: 40, *Damage Control*: 15, *Internal Systems*: 15, *Defenses*: 5, *Mechanics*: 5. **Communications**: 90, *Translate*: 25, *Negotiate*: 25, *Rapport*: 15, *Intimidate*: 25. **Medicine**: 65, *Specialized Medicine*: 25, *Intensive Care*: 15, *Psychology*: 25.	

Traits: Enhanced Visual Sense, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Wealth +10, Social Status +5, Creed (Warrior's Code) -25, Intolerant (Non-Kilrathi) -10, Intolerant (Lower Classes) -5, Temper -5, Impulsive -5.

Garahl *nar* Hhallas

Garahl was initially a figure of minor importance in his clan but his reputation for dependability and his skills in a fighter led him to steady promotion. A veteran of the Vega Sector Campaign, Garahl grew to believe the Terrans had the warrior spirit, something he also began to believe his own people were forgetting. Garahl became disillusioned with the Kilrathi war effort after the death of Gilkarg and the subsequent questionable actions of his offspring; he began to consider defecting to the Terran cause. It's unknown whether he was eventually able to do so or not, though it is known that his ship, KIS *Ras Nik'hra*, wound up under the command of his kinsman Ralgha *nar* Hhallas before the year 2654 was out.

Garahl *nar* Hhallas, Callsign: Renegade		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height:2.42 m	Mass: 105 kg	Handedness: Right
Birth Date: 2621.307 (Age 33; Adult)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +13		Saves - Fortitude: 36, Reflex: 44, Willpower: 41
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128
Power: 80, *Three-Dimensional Maneuvers*: 20 (Swimming 15), *Brawling*: 25, *Lifting*: 20. **Finesse**: 95, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25 (Stalking Prey 20). **Physique**: 65, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 20. **Intellect**: 100, *Knowledge*: 25 (Kilrathi Lore 15, Court Politics 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15. **Charm**: 75, *Personality*: 25, *Leadership*: 20 (Fighter Squadron 10), *Diplomacy*: 20.		
Command: 80, *Security*: 20, *Strategy*: 20, *Guidance*: 15, *Coordination*: 10, *Inspire*: 15. **Science**: 95, *Technology*: 25, *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 10. **Navigation**: 135, *Vehicle Piloting*: 25 (Heavy Fighters 25), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15. **Tactical**: 120, *Evasive Maneuvers*: 25 (Hard Brake 10), *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 15. **Engineering**: 65, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 5. **Communications**: 30, *Rapport*: 15, *Translate*: 10, *Distress*: 5. **Medicine**: 45, *Intensive Care*: 20, *Psychology*: 15, *Treatment*: 10.		
Traits: Enhanced Visual Sense, Discipline +5, Reflexes +5, Reputation +5, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Creed (Warrior's Code) -25, Intolerant (Non-Kilrathi) -2, Creed (Loyalty to Subordinates) -15.		

Zukara *nar* Kiranka

Zukara *nar* Kiranka was the only granddaughter of Kilrathi Emperor Joor'rad, the middle child and only daughter of Gilkarg and sister to Ratha and Thrakhath. As a female, Zukara was automatically ineligible to assume the Kilrathi throne and was expected to enter service in the temples of Sivar as a high-ranking priestess. Zukara chafed at the notion of temple life and convinced her father to allow her the opportunity to face death at the hands of the Terrans as a common fighter pilot. In 2654, she was assigned to KIS *Ras Nik'hra* under the command of Garahl *nar* Hhallas, where she proved to be more of an insubordinate nuisance than anything else despite her skills in a fighter. When her father was executed in 2655, her brother Thrakhath had her commission revoked and she was finally sent off to the temples, where she's been sitting in exile ever since.

Zukara *nar* Kiranka		
Species: Kilrathi	Rank: First Fang (Princess, Empire of Kilrah)	Gender: Female
Height:2.96 m	Mass: 110.25 kg	Handedness: Left
Birth Date: 2621.009 (Age 33; Adult)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +9		Saves - Fortitude: 35, Reflex: 37, Willpower: 30
HP/NHP: 75	HD/THD/FHD: 46/43/53	SI: 127
Power: 60, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15. **Finesse**: 70, *Dexterous Maneuvers*: 15, *Dodge*: 20, *Hiding and Seeking*: 20 (Stalking Prey 15). **Physique**: 50, *Concentration*: 25, *Stamina*: 15, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 30 (Court Politics 30), *Cunning*: 25, *Resourcefulness*: 15. **Acumen**: 50, *Performance*: 25, *Perception*: 25. **Charm**: 95, *Diplomacy*: 20 (My Way or Else 50), *Personality*: 20, *Leadership*: 15.		
Command: 55, *Inspire*: 10, *Coordination*: 15, *Guidance*: 20, *Security*: 10. **Science**: 45, *Archaeology*: 20, *Technology*: 15, *Typhonology*: 10. **Navigation**: 70, *Vehicle Piloting*: 10 (Dralthi-II 50), *Stealth*: 10. **Tactical**: 20, *Marksmanship*: 20. **Engineering**: 25, *Mechanics*: 15, *Damage Control*: 10. **Communications**: 130, *Negotiate*: 20, *Translate*: 25, *Rapport*: 20, *Intimidate*: 15 (Subordinates 50). **Medicine**: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Treatment*: 15, *Intensive Care*: 15.		
Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Wealth</u> +5, <u>Social Status</u> +5, <u>Temper</u> -5, <u>Discipline</u> -5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10.		

Characters from the Wing Commander I Era

COL Peter Halcyon

Peter Halcyon was a prominent commander in the Terran Confederation Space Force during the 2650s, serving as CAG aboard TCS *Tiger's Claw*. It was his pilots (among them then-Major Christopher Blair) who halted the Kilrathi offensive in the Vega Sector. Shortly after this victory, Halcyon took part in Operation Thor's Hammer, in which *Tiger's Claw* tracked down and destroyed KIS *Sivar* in retaliation for the destruction of the Goddard colony. During this mission, Halcyon briefly acted as ship's CO following the removal of Captain Thorn from command by Admiral Tolwyn. From 2655 into 2656, the 88th under Halcyon's leadership did their utmost to defend the planet of Firekka after the Kilrathi invaded; the planet was eventually liberated largely thanks the efforts of the 88th. *Tiger's Claw* was later deployed to Enigma Sector in 2656 on a mission to destroy the Kilrathi Sector Command at K'Tithrak Mang. Halcyon was among the casualties of the Kilrathi ambush that destroyed *Tiger's Claw* during that operation.

Peter Halcyon		
Species: Terran	Rank: Colonel, TCSF (CO, VF-88, TCS *Tiger's Claw*)	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2613.079 (Age 41; Middle Age)	Place of Birth: Silver Spring, Maryland, United States, Earth	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 44, Willpower: 38
HP/NHP: 66	HD/THD/FHD: 41/41/50	SI: 66
Power: 70, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 20, *Lifting*: 20. **Finesse**: 90, *Dexterous Maneuvers*: 25 (Balance 15), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 65, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 15. **Intellect**: 105, *Knowledge*: 25 (Fleet Tactics 25, Defensive Planning 10), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 85, *Perception*: 25 (Spot Enemy 10), *Performance*: 25 (Starship Captain 5), *Survival*: 20. **Charm**: 85, *Personality*: 25, *Leadership*: 20 (Fighter Wing 20), *Diplomacy*: 20.		

Command: 120, *Security*: 20, *Strategy*: 20, *Guidance*: 20, *Coordination*: 20 (Fighter Wing 15), *Inspire*: 25,
Science: 95, *Technology*: 25, *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 10,
Navigation: 145, *Vehicle Piloting*: 25 (Confederation Light Fighters 10, Confederation Medium Fighters 10, Confederation Heavy Fighters 10),
Orientation: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15,
Tactical: 110, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 15,
Engineering: 70, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 10.
Communications: 40, *Rapport*: 20, *Translate*: 15, *Distress*: 5.
Medicine: 45, *Intensive Care*: 15, *Psychology*: 15, *Treatment*: 10, *Specialized Medicine*: 5.

Traits: <u>Social Status</u> +5, <u>Reputation</u> +10, <u>Reflexes</u> +5, <u>Creed</u> (Protect Nation) -10, <u>Intolerant</u> (Failure) -5, <u>Temper</u> -5.

LCOL Christopher "Maverick" Blair

Blair was promoted to Cadet Wing Commander by Admiral Tolwyn late in his training cruise, a distinction Blair did not want; notably, he threw the badge of office out of an airlock with Tolwyn present much to Tolwyn's annoyance. Upon graduation, Blair drew regular duty aboard *Tiger's Claw*, which had been sent back to active duty in Vega following Tolwyn's promotion to the rank of Rear Admiral and his subsequent reassignment. It was around this time Blair began to explore his latent Pilgrim powers; often the source of discrimination and ridicule, Blair struggled to come to grips with his uncanny cockpit intuition and extra-sensory perception.

He was successful in his early career, rapidly earning a promotion to the rank of Major. He was credited for bringing the Vega Sector Campaign to a successful conclusion, destroying the Venice starbase personally. Shortly thereafter, *Tiger's Claw* was dispatched to pursue KIS *Sivar* and destroy it in retaliation for the destruction of the Goddard colony. Blair later had a central role in protecting the Confederation's interests in the Firekka system, by which time he had been promoted to the rank of Lieutenant Colonel.

Christopher Blair, Callsign: Maverick		
Species: Terran	Rank: Lieutenant Colonel, TCSF	Gender: Male
Height: 1.75 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.168 (Age 24; Adult)	Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 37, Reflex: 35, Willpower: 37
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 20 (Sleight-of-Hand 5), *Dodge*: 20, *Hiding and Seeking*: 10.
Physique: 70, *Stamina*: 25, *Concentration*: 20 (Concentration Under Fire 15), *Recuperation*: 10.
Intellect: 80, *Knowledge*: 25 (Confederation Politics 10), *Resourcefulness*: 25, *Cunning*: 20.
Acumen: 70, *Perception*: 25 (Spot Enemy 5), *Performance*: 25, *Survival*: 15.
Charm: 90, *Personality*: 20, *Leadership*: 25 (Wingleader 30), *Diplomacy*: 15.

Command: 55, *Security*: 20, *Strategy*: 15, *Guidance*: 5, *Coordination*: 15.
Science: 55, *Technology*: 15, *Planetology*: 20, *Typhonology*: 15, *Geology*: 5.
Navigation: 140, *Vehicle Piloting*: 25 (Confed Light Fighters 20, Confed Medium Fighters 25, Confed Heavy Fighters 20), *Astrogation*: 25, *Starship Piloting*: 25.
Tactical: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 40, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 15.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +25, <u>Reputation</u> +10, <u>Honest</u> -15, <u>Hunted</u> (Anti-McDanielites) -10.

ILT Tanaka "Spirit" Mariko

Tanaka "Spirit" Mariko was a Terran Confederation fighter pilot assigned to VF-88 aboard TCS *Tiger's Claw*. A third-generation fighter pilot, she joined the Space Force out of family tradition and a sense of duty to Earth. She began her flight training in Japan, where she was given the callsign "Kami" ("Spirit" being a loose translation) by her local instructors. Although a pilot of few words, Mariko was pleasant company and proved herself to be an able pilot. Mariko was known for her skill with

defensive piloting, an ability to avoid incoming fire and a penchant for waiting until she was close to a target before firing. Her active service began in 2653. Mariko was a close friend of Christopher Blair and Jeannette Devereaux during her service aboard *Tiger's Claw;* she was in fact the first wingman Blair flew with during his active duty career. She flew with distinction during the Vega Sector Campaign and participated in Operation Thor's Hammer and Operation Crusade.

Tanaka Mariko, Callsign: Spirit		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Female
Height: 1.60 m	Mass: 55 kg	Handedness: Right
Birth Date: 2630.113 (Age 24; Adult)	Place of Birth: Sapporo, Hokkaido Prefecture, Japan, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 42
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 15, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25 (Kilrathi Tactics 15), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 100, *Vehicle Piloting*: 25 (Light Fighters 10), *Orientation*: 15, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 5, **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Nerves</u> +5, <u>Discipline</u> +5, <u>Reputation</u> +5, <u>Honest</u> -10, <u>Creed</u> (Bushido) -10.		

MAJ James "Paladin" Taggart

James Taggart was one of the prominent figures of the 27th Century. He began his career as a fighter pilot assigned to TCS *Tiger's Claw*, receiving his commission shortly after first contact with the Kilrathi in 2629. Taggart had a reputation as both an effective wingleader and a skilled wingman. By 2654, Taggart had twenty-five kills under his belt, earning his Ace of Aces performance service ribbon. He was featured in Pilot Profiles in April 2654, at which time he held the rank of Major. A veteran of the Vega Sector Campaign and Operation Thor's Hammer, he officially retired from the Space Force during Operation Crusade on 2656.069 (being over the age limit for pilots) and assumed captaincy of *Bonnie Heather*, a Special Operations craft. He along with his colleague Ian "Hunter" St. John launched a successful mission to rescue Firekkan hostages later that year.

James Taggart, Callsign: Paladin		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.156 (Age 45; Middle Age)	Place of Birth: Ares Station, Venus, Sol, Sol Sector	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 48, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 20, *Lifting*: 15. **Finesse**: 80, *Dexterous Maneuvers*: 25 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 10. **Charm**: 80, *Personality*: 25, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 20.		

Command: 70, *Security*: 20, *Strategy*: 15, *Guidance*: 20, *Coordination*: 15.	

Science: 75, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5.
Navigation: 125, *Vehicle Piloting*: 25 (Confederation Light Fighters 10, Confederation Medium Fighters 10, Confederation Heavy Fighters 10), *Orientation*: 15, *Astrogation*: 20, *Starship Piloting*: 20, *Stealth*: 15.
Tactical: 100, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 50, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 35, *Intensive Care*: 20, *Psychology*: 10, *Treatment*: 5.

Traits: Reputation +10, Reflexes +10, Creed (Protect Confed) -10, Honest -6, Addicted (Scotch) -2, Luck -2.

MAJ Chen "Bossman" Kien

Kien Chen, aka "Bossman", was a Terran Confederation fighter pilot assigned to TCS *Tiger's Claw*. Chen was originally known for an irreverent, spontaneous flying style, which he abandoned after seeing replacement pilots killed in action while attempting to imitate his success; he changed his callsign from "Ripper" to "Bossman" to reflect this change in philosophy. As of 2654, Chen had 17 years of service with the Terran Confederation Space Force, during which time he had flown everything in the Terran fleet and destroyed at least one of every class of ship the Kilrathi had in their arsenal. Chen was a natural leader and among the most admired pilots on Tiger's Claw. He was calm and coordinated, never getting distracted on the battlefield or taking unnecessary risks. He was also known for giving out advice to his fellow pilots, most of which was reliable; his reputation in this regard was so esteemed that even his superiors often looked to him for advice. A veteran of the Vega Sector Campaign and Operation Thor's Hammer, Chen was killed during Operation Crusade after he and wingman Jeanette "Angel" Devereaux were ambushed, with Chen buying the time Angel needed to escape. Chen's death was a major blow to the morale of the crew of *Tiger's Claw* and he was given a traditional space funeral.

Chen Kien, Callsign: Bossman		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2615.175 (Age 39; Adult)	Place of Birth: Municipality of Kaohsiung, Kaohsiung, Republic of China, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 44
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 65, *Three-Dimensional Maneuvers*: 20 (Swimming 10), *Brawling*: 20, *Lifting*: 15.
Finesse: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20.
Physique: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10.
Intellect: 60, *Knowledge*: 20, *Resourcefulness*: 20, *Cunning*: 20.
Acumen: 90, *Perception*: 20 (Spot Enemy 30), *Performance*: 25, *Survival*: 15.
Charm: 110, *Personality*: 25, *Leadership*: 25 (Wingleader 40), *Diplomacy*: 20.

Command: 65, *Security*: 15, *Strategy*: 10, *Guidance*: 25, *Coordination*: 15.
Science: 55, *Technology*: 25, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5.
Navigation: 155, *Vehicle Piloting*: 25 (Confederation Light Fighters 15, Confederation Medium Fighters 15, Confederation Heavy Fighters 15), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15,
Tactical: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 50, *Damage Control*: 10, *Mechanics*: 15 (Fightercraft 25).
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 25, *Intensive Care*: 10, *Psychology*: 10, *Treatment*: 5.

Traits: Reputation +10, Nerves +5, Discipline +5, Honest -5, Luck -5, Impulsive -5, Lecherous -5.

CPT Ian "Hunter" St. John

Ian "Hunter" St. John was a pilot assigned to TCS *Tiger's Claw*. He was an irreverent but very skilled pilot who flew mainly for the sake of the adrenaline rush. A veteran of the Vega Sector Campaign, he was on Chris Blair's wing when the two of them discovered the location of the Kilrathi Sector Command in Venice and assisted in its destruction. Hunter remained aboard *Tiger's Claw* during Operation Thor's Hammer and became a prominent figure during Operation Crusade when he

assisted in the rescue of several high-ranking Firekkan hostages. Hunter would ultimately be killed covering the escape of the Covert Operations ship *Bannockburn* during the False Armistice of 2668.

Ian St. John, Callsign: Hunter		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.80 m	Mass: 80 kg	Handedness: Left
Birth Date: 2627.137 (Age 27; Adult)	Place of Birth: Brisbane, Queensland, Australia, Earth	Initiative: +7
Attack Bonuses - Melee: +12; Ranged: +12		Saves - Fortitude: 36, Reflex: 37, Willpower: 32
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 70, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20 (Shot To The Pills 10), *Lifting*: 15. *Finesse*: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. *Physique*: 60, *Stamina*: 25 (Hold Liquor 10), *Concentration*: 15, *Recuperation*: 10. *Intellect*: 75, *Knowledge*: 25 (Mixed Drinks 10), *Resourcefulness*: 25, *Cunning*: 20. *Acumen*: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. *Charm*: 80, *Personality*: 25, *Leadership*: 15, *Diplomacy*: 20 (Convince Superiors 10, Apologize to Superiors 10).		
Command: 50, *Security*: 25, *Strategy*: 10, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 110, *Vehicle Piloting*: 25 (Light Fighters 5, Medium Fighters 10), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 10. **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 20. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Specialized Medicine*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Tactical Sense</u> +5, <u>Luck</u> +5, <u>Nerves</u> +15, <u>Overconfident</u> -5, <u>Impulsive</u> -5, <u>Addicted</u> (Tobacco) -5, <u>Addicted</u> (Alcohol) -5, <u>Discipline</u> -5, <u>Lecherous</u> -5.		

2LT Todd "Maniac" Marshall

After graduating from the Academy, Maniac drew permanent assignment to *Tiger's Claw* after its re-assignment to active duty. Unfortunately, the wise-cracking, insubordinate attitude and seat-of-the-pants flying style Maniac exhibited were not appreciated by the *Claw's* active duty personnel and unlike Blair, Maniac's career began to stall. On 2654.280, Marshall accidentally destroyed a Confederation transport with a heat-seeking missile during an escort mission in the Rostov system; all fourteen of the crew were lost. Though cleared of all charges regarding the incident, it still sent him into a severe state of depression and by 2655.239, the stress from the Vega campaign and Operation Thor's Hammer weighed so heavily on him that he had to be taken off the flight roster and put into sickbay. He was put back on the flight roster on 2655.278 when all pilots were desperately needed, though he remained mentally unstable. Marshall's mental condition eventually culminated in a complete nervous breakdown – he was put into a mental hospital for several months and so survived the eventual destruction of *Tiger's Claw* at K'Tithrak Mang.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 23; Adult)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. *Finesse*: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. *Physique*: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. *Intellect*: 70, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 20. *Acumen*: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15. *Charm*: 75, *Personality*: 25 (Boasting 15, Taunting 10), *Leadership*: 15, *Diplomacy*: 10.		

Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.   **Science**: 25, *Technology*: 15, *Planetology*: 10.   **Navigation**: 110, *Vehicle Piloting*: 25 (Light Fighters 10, Medium Fighters 15, Heavy Fighters 10), *Orientation*: 15, *Astrogation*: 20, *Starship Piloting*: 15.   **Tactical**: 90, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 10.   **Engineering**: 15, *Damage Control*: 10, *Mechanics*: 5.   **Communications**: 20, *Rapport*: 5, *Translate*: 15.   **Medicine**: 15, *Intensive Care*: 10, *Psychology*: 5.
Traits: <u>Navigational Sense</u> +20, <u>Tactical Sense</u> +15, <u>Luck</u> +5, <u>Overconfident</u> -10, <u>Impulsive</u> -10, <u>Crude</u> -5, <u>Lecherous</u> -5, <u>Reputation</u> -5, <u>Insane</u> (Clinical Depression) -5.

CPT Jeanette "Angel" Devereaux

Jeanette Devereaux was a pilot aboard TCS *Tiger's Claw*. She had a reputation as a by-the-book, no-nonsense pilot and could often be seen in the *Claw's* recreation area going over the latest statistics and figures on enemy designs. She served aboard *Tiger's Claw* for the final stages of the Vega Sector Campaign, Operation Thor's Hammer and Operation Crusade. On 2655.271, Devereaux and fellow *Tiger's Claw* pilot Major Kien "Bossman" Chen were ambushed by several wings of Kilrathi Imperial Guard fighters jumping into the Firekka System. Chen occupied the Kilrathi long enough to let Devereaux escape but was killed in the ambush, leaving Devereaux emotionally distraught for several days. A week later, at the suggestion of Captain Ian "Hunter" St. John, Colonel Zaritsky of TCS *Austin* offered Devereaux command of the ship's fighter squadron. She decided to accept the post; by 2655.293, she was serving aboard *Austin* and held the rank of Major.

Jeanette Devereaux, Callsign: Angel		
Species: Terran	Rank: Captain, TCSF	Gender: Female
Height: 1.60 m	Mass: 55 kg	Handedness: Right
Birth Date: 2626.243 (Age 28; Adult)	Place of Birth: Brussels, City of Brussels, Belgium, Earth	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +10		Saves - Fortitude: 35, Reflex: 36, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 60, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 15. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Kilrathi Tactics 15, Kilrathi Craft Specifications 15), *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 75, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 80, *Personality*: 20, *Leadership*: 25 (Wingleader 15), *Diplomacy*: 20.		
Command: 55, *Security*: 20, *Strategy*: 10, *Coordination*: 25. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 110, *Vehicle Piloting*: 25 (Confederation Light Fighters 10, Confederation Medium Fighters 10, Confederation Heavy Fighters 10), *Orientation*: 5, *Astrogation*: 25, *Starship Piloting*: 10, *Stealth*: 5. **Tactical**: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 25, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 15. **Engineering**: 40, *Damage Control*: 25, *Mechanics*: 15. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 10, *Psychology*: 15.		
Traits: <u>Navigational Sense</u> +5, <u>Comeliness</u> +5, <u>Memory</u> +5, <u>Education</u> +5, <u>Honest</u> -10, <u>Intolerant</u> (Hotshots) -10.		

MAJ Michael "Iceman" Casey

Michael Casey was assigned to *Tiger's Claw* shortly after Custer's Carnival. He served adequately but with little inspiration for two years and probably would have been rotated out to shore duty were it not for the death of his first wife and a 15-month-old daughter in a Kilrathi raid on Vega VII; his other daughter, Julia Casey, was taken prisoner during the same raid. His kill ratio nearly doubled immediately afterwards and his subsequent dispassionate, emotionless demeanor and flying style earned him a new callsign, "Iceman". He served with distinction during the Vega Sector Campaign, Operation Thor's Hammer and Operation Crusade.

Shortly after Operation Crusade, he took a shore leave and met Kylie Sarah Richards, a waitress; a few months later they married. He recorded holo-videos for her and their unborn son, Lance. Six weeks after his second marriage, Casey was killed in action "on a deep space patrol in the B'shriss System." Christopher Blair brought back his life-pod, but the official report of his death omitted the fact that he had been captured and cut into pieces to order to spare his family any additional trauma.

Michael Casey, Callsign: Iceman		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.8 m	Mass: 100 kg	Handedness: Right
Birth Date: 2623.232 (Age 31; Adult)	Place of Birth: Vancouver, British Columbia, Canada, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 37, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 55, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20, *Lifting*: 15. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 70, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 70, *Personality*: 25, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 10.		
Command: 65, *Security*: 25, *Strategy*: 20, *Guidance*: 5, *Coordination*: 15. **Science**: 80, *Technology*: 15, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5, **Navigation**: 210, *Vehicle Piloting*: 25 (Confed Light Fighters 35, Confed Medium Fighters 30, Confed Heavy Fighters 30), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15, **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 50, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 20, *Intensive Care*: 5, *Psychology*: 10, *Treatment*: 5.		
Traits: <u>Nerves</u> +10, <u>Navigational Sense</u> +5, <u>Reputation</u> +5, <u>Obsessed</u> (Vengeance) -10, <u>Honest</u> -10.		

CPT Joseph "Knight" Khumalo

Joseph "Knight" Khumalo was a Terran Confederation fighter pilot assigned to TCS *Tiger's Claw*. He was known as a reliable wingman and for being steady under fire. Shortly after receiving his commission, he was involved in the Enyo Engagement. During the main battle, Khumalo and his wingman Captain Maria "La Doña" Álvarez attacked a Kilrathi transport. After strafing it from its rear down its belly they turned to find a swarm of enemy fighters heading right for them; rather than maneuver away from his wingleader, Khumalo fired as quickly as possible and destroyed multiple enemy fighters which were attacking Álvarez. Álvarez replied "Ooh, eet's my White Knight", earning Khumalo his callsign; he received his Ace Performance Service Ribbon at Enyo.

Khumalo served alongside famed pilot Christopher Blair during the Vega Sector Campaign, where he saw extensive action against the Kilrathi. In 2655, Khumalo was on Blair's wing when the pair spotted and destroyed KIS *Sivar*. Khumalo also served in Operation Crusade. During this time, he was offered a chance to become a flight instructor and to retire from frontline service; Khumalo ultimately rejected this offer, preferring to stay in the fight.

Joseph Khumalo, Callsign: Knight		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.9 m	Mass: 120 kg	Handedness: Right
Birth Date: 2618.173 (Age 36; Adult)	Place of Birth: Kroonstad, Free State, South Africa, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 35, Reflex: 37, Willpower: 49
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 60, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Sleight-of-Hand 10), *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 50, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 90, *Perception*: 20 (Spot Enemy Craft 30), *Performance*: 25, *Survival*: 15. **Charm**: 85, *Personality*: 20 (Debating 15), *Leadership*: 20 (Wingleader 10), *Diplomacy*: 20.
Command: 55, *Security*: 20, *Strategy*: 15, *Coordination*: 10, *Guidance*: 10. **Science**: 65, *Technology*: 20, *Planetology*: 15, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5. **Navigation**: 180, *Vehicle Piloting*: 25 (Scimitar 30, Confed Light Fighters 15, Confed Medium Fighters 25, Confed Heavy Fighters 10), *Orientation*: 20, *Astrogation*: 20, *Starship Piloting*: 20, *Stealth*: 15, **Tactical**: 110, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 40, *Damage Control*: 25, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.
Traits: <u>Navigational Sense</u> +5, <u>Nerves</u> +10, <u>Discipline</u> +10, <u>Temper</u> -5, <u>Honest</u> -10, <u>Intolerant</u> (Slander) -10.

Sam "Shotglass" Seigler

Sam "Shotglass" Seigler was originally a pilot on TCS *Tiger's Claw* until injuries sustained in late 2653 prevented him from flying again, after which he took up tending the bar in the ship's rec room - a talent for which his skills had already been noted during his duty career. Sam had flown with nearly every pilot on the *Claw* as of early 2654 including rookie pilots Blair and Marshall and freely shared information regarding each pilot's flight habits with new members of the crew. Shotglass certainly fit the stereotype of the "omniscient bartender"; his knowledge spanned from details of systems visited by *Tiger's Claw* (including their Kilrathi names) to Kilrathi Aces to tactics for dealing with specific Kilrathi fighters. He was the inventor of the Rostov Hairball, a drink that he created on 2654.284 and named after the system to which *Tiger's Claw* was assigned at the time.

Sam Seigler, Callsign: Shotglass		
Species: Terran	Rank: Major (Retired) (Culinary Specialist, TCS *Tiger's Claw*)	Gender: Male
Height: 2.00 m	Mass: 120 kg	Handedness: Right
Birth Date: 2612.009 (Age 42; Middle Age)	Place of Birth: New Braunfels, Texas, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 35, Reflex: 35, Willpower: 47
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65
Power: 30, *Three-Dimensional Maneuvers*: 10, *Brawling*: 10, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 15, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 50, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 5. **Intellect**: 125, *Knowledge*: 25 (Kilrathi Tactics 20, Mixed Drinks 30), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 120, *Perception*: 25 (Spot Enemy 20), *Performance*: 25 (Bartender 35), *Survival*: 15. **Charm**: 95, *Personality*: 50, *Leadership*: 25, *Diplomacy*: 20.		
Command: 65, *Security*: 25, *Strategy*: 20, *Guidance*: 15, *Coordination*: 5. **Science**: 90, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 20, *Typhonology*: 10. **Navigation**: 140, *Vehicle Piloting*: 25 (Hornet 15, Scimitar 15, Raptor 15), *Orientation*: 5, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15. **Tactical**: 100, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 50, *Damage Control*: 20, *Mechanics*: 20, *Defenses*: 10. **Communications**: 60, *Rapport*: 20 (Pilots 20), *Translate*: 5, *Negotiate*: 15. **Medicine**: 45, *Intensive Care*: 10, *Psychology*: 25, *Specialized Medicine*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Discipline</u> +5, <u>Comeliness</u> -5, <u>Amputee</u> (Motor Appendage) -5, <u>Bleeder</u> -5, <u>Honest</u> -5.		

CPT R.A. "Mule-Skinner" Skinner

R.A. Skinner (aka "Mule-Skinner") was a Terran Confederation fighter pilot assigned to TCS *Tiger's Claw*. In March 2654, Captain Skinner was assigned as wingleader to Lieutenant Larry "Tooner" Dibbles and ordered to take part in a combined strike against KIS *Rathtak*. The flight left the carrier at 2300 hours; twenty minutes later they encountered two apparently crippled *Jalthi* and Dibbles broke formation against Skinner's orders to engage. At 2321 hours, Skinner ordered him back into formation; this was the final transmission made by either pilot. Neither *Jalthi* was actually damaged;

in the ensuing engagement both Terran pilots were killed. The incident became the impetus for "Taggart's Tactics", an article in the next month's edition of <u>Claw Marks</u>, the shipboard publication of TCS *Tiger's Claw*.

R.A. Skinner, Callsign: Mule-Skinner		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2627.247 (Age 27; Adult)	Place of Birth: Augusta, Georgia, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 35, Reflex: 47, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Sleight-of-Hand 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Ambush Tactics 20), *Resourcefulness*: 30, *Cunning*: 25. **Acumen**: 70, *Perception*: 30 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Debating 10), *Leadership*: 25 (Wingleader 10), *Diplomacy*: 10.		
Command: 55, *Security*: 25, *Strategy*: 25, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 105, *Vehicle Piloting*: 25 (Scimitar 10), *Orientation*: 20, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 15, **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 20. **Communications**: 30, *Rapport*: 10 (Wingmen 5), *Translate*: 15. **Medicine**: 15, *Intensive Care*: 5, *Psychology*: 10.		
Traits: <u>Senses</u> (Sound) +10, <u>Reflexes</u> +10, <u>Intolerant</u> (Change) -10, <u>Temper</u> -10.		

2LT Larry "Tooner" Dibbles

Larry "Tooner" Dibbles was a Terran Confederation fighter pilot assigned to TCS *Tiger's Claw*. Dibbles attended the Space Force Academy and graduated a couple of years ahead of Christopher Blair, with whom he was a friend. Dibbles was assigned to the *Claw* in 2652 upon his graduation and created "Hornet's Nest", an article which he wrote and drew that appeared in each issue of <u>Claw Marks</u>, the shipboard publication, while he served aboard. In March 2654, Lieutenant Dibbles was assigned as wingman to Captain R.A. "Mule-Skinner" Skinner and ordered to take part in a combined strike against KIS *Rathtak*. The flight left the carrier at 2300 hours; twenty minutes later they encountered two apparently crippled *Jalthi* and Dibbles broke formation against Skinner's orders to engage. At 2321 hours, Skinner ordered him back into formation; this was the final transmission made by either pilot. Neither *Jalthi* was actually damaged; in the ensuing engagement both Terran pilots were killed. The incident became the impetus for "Taggart's Tactics", an article in the next month's edition of <u>Claw Marks</u>. In that same issue, "Now Hear This" (the editor's commentary) eulogized Dibbles as having had "a deft wit and a diseased mind".

Larry Dibbles, Callsign: Tooner		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.80 m	Mass: 80 kg	Handedness: Left
Birth Date: 2630.030 (Age 24; Adult)	Place of Birth: North Smithfield, Rhode Island, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 25 (Kilrathi Tactics 10, Drawing Techniques 20), *Resourcefulness*: 15, *Cunning*: 10. **Acumen**: 70, *Perception*: 20, *Performance*: 25 (Cartoonist 10), *Survival*: 15. **Charm**: 75, *Personality*: 20 (Debating 20), *Leadership*: 15, *Diplomacy*: 20.		

Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.		
Science: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5.		
Navigation: 60, *Vehicle Piloting*: 20 (Scimitar 5), *Orientation*: 10, *Astrogation*: 15, *Starship Piloting*: 10.		
Tactical: 65, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 10, *Ballistics*: 10.**Engineering**: 30, *Damage Control*: 15, *Mechanics*: 15.		
Communications: 20, *Rapport*: 15, *Translate*: 5.		
Medicine: *Psychology*: 5.		
Traits: <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +5, <u>Overconfident</u> -5, <u>Impulsive</u> -5.		

Bhurak *nar* Caxki (Bhurak Starkiller)

Bhurak *nar* Caxki (a.k.a. "Bhurak Starkiller") was a Kilrathi fighter ace known for his prowess with the *Salthi* Light Fighter, a craft which he flew during his entire career despite its inferiority to most Confederation fighter designs. In 2654, Bhurak was the best-known Kilrathi ace and was regarded by other Kilrathi as the finest living pilot in the Vega Sector. Bhurak was an excellent pilot and marksman and possessed great reflexes. He was credited with 64 kills during his career. Terran Confederation psychological profiles indicated that he was addicted to speed, thrills and sport; he was also believed to have a strong survival instinct. Confederation pilots were advised to engage Bhurak with superior numbers or to defend against him in a style he would not find fun, such as staying motionless and spinning to keep him in sight. On 2654.132, *Tiger's Claw* pilots Christopher Blair and James Taggart encountered Bhurak while escorting a *Drayman* in the McAuliffe System; during this encounter, Blair engaged and shot down Bhurak.

Bhurak *nar* Caxki, Callsign: Starkiller		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height: 2.42 m	Mass: 94.5 kg	Handedness: Right
Birth Date: 2615.078 (Age 39; Middle Age)	Place of Birth: Hrai Caxki Brajakh, Zagacaxki, Kilrah	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 36, Reflex: 59, Willpower: 36
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128
Power: 75, *Three-Dimensional Maneuvers*: 25 (Jumping 10), *Brawling*: 20, *Lifting*: 20. **Finesse**: 90, *Dexterous Maneuvers*: 25 (Balance 5), *Dodge*: 20, *Hiding and Seeking*: 25 (Stalking Prey 15). **Physique**: 60, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 10. **Intellect**: 105, *Knowledge*: 25 (Confederation Tactics 20, Clan Lore 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 80, *Personality*: 25 (Taunting 20), *Leadership*: 25, *Diplomacy*: 10.		
Command: 75, *Security*: 25, *Strategy*: 20, *Guidance*: 15, *Coordination*: 15. **Science**: 85, *Technology*: 20, *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 5, **Navigation**: 160, *Vehicle Piloting*: 25 (Salthi 50), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15. **Tactical**: 120, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 20. **Engineering**: 65, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 5. **Communications**: 30, *Rapport*: 15, *Translate*: 15. **Medicine**: 35, *Intensive Care*: 10, *Psychology*: 25.		
Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Reflexes</u> +20, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Impulsive</u> -5, <u>Addicted</u> (Thrill-Seeking) -5, <u>Lecherous</u> -5.		

Dakhath *nar* Sihkag (Deathstroke)

Dakhath *nar* Sihkag was a Kilrathi fighter ace known to fly the *Dralthi-I* Medium Fighter and had at least 55 recorded kills by April 2654. Dakhath was single-minded and seemed to be completely without fear; he would not abandon an engagement until every enemy within a thousand kilometers was dead and would not abandon a target until it had been completely destroyed. He enjoyed inflicting pain and made a hobby of shooting down ejected pilots. In combat, Dakhath was known for firing missiles from a distance and then engaging in close combat using guns; it was believed that he enjoyed watching explosions. Confederation pilots were advised to use his single-mindedness to lead him away from strategic targets. On 2654.135, Christopher Blair and Jeannette Devereaux

encountered Dakhath while flying a mission in the Gimle System; Blair was able to shoot down the Kilrathi ace during this encounter.

Dakhath *nar* Sihkag, Callsign: Deathstroke		
Species: Kilrathi	Rank: First Fang	Gender: Male
Height: 2.15 m	Mass: 105 kg	Handedness: Right
Birth Date: 2621.306 (Age 33; Adult)	Place of Birth: Sihkag Brajakh, Qith'rak Sihkag, Kilrah	Initiative: +10
Attack Bonuses - Melee: +11; Ranged: +15		Saves - Fortitude: 36, Reflex: 40, Willpower: 36
HP/NHP: 76	HD/THD/FHD: 43/40/53	SI: 128
Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 20, *Lifting*: 15. **Finesse**: 100, *Dexterous Maneuvers*: 25 (Trick Shooting 10), *Dodge*: 25, *Hiding and Seeking*: 25 (Stalking Prey 15). **Physique**: 60, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 95, *Knowledge*: 25 (Clan Lore 15, Confederation Tactics 10), *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15. **Charm**: 70, *Personality*: 20 (Taunting 10), *Leadership*: 25, *Diplomacy*: 15.		
Command: 70, *Security*: 25, *Strategy*: 20, *Inspire*: 5 (Inspire Fear 10), *Coordination*: 10. **Science**: 80, *Technology*: 25, *Planetology*: 25, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5, **Navigation**: 135, *Vehicle Piloting*: 20 (Dralthi-I 50), *Orientation*: 15, *Astrogation*: 15, *Starship Piloting*: 20, *Stealth*: 15. **Tactical**: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 25, **Engineering**: 55, *Damage Control*: 25, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 5. **Communications**: 20, *Translate*: 15 (English 5). **Medicine**: 35, *Psychology*: 15 (Fear 20).		
Traits: <u>Enhanced Visual Sense</u>, <u>Nerves</u> +20, <u>Senses</u> (Sight) +10, <u>Senses</u> (Smell) +10, <u>Senses</u> (Hearing) +5, <u>Navigational Sense</u> +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Addicted</u> (Inflicting Pain) -15.		

Khajja *nar* Ja'targk (Khajja the Fang)

Khajja *nar* Ja'targk was a renowned *Krant* ace. A steady and mission-oriented pilot, he was nicknamed "the Machine" by Terran Intelligence because he was the most efficient pilot known in Kilrathi service. He never panicked and could not be distracted with taunts, though he could be dissuaded by unfavorable odds. He had complete confidence in his wingmen, frequently ignoring enemy fighters to focus on a mission objective. He was known to reserve his heat-seeking missiles for mission objectives or troublesome enemies and his IFF missiles for emergencies. His dogfighting style was straightforward, favoring strafing runs. Confederation intelligence also indicated that some Kilrathi pilots were afraid of Khajja. Terran Confederation pilots were advised to avoid his wingmen and focus on using classic dogfight tactics or to lead him towards other friendlies. Christopher Blair and Todd Marshall encountered Khajja on 2654.137 in the Brimstone System while attacking a *Dorkir* transport which Khajja was escorting at the time; Blair was able to shoot down the Kilrathi ace during this encounter.

Khajja *nar* Ja'targk, Callsign: The Fang		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height: 2.96 m	Mass: 115.5 kg	Handedness: Right
Birth Date: 2617.343 (Age 37; Adult)	Place of Birth: Brajakh Ja'targk, Ja'targk, Kur'U'Tak Quadrant, Kilrah Sector	Initiative: +8
Attack Bonuses - Melee: +13; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 46
HP/NHP: 76	HD/THD/FHD: 45/42/53	SI: 128
Power: 80, *Three-Dimensional Maneuvers*: 20 (Swimming 15), *Brawling*: 25, *Lifting*: 20. **Finesse**: 80, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 60, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 90, *Knowledge*: 25 (Clan Politics 15), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15. **Charm**: 80, *Personality*: 25, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 20.		

Command: 75, *Security*: 25, *Strategy*: 20, *Guidance*: 5, *Coordination*: 25.   **Science**: 90, *Technology*: 25, *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 5.   **Navigation**: 165, *Vehicle Piloting*: 25 (Krant 50), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15.   **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.   **Engineering**: 65, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 5.   **Communications**: 30, *Translate*: 15 (English 15).   **Medicine**: 45, *Intensive Care*: 20, *Psychology*: 15, *Treatment*: 10.
Traits: <u>Enhanced Visual Sense</u>, <u>Navigational Sense</u> +5, <u>Reputation</u> +5, <u>Discipline</u> +10, <u>Senses</u> (Sight) +10, <u>Senses</u> (Smell) +10, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Social Status</u> -5, Lecherous -5.

Bakhtosh *nar* Kiranka (Bakhtosh Redclaw)

Bakhtosh *nar* Kiranka was a Kilrathi fighter ace and a member of a high-ranking aristocratic Kilrathi family. A *Jalthi* ace, he was an expert gunfighter and was considered the finest Kilrathi shot in the Vega Sector. His piloting skills were ordinary but he had perfected the art of taunting; he was known for sarcastically gloating and for offering the perfect crowning insult, patronizing remark or racial slur needed to goad enemy pilots into making errors. Bakhtosh preferred to engage at the maximum range of his guns to avoid being outmaneuvered by superior pilots; when forced into close combat he was known to fire his missiles. Terran Confederation pilots were advised not to be daunted by his reputation and to fire continuously while closing and then out-fly him using standard maneuvers. On 2654.139, Christopher Blair and Joseph Khumalo encountered Bakhtosh in the Dakota System while attacking a Kilrathi supply convoy, which Bakhtosh was defending. The Kilrathi ace was finally shot down during this encounter.

Bakhtosh *nar* Kiranka, Callsign: Redclaw		
Species: Kilrathi	Rank: Kal Shintahr	Gender: Male
Height: 2.96 m	Mass: 120.75 kg	Handedness: Right
Birth Date: 2611.162 (Age 43; Middle Age)	Place of Birth: Uni Qith'rak, Imperial City, Kilrah	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 35, Reflex: 36, Willpower: 37
HP/NHP: 75	HD/THD/FHD: 47/44/53	SI: 127
Power: 55, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20, *Lifting*: 15. **Finesse**: 60, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 110, *Knowledge*: 20 (Court Politics 15, Clan Lore 10), *Resourcefulness*: 35, *Cunning*: 30. **Acumen**: 70, *Perception*: 20 (Spot Enemy 15), *Performance*: 20, *Survival*: 15. **Charm**: 155, *Personality*: 25 (Taunting 50), *Leadership*: 15 (Wingleader 45), *Diplomacy*: 20.		
Command: 90, *Security*: 20 (Blades 10), *Strategy*: 25, *Guidance*: 15, *Coordination*: 20. **Science**: 110, *Technology*: 35, *Planetology*: 30, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 10. **Navigation**: 125, *Vehicle Piloting*: 25 (Jalthi 15), *Orientation*: 20, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15. **Tactical**: 155, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 25 (Laser Cannon 35, Neutron Gun 35), *Ballistics*: 15. **Engineering**: 75, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 10, *Faster-Than-Light Mechanics*: 5. **Communications**: 65, *Translate*: 15 (English 50). **Medicine**: 25, *Psychology*: 25.		
Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Reputation</u> +10, <u>Social Status</u> +15, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Overconfident</u> -15.		

Gilkarg *nar* Kiranka

Gilkarg fought the Terrans valiantly in the decades that followed the McAuliffe Ambush and commanded the Kilrathi forces in the Vega Sector during the campaign to conquer and secure the region. In 2654, the Confederation destroyed the Kilrathi stronghold at Venice, forcing Gilkarg to abandon the entire Sector. In retaliation, Gilkarg unleashed the power of the newly developed Proton Accelerator Gun on the Terran colony of Goddard, exterminating all life on the planet's surface. With the success at Goddard, Gilkarg retreated to ensure the weapon's safety but was pursued by TCS *Tiger's Claw*. Despite Gilkarg's efforts to defend KIS *Sivar* and its signature weapon, the *Claw* and its pilots managed to track down and destroy *Sivar*, foiling Gilkarg's plans for the swift destruction of

Earth. Facing court intrigue and a possible Clan insurrection, Emperor Joor'rad was left with no choice but to have Gilkarg brought back to Kilrah in chains for his failures; Gilkarg accepted his fate and was executed by disintegration.

Gilkarg *nar* Kiranka		
Species: Kilrathi	Rank: Kalralahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 2.42 m	Mass: 99.75 kg	Handedness: Left
Birth Date: 2590.318 (Age 64; Old Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 40, Reflex: 42, Willpower: 36
HP/NHP: 80	HD/THD/FHD: 46/43/53	SI: 132
Power: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 75, *Dodge*: 25, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 10 (Stalk Prey 15). **Physique**: 100, *Concentration*: 25 (Concentrate Under Fire 35), *Stamina*: 25, *Recuperation*: 15. **Intellect**: 90, *Cunning*: 25 (Deception 10), *Knowledge*: 25 (Court Politics 40), *Resourcefulness*: 15. **Acumen**: 65, *Perception*: 25 (Spot Enemy 10), *Performance*: 20, *Survival*: 10. **Charm**: 135, *Leadership*: 25 (Fleet Commander 40), *Diplomacy*: 25 (Clan Barons 15), *Personality*: 15 (Debate 15).		
Command: 195, *Inspire*: 25, *Coordination*: 25 (Fleet Command 40), *Strategy*: 25 (Jaktu 35), *Security*: 25 (Blades 5), *Guidance*: 15. **Science**: 110, *Technology*: 25 (Computers 20), *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 10. **Navigation**: 110, *Vehicle Piloting*: 25 (Kilrathi Heavy Fighters 10), *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 25 (Akwende Drive 5). **Tactical**: 180, *Combat Maneuvers*: 25 (Battle Line 50), *Evasive Maneuvers*: 25 (Hard Brake 5), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25. **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5. **Communications**: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5. **Medicine**: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Treatment*: 15.		
Traits: <u>Enhanced Visual Sense</u>, <u>Social Status</u> +20, <u>Reputation</u> +15, <u>Reflexes</u> +5, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Creed</u> (Conquer Terrans) -20, <u>Obsessed</u> (Honor) -15.		

ILT Zachary "Jazz" Colson

Zachary Colson started his service career as a young, inexperienced pilot aboard TCS *Austin*. He was given the callsign "Jazz" due to his skills as a pianist; he gave several performances while still serving aboard *Austin*. During Operation Crusade, Colson transferred temporarily to TCS *Tiger's Claw* along with Etienne Montclair. Even at this point, Colson despised everyone on the *Claw*; he considered it their fault for not arriving in time to save the Goddard Colony - his brother was killed in the attack. Colson betrayed the Confederation in 2656 by leaking the coordinates of *Tiger's Claw* to the Kilrathi at K'Tithrak Mang, enabling the carrier's destruction.

Zachary Colson, Callsign: Jazz		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.8 m	Mass: 80 kg	Handedness: Right
Birth Date: 2631.133 (Age 24; Adult)	Place of Birth: Kansas City, Missouri, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +9		Saves - Fortitude: 34, Reflex: 42, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 25 (Deception 10, Treachery 10). **Acumen**: 80, *Perception*: 20 (Spot Enemy 10), *Performance*: 25 (Pianist 10), *Survival*: 15. **Charm**: 65, *Personality*: 20, *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 10 (Laser Pistol 10), *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 100, *Vehicle Piloting*: 20 (Confederation Heavy Fighters 15), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Marksmanship*: 15, *Ballistics*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Reflexes</u> +5, <u>Obsessed</u> (Revenge) -10.		

ILT Etienne "Doomsday" Montclair

Etienne "Doomsday" Montclair began his service to the Confederation in 2653. In 2655, Doomsday was a young, inexperienced pilot assigned aboard TCS *Austin*. During Operation Crusade, he was temporarily transferred to TCS *Tiger's Claw* along with Zachary "Jazz" Colson to replace recent pilot losses. He was a descendant of the Maori, the natives of New Zealand on Earth, and was known to sometimes mutter words in Maori. He also had the traditional markings of a Maori warrior tattooed on his face. He had a habit of saying that the war with the Kilrathi would kill him and was known for having a generally pessimistic view of life (which he considered to be more realistic than pessimistic). He was also known for having a fondness for over-brewed coffee and had the rare ability to accept a much younger friend as a commanding officer.

Etienne Montclair, Callsign: Doomsday		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2631.006 (Age 24; Adult)	Place of Birth: Hastings, Hawke's Bay, New Zealand, Earth	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +10		Saves - Fortitude: 34, Reflex: 36, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 60, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 60, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 15. **Acumen**: 70, *Perception*: 20, *Performance*: 25, *Survival*: 25. **Charm**: 95, *Personality*: 20 (Being Realistic 35), *Leadership*: 20, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Coordination*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 100, *Vehicle Piloting*: 25 (Confederation Heavy Fighters 10), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 20. **Tactical**: 80, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Ballistics*: 15, *Marksmanship*: 20. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 15. **Communications**: 20, *Rapport*: 20. **Medicine**: 25, *Intensive Care*: 10, *Psychology*: 15.		
Traits: <u>Navigational Sense</u> +5, <u>Luck</u> +5, <u>Reputation</u> (Pessimist) -10.		

Kirha *hrai* Ralgha *nar* Hhallas

Kirha was the sworn retainer of Lord Ralgha *nar* Hhallas, serving aboard KIS *Ras Nik'hra* as Ralgha's Hyilghar. During Ralgha's defection to the Confederation as a gesture of good faith, Kirha was instructed to swear fealty to Ian St. John as Hunter had saved *Ras Nik'hra* from certain destruction; Kirha's name change (to Kirha *hrai* Hunter *nar* Aussie) was the result of this change in allegiance. Kirha went on to participate in the rescue attempt of several kidnapped Firekkans taken by the Kilrathi. Kirha developed a friendship with the Firekkan K'Kai; despite their initial differences the two creatures found they had many things in common. Following the rescue operation, Kirha was sent to a Confederation POW camp; K'Kai visited him during his time there. He was released from the camp during the False Armistice and went to live with Hunter's family in Brisbane. When news arrived of Hunter's death, Kirha committed *zu'kara* for failing to protect his sworn liege lord.

Kirha *hrai* Ralgha *nar* Hhallas		
Species: Kilrathi	Rank: Hyilghar, KIS *Ras Nik'hra*	Gender: Male
Height: 2.42 m	Mass: 105 kg	Handedness: Right
Birth Date: 2631.146 (Age 23; Adult)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 45, Reflex: 48, Willpower: 37
HP/NHP: 75	HD/THD/FHD: 45/42/53	SI: 127

Power: 60, *Lifting*: 15, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 15. *Finesse*: 80, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 25 (Stalking Prey 15), *Dodge*: 20. **Physique**: 50, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Lore 30, Clan Politics 10), *Resourcefulness*: 20, *Cunning*: 15. **Acumen**: 75, *Performance*: 20 (Retainer 10), *Perception*: 25, *Survival*: 20. **Charm**: 65, *Personality*: 20 (Debating 10), *Diplomacy*: 20, *Leadership*: 15.	

Command: 55, *Coordination*: 20 (Bridge Crew 10), *Security*: 25.
Science: 80, *Archaeology*: 20, *Typhonology*: 25, *Technology*: 10, *Geology*: 5,
Navigation: 75, *Astrogation*: 25, *Starship Piloting*: 20, *Orientation*: 15, *Vehicle Piloting*: 10, *Stealth*: 5.
Tactical: 60, *Evasive Maneuvers*: 15, *Targeting*: 20, *Marksmanship*: 10, *Ballistics*: 15.
Engineering: 20, *Damage Control*: 20.
Communications: 105, *Rapport*: 15, *Negotiate*: 25, *Distress*: 10, *Translate*: 15 (English 30), *Intimidate*: 10.
Medicine: 25, *Specialized Medicine*: 15, *Intensive Care*: 10.

Traits: Enhanced Visual Sense, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Health +10, Reflexes +10, Math Expert +5, Creed (Liege Lord) -25, Creed (Warrior's Code) -15, Social Status -10.

Kal Shintahr Ralgha *nar* Hhallas

Ralgha *nar* Hhallas was a loyal soldier of the Kilrathi Empire, serving as a field officer in the Imperial Fleet during the early war with the Terrans. In 2650, all of Ralgha's *hrai* (as well as the *hrai* of his Hyilghar, Kirha) were killed when the Confederation raided his homeworld of Hhallas; Ralgha was in space at the time and so escaped death. He subsequently volunteered to participate as a sleeper agent against the Terrans, a request granted by Prince Thrakhath.

Ralgha's new personality came to the conclusion that the meaningless deaths of his *hrai* were ultimately the fault of Thrakhath, the Emperor and all who led the Kilrathi in a war which was itself meaningless; he began to doubt Thrakhath's wisdom. He joined the rebel movement on Ghorah Khar in 2653. He was later assigned as commanding officer of KIS *Ras Nik'hra*, a *Fralthi*-class cruiser and a post he inherited from his kinsman Garahl. On 2655.266, Ralgha was questioned for five hours at Imperial Intelligence Headquarters on Ghorah Khar; he never showed a hint of treason but had insulted Jahkai, the Kalralahr of Imperial Security. Prince Thrakhath attended the questioning; satisfied that the personality overlay was holding as it should, he ordered Ralgha's release. At the direction of his childhood friend and Sivar priestess Hassa, he subsequently defected to the Confederation taking Kirha and *Ras Nik'hra* with him. He would later join the Confederation Space Force, befriending Ross Baldwin, who would give him the callsign "Hobbes".

Ralgha *nar* Hhallas		
Species: Kilrathi	Rank: Kal Shintahr (CO, KIS Ras Nik'hra)	Gender: Male
Height: 2.15 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2614.096 (Age 41; Middle Age)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 37, Reflex: 37, Willpower: 49
HP/NHP: 77	HD/THD/FHD: 46/43/53	SI: 129

Power: 50, *Brawling*: 20, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.
Finesse: 75, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 20 (Stalking Prey 10).
Physique: 70, *Concentration*: 20 (Concentration Under Fire 20), *Stamina*: 10, *Recuperation*: 20.
Intellect: 85, *Cunning*: 25, *Knowledge*: 25 (Kilrathi Lore 10, Court Politics 10), *Resourcefulness*: 15.
Acumen: 95, *Perception*: 25 (Spot Enemy 10), *Performance*: 20 (Pilot 15), *Survival*: 25.
Charm: 115, *Leadership*: 25 (Wingleader 15, Ship Captain 15), *Diplomacy*: 25 (Royal Court 15), *Personality*: 20.

> **Command**: 155, *Inspire*: 25 (Subordinates 20), *Coordination*: 25 (Fleet 10, Fighter Wings 10), *Strategy*: 25, *Security*: 25, *Guidance*: 15.
> **Science**: 90, *Technology*: 20, *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 15.
> **Navigation**: 120, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 25, *Astrogation*: 25.
> **Tactical**: 140, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25 (Immelmann Turn 15), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.
> **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5.
> **Communications**: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5.
> **Medicine**: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Xenobiology*: 15.

> **Traits**: Enhanced Visual Sense, Tactical Sense +10, Navigational Sense +10, Discipline +10, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Creed (Warrior's Code) -20, Social Status -10, Hunted (Kilrathi Empire) -10, Creed (Ghorah Khar Rebellion) -10.

K'Kai

Of all the Firekka, K'Kai is one of the most influential in her people's history and certainly in their dealings with other races. She was bred to become the leader of the White Flower, the highest ranking of the flocks on Firekka. Her ascension to flock leader upon her mother's death would have made K'Kai the Teehyn Ree, the nominal leader of the entire planet. In her adolescent years, K'Kai was inspired to leave her planet by Larrhi, the first Firekkan to ever venture out into space. The flock did not support her wishes and when K'Kai abdicated as heir apparent in order to become a space freighter captain, her younger sister Kree'Kai was elevated to next in line. A few other Firekkans joined her when K'Kai headed off into space; she effectively became the matriarch of her own new flock and she trained her crew herself. She returned to Firekka to attend the signing of the Articles of Confederation and met and befriended Ian "Hunter" St. John when he defended her freighter from attacking Kilrathi raiders; Hunter in turn was impressed with her piloting skills.

When the Kilrathi invaded Firekka in 2655 for their Sivar-Eshrad ceremony, the Firekkans attempted to defend their planet. Led by K'Kai and using only the rifles given to them by the Confederation, they used their knowledge of the terrain to inflict many Kilrathi casualties. Kree'Kai was killed in an attempt to rescue her daughter and heir, Rikik, who was taken hostage as the Kilrathi were pulling out of Firekka. Together with Hunter, James "Paladin" Taggart and the Kilrathi Kirha, K'Kai was able to stage a successful rescue attempt. She later became an advisor to Rikik, who became Teeyhn Ree upon her mother's death.

K'Kai		
Species: Firekkan	Billet: CO, Firekkan Freighter *Rawwwk'ai*	Gender: Female
Wingspan: 5.59 m	Mass: 108.52 kg	Handedness: Left
Birth Date: 2593.055 (Age 62; Middle Age)	Place of Birth: Sharrhi Settlement, Southern Hemisphere, Firekka	Initiative: +6
Attack Bonuses - Melee: +11; Ranged: +11		Saves - Fortitude: 38, Reflex: 36, Willpower: 46
HP/NHP: 68	HD/THD/FHD: 35/32/53	SI: 68

> **Power**: 65, *Brawling*: 15, *Three-Dimensional Maneuvers*: 20 (Flight 25), *Lifting*: 5.
> **Finesse**: 65, *Dodge*: 25, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15.
> **Physique**: 85, *Concentration*: 25 (Concentrate Under Fire 10), *Stamina*: 30, *Recuperation*: 20.
> **Intellect**: 80, *Cunning*: 25, *Knowledge*: 25 (Firekkan Politics 10), *Resourcefulness*: 20.
> **Acumen**: 110, *Perception*: 25 (Spot Enemy 20), *Performance*: 25 (Advisor 5), *Survival*: 25.
> **Charm**: 120, *Leadership*: 25 (Freighter Captain 25), *Diplomacy*: 20 (Flocks 20), *Personality*: 20 (Debating 10).

> **Command**: 155, *Inspire*: 25 (Youth 15), *Coordination*: 25 (Battle Commanders 15), *Strategy*: 20 (Guerilla Tactics 10), *Security*: 25, *Guidance*: 20.
> **Science**: 85, *Technology*: 25, *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 5.
> **Navigation**: 120, *Vehicle Piloting*: 15, *Orientation*: 20, *Stealth*: 25, *Starship Piloting*: 25 (Drayman 10), *Astrogation*: 25.
> **Tactical**: 135, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25 (Shake, Rattle and Roll 10), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.
> **Engineering**: 60, *Damage Control*: 25, *Internal Systems*: 25, *Defenses*: 5, *Faster-Than-Light Mechanics*: 5.
> **Communications**: 55, *Rapport*: 20 (Confed Officials 10), *Negotiate*: 15, *Intimidate*: 10.
> **Medicine**: 65, *Psychology*: 20, *Specialized Medicine*: 15, *Intensive Care*: 10, *Treatment*: 10, *Xenobiology*: 10.

> **Traits**: Navigational Sense +5, Senses (Sight) +5, Hunted (Kilrathi) -5, Discipline +5, Social Status +5, Creed (Protect Flock) -10.

Kree'kai

Kree'Kai was the sister of K'Kai and assumed the role of Teehyn Ree of Firekka upon her mother's death and her sister's abdication; her daughter is Rikik. Kree'kai held strongly to the old beliefs of the Firekka and strongly disagreed with her sister's decision to head out into space. She also wished to limit Rikik's exposure to her "eccentric" aunt as much as possible. Kree'Kai's mate was killed during the 2654 Sivar-Eshrad on Firekka and Kree'Kai herself was killed while attempting to rescue Rikik from the departing Kilrathi.

Kree'Kai		
Species: Firekkan	Rank: Teehyn Ree of Firekka	Gender: Female
Wingspan: 5.59 m	Mass: 108.52 kg	Handedness: Right
Birth Date: 2593.057 (Age 62; Middle Age)	Place of Birth: Sharrhi Settlement, Southern Hemisphere, Firekka	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 35, Reflex: 38, Willpower: 42
HP/NHP: 65	HD/THD/FHD: 33/30/53	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 20 (Flight 25), *Lifting*: 20, *Brawling*: 10. **Finesse**: 80, *Dexterous Maneuvers*: 35, *Dodge*: 30, *Hiding and Seeking*: 15. **Physique**: 50, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 5. **Intellect**: 105, *Knowledge*: 15 (Firekkan Politics 20, Firekkan Lore 10), *Cunning*: 20 (Deception 15), *Resourcefulness*: 25. **Acumen**: 120, *Performance*: 15 (Teehyn Ree 50), *Perception*: 25, *Survival*: 30. **Charm**: 85, *Diplomacy*: 25, *Personality*: 25 (Oratory 15), *Leadership*: 20.		
Command: 135, *Guidance*: 25 (World Leadership 15), *Coordination*: 25 (Resistance Movements 10), *Inspire*: 25, *Strategy*: 20, *Security*: 15. **Science**: 75, *Archaeology*: 10 (Firekkan Architecture 25), *Technology*: 10, *Typhonology*: 15, *Planetology*: 10, *Geology*: 5. **Navigation**: 65, *Vehicle Piloting*: 15 (Groundcars 15), *Stealth*: 20, *Orientation*: 10, *Starship Piloting*: 5. **Tactical**: 45, *Targeting*: 20, *Marksmanship*: 15, *Evasive Maneuvers*: 10. **Engineering**: 90, *Damage Control*: 25, *Internal Systems*: 25, *Defenses*: 20, *Mechanics*: 10, *Faster-Than-Light Mechanics*: 10. **Communications**: 150, *Translate*: 15 (English 25), *Negotiate*: 20 (Firekka's Finest 15), *Rapport*: 15 (Confederation Assembly 15), *Distress*: 25, *Intimidate*: 20. **Medicine**: 115, *Specialized Medicine*: 20 (Poisonous Plants 15), *Psychology*: 15 (Flock Behavior 30), *Xenobiology*: 10, *Treatment*: 15, *Intensive Care*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Hunted (Kilrathi)</u> -5, <u>Contacts</u> +10, <u>Social Status</u> +10, <u>Creed</u> (Protect Flocks) -10, <u>Intolerant</u> (New Ideas) -10.		

Rikik

Rikik is the daughter of Kree'Kai and the niece of K'Kai. In late 2655, she was taken as a hostage by the Kilrathi when they were forced to leave Firekka. An escape attempt led by her mother Kree'Kai failed; Kree'Kai was killed in the process. A few weeks later, Rikik and the other Firekkans were freed from a Kilrathi space station by K'Kai, Kirha, Hunter, Paladin and Gwen Larson. Upon her return, Rikik was instated as the planet's Teehyn Ree. She represented Firekka at the 2669 conference to discuss whether or not the Confederation should accept the Kilrathi offer for an armistice; she called Baron Jukaga an outright liar and withdrew Firekka from the Confederation when it became apparent the armistice would go forward.

Rikik		
Species: Firekkan	Rank: Teehyn Ree of Firekka	Gender: Female
Wingspan: 4.39 m	Mass: 84.92 kg	Handedness: Right
Birth Date: 2628.310 (Age 26; Adult)	Place of Birth: Sharrhi Settlement, Southern Hemisphere, Firekka	Initiative: +6
Attack Bonuses - Melee: +6; Ranged: +7		Saves - Fortitude: 34, Reflex: 36, Willpower: 39
HP/NHP: 64	HD/THD/FHD: 35/32/53	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 15 (Flight 25), *Lifting*: 15, *Brawling*: 10. **Finesse**: 65, *Dexterous Maneuvers*: 15 (Wingtip Balance 15), *Dodge*: 20, *Hiding and Seeking*: 15. **Physique**: 45, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 10. **Intellect**: 80, *Knowledge*: 10 (Firekkan Lore 25), *Cunning*: 25, *Resourcefulness*: 20. **Acumen**: 95, *Performance*: 25 (Teehyn Ree 35), *Perception*: 20, *Survival*: 15. **Charm**: 65, *Diplomacy*: 20, *Personality*: 20 (Oratory 10), *Leadership*: 15.		

Command: 85, *Guidance*: 15 (World Leadership 25), *Coordination*: 15, *Inspire*: 15, *Strategy*: 10, *Security*: 5.		

Command: 85, *Guidance*: 15 (World Leadership 25), *Coordination*: 15, *Inspire*: 15, *Strategy*: 10, *Security*: 5.
Science: 35, *Archaeology*: 20, *Technology*: 10, *Typhonology*: 5.
Navigation: 25, *Vehicle Piloting*: 20, *Stealth*: 5.
Tactical: 15, *Targeting*: 10, *Marksmanship*: 5.
Engineering: 50, *Damage Control*: 20, *Internal Systems*: 15, *Defenses*: 10, *Mechanics*: 5.
Communications: 100, *Translate*: 15 (English 15), *Negotiate*: 20, *Rapport*: 15 (Confederation Grand Assembly 10), *Distress*: 15, *Intimidate*: 10.
Medicine: 65, *Specialized Medicine*: 15, *Psychology*: 20, *Xenobiology*: 15, *Treatment*: 15.

Traits: <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Hunted (Kilrathi)</u> -5, <u>Contacts</u> +10, <u>Social Status</u> +10, <u>Intolerant</u> (Dishonesty) -10, <u>Impulsive</u> -5, <u>Crude</u> -5.

ILT Gwen Larson

Lieutenant Larson was James "Paladin" Taggart's assistant circa 2655 after he was reassigned to Special Operations. Larson was a technical specialist who proved invaluable during the unauthorized rescue of Firekkan flock leaders from Kilrathi captivity above Ghorah Khar. She was killed while shutting off the station's artificial gravity; her sacrifice allowed Paladin to survive and, along with Ian "Hunter" St. John, Kirha and K'Kai, successfully rescue the Firekkan hostages.

	Gweneviere Larson	
Species: Terran	Rank: First Lieutenant, TCN	Gender: Female
Height: 1.60 m	Mass: 50 kg	Handedness: Right
Birth Date: 2631.276 (Age 25; Adult)	Place of Birth: Concord, McAuliffe, Day Quadrant, Vega Sector	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +9		Saves - Fortitude: 35, Reflex: 25, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 40, *Three-Dimensional Maneuvers*: 15, *Lifting*: 15, *Brawling*: 10.
Finesse: 55, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 20, *Dodge*: 15.
Physique: 50, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 10.
Intellect: 105, *Resourcefulness*: 25, *Knowledge*: 25 (Kilrathi Encryption 30), *Cunning*: 25.
Acumen: 70, *Perception*: 25, *Performance*: 25, *Survival*: 20.
Charm: 60, *Personality*: 20, *Diplomacy*: 25, *Leadership*: 15.

Command: 35, *Security*: 20, *Coordination*: 15.
Science: 50, *Technology*: 20, *Archaeology*: 15, *Planetology*: 10, *Geology*: 5.
Navigation: 70, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15, *Orientation*: 10.
Tactical: 25, *Evasive Maneuvers*: 15, *Marksmanship*: 10.
Engineering: 65, *Faster-Than-Light Mechanics*: 25, *Internal Systems*: 25, *Defenses*: 15.
Communications: 90, *Translate*: 25 (Kilrathi 40), *Rapport*: 10, *Negotiate*: 15.
Medicine: 10, *Intensive Care*: 5, *Specialized Medicine*: 5.

Traits: <u>Mechanical Sense</u> +5, <u>Math Expert</u> +5, <u>Reflexes</u> -10.

Characters from the Wing Commander II Era

RADM Sir Geoffrey Tolwyn

Tolwyn served a brief stint as CINCFLT around the time of Operation Crusade and the opening stages of the Enigma Sector Campaign in 2655, holding the rank of Vice Admiral at the time. He was in this post when *Tiger's Claw* was lost at K'Tithrak Mang; Tolwyn laid the blame for the ship's destruction solely at the feet of Lieutenant Colonel Blair. Though he could not make a treason conviction stick, Tolwyn did have Blair successfully convicted of negligence and had him cashiered out to the ISS.

When TCS *Concordia* rolled off the assembly line in 2661, Tolwyn was offered command of the ship and her battle group with the provision that it would involve a grade reduction to the rank of Rear Admiral. Having served in a desk position for several years at that point, Tolwyn was anxious to get back in the saddle and accepted the position. He served as *Concordia's* CO through the Battle of

Earth, when he became CINCFLT again after the death of Spencer Banbridge. During that time, Blair was able to vindicate himself and the relationship between the two men improved somewhat.

Geoffrey Tolwyn		
Species: Terran	Rank: Rear Admiral, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2613.164 (Age 53; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 38, Reflex: 37, Willpower: 40
HP/NHP: 68	HD/THD/FHD: 43/43/50	SI: 68

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5.
Finesse: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 10.
Physique: 85, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 30), *Recuperation*: 10.
Intellect: 100, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Deception 10).
Acumen: 105, *Perception*: 20 (Detect Deception 20), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20.
Charm: 145, *Personality*: 25 (Debating 25), *Leadership*: 25 (Ship Captain 45), *Diplomacy*: 25.

Command: 155, *Inspire*: 25 (Inspire Crew 10), *Coordination*: 25 (Fleet Command 40), *Strategy*: 25 (Fleet Deployment 20), *Security*: 25, *Guidance*: 25.
Science: 100, *Technology*: 20 (Computers 25), *Archaeology*: 20, *Planetology*: 25, *Geology*: 10.
Navigation: 135, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 15, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 20), *Astrogation*: 25.
Tactical: 115, *Combat Maneuvers*: 25 (Battle Line 25), *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 70, *Damage Control*: 15, *Internal Systems*: 25, *Mechanics*: 15, *Defenses*: 15.
Communications: 50, *Rapport*: 20 (Subordinates 10), *Negotiate*: 10, *Intimidate*: 5, *Translate*: 5.
Medicine: 75, *Psychology*: 20 (Cadets 20), *Specialized Medicine*: 15, *Intensive Care*: 15, *Treatment*: 5.

Traits: Wealth +5, Education +5, Social Status +5, Reputation +15, Contacts (Confed Military Command Structure) +15, Overconfident -5, Creed (Protect Confederation) -15, Intolerant (Incompetence) -15.

CPT Christopher "Maverick" Blair

Tragedy struck when Kilrathi *Strakha* fighters destroyed TCS *Tiger's Claw* on an attack approach to the K'Tithrak Mang star base in the Enigma Sector. A small number of pilots on patrol survived; Blair was the only survivor in the immediate vicinity of the ship. His missing flight recorder disc and stories of invisible stealth fighters earned him the scorn of Admiral Tolwyn. He was convicted of negligence, reduced in rank to Captain, transferred to In-System Security and relegated to duty aboard Caernarvon Station in the Gwynedd System for the next nine years.

On 2665.110, a Kilrathi attack forced Blair to come to the aid of TCS *Concordia* under the command of Admiral Tolwyn. Desperate circumstances and the influence of CAG Colonel Jeannette Devereaux helped Blair stay aboard where he was able to vindicate himself by identifying Zachary Colson as the traitor responsible for the destruction of *Tiger's Claw*. During his service on *Concordia*, Blair began a romantic relationship with Devereaux and ultimately helped to win the Enigma Sector for the Confederation by finally destroying the Kilrathi base at K'Tithrak Mang. In the time that followed aboard *Concordia* he averaged 400 kills per year and was eventually given the CAG position when Colonel Devereaux left to perform a mission with Covert Ops.

Working with James Taggart aboard *Bonnie Heather*, Blair was then transferred to the Special Operations Division and was instrumental in consolidating gains in Enigma and in assisting rebel Kilrathi worlds. While working with Maniac's Wild Eagles Squadron in testing the new F-95 *Morningstar* fighter, a Mandarin plot was revealed; Mandarin saboteurs sprung Zachary Colson from TCS *Bastille* and compromised the test squadron, stealing one of the prized *Morningstars* for their own use. Blair and Maniac were able to destroy the pirate base at Ayer's Rock and later Blair successfully dueled Colson to the death.

Christopher Blair, Callsign: Maverick		
Species: Terran	Rank: Captain, InSystem Security	Gender: Male
Height: 1.75 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.168 (Age 36; Adult)	Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 37, Reflex: 37, Willpower: 37
HP/NHP: 67	HD/THD/FHD: 43/43/50	SI: 67
Power: 60, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 25, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 15), *Dodge*: 25, *Hiding and Seeking*: 10. **Physique**: 75, *Stamina*: 25, *Concentration*: 20 (Concentration Under Fire 20), *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25 (Jury-Rig Radio 5), *Cunning*: 20. **Acumen**: 70, *Perception*: 25 (Spot Enemy 5), *Performance*: 25, *Survival*: 15. **Charm**: 90, *Personality*: 20, *Leadership*: 25 (Wingleader 30), *Diplomacy*: 15.		
Command: 55, *Security*: 20, *Strategy*: 15, *Guidance*: 5, *Coordination*: 15. **Science**: 85, *Technology*: 15 (Radios 30), *Planetology*: 20, *Typhonology*: 15, *Geology*: 5. **Navigation**: 190, *Vehicle Piloting*: 25 (Confed Light Fighters 35, Confed Medium Fighters 35, Confed Heavy Fighters 30), *Orientation*: 15, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 145, *Evasive Maneuvers*: 25 (Immelmann 20, Shelton Slide 15), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 50, *Damage Control*: 15, *Internal Systems*: 10, *Mechanics*: 10, *Defenses*: 15. **Communications**: 40, *Rapport*: 15, *Translate*: 25. **Medicine**: 15, *Intensive Care*: 10, *Psychology*: 5.		
Traits: <u>Navigational Sense</u> +25, <u>Reputation</u> -15, <u>Honest</u> -15.		

COL Jeannette "Angel" Devereaux

Devereaux remained CAG aboard TCS *Austin* for five years. She was re-assigned to TCS *Concordia* in 2661 at the personal request of Admiral Tolwyn, where she would serve in the same role. In 2665, Christopher Blair came aboard when the ship was ambushed and very nearly destroyed; it was largely through Devereaux's influence that his assignment aboard became permanent. Jeannette's long-time friend Mariko "Spirit" Tanaka died in a kamikaze attack on the Heaven's Gate Starbase on 2666.356; Blair comforted Devereaux during this time and they began a long-term romantic relationship. At some point during their relationship, Jeannette and Christopher spent a week on leave on the beaches of Vespus. She was present in early 2667 for the end of the Enigma Sector Campaign, the *Gettysburg* Incident and the final push against the Mandarins at Ayer's Rock. When Blair was promoted to Wing Commander of *Concordia*, Devereaux transferred to James Taggart's Covert Operations Division. Blair thought her move to be out of character, believing Devereaux to be cool and rational; Devereaux stated that she was simply prompted by her regard for Taggart. Her final mission with Covert Ops involved the installation of a trio of Theta-type depots in the Kilrah System in 2669, a mission from which she wouldn't return.

Jeanette Devereaux, Callsign: Angel		
Species: Terran	Rank: Colonel, TCSF	Gender: Female
Height: 1.60 m	Mass: 55 kg	Handedness: Right
Birth Date: 2626.243 (Age 40; Middle Age)	Place of Birth: Brussels, City of Brussels, Belgium, Earth	Initiative: +6
Attack Bonuses - Melee: +12; Ranged: +11		Saves - Fortitude: 35, Reflex: 36, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 25, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 10. **Physique**: 55, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 5. **Intellect**: 145, *Knowledge*: 25 (Kilrathi Tactics 35, Kilrathi Craft Specifications 35), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 80, *Perception*: 25 (Spot Enemy 15), *Performance*: 25, *Survival*: 15. **Charm**: 90, *Personality*: 25, *Leadership*: 25 (Wingleader 20), *Diplomacy*: 20.		

Command: 85, *Security*: 25, *Strategy*: 20, *Coordination*: 25 (Flight Wing 10), *Guidance*: 5.	

Command: 85, *Security*: 25, *Strategy*: 20, *Coordination*: 25 (Flight Wing 10), *Guidance*: 5.
Science: 110, *Technology*: 25 (Computer Use 30), *Planetology*: 25, *Geology*: 20, *Archaeology*: 10.
Navigation: 180, *Vehicle Piloting*: 25 (Confederation Light Fighters 20, Confederation Medium Fighters 25, Confederation Heavy Fighters 25), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 5.
Tactical: 140, *Evasive Maneuvers*: 25 (Shelton Slide 20), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 60, *Damage Control*: 25 (Flight Deck 15), *Mechanics*: 20.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 35, *Intensive Care*: 10, *Psychology*: 25.

Traits: Navigational Sense +5, Comeliness +5, Memory +5, Education +5, Reputation +10, Honest -10, Intolerant (Hotshots) -10, Luck -10.

LCOL Tanaka "Spirit" Mariko

Spirit was on patrol when *Tiger's Claw* was destroyed and so survived the ship's destruction. Mariko was eventually transferred to TCS *Concordia*, where she became the wing's XO under her friend Jeanette Devereaux.

In 2666, Mariko received a blackmail message claiming that her fiancé was still alive despite having been captured ten years earlier and was on the Heaven's Gate Starbase. The message urged her to join the Society of Mandarins so that his life might be spared. Even though *Concordia* was preparing to destroy the base, Spirit refused to tell anyone about the message; the only one who knew was her old comrade Christopher Blair, whom she forced to remain silent on the matter. Mariko flew with Blair on the mission to destroy the Heaven's Gate Starbase. However, her fighter had been sabotaged; the ship exploded, crippling it beyond recovery. With her *Sabre* losing air pressure, Mariko flew it straight into the space station against Blair's protests. Her torpedoes exploded on impact, killing her and destroying the base. Her fiancé Philip, who was indeed on the base at the time, was also killed. Her last words to Blair were, "Tengoku de omachishi te imasu", which in Japanese means "I will wait for you in heaven."

Tanaka Mariko, Callsign: Spirit		
Species: Terran	Rank: Lieutenant Colonel, TCSF	Gender: Female
Height: 1.60 m	Mass: 55 kg	Handedness: Right
Birth Date: 2630.113 (Age 36; Adult)	Place of Birth: Sapporo, Hokkaido Prefecture, Japan, Earth	Initiative: +9
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 35, Reflex: 39, Willpower: 47
HP/NHP: 65	HD/THD/FHD: 41/41/50	SI: 65

Power: 65, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 20, *Lifting*: 10.
Finesse: 95, *Dexterous Maneuvers*: 20 (Balance 25), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10.
Intellect: 110, *Knowledge*: 25 (Kilrathi Tactics 35), *Resourcefulness*: 25, *Cunning*: 25.
Acumen: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 80, *Personality*: 25, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 20.

Command: 65, *Security*: 20 (Laser Pistols 15), *Strategy*: 20, *Guidance*: 10.
Science: 90, *Technology*: 25 (Computer Use 25), *Planetology*: 25, *Geology*: 15, *Archaeology*: 10.
Navigation: 170, *Vehicle Piloting*: 25 (Light Fighters 25, Medium Fighters 25, Heavy Fighters 15), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 5,
Tactical: 70, *Evasive Maneuvers*: 25 *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 50, *Damage Control*: 30, *Mechanics*: 15, *Defenses*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 35, *Intensive Care*: 15, *Psychology*: 20.

Traits: Navigational Sense +5, Nerves +5, Discipline +10, Reputation +10, Honest -5, Creed (Bushido) -20, Hunted (Mandarins) -5.

CPO Janet "Sparks" McCullough

Janet McCullough began her career as a technician aboard TCS *Austin* in 2655. She spent some time aboard *Tiger's Claw* during Operation Crusade. Her talents included an apparent immunity to jumpshock. Likeable and intelligent with a radiant smile, she was affectionately referred to as "Sparks" by the pilots with whom she worked.

By 2665, she had been promoted to the rank of Chief Petty Officer aboard TCS *Concordia* and befriended the downtrodden Christopher Blair. They shared information on shipboard incidents that did not seem to make sense, which ultimately led to the discovery of Zachary Colson as a Mandarin operative. On 2667.077, she secretly outfitted Blair's *Sabre* with torpedoes for a surprise strike on K'Tithrak Mang, helping to end the struggle for Enigma Sector.

After the Enigma Campaign, she was injured in an explosion set by the Mandarin saboteur Maria Grimaldi. She later transferred off *Concordia* to become Chief Fighter Maintenance Officer aboard TCS *Tarawa* and participated in Operation Back Lash. McCullough was wounded during this operation and resigned from the fleet on 2668.228 during the Armistice; by this time she had been promoted to the rank of Lieutenant.

Janet "Sparks" McCullough		
Species: Terran	Rank: Chief Petty Officer, TCN	Gender: Female
Height: 1.70 m	Mass: 65 kg	Handedness: Right
Birth Date: 2639.170 (Age 27; Adult)	Place of Birth: North Berwick, East Lothian, Scotland, Earth	Initiative: +5
Attack Bonuses - Melee: +6; Ranged: +5		Saves - Fortitude: 42, Reflex: 35, Willpower: 38
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67
Power: 60, *Lifting*: 20, *Brawling*: 25, *Three-Dimensional Maneuvers*: 15. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10. **Physique**: 70, *Concentration*: 25 (Concentration Under Fire 10), *Stamina*: 15, *Recuperation*: 20. **Intellect**: 90, *Cunning*: 25, *Resourcefulness*: 25 (Jury-Rigged Repairs 15), *Knowledge*: 25. **Acumen**: 80, *Performance*: 25 (Mechanic 10), *Perception*: 25, *Survival*: 20. **Charm**: 95, *Personality*: 25, *Diplomacy*: 20, *Leadership*: 25 (Chief Tech 25).		
Command: 50, *Coordination*: 15 (Bridge Crew 15, Flight Deck Crew, 15), *Guidance*: 5. **Science**: 90, *Technology*: 20, *Archaeology*: 25, *Geology*: 20, *Typhonology*: 15, *Planetology*: 10. **Navigation**: 60, *Vehicle Piloting*: 10, *Orientation*: 20, *Stealth*: 15, *Starship Piloting*: 10, *Astrogation*: 5, **Tactical**: 65, *Marksmanship*: 25, *Targeting*: 20, *Evasive Maneuvers*: 15, *Ballistics*: 5. **Engineering**: 130, *Damage Control*: 25, *Internal Systems*: 25, *Mechanics*: 25 (Fightercraft 15), *Defenses*: 20, *Faster-Than-Light Mechanics*: 20. **Communications**: 50, *Distress*: 5, *Rapport*: 15, *Translate*: 10, *Intimidate*: 20. **Medicine**: 35, *Specialized Medicine*: 10, *Intensive Care*: 10, *Psychology*: 15.		
Traits: <u>Mechanical Sense</u> +5, <u>Health</u> +5, <u>Reputation</u> +5, <u>Comeliness</u> +5, <u>Luck</u> -5, <u>Honest</u> -5, <u>Curious</u> -5, <u>Intolerant</u> (Jerks) -5.		

CPT Dirk "Stingray" Wright

Dirk Wright enlisted in the Space Force as a pilot during the Terran-Kilrathi War, citing his desire for the adrenaline rush that came with combat. Wright was marked by his severe hatred for the Kilrathi as a race and was eager to destroy as many of them as he could. By 2665, he was serving aboard TCS *Concordia* and held the rank of Captain. He was uncivil towards "The Coward of K'Tithrak Mang" when Blair was reassigned to the vessel and openly hated Ralgha *nar* Hhallas simply for being Kilrathi, with the two engaging in several fistfights resulting in mutual injury. During operations at Niven, Communications Specialist McGuffin was killed in *Concordia's* communications room by a Terran traitor who was relaying classified intelligence to the Kilrathi. To cover up his involvement, the traitor planted Wright's pilot wings in McGuffin's hand for *Concordia* personnel to find, making Wright the prime suspect in the murder. Although he was not imprisoned, Wright remained closely watched by Confederation personnel for the duration of the campaign.

Wright fought hard during the Enigma Sector Campaign and played a role in the defense of *Concordia* on numerous occasions. He also aided in the defense of Olympus Station at Ghorah Khar. He would eventually have a change of heart over Blair and Ralgha after witnessing their loyalty to the Confederation and became more civil in the months that followed. Once Zach Colson was revealed to be the traitor who betrayed *Tiger's Claw* and framed Wright for McGuffin's murder, the hostility between Blair and Wright vanished. Wright continued to serve on *Concordia* and once again aided in the defense of Ghorah Khar during the Kilrathi's prolonged effort to retake the system. He

would continue his service on the flagship through 2668. He was a survivor of the Battle of Earth and *Concordia's* destruction, ultimately surviving the Kilrathi War and continued his military career through the 2670s.

During the Nephilim War of the 2680s, Wright held the rank of General and became famous for his actions against the invading Nephilim at the Third Battle of Warsaw. By 2701, he retired with the rank of General. He eventually became a mercenary in Antares Quadrant, believing that "you are never too old to fly".

Dirk Wright, Callsign: Stingray				
Species: Terran		Rank: Captain, TCSF		Gender: Male
Height: 1.70 m		Mass: 70 kg		Handedness: Right
Birth Date: 2635.058 (Age 31; Adult)		Place of Birth: Galt, California, United States, Earth		Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11			Saves - Fortitude: 35, Reflex: 47, Willpower: 37	
HP/NHP: 65		HD/THD/FHD: 43/43/50		SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 25 (Current Events 10, Recent History 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 25 (Taunting 20), *Leadership*: 15, *Diplomacy*: 15.				
Command: 55, *Security*: 20 (Hand Lasers 5), *Strategy*: 15, *Coordination*: 25. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 5, *Archaeology*: 20. **Navigation**: 105, *Vehicle Piloting*: 25 (Confed Heavy Fighters 10), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 15. **Engineering**: 40, *Damage Control*: 15, *Mechanics*: 25. **Communications**: 20, *Rapport*: 10, *Translate*: 10. **Medicine**: 25, *Intensive Care*: 5, *Psychology*: 20.				
Traits: Reputation +10, Reflexes +10, Impulsive -10, Temper -5, Intolerant (Traitors) -5.				

CPT Ross "Downtown" Baldwin

Ross Baldwin grew up during the Kilrathi War and lived on the Kilrathi separatist colony of Ghorah Khar during his childhood. He was rescued by Kilrathi defector Ralgha *nar* Hhallas during the battle for control over the planet and he and Ralgha became close comrades. It was Ross who suggested the callsign "Hobbes" to Ralgha; Baldwin considered Ralgha to be very wise, just like the 17th-Century Terran philosopher.

Ross eventually enlisted as a pilot in the Terran Confederation and during his career assumed the callsign "Downtown". He was assigned to TCS *Concordia* and in 2665 held the rank of Captain. That year, Baldwin met Christopher Blair during a mission in the Niven System where he flew escort for a food transport to Ghorah Khar. The two of them were introduced at an outpost on Niven while Blair flew on a courier mission. After their first encounter, the two would fly on several missions together throughout the course of the Enigma Sector Campaign and Baldwin's friendship with Hobbes had a profound positive impact on Blair's overall perception of the Kilrathi traitor.

Baldwin served on the Concordia faithfully throughout the campaign. He was killed in action during operations in the Enigma System after having been ambushed by ten *Drakhri* on a routine mission. His death was a severe blow to his comrade Hobbes, who felt that his loss was entirely needless.

Ross Baldwin, Callsign: Downtown		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 2.00 m	Mass: 110 kg	Handedness: Right
Birth Date: 2636.153 (Age 30; Adult)	Place of Birth: Kar Ghayeer Prison Camp, Ghorah Khar, Isaac Quadrant, Enigma Sector	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 35, Reflex: 37, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Balance 15), *Dodge*: 20, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 25 (Kilrathi Lore 10, Kilrathi Warrior's Creed 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 25, *Leadership*: 20 (Wingleader 10), *Diplomacy*: 20.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 110, *Vehicle Piloting*: 25 (Confederation Heavy Fighters 15), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10, **Tactical**: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 15, **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 5, *Translate*: 5 (Kilrathi 10). **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +5, <u>Luck</u> -5, <u>Honest</u> -5.		

CPT Elizabeth "Shadow" Norwood

Elizabeth Norwood was an active member of the Confederation's In-System Security division in the Gwynedd System prior to 2665, during which time she was stationed at Caernarvon Station. By 2665, she held the rank of Captain and went by the callsign "Shadow". During his service at Caernarvon, Blair regularly flew patrols alongside Norwood and she soon became one of his only friends following the loss of *Tiger's Claw*. Norwood was known to favor the P-64 *Ferret* in combat, citing its excellent speed.

Norwood, a reservist, was not used to interstellar combat with the Kilrathi, so when Gwynedd was invaded in 2665, she found herself increasingly anxious; she was due to retire within a month so that she could return to her family. In spite of her fears, she loyally served alongside Blair during a defense of TCS *Concordia*. During this action, she insisted that Blair be transferred to *Concordia*, knowing that his skills could be better used on a carrier rather than a security outpost. Despite the odds, Colonel Jeannette Devereaux agreed to attempt to secure Blair's transfer.

Norwood flew on Blair's wing as they fought to defend the damaged *Concordia* from a growing number of Kilrathi forces. Shadow fought valiantly but was pursued by Kilrathi fighters and ultimately killed in action. She was given a traditional space funeral on the decks of *Concordia* hosted by Colonel Devereaux. Norwood's death hit Blair very hard; he was bitter towards his superiors in the days following Norwood's death.

Elizabeth Norwood, Callsign: Shadow		
Species: Terran	Rank: Captain, ISS	Gender: Female
Height: 1.50 m	Mass: 55 kg	Handedness: Right
Birth Date: 2621.223 (Age 45; Middle Age)	Place of Birth: Bognor Regis, South East England, England, Earth	Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 34, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 10.		
Finesse: 70, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25.		
Physique: 45, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 5.		
Intellect: 95, *Knowledge*: 25 (Starbase Operations 25), *Resourcefulness*: 25, *Cunning*: 25.		
Acumen: 70, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.		
Charm: 75, *Personality*: 20, *Leadership*: 25 (Wingleader 10), *Diplomacy*: 20.		

Command: 70, *Security*: 15 (Hand Laser 10), *Strategy*: 15, *Guidance*: 10, *Coordination*: 5 (Wingman 15).		
Science: 70, *Technology*: 15 (Computers 20), *Planetology*: 15.		
Navigation: 110, *Vehicle Piloting*: 25 (Ferret 15), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 15, *Stealth*: 20.		
Tactical: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 10.		
Engineering: 40, *Mechanics*: 20, *Internal Systems*: 20.		
Communications: 20, *Rapport*: 15, *Translate*: 5.		
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.		

Traits: <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +5, <u>Comeliness</u> +5, <u>Nerves</u> -5, <u>Luck</u> -10.

COL Ralgha "Hobbes" nar Hhallas

Ralgha eventually signed on as a Confederation pilot. Hobbes played a significant part in the rebellion on Ghorah Khar and also rescued Downtown when he was still a child. He was ultimately assigned to TCS *Concordia*; his prior rank of Kal Shintahr in the Imperial Fleet corresponded to his new rank of Colonel in the Space Force.

Hobbes' relationship with Christopher Blair was initially rocky due to the latter's initial impression of the Kilrathi in general. After flying a few missions together at Ghorah Khar and with the help of Captain Baldwin, the two became good friends, with Hobbes even becoming involved in a fistfight with Dirk Wright when the latter questioned Blair's loyalty to the Confederation. Hobbes was later assigned to Covert Ops along with Blair after the destruction of K'Tithrak Mang and was involved with organizing ground resistance on Ghorah Khar and the defense of Olympus Station around that same time. The success of these operations allowed the N'Tanya, K'arakh and Shariha systems to complete their rebellions against the Kilrathi Empire. Hobbes contributed to the Kilrathi Psycho-Anthropological Profile published on 2668.312 and remained a valuable asset to the Confederation on the subject of Kilrathi psychology throughout the length of his Space Force service.

Ralgha *nar* Hhallas		
Species: Kilrathi	Rank: Colonel, TCSF	Gender: Male
Height: 2.15 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2614.096 (Age 52; Middle Age)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 37, Reflex: 37, Willpower: 49
HP/NHP: 77	HD/THD/FHD: 46/43/53	SI: 129

Power: 50, *Brawling*: 20, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.		
Finesse: 75, *Dodge*: 25, *Dexterous Maneuvers*: 25 (Balance 10), *Hiding and Seeking*: 20 (Stalking Prey 10).		
Physique: 70, *Concentration*: 20 (Concentration Under Fire 20), *Stamina*: 10, *Recuperation*: 20.		
Intellect: 95, *Cunning*: 25, *Knowledge*: 25 (Kilrathi Lore 10, Court Politics 10, Confederation Command Structure 10), *Resourcefulness*: 15.		
Acumen: 95, *Perception*: 25 (Spot Enemy 10), *Performance*: 20 (Pilot 15), *Survival*: 25.		
Charm: 115, *Leadership*: 25 (Wingleader 15, Ship Captain 15), *Diplomacy*: 25 (Royal Court 15), *Personality*: 20.		

Command: 155, *Inspire*: 25 (Subordinates 20), *Coordination*: 25 (Fleet 10, Fighter Wings 10), *Strategy*: 25, *Security*: 25, *Guidance*: 15.		
Science: 100, *Technology*: 20 (Computers 10), *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 15.		
Navigation: 170, *Vehicle Piloting*: 25 (Confederation Light Fighters 15, Confederation Medium Fighters 15, Confederation Heavy Fighters 20), *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 25, *Astrogation*: 25.		
Tactical: 165, *Combat Maneuvers*: 25 (Shelton Slide 10), *Evasive Maneuvers*: 25 (Immelmann Turn 30), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.		
Engineering: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5.		
Communications: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5.		
Medicine: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Xenobiology*: 15.		

Traits: <u>Enhanced Visual Sense</u>, <u>Tactical Sense</u> +10, <u>Navigational Sense</u> +10, <u>Discipline</u> +15, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -20, <u>Social Status</u> -5, <u>Hunted</u> (Kilrathi Empire) -10, <u>Creed</u> (Ghorah Khar Rebellion) -10, <u>Creed</u> (Protect Confederation) -5.

CPT Etienne "Doomsday" Montclair

Doomsday remained aboard *Tiger's Claw* after Operation Crusade and was among the survivors when the *Claw* was destroyed at K'Tithrak Mang. He returned to service aboard TCS *Austin* and was transferred to TCS *Washington* six months later to act as her *Rapier* squadron commander, with an attendant promotion to the rank of Captain. Doomsday was later transferred to TCS *Concordia*; he once remarked that *Concordia* could launch 80 craft within half an hour.

Despite all his moaning and groaning, Doomsday survived the war's later years, serving with Strike Force Valkyrie at Kilrah, participating as a bomber pilot during the Battle of Earth, serving with Landreich forces during Project Goliath and even finding work as a mercenary in the Antares Quadrant in the early 28th Century.

Etienne Montclair, Callsign: Doomsday		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2631.006 (Age 35; Adult)	Place of Birth: Hastings, Hawke's Bay, New Zealand, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 60, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 60, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 15. **Acumen**: 70, *Perception*: 20, *Performance*: 25, *Survival*: 25. **Charm**: 105, *Personality*: 20 (Being Realistic 35), *Leadership*: 20 (Wingleader 10), *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Coordination*: 5. **Science**: 60, *Technology*: 25, *Planetology*: 15, *Geology*: 10, *Archaeology*: 10. **Navigation**: 140, *Vehicle Piloting*: 25 (Confederation Heavy Fighters 45), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20. **Tactical**: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 10, *Ballistics*: 25, *Marksmanship*: 20. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 15. **Communications**: 20, *Rapport*: 20. **Medicine**: 25, *Intensive Care*: 10, *Psychology*: 15.		
Traits: <u>Navigational Sense</u> +5, <u>Luck</u> +5, <u>Reputation</u> (Wingman) +10. <u>Reputation</u> (Pessimist) -15.		

MAJ Zachary "Jazz" Colson

By 2665, Colson was serving aboard TCS *Concordia* and had been promoted to the rank of Major; he had joined the Society of Mandarins by this time and was instructed during that year to begin a campaign of betrayal and murder. He did this by sabotaging fighters, transmitting classified information to the Kilrathi and planting explosives on *Concordia's* flight deck. Eventually, Colson's betrayal was discovered when he inadvertently revealed that he knew more than he should have about the Confederation's operation at K'Tithrak Mang. He attempted to kill Colonel Devereaux but was forced to flee *Concordia* when Devereaux disarmed him. Colson subsequently fled in a *Sabre* but was swiftly shot down and captured by Christopher Blair, whom he had framed for the destruction of *Tiger's Claw* ten years earlier. When Blair confronted Colson as to why he betrayed the Confederation, Colson explained his belief that the Goddard colony and his brother would have been saved if *Tiger's Claw* hadn't detoured to attack a Kilrathi troopship. Colson had back then sworn to kill everyone who served on *Tiger's Claw*, and confessed to being responsible for the death of Mariko Tanaka.

At his trial, Colson was convicted of murder and high treason and was sentenced to death. TCS *Bastille* was to transport him to TCS *Alcatraz*, which would then take him to Earth for his execution. However, the Mandarins freed him while he was still aboard *Bastille*. Colson took refuge on Ayer's

Rock starbase but fled in a captured F-95 *Morningstar* when Blair, as part of a Special Operations group, destroyed the base. Blair tracked down and finally killed Colson.

Zachary Colson, Callsign: Jazz		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.8 m	Mass: 80 kg	Handedness: Right
Birth Date: 2631.133 (Age 35; Adult)	Place of Birth: Kansas City, Missouri, United States, Earth	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +14		Saves - Fortitude: 35, Reflex: 54, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 41/41/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 10. *Finesse*: 90, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25 (Planting Explosives 15). **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 105, *Knowledge*: 25 (Confed Defense Plans 10), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10, Treachery 10). **Acumen**: 80, *Perception*: 20 (Spot Enemy 10), *Performance*: 25 (Pianist 10), *Survival*: 15. **Charm**: 65, *Personality*: 20, *Leadership*: 25, *Diplomacy*: 20.		
Command: 80, *Security*: 25 (Laser Pistol 10), *Strategy*: 15, *Coordination*: 25, *Guidance*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 25, *Geology*: 15, *Archaeology*: 5. **Navigation**: 90, *Vehicle Piloting*: 25 (Confederation Heavy Fighters 35), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 10. **Tactical**: 110, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 10, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 40, *Damage Control*: 25, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +10, <u>Reflexes</u> +15, <u>Reputation</u> (Pilot) +5, <u>Obsessed</u> (Revenge) -20, <u>Lecherous</u> -5, <u>Overconfident</u> -5.		

Joor'rad *nar* Kiranka

Emperor Joor'rad continued to sit on the throne of Kilrah through to the final end of the war in 2669. He continued to be plagued with poor health and court intrigue after he issued the order for his son Gilkarg's death in 2655, a situation made worse by the relative incompetence of his new heir, Prince Thrakhath. As time went on, many Kilrathi nobles saw Joor'rad as little more than a "desiccated, senile old corpse", though they also dreaded the day Thrakhath took the throne. Joor'rad's later years saw the fall of Ghorah Khar, defeat in Enigma and the defilement of his mother's ancestral home at Vukar Tag. However, those years also had their victories, such as the Confederation's defeat in the Deneb Quadrant and near-victory at the Battle of Earth. He lived long enough to see the destruction of TCS *Behemoth* and had it not been for the Temblor raid that destroyed Kilrah and ultimately killed him he would likely have seen final victory against the Terrans.

Joor'rad *nar* Kiranka		
Species: Kilrathi	Rank: Emperor	Gender: Male
Height: 2.96 m	Mass: 120.75 kg	Handedness: Right
Birth Date: 2566.162 (Age 100; Venerable Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +6; Ranged: +12		Saves - Fortitude: 28, Reflex: 38, Willpower: 42
HP/NHP: 73	HD/THD/FHD: 45/42/53	SI: 125
Power: 25, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 80, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 35, *Concentration*: 20, *Recuperation*: 5, *Stamina*: 10. **Intellect**: 150, *Knowledge*: 25 (Court Politics 30, Clan Politics 15, Kilrathi Lore 15), *Cunning*: 20 (Deception 20), *Resourcefulness*: 25. **Acumen**: 125, *Performance*: 25, *Perception*: 25 (Detect Lies 50), *Survival*: 25. **Charm**: 150, *Diplomacy*: 25 (Clan Barons 45), *Personality*: 25 (Command Masses 25), *Leadership*: 20.		

> **Command**: 205, *Guidance*: 25, *Coordination*: 25 (Military 50), *Inspire*: 25 (Inspire Masses 5), *Strategy*: 20 (Jaktu 35), *Security*: 20.
> **Science**: 115, *Archaeology*: 25 (Computers 20), *Technology*: 25, *Typhonology*: 20, *Planetology*: 15, *Geology*: 10.
> **Navigation**: 85, *Vehicle Piloting*: 25, *Stealth*: 20, *Orientation*: 15, *Starship Piloting*: 10, *Astrogation*: 15.
> **Tactical**: 85, *Targeting*: 25, *Marksmanship*: 20, *Evasive Maneuvers*: 10, *Ballistics*: 5.
> **Engineering**: 95, *Damage Control*: 25, *Internal Systems*: 25, *Defenses*: 25, *Mechanics*: 10, *Faster-Than-Light Mechanics*: 10.
> **Communications**: 250, *Translate*: 25 (English 50), *Negotiate*: 25 (Clans 45), *Rapport*: 25, *Distress*: 25, *Intimidate*: 25 (Clans 30).
> **Medicine**: 115, *Specialized Medicine*: 25, *Psychology*: 25 (Inspire Fear 35), *Xenobiology*: 15, *Treatment*: 10, *Intensive Care*: 5.

> **Traits**: <u>Enhanced Visual Sense</u>, <u>Contacts</u> (Clan Barons) +25, <u>Social Status</u> +25, <u>Creed</u> (Warrior's Code) -15, <u>Intolerant</u> (Non-Kilrathi) -15, <u>Comeliness</u> -15, <u>Health</u> -5.

Thrakhath *nar* Kiranka

Thrakhath's first major action after the execution of his father was the disastrous Sivar-Eshrad ceremony at Firekka in 2655. After the Kilrathi were forced to abandon the system, he was reassigned to K'Tithrak Mang to oversee the Empire's efforts in the Enigma Sector (in particular to direct efforts to quell the rebellion at Ghorah Khar). In 2656, TCS *Tiger's Claw* was sent to destroy K'Tithrak Mang in an effort the cripple the Kilrathi in the Sector; Thrakhath learned of this attack after a Terran traitor leaked the *Claw's* coordinates to the Crown Prince and in response he sent stealth fighters to thwart the attack. Subsequently, *Tiger's Claw* was destroyed. Thrakhath might've taken control of the Sector then and there but was forced to destroy the Ghorah Khar shipyards when the rebellion succeeded in taking control of the planet.

In the eleven years of warfare that followed, Thrakhath's forces slowly advanced across Enigma, aided by the Society of Mandarins. However, he found himself at increasing odds with his cousins (most notably Khasra) whose lust for glory ultimately hindered the Kilrathi's conquest of Terrankind. Incensed that he himself was not able to directly command the armada, Thrakhath appealed to his grandfather to let him take command. The Emperor granted his wish, warning him that if he failed to deliver results, one of his fifteen cousins would instead inherit the throne.

In 2667, TCS *Concordia* launched a second strike on K'Tithrak Mang, during which Thrakhath's disgraced rival Captain Blair launched a personal strike on the Kilrathi Sector HQ. Thrakhath dueled the Captain in his prized *Bloodfang* fighter but was shot down after a heated battle and K'Tithrak Mang was subsequently destroyed. Thrakhath managed to eject and was rescued by a nearby warship, vowing to avenge his defeat. He maintained command of his forces despite his defeat, but his enmity with Khasra came to a boiling point when he accused the Crown Prince of incompetence, culminating in a failed assassination attempt during his efforts to retake Ghorah Khar. He later attempted to procure a *Morningstar* heavy fighter from the Mandarins. After Ayer's Rock, the headquarters of the Mandarins, had been destroyed by Confederation Special Ops in the area, Thrakhath's fleet destroyed the Confederation's 6th Battle Fleet and forced *Concordia* out of the area, effectively conquering the region. The campaign was declared a major victory by the Kilrathi and they proceeded to further encroach on Terran systems.

Thrakhath *nar* Kiranka		
Species: Kilrathi	Rank: Kal Khantahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 1.48 m	Mass: 60.35 kg	Handedness: Left
Birth Date: 2624.259 (Age 42; Middle Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +10
Attack Bonuses - Melee: +11; Ranged: +14		Saves - Fortitude: 35, Reflex: 40, Willpower: 38
HP/NHP: 75	HD/THD/FHD: 43/40/53	SI: 127

Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Lifting*: 20, *Brawling*: 15.
Finesse: 100, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20 (Stalking Prey 30).
Physique: 55, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 15.
Intellect: 105, *Knowledge*: 25 (Court Politics 10, Kilrathi Lore 10), *Cunning*: 20 (Deception 10, Treachery 5), *Resourcefulness*: 25.
Acumen: 85, *Performance*: 25, *Perception*: 20 (Spot Enemy 25), *Survival*: 15.
Charm: 70, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 20.

Command: 105, *Guidance*: 20, *Coordination*: 20 (Fleet 10), *Inspire*: 15, *Strategy*: 20, *Security*: 20.
Science: 85, *Archaeology*: 20, *Technology*: 25 (Computers 15), *Typhonology*: 5, *Planetology*: 15, *Geology*: 5.
Navigation: 135, *Vehicle Piloting*: 25 (Bloodfang 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 15.
Tactical: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 40, *Damage Control*: 15, *Internal Systems*: 15, *Defenses*: 5, *Mechanics*: 5.
Communications: 90, *Translate*: 25, *Negotiate*: 25, *Rapport*: 15, *Intimidate*: 25.
Medicine: 65, *Specialized Medicine*: 25, *Intensive Care*: 15, *Psychology*: 25.

Traits: Enhanced Visual Sense, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Wealth +10, Social Status +15, Creed (Warrior's Code) -20, Intolerant (Non-Kilrathi) -10, Intolerant (Lower Classes) -5, Temper -5, Obsessed (Victory At All Costs) -10.

BGEN James "Paladin" Taggart

By 2665, Taggart was Chief Field Officer of Intelligence and Special Operations in the Enigma Sector with the rank of Colonel. He was still in possession of *Bonnie Heather* and later he also commanded SS *Grimalkin*, a Kilrathi transport previously known as KIS *Gamal Gan*.

At one point, Taggart participated in a raid behind Kilrathi lines; Taggart destroyed a Kilrathi light transport and gun camera recordings showed that the ship contained radiation suits. The Confederation established that the Kilrathi were headed to the "Hot Pit", the only military target in the Sector where such suits would be required. A Marine raider battalion was rushed in to setup an ambush and they destroyed an entire regiment of elite Imperial shock troops.

By 2668.229, Taggart had been promoted to the flag rank of Brigadier General. He was present for the meeting called by Geoffrey Tolwyn at his personal estate to discuss the Kilrathi Project Hari. To the general public, Taggart had been reported dead but he had actually been involved in Intelligence work relating to the project. On 2668.330, Taggart was made "point man" on TCS *Tarawa's* mission into Kilrathi space. Aboard *Bannockburn*, Taggart was the first Terran to sight the new *Hakaga*-class supercarriers. Later, during the subsequent defense of Hell Hole, he flew as a *Sabre* co-pilot with Doomsday Montclair.

James Taggart, Callsign: Paladin		
Species: Terran	Rank: Brigadier General, TCSF	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.156 (Age 57; Middle Age)	Place of Birth: Ares Station, Venus, Sol, Sol Sector	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 49, Willpower: 39
HP/NHP: 65	HD/THD/FHD: 41/41/50	SI: 65

Power: 70, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 25, *Lifting*: 15.
Finesse: 95, *Dexterous Maneuvers*: 25 (Balance 10, Lockpick 10), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10.
Intellect: 110, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10).
Acumen: 90, *Perception*: 25 (Spot Enemy 25), *Performance*: 25 (Pilot 5), *Survival*: 10.
Charm: 105, *Personality*: 25 (Resist Torture 20), *Leadership*: 25 (Wingleader 10), *Diplomacy*: 25.

Command: 70, *Security*: 20, *Strategy*: 15, *Guidance*: 20, *Coordination*: 15.
Science: 130, *Technology*: 25 (Computers 25), *Planetology*: 25, *Geology*: 25, *Archaeology*: 25, *Typhonology*: 5.
Navigation: 165, *Vehicle Piloting*: 25 (Confederation Light Fighters 10, Confederation Medium Fighters 15, Confederation Heavy Fighters 15, *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 20, *Stealth*: 25 (Capital Ship Cloaks 10).
Tactical: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 60, *Damage Control*: 25, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 10.
Communications: 95, *Rapport*: 25, *Negotiate*: 20, *Intimidate*: 15, *Translate*: 15 (Kilrathi 20).**Medicine**: 55, *Intensive Care*: 20, *Psychology*: 25, *Treatment*: 10.

Traits: Reputation +15, Reflexes +10, Contacts (Confed High Command) +10, Creed (Protect Confed) -20, Honest -2, Addicted (Scotch) -5.

Khasra Redclaw *nar* Kiranka

Khasra Redclaw was one of Prince Thrakhath's cousins and was his chief lieutenant from 2655 until 2666, when he began to aspire to the throne himself. Khasra questioned Thrakhath's orders to lead an assault on the rebels on Ghorah Khar and blamed Thrakhath for the failure at K'Tithrak Mang that cost the Kilrathi the Enigma Sector. Thrakhath in turn told Khasra to carry out his orders or die as a traitor. Khasra later attempted to kill Thrakhath, but Thrakhath was rescued by Colonel Blair and was briefly kept as a prisoner aboard *Bonnie Heather*. Thrakhath eventually escaped in a *Crossbow* while Blair was battling Khasra, a skirmish that led to Khasra's death.

Khasra Redclaw *nar* Kiranka		
Species: Kilrathi	Rank: Kalahn	Gender: Male
Height: 2.96 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2615.229 (Age 45; Middle Age)	Place of Birth: Du Qith'rak, Imperial City, Kilrah	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 36, Reflex: 39, Willpower: 38
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128

Power: 75, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Lifting*: 25, *Brawling*: 20.
Finesse: 95, *Dexterous Maneuvers*: 20 (Balance 10(, *Dodge*: 25, *Hiding and Seeking*: 25 (Stalking Prey 15).
Physique: 60, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 15.
Intellect: 130, *Knowledge*: 20 (Court Politics 25, Clan Lore 25), *Cunning*: 15 (Deception 10, Treachery 10), *Resourcefulness*: 25.
Acumen: 85, *Performance*: 25 (Pilot 20), *Perception*: 20, *Survival*: 20.
Charm: 80, *Diplomacy*: 20, *Personality*: 25 (Debate 15), *Leadership*: 20.

Command: 140, *Guidance*: 20, *Coordination*: 25 (Fleet 20, Squadron 10), *Inspire*: 20, *Strategy*: 20, *Security*: 25.
Science: 85, *Archaeology*: 25, *Technology*: 25, *Typhonology*: 15, *Planetology*: 10, *Geology*: 10.
Navigation: 115, *Vehicle Piloting*: 25 (Kilrathi Heavy Fighters 30), *Stealth*: 20, *Orientation*: 20, *Starship Piloting*: 20.
Tactical: 125, *Targeting*: 25, *Marksmanship*: 25, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Ballistics*: 25.
Engineering: 70, *Damage Control*: 20, *Internal Systems*: 15, *Defenses*: 10, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 10.
Communications: 120, *Translate*: 25 (English 20), *Negotiate*: 20, *Rapport*: 20, *Distress*: 10, *Intimidate*: 25.
Medicine: 85, *Specialized Medicine*: 20, *Psychology*: 25, *Xenobiology*: 15, *Treatment*: 10, *Intensive Care*: 15.

Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Wealth</u> +10, <u>Social Status</u> +5, <u>Creed</u> (Warrior's Code) -15, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Intolerant</u> (Incompetence) -5.

MAJ Jason "Bear" Bondarevsky

Jason "Bear" Bondarevsky was born on the Russian Colony of Razin in the Alpha Centauri system in 2641. Jason had a single older sibling, Joshua, who joined the Terran Confederation Marine Corps and later died during the defense of Khosan in 2661. Jason's father was a pilot with the Fleet; his contact with his father was limited as a result of the war. Jason's father was killed in combat in 2657, when Jason was only 16. Enraged by this, Jason stole a birth certificate from the local clerk's office and doctored it so that he could enlist.

He was a Second Class Flight Deck Mate on his first cruise. Two years later he went on to the Academy, where he met Janice Parker and Svetlana Ivanova; he developed a romantic relationship with the latter. Unfortunately, she had failed the Advanced Spaceflight and Jump Point Physics Course and was dismissed from the Academy. Eager to prove herself against the Kilrathi to avenge for her flunking out of the Academy, Ivanova transferred to the Marines where she eventually reached the rank of Major and served as air-to-ground coordinator for the First Marine Commando Battalion. After graduation, Bondarevsky was assigned to the *Waterloo*-Class Cruiser TCS *Gettysburg* as a pilot. It was during a mission flown off *Gettysburg* in 2664 that Bondarevsky met Captain Grierson of the destroyer TCS *Intrepid* for the first time. Having been forced to eject during combat, Bondarevsky was rescued by tractor beam by Grierson with several Kilrathi destroyers in hot pursuit. This initial meeting between the two men proved to be mutually beneficial later when the commands of both men were assigned to Strike Force Valkyrie.

On 2667.072, after encountering unarmed Kilrathi civilian transports in the N'Tanya system, Commodore Cain, commanding officer of *Gettysburg*, ordered his pilots to destroy the transports. The pilots refused and triggered a mutiny that successfully removed Cain from command. Soon afterwards, the crew divided into two groups. One group under Colonel Ransom wanted to continue a career of terrorism and piracy and disregarded any notion of returning to the Confederation. The other group was led by Lt. Colonel Poelma and Lt. Bondarevsky; they sought to rejoin the Fleet as quickly as possible. As the debate on their next course of action continued, *Gettysburg* jumped from N'Tanya to Rigel where they then staged a raid on the Rigel Supply Depot. The raid was led by Colonel Ransom; he was successful in capturing the depot intact. However, during the raid a prisoner attempted to escape and what followed was described as a "massacre" of the depot's crew by Ransom's team. This event caused the opposition group to leave Ransom's team on the depot. Colonel Ransom turned the depot into a temporary headquarters until he could retake *Gettysburg*. The ship's crew sent out a signal to TCS *Concordia* informing them that they were willing to negotiate. Bondarevsky was selected to meet a representative from *Concordia* and subsequently rendezvoused with Colonel Christopher Blair who then escorted him back to *Concordia* for debriefing. Upon arrival, he was imprisoned because of the nature of the situation and lack of knowledge as to exactly what that situation was. During that time, Bondarevsky met Admiral Geoffrey Tolwyn, an encounter that would have long-lasting effects on Bondarevsky's career. Colonel Blair later rendezvoused with *Gettysburg* and informed the crew they had been given a full pardon for their actions. Bondarevsky was eventually released and transferred aboard *Concordia* where he completed one tour of duty before being promoted and transferred to TCS *Tarawa* as its new CAG.

Jason Bondarevsky, Callsign: Bear				
Species: Terran	Rank: Major, TCSF			Gender: Male
Height: 1.70 m	Mass: 80 kg			Handedness: Left
Birth Date: 2641.303 (Age 25; Adult)	Place of Birth: Razin, Alpha Centauri, Terra Quadrant, Sol Sector			Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 35, Reflex: 41, Willpower: 37		
HP/NHP: 65	HD/THD/FHD: 44/44/50			SI: 65

Power: 55, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20, *Lifting*: 15.
Finesse: 60, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 20.
Physique: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10.
Intellect: 100, *Knowledge*: 30 (Kilrathi Tactics 10, Current Events 10), *Resourcefulness*: 25, *Cunning*: 25.
Acumen: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 90, *Personality*: 25 (Debating 10), *Leadership*: 25 (Fighter Wing 10), *Diplomacy*: 20.

Command: 85, *Security*: 25, *Strategy*: 20, *Guidance*: 15, *Coordination*: 25.
Science: 80, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 10.
Navigation: 130, *Vehicle Piloting*: 25 (Rapier 10, Sabre 10), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15.
Tactical: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25, *Ballistics*: 10.
Engineering: 50, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 5.
Communications: 20, *Rapport*: 20.
Medicine: 35, *Intensive Care*: 10, *Psychology*: 25.

Traits: Navigational Sense +5, Tactical Sense +5, Contacts (Admiral Tolwyn) +5, Reflexes +5, Reputation (Mutineer) -5, Temper -5, Honest -5, Creed (Protect Confederation) -5.

MAJ Todd "Maniac" Marshall

Maniac eventually recovered from his depression and was able to return to active duty, though his mental breakdown still continued to plague him in the years that followed along with his continued reckless flight style. Things turned around for Maniac when he performed what was to be the most spectacular exploit of his career. Leading a wing of *Arrow* scout fighters on routine patrol in the Deneb Sector, he encountered two heavy Kilrathi capital ships. With no bombers available, Marshall managed to maneuver the battleships into a fatal collision with one other saved an entire strike fleet in the process. After this incident, Marshall was promoted to Major and given command of the Wild Eagles, a group of test pilots. Marshall quickly proved invaluable as a test pilot; in particular, he

designed some of the special features of the *Morningstar* heavy fighter including its Mace Nuclear Missile payload.

On 2667.098, Marshall and his Wild Eagles squadron arrived on TCS *Concordia* to test the *Morningstar* under field conditions. Over the course of the following week, an attempt was made by the Society of Mandarins to acquire the fighter and to give it to the Kilrathi; of the Wild Eagles was killed, another severely injured and a third revealed to be a Mandarin traitor - leaving Marshall as the only remaining active member of his own squadron. With the assistance of Christopher Blair, Marshall assisted in unraveling the plot, though a jump drive failure prevented Marshall from being able to assist Blair in his final showdown with Zach Colson.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 35; Adult)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
Power: 65, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 20, *Lifting*: 10. **Finesse**: 80, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 5), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 55, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 15. **Intellect**: 90, *Knowledge*: 25 (Pickup Lines 20), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15. **Charm**: 80, *Personality*: 25 (Boasting 20, Taunting 10), *Leadership*: 15, *Diplomacy*: 10.		
Command: 75, *Security*: 25, *Strategy*: 20, *Guidance*: 10, *Coordination*: 10 (Fighter Squadron 10). **Science**: 55, *Technology*: 25, *Planetology*: 25, *Geology*: 5. **Navigation**: 180, *Vehicle Piloting*: 25 (Light Fighters 25, Medium Fighters 25, Heavy Fighters 30), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 145, *Evasive Maneuvers*: 25 (Hard Brake 10), *Combat Maneuvers*: 25 (Playing Chicken 10), *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 35, *Damage Control*: 25, *Mechanics*: 10. **Communications**: 20, *Rapport*: 5, *Translate*: 15. **Medicine**: 25, *Intensive Care*: 20, *Psychology*: 5.		
Traits: Navigational Sense +20, Tactical Sense +15, Luck +10, Overconfident -10, Impulsive -10, Crude -5, Lecherous -5, Reputation (Reliability) -10,		

CPT Maria "Minx" Grimaldi

Maria Grimaldi was a Terran pilot serving in the Terran Confederation Space Force during the Terran-Kilrathi War; unbeknownst to her superiors, she was also an agent for the Society of Mandarins. Grimaldi was assigned to the Wild Eagle Squadron in 2667, a group of four test pilots commanded by Major Todd "Maniac" Marshall. At the time, the group was testing out the F-95 *Morningstar* under field conditions aboard TCS *Concordia*. During a routine test flight, Grimaldi was left stranded after her fighter failed to make a jump, a persistent technical defect seen in the first *Morningstars*. She abandoned her craft and ejected after activating the self-destruct device but her team could not retrieve her due to the lack of a tractor beam in the *Morningstar* design. Fortunately for Grimaldi, she was later retrieved by Colonel Christopher Blair.

During operations in the Canewdon System, Grimaldi revealed her true allegiance when she informed Chief Tech Janet McCullough that she was to fly the *Morningstar* on a mission that day when in fact she was not assigned to any mission at the time. Pilots Jeffrey "Talon" Burkheimer and Markham "Crossbones" Colt discovered her activities and attempted to prevent the launch; Grimaldi anticipated this move and detonated a series of explosives she had planted on the flight deck. The resulting explosion killed Colt, injured McCullough and left Burkheimer permanently disabled, allowing Grimaldi to make a quick escape. Despite all attempts to capture her, Grimaldi eluded *Concordia* and fled to Ayer's Rock, the secret headquarters of the Society of Mandarins. Upon

arriving at Ayer's, Grimaldi delivered the *Morningstar*, which the Mandarins intended to give to their Kilrathi allies. Grimaldi then met Major Zachary Colson, Blair's rival and one of the most wanted men in the Confederation. She soon entered a romantic relationship with Colson, unaware of his sadistic and manipulative nature.

Grimaldi continued to serve the Mandarins and the Kilrathi faithfully in the days that followed. The Confederation eventually tracked her down to Ayer's and a Special Operations Team led by James Taggart and Colonel Blair arrived to destroy the Mandarin network. They were eventually successful in destroying Ayer's Rock but Colson and Grimaldi fled beforehand. Minx was forced to eject and she was left for dead by Colson, who fled in the *Morningstar*. Dying from radiation exposure, Minx signaled Blair and begged him to kill Colson for her before she finally succumbed to her injuries.

Maria Grimaldi, Callsign: Minx		
Species: Terran	Rank: Captain, TCSF	Gender: Female
Height: 1.80 m	Mass: 55 kg	Handedness: Right
Birth Date: 2638.151 (Age 28; Adult)	Place of Birth: La Condamine, Principality of Monaco, Earth	Initiative: +8
Attack Bonuses - Melee: +8; Ranged: +11		Saves - Fortitude: 35, Reflex: 43, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 10, *Lifting*: 15. **Finesse**: 85, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25 (Plant Explosives 10). **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 115, *Knowledge*: 20 (Explosives 10), *Resourcefulness*: 20, *Cunning*: 25 (Deception 15, Seduction 15). **Acumen**: 70, *Perception*: 20, *Performance*: 25, *Survival*: 25. **Charm**: 55, *Personality*: 20, *Leadership*: 15, *Diplomacy*: 20.		
Command: 55, *Security*: 15 (Hand Laser 10), *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 25, *Geology*: 15, *Archaeology*: 10. **Navigation**: 105, *Vehicle Piloting*: 25 (Morningstar 10), *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 25. **Tactical**: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 15. **Engineering**: 40, *Damage Control*: 20, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 5. **Communications**: 30, *Translate*: 20 (Kilrathi 10). **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Comeliness</u> +5, <u>Linguistic Sense</u> +10, <u>Reflexes</u> +5, <u>Impulsive</u> -5, <u>Overconfident</u> -5, <u>Lecherous</u> -10.		

CPT Jeffrey "Talon" Burkheimer

Jeffrey Burkheimer was a pilot in the Wild Eagles squadron, a group of test pilots. In 2667, the squadron was testing the F-95 *Morningstar* fighter. Burkheimer, along with squadron-mate Markham Colt and *Concordia* Chief Tech Janet McCullough, was wounded in an explosion aboard *Concordia* during the theft of a *Morningstar* by Maria Grimaldi; it's assumed that Burkheimer later succumbed to his injuries. He was known for being able to speak Kilrathi and for his in-depth studies of their battle tactics and history.

Jeffrey Burkheimer, Callsign: Talon		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.90 m	Mass: 110 kg	Handedness: Left
Birth Date: 2638.081 (Age 28; Adult)	Place of Birth: Riverside, Iowa, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 35, Reflex: 47, Willpower: 31
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 115, *Knowledge*: 20 (Kilrathi Tactics 25, Kilrathi History 25) , *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 65, *Personality*: 25, *Leadership*: 20, *Diplomacy*: 20.		

Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5.
Science: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10.
Navigation: 105, *Vehicle Piloting*: 25 (Morningstar 10), *Orientation*: 20, *Astrogation*: 25, *Starship Piloting*: 25.
Tactical: 75, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5,
Engineering: 40, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 15, *Damage Control*: 5.
Communications: 40, *Rapport*: 10, *Translate*: 5 (Kilrathi 25).
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Reflexes</u> +10, <u>Linguistic Sense</u> +10, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Overconfident</u> -5.

CPT Markham "Crossbones" Colt

Markham Colt was a pilot in the Wild Eagles squadron, a group of test pilots. In 2667, the squadron was testing the F-95 *Morningstar* fighter. He was killed by an explosive device set by Maria Grimaldi when she stole a *Morningstar* prototype and fled TCS *Concordia*.

Markham Colt, Callsign: Crossbones		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.60 m	Mass: 80 kg	Handedness: Left
Birth Date: 2637.359 (Age 29; Adult)	Place of Birth: Hartford, Connecticut, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 35, Reflex: 47, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15.
Finesse: 75, *Dexterous Maneuvers*: 20 (Lockpicking 10), *Dodge*: 25, *Hiding and Seeking*: 20.
Physique: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10.
Intellect: 80, *Knowledge*: 20 (Kilrathi Codes 10, Kilrathi Tactics 10), *Resourcefulness*: 20, *Cunning*: 20.
Acumen: 85, *Perception*: 20 (Spot Enemy 20), *Performance*: 20, *Survival*: 25.
Charm: 75, *Personality*: 15 (Realistic Thinking 40), *Leadership*: 10, *Diplomacy*: 10.

Command: 55, *Security*: 25, *Strategy*: 15, *Coordination*: 15.
Science: 50, *Technology*: 20, *Planetology*: 15, *Archaeology*: 15.
Navigation: 110, *Vehicle Piloting*: 25 (Morningstar 15), *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 20.
Tactical: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 40, *Faster-Than-Light Mechanics*: 20, *Mechanics*: 15, *Defenses*: 5.
Communications: 20, *Translate*: 20.
Medicine: 25, *Psychology*: 25.

Traits: <u>Navigational Sense</u> +5, <u>Reflexes</u> +10, <u>Quick Draw</u> +5, <u>Luck</u> -5, <u>Obsessed</u> (Death) -5, <u>Impulsive</u> -10.

Janet Williamson

Janet Williamson was the author of <u>A Treacherous Hero</u>, a book about the alleged treason committed by then-Lieutenant Colonel Christopher Blair in 2655 that resulted in the loss of TCS *Tiger's Claw*. The book was released in 2657 and remained on the bestseller's list for more than 11 months. In 2673, well after Blair's vindication and the identification of Zachary Colson as the true traitor, the book was made into a holo-vid; Blair was paid royalties for it as compensation.

Janet Williamson		
Species: Terran	Occupation: Bookchip Author	Gender: Female
Height: 1.90 m	Mass: 80 kg	Handedness: Right
Birth Date: 2634.170 (Age 30; Adult)	Place of Birth: Buckland, Massachusetts, United States, Earth	Initiative: +6
Attack Bonuses - Melee: +6; Ranged: +8		Saves - Fortitude: 35, Reflex: 36, Willpower: 39
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65

Power: 45, *Brawling*: 5 (Aikido 15), *Three-Dimensional Maneuvers*: 15, *Lifting*: 10.
Finesse: 65, *Hiding and Seeking*: 15 (Dodging Fans 15), *Dodge*: 20, *Dexterous Maneuvers*: 15.
Physique: 50, *Concentration*: 25, *Stamina*: 15, *Recuperation*: 10.
Intellect: 100, *Knowledge*: 25 (Current Events 15), *Cunning*: 10 (Creative License 35), *Resourcefulness*: 15.
Acumen: 90, *Perception*: 15, *Survival*: 10, *Performance*: 15 (Sensationalist Writer 50).
Charm: 75, *Diplomacy*: 15, *Personality*: 15 (Interviewing 35), *Leadership*: 10.

> **Command**: 70, *Coordination*: 25, *Guidance*: 20, *Inspire*: 15, *Security*: 10.
> **Science**: 85, *Technology*: 20 (Computer Use 25), *Archaeology*: 10, *Typhonology*: 15, *Planetology*: 10, *Geology*: 5.
> **Navigation**: 55, *Orientation*: 25, *Vehicle Piloting*: 15, *Stealth*: 10, *Starship Piloting*: 5.
> **Tactical**: 20, *Targeting*: 15, *Evasive Maneuvers*: 5.
> **Engineering**: 40, *Internal Systems*: 20, *Damage Control*: 15, *Mechanics*: 5.
> **Communications**: 110, *Rapport*: 10 (Publishers 25), *Translate*: 25, *Negotiate*: 20, *Intimidate*: 20, *Distress*: 10.
> **Medicine**: 25, *Psychology*: 15, *Intensive Care*: 10.

> **Traits**: <u>Linguistic Sense</u> +5, <u>Luck</u> +5, <u>Memory</u> +10, <u>Impulsive</u> -20.

Characters from End Run and Fleet Action

CPT Macmillan Harcourt

Macmillan Harcourt was an officer in the Terran Confederation Space Force. In 2667, he was the commanding officer of TCS *Johnny Greene*, a *Venture*-class corvette. For two years, Harcourt and his crew staved off numerous Kilrathi raids along the Trk'Pahn Sector frontier while performing picket duty. In 2667 after an assault by enemy raiders left *Johnny Greene's* oxygen reclamation system critically damaged, Captain Harcourt diverted the ship for repairs, after which the ship was sent on a top-secret reconnaissance mission to the Kilrathi colony of Vukar Tag. Lieutenant Commander Ramona Chekhova was assigned to Harcourt's vessel to oversee this mission. Harcourt guided *Johnny Greene* to Vukar Tag, arriving in the middle of a series of Kilrathi war games. Upon assessing the situation, Harcourt and Chekhova made plans for a series of orbital flybys intended to collect full reconnaissance of the planet's surface. In order to avoid early detection, Harcourt parked *Johnny Greene* in a nearby asteroid belt, masking their presence. During their planning, Johnny Greene's crew detected the wreckage of TCS *John Bunyan*, another corvette that had been lost in an attempt to reconnoiter the planet; Harcourt personally investigated the wreck. Upon retrieving the ship's logs, Harcourt returned to discover the wreck of yet another corvette. At this point Chekhova volunteered to ride one of the destroyed hulks to Vukar Tag in order to scan the surface while Harcourt created a diversion by "attacking" the local Kilrathi forces. Harcourt vehemently protested but Chekhova convinced him it was necessary for the success of the mission and Harcourt reluctantly complied after she pulled rank. The mission was ultimately a success and it set the stage for Operation Back Lash.

	Macmillan Harcourt	
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Left
Birth Date: 2632.071 (Age 35; Adult)	Place of Birth: Invermere, British Columbia, Canada, Earth	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 37, Reflex: 45, Willpower: 37
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67

> **Power**: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10.
> **Finesse**: 55, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 10.
> **Physique**: 70, *Concentration*: 20 (Concentrate Under Fire 10), *Stamina*: 25, *Recuperation*: 15.
> **Intellect**: 80, *Cunning*: 20 (Anticipate Tactics 10), *Knowledge*: 25 (Kilrathi Tactics 10), *Resourcefulness*: 15.
> **Acumen**: 75, *Perception*: 25 (Sense Deception 10), *Performance*: 20, *Survival*: 20.
> **Charm**: 100, *Leadership*: 25 (Corvette 25), *Diplomacy*: 25, *Personality*: 25.

> **Command**: 105, *Inspire*: 20 (Crew 15) *Coordination*: 25, *Strategy*: 20, *Security*: 15, *Guidance*: 10.
> **Science**: 55, *Technology*: 25, *Archaeology*: 15, *Planetology*: 10, *Geology*: 5.
> **Navigation**: 70, *Vehicle Piloting*: 10, *Orientation*: 20, *Stealth*: 15, *Starship Piloting*: 25.
> **Tactical**: 85, *Combat Maneuvers*: 20, *Evasive Maneuvers*: 25, *Targeting*: 15, *Ballistics*: 10, *Marksmanship*: 15.
> **Engineering**: 25, *Damage Control*: 15, *Internal Systems*: 10.
> **Communications**: 20, *Rapport*: 15, *Negotiate*: 5.
> **Medicine**: 40, *Psychology*: 20, *Specialized Medicine*: 15, *Intensive Care*: 5.

> **Traits**: <u>Nerves</u> +5, <u>Reflexes</u> +10, <u>Temper</u> +5, <u>Honest</u> -5, <u>Creed</u> (Protect Crew) -10, <u>Creed</u> (Protect Confederation) -5.

LCDR Ramona Chekhova

Ramona Chekhova was a Terran Confederation Naval officer; in 2667, she held the rank of Lieutenant Commander. She was known among her subordinates for her cold and domineering personality; she demanded respect from all around her whether she deserved it or not. She was also at times an impractical tactician and was known for her occasional bouts of impulsiveness on the battlefield.

Chekhova was serving as an intelligence specialist when TCS *Johnny Greene* was assigned to perform a top-secret reconnaissance mission on the Kilrathi planet of Vukar Tag; she was sent along to oversee the mission. Chekhova quickly earned the dislike of the crew due to her authoritative persona and attempted multiple times to take command of the ship from Captain Harcourt, culminating in a misguided attempt to speed the ship towards a jump point at full acceleration while the Captain was asleep. After rescinding this order, Harcourt reprimanded Chekhova and confined her to her quarters until their arrival at Vukar Tag.

Upon arrival, *Johnny Greene's* crew parked the ship in an asteroid belt and investigated the hulk of TCS *John Bunyan*, which was lost in its attempt to scan Vukar Tag. Chekhova accompanied Harcourt when he investigated the vessel and successfully retrieved the ship's logs. Seeing the critical nature of the situation and Vukar Tag's formidable defenses, Chekhova formulated a plan in which she would pilot *John Bunyan's* hulk into planetary orbit to scan the surface while Harcourt created a diversion to ensure the Kilrathi did not intercept her. Harcourt protested against this plan but Chekhova pulled rank, finally being in a position to do so legitimately. While Harcourt carried out his assault, Chekhova successfully photographed the planet's sole point of interest: the ancestral home of the Empress Graknala. Chekhova transmitted the data to Harcourt and subsequently perished when the Kilrathi destroyed her craft. Chekhova's sacrifice ultimately allowed Harcourt and his colleagues to escape with the intelligence, which proved vital to the success of Operation Back Lash.

Ramona Chekhova			
Species: Terran	Rank: Lieutenant Commander, TCN		Gender: Female
Height: 1.90 m	Mass: 80 kg		Handedness: Right
Birth Date: 2635.077 (Age 32; Adult)	Place of Birth: SS *Korobeiniki* (en route to Liverpool Refinery), Metsor System, Potter Quadrant, Gemini Sector		Initiative: +6
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 37, Reflex: 36, Willpower: 38	
HP/NHP: 67	HD/THD/FHD: 44/44/50		SI: 67
Power: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 60, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 15. **Physique**: 75, *Concentration*: 15 (Concentrate While Scanning 25), *Stamina*: 15, *Recuperation*: 20. **Intellect**: 125, *Cunning*: 20, *Knowledge*: 15 (Kilrathi Tactics 35, Intelligence Gathering Techniques 35), *Resourcefulness*: 20. **Acumen**: 80, *Perception*: 15 (Spot Vital Intelligence 20), *Performance*: 20 (Intelligence Officer 10), *Survival*: 15. **Charm**: 65, *Leadership*: 15, *Diplomacy*: 5, *Personality*: 20 (Debating 25).			
Command: 80, *Inspire*: 5, *Coordination*: 15 (Fleet Intel 25), *Strategy*: 15, *Security*: 20 **Science**: 165, *Technology*: 25 (Computers 25, Scanners 25), *Archaeology*: 25 (Kilrathi Architecture 25), *Planetology*: 25, *Geology*: 15. **Navigation**: 80, *Vehicle Piloting*: 15, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 15. **Tactical**: 45, *Evasive Maneuvers*: 15, *Targeting*: 10, *Ballistics*: 10, *Marksmanship*: 10. **Engineering**: 35, *Damage Control*: 20, *Internal Systems*: 10, *Defenses*: 5. **Communications**: 60, *Rapport*: 5, *Negotiate*: 5, *Intimidate*: 5 (Subordinates 20), *Translate*: 25. **Medicine**: 20, *Psychology*: 10, *Intensive Care*: 10.			
Traits: <u>Scientific Sense</u> +10, <u>Education</u> +10, <u>Memory</u> +10, <u>Impulsive</u> -10, <u>Obsessed</u> (Respect for Rank) -10, <u>Temper</u> -10.			

ADM Spencer Banbridge

Banbridge retired from duty in 2647 as per tradition in order to allow younger officers their shot at advancement to flag rank. Retirement didn't sit very well with him, however, and by 2657 he had returned to duty as a full Admiral. Banbridge served as CO of the Third Fleet throughout much of the 2660s and had returned to the post of Chief of Naval Operations by 2667 when he oversaw the planning stages of Operation Back Lash.

In 2668, the Kilrathi sued for peace. Like many other Confederation citizens, Banbridge recognized the offer as a ploy and authorized a covert mission to discover their true intent. This mission, led by James Taggart, eventually discovered the *Hakaga* Fleet being secretly assembled in the Hari Sector. The group sent a warning to Banbridge; sadly, he did not get the opportunity to act on the intelligence. On 2668.341, Vak'ga, the Kilrathi Ambassador to the Terran Confederation, called for a meeting with the Joint Chiefs of Staff. He detonated a bomb attached to his chest during the meeting, killing himself and 142 Terran officers of various ranks; Banbridge was among the dead. The loss of Admiral Banbridge along with most of the Joint Chiefs left the Confederation in a precarious situation, as the majority of its military leadership had been massacred and left the Terran Confederation Navy in particular in a state of utter chaos.

Spencer Wayne "Skip" Banbridge		
Species: Terran	Rank: Admiral, TCN (CINCCONFEDFLT)	Gender: Male
Height: 1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2582.055 (Age 86; Venerable Age)	Place of Birth: Pern, McCaffrey, Roddenberry Quadrant, Enigma Sector	Initiative: +5
Attack Bonuses - Melee: +6; Ranged: +10		Saves - Fortitude: 37, Reflex: 40, Willpower: 49
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67
Power: 15, *Brawling*: 10, *Three-Dimensional Maneuvers*: 5, *Lifting*: 0. **Finesse**: 50, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 5. **Physique**: 75, *Concentration*: 25 (Concentrate Under Fire 30), *Stamina*: 15, *Recuperation*: 5. **Intellect**: 110, *Cunning*: 25, *Knowledge*: 25 (Confederation Politics 20, Strategic Plans 20), *Resourcefulness*: 20. **Acumen**: 140, *Perception*: 25 (Spot Enemy 15, Sense Deception 20), *Performance*: 25 (Marine 10), *Survival*: 25. **Charm**: 150, *Leadership*: 25 (Fleet Command 50), *Diplomacy*: 25 (Confederation Council 15), *Personality*: 25 (Oratory 10).		
Command: 250, *Inspire*: 25 (Fleet Officers 25), *Coordination*: 25 (Confed Fleet 50), *Strategy*: 25 (Fleet Deployment 35), *Security*: 25 (Slugthrowers 15), *Guidance*: 25. **Science**: 125, *Technology*: 25 (Computers 15), *Archaeology*: 25, *Planetology*: 25, *Geology*: 10, *Typhonology*: 25. **Navigation**: 155, *Vehicle Piloting*: 25 (Groundcar 15, Armored 15), *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 25. **Tactical**: 125, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25. **Engineering**: 75, *Damage Control*: 25, *Internal Systems*: 20, *Defenses*: 10, *Faster-Than-Light Mechanics*: 20. **Communications**: 110, *Rapport*: 25 (Fleet Commanders 20), *Negotiate*: 25 (Confederation Council 15), *Intimidate*: 25. **Medicine**: 85, *Psychology*: 25 (PSTD 15), *Specialized Medicine*: 20, *Intensive Care*: 15, *Treatment*: 10.		
Traits: Reputation (Fleet) +15, Discipline +5, Reflexes +5, Quick Draw +5, Temper -10, Creed (Get The Job Done) -20.		

ADM Vance Richards

After McAuliffe, Richards continued to serve for a time as a fighter pilot. He turned in his wings after a particularly hairy mission in 2637 and became a bridge officer aboard the destroyer TCS *Villahermosa*. He excelled in this role and by 2639 he'd been promoted to the rank of Fleet Captain and assigned command of TCS *San Jacinto*, from which he commanded a destroyer squadron assigned to the Landreich Sector. When High Command decided to pull out of Landreich ahead of a Kilrathi advance, he found himself the target of a mutiny lead by none other than his old *Lazarus* shipmate Hans Kruger. Though acquitted of any wrongdoing in the subsequent inquiry, Richards's career was damaged by the incident and he quickly found himself reassigned to Naval Intelligence.

Despite the circumstances under which he got there, Richards took to his new field with considerable gusto and by 2660 was serving as Chief of Naval Intelligence. He still held this post during the Free Corps mission during the False Armistice (having mostly forgiven Kruger for his actions aboard *San Jacinto*) and personally accompanied TCS *Tarawa* deep into the Empire, ultimately discovering the *Hakaga* fleet in time to warn Earth.

Vance Richards		
Species: Terran	Rank: Admiral, TCN	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2612.353 (Age 56; Middle Age)	Place of Birth: Downers Grove, Illinois, United States, Earth	Initiative: +10
Attack Bonuses - Melee: +12; Ranged: +15		Saves - Fortitude: 31, Reflex: 45, Willpower: 41
HP/NHP: 66	HD/THD/FHD: 40/40/50	SI: 66

Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 5), *Brawling*: 25 (Krav Maga 5), *Lifting*: 10.
Finesse: 100, *Dexterous Maneuvers*: 25 (Lockpick 15), *Dodge*: 25, *Hiding and Seeking*: 25 (Find Valuable Intel 15).
Physique: 60, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 5), *Recuperation*: 10.
Intellect: 125, *Knowledge*: 25 (Kilrathi Strategy 15), *Resourcefulness*: 25 (Encryption 30), *Cunning*: 25 (Deception 10).
Acumen: 115, *Perception*: 25 (Sense Deception 15), *Performance*: 25 (Pilot 10, Destroyer Captain 15), *Survival*: 25.
Charm: 130, *Personality*: 25 (Debating 15), *Leadership*: 35 (Fighter Squadron 10, Destroyer Squadron 10), *Diplomacy*: 25 (Landreich 10).

Command: 125, *Security*: 25, *Strategy*: 25, *Inspire*: 10, *Guidance*: 25 (Crew 10), *Coordination*: 20 (Fleet 10).
Science: 160, *Technology*: 25 (Computers 20, Kilrathi Technology 20), *Planetology*: 25, *Geology*: 25, *Archaeology*: 35 (Kilrathi Culture 10),
Typhonology: 10.
Navigation: 200, *Vehicle Piloting*: 25 (Wildcat 20, Scimitar 20), *Orientation*: 25, *Astrogation*: 25 (Kilrathi Territory 10), *Starship Piloting*: 25,
Stealth: 25 (Capital Ships 25).
Tactical: 160, *Evasive Maneuvers*: 25 (Immelmann 20), *Combat Maneuvers*: 25, *Targeting*: 25 (Communications 10, Engines 5),
Marksmanship: 25, *Ballistics*: 25.
Engineering: 90, *Damage Control*: 25 (Communications 15), *Internal Systems*: 25, *Faster-Than-Light Mechanics*: 20, *Defenses*: 10.
Communications: 155, *Rapport*: 25 (Landreich 15), *Negotiate*: 25, *Intimidate*: 25, *Translate*: 25 (Kilrathi 30), *Distress*: 10.
Medicine: 55, *Psychology*: 25, *Xenobiology*: 0 (Kilrathi 15), *Intensive Care*: 15.

Traits: <u>Linguistic Sense</u> +15, <u>Navigational Sense</u> +5, <u>Reflexes</u> +5, <u>Memory</u> +5, <u>Math Expert</u> +5, <u>Intolerant</u> (Stupidity) -5, <u>Honest</u> -10, <u>Creed</u> (Protect Confederation) -10, <u>Health</u> -5, <u>Comeliness</u> -5.

FRL President Hans Maximillian Kruger

Kruger was drafted into the Confederation Fleet after the Kilrathi's initial foray into the Landreich at the beginning of the war. At some point he led a successful mutiny aboard the destroyer TCS *San Jacinto* under the command of Vance Richards when the latter was preparing to pull his destroyer squadron out of the Landreich Sector. Kruger used the ship in a three-year campaign against the local Kilrathi, proving to be an effective (if hell-bent) leader. The ship was eventually shot down but Kruger subsequently led a raiding campaign against the local Kilrathi forces on the world on which he found himself and his surviving crew until they were all rescued by an allied privateer. Kruger's actions made him a hero throughout the Landreich Sector and he was elected President of the Free Republic of the Landreich despite being a wanted criminal within the Confederation. As President, Kruger's policy was one of stolid self-reliance, fiercely defending the Landreich's sovereignty against all foreigners, Terran or Kilrathi.

Kruger (like most Colonials) was intensely suspicious of the False Armistice and the Kilrathi motivation behind it. His skepticism was shared by some Confederation Navy Fleet officers, who organized a "Free Corps" mission of volunteers built around several recently decommissioned escort carriers and led by Geoffrey Tolwyn and Vance Richards. Although intended primarily as a cover for Richards's intelligence-gathering activities, Kruger refused to release the Free Corps from Landreich service after their mission to the Hari Sector was concluded and personally led them as part of the Landreich Sector Fleet from FRLS *Blitzkrieg* in a madcap defense of the Sector, losing the carrier *Gallipoli*, a frigate and a corvette in exchange for a Kilrathi carrier and two destroyers. By that time the main Kilrathi offensive had penetrated through to Sirius and Geoffrey Tolwyn had retreated *Concordia* to Earth. A last-minute harangue from a young Free Corps captain appears to have swayed Kruger into assisting the Confederation, which he did in his typical flamboyant fashion - racing at flank speed

through multiple jump points to save Earth from a Kilrathi cruiser squadron, which had just bombarded Earth's moon and several major cities and was preparing to launch Strontium-90-tipped warheads that would've rendered the planet uninhabitable. Kruger's actions made him the hero of the hour and won him both an official pardon and assistance from a Confederation squadron when the Kilrathi raided the Landreich the following year.

Hans Maximilian Kruger		
Species: Terran	Occupation: President, Free Republic of the Landreich	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2613.047 (Age 55; Middle Age)	Place of Birth: Neosho, Racene, Isaac Quadrant, Enigma Sector	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 35, Reflex: 43, Willpower: 41
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65

Power: 50, *Brawling*: 20, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.
Finesse: 85, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Hiding and Seeking*: 25 (Hide From FRL Senate 15), *Dodge*: 15.
Physique: 50, *Stamina*: 15, *Concentration*: 20, *Recuperation*: 15.
Intellect: 110, *Resourcefulness*: 25, *Cunning*: 25 (Deception 10), *Knowledge*: 10 (Underworld 10, Kilrathi Tactics 10, Confed Politics 5, Landreich Politics 10).
Acumen: 110, *Survival*: 15 (Space 10), *Perception*: 25 (Sense Deception 10, Spot Goons 10), *Performance*: 25 (Destroyer Captain 15).
Charm: 140, *Personality*: 25, *Diplomacy*: 20 (Bribery 50, Confees 5, Landreich Senate Council 10), *Leadership*: 15 (Landreich President 15).

Command: 170, *Security*: 25 (Slugthrower 15), *Strategy*: 25 (Charge 5), *Guidance*: 20, *Coordination*: 20 (Landreich Fleet 25), *Inspire*: 15 (Landreich Citizens 20).
Science: 70, *Technology*: 25, *Planetology*: 15, *Archaeology*: 25, *Planetology*: 5.
Navigation: 95, *Starship Piloting*: 25, *Stealth*: 10, *Astrogation*: 25, *Orientation*: 20, *Vehicle Piloting*: 15.
Tactical: 75, *Evasive Maneuvers*: 5, *Targeting*: 15, *Combat Maneuvers*: 10, *Marksmanship*: 25, *Ballistics*: 20.
Engineering: 60, *Damage Control*: 15, *Mechanics*: 20, *Internal Systems*: 20, *Defenses*: 5.
Communications: 155, *Negotiate*: 10, *Rapport*: 25 (Landreich Intel 15, Confed Intel 15), *Intimidate*: 25 (Confees 15), *Translate*: 25, *Distress*: 15 (Jam 10).
Medicine: 50, *Intensive Care*: 15, *Specialized Medicine*: 5, *Psychology*: 25, *Xenobiology*: 5.

Traits: <u>Luck</u> +5, <u>Quick Draw</u> +5, <u>Reflexes</u> +5, <u>Wealth</u> +10, <u>Social Status</u> +15, <u>Intolerant</u> (Confederation) -5, <u>Impulsive</u> -15, <u>Intolerant</u> (Cowardice) -10, <u>Obsessed</u> (Glory) -10.

RADM Geoffrey Tolwyn

In 2667, Tolwyn selected Jason Bondarevsky, Etienne Montclair and other comrades to serve aboard TCS *Tarawa*. He thought of them as his best people but was not yet aware of Operation Back Lash and what this choice would mean for them; he believed he was doing them a favor. Tolwyn's nephew, Kevin Tolwyn, was also making his own identity about this same time and the elder Tolwyn often fought with his sister-in-law over Kevin's career; Tolwyn arranged for Kevin's assignment to *Tarawa* as well. When more information was revealed on the nature of Operation Back Lash, the thought of having to abandon Strike Force Valkyrie if they could not escape Kilrathi pursuit on their own was unbearable for Tolwyn. After the pivotal action at Vukar Tag, Tolwyn was able to detach *Concordia* to come to *Tarawa's* aid on its return from Kilrah. With the success of Operation Back Lash, Tolwyn was recommended for the Medal of Valor with Diamonds.

In 2668, with the Confederation striking hard and winning major victories, Tolwyn was the first critic of the armistice extended by the Kilrathi. He authorized an attack on a Kilrathi carrier in the Munro system shortly after learning about the cease fire and this decision brought him to a humiliating court-martial ending with a dishonorable discharge. This new-found freedom was actually orchestrated by the Admiral Banbridge so that Tolwyn could build a team to infiltrate deep into Kilrathi space and uncover evidence that the armistice was indeed a ruse. Information from the infiltration team was delivered barely in time to cobble together a defense of Earth but not before the inner worlds of Warsaw, Gilead and Sirius Prime were attacked and rendered uninhabitable. President Harold Rodham officially pardoned Tolwyn for the Munro incident and reinstated him as a full Admiral in command of the Third Fleet with the mission of organizing Earth's defenses. He subsequently commanded *Concordia* in a harrowing battle and ultimately was able to stave off the Kilrathi. He received the Senatorial Medal of Honor for his actions at the Battle of Earth, but the near

catastrophic defeat of the Confederation truly embittered Tolwyn and caused a dramatic shift in his way of thinking.

Geoffrey Tolwyn		
Species: Terran	Rank: Rear Admiral, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2614.164 (Age 53; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 38, Reflex: 37, Willpower: 40
HP/NHP: 68	HD/THD/FHD: 43/43/50	SI: 68
Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 10. **Physique**: 85, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 30), *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Deception 10). **Acumen**: 105, *Perception*: 20 (Detect Deception 20), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20. **Charm**: 145, *Personality*: 25 (Debating 25), *Leadership*: 25 (Ship Captain 45), *Diplomacy*: 25.		
Command: 155, *Inspire*: 25 (Inspire Crew 10), *Coordination*: 25 (Fleet Command 40), *Strategy*: 25 (Fleet Deployment 20), *Security*: 25, *Guidance*: 25. **Science**: 100, *Technology*: 20 (Computers 25), *Archaeology*: 20, *Planetology*: 25, *Geology*: 10. **Navigation**: 135, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 15, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 20), *Astrogation*: 25. **Tactical**: 115, *Combat Maneuvers*: 25 (Battle Line 25), *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25. **Engineering**: 70, *Damage Control*: 15, *Internal Systems*: 15, *Mechanics*: 15, *Defenses*: 15. **Communications**: 50, *Rapport*: 20 (Subordinates 10), *Negotiate*: 10, *Intimidate*: 5, *Translate*: 5. **Medicine**: 75, *Psychology*: 20 (Cadets 20), *Specialized Medicine*: 15, *Intensive Care*: 15, *Treatment*: 5.		
Traits: <u>Wealth</u> +5, <u>Education</u> +5, <u>Social Status</u> +10, <u>Reputation</u> +20, <u>Contacts</u> (Confed Military Command Structure) +15, <u>Obsessed</u> (Protect Confederation) -5, <u>Creed</u> (Protect Confederation) -20, <u>Intolerant</u> (Incompetence) -15.		

CDOR Thaddeus O'Brian

Commodore Thaddeus O'Brian begun his naval career at the Academy; some time after his graduation he dinged a destroyer in a docking maneuver. The Fleet sent him off to Transport Command duty, where he spent twenty-nine years before being sent back to an office on Earth. He had a hand in the design of the *Wake*-Class Escort Carrier and aided in the conversion of the original group of transport hulls to the CVE design, something he took particular pride in. His knowledge of transports aided him in securing the CO billet aboard TCS *Tarawa*, never believing the ship would see large-scale combat. He was unaware of its upcoming role in Operation Back Lash as the heart of Strike Force Valkyrie and was surprised when *Tarawa* was rerouted to Vukar Tag for the opening moves of the operation. He was killed during the Kilrah Raid when a *Strakha* made a kamikaze attack on *Tarawa's* bridge while in the middle of an argument with Jason Bondarevsky; O'Brian had elected to retreat when a Kilrathi carrier entered the system thereby abandoning a company of Marines on the surface of Kilrah's second moon. He had a weak overall physique, maddeningly inconsistent behavior, a big grievance with pilots and an obvious drinking problem.

Thaddeus O'Brian		
Species: Terran	Rank: Commodore, TCN CO, Strike Force Valkyrie	Gender: Male
Height: 1.80 m	Mass: 80 kg	Handedness: Left
Birth Date: 2610.220 (Age 57; Middle Age)	Place of Birth: Porthcawl, Bridgend County Borough, Wales, Earth	Initiative: +4
Attack Bonuses - Melee: +6; Ranged: +7		Saves - Fortitude: 26, Reflex: 34, Willpower: 42
HP/NHP: 61	HD/THD/FHD: 46/46/50	SI: 61
Power: 35, *Three-Dimensional Maneuvers*: 15, *Brawling*: 10, *Lifting*: 10. **Finesse**: 45, *Dodge*: 20, *Hiding and Seeking*: 15, *Dexterous Maneuvers*: 10. **Physique**: 15, *Concentration*: 5, *Recuperation*: 5, *Stamina*: 5. **Intellect**: 110, *Knowledge*: 25 (Cargo Hauling 50), *Cunning*: 20, *Resourcefulness*: 15. **Acumen**: 120, *Perception*: 25 (Spot Enemy 20, Sense Deception 10) *Performance*: 20 (Helmsman 5), *Survival*: 25. **Charm**: 110, *Diplomacy*: 15 (Influential People 30), *Leadership*: 15, *Personality*: 20 (Debate 30).		

Command: 180, *Coordination*: 25 (Fighter Escort 40, Fleet Command 40, Underway Replenishment Group 40), *Inspire*: 5, *Security*: 15, *Guidance*: 5, *Strategy*: 10.
Science: 130, *Technology*: 25 (Computers 20), *Archaeology*: 25, *Typhonology*: 25, *Planetology*: 10, *Geology*: 25.
Navigation: 55, *Vehicle Piloting*: 5, *Orientation*: 5, *Stealth*: 5, *Starship Piloting*: 15, *Astrogation*: 25.
Tactical: 20, *Evasive Maneuvers*: 5, *Marksmanship*: 5, *Ballistics*: 5, *Stealth*: 5.
Engineering: 60, *Faster-Than-Light Mechanics*: 25, *Damage Control*: 20, *Defenses*: 10, *Internal Systems*: 5.
Communications: 95, *Intimidate*: 10, *Negotiate*: 10, *Rapport*: 10 (Fleet Command 30), *Translate*: 10, *Distress*: 25.
Medicine: 45, *Specialized Medicine*: 20, *Psychology*: 15, *Intensive Care*: 10.

Traits: Reputation (Transport Command) +20, Education +5, Contacts (Fleet Command) +20, Health -5, Nerves -15, Intolerant (Pilots) -10, Addicted (Alcohol) -15.

CPT Janice "Starlight" Parker

Janice Parker was a friend of Jason Bondarevsky and Svetlana Ivanova during their time at the Academy. She served aboard TCS *Concordia* and TCS *Tarawa*; she was commander of *Tarawa's* Ferret squadron. She was killed during Operation Back Lash when she rammed her ship into an incoming torpedo, saving *Tarawa* and allowing it to escape in the process.

Janice Parker, Callsign: Starlight		
Species: Terran	Rank: Captain, TCSF	Gender: Female
Height: 1.70 m	Mass: 70 kg	Handedness: Right
Birth Date: 2640.239 (Age 27; Adult)	Place of Birth: Jacksonville, North Carolina, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 35, Reflex: 42, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15.
Finesse: 75, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Dodge*: 25, *Hiding and Seeking*: 20.
Physique: 50, *Stamina*: 25, *Concentration*: 10, *Recuperation*: 10.
Intellect: 95, *Knowledge*: 20 (Kilrathi Tactics 30), *Resourcefulness*: 20, *Cunning*: 25.
Acumen: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 75, *Personality*: 20, *Leadership*: 25 (Fighter Squadron 10), *Diplomacy*: 20.

Command: 75, *Security*: 15, *Strategy*: 20, *Guidance*: 15, *Coordination*: 25.
Science: 50, *Technology*: 15, *Planetology*: 10, *Geology*: 15, *Archaeology*: 10.
Navigation: 110, *Vehicle Piloting*: 25 (Ferret 40), *Orientation*: 15, *Astrogation*: 15, *Starship Piloting*: 5, *Stealth*: 10.
Tactical: 85, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 40, *Damage Control*: 20, *Mechanics*: 20.
Communications: 20, *Rapport*: 10, *Translate*: 10.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: Navigational Sense +5, Nerves +10, Reflexes +5, Honest -10, Impulsive -5, Allergic (Pollen) -5.

ILT Kevin "Lone Wolf" Tolwyn

Kevin "Lone Wolf" Tolwyn was the nephew of Admiral Geoffrey Tolwyn. He was a tall man with red hair, sharp eyes and an aquiline nose. In later years, he would grow a pencil moustache and his hair would turn darker. Kevin grew up in privileged society but couldn't avoid the family tradition of military service and ultimately volunteered to be a fighter pilot, much to his mother's chagrin. Upon his graduation from the Academy, he was assigned to TCS *Tarawa*. *Tarawa's* skipper, Commodore Thaddeus O'Brian, was eager to gain the ear of someone who was so well connected and he made Kevin the acting wing commander until Doomsday and Starlight arrived. *Tarawa's* new wing commander, Jason Bondarevsky, found Kevin to be difficult and borderline insubordinate.

Kevin shot down a Sartha during the initial assault on Vukar Tag. This kill came at the cost of the life of Jim Conklin and a *Sabre* which Tolwyn was supposed to be escorting at the time, after which Bondarevsky temporarily grounded him. Once he was reinstated, he gained several more kills in the diversionary attack on Kilrah. He was made acting *Rapier* squadron commander after Bondarevsky had to assume command of the strike force. By the end of the operation, Kevin was a confirmed ace

and was awarded the Gold Star with silver wings. He was also given the option of joining Admiral Banbridge's staff, which he turned down in order to remain commander of *Tarawa's* Rapiers.

Kevin continued serving in the Confederation Navy until the end of the War, eventually becoming an official courier officer after he sustained a significant radiation dose during the Battle of Earth. He later served with the Free Republic of the Landreich Navy, becoming wing commander aboard FRLS *Independence*. By 2701, he retired as a Commodore in the FRLN and a mercenary in Antares Quadrant.

Kevin Tolwyn, Callsign: Lone Wolf		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.90 m	Mass: 120 kg	Handedness: Left
Birth Date: 2644.080 (Age 23; Adult)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9	Saves - Fortitude: 34, Reflex: 35, Willpower: 32	
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 80, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 20 (Deception 10).
Acumen: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 70, *Personality*: 25, *Leadership*: 20, *Diplomacy*: 25.

Command: 35, *Security*: 20, *Strategy*: 10, *Inspire*: 5.
Science: 40, *Technology*: 25, *Typhonology*: 15.
Navigation: 55, *Vehicle Piloting*: 25 (Rapier 20), *Astrogation*: 10.
Tactical: 75, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 5, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 10, *Mechanics*: 10.
Communications: 20, *Rapport*: 10, *Translate*: 10.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Tactical Sense</u> +5, <u>Social Status</u> +10, <u>Wealth</u> +10, <u>Contacts</u> (Admiral Tolwyn) +25, <u>Discipline</u> -5, <u>Impulsive</u> -10, <u>Overconfident</u> -10.

GEN Duke "Big Duke One" Grecko

Duke Grecko was a Confederation Marine who served during the Terran-Kilrathi War. He had been friends with Geoffrey Tolwyn since their days together at the Academy. Despite being only five feet tall, he had a "pugnacious attitude", always looking for a fight. His attitude earned him the nickname of "Big Duke" at the Academy which became "Big Duke One" when he ultimately became Commandant of the Marine Corps. Grecko was known even to Prince Thrakhath as the best Confederation Marine commander.

Grecko personally led the charge at Vukar Tag in 2667 and remained with the ground forces there when the Kilrathi attempted to reclaim the planet. He lost an arm during the battle but was subsequently fitted with a prosthetic replacement. By 2668, he was serving as Commandant of the Marine Corps, one of the Joint Chiefs of Staff. Of the Joint Chiefs, he was the sole survivor of Ambassador Vag'ka's suicide bombing; his artificial arm absorbed a blow from a falling pillar that might otherwise have killed him. Grecko became Acting Chairman of the Joint Chiefs in the aftermath and came up with the plan to board the Kilrathi *Hakaga* carriers in order to detonate antimatter mines. Again, Grecko personally led the charge, leading the team that destroyed KIS *Hagu'ka* at the cost of his own life.

Duke "Big Duke One" Grecko		
Species: Terran	Rank: General, TCMC	Gender: Male
Height: 1.52 m	Mass: 90 kg	Handedness: Right
Birth Date: 2620.345 (Age 47; Middle Age)	Place of Birth: Wellington, Colorado, United States, Earth	Initiative: +8
Attack Bonuses - Melee: +14; Ranged: +13		Saves - Fortitude: 41, Reflex: 43, Willpower: 41
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 95, *Brawling*: 25 (Knife Fighting 15), *Three-Dimensional Maneuvers*: 35 (Climbing 10), *Lifting*: 20.
Finesse: 80, *Dexterous Maneuvers*: 25 (Stealth 15), *Dodge*: 20, *Hiding and Seeking*: 20.
Physique: 65, *Stamina*: 25, *Recuperation*: 20, *Concentration*: 20.
Intellect: 100, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25.
Acumen: 115, *Perception*: 25 (Spot Enemy 30), *Survival*: 25 (Wilderness 10), *Performance*: 20 (Gropo 10).
Charm: 130, *Personality*: 25 (Debating 25), *Leadership*: 25 (Marine Division 40), *Diplomacy*: 15.

Command: 250, *Security*: 25 (Blades 30, Slugthrowers 30), *Strategy*: 25 (Ground Assault 40), *Coordination*: 25 (Navy 25), *Inspire*: 25, *Guidance*: 25.
Science: 95, *Technology*: 25 (Computers 5), *Typhonology*: 25, *Planetology*: 25, *Geology*: 15.
Navigation: 165, *Stealth*: 25, *Vehicle Piloting*: 25 (Armored 35, Hovercopter 30, Aeroplane 25), *Orientation*: 25.
Tactical: 175, *Ballistics*: 25 (DF Missiles 25), *Marksmanship*: 25 (Lasers 25), *Targeting*: 25, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25.
Engineering: 80, *Defenses*: 20, *Damage Control*: 25, *Mechanics*: 25 (Armored 10).
Communications: 100, *Intimidate*: 25 (Subordinates 15, Politicians 15), *Rapport*: 20 (Navy 10), *Negotiate*: 15.
Medicine: 60, *Specialized Medicine*: 10, *Intensive Care*: 25, *Psychology*: 25.

Traits: Health +5, Reputation (Marine Commander) +20, Reflexes +5, Creed (Protect Nation) -20, Amputee -5. Abnormal Height (Short) -4.

MAJ Svetlana "Talker" Ivanova

Svetlana Ivanova began her career in the Confederation Space Force training as a fighter pilot. She had a strong desire to prove herself; her cold demeanor earned her the callsign "Ice Princess". She first met Jason Bondarevsky in 2659; both were drawn to each other at first as friends from home but the relationship quickly blossomed. When she failed her Advanced Spaceflight and Jump Point Physics course exam and washed out of flight school, she left to join the Marines, a decision that ended their relationship.

With her flight background, it was determined that Ivanova would be the best candidate to run air-to-ground strike coordination for the First Marine Commando Battalion, the "Cat Killers". An injury sustained on her second landing prevented her from being killed with the rest of her company on what would have been her third landing. Ivanova took part in sixteen landings - five in 2666-2667 alone - and the liberation of four Terran worlds, including Khosan.

Ivanova and her Commando Battalion were pulled from a fight on Niven to join with nine regiments of Marines at Khartoum Station for planet assault training exercises. One week before they would have reached their destination, Colonel Merritt, the battalion CO, received orders to double back and join the assault on Vukar Tag; Duke Grecko gave First Marine a special assignment to destroy the palace complex. First Marine later joined Strike Force Valkyrie. Ivanova received a field promotion to Major in charge of Company C after their leader died in the assault on Largkza, the second moon of Kilrah. Her landing craft was subsequently damaged by a missile strike while it was taking off and it crashed back on the moon killing all but thirty-five of the marines aboard. Knowing there was no time for the strike force to retrieve them, she manually triggered the antimatter mines they'd placed earlier, killing herself and the remaining survivors but also destroying a full third of the Kilrathi's entire fleet construction capability in the process.

Svetlana Ivanova, Callsign: Talker		
Species: Terran	Rank: Major, TCMC	Gender: Female
Height: 1.70 m	Mass: 55 kg	Handedness: Right
Birth Date: 2639.267 (Age 28; Adult)	Place of Birth: Razin, Alpha Centauri, Terra Quadrant, Sol Sector	Initiative: +5
Attack Bonuses - Melee: +12; Ranged: +10	Saves - Fortitude: 37, Reflex: 40, Willpower: 39	
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67
Power: 75, *Three-Dimensional Maneuvers*: 20 (Knife Fighting 10), *Lifting*: 25, *Brawling*: 20. **Finesse**: 50, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15, *Dodge*: 10. **Physique**: 70, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 25. **Intellect**: 90, *Knowledge*: 25 (Kilrathi Tactics 15), *Cunning*: 25, *Resourcefulness*: 25. **Acumen**: 95, *Performance*: 25 (Pilot 5), *Perception*: 25 (Sense Deception 10), *Survival*: 20 (SERE 10). **Charm**: 70, *Diplomacy*: 20, *Personality*: 25, *Leadership*: 25.		
Command: 95, *Coordination*: 25, *Security*: 25 (Blades 20), *Strategy*: 25. **Science**: 55, *Archaeology*: 5, *Technology*: 25, *Typhonology*: 25. **Navigation**: 65, *Vehicle Piloting*: 15, *Stealth*: 25, *Orientation*: 20, *Astrogation*: 5. **Tactical**: 50, *Evasive Maneuvers*: 5, *Targeting*: 15, *Marksmanship*: 15, *Ballistics*: 15. **Engineering**: 65, *Damage Control*: 20, *Internal Systems*: 20, *Mechanics*: 25. **Communications**: 135, *Translate*: 25, *Rapport*: 20 (Navy 20), *Distress*: 5 (Jam 30), *Intimidate*: 25, *Negotiate*: 10. **Medicine**: 20, *Psychology*: 15, *Specialized Medicine*: 5.		
Traits: <u>Linguistic Sense</u> +10, <u>Comeliness</u> +10, <u>Reflexes</u> +5, <u>Temper</u> -10, <u>Impulsive</u> -5, <u>Obsessed</u> (Vengeance) -10.		

CAPT Grierson

Captain Grierson was a Confederation Naval officer; in 2667, he was serving as commanding officer of TCS *Intrepid*. Grierson and his vessel were selected to join Strike Force Valkyrie as part of Operation Back Lash, a Terran operation whose goal was to draw off a Kilrathi counter-attack at Vukar Tag by raiding Kilrah itself and with a secondary aim to cripple Kilrathi war production. *Intrepid* along with TCS *Kagimasha* acted as escorts to TCS *Tarawa* during the operation. Grierson was acquainted with *Tarawa's* CAG, Jason Bondarevsky; he had tractored in Bondarevsky's ejection pod when the latter had almost been cornered by a pair of Kilrathi destroyers a few years earlier.

Grierson survived the initial assault on Kilrah and continued to defend *Tarawa* in the Baragh System after *Kagimasha* was destroyed in combat. Unfortunately, the two ships were pursued by a massive carrier force and *Tarawa* was critically damaged. Grierson ordered his ship to attack the nearest Kilrathi cruiser in order to buy *Tarawa* time to escape. Both ships fired full volleys of torpedoes at each other and destroyed each other in the process. Grierson did not survive but his sacrifice delayed the Kilrathi long enough for *Tarawa* to rendezvous with TCS *Concordia*.

Colin Grierson		
Species: Terran	Rank: Captain, TCN	Gender: Male
Height: 1.70 m	Mass: 110 kg	Handedness: Left
Birth Date: 2621.167 (Age 46; Middle Age)	Place of Birth: Stonehaven, Aberdeenshire, Scotland, Earth	Initiative: +5
Attack Bonuses - Melee: +10; Ranged: +10	Saves - Fortitude: 38, Reflex: 40, Willpower: 45	
HP/NHP: 68	HD/THD/FHD: 44/44/50	SI: 68
Power: 45, *Brawling*: 15, *Three-Dimensional Maneuvers*: 25, *Lifting*: 5. **Finesse**: 55, *Dodge*: 20, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 10. **Physique**: 80, *Concentration*: 25 (Concentrate Under Fire 25), *Stamina*: 15, *Recuperation*: 15. **Intellect**: 95, *Cunning*: 25 (Persuasion 15), *Knowledge*: 25 (Kilrathi Tactics 10), *Resourcefulness*: 20. **Acumen**: 105, *Perception*: 25 (Sense Deception 20), *Performance*: 25 (Helmsman 10), *Survival*: 25. **Charm**: 120, *Leadership*: 25 (Destroyer Commander 25), *Diplomacy*: 25, *Personality*: 25 (Debate 20).		

Command: 145, *Inspire*: 20 (Subordinates 10), *Coordination*: 25 (Fleet 10, Fighter Wing 10), *Strategy*: 25, *Security*: 25, *Guidance*: 20.
Science: 85, *Technology*: 20 (Computers 15), *Archaeology*: 25, *Planetology*: 25.
Navigation: 105, *Vehicle Piloting*: 15, *Orientation*: 10, *Stealth*: 20, *Starship Piloting*: 25 (Gilgamesh 10), *Astrogation*: 25.
Tactical: 125, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.
Engineering: 55, *Damage Control*: 25, *Internal Systems*: 5, *Faster-Than-Light Mechanics*: 25.
Communications: 70, *Rapport*: 20, *Negotiate*: 25, *Intimidate*: 25.
Medicine: 40, *Psychology*: 25, *Intensive Care*: 15,

Traits: <u>Discipline</u> +5, <u>Reflexes</u> +5, <u>Quick Draw</u> +5, <u>Creed</u> (Complete Mission) -15.

Harold Rodham, President

Harold Rodham was the 54th President of the Terran Confederation, elected to office in 2664; David Quinson was his Vice-President and Rhonda Jamison was his Foreign Secretary. Rodham was president when the Kilrathi offered their armistice, a move supported by Jamison and opposed by Quinson. Rodham ultimately agreed to the armistice and signed the agreement on behalf of the Confederation.

With the Fleet being mothballed under the terms of the armistice and questioning Kilrathi motives in the matter, the Joint Chiefs of Staff secretly ordered Vance Richards and Geoffrey Tolwyn to take a Confederation battle group made up of volunteers to the Landreich in order to protect it from any Kilrathi incursions and to find out what the Kilrathi were really up to. TCS *Tarawa*, aided by James Taggart on *Bannockburn*, eventually detected the *Hakaga* fleet and sent the evidence of Kilrathi duplicity back to Earth.

When word of the *Hakaga* fleet made it back to Earth and after the Kilrathi ambassador had killed most of the Joint Chiefs and military commanders in a suicide bombing, Rodham called for the renouncement of the armistice. He demanded the resignation of Rhonda Jamison and had her face an investigation over alleged treason. He officially pardoned Geoffrey Tolwyn for the incident over Munro and reinstated him as a full Admiral in command of the Third Fleet with the mission of organizing Earth's defenses. His last executive order was for a full mobilization of the fleet along with wartime government control of the economy. He then resigned from office and Vice-President Quinson was quickly sworn in to take his place.

The holofilms never seemed to pick up on the fact that he was a short man.

Harold Rodham		
Species: Terran	Occupation: President, Terran Confederation	Gender: Male
Height: 1.60 m	Mass: 90 kg	Handedness: Right
Birth Date: 2605.318 (Age 62; Old Age)	Place of Birth: Reading, Pennsylvania, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 35, Reflex: 35, Willpower: 41
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 45, *Three-Dimensional Maneuvers*: 20 (Swimming 15), *Lifting*: 10.
Finesse: 55, *Hiding and Seeking*: 25, *Dodge*: 25, *Dexterous Maneuvers*: 5.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 150, *Cunning*: 25 (Deception 25, Persuasion 30), *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25.
Acumen: 110, *Performance*: 25 (Lawyer 50), *Perception*: 20, *Survival*: 15.
Charm: 150, *Diplomacy*: 25 (Senate 30), *Leadership*: 25 (Confederation 35), *Personality*: 15 (Oratory 20).

Command: 235, *Inspire*: 25 (Citizens 40, Military 15), *Coordination*: 25 (Government 50, Military 25), *Guidance*: 25, *Security*: 15, *Strategy*: 15.
Science: 65, *Archaeology*: 25, *Technology*: 20, *Typhonology*: 10, *Geology*: 5, *Planetology*: 5.
Navigation: 125, *Stealth*: 25, *Orientation*: 25, *Vehicle Piloting*: 25 (Groundcar 50).
Tactical: 5, *Marksmanship*: 5.
Engineering: 10, *Mechanics*: 10.
Communications: 210, *Negotiate*: 25 (Senate 50), *Rapport*: 25 (Judiciary 50), *Intimidate*: 10, *Translate*: 25, *Distress*: 25.
Medicine: 80, *Psychology*: 25, *Specialized Medicine*: 5 (Poisons 50).

Traits: <u>Social Status</u> +20, <u>Contacts</u> +20, <u>Reputation</u> (Politician) +10, <u>Creed</u> (Serve Confederation) -25, <u>Greed</u> -5, <u>Allergic</u> (Pollen) -10, <u>Phobic</u> (Arachnids) -10.

Dave Quinson, Vice President

Dave Quinson was Vice President of the Terran Confederation under President Harold Rodham. A man with a stronger personality than Rodham, he had always been better at rallying the people. He never supported the 2668 armistice. When Rodham resigned after intelligence of the *Hakaga* fleet made it back to Earth, Quinson was sworn in as the Confederation's 55th President; he subsequently ordered the military to mobilize for immediate defensive action. When Baron Jukaga demanded the surrender of Third Fleet, Dave Quinson's crude response had the entire Confederation Grand Assembly come to its feet roaring in support. Quinson survived the subsequent Battle of Earth and led the Confederation during the final year of the war, winning a second term in office in the 2672 election.

David Quinson		
Species: Terran	Occupation: Vice President, Terran Confederation	Gender: Male
Height: 1.70 m	Mass: 110 kg	Handedness: Left
Birth Date: 2601.224 (Age 67; Old Age)	Place of Birth: New Pasadena, Trimble, Roberts Quadrant, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 45
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 20, *Lifting*: 25, *Brawling*: 15. **Finesse**: 70, *Hiding and Seeking*: 25 (Seek Evidence 20), *Dodge*: 10, *Dexterous Maneuvers*: 15. **Physique**: 50, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 5. **Intellect**: 140, *Cunning*: 20 (Sense Deception 25, Persuasion 25), *Knowledge*: 25 (Current Events 15, Confed Politics 15), *Resourcefulness*: 15. **Acumen**: 150, *Performance*: 25 (Lawyer 50), *Perception*: 25 (Sense Deception 35), *Survival*: 15. **Charm**: 140, *Diplomacy*: 25, *Leadership*: 25 (Vice President 25), *Personality*: 25 (Oratory 40).		
Command: 250, *Inspire*: 25 (Citizens 50, Military 30), *Coordination*: 25 (Government 10, Military 10), *Guidance*: 25 (Subordinates 40), *Security*: 15, *Strategy*: 20. **Science**: 70, *Archaeology*: 25 (Anthropology 10), *Technology*: 20, *Typhonology*: 15. **Navigation**: 105, *Stealth*: 25, *Orientation*: 25, *Vehicle Piloting*: 25 (Groundcar 30). **Tactical**: 10, *Evasive Maneuvers*: 10. **Engineering**: 75, *Damage Control*: 25, *Mechanics*: 25 (Groundcar 25). **Communications**: 250, *Negotiate*: 25 (Judiciary 25), *Rapport*: 25 (Judiciary 35), *Intimidate*: 30 (Witnesses 50, Senate 50), *Translate*: 10. **Medicine**: 30, *Psychology*: 25, *Specialized Medicine*: 5, *Intensive Care*: 5.		
Traits: Social Status +15, Contacts +20, Creed (Serve Confederation) -15, Temper -5, Crude -5, Allergic (Cedar Pollen) -10.		

Rhonda Jamison, Foreign Minister

Rhonda Jamison was Foreign Minister in President Harold Rodham's cabinet both before and during the Armistice with the Kilrathi in 2668. She was one of the most vocal proponents of the Armistice and was a key figure in the Confederation's negotiations with the Kilrathi. When the Confederation's leaders were presented with evidence that the truce might be a deception a week before the Armistice was declared, Jamison insisted that the reports were unconfirmed rumors and even accused the military of deliberately trying to keep the war going. President Rodham backed her up and the signing ceremony went ahead.

Publicly, Jamison was opposed to the war because of its massive monetary cost; she argued that the war cost almost eight trillion credits an year and had generated a debt that would take generations to pay off. Shortages were widespread and in many parts of the Confederation everything from eggs to nylon were rationed. Jamison had also lost a son to the war; he was supposedly killed in a behind-the-lines raid while serving on an escort carrier during the Third Enigma campaign. She never passed up an opportunity to attack the military over such losses.

In reality, Jamison was a Kilrathi agent. Her son had in fact been captured alive; a holo of him in prison had convinced her to defect. Confederation Intelligence had gathered information about her cooperation with the Kilrathi in exchange for the life of her son but President Rodham refused to

believe it until it became obvious that the Armistice was a fraud. Even then, Jamison refused to resign. President Rodham had no choice but to resign himself, forcing everyone in his cabinet to resign as well and leaving the way clear for Vice President Quinson to mobilize the Confederation's forces against the Kilrathi assault.

Rhonda Jamison		
Species: Terran	Occupation: Foreign Minister, Terran Confederation	Gender: Female
Height: 1.60 m	Mass: 45 kg	Handedness: Right
Birth Date: 2616.167 (Age 52; Middle Age)	Place of Birth: Blackall, Queensland, Australia, Earth	Initiative: +6
Attack Bonuses - Melee: +5; Ranged: +8		Saves - Fortitude: 34, Reflex: 36, Willpower: 40
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 35, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10, *Brawling*: 10. *Finesse*: 65, *Hiding and Seeking*: 25, *Dodge*: 25, *Dexterous Maneuvers*: 15. *Physique*: 45, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 5. *Intellect*: 150, *Cunning*: 25 (Persuasion 10, Deception 20, Treachery 30), *Knowledge*: 25 (Current Events 10, Fleet Operations 10), *Resourcefulness*: 20. *Acumen*: 100, *Performance*: 25 (Business Owner 25), *Perception*: 25 (Sense Deception 20), *Survival*: 5. *Charm*: 115, *Diplomacy*: 25 (Trade Legislation 20), *Leadership*: 10, *Personality*: 20 (Debating 40).		
Command: 185, *Inspire*: 20, *Coordination*: 25 (Foreign Ministry 50), *Guidance*: 25 (Citizens 40), *Security*: 10, *Strategy*: 15. *Science*: 40, *Archaeology*: 5 (Anthropology 15), *Technology*: 20. *Navigation*: 105, *Stealth*: 25, *Orientation*: 25, *Vehicle Piloting*: 25 (Groundcars 30). *Tactical*: 30, *Evasive Maneuvers*: 20, *Marksmanship*: 5, *Ballistics*: 5. *Engineering*: 30, *Damage Control*: 20, *Mechanics*: 10. *Communications*: 185, *Negotiate*: 25 (Business Owners 50), *Rapport*: 25, *Intimidate*: 20 (Executive Branch 25), *Translate*: 25, *Distress*: 15. *Medicine*: 50, *Psychology*: 25, *Specialized Medicine*: 25.		
Traits: <u>Social Status</u> +15, <u>Contacts</u> +20, <u>Reputation</u> (Businesswoman) +15, <u>Greed</u> -10, <u>Tightwad</u> -15, <u>Creed</u> (Protect Family) -20, Hunted (Fleet Intelligence) -5.		

Thrakhath *nar* Kiranka

The tide of the war turned against the Kilrathi from 2667 to 2668, during which time the Confederation won major victories at Vukar Tag and Kilrah itself. The Kilrathi were losing ships and soldiers at an alarming rate due to Confederation raids, which forced the Crown Prince to pursue new means by which to halt the Terran campaign. In 2668, the Crown Prince attended a war meeting with the Emperor; the exiled Baron Jukaga *nar* Ki'ra was also present. During this meeting, Baron Jukaga presented a plan to sue for peace with the battle-weary Confederation as a means to allow the Empire time to rebuild its armada. Thrakhath also revealed the full extent of the top-secret Hari Project to the Emperor: he had commissioned an enormous portion of the Kilrathi supply fleets to undertake the project to build the new *Hakaga*-Class Carriers, whose size and power would be unmatched by any Terran vessel. The Emperor authorized this daring plan, allowing Baron Jukaga to forge the False Armistice while Thrakhath oversaw the completion of the new fleet.

Throughout 2668, Thrakhath slowly built up his fleet in preparation for the assault on Earth while the Confederation's civilian government failed to recognize the Kilrathi ruse. Thrakhath's fleet was eventually discovered by a group of covert operatives led by James Taggart, forcing Thrakhath to launch the fleet early; despite the need for haste, Thrakhath was already in a position to crush the Confederation opposition. His group suffered only modest losses at Sirius while TCS *Concordia* and most of the meager Confederation defense forces were forced to retreat, allowing Thrakhath to exterminate the population of Sirius in a series of thermonuclear strikes. Thrakhath proceeded to Sol where the Battle of Earth would take place.

Thrakhath's subsequent strike on Earth would surely have ended the war were it not for a suicidal counter-strike by Confederation Marines. When reinforcements from the Free Republic of the Landreich arrived to help defend Earth, the Crown Prince was forced to retreat. Despite this loss, Thrakhath had broken the back of the Confederation Fleet and the Kilrathi Empire was nearing total

victory as the greatly weakened Confederation Navy struggled to maintain control over its territory. Thrakhath launched new fleets across the frontier and slowly eroded Confederation lines, conquering colony after colony as the Terrans were continually forced to retreat.

Thrakhath *nar* Kiranka		
Species: Kilrathi	Rank: Kal Khantahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 1.48 m	Mass: 60.35 kg	Handedness: Left
Birth Date: 2624.259 (Age 44; Middle Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +10
Attack Bonuses - Melee: +11; Ranged: +14		Saves - Fortitude: 35, Reflex: 40, Willpower: 40
HP/NHP: 75	HD/THD/FHD: 43/40/53	SI: 127
Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Lifting*: 20, *Brawling*: 15. **Finesse**: 100, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20 (Stalking Prey 30). **Physique**: 55, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 15. **Intellect**: 115, *Knowledge*: 25 (Court Politics 20, Kilrathi Lore 10), *Cunning*: 20 (Deception 10, Treachery 5), *Resourcefulness*: 25. **Acumen**: 100, *Performance*: 25, *Perception*: 25 (Spot Enemy 45), *Survival*: 15. **Charm**: 70, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 20.		
Command: 140, *Guidance*: 25, *Coordination*: 25 (Fleet 35), *Inspire*: 15, *Strategy*: 20, *Security*: 20. **Science**: 85, *Archaeology*: 20, *Technology*: 25 (Computers 15), *Typhonology*: 5, *Planetology*: 15, *Geology*: 5. **Navigation**: 135, *Vehicle Piloting*: 25 (Bloodfang 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 15. **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 40, *Damage Control*: 15, *Internal Systems*: 15, *Defenses*: 5, *Mechanics*: 5. **Communications**: 90, *Translate*: 25 (English 20), *Negotiate*: 25, *Rapport*: 20, *Intimidate*: 25 (Clan Lords 15). **Medicine**: 65, *Specialized Medicine*: 25, *Intensive Care*: 15, *Psychology*: 25.		
Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Wealth</u> +10, <u>Social Status</u> +20, <u>Creed</u> (Warrior's Code) -15, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Intolerant</u> (Lower Classes) -5, <u>Temper</u> -5, <u>Obsessed</u> (Victory At All Costs) -15.		

Jukaga *nar* Ki'ra

Baron Jukaga was a prominent Kilrathi politician and a firm opponent of the Terran Confederation. He possessed an extensive knowledge on Terran behavior, customs and battle strategies, which he gained on Fawcett's World as a cub under the orders of his father, Baron Vakka *nar* Jukaga. The knowledge he gained during that time made him a valuable asset to the ongoing Kilrathi war effort.

Jukaga recognized the strike on Vukar Tag for the Terran trap that it was and counseled Prince Thrakhath to not attempt to re-take the planet. The loss of face for the Imperial family, however, was too much to even make this a considerable option for Thrakhath. Instead, the Crown Prince assigned Jukaga as supreme commander over the effort to retake the planet; Jukaga's prestige suffered greatly after the Kilrathi defeat at the subsequent Battle of Vukar Tag, he was blamed for the disaster and exiled. However, in the wake of the Kilrathi Empire's string of defeats throughout 2668, Jukaga was welcomed back into the Emperor's inner circle the following year. He was the one who came up with the plan for the False Armistice, bringing total victory back into the realm of possibilities for the Empire. He was killed at the Battle of Earth when his cruiser was struck by a volley of torpedoes; immediately prior to this, however, Jukaga had prevented the launch of strontium-90 warheads against Earth itself.

Jukaga nar Ki'ra		
Species: Kilrathi	Rank: Kalralahr (Baron, *nar* Ki'ra clan)	Gender: Male
Height: 2.69 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2610.054 (Age 59; Old Age)	Place of Birth: Nove Qith'rak, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 38, Willpower: 52
HP/NHP: 74	HD/THD/FHD: 45/42/53	SI: 126

Power: 60, *Three-Dimensional Maneuvers*: 25, *Lifting*: 25, *Brawling*: 10.
Finesse: 80, *Dexterous Maneuvers*: 25, *Dodge*: 10, *Hiding and Seeking*: 25 (Stalk Prey 20).
Physique: 45, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 5.
Intellect: 150, *Knowledge*: 25 (Clan Lore 10, Court Politics 10, Terran Behavior 10, Terran Strategy 10), *Cunning*: 25 (Persuasion 15, Deception 10, Treachery 15), *Resourcefulness*: 20.
Acumen: 125, *Performance*: 25 (Bridge Officer 25), *Perception*: 25 (Sense Deception 25), *Survival*: 25.
Charm: 150, *Diplomacy*: 25 (Confederation 45), *Personality*: 25 (Debating 25), *Leadership*: 25.

Command: 65, *Guidance*: 25, *Strategy*: 25, *Security*: 15.
Science: 100, *Archaeology*: 15 (Terran Culture 25), *Technology*: 25 (Computers 20), *Typhonology*: 15.
Navigation: 50, *Stealth*: 25, *Starship Piloting*: 25.
Tactical: 10, *Marksmanship*: 10.
Engineering: 75, *Damage Control*: 25, *Internal Systems*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 200, *Translate*: 25 (English 45), *Negotiate*: 25 (Clan Leaders 15), *Rapport*: 25 (Confederation Foreign Ministry 35), *Distress*: 20, *Intimidate*: 10.
Medicine: 105, *Specialized Medicine*: 25 (Poisons 50), *Psychology*: 25, *Xenobiology*: 5.

Traits: Enhanced Visual Sense, Senses (Sight) +5, Senses (Hearing) +5, Wealth +10, Social Status +10, Education +10, Discipline +10, Creed (Warrior's Code) -15, Reputation (Cowardice) -15, Obsessed (Lower Classes) -15, Impulsive -5.

Gar *nar* Kiranka

Little is known of Gar's life and career but by 2667 he was Kalralahr of the Imperial Legions and was considered to be one of the finest commanders in the Empire. When the Confederation occupied Vukar Tag as part of Operation Back Lash, Gar, Rusmak *nar* Kiranka, Baron Jukaga *nar* Ki'ra and Prince Thrakhath planned a counterstrike. Gar believed the Confederation's plan was to dig in on Vukar so that Imperial forces would lose their best legions trying to take back the planet. *Tarawa* and her strike force were detected sneaking up on Kilrah while the Home Fleet was on its way to Vukar to take back the planet, so Gar suggested sending seven carriers on to Vukar and sending the remaining three back to Kilrah, one to head straight for Strike Force Valkyrie and the other two to close off any possible escape route.

Gar and Rusmak continued on this course with the Baron in charge of the assault on the planet. Gar perished in the assault, along with five carriers, sixteen support ships, nineteen troop transports and four legions of the Imperial Guard down to the last kil. Jukaga later said that Gar was too confident and eager to go in; the Baron had advised him to hold off on the landing but Gar didn't listen and his landing fleet was caught in the open when Confederation forces jumped in. 40,000 Kilrathi died and Imperial forces failed to take back Vukar.

Gar *nar* Kiranka		
Species: Kilrathi	Rank: Kalralahr (Commander of the Imperial Legions)	Gender: Male
Height: 2.69 m	Mass: 115.5 kg	Handedness: Right
Birth Date: 2617.103 (Age 50; Middle Age)	Place of Birth: Tre Qith'rak, Imperial City, Kilrah	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 40, Reflex: 39, Willpower: 41
HP/NHP: 80	HD/THD/FHD: 44/41/53	SI: 132

Power: 70, *Brawling*: 20 (Knife Fighting 10), *Three-Dimensional Maneuvers*: 25, *Lifting*: 15.
Finesse: 90, *Dodge*: 25, *Dexterous Maneuvers*: 20 (Balance 10), *Hiding and Seeking*: 20 (Seek Prey 15).
Physique: 105, *Concentration*: 25 (Concentrate Under Fire 35), *Stamina*: 25, *Recuperation*: 20.
Intellect: 95, *Cunning*: 25 (Persuasion 10), *Knowledge*: 15 (Clan Lore 10, Court Politics 10), *Resourcefulness*: 25.
Acumen: 110, *Perception*: 25 (Spot Enemy 20), *Performance*: 25 (Legionnaire 10), *Survival*: 20 (SERE 10).
Charm: 130, *Leadership*: 25 (Legions 45), *Diplomacy*: 25, *Personality*: 25 (Debating 10).

Command: 250, *Inspire*: 25 (Troops 40), *Coordination*: 25 (Imperial Fleet 30), *Strategy*: 25 (Ground Assault 30), *Security*: 20 (Blades 30), *Guidance*: 25.   **Science**: 170, *Technology*: 25 (Computers 45), *Archaeology*: 25, *Planetology*: 25, *Geology*: 25, *Typhonology*: 25.   **Navigation**: 125, *Vehicle Piloting*: 25 (Armored 25), *Orientation*: 25, *Stealth*: 25, *Astrogation*: 25.   **Tactical**: 125, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.   **Engineering**: 75, *Damage Control*: 25, *Mechanics*: 25 (Armored 25).   **Communications**: 115, *Rapport*: 25 (Imperial Fleet 35), *Negotiate*: 10, *Intimidate*: 25, *Translate*: 20.   **Medicine**: 85, *Psychology*: 25, *Specialized Medicine*: 25, *Intensive Care*: 25, *Xenobiology*: 10.

Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Social Status</u> +15, <u>Reputation</u> (Legion Commander) +20, <u>Creed</u> (Warrior's Code) -20, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Creed</u> (Protect Nation) -10, <u>Overconfident</u> -10.

Rusmak *nar* Kiranka

Little is known of Rusmak's life and career but by 2667 he was Kalralahr of the Imperial Navy and the Crown Prince considered him one of his best and most loyal commanders. When the Confederation occupied Vukar Tag as part of Operation Back Lash, Rusmak, Gar *nar* Kiranka, Baron Jukaga *nar* Ki'ra and Prince Thrakhath planned a counterstrike. While planning was ongoing and with the Home Fleet en route to Vukar, TCS *Tarawa* and her strike force were detected sneaking up on Kilrah. Gar suggested that three carriers be sent back to Kilrah to deal with the intruders while Rusmak and Gar continued on, with the Baron in charge of the assault on the planet.

If Vukar had been taken back, Rusmak would have been given the credit. Things turned out quite differently; the Empire took massive losses in the subsequent Confederation ambush at Vukar. Rusmak perished, along with five carriers, sixteen support ships, nineteen troop transports and four legions of the Imperial Guard down to the last kil.

Rusmak *nar* Kiranka		
Species: Kilrathi	Rank: Kalralahr (Commander of the Imperial Fleet)	Gender: Male
Height: 3.23 m	Mass: 120.75 kg	Handedness: Right
Birth Date: 2610.285 (Age 57; Old Age)	Place of Birth: Tre Qith'rak, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 42
HP/NHP: 76	HD/THD/FHD: 45/42/53	SI: 128

Power: 60, *Brawling*: 20 (Knife Fighting 20), *Three-Dimensional Maneuvers*: 15, *Lifting*: 5.   **Finesse**: 80, *Dodge*: 25, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 10 (Stalk Prey 20).   **Physique**: 65, *Concentration*: 20 (Concentrate Under Fire 20), *Stamina*: 20, *Recuperation*: 5.   **Intellect**: 130, *Cunning*: 25 (Persuasion 15, Deception 15), *Knowledge*: 20 (Clan Lore 15, Court Politics 15), *Resourcefulness*: 25.   **Acumen**: 125, *Perception*: 25 (Spot Enemy 15, Sense Deception 15), *Performance*: 25 (Pilot 15), *Survival*: 20.   **Charm**: 135, *Leadership*: 20 (Imperial Fleet 30), *Diplomacy*: 20 (Clan Leaders 20), *Personality*: 25 (Debating 20).

Command: 250, *Inspire*: 25, *Coordination*: 25 (Imperial Fleet 35, Imperial Legions 35), *Strategy*: 25 (Fleet Deployment 40), *Security*: 25 (Blades 15), *Guidance*: 25.   **Science**: 140, *Technology*: 25 (Computers 45), *Archaeology*: 10, *Planetology*: 10, *Geology*: 25, *Typhonology*: 25.   **Navigation**: 145, *Vehicle Piloting*: 25 (Dralthi 40), *Starship Piloting*: 25 (Ralari 30), *Astrogation*: 25.   **Tactical**: 125, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.   **Engineering**: 75, *Damage Control*: 25, *Faster-Than-Light Mechanics*: 25, *Mechanics*: 25.   **Communications**: 150, *Rapport*: 25 (Imperial Legions 25), *Negotiate*: 25, *Intimidate*: 25, *Translate*: 25, *Distress*: 25.   **Medicine**: 60, *Psychology*: 25, *Specialized Medicine*: 10, *Intensive Care*: 25.

Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Social Status</u> +10, <u>Reputation</u> +15, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Overconfident</u> -5.

Characters from Wing Commander: Privateer and Righteous Fire

Grayson Burrows

Grayson Burrows was a Terran privateer who operated in Gemini Sector during the final years of the Terran-Kilrathi War. Not much is known about his early years other than that he picked up a deep scar just above his left eye at some point. He was part of the crew of *Scarab*, a tramp freighter operating between the Gegarin Quadrant and the Humboldt Quadrant. Just prior to the conquest of Sheol Base by the Church of Man and the scrapping of *Scarab* due to battle damage, Burrows inherited an old *Tarsus* from his late grandfather and used it to start his career as a privateer. Though the refit and repair of the ship left Burrows without much scratch at first, he became a successful privateer in Gemini and became one of the few Terrans to ever make direct contact with the enigmatic Steltek race. His most prized possession was a Steltek Gun which he found on a derelict carrier while exploring the Delta Prime system, a weapon that he used to destroy a drone that had been plaguing Gemini that year. In 2670, the Steltek Gun was stolen by Mordecai Jones, the new leader of the Church of Man; Jones was eventually killed by Burrows near the uncharted planet of Eden and Burrows was able to recover his gun. Burrows still had the gun in his possession in 2701 and he was still active as a mercenary, though he was also wanted by the Epsilon Prime Sheriff's Office for murder and piracy by that point.

Grayson Burrows		
Species: Terran	Occupation: Freelance Pilot	Gender: Male
Height: 1.80 m	Mass: 81.6 kg	Handedness: Right
Birth Date: 2642.026 (Age 27; Adult)	Place of Birth: New Friesland, Matahari, Aldebran System, Gemini Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 36, Reflex: 42, Willpower: 38
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Lockpicking 10), *Hiding and Seeking*: 25, *Dodge*: 20. **Physique**: 65, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 15. **Intellect**: 75, *Resourcefulness*: 25, *Cunning*: 25, *Knowledge*: 25. **Acumen**: 85, *Survival*: 25, *Perception*: 25 (Spot Traps 15), *Performance*: 20. **Charm**: 70, *Personality*: 25 (Negotiating Contracts 5), *Diplomacy*: 25, *Leadership*: 15.		
Command: 65, *Security*: 25 (Hand Lasers 10), *Strategy*: 10, *Guidance*: 5, *Coordination*: 15. **Science**: 70, *Technology*: 15, *Planetology*: 20, *Archaeology*: 25, *Typhonology*: 10. **Navigation**: 90, *Vehicle Piloting*: 20, *Starship Piloting*: 20, *Stealth*: 15, *Orientation*: 15, *Astrogation*: 20. **Tactical**: 70, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Marksmanship*: 20, *Ballistics*: 10. **Engineering**: 40, *Faster-Than-Light Mechanics*: 20, *Mechanics*: 20. **Communications**: 55, *Intimidate*: 25, *Distress*: 15, *Rapport*: 10, *Negotiate*: 5. **Medicine**: 20, *Psychology*: 15, *Treatment*: 5.		
Traits: <u>Navigational Sense</u> +5, <u>Quick Draw</u> +5, <u>Reflexes</u> +5, <u>Greed</u> -5, <u>Luck</u> -5, <u>Lecherous</u> -5.		

Ernesto Sandoval

Ernesto Sandoval was a prospector working in Gemini Sector in 2669. In that year, he obtained an alien artifact by killing its previous owner, having been tempted by its apparent inherent value. He didn't realize that possessing the artifact would put InSystem Security, the Confederation and less reputable people after him. These factions all wanted the artifact for themselves and most of them were prepared to kill Sandoval to get it. Fearing for his life, Sandoval offloaded the artifact onto the first sucker he could find: an unsuspecting Grayson Burrows, to whom he offered it as collateral on a simple delivery to a nearby refinery. Before Burrows could return for his actual payment, however, Sandoval was killed.

Ernesto Sandoval		
Species: Terran	Occupation: Mineralogical Surveyor/Prospector	Gender: Male
Height: 1.90 m	Mass: 100 kg	Handedness: Right
Birth Date: 2627.317 (Age 42; Middle Age)	Place of Birth: Friedrich, Schmidt, Hughes Quadrant, Argent Sector	Initiative: +4
Attack Bonuses - Melee: +9; Ranged: +7		Saves - Fortitude: 42, Reflex: 34, Willpower: 41
HP/NHP: 67	HD/THD/FHD: 46/46/50	SI: 67
Power: 60, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15 (Climbing 15), *Brawling*: 10. **Finesse**: 40, *Hiding and Seeking*: 10 (Seek Mineral Deposits 10), *Dexterous Maneuvers*: 15, *Dodge*: 5. **Physique**: 70, *Recuperation*: 15, *Stamina*: 25 (Extended Digging 15), *Concentration*: 15. **Intellect**: 85, *Resourcefulness*: 25, *Knowledge*: 25, *Cunning*: 20 (Treachery 10). **Acumen**: 115, *Survival*: 20 (Wilderness Environments 30), *Perception*: 25 (Spot Mineral Deposits 10, Spot Bill Collectors 10), *Performance*: 20. **Charm**: 105, *Leadership*: 10, *Personality*: 25 (Debating 25), *Diplomacy*: 15 (Mineral Rights 25).		
Command: 30, *Security*: 15, *Coordination*: 15. **Science**: 90, *Geology*: 25, *Typhonology*: 25, *Technology*: 20, *Planetology*: 15, *Archaeology*: 5. **Navigation**: 135, *Vehicle Piloting*: 25, *Orientation*: 20, *Stealth*: 25, *Astrogation*: 25, *Starship Piloting*: 25 (Drayman 15). **Tactical**: 75, *Targeting*: 25, *Evasive Maneuvers*: 20, *Ballistics*: 15, *Marksmanship*: 10, *Combat Maneuvers*: 5. **Engineering**: 45, *Faster-Than-Light Mechanics*: 20, *Mechanics*: 15, *Damage Control*: 10. **Communications**: 115, *Translate*: 25, *Intimidate*: 10, *Negotiate*: 25 (Business Contracts 30), *Rapport*: 15, *Distress*: 10. **Medicine**: 60, *Specialized Medicine*: 20, *Intensive Care*: 25, *Psychology*: 10, *Treatment*: 5.		
Traits: <u>Health</u> +5, <u>Education</u> +5, <u>Nerves</u> -5, <u>Greedy</u> -5, <u>Hunted</u> (Pretty Much Everyone) -15.		

Tayla

Tayla (known only by her first name; her surname is conjectural and probably an alias) was a smuggler and drug pusher operating in Gemini in 2670. She was best known for organizing the smuggling of the illegal drug Brilliance between Troy and the neighboring systems in Gemini, including the lucrative Troy-New Constantinople run. She had connections on Oakham pirate base in the Pentonville system that ensured anyone she employed would be left alone by local pirates and could arrange for the installation of secret compartments in vessels to help sneak drugs past local patrols. She is best known for employing Grayson Burrows on a series of smuggling runs in 2669 in exchange for information about an alien artifact.

Tayla Crane		
Species: Terran	Occupation: Freelance Merchant	Gender: Female
Height: 1.80 m	Mass: 60 kg	Handedness: Left
Birth Date: 2638.308 (Age 31; Adult)	Place of Birth: Leda, Helen, Troy System, Gemini Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 37, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 25 (Hide From Cops 15), *Dodge*: 15. **Physique**: 55, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 85, *Resourcefulness*: 20, *Cunning*: 25 (Deception 10, Seduction 10), *Knowledge*: 20. **Acumen**: 85, *Survival*: 25, *Perception*: 20 (Spot Cops 10), *Performance*: 20 (Smuggler 10). **Charm**: 70, *Personality*: 15, *Diplomacy*: 25 (Bribe Cops 15), *Leadership*: 15.		
Command: 105, *Security*: 25 (Hand Lasers 20), *Strategy*: 25, *Coordination*: 15 (Drug Trade 20). **Science**: 70, *Technology*: 25, *Archaeology*: 15 (Anthropology 20), *Planetology*: 10. **Navigation**: 40, *Vehicle Piloting*: 20, *Stealth*: 20, *Stealth*: 5, *Astrogation*: 15. **Tactical**: 25, *Marksmanship*: 15, *Ballistics*: 10. **Engineering**: 20, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 5. **Communications**: 100, *Intimidate*: 25, *Distress*: 25, *Rapport*: 25, *Negotiate*: 25. **Medicine**: 40, *Specialized Medicine*: 25, *Psychology*: 15.		
Traits: <u>Wealth</u> +10, <u>Contacts</u> (Underworld) +10, <u>Reputation</u> (Drug Runner) +5, <u>Hunted</u> (Authorities) -10, <u>Temper</u> -5, <u>Crude</u> -5, <u>Tightwad</u> -5.		

Roman Lynch

Roman Lynch was a notorious mob boss operating in Gemini Sector in the 2660s and 2670s. Running his empire out of New Constantinople and Basque mining base in the Pyrenees system, he was known for employing local privateers and mercenaries to carry out his dirty work. In 2669, Roman Lynch's connections led Grayson Burrows to seek out his services while investigating an alien artifact, to which Lynch agreed in exchange for a series of dodgy missions. These missions included a hit job, weapons smuggling and the transport of a known felon (Lynch's cousin) out of Confederation-controlled space. Lynch wanted Burrows' artifact for himself and attempted to lure Burrows into a trap but let leak the fact that the information Burrows sought was in the Oxford library and underestimated his skill as a pilot, allowing him to slip away. Though frustrated and costing him a valuable associate in the process, Lynch had apparently forgiven Burrows by the following year when the latter came to collect on a bounty he had offered for the assassination of Governor Menesch.

Roman Lynch		
Species: Terran	Occupation: Owner, Lynch Enterprises	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2615.271 (Age 54; Middle Age)	Place of Birth: Guayaguayare, Rio Claro-Mayaro Regional Corporation, Trinidad and Tobago, Earth	Initiative: +8
Attack Bonuses - Melee: +8; Ranged: +11		Saves - Fortitude: 36, Reflex: 38, Willpower: 49
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 80, *Dexterous Maneuvers*: 25 (Sleight of Hand 10), *Hiding and Seeking*: 20 (Evading Cops 10), *Dodge*: 15. **Physique**: 65, *Concentration*: 20 (Concentrate Under Fire 10), *Recuperation*: 25, *Stamina*: 10. **Intellect**: 125, *Cunning*: 25 (Deception 15, Treachery 15), *Knowledge*: 20 (Gemini Underworld 25), *Resourcefulness*: 25. **Acumen**: 95, *Performance*: 25 (Mafioso 20), *Perception*: 25 (Spot Cops 10), *Survival*: 15. **Charm**: 105, *Personality*: 25 (Oration 15), *Leadership*: 25 (Syndicate 10), *Diplomacy*: 20 (Bribe Cops 10).		
Command: 95, *Security*: 15, *Coordination*: 25, *Guidance*: 20, *Strategy*: 25, *Inspire*: 10. **Science**: 120, *Technology*: 25 (Computers 20), *Archaeology*: 25, *Typhonology*: 15, *Geology*: 25 (Artifacts 10). **Navigation**: 95, *Stealth*: 25, *Vehicle Piloting*: 15, *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 10. **Tactical**: 100, *Combat Maneuvers*: 10, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 20, *Evasive Maneuvers*: 10. **Engineering**: 65, *Internal Systems*: 25, *Damage Control*: 20, *Defenses*: 15, *Mechanics*: 5. **Communications**: 155, *Intimidate*: 25 (Deadbeats 20, Business Partners 20), *Negotiate*: 25 (Contraband 10), *Rapport*: 20 (Underworld 10), *Distress*: 25. **Medicine**: 50, *Psychology*: 25, *Specialized Medicine*: 15, *Xenobiology*: 10.		
Traits: <u>Wealth</u> +10, <u>Memory</u> +5, <u>Temper</u> +5, <u>Discipline</u> +10, <u>Reputation</u> (Mob Boss) -10, <u>Greedy</u> -10, <u>Tightwad</u> -10.		

Miggs

Miggs (last name unknown; the name given below is conjectural) was Roman Lynch's chief enforcer and personal bodyguard. He was an exceedingly loyal and intimidating individual who had some flying skill in a *Talon* fighter, though he was clearly not hired for his intelligence or good looks. Miggs served Lynch faithfully for many years. He was shot down and killed by Grayson Burrows in 2669 during a botched attempt to kill Burrows and to steal a Steltek artifact in Burrows's possession for Lynch.

Miggs Schwachkopf		
Species: Terran	Occupation: Bodyguard, Lynch Enterprises	Gender: Male
Height: 1.70 m	Mass: 110 kg	Handedness: Right
Birth Date: 2638.092 (Age 31; Adult)	Place of Birth: Oakham, Pentonville, Potter Quadrant, Gemini Sector	Initiative: +5
Attack Bonuses - Melee: +16; Ranged: +10		Saves - Fortitude: 47, Reflex: 45, Willpower: 35
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67

> **Power**: 115, *Brawling*: 25 (Breaking Legs 45), *Lifting*: 25, *Three-Dimensional Maneuvers*: 20.
> **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10.
> **Physique**: 75, *Stamina*: 25, *Recuperation*: 20, *Concentration*: 5 (Concentrate Under Fire 25).
> **Intellect**: 30, *Resourcefulness*: 15, *Knowledge*: 15.
> **Acumen**: 55, *Performance*: 25, *Perception*: 10, *Survival*: 20.
> **Charm**: 45, *Personality*: 20 (Taunting 10), *Leadership*: 5, *Diplomacy*: 10.
>
> **Command**: 120, *Security*: 25 (Hand Lasers 20, Slugthrowers 20, Blades 20), *Strategy*: 20, *Coordination*: 15.
> **Science**: 20, *Technology*: 15, *Archaeology*: 5.
> **Navigation**: 120, *Vehicle Piloting*: 25 (Talon 10), *Stealth*: 25, *Starship Piloting*: 20, *Astrogation*: 25.
> **Tactical**: 85, *Ballistics*: 25, *Marksmanship*: 25, *Targeting*: 15, *Combat Maneuvers*: 10, *Evasive Maneuvers*: 10.
> **Engineering**: 25, *Faster-Than-Light Mechanics*: 25.
> **Communications**: 55, *Intimidate*: 25, *Rapport*: 5 (Mr. Lynch 25).
> **Medicine**: 25, *Psychology*: 15, *Specialized Medicine*: 10.
>
> **Traits**: Health +10, Reflexes +10, Reputation (Bodyguard) +10, Comeliness -10, Impulsive -5, Temper -15.

Masterson

Masterson (known by his surname only) was the Dean of Libraries and Head of Collection Development for the University of Oxford at Planet Oxford for a little over ten years, right up until the library was closed in 2670. In addition to overseeing day-to-day operations, he was known for using local privateers and merchants in order to bring in new materials to the library. In 2669 and 2670, Masterson twice hired privateer Grayson Burrows for a series of missions in exchange for specific services; the first time was so that Burrows could access the Oxford Library computer to analyze his Steltek artifact and the second time was to arrange for an introduction to Monte, an expert of the local criminal underworld.

Everett Masterson, Ph.D.		
Species: Terran	Occupation: Dean of Libraries, UOPO	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2628.034 (Age 41; Middle Age)	Place of Birth: Bridgeport, Connecticut, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +4; Ranged: +7		Saves - Fortitude: 36, Reflex: 37, Willpower: 40
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66

> **Power**: 40, *Three-Dimensional Maneuvers*: 5, *Brawling*: 10, *Lifting*: 25.
> **Finesse**: 75, *Dodge*: 15, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15 (Find Rare Books 20).
> **Physique**: 60, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 15.
> **Intellect**: 115, *Resourcefulness*: 25, *Knowledge*: 25 (Current Events 15, Terran History 10, Information Services 20), *Cunning*: 20.
> **Acumen**: 100, *Performance*: 25 (Cataloger 15), *Perception*: 25 (Spot Unauthorized Users 10), *Survival*: 25.
> **Charm**: 85, *Personality*: 25, *Diplomacy*: 25, *Leadership*: 25 (Oxford Library 10).
>
> **Command**: 70, *Coordination*: 25 (Library Departments 10), *Guidance*: 20, *Inspire*: 15.
> **Science**: 150, *Technology*: 25 (Computers 45), *Archaeology*: 25 (Anthropology 5), *Planetology*: 25, *Geology*: 15, *Typhonology*: 10.
> **Navigation**: 60, *Orientation*: 25, *Vehicle Piloting*: 20, *Stealth*: 15.
> **Tactical**: 30, *Evasive Maneuvers*: 15, *Marksmanship*: 10, *Targeting*: 5.
> **Engineering**: 60, *Internal Systems*: 25, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 15.
> **Communications**: 135, *Rapport*: 25 (Faculty 10, Students 5), *Translate*: 25 (Kilrathi 10), *Distress*: 25, *Negotiate*: 20 (Services to Library 15).
> **Medicine**: 45, *Psychology*: 25, *Xenobiology*: 20.
>
> **Traits**: Social Status +10, Education +20, Reputation (Librarian) +10, Allergic (Pollen) -10, Phobic (Vermin) -10, Nerves -10, Intolerant (Excessive Talking in Library) -10.

Hunter Toth

Hunter Toth was the author of the book "Prometheus Unplugged", which was critical of the Church of Man cult and led to a *fatwa* by the Church calling for Toth's death. He was attacked by the Retros while on his way to deliver the keynote commencement address at Oxford University in 2669 but was safely escorted to his destination by Grayson Burrows.

Hunter Toth		
Species: Terran	Occupation: Author	Gender: Male
Height: 2.00 m	Mass: 100 kg	Handedness: Right
Birth Date: 2628.171 (Age 41; Middle Age)	Place of Birth: Mumbai, Maharashtra, India, Earth	Initiative: +7
Attack Bonuses - Melee: +6; Ranged: +9	Saves - Fortitude: 35, Reflex: 37, Willpower: 39	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 45, *Brawling*: 10, *Three-Dimensional Maneuvers*: 15 (Swimming 10), *Lifting*: 10. **Finesse**: 70, *Hiding and Seeking*: 15 (Hiding From Retros 15), *Dodge*: 25, *Dexterous Maneuvers*: 15. **Physique**: 55, *Concentration*: 25 (Concentration While Writing 15), *Stamina*: 5, *Recuperation*: 10. **Intellect**: 105, *Knowledge*: 25 (Church of Man Cult 15, Literary Technique 20), *Cunning*: 15, *Resourcefulness*: 15 (Encryption 15). **Acumen**: 95, *Perception*: 10, *Survival*: 10, *Performance*: 25 (Writer 50). **Charm**: 60, *Diplomacy*: 15, *Personality*: 25, *Leadership*: 20.		
Command: 75, *Coordination*: 20, *Guidance*: 20, *Inspire*: 25, *Security*: 10. **Science**: 140, *Technology*: 20 (Computer Use 50), *Archaeology*: 25, *Typhonology*: 15, *Planetology*: 15, *Geology*: 10. **Navigation**: 65, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15, *Vehicle Piloting*: 5. **Tactical**: 20, *Targeting*: 15, *Evasive Maneuvers*: 5. **Engineering**: 50, *Faster-Than-Light Mechanics*: 20, *Damage Control*: 15, *Internal Systems*: 10, *Defenses*: 5. **Communications**: 110, *Rapport*: 25, *Translate*: 25, *Negotiate*: 25, *Intimidate*: 25. **Medicine**: 35, *Psychology*: 20, *Intensive Care*: 10, *Xenobiology*: 5.		
Traits: Education +20, Nerves +10, Hunted (Retros) -25, Bleeder -5.		

Lynn Murphy

Lynn Murphy was a high-ranking employee of the Rondell Corporation. She was a no-nonsense, somewhat sarcastic woman who went almost solely by her surname. In 2669, the competing Bronte Corporation arranged for a blockade of planet Palan in the Palan System in order to stymie Rondell's profits and to help boost their own flagging sales. Murphy was sent to the system to organize a hired resistance of local privateers in order to find a way to lift Bronte's blockade; her efforts proved successful and the blockade was lifted. The following year, she organized resistance against the increased presence of Retros in Gemini at Edom in the New Constantinople system and was one of several parties offering a bounty for the assassination of Governor Menesch.

Lynn Murphy		
Species: Terran	Occupation: Regional Assistant Manager, Rondell Corporation	Gender: Female
Height: 1.90 m	Mass: 75 kg	Handedness: Right
Birth Date: 2629.359 (Age 40; Middle Age)	Place of Birth: Flushing Refinery, Ross 248, Terra Quadrant, Sol Sector	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +10	Saves - Fortitude: 34, Reflex: 36, Willpower: 39	
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 55, *Three-Dimensional Maneuvers*: 15, *Brawling*: 25, *Lifting*: 15. **Finesse**: 65, *Dodge*: 15, *Hiding and Seeking*: 25, *Dexterous Maneuvers*: 10 (Lockpick 15). **Physique**: 40, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 5. **Intellect**: 105, *Knowledge*: 25 (Rondell Operations 20), *Cunning*: 25 (Deception 10), *Resourcefulness*: 25. **Acumen**: 95, *Perception*: 25 (Sense Deception 15), *Performance*: 20 (Negotiator 10), *Survival*: 25. **Charm**: 115, *Diplomacy*: 25 (Corporate Rivals 15), *Leadership*: 25 (Resistance Movement 10), *Personality*: 20 (Debating 20).		
Command: 135, *Coordination*: 25 (Rondell Employees 30), *Inspire*: 20, *Security*: 15, *Guidance*: 25 (Corporate Business 10), *Strategy*: 10. **Science**: 90, *Technology*: 25 (Computers 5), *Archaeology*: 25, *Typhonology*: 20, *Geology*: 15. **Navigation**: 45, *Vehicle Piloting*: 25, *Orientation*: 20. **Tactical**: 40, *Evasive Maneuvers*: 15, *Marksmanship*: 10, *Ballistics*: 10, *Stealth*: 5. **Engineering**: 30, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 10, *Damage Control*: 5. **Communications**: 165, *Intimidate*: 25, *Negotiate*: 25 (Business Contracts 10), *Rapport*: 25 (Privateers 50). *Translate*: 20, *Distress*: 10. **Medicine**: 45, *Specialized Medicine*: 20, *Psychology*: 25.		
Traits: Reputation +5, Education +5, Contacts (Rondell Corporate Administration) +5, Temper -5, Intolerant (Cheap Come-Ons) -10.		

Dr. Lemuel Monkhouse

Lemuel Monkhouse was considered to be the foremost expert in xenoarchaeology in the Confederation, with a combination of degrees in Xenoarchaeology, Xenobiology and Xenophilology. The pinnacle of Monkhouse's career was his discovery of the Mars Steltek Site in 2667, which called into question previous estimates of the age of the universe and was also the first evidence found which supported his "Steltek Hypothesis". After the Confederation closed the Mars Steltek site in 2668, Dr. Monkhouse received a large grant from the Rondell Corporation for an archaeological dig on planet Palan. Unfortunately, he was still there when Bronte's blockade of the planet went up in 2669.

Privateer Grayson Burrows sought out Monkhouse to try to learn something about the alien artifact in his possession, ultimately transporting Monkhouse past the blockade to Basra Refinery. Monkhouse had a nearly identical Steltek artifact in his possession and when the two were joined together, Burrows immediately realized that the combined artifact was a treasure map. Monkhouse allowed Burrows to keep his artifact on the condition that he could publish any scientific finds on the Steltek from anything Burrows found. He also programmed Burrows' computer with the navigational information from the artifacts as well as the Steltek syllabary - something that came in handy when Burrows later encountered a Steltek ship in the Nitir system.

Lemuel Monkhouse, Ph.D.		
Species: Terran	Occupation: Xenoarchaeologist	Gender: Male
Height: 2.00 m	Mass: 110 kg	Handedness: Left
Birth Date: 2610.097 (Age 59; Middle Age)	Place of Birth: Afula, Northern District, Israel, Earth	Initiative: +6
Attack Bonuses - Melee: +6; Ranged: +7		Saves - Fortitude: 37, Reflex: 36, Willpower: 39
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 50, *Three-Dimensional Maneuvers*: 15 (Climbing 15), *Lifting*: 15, *Brawling*: 5. **Finesse**: 60, *Dexterous Maneuvers*: 20 (Balance 10), *Hiding and Seeking*: 20 (Seeking Artifacts 10). **Physique**: 70, *Concentration*: 25 (Concentrate on Dig 20), *Recuperation*: 10, *Stamina*: 15. **Intellect**: 135, *Knowledge*: 25 (Steltek Culture 20, Steltek History 15), *Resourcefulness*: 25 (Appraisal 15), *Cunning*: 25 (Deception 10). **Acumen**: 95, *Perception*: 20 (Sense Deception 10), *Performance*: 20 (Instructor 10), *Survival*: 25 (Field Conditions 10). **Charm**: 115, *Diplomacy*: 25, *Personality*: 25 (Debating 45), *Leadership*: 20.		
Command: 30, *Coordination*: 25, *Security*: 5. **Science**: 250, *Planetology*: 40, *Technology*: 35 (Steltek Artifacts 50), *Archaeology*: 30 (Steltek Civilization 50), *Geology*: 25, *Typhonology*: 20. **Navigation**: 50, *Vehicle Piloting*: 5, *Orientation*: 25, *Stealth*: 10, *Astrogation*: 5, *Starship Piloting*: 5. **Tactical**: 25, *Evasive Maneuvers*: 5, *Targeting*: 5, *Ballistics*: 10, *Marksmanship*: 5. **Engineering**: 110, *Internal Systems*: 25, *Defenses*: 25, *Damage Control*: 25, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 20. **Communications**: 110, *Rapport*: 15, *Translate*: 25 (Steltek 50), *Negotiate*: 10, *Distress*: 10. **Medicine**: 115, *Treatment*: 5, *Specialized Medicine*: 25, *Xenobiology*: 25 (Steltek 50), *Intensive Care*: 5, *Psychology*: 15.		
Traits: <u>Education</u> +15, <u>Reputation</u> (Xenoarchaeologist) +15, <u>Scientific Sense</u> +10, <u>Allergic</u> (Pollen) -5, <u>Bleeder</u> (-5), <u>Intolerant</u> (Uneducated People) -5, <u>Obsessed</u> (Steltek) -5, <u>Phobic</u> (Death) -10.		

Taryn Cross

Taryn Cross was a field agent for the Terran Confederation Exploratory Service. In 2669, she was responsible for directing exploration efforts in the Fariss Quadrant of Gemini Sector, stationing herself out of Rygannon Mining Base in the Rygannon System; at the time, Rygannon marked the edge of the frontier with Wild Space. That same year, she was responsible for the discovery of the "Delta Quad" group of systems - Delta, Gamma, Beta and Delta Prime - with the assistance of privateer Grayson Burrows. By 2701, Cross had achieved the rank of Captain in the Exploratory Service and was serving as Coordinator of the Service's efforts in the Pleiades Sector. She contributed an article entitled "Arming Yourself" to the January 2701 issue of Star*Soldier.

Taryn Cross		
Species: Terran	Rank: Captain, TCES	Gender: Female
Height: 1.50 m	Mass: 50 kg	Handedness: Left
Birth Date: 2638.208 (Age 31; Adult)	Place of Birth: Kailash, Siva, Rikel, Gemini Quadrant	Initiative: +6
Attack Bonuses - Melee: +5; Ranged: +6		Saves - Fortitude: 39, Reflex: 36, Willpower: 40
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 55, *Three-Dimensional Maneuvers*: 25, *Lifting*: 20, *Brawling*: 10. *Finesse*: 65, *Hiding and Seeking*: 25, *Dexterous Maneuvers*: 25, *Dodge*: 15. **Physique**: 45, *Concentration*: 20, *Stamina*: 15, *Recuperation*: 10. **Intellect**: 90, *Resourcefulness*: 15 (Jury-Rig 20), *Knowledge*: 20 (TCES Procedure 10), *Cunning*: 25. **Acumen**: 100, *Perception*: 20, *Survival*: 20 (Field Conditions 35), *Performance*: 25. **Charm**: 70, *Diplomacy*: 20 (Base Command 10), *Personality*: 25, *Leadership*: 15.		
Command: 25, *Coordination*: 25. **Science**: 95, *Archaeology*: 10, *Technology*: 15 (Computers 25), *Geology*: 20, *Planetology*: 25. **Navigation**: 80, *Astrogation*: 25, *Orientation*: 25, *Vehicle Piloting*: 25, *Stealth*: 5. **Tactical**: 60, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 15. **Engineering**: 90, *Mechanics*: 25, *Damage Control*: 25, *Internal Systems*: 15, *Faster-Than-Light Mechanics*: 25. **Communications**: 40, *Rapport*: 15 (Privateers 10), *Translate*: 15. **Medicine**: 20, *Intensive Care*: 10, *Psychology*: 10.		
Traits: Luck +5, Health +5, Mechanical Sense +5, Scientific Sense +5, Curious -10, Honest -5, Lecherous -5.		

CPT Sandra Goodin

Captain Goodin served as Admiral Terrell's personal military attaché in the mid-2660s to mid-2670s. Aside from handling the Navy's dealings with the civilian population in Gemini, she was also known for employing local privateers to take on missions that the Confederation's overworked military didn't have the time or available resources to handle. In 2669, she invited Grayson Burrows to meet Admiral Terrell to discuss the alien weapon that had been following him, an offer Burrows ultimately accepted. The following year, she informed privateers of a Confederation bounty for the death of Governor Menesch, a bounty that was ultimately collected by Burrows.

Sandra Goodin		
Species: Terran	Rank: Captain, TCSF	Gender: Female
Height: 1.60 m	Mass: 45 kg	Handedness: Right
Birth Date: 2642.305 (Age 27; Adult)	Place of Birth: Oliver, Talos IV, Talos, Sol Sector	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +9		Saves - Fortitude: 34, Reflex: 37, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Lifting*: 15, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Lockpick 10), *Hiding and Seeking*: 25, *Dodge*: 15. **Physique**: 45, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 10. **Intellect**: 100, *Knowledge*: 20 (Gemini Current Events 10, Gemini Sector Defense Plans 10), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10). **Acumen**: 85, *Performance*: 20 (Officer 15, Fixer 10), *Perception*: 20, *Survival*: 20. **Charm**: 75, *Personality*: 20 (Debating 20), *Diplomacy*: 25, *Leadership*: 10.		
Command: 40, *Coordination*: 20, *Guidance*: 10, *Security*: 10. **Science**: 85, *Archaeology*: 15 (Anthropology 15), *Typhonology*: 25, *Technology*: 15, *Planetology*: 15. **Navigation**: 70, *Astrogation*: 25, *Stealth*: 20, *Orientation*: 15, *Vehicle Piloting*: 10. **Tactical**: 45, *Evasive Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 15. **Engineering**: 20, *Damage Control*: 15, *Faster-Than-Light Mechanics*: 5. **Communications**: 115, *Rapport*: 20 (Privateers 15), *Negotiate*: 25, *Distress*: 10, *Translate*: 25, *Intimidate*: 20. **Medicine**: 25, *Specialized Medicine*: 15, *Intensive Care*: 10.		
Traits: Math Expert +5, Contacts (Confed Navy, Gemini) +5, Comeliness +5, Intolerant (Unintelligence) -15.		

ADM William Terrell

William Terrell was the Commanding Officer of Perry Naval Base throughout the 2660s and 2670s; he also served as CINCGEMFLT during that time. He was known for being a stern but fair career officer and served well as the Sector's military governor. From time to time he was known to offer naval commissions to local privateers with impressive performance records. The Fleet under his command suffered severe attrition in 2669 due to a marauding Steltek Drone. Terrell assembled a small flotilla to wait in ambush at Blockade Point Tango while arranging for Grayson Burrows, who by then was being harassed by the drone wherever he went, to lure the drone into an ambush, offering Burrows €30,000 to do so. Burrows was able to destroy the drone personally; Terrell's flotilla proved to be of almost no assistance. The following year, Terrell offered an €80,000 bounty for the death of Mordecai Jones, which Burrows also ultimately collected.

William Terrell		
Species: Terran	Rank: Admiral, TCN (CO, Perry Naval Base; CINCGEMFLT)	Gender: Male
Height: 1.70 m	Mass: 80 kg	Handedness: Left
Birth Date: 2615.239 (Age 54; Middle Age)	Place of Birth: New Westminster, British Columbia, Canada, Earth	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 38, Reflex: 37, Willpower: 46
HP/NHP: 68	HD/THD/FHD: 43/43/50	SI: 68

Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.
Finesse: 70, *Dodge*: 20, *Dexterous Maneuvers*: 25 (Balance 10), *Hiding and Seeking*: 15.
Physique: 80, *Concentration*: 20 (Concentrate Under Fire 20), *Stamina*: 20, *Recuperation*: 20.
Intellect: 105, *Cunning*: 25 (Deception 15), *Knowledge*: 20 (Confed Military Structure 10, Kilrathi Tactics 10), *Resourcefulness*: 25.
Acumen: 110, *Perception*: 25 (Spot Enemy 20), *Performance*: 20 (Bridge Officer 15), *Survival*: 20 (Field Conditions 10).
Charm: 130, *Leadership*: 25 (Base Commander 30), *Diplomacy*: 25 (Gemini Merchant's Guild 15), *Personality*: 25 (Debating 10).

Command: 170, *Inspire*: 25, *Coordination*: 25 (Gemini Fleet 25), *Strategy*: 25 (Sector Defense 25), *Security*: 25, *Guidance*: 20.
Science: 110, *Technology*: 25 (Computers 25), *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 10.
Navigation: 125, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 25.
Tactical: 145, *Combat Maneuvers*: 20, *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 25 (Torpedo 10), *Marksmanship*: 25 (Antimatter Gun 10, Flak Cannon 10),
Engineering: 75, *Faster-Than-Light Mechanics* : 25, *Damage Control* : 20, *Defenses*: 15, *Faster-Than-Light Mechanics*: 10, *Internal Systems* : 5,
Communications: 60, *Rapport*: 25, *Negotiate*: 20, *Intimidate*: 10, *Translate*: 5.
Medicine: 90, *Psychology*: 20, *Specialized Medicine*: 25 (Poisons 25), *Intensive Care*: 20.

Traits: <u>Discipline</u> +5, <u>Social Status</u> +5, <u>Creed</u> (Protect Confederation) -10.

CDOR Hans Reismann

Hans Reismann was a naval officer whose exploits led him to rapid promotion; it took him only ten years of active duty to achieve flag rank. Reismann distinguished himself as a highly skilled and tenacious destroyer captain, always willing to push himself and his subordinates as far as necessary to get the job done. He was known for having a cold and demanding demeanor; on average, roughly half of his crew requested a transfer at the end of their first month. At the same time, it was noted that those of his crew who stayed with him beyond that first month invariably ended up becoming some of the best-trained and most highly-motivated personnel in the Fleet. Reismann's promotion to Commodore and his assignment as CO of the escort carrier TCS *Firekka* came during the False Armistice in late 2668. Admiral Terrell was unwilling to lose such a valuable and capable officer and made the arrangements necessary to have *Firekka* assigned to his fleet in Gemini, the only Confederation carrier to be attached permanently to Gemini during the Terran-Kilrathi War. After being present for the Battle of Earth, Reismann was assigned to lead the fleet waiting in ambush for the Steltek Drone at Blockade Point Tango.

Hans Reismann		
Species: Terran	Rank: Commodore, TCN (CO, TCS *Firekka*)	Gender: Male
Height: 2.00 m	Mass: 120 kg	Handedness: Right
Birth Date: 2619.208 (Age 50; Middle Age)	Place of Birth: Ozma, Drake, Roddenberry Quadrant, Enigma Sector	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 38, Reflex: 36, Willpower: 51
HP/NHP: 68	HD/THD/FHD: 44/44/50	SI: 68

Power: 50, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 5.
Finesse: 65, *Dodge*: 25, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15.
Physique: 85, *Concentration*: 20 (Concentrate Under Fire 30), *Stamina*: 15, *Recuperation*: 20.
Intellect: 90, *Cunning*: 25 (Deception 10), *Knowledge*: 15 (Command Structure 10, Kilrathi Tactics 10), *Resourcefulness*: 20.
Acumen: 110, *Perception*: 25 (Spot Enemy 40), *Performance*: 25, *Survival*: 20.
Charm: 125, *Leadership*: 25 (Destroyer 15, Fleet Commander 10), *Diplomacy*: 10, *Personality*: 25 (Chew Out 40).

Command: 155, *Inspire*: 20 (Demand Excellence 25), *Coordination*: 25 (Destroyer Squadron 10), *Strategy*: 25 (Destroyer Tactics 10), *Security*: 25, *Guidance*: 20.
Science: 95, *Technology*: 20 (Computer Use 30), *Archaeology*: 25, *Planetology*: 20.
Navigation: 120, *Vehicle Piloting*: 25, *Orientation*: 20, *Stealth*: 10, *Starship Piloting*: 25 (Confed Destroyers 20), *Astrogation*: 20.
Tactical: 135, *Combat Maneuvers*: 25 (Combat Line 15), *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 65, *Damage Control*: 25, *Internal Systems*: 20, *Defenses*: 15, *Faster-Than-Light Mechanics*: 5.
Communications: 50, *Rapport*: 20, *Negotiate*: 5, *Intimidate*: 25.
Medicine: 80, *Psychology*: 20 (PTSD 25), *Specialized Medicine*: 20 (Poisons 15), *Intensive Care*: 10.

Traits: <u>Reputation</u> (Ship CO) +10, <u>Discipline</u> +10, <u>Temper</u> -5, <u>Obsessed</u> (Excellence) -5, <u>Intolerant</u> (Failure) -10.

Governor Menesch

Menesch (first name conjectural; sometimes spelled "Meshach") was one of the first Confederation civilian governors of the Gemini Sector. He is remembered for his corrupt administration and was directly involved in war profiteering, including multiple illegal trades. He sold surplus Confederation ships to criminal groups including the Church of Man and later brokered several deals with the Kilrathi Empire. It was the sale of a batch of F-38 *Talon* fighters to the Church of Man and the subsequent exposure of that deal to the general public in 2654 that brought down his administration, forcing him into hiding. The Confederation later placed an €80,000 bounty on him, with several other private sources following suit. In 2670, Menesch was responsible for the theft of Grayson Burrows' Steltek Gun on planet Jolson and its subsequent sale to Mordecai Jones, an action for which Burrows later hunted down and finally assassinated Menesch.

Uwe Menesch		
Species: Terran	Occupation: Past Governor, Gemini Sector	Gender: Male
Height: 1.90 m	Mass: 100 kg	Handedness: Right
Birth Date: 2607.336 (Age 62; Old Age)	Place of Birth: Karneid, South Tyrol, Italy, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +12		Saves - Fortitude: 34, Reflex: 52, Willpower: 41
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64

Power: 45, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 10.
Finesse: 75, *Hiding and Seeking*: 20 (Hide from Authorities 25), *Dodge*: 25, *Dexterous Maneuvers*: 5.
Physique: 45, *Concentration*: 25, *Recuperation*: 10, *Stamina*: 10.
Intellect: 130, *Cunning*: 20 (Treachery 15, Deception 15), *Knowledge*: 20 (Confed Patrol Patterns 10, Kilrathi Trading Protocol 10, Gemini Underworld 15), *Resourcefulness*: 20.
Acumen: 110, *Performance*: 25 (Politician 25), *Perception*: 25 (Sense Deception 10), *Survival*: 25.
Charm: 135, *Diplomacy*: 20 (Kilrathi 10, Church of Man 10), *Leadership*: 25 (Sector Governor 15), *Personality*: 35 (Debating 10, Oratory 10).

Command: 110, *Inspire*: 20, *Coordination*: 20 (Gemini Military 10), *Guidance*: 20, *Security*: 25, *Strategy*: 15.
Science: 95, *Archaeology*: 25 (Artifacts 20), *Technology*: 20, *Typhonology*: 15, *Geology*: 15.
Navigation: 130, *Stealth*: 25, *Orientation*: 15, *Vehicle Piloting*: 25 (Centurion 15), *Starship Piloting*: 25, *Astrogation*: 25.
Tactical: 110, *Evasive Maneuvers*: 20, *Targeting*: 20, *Combat Maneuvers*: 25, *Marksmanship*: 25, *Ballistics*: 20.
Engineering: 90, *Internal Systems*: 15, *Damage Control*: 20, *Defenses*: 25, *Faster-Than-Light Mechanics*: 25, *Mechanics*: 15.
Communications: 165, *Negotiate*: 25 (Retros 10, Pirates 10, Kilrathi 10), *Rapport*: 20 (Retros 5, Pirates 5), *Intimidate*: 25, *Translate*: 25 (Kilrathi 10), *Distress*: 20.
Medicine: 75, *Psychology*: 25, *Specialized Medicine*: 20 (Poisons 10), *Intensive Care*: 5, *Xenobiology*: 15.

Traits: <u>Wealth</u> +25, <u>Luck</u> +10, <u>Reflexes</u> +15, <u>Reputation</u> (Profiteer) -10, <u>Greed</u> -15, <u>Hunted</u> (Gemini Business Interests) -25.

Mordecai Jones

Mordecai Jones was an unknown figure when he joined the Church of Man in 2665. He started as a ship technician but by virtue of his astounding eloquence and technical skill, he quickly attained a position of leadership. Within a year, he commanded a church battalion; within three years, he was an Elite Guard Commander. Benengeli, the previous Church of Man leader, appointed Jones to be his successor and Jones became the leader upon Benengeli's somewhat suspicious death in 2670. Jones's leadership brought the Church of Man a stunning string of victories that same year. He provided new Kilrathi ships and "stronger arms" as well as Grayson Burrows's Steltek Gun, which Jones wanted on every Retro ship as a "spiritual cleansing tool." His secret plan to dominate Gemini and then restructure the Church of Man's military forces into a police force was discovered by one of his elite counselors, who then revealed the location of the Retro base of Eden to Grayson Burrows and asked him to eliminate Jones. Burrows flew to Eden and killed Jones while he was flying a routine patrol with his elite guards. In return, the counselor promised that all copies of the Steltek Gun would be destroyed. The Church of Man in Gemini was crippled upon Jones's death; Burrows somehow managed to get his original gun back intact.

Mordecai Jones		
Species: Terran	Occupation: Grand Illustrious Potentate, Church of Man	Gender: Male
Height: 2.00 m	Mass: 140 kg	Handedness: Right
Birth Date: 2626.154 (Age 43; Middle Age)	Place of Birth: Princeton, New Jersey, United States, Earth	Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 34, Reflex: 36, Willpower: 49
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64

Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.
Finesse: 60, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 10.
Physique: 40, *Concentration*: 20, *Stamina*: 15, *Recuperation*: 5.
Intellect: 95, *Knowledge*: 20 (Church Operations 10), *Cunning*: 20 (Deception 10, Treachery 10), *Resourcefulness*: 25.
Acumen: 95, *Performance*: 25 (Mechanic 20), *Perception*: 25, *Survival*: 25.
Charm: 125, *Diplomacy*: 25, *Personality*: 25 (Oratory 30), *Leadership*: 25 (Church of Man 20).

Command: 115, *Inspire*: 25 (Church Followers 10), *Coordination*: 20 (Church of Man Military 10), *Guidance*: 20, *Security*: 10, *Strategy*: 20.
Science: 60, *Archaeology*: 25, *Technology*: 25, *Typhonology*: 10.
Navigation: 85, *Vehicle Piloting*: 25 (Centurion 10), *Stealth*: 25, *Astrogation*: 25.
Tactical: 30, *Marksmanship*: 15, *Ballistics* : 10, *Evasive Maneuvers*: 10.
Engineering: 85, *Mechanics*: 25 (Talon 25, Centurion 10), *Damage Control*: 25.
Communications: 125, *Negotiate*: 25, *Translate*: 25, *Rapport*: 25 (Retros 25), *Intimidate*: 20, *Distress*: 5.
Medicine: 50, *Psychology*: 25, *Specialized Medicine*: 5 (Poisons 10), *Intensive Care*: 10.

Traits: <u>Contacts</u> +10, <u>Discipline</u> +10, <u>Wealth</u> +5, <u>Social Status</u> (Church of Man) +25, <u>Greedy</u> -5, <u>Hunted</u> (Confederation) -20, <u>Lecherous</u> -5, <u>Obsessed</u> (Power) -15.

Monte

Monte (last name conjectural) was a scholar living in the Gemini Sector from the late-2660s to the mid-2670s. He considered himself an expert of every fringe organization in Gemini, studying their methods of operation, major activities and key personnel. After exposing the activities of certain groups to the authorities, he became quite paranoid and fearful for his life, staying on the move as

much as possible. He did keep contacts in key places, such as Dr. Masterson at Oxford. In 2670, Masterson contacted Monte about a meeting with Grayson Burrows; Monte allowed the meeting to take place, though only after Burrows had boosted his reputation for reliability and trustworthiness with other clientele in Gemini.

Monte Bank		
Species: Terran	Occupation: Criminal Investigator	Gender: Male
Height: 1.70 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.153 (Age 39; Adult)	Place of Birth: Winnipeg, Manitoba, Canada, Earth	Initiative: +8
Attack Bonuses - Melee: +4; Ranged: +8		Saves - Fortitude: 36, Reflex: 38, Willpower: 41
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66
Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 10. **Finesse**: 80, *Dodge*: 20, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 20 (Hide From Underworld 20). **Physique**: 60, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 15. **Intellect**: 115, *Resourcefulness*: 25, *Knowledge*: 25 (Gemini Underworld 40), *Cunning*: 25. **Acumen**: 115, *Performance*: 25 (Researcher 15), *Perception*: 20 (Sense Danger 10), *Survival*: 25 (Wilderness 20). **Charm**: 60, *Personality*: 25, *Diplomacy*: 20, *Leadership*: 15.		
Command: 60, *Strategy*: 25, *Coordination*: 20, *Guidance*: 10, *Inspire*: 5. **Science**: 120, *Technology*: 25 (Computers 15), *Archaeology*: 20 (Anthropology 10), *Planetology*: 15, *Geology*: 15, *Typhonology*: 20. **Navigation**: 75, *Orientation*: 20, *Vehicle Piloting*: 10, *Stealth*: 20, *Astrogation*: 10, *Starship Piloting*: 15. **Tactical**: 30, *Evasive Maneuvers*: 15, *Marksmanship*: 10, *Targeting*: 5. **Engineering**: 90, *Damage Control*: 25, *Internal Systems*: 20, *Defenses*: 20, *Faster-Than-Light Mechanics*: 25. **Communications**: 135, *Rapport*: 25 (Underworld 15), *Translate*: 25 (Kilrathi 20), *Distress*: 25, *Negotiate*: 25. **Medicine**: 45, *Specialized Medicine*: 20, *Psychology*: 25.		
Traits: <u>Contacts</u> (Gemini Underworld) +10, <u>Contacts</u> (E. Masterson) +10, <u>Scientific Sense</u> +5, <u>Education</u> +10, <u>Hunted</u> (Retros) -20, <u>Bleeder</u> -10, <u>Curious</u> -5.		

William Riordian

William Riordian was a smuggler who worked for Tayla in the year 2669 on the Pentonville-New Constantinople run. He was constantly shooting his mouth off about smuggling Brilliance for Tayla and how she had pirate contacts in Pentonville, information that got back to the authorities and made Tayla annoyed enough to give Riordian the boot. Grayson Burrows took his place flying Tayla's missions. Riordian was angry about this and attacked Burrows while the latter was performing a run for Tayla, ultimately forcing Burrows to kill him.

William Riordian		
Species: Terran	Occupation: Freelance Pilot	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2624.189 (Age 45; Middle Age)	Place of Birth: Johannesburg, Gauteng, South Africa, Earth	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 37, Reflex: 58, Willpower: 39
HP/NHP: 67	HD/THD/FHD: 42/42/50	SI: 67
Power: 65, *Brawling*: 10 (Krav Maga 20), *Three-Dimensional Maneuvers*: 20, *Lifting*: 15. **Finesse**: 85, *Dexterous Maneuvers*: 25 (Lockpicking 10), *Hiding and Seeking*: 20 (Hide From Cops 10), *Dodge*: 20. **Physique**: 75, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 10), *Recuperation*: 20. **Intellect**: 85, *Resourcefulness*: 25, *Cunning*: 10, *Knowledge*: 10 (Confed Patrol Routes 40). **Acumen**: 95, *Survival*: 15, *Perception*: 20 (Spot Cops 35, Sense Deception 10), *Performance*: 15. **Charm**: 70, *Personality*: 15 (Arguing 35), *Diplomacy*: 10, *Leadership*: 10.		
Command: 110, *Security*: 25, *Strategy*: 25, *Guidance*: 25, *Coordination*: 20, *Inspire*: 15, **Science**: 60, *Technology*: 25, *Archaeology*: 15, *Typhonology*: 10, *Geology*: 10. **Navigation**: 85, *Vehicle Piloting*: 25 (Centurion 30), *Stealth*: 10, *Astrogation*: 25. **Tactical**: 75, *Marksmanship*: 25, *Ballistics*: 25, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 15.**Engineering**: 55, *Damage Control*: 15, *Faster-Than-Light Mechanics*: 25, *Mechanics*: 10, *Defenses*: 5.**Communications**: 110, *Intimidate*: 25, *Distress*: 20, *Rapport*: 15 (Pirates 25), *Negotiate*: 25. **Medicine**: 50, *Intensive Care*: 25, *Psychology*: 25.		
Traits: <u>Reflexes</u> +20, <u>Memory</u> +10 , <u>Greed</u> -10, <u>Crude</u> -10, <u>Lecherous</u> -5, <u>Jealous</u> (Grayson Burrows) -5.		

Salman Kroiz

Salman Kroiz was described as being less scrupulous than Roman Lynch; that description came from Roman Lynch himself. He was mainly a gun-runner, known for being ridiculously polite despite being very dangerous. He described himself as a "privateer extraordinaire" and flew a Demon fighter. He attacked Grayson Burrows on a flight to deliver weapons to Siva in the Rikel system for Roman Lynch. Burrows couldn't let Kroiz get his hands on the shipment and was ultimately forced to kill him.

Salman Kroiz		
Species: Terran	Occupation: Freelance Merchant	Gender: Male
Height: 1.90 m	Mass: 120 kg	Handedness: Right
Birth Date: 2623.304 (Age 46; Middle Age)	Place of Birth: Marshfield, Hubble's Star, Douglas Quadrant, Vega Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 45
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66
Power: 65, *Brawling*: 20, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Lifting*: 10. **Finesse**: 85, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20 (Hide from Authorities 20), *Dodge*: 20. **Physique**: 65, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 15. **Intellect**: 100, *Resourcefulness*: 25, *Cunning*: 20 (Deception 10, Treachery 10), *Knowledge*: 20 (Gemini Patrol Routes 15). **Acumen**: 105, *Survival*: 25 (Wilderness Conditions 10), *Perception*: 25 (Sense Deception 10, Sense Rudeness 10), *Performance*: 25. **Charm**: 80, *Personality*: 25, *Diplomacy*: 25 (Targets 20), *Leadership*: 10.		
Command: 90, *Security*: 25 (Hand Laser 15), *Strategy*: 15, *Guidance*: 10, *Coordination*: 25. **Science**: 105, *Technology*: 25, *Planetology*: 25, *Archaeology*: 25, *Geology*: 25. **Navigation**: 100, *Vehicle Piloting*: 25 (Demon 25), *Stealth*: 25, *Astrogation*: 25. **Tactical**: 100, *Marksmanship*: 25, *Ballistics*: 25, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25. **Engineering**: 65, *Damage Control*: 15, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 85, *Intimidate*: 15, *Distress*: 5, *Rapport*: 15 (Bounty Hunters 15), *Negotiate*: 25, *Translate*: 10. **Medicine**: 80, *Intensive Care*: 15, *Psychology*: 25 (Politeness 40).		
Traits: <u>Quick Draw</u> +10, <u>Nerves</u> +10, <u>Discipline</u> +5, <u>Greedy</u> -10, <u>Tightwad</u> -5, <u>Obsessed</u> (Politeness) -10.		

Characters from the Wing Commander III Era

ADM Sir Geoffrey Tolwyn

Shortly before *Concordia* was lost at Vespus, Tolwyn was assigned to the Behemoth Project at the Confederation's Weapons Development Office to oversee the weapon's final implementation, taking the place of Ubarov. He did not like *Behemoth's* poor maneuverability and defensive capabilities; he also did not agree with the idea of destroying entire planets. He was ready to scrap the entire project until his old Academy friend David Whittaker came to recruit him for the Belisarius Group in order to include him in their plans for a military coup. His paranoia peaked, Tolwyn decided he had to finish the Kilrathi War as soon as possible so that Belisarius no longer had an excuse to stage a coup.

Consequently, Tolwyn rushed to press *Behemoth* into service, pushing people to their limits. Tolwyn's plan for implementing *Behemoth* was to use a low-profile carrier, TCS *Victory*, staffed with legendary pilots such as Christopher Blair, Todd Marshall and Ralgha *nar* Hhallas; ships such as TCS *Coventry* under Captain Jason Bondarevsky would defend the battle group. Tolwyn formally transferred his flag to *Victory* on 2669.245 to oversee the final deployment of *Behemoth* himself. Just four days later, the massive super-weapon was destroyed by the Kilrathi.

After its loss, Tolwyn was relieved and returned to Sector HQ at Torgo to face an inquiry into the reasons for the loss of *Behemoth*. Tolwyn and his staff left *Victory* on 2669.249. With *Behemoth* destroyed, Tolwyn resigned himself to a Kilrathi victory in the war. He later revealed to Jason Bondarevsky that he did not know of Special Operations' plans to develop the Temblor Bomb or he would have assisted them instead.

Geoffrey Tolwyn		
Species: Terran	Rank: Admiral, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2614.164 (Age 55; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 40, Reflex: 36, Willpower: 40
HP/NHP: 70	HD/THD/FHD: 44/44/50	SI: 70

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5.
Finesse: 65, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 15.
Physique: 100, *Stamina*: 25, *Concentration*: 25 (Concentrate Under Fire 40), *Recuperation*: 10.
Intellect: 150, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 20, Deception 20, Treachery 20).
Acumen: 105, *Perception*: 20 (Detect Deception 30), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20.
Charm: 150, *Personality*: 25 (Debating 30), *Leadership*: 25 (Ship Captain 45), *Diplomacy*: 25.

Command: 250, *Inspire*: 25 (Inspire Crew 25), *Coordination*: 25 (Fleet Command 50), *Strategy*: 25 (Fleet Deployment 50), *Security*: 25, *Guidance*: 25.
Science: 120, *Technology*: 20 (Computers 40), *Archaeology*: 25, *Planetology*: 25, *Geology*: 10.
Navigation: 150, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 20), *Astrogation*: 25.
Tactical: 115, *Combat Maneuvers*: 25 (Battle Line 25), *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 70, *Damage Control*: 15, *Internal Systems*: 25, *Mechanics*: 15, *Defenses*: 15.
Communications: 50, *Rapport*: 20 (Subordinates 10), *Negotiate*: 10, *Intimidate*: 5, *Translate*: 5.
Medicine: 85, *Psychology*: 20 (Cadets 20, Service Personnel 10), *Specialized Medicine*: 15, *Intensive Care*: 15, *Treatment*: 5.

Traits: Wealth +5, Education +5, Social Status +10, Reputation +20, Contacts (Confed Military Command Structure) +15, Obsessed (Protect Confederation) -15, Creed (Protect Confederation) -20, Intolerant (Incompetence) -15.

GEN James "Paladin" Taggart

By 2669.203, Taggart was commander of a full Covert Ops division. Taggart knew of the death of Jeanette Devereaux prior to the loss of *Concordia* but was under orders to not inform Colonel Blair. On 2669.238, Taggart was present with Blair on Vespus, investigating *Concordia's* crash site. On 2669.251, after *Behemoth* was lost, Taggart came aboard TCS *Victory* and laid out the plans for the use of the Temblor Bomb with Colonel Blair and Captain Eisen. Through a series of recorded messages and using the covert depots built by Colonel Devereaux's team on their last mission, Blair was able to fly a Temblor Bomb to a geologically unstable spot on Kilrah, shattering the planet's crust and ending the war.

James Taggart, Callsign: Paladin		
Species: Terran	Rank: General, TCSF	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.156 (Age 60; Old Age)	Place of Birth: Ares Station, Venus, Sol, Sol Sector	Initiative: +10
Attack Bonuses - Melee: +10; Ranged: +14		Saves - Fortitude: 34, Reflex: 50, Willpower: 41
HP/NHP: 64	HD/THD/FHD: 40/40/50	SI: 64

Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 25, *Lifting*: 10.
Finesse: 100, *Dexterous Maneuvers*: 25 (Balance 10, Lockpick 15), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 45, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 5.
Intellect: 125, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10, Persuasion 15).
Acumen: 115, *Perception*: 25 (Spot Enemy 25, Sense Deception 15), *Performance*: 25 (Pilot 5), *Survival*: 20.
Charm: 135, *Personality*: 25 (Resist Torture 35), *Leadership*: 25 (Wingleader 10), *Diplomacy*: 25 (Navy 15).

Command: 70, *Security*: 20, *Strategy*: 15, *Guidance*: 20, *Coordination*: 15.
Science: 185, *Technology*: 25 (Computers 50), *Planetology*: 25 (Tectonics 15), *Geology*: 25, *Archaeology*: 25 (Kilrathi Culture 15), *Typhonology*: 5.
Navigation: 205, *Vehicle Piloting*: 25 (Confederation Light Fighters 15, Confederation Medium Fighters 20, Confederation Heavy Fighters 20, *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 25, *Stealth*: 25 (Capital Ship Cloaks 30).
Tactical: 155, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25 (Shelton Slide 15), *Targeting*: 25 (Communications 15), *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 70, *Damage Control*: 25, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 10, *Faster-Than-Light Mechanics*: 10.
Communications: 165, *Rapport*: 25, *Negotiate*: 25, *Intimidate*: 25, *Translate*: 25 (Kilrathi 20), *Distress*: 5 (Jam 40).
Medicine: 75, *Specialized Medicine*: 15 (Poisons 5), *Intensive Care*: 20, *Psychology*: 25, *Treatment*: 10.

Traits: Reputation +15, Reflexes +10, Contacts (Confed High Command) +25, Creed (Protect Confed) -25, Addicted (Scotch) -10, Hunted (Kilrathi Counter-Intelligence) -10.

COL Christopher "Maverick" Blair

At the Battle of Earth, Blair was seriously wounded when his fighter took a missile hit, leaving him out of action for six months; during that time *Concordia* went down on Vespus. By the time he was fit for duty again, Terrankind was on the brink of total defeat. On 2669.203, Blair took command of the fighter wing aboard TCS *Victory* as part of a larger plan by Admiral Tolwyn to position a crack team to escort TCS *Behemoth* to Kilrah; Blair was bitter over this move as Tolwyn did not reveal his larger scheme at the time. Blair had no intention to retire or to take himself off the flight-line at first but after making a few serious mistakes and receiving complaints about his flying exclusively with Ralgha *nar* Hhallas aboard *Victory*, he wondered if he should command the wing from a desk. Ultimately, Tolwyn's plans were revealed and although Blair was against the notion of using planet-busting weapons, he took *Behemoth's* mission to heart. After the catastrophic destruction of *Behemoth*, Prince Thrakhath transmitted a video of Devereaux's execution to Blair; emotionally destroyed, he felt confined on *Victory* and Rachel Coriolis was one of the few people the ship with which he felt comfortable. When hope was all but lost, James Taggart arrived on *Victory* with a last-ditch plan to destroy Kilrah using much of the infrastructure laid out by Colonel Devereaux's last mission. Ralgha, having reverted to his true identity as a loyal operative of the Kilrathi Crown Prince, attempted to escape with the plans for the Temblor Bomb; Blair shot him down, though two other *Victory* pilots were killed in the escape attempt. Blair was able to drop the Temblor Bomb and shatter Kilrah. Thrakhath's aid Melek subsequently surrendered to Blair personally on behalf of the Empire, thus ending the forty-year war.

Christopher Blair, Callsign: Maverick				
Species: Terran	Rank: Colonel, TCSF			Gender: Male
Height: 1.75 m	Mass: 80 kg			Handedness: Right
Birth Date: 2630.168 (Age 39; Adult)	Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector			Initiative: +9
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 37, Reflex: 39, Willpower: 37		
HP/NHP: 67	HD/THD/FHD: 43/43/50			SI: 67

Power: 60, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 25, *Lifting*: 10.
Finesse: 90, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 15), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 75, *Stamina*: 25, *Concentration*: 20 (Concentration Under Fire 20), *Recuperation*: 10.
Intellect: 105, *Knowledge*: 25 (Confederation Politics 30), *Resourcefulness*: 25 (Jury-Rig Radio 5), *Cunning*: 20.
Acumen: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 90, *Personality*: 20, *Leadership*: 25 (Wingleader 30), *Diplomacy*: 15.

Command: 55, *Security*: 20, *Strategy*: 15, *Guidance*: 5, *Coordination*: 15.
Science: 95, *Technology*: 25 (Radios 30), *Planetology*: 20, *Typhonology*: 15, *Geology*: 5.
Navigation: 230, *Vehicle Piloting*: 25 (Confed Light Fighters 40, Confed Medium Fighters 40, Confed Heavy Fighters 40), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 10.
Tactical: 170, *Evasive Maneuvers*: 25 (Immelmann 30, Shelton Slide 20), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 50, *Damage Control*: 15, *Internal Systems*: 10, *Mechanics*: 10, *Defenses*: 15.
Communications: 40, *Rapport*: 15, *Translate*: 25.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +25, <u>Reputation</u> +15, <u>Honest</u> -15.

MAJ Todd "Maniac" Marshall

Over the last decade of the Terran-Kilrathi War, Marshall rotated between combat and test-piloting duties. In 2669, Admiral Tolwyn assigned him to TCS *Victory*. Marshall had been executive officer of *Victory's* wing under Wing Commander Dulbrunin and was acting as the task group's CAG before Christopher Blair arrived aboard *Victory*. Marshall was also commanding officer of Gold Squadron aboard *Victory* until Blair replaced him with Ralgha *nar* Hhallas. Neither of these events sat particularly well with Marshall and it was about this time that the rivalry between him and Blair peaked. Despite this, Marshall proved to be a capable pilot; in one mission he single-handedly destroyed ten *Dralthi-IVs*, a light cruiser and a supply depot hidden in a large asteroid.

Marshall would fly with Blair to Kilrah as part of Lancelot Flight; he was forced to eject and was taken prisoner aboard KIS *Hvar'kann*. He was interrogated viciously for several hours but after the destruction of Kilrah he was given medical treatment and a ceremonial release.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 38; Adult)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
Power: 65, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 20, *Lifting*: 10. *Finesse*: 80, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 5), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 55, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 15. **Intellect**: 90, *Knowledge*: 25 (Pickup Lines 20), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15. **Charm**: 80, *Personality*: 25 (Boasting 20, Taunting 10), *Leadership*: 15, *Diplomacy*: 10.		
Command: 75, *Security*: 25, *Strategy*: 20, *Guidance*: 10, *Coordination*: 10 (Fighter Squadron 10). **Science**: 55, *Technology*: 25, *Planetology*: 25, *Geology*: 5. **Navigation**: 185, *Vehicle Piloting*: 25 (Light Fighters 25, Medium Fighters 30, Heavy Fighters 30), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 145, *Evasive Maneuvers*: 25 (Hard Brake 10), *Combat Maneuvers*: 25 (Playing Chicken 10), *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 35, *Damage Control*: 25, *Mechanics*: 10. **Communications**: 20, *Rapport*: 5, *Translate*: 15. **Medicine**: 25, *Intensive Care*: 20, *Psychology*: 5.		
Traits: <u>Navigational Sense</u> +25, <u>Tactical Sense</u> +15, <u>Luck</u> +15, <u>Overconfident</u> -15, <u>Impulsive</u> -10, <u>Crude</u> -5, <u>Lecherous</u> -5, <u>Reputation</u> (Reliability) -15.		

COL Ralgha "Hobbes" *nar* Hhallas

Ralgha *nar* Hhallas was one of the first officers Admiral Tolwyn assigned to TCS *Victory* as part of his ultimate design for Project Behemoth; he came aboard just after the Battle of Earth. His reception on the ship was more than a little frosty: where he had found acceptance on *Concordia*, few would even tolerate him aboard *Victory* and none of the pilots aboard would fly with him. At Ralgha's own request, he was transferred off the flight-line and assigned to *Victory's* bridge, where Captain Eisen made him ship's XO. Upon his arrival on *Victory*, Blair immediately insisted that Hobbes be reinstated to the flight roster. Blair made Hobbes the wing's XO and CO of Gold Squadron, an event that did not sit well with the squadron's previous commander, Todd Marshall. Hobbes flew as Blair's principal wingman during his time aboard *Victory* until Eisen called Blair on the carpet for it; Blair eventually teamed Hobbes up with Jace Dillon.

While attempting to evade the Kilrathi fleet in the Caliban Nebula, Prince Thrakhath sent a message to TCS *Victory*; embedded in this piece of propaganda was a signal that brought out Lord Ralgha's true personality as a loyal Kilrathi agent. Hobbes was present at Tolwyn's briefing on *Behemoth* on 2669.245. He saw the weak spots being pointed out, shown so that *Victory's* flight wing could better defend the ship when it made its strike run. He subsequently sent this data to KIS *Sar'hrai*; the Kilrathi forces used that information to destroy *Behemoth*.

Shortly thereafter, James Taggart came aboard with his plans for Temblor Bomb; Hobbes had bugged the briefing room by this time. Without sufficient time to signal this information to his controllers, he stole a fighter and killed Laurel Buckley, who saw him preparing to make his escape. Colonel Blair went out in pursuit and killed him in combat, but not before Mitchell Lopez, who had been diverted from a patrol in order to intercept Hobbes, was shot down and killed. Lord Ralgha retained all his memories from his time with the Confederation; he still admired Colonel Blair as a warrior and still considered him a friend even after his betrayal. Ralgha recorded this in a holo-

message he left for Blair before he attempted his return to the Kilrathi, stating that if they were to meet again, they would both have to fulfill their duty.

Ralgha *nar* Hhallas		
Species: Kilrathi	Rank: Colonel, TCSF	Gender: Male
Height: 2.15 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2614.096 (Age 55; Old Age)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 55
HP/NHP: 76	HD/THD/FHD: 45/42/53	SI: 128

Power: 40, *Brawling*: 20, *Three-Dimensional Maneuvers*: 10, *Lifting*: 10.
Finesse: 80, *Dodge*: 25, *Dexterous Maneuvers*: 25 (Balance 20), *Hiding and Seeking*: 10 (Stalking Prey 15).
Physique: 60, *Concentration*: 20 (Concentration Under Fire 20), *Stamina*: 10, *Recuperation*: 10.
Intellect: 110, *Cunning*: 25 (Treachery 15), *Knowledge*: 25 (Kilrathi Lore 10, Court Politics 10, Confederation Command Structure 10), *Resourcefulness*: 15.
Acumen: 100, *Perception*: 25 (Spot Enemy 15), *Performance*: 20 (Pilot 15), *Survival*: 25.
Charm: 120, *Leadership*: 25 (Wingleader 15, Ship Captain 15), *Diplomacy*: 25 (Royal Court 15), *Personality*: 25.

Command: 155, *Inspire*: 25 (Subordinates 20), *Coordination*: 25 (Fleet 10, Fighter Wings 10), *Strategy*: 25, *Security*: 25, *Guidance*: 15.
Science: 110, *Technology*: 25 (Computers 15), *Archaeology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 15.
Navigation: 210, *Vehicle Piloting*: 25 (Confederation Light Fighters 25, Confederation Medium Fighters 30, Confederation Heavy Fighters 30), *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 25.
Tactical: 190, *Combat Maneuvers*: 25 (Shelton Slide 20), *Evasive Maneuvers*: 25 (Immelmann Turn 45), *Targeting*: 25, *Ballistics*: 25, *Marksmanship*: 25.
Engineering: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Faster-Than-Light Mechanics*: 5.
Communications: 40, *Rapport*: 20, *Negotiate*: 15, *Intimidate*: 5.
Medicine: 75, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 15, *Xenobiology*: 15.

Traits: <u>Enhanced Visual Sense</u>, <u>Tactical Sense</u> +10, <u>Navigational Sense</u> +10, <u>Discipline</u> +15, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Social Status</u> -5.

CAPT William Eisen

William Eisen served as chief communications officer aboard TCS *Victory* during her maiden voyage and also saw action during the Venice Offensive. Eisen rose through the ranks as the war progressed and had achieved the rank of Captain by the year 2669. In that same year, he was serving as CO aboard the ship on which he began his career, TCS *Victory*. A few months after the Battle of Earth in 2668, Colonel Christopher Blair was reassigned to *Victory*; although Eisen gave Colonel Blair a warm welcome, he harbored his doubts about the Colonel's ability to cooperate with his crew. As the year progressed, Captain Eisen took note of Blair's extraordinary flying skills and his ability to fly with other pilots without dispute, growing to respect the Colonel as an equal.

Eisen commanded his beloved ship through several major actions during the final year of the war. His vessel oversaw the first flight trials of the highly-advanced *Excalibur* heavy fighter in the Tamayo System, which ultimately saw unforeseen action for the first time during the failed Kilrathi invasion of Tamayo II. *Victory* assisted in the failed defense of Locanda IV, which was ultimately wiped clean of life by a Kilrathi biological attack and directly led to the fall of Blackmane. Eisen's group also led the assault on the Ariel System, where his fleet attacked and badly crippled a Kilrathi garrison stationed there.

Victory and her task group were assigned by Admiral Geoffrey Tolwyn to escort the dreadnought TCS *Behemoth* to Kilrah. During this time, Tolwyn briefly assumed command of the vessel, stripping Eisen of his captaincy. He resumed command following the loss of *Behemoth* in the Loki System and finally assisted in the deployment of the Temblor Bomb. Eisen was present at the signing of the Treaty of Torgo in 2669, which officially ended the Terran-Kilrathi War; *Victory* was shortly thereafter deactivated and sold as a museum ship.

William Eisen		
Species: Terran	Rank: Captain, TCN (CO, TCS *Victory*)	Gender: Male
Height: 1.88 m	Mass: 100 kg	Handedness: Right
Birth Date: 2613.137 (Age 56; Middle Age)	Place of Birth: Chicago, Illinois, United States, Earth	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11	Saves - Fortitude: 37, Reflex: 41, Willpower: 40	
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 65, *Dodge*: 20, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20. **Physique**: 70, *Concentration*: 25 (Concentrate Under Fire 10), *Stamina*: 20, *Recuperation*: 15. **Intellect**: 95, *Cunning*: 25 (Persuasion 5), *Knowledge*: 25 (Kilrathi Tactics 20), *Resourcefulness*: 20. **Acumen**: 105, *Perception*: 25 (Sense Deception 20), *Performance*: 25 (Comm Officer 10), *Survival*: 25. **Charm**: 120, *Leadership*: 25 (Starship Captain 40), *Diplomacy*: 25, *Personality*: 25 (Oratory 5).		
Command: 145, *Inspire*: 20 (Crew 10), *Coordination*: 20 (RIF Group 20), *Strategy*: 25, *Security*: 25, *Guidance*: 25. **Science**: 85, *Technology*: 20 (Computers 15), *Archaeology*: 25, *Planetology*: 25. **Navigation**: 90, *Vehicle Piloting*: 15, *Orientation*: 15, *Stealth*: 10, *Starship Piloting*: 25, *Astrogation*: 25, **Tactical**: 95, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 15, *Ballistics*: 15, *Marksmanship*: 15. **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Faster-Than-Light Mechanics*: 15. **Communications**: 120, *Rapport*: 25, *Distress*: 5 (Jam 15), *Translate*: 25, *Negotiate*: 15, *Intimidate*: 15. **Medicine**: 40, *Psychology*: 25, *Intensive Care*: 15.		
Traits: <u>Linguistic Sense</u> +5, <u>Reputation</u> +10, <u>Reflexes</u> +5, <u>Creed</u> (Protect Nation) -10, <u>Temper</u> -5, <u>Honest</u> -5.		

ILT Ted "Radio" Rollins

Ted Rollins was a Terran Naval officer; in 2669, he held the position Chief Communications Officer aboard TCS *Victory* with the rank of First Lieutenant. Rollins was present at the instatement of Colonel Christopher Blair as *Victory's* CAG. Rollins was famous for his need for gossip and was always ready with news of the war and collaboration between higher-ranking officers; he often had access to information that was usually classified. He was always sharing what he knew with the crew of *Victory*, an activity that earned him the nickname "Radio Rollins". Underneath his outgoing demeanor, Rollins was extremely pessimistic in his view of the progress of the war, predicting that it would ultimately end in Terrankind's defeat. He made no secret of his pessimism or paranoia to the rest of the crew, which put him at odds with Colonel Blair, who was making a serious attempt to preserve morale aboard ship.

Rollins accompanied *Victory* on some of its most important missions in its long career, such as the defense of Locanda, the 2669 offensive in Ariel and the flight of TCS *Behemoth*. During *Behemoth's* test flight, Rollins kept track of the communications of Tolwyn and his contacts, suspecting that the Admiral knew a lot more about the war than he shared with the rest of the crew. He later bore witness to *Behemoth's* awesome power when it destroyed Loki VI and awaited the destruction of Kilrah itself. When *Behemoth* was destroyed, Rollins witnessed Prince Thrakhath's challenge to Blair and the subsequent transmission of footage of Colonel Jeannette Devereaux's execution; Rollins managed to convince Blair to return to *Victory* and not meet Thrakhath's challenge as the ship was preparing to jump. Suspecting espionage, Rollins assisted Lieutenant Laurel Buckley in her investigations of Colonel Ralgha *nar* Hhallas, the sole Kilrathi officer aboard *Victory*. Rollins alerted Blair to Ralgha's eventual escape from *Victory,* but not before the latter had murdered Lieutenant Buckley in his escape.

Rollins remained present aboard *Victory* through the Confederation offensive against Freya and its test of the Y22A-1 Temblor Bomb on Hyperion. He watched as Lancelot Flight departed to deliver the Temblor Bomb to Kilrah, an attack that would ultimately end the Terran-Kilrathi War.

Ted "Radio" Rollins		
Species: Terran	Rank: First Lieutenant, TCN (CCO, TCS *Victory*)	Gender: Male
Height: 1.78 m	Mass: 80 kg	Handedness: Right
Birth Date: 2640.235 (Age 29; Adult)	Place of Birth: Moreno Valley, California, United States, Earth	Initiative: +4
Attack Bonuses - Melee: +6; Ranged: +4		Saves - Fortitude: 35, Reflex: 34, Willpower: 35
HP/NHP: 65	HD/THD/FHD: 46/46/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 20, *Lifting*: 25, *Brawling*: 15. *Finesse*: 45, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 15, *Dodge*: 10. *Physique*: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10. *Intellect*: 95, *Knowledge*: 25 (Current Events 20), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 20. *Acumen*: 100, *Performance*: 25, *Perception*: 25 (Listen 10, Sense Deception 15), *Survival*: 25. *Charm*: 70, *Diplomacy*: 20, *Personality*: 25 (Debating 10), *Leadership*: 15.		
Command: 25, *Coordination*: 25. *Science*: 75, *Archaeology*: 15 (Anthropology 30), *Technology*: 20, *Typhonology*: 10. *Navigation*: 80, *Vehicle Piloting*: 25 (Groundcar 5), *Stealth*: 25, *Orientation*: 25. *Tactical*: 15, *Targeting*: 10, *Marksmanship*: 5. *Engineering*: 30, *Damage Control*: 15, *Internal Systems*: 15. *Communications*: 165, *Translate*: 25, *Rapport*: 25 (Victory Crew 30), *Distress*: 25, *Intimidate*: 15, *Negotiate*: 25 (Quartermasters 10). *Medicine*: 20, *Psychology*: 20.		
Traits: <u>Linguistic Sense</u> +10, <u>Senses</u> (Sound) +5, <u>Reputation</u> (Gossip) -5, <u>Discipline</u> -5, <u>Curious</u> -5.		

CPO Rachel Coriolis

Rachel Coriolis was an enlisted officer in the Confederation Navy, who became one of the most decorated enlisted females of her day and was regarded as one of the top five naval engineers on active duty. The daughter of an MP and a former showgirl, Coriolis excelled in science and math in college, ultimately graduating with a degree in Mechanical Engineering. She took Naval ROTC and did well but dropped out in her junior year rather than go on to accept a commission. In 2669, she was assigned as Chief Tech aboard TCS *Victory*, becoming the youngest flight deck Chief aboard a Confederation carrier at the time. She met and befriended Christopher Blair during his time aboard *Victory*; their relationship blossomed into a romance and short-lived marriage after the war's end.

Rachel Coriolis		
Species: Terran	Rank: Chief Petty Officer, TCN	Gender: Female
Height: 1.63 m	Mass: 45 kg	Handedness: Left
Birth Date: 2637.348 (Age 32; Adult)	Place of Birth: New Rockford, Hidebeidel System, Hughes Quadrant, Argent Sector	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +6		Saves - Fortitude: 38, Reflex: 35, Willpower: 37
HP/NHP: 68	HD/THD/FHD: 45/45/50	SI: 68
Power: 70, *Lifting*: 20, *Brawling*: 20, *Three-Dimensional Maneuvers*: 25 (Climbing 5). *Finesse*: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10. *Physique*: 80, *Concentration*: 25 (Concentrate Under Fire 15), *Stamina*: 20, *Recuperation*: 20. *Intellect*: 105, *Cunning*: 20 (Seduction 5), *Resourcefulness*: 20 (Jury Rig 15), *Knowledge*: 25 (Confed Fighter Designs 10, Kilrathi Fighter Designs 10). *Acumen*: 70, *Performance*: 25, *Perception*: 25, *Survival*: 20. *Charm*: 95, *Personality*: 25 (Empathy 15), *Diplomacy*: 20 (Bridge Crew 10), *Leadership*: 25.		
Command: 70, *Coordination*: 25 (Flight Deck 20), *Guidance*: 5, *Security*: 5, *Strategy*: 5, *Inspire*: 10. *Science*: 100, *Technology*: 20 (Computers 10), *Archaeology*: 5 (Anthropology 20), *Geology*: 10, *Typhonology*: 25, *Planetology*: 10. *Navigation*: 35, *Vehicle Piloting*: 15, *Orientation*: 15, *Stealth*: 5. *Tactical*: 30, *Marksmanship*: 10, *Targeting*: 5, *Evasive Maneuvers*: 5, *Ballistics*: 10. *Engineering*: 130, *Damage Control*: 25, *Internal Systems*: 25, *Mechanics*: 25 (Fightercraft 5), *Defenses*: 25, *Faster-Than-Light Mechanics*: 25. *Communications*: 50, *Rapport*: 25 (Pilots 10), *Translate*: 15. *Medicine*: 35, *Intensive Care*: 15, *Psychology*: 20.		
Traits: <u>Mechanical Sense</u> +5, <u>Education</u> +5, <u>Math Expert</u> +5, <u>Comeliness</u> +5, <u>Honest</u> -5, <u>Intolerant</u> (Hotshots) -10, <u>Impulsive</u> -5.		

MAJ Jace "Flash" Dillon

Jace Dillon enlisted in the Terran Confederation Space Force during the Terran-Kilrathi War. He was characterized by his peers as a typical Academy "hot shot": a new graduate, cocky, arrogant and exhibiting a flamboyant flying style that preceded his reputation. By 2669, he was serving as a test pilot with the rank of Major. As a result of having been entrusted with the testing and fielding of the Confederation's newest and most advanced fighters, Dillon displayed an egotistical streak, refusing to answer to the conventional chain of command and reporting directly to Admiral Tolwyn.

In 2669, Major Dillon was assigned to test fly the F-103 *Excalibur*, the Confederation's most advanced fighter at the time. These tests were carried out from TCS *Victory* in the Tamayo System, where Dillon met Colonel Christopher Blair. During these trials, *Victory* was ambushed by a large Kilrathi strike force, prompting a scramble. Major Dillon was asleep in the barracks at the time but even after hearing the alarm, he perceived no need to come to the aid of *Victory's* defense. Although *Victory* was successfully defended against the attack, the crew was later outraged to learn of Dillon's inaction and Blair personally reprimanded him for his behavior. Dillon was unmoved, showing little concern for the incident. Colonel Blair accused the young pilot of cowardice but Dillon maintained his position that he had orders that prevented him from flying beyond his normal test duties.

A short time later, the Kilrathi attempted an invasion of Tamayo II, prompting intervention by *Victory*. Blair had been granted permission by Chief Technician Rachel Coriolis to fly Dillon's *Excalibur* prototype against the Kilrathi. Dillon was unimpressed with the Colonel's performance and accused the Colonel of meddling with Confederation affairs. He then challenged the Colonel to a simulator duel to prove who the better pilot was; Blair accepted on the condition that if Dillon lost, he would file for a transfer to active duty aboard *Victory*. Dillon agreed, confident of victory. Colonel Blair won the simulator duel against Dillon and he subsequently filed for the transfer as promised. Dillon was reassigned to *Victory* as a combat pilot and later showed contrition for his behavior, promising to prove his abilities to Colonel Blair on the battlefield.

Jace Dillon, Callsign: Flash			
Species: Terran	Rank: Major, TCSF		Gender: Male
Height: 1.82 m	Mass: 90 kg		Handedness: Right
Birth Date: 2646.171 (Age 23; Adult)	Place of Birth: Malyii Utes, Korolyov, Gagarin Quadrant, Hawking Sector		Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 47, Willpower: 32	
HP/NHP: 64	HD/THD/FHD: 43/43/50		SI: 64

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
Finesse: 70, *Dexterous Maneuvers*: 15 (Balance 15), *Dodge*: 15, *Hiding and Seeking*: 25.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 90, *Knowledge*: 25 (Current Events 10), *Resourcefulness*: 20, *Cunning*: 15 (Deception 10, Persuasion 10).
Acumen: 70, *Perception*: 25 (Spot Enemy 20, Sense Insults 10), *Performance*: 15.
Charm: 75, *Personality*: 20 (Debating 15, Taunting 15), *Leadership*: 15, *Diplomacy*: 10.

Command: 35, *Security*: 20, *Coordination*: 10, *Guidance*: 5.
Science: 50, *Technology*: 25, *Typhonology*: 10, *Geology*: 15.
Navigation: 95, *Vehicle Piloting*: 25 (Excalibur 20), *Starship Piloting*: 25, *Stealth*: 25.
Tactical: 70, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 30, *Damage Control*: 15, *Mechanics*: 15.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: Contacts (Admiral Tolwyn) +15, Navigational Sense +10, Reflexes +10, Overconfident -15, Discipline -5.

ILT Laurel "Cobra" Buckley

Laurel Buckley was born on Enyo in 2630. She was enslaved by the Kilrathi during the Enyo Engagement at the age of ten and was sent to a slave labor camp. During her incarceration, Laurel suffered from the miserable conditions within the camp and bore direct witness to the many horrors committed against her fellow inmates. After ten years in captivity, Laurel was rescued by Confederation Marines; by then most of her family was dead. Over the next two years, Laurel attended psychological counseling and regression therapy, during which her caretakers tried to minimize the damage inflicted on her by the horrors she witnessed. Despite the therapy, many of her memories remained vivid and she refused an identity overlay that would have suppressed them permanently. These memories continued to haunt Laurel into her adulthood.

Having lost almost her entire family and suffering severe emotional distress during her imprisonment, Laurel became marked by her severe and unyielding hatred towards the Kilrathi. She enlisted for service and graduated with high marks from the Academy, dedicating her service towards the goal of the complete extermination of the Kilrathi. She became distinguished by her lethal flying skills and earned herself the callsign "Cobra". Buckley served aboard TCS *Hermes* early in her career and by 2669 she had been assigned to TCS *Victory* with the rank of First Lieutenant. During her aboard *Victory*, she became close friends with fellow pilots Winston Chang, Mitchell Lopez, Robin Peters and Helmut Jaeger. She also exhibited extreme hatred towards Colonel Ralgha *nar* Hhallas, who had by then also been assigned to *Victory*. Buckley served with great distinction on the vessel, becoming Pilot of the Month on 2669.090 after defending three supply runs for Hampton Station in the Orsini System.

Despite the friendship between Ralgha and Blair, Buckley served her new Wing Commander well. She partook in numerous missions on his wing and was an active participant in the campaigns at Locanda, Blackmane and Ariel. She also aided in the defense of *TCS Behemoth* and was eager to see it annihilate Kilrah. When the mission ended in *Behemoth's* destruction, Buckley immediately suspected Ralgha of espionage and worked with Ted Rollins to confirm her suspicions. Ultimately, Buckley's suspicions were proven correct when she witnessed Ralgha attempting to flee *Victory* in order to inform the Kilrathi of the deployment of the Temblor Bomb, the Confederation's last-ditch attempt to destroy Kilrah. Buckley attempted to stop Ralgha but was fatally slashed across her abdomen by the Kilrathi. Colonel Blair arrived on the flight deck to find Buckley lying in a pool of her own blood alongside a recording of General James Taggart's briefing. Buckley urged Blair to kill Ralgha before it was too late and then died in the arms of her comrades; Blair avenged her death by slaying Ralgha in space combat. She was given a traditional burial in space with Colonel Blair presiding over her casket.

Laurel Buckley, Callsign: Cobra				
Species: Terran	Rank: First Lieutenant, TCSF			Gender: Female
Height: 1.60 m	Mass: 60 kg			Handedness: Right
Birth Date: 2630.034 (Age 39; Adult)	Place of Birth: Enyo Colony, Enyo III, Day Quadrant, Vega Sector			Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 34, Reflex: 47, Willpower: 40		
HP/NHP: 64	HD/THD/FHD: 43/43/50			SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 15, *Brawling*: 25, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Lockpick 10), *Dodge*: 15, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 25, *Concentration*: 10, *Recuperation*: 10. **Intellect**: 65, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 15. **Acumen**: 100, *Perception*: 20 (Spot Enemy 15), *Performance*: 25, *Survival*: 25 (Kilrathi Prison Camp 15). **Charm**: 50, *Personality*: 20 (Debating 10), *Leadership*: 10, *Diplomacy*: 10.				

Command: 35, *Security*: 15, *Strategy*: 10, *Coordination*: 10.
Science: 30, *Technology*: 20, *Typhonology*: 10.
Navigation: 115, *Vehicle Piloting*: 25 (Fightercraft 30), *Orientation*: 15, *Astrogation*: 20, *Starship Piloting*: 25.
Tactical: 90, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 15, *Mechanics*: 15.
Communications: 40, *Rapport*: 25, *Translate*: 15.
Medicine: 40, *Intensive Care*: 15, *Psychology*: 25.

Traits: <u>Navigational Sense</u> +10, <u>Tactical Sense</u> +10, <u>Reflexes</u> +10, <u>Obsessed</u> (Killing Kilrathi) -15, <u>Intolerant</u> ("Cat Lovers") -10, <u>Insane</u> (PTSD) -5.

ILT Mitchell "Vaquero" Lopez

Mitchell Lopez was born in 2642 in the Dakota System to an Argentinian family. Since his family had been renowned guitar creators for centuries, he grew up with a love for music and became a musician himself. He was young, confident and always ready for a good conversation. When he enlisted in the Confederation Space Force during the 2660s, he became the first member of his family to fly into space. He acquired the callsign "Vaquero", which means "cowboy" in Spanish. He was assigned to Gold Squadron aboard TCS *Victory* in 2669, where he held the rank of First Lieutenant. He became good friends with fellow pilots Winston Chang, Laurel Buckley and Helmut Jaeger. He was well-liked among the crew and proved to be a highly-reliable wingman. He had little desire to continue active service after the Terran-Kilrathi War ended and instead dreamed of opening a cantina where he intended to serve his comrades and hire professional musicians to play his 200-year old guitar.

On 2669.254, Colonel Ralgha *nar* Hhallas betrayed his comrades and fled *Victory* with intelligence regarding the Temblor Bomb, a weapon specifically designed to destroy Kilrah. Vaquero, who was on patrol at the time, flew to intercept Ralgha and fought bravely against him but was ultimately shot down and killed by the Kilrathi traitor. His skirmish with Ralgha, however, delayed the Kilrathi's escape long enough for Blair to arrive and shoot down Hobbes in turn. Vaquero's death was a severe blow to the crew of *Victory*, most of whom considered Vaquero their friend. Blair personally wrote the death-comm to Vaquero's family and he was given a traditional space funeral with Blair presiding.

Mitchell Lopez, Callsign: Vaquero		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.85 m	Mass: 100 kg	Handedness: Right
Birth Date: 2642.317 (Age 27; Adult)	Place of Birth: Nova Eboracum, Fargo, Dakota System, Vega Quadrant	Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 34, Reflex: 37, Willpower: 34
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64

Power: 50, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 15.
Finesse: 70, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Dodge*: 25, *Hiding and Seeking*: 15.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 90, *Knowledge*: 15 (Music 10, Current Events 5), *Resourcefulness*: 25, *Cunning*: 25.
Acumen: 90, *Perception*: 25 (Spot Enemy 15), *Performance*: 25 (Musician 10), *Survival*: 15.
Charm: 55, *Personality*: 20, *Leadership*: 15, *Diplomacy*: 15.

Command: 35, *Security*: 15, *Coordination*: 10, *Inspire*: 10.
Science: 50, *Technology*: 20, *Archaeology*: 5 (Anthropology 25).
Navigation: 80, *Vehicle Piloting*: 25 (Fightercraft 30), *Astrogation*: 10, *Starship Piloting*: 15.
Tactical: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 20, *Damage Control*: 10, *Mechanics*: 10.
Communications: 30, *Rapport*: 15, *Translate*: 15.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Navigational Sense</u> +10, <u>Reputation</u> +5, <u>Senses</u> (Hearing) +5, <u>Luck</u> -5, <u>Discipline</u> -5, <u>Honest</u> -10.

ILT Robin "Flint" Peters

Robin Peters was born on Locanda IV during the early years of the Terran-Kilrathi War, the latest generation in a long line of fighter pilots. She and her brother David were both taught how to fly by their father, who eventually retired to "fly a desk". David enlisted and became a combat pilot and was killed in action against the Kilrathi in 2652. Robin eventually became an experienced pilot and dedicated her service to her brother's memory. In 2669, during Operation Unseen Death, Peters hijacked a *Longbow* to avenge her brother by attacking a Kilrathi *Bhantkara*-class carrier singlehandedly. Colonel Blair decided to follow her and returned her safely to TCS *Victory;* since he needed every available pilot on the flight-line, he chose not to ground her for disobeying orders.

After it had become clear that Blair's girlfriend, Jeannette Devereaux, had been executed by Prince Thrakhath *nar* Kiranka on Kilrah, Peters and *Victory* Chief Tech Rachel Coriolis both sought a romantic relationship with the Colonel; Blair ultimately chose Coriolis over Peters. Peters was one of Blair's wingmen in Lancelot Flight, the Temblor Bomb run on Kilrah. She was killed in action but her sacrifice was not in vain; Blair reached his target and completed his mission, ending the war.

Robin Peters, Callsign: Flint		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Female
Height: 1.90 m	Mass: 65 kg	Handedness: Right
Birth Date: 2637.075 (Age 32; Adult)	Place of Birth: Plaxy, Locanda IV, Deneb Quadrant, Epsilon Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12	Saves - Fortitude: 35, Reflex: 47, Willpower: 33	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 50, *Three-Dimensional Maneuvers*: 15 (Climbing 10), *Brawling*: 15, *Lifting*: 10.
Finesse: 70, *Dexterous Maneuvers*: 20 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 15.
Physique: 55, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 20.
Intellect: 80, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 25 (Persuasion 5, Seduction 5).
Acumen: 80, *Perception*: 20 (Spot Enemy 20), *Performance*: 25, *Survival*: 15.
Charm: 65, *Personality*: 25 (Debating 10), *Leadership*: 15, *Diplomacy*: 15.

Command: 50, *Security*: 25, *Inspire*: 10, *Coordination*: 15.
Science: 20, *Technology*: 20.
Navigation: 105, *Vehicle Piloting*: 20 (Fightercraft 35), *Astrogation*: 20, *Starship Piloting*: 20, *Stealth*: 10.
Tactical: 85, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 20, *Damage Control*: 15, *Mechanics*: 10.
Communications: 30, *Rapport*: 20, *Translate*: 20.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +10, <u>Reflexes</u> +10, <u>Impulsive</u> -5, <u>Discipline</u> -5, <u>Creed</u> (Avenge Brother) -10.

ILT Winston "Vagabond" Chang

Winston Chang was born in 2631. He was of Chinese descent and was known for being very fond of card games, always having a deck of cards at the ready. He began his career working with Philip Severin in the demolitions business but quit after a disastrous demolition test on Pax VII, feeling guilty for his role in it. He became a pilot, taking the callsign "Vagabond" as a reflection of his wanderer's spirit. By 2669, Vagabond held the rank of First Lieutenant in the Space Force and was assigned to TCS *Victory*. Vagabond was one of the few pilots aboard *Victory* who did not mind flying with Kilrathi defector Ralgha "Hobbes" *nar* Hhallas and his carefree attitude was also reflected in his relative disregard for things like military protocol. Vagabond did not take the war with the Kilrathi on a personal level, and he did not like the idea of destroying an entire planet. Despite Vagabond's person views, he later volunteered for the Temblor Bomb attack on Kilrah on 2669.261 after his friend and fellow Victory pilot, Mitchell "Vaquero" Lopez was killed. Vagabond's fighter was detected despite being cloaked at the time by a Kilrathi patrol, forcing him to eject and tipping off the Kilrathi to the presence of Confederation forces. Vagabond was found and rescued after Kilrah's destruction.

Winston Chang, Callsign: Vagabond		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.70 m	Mass: 70 kg	Handedness: Right
Birth Date: 2631.299 (Age 38; Adult)	Place of Birth: Penh's Hill, Pembroke, Grills Quadrant, Enigma Sector	Initiative: +6
Attack Bonuses - Melee: +6; Ranged: +8	Saves - Fortitude: 36, Reflex: 36, Willpower: 35	
HP/NHP: 66	HD/THD/FHD: 44/44/50	SI: 66

Power: 45, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 10.
Finesse: 65, *Dexterous Maneuvers*: 25 (Sleight of Hand 10), *Hiding and Seeking*: 15, *Dodge*: 15.
Physique: 65, *Concentration*: 20 (Concentrate Under Fire 10), *Recuperation*: 20, *Stamina*: 15.
Intellect: 110, *Knowledge*: 25 (Card Games 15), *Resourcefulness*: 25 (Demolition 20), *Cunning*: 25.
Acumen: 105, *Perception*: 25 (Spot Enemy 15), *Performance*: 20 (Researcher 25), *Survival*: 20.
Charm: 60, *Diplomacy*: 25, *Personality*: 20, *Leadership*: 15.

Command: 35, *Coordination*: 15, *Security*: 10, *Guidance*: 10.
Science: 105, *Planetology*: 25, *Technology*: 25, *Archaeology*: 20 (Structural Engineering 10), *Geology*: 15, *Typhonology*: 10.
Navigation: 100, *Vehicle Piloting*: 25, *Starship Piloting*: 20, *Orientation*: 20, *Stealth*: 20, *Astrogation*: 15.
Tactical: 115, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 25.
Engineering: 50, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 55, *Rapport*: 20, *Translate*: 20, *Negotiate*: 10, *Distress*: 5.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Luck</u> +10, <u>Honest</u> -5, <u>Discipline</u> -5.

Dr. Philip Severin

Dr. Philip Severin was a leading Confederation scientist involved in the research and development of advanced weapons. He is best remembered for the design of the Y22A-1 Temblor Bomb. Throughout his career, he was involved in the development of high-energy explosives, demolitions and warheads; some of his designs were used against the Kilrathi during the Terran-Kilrathi War. A man of questionable ethics, some of Dr. Severin's experiments had severe consequences; one of the most notable incidents occurred on Pax VII, which resulted in the death of millions and a complete quarantine of the planet.

Despite his questionable R&D practices, Dr. Severin was commissioned in the early 2660s to design a tectonic frequency weapon that was capable of destroying an entire planet. It was to be part of the Covert Operations Division's "long shot" effort to destroy the Kilrathi home world of Kilrah as a means to end the Terran-Kilrathi War; Severin spent the next ten years developing this weapon. Shortly before the project's completion, Dr. Severin was captured by the Kilrathi and imprisoned on Alcor V, halting the development of the Temblor Bomb at a crucial, near-completed stage. By 2669, the Terran Confederation was on the brink of defeat and their attempt to destroy Kilrah via TCS *Behemoth* had ended in failure. Out of desperation, Brigadier General James Taggart ordered a rescue of Dr. Severin. During the rescue mission, Colonel Blair launched an assault on Alcor V's ground defenses, clearing a path for Confederation Marines to rescue Dr. Severin. Prior to their departure, Dr. Severin's former comrade Winston Chang physically assaulted him in revenge for the Pax VII tragedy. Dr. Severin and his team were quickly able to finish development of the Temblor Bomb, allowing the Confederation to use the weapon and end the war.

Philip Severin, Ph.D.		
Species: Terran	Occupation: Head of Research, TCDMWD	Gender: Male
Height: 1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2621.260 (Age 48; Middle Age)	Place of Birth: Sedbergh, North West England, England, Earth	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8	Saves - Fortitude: 37, Reflex: 35, Willpower: 39	
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67

Power: 45, *Three-Dimensional Maneuvers*: 25, *Lifting*: 15, *Brawling*: 5.   **Finesse**: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10.   **Physique**: 75, *Concentration*: 25 (Concentrate While Working 20), *Recuperation*: 15, *Stamina*: 5.   **Intellect**: 150, *Knowledge*: 25 (Seismology 15, Explosives 10), *Resourcefulness*: 25 (Demolition 20), *Cunning*: 25 (Treachery 15, Deception 15).   **Acumen**: 95, *Perception*: 25 (Sense Danger 25), *Performance*: 25, *Survival*: 20.   **Charm**: 80, *Diplomacy*: 15, *Personality*: 25 (Debating 25), *Leadership*: 15.
Command: 40, *Coordination*: 25, *Security*: 15.   **Science**: 195, *Planetology*: 25, *Technology*: 25 (Explosives 50), *Archaeology*: 25, *Geology*: 25, *Typhonology*: 25 (Earthquakes 20).   **Navigation**: 65, *Vehicle Piloting*: 15, *Starship Piloting*: 25, *Astrogation*: 25.   **Tactical**: 100, *Targeting*: 25, *Ballistics*: 25 (Heavy Ordnance 50).   **Engineering**: 105, *Defenses*: 25 (Weaponry 50), *Damage Control*: 5, *Faster-Than-Light Mechanics*: 25.   **Communications**: 85, *Rapport*: 15, *Translate*: 25, *Negotiate*: 15, *Distress*: 15, *Intimidate*: 15.   **Medicine**: 45, *Intensive Care*: 25, *Psychology*: 25.
Traits: <u>Tactical Sense</u> +10, <u>Math Expert</u> +10, <u>Greed</u> -5, <u>Obsessed</u> (Research) -15.

Bhuk "Bloodmist" *nar* Hhallas

Bhuk "Bloodmist" *nar* Hhallas was a Kilrathi bomber ace. He was known to be particular in his choice of targets, was not susceptible to taunts and was always heavily armed; his rear gunner was also famous for his accuracy. Bhuk's ship of choice was a custom *Paktahn* bomber with four Plasma Guns and two Lasers fore and two Mass Drivers mounted to the rear turret.

Bhuk *nar* Hhallas, Callsign: Bloodmist		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height: 2.15 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2625.253 (Age 44; Middle Age)	Place of Birth: Ikgara Brajakh, Hhallas, Tr'K H'Hra Quadrant, M'Shrak Sector	Initiative: +9
Attack Bonuses - Melee: +13; Ranged: +14		Saves - Fortitude: 36, Reflex: 39, Willpower: 37
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128
Power: 80, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 20 (Knife Fighting 10), *Lifting*: 15. **Finesse**: 95, *Dexterous Maneuvers*: 25 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 20 (Stalk Prey 15). **Physique**: 65, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 15. **Intellect**: 110, *Knowledge*: 25 (Clan Lore 10, Confed Tactics 15), *Resourcefulness*: 25, *Cunning*: 25 (Persuasion 10). **Acumen**: 70, *Perception*: 25, *Performance*: 20, *Survival*: 25. **Charm**: 80, *Personality*: 20 (Taunting 25), *Leadership*: 25, *Diplomacy*: 10.		
Command: 125, *Security*: 25, *Strategy*: 20, *Guidance*: 20, *Coordination*: 25 (Bomber Group 10), *Inspire*: 25. **Science**: 60, *Technology*: 25, *Planetology*: 20, *Geology*: 10, *Archaeology*: 5. **Navigation**: 165, *Vehicle Piloting*: 25 (Paktahn 50), *Orientation*: 20, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 25. **Tactical**: 135, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25 (Torpedo 20). **Engineering**: 75, *Damage Control*: 25, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 40, *Rapport*: 15, *Translate*: 10 (English 15). **Medicine**: 50, *Intensive Care*: 25, *Psychology*: 25.		
Traits: <u>Enhanced Visual Sense</u>, <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +10, <u>Senses</u> (Hearing) +10, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Overconfident</u> -15.		

Dakhath "Deathstroke" *nar* Caxki

Dakhath *nar* Sihkag, the first Deathstroke, was an inspiration to many young warriors in the 2650s and 2660s, including Dakhath *nar* Caxki. When *nar* Sihkag was killed, young *nar* Caxki decided to take up the mantle and became the new Deathstroke. *nar* Caxki did not fly the quickest fighter in space but he gained a reputation for being utterly fearless, never backing down from an enemy engagement and even sometimes going well out of his way to begin one. Like the earlier Deathstroke, *nar* Caxki flew a *Dralthi* Medium Fighter, though in this case it was one of the legendary *Dralthi-IV* line. Dakhath survived the Kilrathi War and was seen flying as a mercenary in the Antares Sector in 2701.

Dakhath *nar* Caxki, Callsign: Deathstroke		
Species: Kilrathi	Rank: First Fang	Gender: Male
Height: 3.23 m	Mass: 126 kg	Handedness: Right
Birth Date: 2627.284 (Age 42; Middle Age)	Place of Birth: M'ns-M'rgl, K'za-Ha'duhm System, Kur'u Caxki Quadrant, Kilrah Sector	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 36, Reflex: 49, Willpower: 36
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 128

Power: 75, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Brawling*: 25, *Lifting*: 15.
Finesse: 90, *Dexterous Maneuvers*: 25 (Balance 10), *Dodge*: 20, *Hiding and Seeking*: 20 (Stalk Prey 15).
Physique: 60, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 15.
Intellect: 105, *Knowledge*: 25 (Clan Lore 10, Terran Mythology 10), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10).
Acumen: 65, *Perception*: 25 (Spot Enemy 5), *Performance*: 20, *Survival*: 15.
Charm: 80, *Personality*: 25 (Taunting 15), *Leadership*: 20 (Wingleader 10), *Diplomacy*: 10.

Command: 95, *Security*: 25 (Blades 10), *Strategy*: 20, *Guidance*: 15, *Coordination*: 10 (Fighter Squadron 15).
Science: 80, *Technology*: 25, *Planetology*: 20, *Archaeology*: 10 (Terran Death Symbols 20).
Navigation: 135, *Vehicle Piloting*: 25 (Dralthi-IV 45), *Orientation*: 15, *Astrogation*: 25, *Stealth*: 25.
Tactical: 120, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 65, *Damage Control*: 20, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 20.
Communications: 40, *Rapport*: 15, *Translate*: 15 (English 10).
Medicine: 35, *Intensive Care*: 10, *Psychology*: 20, *Xenobiology*: 0 (Terrans 5).

Traits: <u>Enhanced Visual Sense</u>, <u>Reflexes</u> +10, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +15, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Obsessed</u> (Inflicting Pain) -10, <u>Comeliness</u> -10.

Kramm "Deathfang" *nar* Caxki

Deathfang was a legendary *Vaktoth* pilot that served in the Imperial Navy in the closing years of the Terran-Kilrathi War. He was the Kilrathi equivalent of Maniac Marshall, noted for having a cocky attitude and using aggressive taunts along with a natural, seat-of-the pants flying style. Coupled with the design of the custom *Vaktoth* fighter he flew, it made him among the more deadly Kilrathi aces of his day.

Kramm *nar* Caxki, Callsign: Deathfang		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height: 2.69 m	Mass: 99.75 kg	Handedness: Right
Birth Date: 2627.059 (Age 42; Middle Age)	Place of Birth: Hrai Caxki Brajakh, Zagacaxki, Kilrah	Initiative: +10
Attack Bonuses - Melee: +13; Ranged: +15		Saves - Fortitude: 37, Reflex: 40, Willpower: 36
HP/NHP: 77	HD/THD/FHD: 43/40/53	SI: 129

Power: 85, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 20 (Knife Fighting 10), *Lifting*: 20.
Finesse: 100, *Dexterous Maneuvers*: 25 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 25 (Stalk Prey 15).
Physique: 70, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 20.
Intellect: 105, *Knowledge*: 30 (Clan Lore 10), *Resourcefulness*: 25, *Cunning*: 25 (Treachery 15).
Acumen: 65, *Perception*: 30, *Performance*: 20, *Survival*: 15.
Charm: 75, *Personality*: 20 (Taunting 20), *Leadership*: 25, *Diplomacy*: 10.

Command: 105, *Security*: 25 (Blades 20), *Strategy*: 15, *Guidance*: 10, *Coordination*: 25 (Squadron 10).
Science: 60, *Technology*: 25, *Planetology*: 20, *Geology*: 10, *Typhonology*: 5.
Navigation: 145, *Vehicle Piloting*: 25 (Vaktoth 50), *Orientation*: 20, *Astrogation*: 25, *Stealth*: 25.
Tactical: 165, *Evasive Maneuvers*: 25 (Hard Brake 20), *Combat Maneuvers*: 25 (Playing Chicken 10, Shelton Slide 10), *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 50, *Damage Control*: 25, *Mechanics*: 10, *Faster-Than-Light Mechanics*: 15.
Communications: 80, *Rapport*: 20, *Translate*: 25 (English 35).
Medicine: 40, *Intensive Care*: 20, *Psychology*: 20.

Traits: <u>Enhanced Visual Sense</u>, <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +10, <u>Senses</u> (Smell) +10, <u>Senses</u> (Hearing) +15, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Overconfident</u> -5, <u>Impulsive</u> -5, <u>Lecherous</u> -5.

Marjakh "Stalker" *nar* Kur'u'tak

Marjakh "Stalker" nar Kur'u'tak was a Kilrathi ace pilot. He predominantly flew a custom-built late model *Strakha* stealth fighter equipped with two Particle Cannons and another two Neutron Guns in place of the craft's standard guns. Stalker was an expert in stealth tactics and was extremely effective in their execution; the first sign of his presence was usually being fired upon. His only known weakness (one that was not easily exploited when he could render himself invisible) was the inferior armor of his craft. Whether or not he survived the Kilrathi War is unknown.

Marjakh *nar* Kur'u'tak, Callsign: Stalker		
Species: Kilrathi	Rank: First Fang	Gender: Male
Height: 3.23 m	Mass: 120.75 kg	Handedness: Right
Birth Date: 2630.143 (Age 39; Middle Age)	Place of Birth: Thrak'garga Kur'u'tak, Tr'p-Khar, Kur'U'Tak Quadrant, Kilrah Sector	Initiative: +7
Attack Bonuses - Melee: +12; Ranged: +11		Saves - Fortitude: 36, Reflex: 37, Willpower: 39
HP/NHP: 76	HD/THD/FHD: 46/43/53	SI: 128
Power: 80, *Three-Dimensional Maneuvers*: 25 (Jumping 20), *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25 (Stalk Prey 5). **Physique**: 60, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 90, *Knowledge*: 25 (Clan Lore 10, Confed Tactics 10), *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 95, *Perception*: 25 (Spot Enemy 30), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 25, *Leadership*: 25 (Wingleader 15), *Diplomacy*: 10.		
Command: 100, *Security*: 20, *Strategy*: 20 (Hit and Run 10), *Guidance*: 15 (Squadmates 10), *Coordination*: 15 (Strike Group 10). **Science**: 75, *Technology*: 25, *Planetology*: 20, *Archaeology*: 10, *Typhonology*: 20. **Navigation**: 160, *Vehicle Piloting*: 25 (Strakha 50), *Astrogation*: 10, *Stealth*: 25 (Cloaking Device 50). **Tactical**: 105, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 45, *Damage Control*: 25, *Mechanics*: 20.**Communications**: 50, *Rapport*: 15, *Translate*: 10 (English 25). **Medicine**: 35, *Intensive Care*: 10, *Psychology*: 25.		
Traits: Enhanced Visual Sense, Navigational Sense +10, Tactical Sense +10, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Creed (Warrior's Code) -25, Intolerant (Non-Kilrathi) -10, Overconfident -15.		

Najji "Fireclaw" *nar* Ragitagha

Najji "Fireclaw" *nar* Ragitagha was a Kilrathi ace pilot who served in the final years of the Kilrathi War. Najji was a master of the *Darket* light fighter and preferred to fly a custom-built fighter with two Particle Cannons replacing the usual Meson Guns. His fighter suffered from a relative lack of weapons and shielding compared to other aces of the time, which made him vulnerable to coordinated attacks. As a result, he generally flew cautiously and usually retreated when he was obviously outnumbered or outgunned.

Najji *nar* Ragitagha, Callsign: Fireclaw		
Species: Kilrathi	Rank: Second Claw	Gender: Male
Height: 2.15 m	Mass: 89.25 kg	Handedness: Right
Birth Date: 2633.290 (Age 36; Adult)	Place of Birth: Ragitagha Brajakh, Qith'rak Ragitagha, Kilrah	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 47
HP/NHP: 75	HD/THD/FHD: 45/42/53	SI: 127
Power: 60, *Three-Dimensional Maneuvers*: 20, *Brawling*: 25, *Lifting*: 15. **Finesse**: 85, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 25 (Stalk Prey 10). **Physique**: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Clan Lore 10, Confed Tactics 10), *Resourcefulness*: 20, *Cunning*: 25 (Persuasion 10). **Acumen**: 75, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 25 (Taunting 10), *Leadership*: 25 (Wingleader 10), *Diplomacy*: 5.		

Command: 115, *Security*: 25, *Strategy*: 20, *Guidance*: 25, *Coordination*: 25 (Strike Group 20).
Science: 40, *Technology*: 25, *Archaeology*: 15.
Navigation: 125, *Vehicle Piloting*: 25 (Darket 50), *Astrogation*: 10, *Starship Piloting*: 20, *Stealth*: 20.
Tactical: 105, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 40, *Damage Control*: 15, *Mechanics*: 25.
Communications: 50, *Rapport*: 20, *Translate*: 5 (English 25).
Medicine: 20, *Intensive Care*: 10, *Psychology*: 10.

Traits: <u>Enhanced Visual Sense</u>, <u>Discipline</u> +10,<u>Senses</u> (Sight) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Lecherous</u> -5, <u>Addicted</u> (Vak'qu) -5.

Thrakhath nar Kiranka

In 2669, the Kilrathi captured a small team of covert operatives in the Kilrah system led by Colonel Jeannette Devereaux. Thrakhath personally oversaw the disintegration of Devereaux's team in the Kilrathi Royal Palace and then executed Devereaux personally by disemboweling her. By this point in the war, Thrakhath had bestowed Colonel Blair with the warrior name "Heart of the Tiger", referencing the pilot's lethal combat skills. He remained eager to personally kill Blair.

During the final months of the war, Thrakhath personally oversaw the execution of Operation Unseen Death, the Kilrathi offensive to exterminate the Terran population of the contested Locanda System. Despite resistance spearheaded from TCS *Victory*, Thrakhath's fleet successfully wiped Locanda clean of life in a massive biological attack. This was followed up by successful attacks on Delius, Trafalgar and Blackmane, all of which proved disastrous for the Confederation in Vega Sector. However, *Victory* continued to be a thorn in Thrakhath's side, leading a successful counter-attack against the Kilrathi in Ariel and destroying the garrison there. After this action Thrakhath sent a message directly to TCS *Victory*. On the surface, he simply swore vengeance against the Confederation; the true purpose of the message was to awaken the true personality of Ralgha *nar* Hhallas. Through Ralgha, Thrakhath learned of TCS *Behemoth* and its weaknesses. Thrakhath attacked *Behemoth* with an overwhelming bomber force, destroying the war machine and thwarting Kilrah's destruction.

After *Behemoth's* destruction, Thrakhath was confident a Kilrathi victory was inevitable. He commissioned a vast armada to assemble in Kilrah orbit that would then venture to Sol and end the war. As the fleet assembled, Thrakhath expressed his desire for a final engagement with Blair, intent on silencing his enemy and truly securing victory over the Terrans. Less than 48 hours before the armada was scheduled to depart, Colonel Blair led a small strike force to Kilrah in a last desperate attempt to attack the Kilrathi homeworld. Thrakhath engaged Blair in Kilrah's atmosphere; he was ultimately shot down and killed by Blair before the latter destroyed Kilrah with the Temblor Bomb, ending the war. With the Emperor also dead and having no living heir, distant relatives of the Emperor and several warlords fought for control of the throne in the years immediately following the loss of Kilrah.

Thrakhath *nar* Kiranka		
Species: Kilrathi	Rank: Kal Khantahr (Crown Prince, Empire of Kilrah)	Gender: Male
Height: 1.48 m	Mass: 60.35 kg	Handedness: Left
Birth Date: 2624.259 (Age 45; Middle Age)	Place of Birth: Imperial Palace, Imperial City, Kilrah	Initiative: +10
Attack Bonuses - Melee: +12; Ranged: +15		Saves - Fortitude: 35, Reflex: 40, Willpower: 41
HP/NHP: 75	HD/THD/FHD: 43/40/53	SI: 127
Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 10), *Lifting*: 20, *Brawling*: 15. **Finesse**: 100, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20 (Stalking Prey 30). **Physique**: 55, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 15. **Intellect**: 125, *Knowledge*: 25 (Court Politics 30, Kilrathi Lore 10), *Cunning*: 20 (Deception 10, Treachery 5), *Resourcefulness*: 25. **Acumen**: 115, *Performance*: 25 (Pilot 20), *Perception*: 25 (Spot Enemy 50), *Survival*: 15. **Charm**: 70, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 20.		

Command: 165, *Guidance*: 25, *Coordination*: 25 (Fleet 45), *Inspire*: 20, *Strategy*: 25, *Security*: 25.			
Science: 85, *Archaeology*: 20, *Technology*: 25 (Computers 15), *Typhonology*: 5, *Planetology*: 15, *Geology*: 5.			
Navigation: 135, *Vehicle Piloting*: 25 (Bloodfang 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 15.			
Tactical: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.			
Engineering: 40, *Damage Control*: 15, *Internal Systems*: 15, *Defenses*: 5, *Mechanics*: 5.			
Communications: 130, *Translate*: 25 (English 40), *Negotiate*: 25, *Rapport*: 25, *Intimidate*: 25 (Clan Lords 30).			
Medicine: 75, *Specialized Medicine*: 25 (Poisons 10), *Intensive Care*: 15, *Psychology*: 25.			

Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Wealth</u> +15, <u>Social Status</u> +20, <u>Creed</u> (Warrior's Code) -5, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Intolerant</u> (Lower Classes) -5, <u>Temper</u> -10, <u>Obsessed</u> (Victory At All Costs) -20.

Melek *nar* Kiranka

Melek was *chee'dyachee* - senior vassal and highest-ranked retainer - to Prince Thrakhath during the latter days of the Terran-Kilrathi War. He was a trusted servant who wielded considerable power in the Prince's name, though he eventually came to regret having the position because of the Prince's temper. Melek was aboard KIS *Hvar'kann* when Kilrah was destroyed; with the Imperial line wiped out, Melek took nominal command of the Kilrathi government. When *Hvar'kann* tractored in Blair's ejection pod, Melek declined to take revenge for the loss of his homeworld and instead he offered to surrender on behalf of the Empire. Melek believed that the Kilrathi had paid the price for their bloodlust and corruption and that they would have to work together with the Confederation in the near future against the races harassing the far side of the now-fallen Empire. Melek was the chief signatory of the Treaty of Torgo for the Kilrathi delegation, formally ending the war.

By 2670, Melek was Chancellor of a caretaker Kilrathi government. His government did not lay claim to the throne and would have turned over command to a rightful heir. Many clan leaders and senior officials ignored Melek, among them Ukar *dai* Ragark, a Kilrathi warlord who was preparing to move against the Landreich. Melek wouldn't have minded if the Landreich would have disposed of Ragark for him as it would have saved him the trouble of fighting him for control of the Kilrathi worlds. When Dawx Jhorrad, CO of KIS *Vorghath*, elected to join Ragark's forces, Melek unsuccessfully sent out forces to hound the ship in order to prevent it from reaching the sanctity of Baka Kar.

In 2673, Melek crossed paths with Christopher Blair once again while leading a convoy from 89 Hydrae B to Pasqual. The convoy was attacked by Black Lance fighters and seven Kilrathi transport ships were destroyed. Blair and several other pilots operating off BWS *Intrepid* drove off the attackers and escorted the Kilrathi ships to safety. Blair's fighter was damaged during the battle and he landed on Melek's ship for repairs rather than risk returning to *Intrepid*. Here he learned that Melek and many other Kilrathi regarded him as a savior; Melek treated Blair as an honored guest and even offered him a Kilrathi concubine as a companion for the night before sending him on his way. What became of Melek after this and any role he played in the formation of the Kilrathi Clan Assembly is not known.

Melek *nar* Kiranka				
Species: Kilrathi		Rank: Chee'dyachee, Empire of Kilrah		Gender: Male
Height: 2.42 m		Mass: 99.75 kg		Handedness: Right
Birth Date: 2621.155 (Age 48; Middle Age)		Place of Birth: De Qith'rak, Imperial City, Kilrah		Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11			Saves - Fortitude: 34, Reflex: 36, Willpower: 38	
HP/NHP: 74		HD/THD/FHD: 47/44/53		SI: 126
Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 10. **Finesse**: 65, *Dodge*: 15, *Hiding and Seeking*: 25, *Dexterous Maneuvers*: 15. **Physique**: 45, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 5. **Intellect**: 115, *Knowledge*: 25 (Clan Lore 20, Current Events 20), *Cunning*: 25, *Resourcefulness*: 25. **Acumen**: 85, *Perception*: 25 (Sense Danger 15), *Performance*: 25, *Survival*: 20. **Charm**: 120, *Diplomacy*: 25 (Confederation 20, Clan Leaders 20), *Leadership*: 25 (Kilrathi Assembly of Clans 10), *Personality*: 20.				

Command: 120, *Coordination*: 25 (Kilrathi Military 30), *Inspire*: 10, *Security*: 25, *Guidance*: 10, *Strategy*: 20.
Science: 95, *Technology*: 20 (Computers 10), *Archaeology*: 25, *Typhonology*: 20, *Geology* : 20.
Navigation: 80, *Vehicle Piloting*: 20 (Groundcar 20), *Orientation*: 25, *Stealth*: 15.
Tactical: 25, *Marksmanship*: 10, *Ballistics*: 10, *Stealth*: 5.
Engineering: 25, *Damage Control*: 10, *Mechanics*: 10, *Internal Systems*: 5.
Communications: 160, *Intimidate*: 15 *Negotiate*: 25, *Rapport*: 20, *Translate*: 25 (English 50), *Distress*: 25.
Medicine: 70, *Specialized Medicine*: 25 (Poisons 15), *Psychology*: 25, *Intensive Care*: 10.

Traits: <u>Enhanced Visual Sense</u>, <u>Contacts</u> +15, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Reputation</u> (Sa'guk/Coward) -15.

Barbara Miles

Barbara Miles was the Terran News Channel's best-known anchorwoman and head correspondent. She was widely considered to be so good-looking that many of her viewers wonder if she was in fact computer-generated. She was perhaps best known for her delivery of TNC's "Infobursts", major breaking news stories that ran outside the regular news-airing schedule, during the late-2660s into the early-2670s.

Barbara Miles		
Species: Terran	Rank: TNC Head Correspondent	Gender: Female
Height: 1.70 m	Mass: 60 kg	Handedness: Right
Birth Date: 2628.057 (Age 41; Middle Age)	Place of Birth: Marylhurst, Oregon, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 41
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 45, *Brawling*: 5 (Judo 20), *Three-Dimensional Maneuvers*: 15, *Lifting*: 5.
Finesse: 75, *Hiding and Seeking*: 10 (Finding Subjects 15, Avoid Paparazzi 10), *Dodge*: 15, *Dexterous Maneuvers*: 15 (Horseback Riding 10).
Physique: 55, *Concentration*: 25, *Stamina*: 20, *Recuperation*: 10.
Intellect: 120, *Knowledge*: 25 (Confederation Politics 25, Current Events 25), *Cunning*: 25, *Resourcefulness*: 20.
Acumen: 110, *Perception*: 15 (Stories When They Happen 30), *Survival*: 15, *Performance*: 25 (News Reporter 25).
Charm: 95, *Diplomacy*: 15 (Negotiate With Stubborn Subjects 10), *Personality*: 10 (Interviewing 50), *Leadership*: 10.

Command: 105, *Coordination*: 15 (Lead News Crew 15), *Guidance*: 15, *Inspire*: 15, *Security*: 15 (Slugthrower 20), *Strategy*: 10.
Science: 125, *Technology*: 20 (Computer Use 25), *Archaeology*: 15 (Anthropology 10), *Typhonology*: 25, *Planetology*: 15, *Geology*: 15.
Navigation: 85, *Orientation*: 20, *Vehicle Piloting*: 20 (Groundcar 15), *Stealth*: 15, *Starship Piloting*: 10, *Astrogation*: 5.
Tactical: 40, *Targeting*: 20, *Evasive Maneuvers*: 15, *Marksmanship*: 5.
Engineering: 70, *Internal Systems*: 20, *Damage Control*: 20, *Mechanics*: 20, *Defenses*: 10.
Communications: 145, *Rapport*: 20 (Field Recording 20), *Translate*: 15 (Kilrathi 25), *Negotiate*: 25, *Intimidate*: 25, *Distress*: 15.
Medicine: 55, *Psychology*: 25, *Intensive Care*: 15, *Xenobiology*: 10, *Specialized Medicine*: 5.

Traits: <u>Nerves</u> +5, <u>Luck</u> +5, <u>Comeliness</u> +10, <u>Creed (Truth)</u> -20.

Characters from Wing Commander: False Colors

ADM Sir Geoffrey Tolwyn

Christopher Blair ended the Terran-Kilrathi War before the Belisarius Group had the chance to seize power. The loss of *Behemoth* in 2669 was a devastating blow for Tolwyn that lead to a sensational court-martial.. The officers presiding over the court-martial were agents of Belisarius and they acquitted Tolwyn but subsequently reminded him that they could just as easily eliminate him if he raised trouble in the future. He returned to active duty just in time to negotiate the peace with the Kilrathi that his rival James Taggart and Christopher Blair had won. There was indignation upon his acquittal across the Confederation but it quietly died down in the wake of peace.

After the war ended, Belisarius wanted to trigger another war along the frontier so they could once again have their justification to stage a coup. Tolwyn wanted to avoid this by stopping the rogue Kilrathi warlord Ragark; he believed if the Landreich's Project Goliath succeeded then war could be avoided and Belisarius would not be able to seize power. All the conspiracies playing out within the

Confederation along with the bitter feelings he felt over the civilian government's mismanagement of the False Armistice were beginning to make Tolwyn paranoid. He sent his nephew out to the Landreich for his own protection.

After the success of Goliath, Tolwyn announced that he would resign his Landreich commission and return to Earth serve as commander of the Confederation's Strategic Readiness Agency; he believed that peace would soften Terrankind and as a result the Confederation would not be prepared for the next threat. Tolwyn's paranoia overwhelmed him and he declined to share his ideas on the Genetic Enhancement Program with ex-confidants like Bondarevsky and Vance Richards while becoming ever-increasingly involved with that project.

Geoffrey Tolwyn		
Species: Terran	Rank: Admiral, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2614.164 (Age 56; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 41, Reflex: 36, Willpower: 41
HP/NHP: 71	HD/THD/FHD: 44/44/50	SI: 71

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5.
Finesse: 65, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 15.
Physique: 110, *Stamina*: 25, *Concentration*: 25 (Concentrate Under Fire 50), *Recuperation*: 10.
Intellect: 150, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 20, Deception 20, Treachery 20).
Acumen: 110, *Perception*: 25 (Detect Deception 30), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20.
Charm: 150, *Personality*: 25 (Debating 30), *Leadership*: 25 (Ship Captain 45), *Diplomacy*: 25.

Command: 250, *Inspire*: 25 (Inspire Crew 25), *Coordination*: 25 (Fleet Command 50), *Strategy*: 25 (Fleet Deployment 50), *Security*: 25, *Guidance*: 25.
Science: 140, *Technology*: 25 (Computers 50), *Archaeology*: 25, *Planetology*: 25, *Geology*: 15.
Navigation: 150, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 20), *Astrogation*: 25.
Tactical: 115, *Combat Maneuvers*: 25 (Battle Line 25), *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 70, *Damage Control*: 15, *Internal Systems*: 25, *Mechanics*: 15, *Defenses*: 15.
Communications: 90, *Rapport*: 25 (Subordinates 10), *Negotiate*: 25, *Intimidate*: 15, *Translate*: 15.
Medicine: 110, *Psychology*: 20 (Cadets 20, Service Personnel 10), *Specialized Medicine*: 15 (Bioweaponry 25), *Intensive Care*: 15, *Treatment*: 5.

Traits: <u>Wealth</u> +5, <u>Education</u> +5, <u>Social Status</u> +10, <u>Reputation</u> +5, <u>Contacts</u> (Confed Military Command Structure) +15, <u>Obsessed</u> (Protect Confederation) -25, <u>Creed</u> (Protect Confederation) -20, <u>Intolerant</u> (Incompetence) -15.

ADM Vance Richards

After the war Richards transferred to the Landreich and continued to serve in an intelligence capacity. He was of some assistance in bringing the Outerworld Naval Reserve into existence for the nascent Union of Border Worlds, particularly by finding talented recruits such as Velina Sosa. In 2670, he accompanied Geoffrey Tolwyn and Jason Bondarevsky to the Vaku system as part of Project Goliath to oversee the salvage and refit of KIS *Karga*, which was later re-commissioned as FRLS *Mjollnir*. Richards was assigned as commander of the ship's battle group when her salvaging proved to be successful, later transferring his flag to FRLS *Xenophon* when news of KIS *Vorghath's* arrival at Baka Kar was received. Richards was killed in the ensuing skirmish at Baka Kar when a Kilrathi raiding fleet under Ukar *dai* Ragark jumped into the system, successfully ambushing and destroying *Xenophon.*

Vance Richards		
Species: Terran	Rank: Admiral, FRLN	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2612.353 (Age 58; Middle Age)	Place of Birth: Downers Grove, Illinois, United States, Earth	Initiative: +10
Attack Bonuses - Melee: +12; Ranged: +15		Saves - Fortitude: 26, Reflex: 45, Willpower: 42
HP/NHP: 66	HD/THD/FHD: 40/40/50	SI: 66

Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 5), *Brawling*: 25 (Krav Maga 5), *Lifting*: 10.
Finesse: 100, *Dexterous Maneuvers*: 25 (Lockpick 15), *Dodge*: 25, *Hiding and Seeking*: 25 (Find Valuable Intel 15).
Physique: 60, *Stamina*: 20, *Concentration*: 25 (Concentrate Under Fire 5), *Recuperation*: 10.
Intellect: 125, *Knowledge*: 25 (Kilrathi Strategy 15), *Resourcefulness*: 25 (Encryption 30), *Cunning*: 25 (Deception 10).
Acumen: 125, *Perception*: 25 (Sense Deception 25), *Performance*: 25 (Pilot 10, Destroyer Captain 15), *Survival*: 25.
Charm: 145, *Personality*: 25 (Debating 25), *Leadership*: 35 (Fighter Squadron 10, Destroyer Squadron 10), *Diplomacy*: 25 (Landreich 15).

Command: 125, *Security*: 25, *Strategy*: 25, *Inspire*: 10, *Guidance*: 25 (Crew 10), *Coordination*: 20 (Fleet 10).
Science: 185, *Technology*: 25 (Computers 20, Kilrathi Technology 35), *Planetology*: 25, *Geology*: 25, *Archaeology*: 35 (Kilrathi Culture 20), *Typhonology*: 10.
Navigation: 210, *Vehicle Piloting*: 25 (Wildcat 20, Scimitar 20), *Orientation*: 25, *Astrogation*: 25 (Kilrathi Territory 10), *Starship Piloting*: 25, *Stealth*: 25 (Capital Ships 35).
Tactical: 160, *Evasive Maneuvers*: 25 (Immelmann 20), *Combat Maneuvers*: 25, *Targeting*: 25 (Communications 10, Engines 5), *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 90, *Damage Control*: 25 (Communications 15), *Internal Systems*: 20, *Faster-Than-Light Mechanics*: 20, *Defenses*: 10.
Communications: 205, *Rapport*: 25 (Landreich 45), *Negotiate*: 25 (Kruger 15), *Intimidate*: 25, *Translate*: 25 (Kilrathi 35), *Distress*: 10.
Medicine: 55, *Psychology*: 25, *Xenobiology*: 0 (Kilrathi 15), *Intensive Care*: 15.

Traits: <u>Linguistic Sense</u> +25, <u>Navigational Sense</u> +5, <u>Reflexes</u> +5, <u>Memory</u> +10, <u>Math Expert</u> +10, <u>Intolerant</u> (Stupidity) -10, <u>Honest</u> -10, <u>Creed</u> (Protect Confederation) -20, <u>Health</u> -10, <u>Comeliness</u> -5.

CDOR Jason "Bear" Bondarevsky

Bondarevsky was forced to take command of TCS *Tarawa* during the Raid on Kilrah when the ship's captain died in a kamikaze attack. He barely led the ship out of Kilrah intact but managed to hold her together long enough for *Concordia* to come to the rescue. Jason received the Medal of Honor for his part in Operation Back Lash and was offered command of a new light carrier or a chance to join Admiral Banbridge's staff. He refused both offers in order to remain CO of *Tarawa* where he served officially until she was decommissioned and sold to the Free Republic of the Landreich during the False Armistice. Bondarevsky later went to the Landreich with the ship at Admiral Tolwyn's behest. While serving with the Landreich, he took *Tarawa* on a dangerous mission behind Kilrathi lines, which ultimately helped to expose the Armistice as a sham. After helping defend Landreich from a Kilrathi attack, *Tarawa* was among several Landreich ships that rushed to the Confederation's aid at the Battle of Earth; they arrived in the nick of time.

After the Battle of Earth, Jason returned to service in the Confederation Navy was assigned as CO of TCS *Coventry*, the flagship of a destroyer squadron supporting TCS *Victory*. During the deployment of *Behemoth*, *Coventry* was lost to a minefield and Jason was badly wounded, losing an arm. He spent the rest of the war recuperating and retired after the war with a courtesy promotion to the flag rank of Commodore.

A year after the end of the war, he was recruited by Admiral Tolwyn to serve again with the forces of the Landreich. He was made commander of the wing aboard FRLS *Mjollnir*, a salvaged Kilrathi carrier. She was later used by the Landreich to cripple KIS *Vorghath*, a dreadnaught in the possession of a Kilrathi warlord threatening the Landreich. Jason would continue serving with the Landreich after this action, ultimately retiring from the FRLN with the rank of Rear Admiral.

Jason Bondarevsky, Callsign: Bear		
Species: Terran	Rank: Commodore, FRLN	Gender: Male
Height: 1.70 m	Mass: 80 kg	Handedness: Left
Birth Date: 2641.303 (Age 29; Adult)	Place of Birth: Razin, Alpha Centauri, Terra Quadrant, Sol Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 37, Reflex: 42, Willpower: 38
HP/NHP: 67	HD/THD/FHD: 43/43/50	SI: 67
Power: 55, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20, *Lifting*: 15. **Finesse**: 70, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 75, *Stamina*: 25, *Concentration*: 25 (Concentrate Under Fire 10), *Recuperation*: 15. **Intellect**: 105, *Knowledge*: 30 (Kilrathi Tactics 10, Current Events 10), *Resourcefulness*: 25, *Cunning*: 25 (Persuasion 5). **Acumen**: 85, *Perception*: 25 (Spot Enemy 15), *Performance*: 25 (Pilot 5), *Survival*: 15. **Charm**: 115, *Personality*: 25 (Debating 10), *Leadership*: 25 (Fighter Wing 10, Starship Captain 15), *Diplomacy*: 20 (Landreich 10).		

Command: 195, *Inspire*: 25 (Crew 20, Confederation Citizens 20), *Security*: 25, *Strategy*: 25 (Fleet Deployment 10), *Guidance*: 25, *Coordination*: 25 (Battle Group 20). **Science**: 110, *Technology*: 25 (Computers 15), *Planetology*: 25, *Geology*: 15, *Archaeology*: 10 (Anthropology 10), *Typhonology*: 10. **Navigation**: 130, *Vehicle Piloting*: 25 (Rapier 10, Sabre 10), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15. **Tactical**: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25, *Ballistics*: 10. **Engineering**: 95, *Damage Control*: 25, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 25, *Defenses*: 10, *Internal Systems*: 15. **Communications**: 60, *Rapport*: 20, *Translate*: 20, *Intimidate*: 20. **Medicine**: 35, *Intensive Care*: 10, *Psychology*: 25.
Traits: <u>Navigational Sense</u> +5, <u>Tactical Sense</u> +5, <u>Contacts</u> (Admiral Tolwyn) +5, <u>Reflexes</u> +5, <u>Reputation</u> (First to Kilrah) +10, <u>Temper</u> -5, <u>Honest</u> -5, <u>Creed</u> (Protect Confederation) -10, <u>Amputee</u> (Bionic Arm) -5.

ILT Janet "Sparks" McCullough

After the Battle of Earth, Sparks became Damage Control Officer aboard TCS *Coventry* under Jason Bondarevsky during the *Behemoth* operation. She led the team that saved Bondarevsky when *Coventry* was struck by a mine and the ship's bridge was vented to space. The two retired together after the signing of the Treaty of Torgo.

McCullough followed Bondarevsky to his new seaside resort on Odessa, looking after him during his recovery. After this, she came along with him to the Landreich; on 2670.292, she was recruited into Project Goliath. Aboard FRLS *Mjollnir*, Jorkad *Ian* Mraal helped McCullough set up *Strakha* simulator modules so that Terran pilots could be trained to fly the Kilrathi stealth fighters. She piloted a Kofar shuttle as necessary and was also part of the team that boarded KIS *Wexarragh* as part of the final raid on Baka Kar. Her activities after Project Goliath are unknown.

Though she held romantic feelings for Bondarevsky, she never could find the right time to share this with him; Bondarevsky was always either already involved with someone else or acting as her commanding officer.

Janet "Sparks" McCullough		
Species: Terran	Rank: First Lieutenant, TCN	Gender: Female
Height: 1.70 m	Mass: 65 kg	Handedness: Right
Birth Date: 2639.170 (Age 31; Adult)	Place of Birth: North Berwick, East Lothian, Scotland, Earth	Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +6		Saves - Fortitude: 44, Reflex: 36, Willpower: 38
HP/NHP: 69	HD/THD/FHD: 44/44/50	SI: 69
Power: 75, *Lifting*: 20, *Brawling*: 25, *Three-Dimensional Maneuvers*: 15 (Climbing 15). **Finesse**: 60, *Dexterous Maneuvers*: 25 (Balance 5), *Hiding and Seeking*: 20, *Dodge*: 10. **Physique**: 90, *Concentration*: 25 (Concentration Under Fire 25), *Stamina*: 20, *Recuperation*: 20. **Intellect**: 90, *Cunning*: 25, *Resourcefulness*: 25 (Jury-Rigged Repairs 15), *Knowledge*: 25. **Acumen**: 80, *Performance*: 25 (Mechanic 10), *Perception*: 25, *Survival*: 20. **Charm**: 105, *Personality*: 35, *Diplomacy*: 20, *Leadership*: 25 (Chief Tech 25).		
Command: 50, *Coordination*: 15 (Bridge Crew 15, Flight Deck Crew, 15), *Guidance*: 5. **Science**: 130, *Technology*: 25 (Computers 15), *Archaeology*: 25 (Anthropology 15), *Geology*: 25, *Typhonology*: 15, *Planetology*: 10. **Navigation**: 90, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 10, *Astrogation*: 10. **Tactical**: 65, *Marksmanship*: 25, *Targeting*: 20, *Evasive Maneuvers*: 15, *Ballistics*: 5. **Engineering**: 200, *Damage Control*: 25, *Internal Systems*: 25 (Flight Deck 30), *Mechanics*: 25 (Fightercraft 45), *Defenses*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 50, *Distress*: 5, *Rapport*: 15, *Translate*: 10, *Intimidate*: 20. **Medicine**: 45, *Specialized Medicine*: 20, *Intensive Care*: 10, *Psychology*: 15.		
Traits: <u>Mechanical Sense</u> +5, <u>Health</u> +5, <u>Reputation</u> +10, <u>Comeliness</u> +5, <u>Luck</u> -5, <u>Honest</u> -5, <u>Curious</u> -5, <u>Intolerant</u> (Jerks) -5, <u>Jealous</u> (Other Women Interested in Jason Bondarevsky) -5.		

FRL President Hans Maximillian Kruger

After the destruction of Kilrah, Kruger, who was suspicious of any peace agreement with the Kilrathi - particularly so after the False Armistice, continued to run the Republic on a war footing. This had the effect of driving away many of his friends and potential political allies such as Landreich Councilman Daniel Webster Galbraith. When KIS *Karga* was discovered, Kruger's decision to salvage her further ostracized him from his own government. When the full details of Project Goliath were revealed to the Landreich government in a closed-council session, Kruger's career appeared to be finished; he was roundly condemned and subjected to a vote of no-confidence. It is possible that the Landreich president could have escaped this disgrace by counter-publicizing the presence of KIS *Vorghath* at Baka Kar, but Kruger decided that widespread public knowledge of this fact would only cause unnecessary panic. Instead, *Karga*, largely repaired and renamed *Mjollnir*, was sent under false auspices to destroy or cripple *Vorghath* while he personally took the bulk of the remaining Landreich Fleet to Ilios to counter any Kilrathi incursions. His gamble largely went in his favor, with *Vorghath* successfully neutralized and Ragark's plans thrown into disarray.

Although Kruger survived the vote of no-confidence and was reinstated as Landreich President, none of the underlying issues that had sparked the row were resolved. Kruger continued to run the Landreich in an increasingly belligerent fashion and from 2671-72 even fought a brief war against the Confederation. Though Kruger remained in power and assisted the Union of Border Worlds during that fledgling nation's own brief conflict with the Confederation, the near-dictatorial power he had held over the government for almost twenty-five years was gone. Kruger remained in office until his death in 2689; the Landreich was suffering heavily from the depredations of the Nephilim at the time.

Hans Maximilian Kruger		
Species: Terran	Occupation: President, Free Republic of the Landreich	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2613.047 (Age 57; Middle Age)	Place of Birth: Neosho, Racene, Isaac Quadrant, Enigma Sector	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 35, Reflex: 43, Willpower: 41
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65

Power: 50, *Brawling*: 20, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10.
Finesse: 85, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Hiding and Seeking*: 25 (Hide From FRL Senate 15), *Dodge*: 15.
Physique: 50, *Stamina*: 15, *Concentration*: 20, *Recuperation*: 15.
Intellect: 120, *Resourcefulness*: 25, *Cunning*: 25 (Deception 10, Persuasion 10), *Knowledge*: 10 (Underworld 10, Kilrathi Tactics 10, Confed Politics 5, Landreich Politics 10).
Acumen: 115, *Survival*: 15 (Space 10), *Perception*: 25 (Sense Deception 15, Spot Goons 10), *Performance*: 25 (Destroyer Captain 15).
Charm: 150, *Personality*: 25, *Diplomacy*: 20 (Bribery 50, Confees 10, Landreich Senate Council 15), *Leadership*: 15 (Landreich President 15).

Command: 195, *Security*: 25 (Slugthrower 15), *Strategy*: 25 (Charge 5), *Guidance*: 20, *Coordination*: 25 (Landreich Fleet 30), *Inspire*: 15 (Landreich Citizens 20, Confederation Citizens 15).
Science: 70, *Technology*: 25, *Planetology*: 15, *Archaeology*: 25, *Planetology*: 5.
Navigation: 105, *Starship Piloting*: 25, *Stealth*: 20, *Astrogation*: 25, *Orientation*: 20, *Vehicle Piloting*: 15.
Tactical: 75, *Evasive Maneuvers*: 5, *Targeting*: 15, *Combat Maneuvers*: 10, *Marksmanship*: 25, *Ballistics*: 20.
Engineering: 60, *Damage Control*: 15, *Mechanics*: 20, *Internal Systems*: 20, *Defenses*: 5.
Communications: 195, *Negotiate*: 25 (Guilds 5), *Rapport*: 25 (Landreich Intel 25, Confed Intel 20), *Intimidate*: 25 (Confees 20), *Translate*: 25, *Distress*: 15 (Jam 10).
Medicine: 50, *Intensive Care*: 15, *Specialized Medicine*: 5, *Psychology*: 25, *Xenobiology*: 5.

Traits: <u>Contacts</u> (Confederation Military) +10, <u>Luck</u> +5, <u>Quick Draw</u> +5, <u>Reflexes</u> +5, <u>Wealth</u> +10, <u>Social Status</u> +15, <u>Intolerant</u> (Confederation) -5, <u>Impulsive</u> -15, <u>Intolerant</u> (Cowardice) -15, <u>Obsessed</u> (Glory) -15.

Daniel Webster Galbraith

Daniel Webster Galbraith was a successful industrialist before he went into politics; he became a councilman in the Landreich Council of Delegates and later became party leader of the Loyal Opposition. Due to his success in his previous career he had more wealth than the remaining members of the council put together. During the Terran-Kilrathi War, he and his party pulled the Landreich out of many financial crises. He made big loans to the government and it was with his money that Kruger funded the acquisition of ex-Confederation ships like TCS *Tarawa* (renamed FRLS *Independence*) and *Themistocles*. Through his influence, Galbraith managed to secure command of *Independence*, the Fleet's flagship, for his son.

After the Treaty of Torgo, he began to oppose Kruger's government. Galbraith felt that Kruger was not the right person to lead the Landreich during peacetime; they needed a statesman, not a fighter. He also disagreed with the continuing military buildup; although he was no pacifist, he still thought that Kruger was spending far too much money on the Fleet. Galbraith also did not approve of Kruger bringing in outsiders like Jason Bondarevsky and Geoffrey Tolwyn into the Fleet since they made his son's service record look far less spectacular. By 2671, he and his supporters had almost full control of the Landreich Council; he started planning a vote of no-confidence against Kruger. He leaked information about Zachary Banfeld's Guild base on Hell Hole to the government, triggering a scramble against the outpost. He knew *Independence* would be sent in and that it would have looked good on his son's record if he took out the "pirate" base that had supposedly been causing trouble along the frontier. During the Baka Kar action, Galbraith managed to get Kruger voted out of office; when Kruger returned victorious from Baka Kar, the Council of Delegates struck down the new government and Galbraith was forced to make a public apology to Kruger.

Galbraith would eventually ascend to the presidency of the Landreich after Kruger's death in 2689, inheriting the problems caused by Nephilim raids against the Landreich. He would ultimately pursue an isolationist stance during his term in office, straining diplomatic ties with the Confederation.

Daniel Webster Galbraith		
Species: Terran	Occupation: Councilman, FRL Council of Delegates	Gender: Male
Height: 1.60 m	Mass: 70 kg	Handedness: Right
Birth Date: 2618.101 (Age 52; Middle Age)	Place of Birth: Neu Ste. Croix, Orleans, Gonwyn Quadrant, Landreich Sector	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 34, Reflex: 35, Willpower: 46
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 40, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 5. **Finesse**: 55, *Hiding and Seeking*: 25, *Dodge*: 20, *Dexterous Maneuvers*: 10. **Physique**: 45, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 5. **Intellect**: 125, *Cunning*: 20 (Deception 10, Treachery 15, Persuasion 15), *Knowledge*: 25 (Landreich Politics 15, Confederation Politics 15), *Resourcefulness*: 10. **Acumen**: 115, *Performance*: 25 (Businessman 40), *Perception*: 25 (Sense Deception 10), *Survival*: 15. **Charm**: 120, *Diplomacy*: 25 (Confederation 20), *Leadership*: 20 (Landreich 20), *Personality*: 20 (Debating 15).		
Command: 85, *Inspire*: 5, *Coordination*: 20 (Landreich Government 10), *Guidance*: 25, *Security*: 15 (Slugthrower 10). **Science**: 115, *Archaeology*: 10, *Planetology*: 25, *Geology*: 25, *Technology*: 15, *Typhonology*: 20. **Navigation**: 70, *Stealth*: 20, *Orientation*: 20, *Vehicle Piloting*: 5 (Groundcar 25). **Tactical**: 30, *Targeting*: 10, *Marksmanship*: 10, *Ballistics*: 10. **Engineering**: 70, *Internal Systems*: 25, *Damage Control*: 25, *Mechanics*: 20. **Communications**: 200, *Negotiate*: 25 (Business Owners 40), *Rapport*: 25 (Confederation Government 10, Landreich Government 20), *Intimidate*: 25 (Landreich Government 15), *Translate*: 15, *Distress*: 25. **Medicine**: 55, *Psychology*: 25, *Specialized Medicine*: 15 (Poisons 15).		
Traits: <u>Wealth</u> +25, <u>Discipline</u> +5, <u>Contacts</u> +10, <u>Obsessed</u> (Power) -10, <u>Tightwad</u> -15, <u>Social Status</u> (Colonial) -5, <u>Intolerant</u> (Confederation Citizens) -2.		

CDR Donald Graham

Donald Graham was Chief Engineer aboard the destroyer TCS *Juneau*; in 2669, he held the rank of Commander. That year, *Juneau* along with her sister ship TCS *Dover* were among a squadron sent by President David Quinson to the Landreich in order to assist in repulsing Kilrathi reprisals for their part in the Battle of Earth. *Juneau* engaged the carrier KIS *Karga* and her battle group in the Vaku system while the latter was trying to retreat. Graham became the surviving ranking officer from *Juneau* to abandon ship and lead her crew when it became clear she would not survive the battle with *Karga* and the CO ordered all hands to abandon ship, though the rest of *Karga's* battle group had been neutralized and *Karga* herself had been crippled. He brokered a truce with the crew of KIS *Frawqirg* and the Cadre from *Karga* led by Murragh Cakg *dai* Nohtak on the surface of Nargrast, which proved to be beneficial for the mutual survival of all concerned during the nine months they were forced to live on the inhospitable moon's surface.

Graham made regular forays to the hulk of *Karga* aboard one of her shuttles in order to scrounge for supplies. In 2670 as Project Goliath was getting under way, Graham came up to *Karga* for one of these runs and ran into the Landreich salvage team. Explaining their situation and with Murragh's approval, Graham and the castaways became vital members of *Karga's* salvage effort. He eventually was assigned to oversee the refit of *Karga's* engineering spaces and was later assigned to serve as her Chief Engineer. Graham accompanied *Karga* during her mission to Baka Kar and survived the subsequent battle, returning to the Confederation afterwards.

Donald Graham		
Species: Terran	Rank: Commander, TCN (CEO, TCS *Juneau*)	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Right
Birth Date: 2624.151 (Age 46; Middle Age)	Place of Birth: Oakland, California, United States, Earth	Initiative: +6
Attack Bonuses - Melee: +6; Ranged: +8		Saves - Fortitude: 32, Reflex: 36, Willpower: 38
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 40, *Lifting*: 20, *Brawling*: 15, *Three-Dimensional Maneuvers*: 5. **Finesse**: 65, *Dexterous Maneuvers*: 20 (Lockpick 10), *Dodge*: 25, *Hiding and Seeking*: 10. **Physique**: 75, *Stamina*: 25, *Concentration*: 25 (Concentration Under Fire 10), *Recuperation*: 15. **Intellect**: 115, *Resourcefulness*: 25 (Kilrathi/Terran Technology Interfaces 20), *Knowledge*: 25 (Engineering Practices 10), *Cunning*: 25 (Persuasion 10). **Acumen**: 85, *Perception*: 20, *Performance*: 25, *Survival*: 25 (Hostile Environments 15). **Charm**: 95 *Personality*: 25, *Leadership*: 25 (Juneau Survivors 10), *Diplomacy*: 25 (Karga Survivors 10).		
Command: 75, *Inspire*: 15, *Coordination*: 25, *Guidance*: 20, *Security*: 10, *Strategy*: 5, **Science**: 115, *Technology*: 25 (Computers 10, Kilrathi Technology 10), *Geology*: 20, *Planetology*: 25, *Typhonology*: 25. **Navigation**: 80, *Vehicle Piloting*: 25 (Shuttle 20), *Orientation*: 15, *Astrogation*: 20. **Tactical**: 20, *Targeting*: 10, *Ballistics*: 5, *Marksmanship*: 5. **Engineering**: 145, *Internal Systems*: 25 (Communications 5, Sensors 5, Engines 30), *Damage Control*: 25 (Engines 20), *Defenses*: 25 (Shields 10). **Communications**: 95, *Rapport*: 25, *Intimidate*: 20, *Distress*: 25, *Negotiate*: 25. **Medicine**: 30, *Specialized Medicine*: 5, *Xenobiology*: 0 (Kilrathi 10), *Intensive Care*: 15.		
Traits: <u>Mechanical Sense</u> +10, <u>Education</u> +10, <u>Health</u> -5, <u>Temper</u> -5, <u>Luck</u> -5.		

LT Aengus "Bard" Harper

Aengus Harper was a pilot in the Free Republic of the Landreich Navy. For leisure, Harper played Irish and Gaelic songs on the guitar, a fact that earned him his callsign. Of Irish descent, he graduated from the Landreich's Naval Academy sometime prior to the Free Corps mission; at the time there were few openings for Landreich pilots who did not want to transfer their commissions to the Confederation. Combined with a discipline problem in his early career, Harper was only able to land shuttle-piloting duties; he continued to train in simulators in order to exercise his combat skills current. By 2670, he had been assigned to FLRS *Themistocles*. Late in the year, he ferried Jason

Bondarevsky to his initial briefing on Project Goliath and was subsequently requested by Bondarevsky to serve on his staff during the project; he often acted as the voice of Bondarevsky's conscience during this time. This led to his assignment with FW-137 aboard FRLS *Mjollnir* as chief cat tender. He was part of the action that boarded KIS *Wexarragh* on 2671.041 as part of the final raid on Baka Kar.

Aengus Harper, Callsign: Bard		
Species: Terran	Rank: Lieutenant, FRLN	Gender: Male
Height: 2.00 m	Mass: 110 kg	Handedness: Right
Birth Date: 2644.281 (Age 26; Adult)	Place of Birth: Lea Fáil, Tara, Gonwyn Quadrant, Landreich Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11	Saves - Fortitude: 35, Reflex: 42, Willpower: 33	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 25 (Balance 5), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Irish Lore 15, Current Events 10), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 10). **Acumen**: 80, *Perception*: 25 (Spot Enemy 10), *Performance*: 20 (Guitarist 10), *Survival*: 15. **Charm**: 60, *Personality*: 25, *Leadership*: 15, *Diplomacy*: 20.		
Command: 55, *Security*: 20, *Strategy*: 10, *Guidance*: 10, *Coordination*: 15. **Science**: 35, *Technology*: 25, *Typhonology*: 10. **Navigation**: 150, *Vehicle Piloting*: 25 (Shuttles 15, Medium Fighters 10), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 25 (Cloaking Device 15). **Tactical**: 90, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 20, *Marksmanship*: 15, *Ballistics*: 15, **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 20. **Communications**: 20, *Rapport*: 5, *Translate*: 15. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +10, <u>Tactical Sense</u> +5, <u>Reflexes</u> +5, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Wealth</u> -5, <u>Social Status</u> -5, <u>Intolerant</u> (Confederation Citizens) -2.		

Murragh Cakg *dai* Nohtak

Murragh Cakg *dai* Nohtak (*nar* Kiranka) served as *hyilghar* to his uncle, Kal Khantahr Lord Largka Cakg *dai* Nohtak (*nar* Kiranka), aboard KIS *Karga* during its raid on the Landreich in the aftermath of the Battle of Earth; this voyage was Murragh's first deployment with the Imperial Navy. After the raid ended in disaster and *Karga* was crippled at Vaku, Largka ordered Murragh to take charge of the ship's Cadre and the survivors of the destroyer *Frawqirg* on the surface of Vaku VIIa, a world the survivors would later christen "Nargrast". Murragh brokered a truce with the survivors of TCS *Juneau* and over the course of the next nine months awaited rescue, doing what was possible in order to keep their respective crews alive. Murragh, along with the remaining Kilrathi, were rescued by members of Project Goliath when they arrived to salvage *Karga*. Murragh would prove very useful to the project by disarming *Karga's* self-destruct sequence, aiding in translation and adapting Terran technologies to the ship's system and even impersonating his uncle during the final mission to Baka Kar. Murragh survived the Battle of Baka Kar and later attempted a military coup to seize the Kilrathi throne (which was *rightfully* his) from Melek; military support from the Landreich did not arrive and he had to abort the attempt, living out his remaining years in exile.

Murragh Cakg dai Nohtak		
Species: Kilrathi	Rank: First Fang Hyilghar, KIS *Karga*	Gender: Male
Height: 2.42 m	Mass: 105 kg	Handedness: Right
Birth Date: 2636.281 (Age 34; Adult)	Place of Birth: Du'De Qith'rak, Imperial City, Kilrah	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13	Saves - Fortitude: 30, Reflex: 38, Willpower: 38	
HP/NHP: 75	HD/THD/FHD: 45/42/53	SI: 127

Power: 65, *Three-Dimensional Maneuvers*: 20, *Lifting*: 20, *Brawling*: 25.
Finesse: 80, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20 (Stalk Prey 10).
Physique: 50, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 10.
Intellect: 85, *Knowledge*: 25 (Clan Lore 10), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 20.
Acumen: 85, *Performance*: 25, *Perception*: 25 (Sense Danger 10), *Survival*: 25.
Charm: 85, *Diplomacy*: 20, (Landreich 10) *Personality*: 15, *Leadership*: 25 (Karga Survivors 15).

Command: 125, *Guidance*: 20, *Coordination*: 25 (Cadre 10, TCS Juneau Survivors 10), *Inspire*: 25, *Strategy*: 10, *Security*: 25.
Science: 55, *Technology*: 25, *Typhonology*: 10, *Planetology*: 20.
Navigation: 35, *Vehicle Piloting*: 20, *Orientation*: 15.
Tactical: 20, *Targeting*: 10, *Marksmanship*: 10.
Engineering: 30, *Damage Control*: 10, *Internal Systems*: 10, *Defenses*: 10.
Communications: 165, *Translate*: 25 (English 40), *Negotiate*: 25 (Landreich 10), *Rapport*: 25 (TCS Juneau Survivors 10), *Distress*: 20, *Intimidate*: 10.
Medicine: 65, *Specialized Medicine*: 10, *Psychology*: 25, *Xenobiology*: 10, *Treatment*: 10, *Intensive Care*: 10.

Traits: <u>Enhanced Visual Sense</u>, <u>Social Status</u> +15, <u>Senses</u> (Sight) +5, <u>Creed</u> (Warrior's Code) -25, <u>Health</u> -5, <u>Honest</u> -5.

Dawx Jhorrad

Dawx Jhorrad was an extremely charismatic commoner who served in the Imperial Navy. Originally working as a welder, he was one of the few survivors of the Marine raid on Largkza during Operation Back Lash. He suffered horrific damage to half of his face, requiring the installation of prosthetics including a bionic eye and ear; he subsequently appealed directly to the Emperor to ask for the chance to avenge himself upon the Terrans. The Emperor was unwilling at first but the young kil's charisma appealed to him and the Emperor allowed Jhorrad special dispensation to serve in the Imperial Fleet. He first saw action over Earth, personally destroying two Confederation capital ships and impressing even some of the nobility. He subsequently was assigned to the crew of KIS *Vorghath*, one of three *Hvar'kann*-class Dreadnoughts; the ship was in orbit and seriously damaged when Kilrah was destroyed. With the entire senior staff killed, Jhorrad took command and piloted the ship out of the area. He refused to obey Melek's surrender order and went into exile, taking *Vorghath* and his crew with him. He spent some time fighting off Melek and the other clans, who were all either jealous or afraid of his ship.

Ukar *dai* Ragark bargained for Jhorrad to join forces with him and at Asharazhal Orbital Station Jhorrad pledged his loyalty to the Kilrathi warlord, adding *Vorghath* to his private fleet; news of this event made its way back to the Landreich and President Kruger subsequently ordered the ship to be crippled or destroyed. FRLS *Mjollnir* was assigned to raid Baka Kar for purposes of accomplishing this task even though her refitting as part of Project Goliath was not complete at the time.

When FRLS *Caliburn*, FRLS *Durendal* and FRLS *Xenophon* jumped into the system to conduct a diversionary action, Jhorrad decided not to put his ship on alert, thinking they'd never live long enough to reach it let alone have the firepower to conduct a successful assault. His complacency left *Vorghath* vulnerable to attack from FRLS *Mjollnir* posing as a Kilrathi ship. Jhorrad survived the attack on his ship but *Vorghath* was crippled in the raid and was out of action for years afterwards. It is not known if Jhorrad himself lived very long after the raid, though it seems unlikely given Kilrathi culture and custom.

Dawx Jhorrad		
Species: Kilrathi	Rank: Kal Shintahr (CO, KIS *Vorghath*)	Gender: Male
Height: 3.23 m	Mass: 110.25 kg	Handedness: Right
Birth Date: 2625.337 (Age 45; Middle Age)	Place of Birth: Harakh H'ghayeer Settlement, Kabla Meth, Tr'L Rass Quadrant, Epsilon Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 37, Reflex: 37, Willpower: 38
HP/NHP: 77	HD/THD/FHD: 46/43/53	SI: 129

Power: 50, *Brawling*: 15, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Lifting*: 5.		
Finesse: 75, *Dodge*: 20, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 25 (Stalk Prey 10).		
Physique: 70, *Concentration*: 25, *Stamina*: 25, *Recuperation*: 20.		
Intellect: 95, *Cunning*: 25, *Knowledge*: 25, *Resourcefulness*: 25 (Jury Rig 20).		
Acumen: 80, *Perception*: 25, *Performance*: 25 (Welder 5), *Survival*: 25.		
Charm: 130, *Leadership*: 25 (Dreadnought Captain 40), *Diplomacy*: 25 (Kilrathi Warlords 10), *Personality*: 20 (Oratory 10).		

Command: 195, *Inspire*: 25 (Crew 20, Kilrathi 50), *Coordination*: 25, *Strategy*: 25, *Security*: 25, *Guidance*: 25.
Science: 90, *Technology*: 25 (Computers 10, Welding Equipment 30), *Archaeology*: 25.
Navigation: 75, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 25.
Tactical: 45, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 15, *Targeting*: 5, *Ballistics*: 5, *Marksmanship*: 5.
Engineering: 125, *Damage Control*: 25, *Internal Systems*: 25, *Defenses*: 25 (Weaponry 25. Shields 25).
Communications: 40, *Rapport*: 25, *Negotiate*: 25.
Medicine: 65, *Psychology*: 25, *Specialized Medicine*: 5 (Bionics 25), *Intensive Care*: 10.

Traits: <u>Enhanced Visual Sense</u>, <u>Senses</u> (Sight) +5, <u>Senses</u> (Hearing) +5, <u>Reputation</u> (Ship Commander) +15, <u>Creed</u> (Warrior's Code) -25, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Amputee</u> (Bionic Face) -10, <u>Comeliness</u> -10.

Ukar *dai* Ragark *lak* Haka

Ukar *dai* Ragark *lak* Haka was leader of clan Haka, a lesser clan within clan Kur'u'tak. It was well known that he did not feel appreciated in the days of the Empire. Ragark was not on good terms with the Imperial family; he was openly critical of Thrakhath's handling of the Battle of Earth, which led to his appointment as Governor of the Hralgkrak Province of the Landreich Sector, a backwater region, by the Emperor. Ragark ruled the province from Brajakh Kar in the Baka Kar system.

After the war, he retained the title of Governor and continued to rule the province, occasionally squashing minor rebellions. Ever ambitious, he became one of the Kilrathi warlords attempting to set himself up as the new Emperor. Unlike most of the warlords, however, Ragark's fleet was large enough to pose a serious threat to the Landreich even though it consisted mainly of older ships. To ensure a decisive victory, he contacted and bargained with Dawx Jhorrad, CO of the *Hvar'kann*-class dreadnought KIS *Vorghath,* to join his forces. Jhorrad agreed; *Vorghath* made a formidable addition to Ragark's arsenal. Once fully repaired, *Vorghath* could have defeated the Landreich fleet single-handedly and combined with his existing forces, he suddenly became a major threat to the Confederation itself.

When news reached Baka Kar that the Landreich had found out about *Vorghath*, Ragark decided to launch an all-out attack against Kruger's fleet before they had a chance to mount some kind of offensive. While most of Ragark's fleet was deployed in this effort, FRLS *Mjollnir* raided Baka Kar; most of the repair facilities there were destroyed or badly damaged and *Vorghath* was crippled. The Landreich raid on Baka Kar set Ragark's efforts back more than a year and due to last minute intervention by Kruger himself, he was unable to pursue the retreating intruders for fear of losing more ships.

Ukar *dai* Ragark *lak* Haka		
Species: Kilrathi	Occupation: Planetary Governor, Baka Kar	Gender: Male
Height: 2.42 m	Mass: 99.75 kg	Handedness: Right
Birth Date: 2625.131 (Age 45; Middle Age)	Place of Birth: Garga Hrai Ragark, Poghath, Kur'U'Tak Quadrant, Kilrah Sector	Initiative: +7
Attack Bonuses - Melee: +12; Ranged: +12		Saves - Fortitude: 35, Reflex: 37, Willpower: 42
HP/NHP: 75	HD/THD/FHD: 46/43/53	SI: 127
Power: 70, *Three-Dimensional Maneuvers*: 20 (Jumping 10), *Lifting*: 20, *Brawling*: 20. **Finesse**: 70, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 20 (Stalk Prey 10). **Physique**: 55, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 15. **Intellect**: 125, *Knowledge*: 20 (Clan Lore 10, Inter-Clan Politics 10), *Cunning*: 20 (Persuasion 40), *Resourcefulness*: 25. **Acumen**: 120, *Performance*: 25, *Perception*: 25 (Sense Danger 25, Sense Deception 20), *Survival*: 25. **Charm**: 85, *Diplomacy*: 15 (Other Clans 15), *Personality*: 25, *Leadership*: 25 (Haka Clan 5).		

Command: 230, *Guidance*: 25, *Coordination*: 25 (Personal Fleet 20), *Inspire*: 25 (Kilrathi 10), *Strategy*: 25 (Fleet Deployment 10), *Security*: 25 (Blades 10). **Science**: 75, *Archaeology*: 25, *Technology*: 25, *Typhonology*: 25. **Navigation**: 75, *Stealth*: 25, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 65, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 50, *Damage Control*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 165, *Translate*: 25 (English 20), *Negotiate*: 25 (Other Clans 10), *Rapport*: 20 (Other Clans 10), *Distress*: 25, *Intimidate*: 20 (Other Clans 10), **Medicine**: 60, *Specialized Medicine*: 25 (Poisons 10), *Psychology*: 25.
Traits: <u>Enhanced Visual Sense</u>, <u>Contacts</u> +10, <u>Social Status</u> +5, <u>Senses</u> (Sight) +5, <u>Senses</u> (Smell) +5, <u>Senses</u> (Hearing) +5, <u>Creed</u> (Warrior's Code) -20, <u>Intolerant</u> (Non-Kilrathi) -10, <u>Obsessed</u> (Power) -20.

Characters from the Wing Commander IV Era

James "Paladin" Taggart, Senator

With the failure of Project Behemoth and Christopher Blair retreating from media attention, Taggart became "the man who saved the Confederation" in the eyes of the public. He used this newfound fame to launch a career in politics; he retired from the military and was voted to represent the planet Altair in the Confederation Grand Assembly in 2672. By the following year, he had been elected to the post of Assembly Master, legitimately voted to the position largely because of his popularity. He was also appointed to the Ways and Means Committee, something unprecedented for a freshman assemblyman.

With ongoing economic and social unrest about this same time, Admiral Tolwyn wanted to deploy Confederation fleet carriers to the frontier to identify raiders of shipping convoys. Taggart was uncomfortable with this idea but allowed the Admiral to proceed, giving Tolwyn two weeks to investigate whether or not the Assembly should vote for war against the Union of Border Worlds. Taggart was present when Blair presented his evidence to the Assembly implicating Tolwyn for his role in the affair.

	James Taggart, Callsign: Paladin	
Species: Terran	Occupation: Assembly Master and Senator from Altair, Confederation Grand Assembly	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.156 (Age 64; Old Age)	Place of Birth: Ares Station, Venus, Sol, Sol Sector	Initiative: +10
Attack Bonuses - Melee: +10; Ranged: +14		Saves - Fortitude: 29, Reflex: 45, Willpower: 41
HP/NHP: 64	HD/THD/FHD: 40/40/50	SI: 64
Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 25, *Lifting*: 10. **Finesse**: 100, *Dexterous Maneuvers*: 25 (Balance 10, Lockpick 15), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 5. **Intellect**: 135, *Knowledge*: 25 (Kilrathi Tactics 25, Confederation Politics 10), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10, Persuasion 15). **Acumen**: 115, *Perception*: 25 (Spot Enemy 25, Sense Deception 15), *Performance*: 25 (Pilot 5), *Survival*: 20. **Charm**: 150, *Personality*: 25 (Resist Torture 35), *Leadership*: 25 (Wingleader 10, Grand Assembly 15), *Diplomacy*: 25 (Navy 15).		
Command: 95, *Security*: 20, *Strategy*: 15, *Guidance*: 20, *Coordination*: 25, *Inspire*: 15. **Science**: 185, *Technology*: 25 (Computers 50), *Planetology*: 25 (Tectonics 15), *Geology*: 25, *Archaeology*: 25 (Kilrathi Culture 15), *Typhonology*: 5. **Navigation**: 205, *Vehicle Piloting*: 25 (Confederation Light Fighters 15, Confederation Medium Fighters 20, Confederation Heavy Fighters 20, *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 25, *Stealth*: 25 (Capital Ship Cloaks 30). **Tactical**: 155, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25 (Shelton Slide 15), *Targeting*: 25 (Communications 15), *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 70, *Damage Control*: 25, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 10, *Faster-Than-Light Mechanics*: 10. **Communications**: 205, *Rapport*: 25 (Grand Assembly 15), *Negotiate*: 25 (Grand Assembly 20), *Intimidate*: 25, *Translate*: 25 (Kilrathi 25), *Distress*: 5 (Jam 40). **Medicine**: 75, *Specialized Medicine*: 15 (Poisons 5), *Intensive Care*: 20, *Psychology*: 25, *Treatment*: 10.		
Traits: <u>Reputation</u> +15, <u>Reflexes</u> +5, Social Status +15, <u>Contacts</u> (Confed High Command) +25, <u>Creed</u> (Protect Confed) -25, <u>Addicted</u> (Scotch) -10, Health -5.		

SMAR Sir Geoffrey Tolwyn

On 2673.223, Tolwyn delivered a biennial report to the Defense Committee of the Great Assembly. In it he charged the Union of Border Worlds with instigating piracy and lawlessness on the fringes of society. Secretly, Tolwyn was using members of a genetically enhanced black ops unit - the Black Lance - and secret weapons to instigate his own war, which was designed to keep Terrankind geared for fighting. He believed there were more dangerous threats than the Kilrathi in the universe and he believed he was the only one who could save the Confederation from them.

Tolwyn thereafter lost his grip on reality and committed various atrocities to further his paradoxical and obsessive need to defend the Confederation; he essentially lost his humanity with only his sense of duty remaining. After intervention by Christopher Blair and William Eisen and shortly after Tolwyn's promotion to the highest flag rank of Space Marshal, Tolwyn failed to convince the Great Assembly to vote for war. His conspiracy was revealed and Tolwyn faced another long and sensational trial; the Admiralty court found him guilty of genocide and 15 lesser crimes - he was stripped of rank and sentenced to death.

Tolwyn was convinced that humanity would now face extinction at the hands of the next enemy that came along, possibly one of the races the Kilrathi feared. He originally thought Blair had condemned all of Terrankind by stopping his plans but Tolwyn came to the realization in his prison cell that he had pushed his plans too quickly. He also realized that there was no need for the entire population to be genetically pure; it would not have been perfect but it would have worked to purify just the military. Realizing that his haste more than anything else had brought the entire project down, he decided his actions would prove to be responsible for condemning the entire race despite his life-long efforts to save it. With this realization, Tolwyn hung himself in his prison cell on the eve of his execution. Tolwyn died a disgraced man and in the post-Kilrathi War era he came to be viewed with great contempt by most of the Terran populace for his ignoble fall from grace, despite the fact that with the emergence of the Nephilim less than a decade later his fears proved to be justified.

Geoffrey Tolwyn		
Species: Terran	Rank: Space Marshal, TCN	Gender: Male
Height: 1.74 m	Mass: 100 kg	Handedness: Left
Birth Date: 2614.164 (Age 59; Middle Age)	Place of Birth: Tolwyn Estate, East Burra, Shetland Islands, Earth	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 41, Reflex: 36, Willpower: 41
HP/NHP: 71	HD/THD/FHD: 44/44/50	SI: 71

Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 25, *Lifting*: 5.
Finesse: 65, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 15.
Physique: 110, *Stamina*: 25, *Concentration*: 25 (Concentrate Under Fire 50), *Recuperation*: 10.
Intellect: 150, *Knowledge*: 25 (Confederation Politics 20), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 20, Deception 20, Treachery 20).
Acumen: 110, *Perception*: 25 (Detect Deception 30), *Performance*: 25 (Fighter Pilot 10), *Survival*: 20.
Charm: 150, *Personality*: 25 (Debating 30), *Leadership*: 25 (Ship Captain 45), *Diplomacy*: 25.

Command: 250, *Inspire*: 25 (Inspire Crew 25), *Coordination*: 25 (Fleet Command 50), *Strategy*: 25 (Fleet Deployment 50), *Security*: 25, *Guidance*: 25.
Science: 140, *Technology*: 25 (Computers 50), *Archaeology*: 25, *Planetology*: 25, *Geology*: 15.
Navigation: 150, *Vehicle Piloting*: 20 (Wildcat 5), *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 25 (Confederation Destroyers 10, Confederation Carriers 20), *Astrogation*: 25.
Tactical: 115, *Combat Maneuvers*: 25 (Battle Line 25), *Evasive Maneuvers*: 25, *Targeting*: 20, *Ballistics*: 20, *Marksmanship*: 25.
Engineering: 70, *Damage Control*: 15, *Internal Systems*: 25, *Mechanics*: 15, *Defenses*: 15.
Communications: 90, *Rapport*: 25 (Subordinates 10), *Negotiate*: 25, *Intimidate*: 15, *Translate*: 15.
Medicine: 110, *Psychology*: 20 (Cadets 20, Service Personnel 10), *Specialized Medicine*: 15 (Bioweaponry 25), *Intensive Care*: 15, *Treatment*: 5.

Traits: <u>Wealth</u> +5, <u>Education</u> +5, <u>Reputation</u> (Traitor) -25, <u>Contacts</u> (Confed Military Command Structure) +15, <u>Obsessed</u> (Protect Confederation) -25, <u>Creed</u> (Protect Confederation) -25, <u>Intolerant</u> (Incompetence) -15.

COL Christopher "Maverick" Blair

By the time the Terran-Kilrathi War ended, Blair had become the 11th ranked greatest TCSF ace of all time based on kills alone, was the number one all-time record holder for Kilrathi ace kills and was the TCSF's most decorated officer. He was one of only two pilots on the top 50 list that began active duty after Custer's Carnival and one of only a handful that survived to see the war's end. After a short time serving in the diplomatic corps, Blair became a farmer in the southern regions of Nephele II to fulfill his original, simpler ambitions. He shared this quieter existence with Rachel Coriolis for a time but their relationship ultimately ended on unhappy terms. The farm was never a success and by 2673 Blair was on the verge of bankruptcy, despite receiving half-pay for remaining in the Space Force Reserves and royalties from the "Treacherous Hero" holovid.

On 2673.218, Blair had a meeting with Todd Marshall at the Nephele II starport and was recalled him to active service under Emergency Decree 394A. Later on battle station *Orion*, Admiral Tolwyn explained the new situation to Blair and assigned him to TCS *Lexington* under Captain Eisen. The missions he subsequently flew had odd discrepancies and Eisen was mysteriously removed from command. The new captain and accompanying crew that came aboard forced Blair to join the defecting Eisen to the Union of Border Worlds on 2673.220.

Blair was given command of BWS *Intrepid* when Eisen left to seek help from a few remaining friends in Confederation High Command. Blair ultimately infiltrated a secret organization, the Black Lance, which was instigating war between the Confederation and Border Worlds under the direction of Admiral Tolwyn. With the help of Eisen's friends in the Confederation, Blair was able to stop Tolwyn's staged war from happening largely through an appeal and presentation of the evidence in front of the entire Grand Assembly.

Christopher Blair, Callsign: Maverick					
Species: Terran		Rank: Colonel, TCSF Reserves			Gender: Male
Height: 1.75 m		Mass: 80 kg			Handedness: Right
Birth Date: 2630.168 (Age 43; Middle Age)		Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector			Initiative: +9
Attack Bonuses - Melee: +9; Ranged: +13			Saves - Fortitude: 38, Reflex: 39, Willpower: 37		
HP/NHP: 68		HD/THD/FHD: 41/41/50			SI: 68

Power: 55, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 20, *Lifting*: 10.
Finesse: 95, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 20), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 85, *Stamina*: 25, *Concentration*: 20 (Concentration Under Fire 30), *Recuperation*: 15.
Intellect: 110, *Knowledge*: 25 (Confederation Politics 30), *Resourcefulness*: 25 (Jury-Rig Radio 5, Jury-Rig Farm Equipment 5), *Cunning*: 20.
Acumen: 75, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 95, *Personality*: 20, *Leadership*: 25 (Wingleader 30), *Diplomacy*: 20.

Command: 55, *Security*: 20, *Strategy*: 15, *Guidance*: 5, *Coordination*: 15.
Science: 135, *Technology*: 25 (Radios 30), *Planetology*: 20 (Farming 20), *Typhonology*: 25 (Sandstorms 5), *Geology*: 5, *Archaeology*: 5.
Navigation: 250, *Vehicle Piloting*: 25 (Groundcar 15, Confed Light Fighters 40, Confed Medium Fighters 40, Confed Heavy Fighters 40), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 20.
Tactical: 180, *Evasive Maneuvers*: 25 (Immelmann 30, Shelton Slide 20), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25 (Laser Cannon 10), *Ballistics*: 25.
Engineering: 50, *Damage Control*: 15, *Internal Systems*: 10, *Mechanics*: 10, *Defenses*: 15.
Communications: 40, *Rapport*: 15, *Translate*: 25.
Medicine: 15, *Intensive Care*: 10, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +25, <u>Reputation</u> +20, <u>Honest</u> -15, <u>Wealth</u> -5, <u>Addicted</u> (Alcohol) -5.

MAJ Todd "Maniac" Marshall

After the Terran-Kilrathi War, Marshall resumed alternating between combat and test piloting for the Confederation. By 2673.217, Marshall still held the rank of Major and was serving aboard TCS *Lexington*. He held the opinion that Christopher Blair becoming a farmer on Nephele II was disgraceful; he nevertheless went to Nephele to recall him to active military service under Emergency Decree 394A. Marshall and Blair left Nephele for Orlando Depot in a pair of *Hellcats*.

On 2673.224, Marshall was briefly promoted to the rank of Lieutenant Colonel and was assigned as wing commander aboard BWS *Intrepid* after Captain William Eisen departed for the Confederation. On the same day, *Intrepid* jumped to the Peleus system to investigate system-wide jamming; Marshall retrieved an ejected Confederation pilot who subsequently led *Intrepid* to the jamming device. Marshall led a squadron to the jamming device and, together with the remainder of *Intrepid's* fighters, destroyed it.

After the end of the Black Lance Affair, Marshall was promoted to the rank of Colonel and was given command of the light carrier TCS *Kiev* with a mission to patrol the border between the Confederation and Border Worlds. Though he performed his job adequately, he still yearned to be in the cockpit and after a time Maniac began looking for ways to go back to flying fighters.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 42; Middle Age)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 35, Reflex: 39, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 41/41/50	SI: 65

Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 15), *Brawling*: 20, *Lifting*: 10.
Finesse: 95, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 20), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 55, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 15.
Intellect: 110, *Knowledge*: 25 (Pickup Lines 20, Current Events 10), *Resourcefulness*: 25 (Erase Flight Recorder 10), *Cunning*: 20.
Acumen: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15.
Charm: 85, *Personality*: 25 (Boasting 20, Taunting 10), *Leadership*: 20, *Diplomacy*: 10.

Command: 95, *Security*: 25 (Hand Laser 15), *Strategy*: 25, *Guidance*: 10, *Coordination*: 10 (Fighter Squadron 10).
Science: 85, *Technology*: 25 (Computers 15), *Planetology*: 25, *Anthropology*: 10, *Geology*: 10.
Navigation: 235, *Vehicle Piloting*: 25 (Light Fighters 35, Medium Fighters 35, Heavy Fighters 35), *Orientation*: 25, *Stealth*: 25 (Cloaking Device 5), *Astrogation*: 25, *Starship Piloting*: 25.
Tactical: 185, *Evasive Maneuvers*: 25 (Hard Brake 30), *Combat Maneuvers*: 25 (Playing Chicken 10, Shelton Slide 15), *Targeting*: 25 (Engines 5), *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 45, *Damage Control*: 25, *Mechanics*: 20.
Communications: 20, *Rapport*: 5, *Translate*: 15.
Medicine: 25, *Intensive Care*: 20, *Psychology*: 5.

Traits: <u>Navigational Sense</u> +25, <u>Tactical Sense</u> +15, <u>Luck</u> +15, <u>Overconfident</u> -10, <u>Impulsive</u> -10, <u>Crude</u> -5, <u>Lecherous</u> -5, <u>Reputation</u> (Reliability) -5, <u>Jealous</u> (Blair) -5.

CAPT William Eisen

In 2673, Eisen was assigned as CO of TCS *Lexington*, a *Concordia*-class fleet carrier. By this point, tensions between the Confederation and the Border Worlds were increasing; Eisen and his vessel were ordered to the Border Worlds in an attempt to investigate piracy against the Confederation on the frontier and to restore order to the region. It was during this time that he reunited with *Victory* comrades Christopher Blair, Todd Marshall and Winston Chang. *Lexington* was tasked with driving away Border World raiders, seizing targets of strategic value such as the Masa Space Station and rescuing Terran scientist Dr. Tuesday Brody from captivity. In response to these provocations, a

number of the Border Worlds officially seceded from the Confederation. Though he performed these assignments as ordered, Eisen secretly harbored suspicions that the conflict on the frontier was not the fault of the Border Worlds but rather of elements operating within the Confederation. Using his position, Eisen privately investigated the matter and even contacted several old friends from the Border Worlds.

A number of Confederation officers suspected Eisen's activities and sought to silence him quietly. One such officer, Captain Hugh Paulsen, was ordered to relieve Eisen and assume command of *Lexington*. As a covert operative for the Confederation elements instigating the war, Paulsen intended to execute Eisen at an opportune time; however, Eisen fled *Lexington* with the intention to defect to the Border Worlds before Paulsen could act. Major Todd Marshall agreed to fly Eisen to BWS *Intrepid*, which was commanded by Eisen's old comrade, Captain Raul Dominguez. Paulsen ordered Colonel Blair and his wing to stop Eisen only to see Blair, Lieutenant Chang and 2nd Lieutenant Troy Carter defect as well; the defectors quickly fled Confederation aerospace. Eisen arrived aboard *Intrepid* only to discover that Captain Dominguez had been killed in the pursuit and that most of the crew were dead or wounded from Confederation attacks. Eisen assumed command of the vessel and informed Blair of his suspicions regarding the Confederation. He led the effort to uncover the Confederation's role in the ongoing undeclared war and eventually left *Intrepid* to continue his investigation from within the Confederation, leaving Blair in nominal command.

Eisen was eventually successful in implicating the Black Lance, an illegal faction organized by Admiral Tolwyn, as the instigator of the unrest along the frontier. Blair eventually discovered the Black Lance's activities as well and he raced to Earth aboard *Intrepid* to prevent the Confederation from declaring war on the Border Worlds. Tolwyn pursued Blair aboard TCS *Vesuvius* but was intercepted by Eisen, who with the aid of "friends in low places" had commandeered *Vesuvius's* sister ship TCS *Mount St. Helens*. The efforts of Eisen and Blair were ultimately successful in exposing the conspiracy and the Senate rejected the war declaration. Eisen was one of many witnesses to testify at Tolwyn's subsequent tribunal.

William Eisen		
Species: Terran	Rank: Captain, TCN (CO, TCS *Lexington*)	Gender: Male
Height: 1.88 m	Mass: 100 kg	Handedness: Right
Birth Date: 2613.137 (Age 60; Old Age)	Place of Birth: Chicago, Illinois, United States, Earth	Initiative: +6
Attack Bonuses - Melee: +8; Ranged: +11		Saves - Fortitude: 37, Reflex: 41, Willpower: 40
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67

Power: 35, *Brawling*: 20, *Three-Dimensional Maneuvers*: 10, *Lifting*: 5.
Finesse: 60, *Dodge*: 20, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15.
Physique: 75, *Concentration*: 25 (Concentrate Under Fire 15), *Stamina*: 20, *Recuperation*: 15.
Intellect: 115, *Cunning*: 25 (Persuasion 10), *Knowledge*: 25 (Kilrathi Tactics 20), *Resourcefulness*: 20 (Encryption 15).
Acumen: 105, *Perception*: 25 (Sense Deception 20), *Performance*: 25 (Comm Officer 10), *Survival*: 25.
Charm: 145, *Leadership*: 25 (Starship Captain 50), *Diplomacy*: 25 (Border Worlds 15), *Personality*: 25 (Oratory 5).

Command: 195, *Inspire*: 20 (Crew 30), *Coordination*: 20 (RIF Group 20, Carrier Battle Group 15), *Strategy*: 25 (Group Deployment 10), *Security*: 25 (Hand Laser 5), *Guidance*: 25.
Science: 100, *Technology*: 20 (Computers 30), *Archaeology*: 25, *Planetology*: 25.
Navigation: 90, *Vehicle Piloting*: 15, *Orientation*: 15, *Stealth*: 10, *Starship Piloting*: 25, *Astrogation*: 25,
Tactical: 95, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 15, *Ballistics*: 15, *Marksmanship*: 15.
Engineering: 75, *Damage Control*: 25, *Internal Systems*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 185, *Rapport*: 25 (Border Worlds 40, Confed High Command 40), *Distress*: 5 (Jam 15), *Translate*: 25, *Negotiate*: 15, *Intimidate*: 15.
Medicine: 40, *Psychology*: 25, *Intensive Care*: 15.

Traits: <u>Linguistic Sense</u> +5, <u>Reputation</u> +15, <u>Social Status</u> +5, <u>Reflexes</u> +5, <u>Creed</u> (Protect Confederation) -15, <u>Temper</u> -5, <u>Honest</u> -5, <u>Hunted</u> (Black Lance) -5.

COL Jacob "Hawk" Manley

Jacob Manley was a Border Worlds pilot. A native of Mylon II, he enlisted as a comm tech in the Confederation Space Force after graduating from high school in 2643. Being a comm tech didn't interest Manley for long and he subsequently entered OCS and later flight school. While Manley was still in flight school, the Kilrathi proton-bombed Mylon II, killing his family. After flight school he was assigned to TCS *Tiger's Claw*. On one of Manley's first missions, three of his wingmen died, including two bunkmates. He was traumatized by the experience and couldn't fly until he was pulled aside by then-Major Michael Casey for a talk. Michael signed on as Jacob's wingman and had to "kill a clan" of Kilrathi until Manley pulled himself together. Manley and Casey developed a deep friendship fueled by their mutual hatred of the Kilrathi.

Manley served most of the last decade of the Terrain-Kilrathi War stationed in the Astoria system, earning his Ace ribbon and a citation for bravery for his actions at the Battle of Earth; he scored 96 kills with the Fleet. After the war, he was transferred to the TCSF flight school as an instructor. During a training exercise, he ordered a trainee to do a dangerous maneuver in an asteroid field, which resulted in the death of the trainee; Manley was reprimanded for negligence and dismissed from his post. He headed out to the Border Worlds, where he was offered a commission in the Outerworlds Navy and was assigned to BWS *Intrepid*. He was still aboard during the Black Lance Affair and briefly served as ship's CO after Captain Dominguez was killed.

In 2681, Eugene Wilford brought Manley with him to TCS *Midway* in order for him to become the top man on the flight roster, assigning him command of Black Widow Squadron. While aboard *Midway*, rookie pilot Lance Casey experienced the same trauma as Manley did aboard *Tiger's Claw*, so Manley pulled the rookie aside and performed the same service as the rookie's father had for him. Not long afterwards, Manley was killed in action while on reconnaissance after being ambushed by two full squadrons of Nephilim fighters.

A veteran of the Terran-Kilrathi War, Hawk found it difficult not to see everything in terms of warfare; he saw every conflict in black-and-white and never had any qualms about the wisdom of any decision that he made. He never married and was known for carrying around a "trademark" bowie knife.

Jacob Manley, Callsign: Hawk		
Species: Terran	Rank: Colonel, BWM	Gender: Male
Height: 1.70 m	Mass: 80 kg	Handedness: Right
Birth Date: 2625.123 (Age 48; Middle Age)	Place of Birth: Bad Axe, Mylon II, Downing Quadrant, Vega Sector	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 36, Reflex: 39, Willpower: 44
HP/NHP: 66	HD/THD/FHD: 41/41/50	SI: 66

Power: 75, *Three-Dimensional Maneuvers*: 20, *Brawling*: 25 (Knife Fighting 10), *Lifting*: 20.
Finesse: 90, *Dexterous Maneuvers*: 25 (Sleight of Hand 15), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 65, *Stamina*: 30, *Concentration*: 20 (Concentrate Under Fire 10), *Recuperation*: 15.
Intellect: 90, *Knowledge*: 25 (Current Events 10), *Resourcefulness*: 25, *Cunning*: 25 (Persuasion 10).
Acumen: 95, *Perception*: 25 (Spot Enemy 20), *Performance*: 25, *Survival*: 25.
Charm: 85, *Personality*: 25 (Debating 20), *Leadership*: 25 (Starship Captain 5), *Diplomacy*: 10.

Command: 115, *Security*: 25 (Blades 10), *Strategy*: 25, *Guidance*: 15, *Coordination*: 20 (Fighter Wing 10), *Inspire*: 10.
Science: 75, *Technology*: 25 (Computers 10), *Planetology*: 10, *Geology*: 10, *Archaeology*: 10, *Typhonology*: 10.
Navigation: 170, *Vehicle Piloting*: 20 (Fightercraft 50), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 25.
Tactical: 135, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25 (Shelton Slide 10), *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 45, *Damage Control*: 25, *Mechanics*: 20.
Communications: 60, *Rapport*: 25, *Translate*: 15 (Kilrathi 10), *Intimidate*: 10.
Medicine: 35, *Intensive Care*: 10, *Psychology*: 25.

Traits: <u>Navigational Sense</u> +10, <u>Discipline</u> +5, <u>Social Status</u> -5, <u>Intolerant</u> (Confederation Citizens) -5, <u>Impulsive</u> -10, <u>Obsessed</u> (Killing Cats) -5.

COL Tamara "Panther" Farnsworth

Tamara Farnsworth spent a fair amount of time stationed in the Astoria system during the Terran-Kilrathi War and served aboard TCS *Tarawa* for a brief period after the Raid on Kilrah and before the ship was sold to the Landreich. She joined the Borderworlds Militia after the end of the war and was later assigned as a pilot aboard BWS *Intrepid*. She was assigned as acting damage control officer aboard BWS *Intrepid* by Colonel Manley after Captain Dominguez was killed. Later during the Black Lance Affair, Admiral Wilford placed her on his planning staff. She accompanied *Intrepid* when Blair took the ship to Earth to present his testimony before the Grand Assembly.

More comfortable with moment-by-moment tactics than galaxy-spanning plans, Panther was a tough woman who more than once proved that she could hold her own against "the boys." Her honesty and commitment to her people made her a popular commander, although her tendency to lead from the heart rather than by the book somewhat crippled her overall career. Her activities after the Black Lance Affair are unknown.

Tamara Farnsworth, Callsign: Panther		
Species: Terran	Rank: Colonel, BWM	Gender: Female
Height: 1.50 m	Mass: 45 kg	Handedness: Right
Birth Date: 2641.179 (Age 32; Adult)	Place of Birth: New Sausalito, Bradbury System, Isaac Quadrant, Enigma Sector	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 38, Willpower: 44
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
Power: 65, *Three-Dimensional Maneuvers*: 30 (Climbing 10), *Brawling*: 15, *Lifting*: 10. *Finesse*: 80, *Dexterous Maneuvers*: 25 (Balance 10), *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 55, *Stamina*: 15, *Concentration*: 25, *Recuperation*: 15. **Intellect**: 130, *Knowledge*: 25 (Current Events 15, Confed Tactics 15, Border Worlds Defense Plans 15), *Resourcefulness*: 25, *Cunning*: 25 (Persuasion 10). **Acumen**: 95, *Perception*: 20 (Spot Enemy 30), *Performance*: 25, *Survival*: 20. **Charm**: 95, *Personality*: 25 (Debating 15), *Leadership*: 20 (Wingleader 25), *Diplomacy*: 20.		
Command: 105, *Security*: 20, *Strategy*: 15, *Guidance*: 15, *Coordination*: 20 (Bridge Crew 20), *Inspire*: 15. **Science**: 65, *Technology*: 25, *Planetology*: 10, *Geology*: 10, *Archaeology*: 10, *Typhonology*: 10. **Navigation**: 155, *Vehicle Piloting*: 25 (Ferret 25, Vindicator 25), *Orientation*: 15, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15. **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 95, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 25, *Internal Systems*: 25. **Communications**: 40, *Rapport*: 15, *Translate*: 15, *Distress*: 20. **Medicine**: 30, *Intensive Care*: 15, *Psychology*: 15.		
Traits: Navigational Sense +10, Discipline +5, Social Status -5, Intolerant (Confederation Citizens) -2, Honest -10, Impulsive -5.		

2LT Troy "Catscratch" Carter

Troy Carter was a Confederation fighter pilot who served during the latter years of the 27th Century. Born as a fourth-generation Border Worlder, he enlisted in the Space Force late in the Terran-Kilrathi War, attending the Academy and earning high marks. The war ended before Carter graduated from the Academy; although he regretted not being able to join sooner, Carter ultimately graduated at the top of his class with the rank of Second Lieutenant and served in the immediate post-war era.

In 2673, the Border Worlds Conflict reached its peak, endangering the tenuous relations between the Confederation and the newly-formed Union of Border Worlds. Carter was assigned to TCS *Lexington* that same year, where he met his lifetime hero, Christopher Blair. Carter was ecstatic to be learning from the Savior of the Confederation; Blair ensured that Carter remained focused on flying. Carter saw several engagements against Border Worlds forces, which were allegedly instigating the conflict through piracy on civilian shipping. During the campaign, Carter was forced to fire upon his own people and he began to question whether the Confederation's treatment towards the Border

Worlds was justified. Carter was flying on Blair's wing along with Winston Chang when Captain Eisen defected and he followed when Blair subsequently also defected.

During his service aboard BWS *Intrepid*, Carter continued to serve on Blair's wing loyally, proving effective in the fight against Confederation forces. Carter also began a romantic relationship with the ship's communications officer, Velina Sosa. During action in the Pasqual System, *Intrepid* answered a Kilrathi distress call, as the Kilrathi were being attacked by unidentified Terran assailants. The Kilrathi leader, Melek, subsequently requested that the Terrans escort them back to their home base. Although he carried out the mission, Carter found it hard to sympathize with the Kilrathi refugees, having dreamt of fighting them all his life and remembering the billions who died at their hands. Later in the campaign, the Border Worlds Militia engaged Terran mercenary forces in the Circe and Speradon systems; during these actions, Carter volunteered for a solo mission to retrieve an enemy satellite orbiting Circe VI, which held potentially vital data on Confederation activities along the frontier. Unfortunately, he was intercepted by the Confederation and Carter was forced to abandon his fighter. Although he survived, the satellite was lost and Carter earned a reprimand from Blair for his reckless actions.

Carter served through the remaining duration of the Border Worlds conflict, which ultimately saw the restoration of peace between the Confederation and the Border Worlds. Thereafter, Carter continued to serve the Confederation faithfully and in the latter days of his career would steadily rise through the ranks. He saw action during the Nephilim War and lived to see the end of that conflict. By 2701, Carter had retired with the rank of Major General.

Troy Carter, Callsign: Catscratch		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.75 m	Mass: 100 kg	Handedness: Right
Birth Date: 2647.057 (Age 26; Adult)	Place of Birth: New Kurtistown, Harrison System, Isaac Quadrant, Enigma Sector	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +8		Saves - Fortitude: 34, Reflex: 40, Willpower: 33
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10.
Physique: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
Intellect: 80, *Knowledge*: 25 (Current Events 10, Confed Military Structure 10), *Resourcefulness*: 15, *Cunning*: 15 (Persuasion 5).
Acumen: 80, *Perception*: 25 (Spot Enemy 15), *Performance*: 25, *Survival*: 15.
Charm: 65, *Personality*: 20 (Debating 10), *Leadership*: 15, *Diplomacy*: 20.

Command: 35, *Security*: 15, *Strategy*: 10, *Coordination* : 10.
Science: 40, *Technology*: 20, *Planetology*: 10, *Typhonology*: 5.
Navigation: 65, *Vehicle Piloting*: 25 (Hellcat-V 10), *Astrogation*: 15, *Starship Piloting*: 15.
Tactical: 45, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 10, *Targeting*: 5, *Marksmanship* : 10, *Ballistics* : 10.**Engineering**: 30, *Damage Control*: 15, *Mechanics*: 15.
Communications: 20, *Rapport*: 10, *Translate*: 10.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Navigational Sense</u> +10, <u>Reflexes</u> +5, <u>Nerves</u> +5, <u>Impulsive</u> -10, <u>Honest</u> -5, <u>Discipline</u> -5.

ILT Winston "Vagabond" Chang

After the Terran-Kilrathi War, Chang remained in the active reserves. He was eventually reinstated and assigned to TCS *Lexington* under Captain William Eisen with the rank of First Lieutenant.

In 2673, tensions rose between the Terran Confederation and the Union of Border Worlds. Chang was reunited with *Victory* comrades Colonel Blair and Major Marshall, with both of whom he fought faithfully. During the subsequent campaign, Chang displayed sympathies towards the Union of Border Worlds, recognizing the many injustices committed against them by the Confederation. During operations in the Masa System, Captain Eisen and Major Marshall defected to the Border

Worlds, prompting a pursuit by Colonel Blair, Lieutenant Carter and Lieutenant Chang. However, Chang refused to fire on the Captain and also defected with Colonel Blair and Lieutenant Troy Carter following.

Chang served aboard BWS *Intrepid* for the remainder of the conflict. He volunteered to infiltrate the communications station orbiting Orestes VI, having had some experience in espionage. He and Lieutenant Velina Sosa were deployed via Manned Insertion Pods by Colonel Blair in order to obtain vital intelligence on illegal Confederation activities from the station. During their escape, they were ambushed by Confederation guards, forcing Chang to provide cover fire for Sosa. During the shootout, Chang managed to kill several guards before he himself was mortally wounded by a single rifle shot. Sosa fled the station with the data, leaving Chang's body behind. Colonel Blair and the crew of *Intrepid* were distraught over Chang's death and committed his memory to space with full military honors; at his funeral, Blair said he was proud to have been his friend and declared that his spirit "would continue to roam the stars".

Winston Chang, Callsign: Vagabond		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.70 m	Mass: 70 kg	Handedness: Right
Birth Date: 2631.299 (Age 42; Middle Age)	Place of Birth: Penh's Hill, Pembroke, Grills Quadrant, Enigma Sector	Initiative: +7
Attack Bonuses - Melee: +6; Ranged: +9		Saves - Fortitude: 36, Reflex: 37, Willpower: 25
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 40, *Three-Dimensional Maneuvers*: 15, *Lifting*: 15, *Brawling*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 25 (Sleight of Hand 15), *Hiding and Seeking*: 20, *Dodge*: 15. **Physique**: 60, *Concentration*: 20 (Concentrate Under Fire 10), *Recuperation*: 15, *Stamina*: 15. **Intellect**: 120, *Knowledge*: 25 (Card Games 15), *Resourcefulness*: 25 (Demolition 20, Encryption 10), *Cunning*: 25. **Acumen**: 105, *Perception*: 25 (Spot Enemy 15), *Performance*: 20 (Researcher 25), *Survival*: 20. **Charm**: 60, *Diplomacy*: 25, *Personality*: 20, *Leadership*: 15.		
Command: 35, *Coordination*: 15, *Security*: 10, *Guidance*: 10. **Science**: 115, *Planetology*: 25, *Technology*: 25 (Computers 10), *Archaeology*: 20 (Structural Engineering 10), *Geology*: 15, *Typhonology*: 10. **Navigation**: 140, *Vehicle Piloting*: 25 (Thunderbolt 30), *Starship Piloting*: 20, *Orientation*: 20, *Stealth*: 20, *Astrogation*: 25. **Tactical**: 115, *Evasive Maneuvers*: 25 (Immelmann Turn 15), *Combat Maneuvers*: 20 (Shelton Slide 10), *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 25. **Engineering**: 50, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 55, *Rapport*: 20, *Translate*: 20, *Negotiate*: 10, *Distress*: 5. **Medicine**: 15, *Intensive Care*: 10, *Psychology*: 5.		
Traits: <u>Luck</u> +5, <u>Reputation</u> +10, <u>Nerves</u> +5, <u>Honest</u> -5, <u>Discipline</u> -5, <u>Curious</u> -5.		

LCOL John "Gash" Dekker

John Dekker was drafted into the Confederation Marine Corps at the height of the Terran-Kilrathi War. During basic training, he had to be medivacked out of a three night bivouac when he gave himself paper cut with a foil package of rations, which was severe enough to require hospital attention; upon his return, his drill sergeant decreed that his name among Marines would forever after be "Gash." Dekker earned several citations for valor in his first two years of duty and he applied to OCS. After being posted to Repleetah, Dekker was taken prisoner by the Kilrathi; after the required subsequent near-fatal interrogation, he was sent to a slave labor mining camp for four years. The camp was liberated a few months before the False Armistice. After the war, Dekker became a mercenary but couldn't stomach the ethical compromises required by the profession, so he ended up in the Border Worlds Marine Corps where he was given command of a Marine company and promoted to the rank of Lieutenant Colonel. Dekker's company was assigned to BWS *Intrepid* by Admiral Wilford; he and his company were still aboard during the Black Lance Affair.

Dekker was later lured back to the Confederation by the promise of duty aboard TCS *Midway*. At the invitation of Senator Taggart, Dekker testified several times before Grand Assembly committees "in

support of acts to provide restitution to the families of Repleetah casualties." He fought through and survived the Nephilim War and by 2701 he had become the Editor-in-Chief of Star*Soldier.

John Dekker, Callsign: Gash		
Species: Terran	Rank: Lieutenant Colonel, BWMC	Gender: Male
Height: 1.91 m	Mass: 90 kg	Handedness: Right
Birth Date: 2631.357 (Age 42; Middle Age)	Place of Birth: Birmingham, Alabama, United States, Earth	Initiative: +7
Attack Bonuses - Melee: +13; Ranged: +12		Saves - Fortitude: 35, Reflex: 47, Willpower: 39
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 80, *Brawling*: 25 (Krav Maga 10), *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Lifting*: 15.
Finesse: 65, *Dexterous Maneuvers*: 20 (Balance 10), *Dodge*: 20, *Hiding and Seeking*: 15.
Physique: 50, *Stamina*: 25, *Recuperation*: 15, *Concentration*: 10.
Intellect: 75, *Knowledge*: 20 (Kilrathi Ground Tactics 15), *Resourcefulness*: 25, *Cunning*: 15.
Acumen: 95, *Perception*: 25 (Sense Deception 15), *Survival*: 20 (Wilderness 10), *Performance*: 25.
Charm: 110, *Personality*: 20 (Debating 20), *Leadership*: 25 (Marine Platoon 30), *Diplomacy*: 15.

Command: 130, *Security*: 25 (Slugthrowers 10, Blades 5), *Strategy*: 20, *Coordination*: 25 (Assault Groups 20), *Inspire*: 10, *Guidance*: 15.
Science: 45, *Technology*: 20, *Typhonology*: 15, *Archaeology*: 10.
Navigation: 115, *Stealth*: 25, *Vehicle Piloting*: 20 (Armored 15), *Orientation*: 25, *Starship Piloting*: 15, *Astrogation*: 15.
Tactical: 125, *Ballistics*: 25, *Marksmanship*: 25, *Targeting*: 25, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25.
Engineering: 45, *Damage Control*: 25, *Mechanics*: 20.
Communications: 60, *Intimidate*: 25, *Rapport*: 20, *Negotiate*: 15.
Medicine: 30, *Specialized Medicine*: 5, *Intensive Care*: 10, *Psychology*: 15.

Traits: <u>Reflexes</u> +10, <u>Nerves</u> +10, <u>Quick Draw</u> +5, <u>Intolerant</u> (Jackasses) -10, <u>Temper</u> -10.

CAPT Hugh Paulsen

Hugh Paulsen was an officer in the Terran Confederation Navy. He mostly served in staff roles during his career, acting as a liaison to R&D and serving as program manager for the Bureau of Weapons; in particular he was involved with the development of the Mark V torpedo and the third generation Mass Driver cannon. After the end of the Terran-Kilrathi war, he was assigned to a field position aboard TCS *Potemkin*, where he held the rank of Second Lieutenant. Paulsen had access to black funds, which he used without qualm to buy influence through funding the Genetic Enhancement project.

Paulsen's lack of combat experience prevented him from being promoted; he was desperate for a command position so that he could someday be promoted to the Admiralty. Due to the influence he had acquired, persons unknown were able to arrange for Paulsen to replace William Eisen as *Lexington's* CO, though the Black Lance contingent that accompanied him aboard - most notably Seether - held *de facto* command of the ship. Shortly after Eisen, Christopher Blair, Winston Chang, Todd Marshall and Troy Carter defected, Paulsen sent *Lexington* in to pursue BWS *Intrepid* without her escorts. This reckless move resulted in *Lexington* being disabled and put out of action for a month, a serious setback for the Black Lance. For this mistake, Paulsen was executed and thrown out of an airlock by Seether.

Paulsen was known for being a stickler for regulations to the point of open abuse, seeking to assert his authority over others in every way possible. He made no secret of his disregard for those who were either inferior in rank or who rivaled his own prestige and always did what was necessary to keep them in line. He was also *highly* ambitious and sought the approval and praise of his superiors.

Hugh Paulsen		
Species: Terran	Rank: Captain, TCN	Gender: Male
Height: 1.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2623.354 (Age 50; Middle Age)	Place of Birth: SS *Manhattan* en route to Sol, Apollo System, Hubble Quadrant, Hawking Sector	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +7		Saves - Fortitude: 35, Reflex: 35, Willpower: 39
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 55, *Three-Dimensional Maneuvers*: 15 (Swimming 25), *Brawling*: 5, *Lifting*: 10.
Finesse: 55, *Dodge*: 20, *Hiding and Seeking*: 25, *Dexterous Maneuvers*: 10.
Physique: 50, *Concentration*: 20 (Concentrate While Working 10), *Recuperation*: 15, *Stamina*: 5.
Intellect: 125, *Knowledge*: 25 (Current Events 15, Black Lance Strategy 20), *Cunning*: 20 (Persuasion 10, Deception 5, Treachery 20), *Resourcefulness*: 10.
Acumen: 95, *Perception*: 15, *Performance*: 25 (Weapons Researcher 40), *Survival*: 15.
Charm: 95, *Diplomacy*: 25 (Black Lance 10), *Leadership*: 15, *Personality*: 20 (Oratory 15, Debating 10).

Command: 45, *Coordination*: 15, *Security*: 10, *Guidance*: 10, *Strategy*: 10.
Science: 100, *Technology*: 25 (Computers 30), *Archaeology*: 15, *Typhonology*: 15, *Planetology*: 15.
Navigation: 35, *Vehicle Piloting*: 10 (Groundcar 15), *Starship Piloting*: 5, *Astrogation*: 5.
Tactical: 40, *Targeting* : 10, *Marksmanship*: 15, *Ballistics*: 15.**Engineering**: 120, *Mechanics'* : **15**, *Defenses'* : 25 (Torpedoes 40, Mass Drivers 40).

Communications: 155, *Intimidate*: 20, *Negotiate*: 25, *Rapport*: 25 (Black Lance 40), *Translate*: 20, *Distress*: 25.
Medicine: 45, *Specialized Medicine*: 20 (Poisons 10), *Psychology*: 15.

Traits: <u>Wealth</u> +15, <u>Contacts</u> (Black Lance) +10, <u>Intolerant</u> (Subordinates) -10, <u>Obsessed</u> (Becoming an Admiral) -10, <u>Creed</u> (Follow Rules) -5.

Dr. Tuesday Brody

Dr. Tuesday Brody was a Confederation civilian scientist and an unwilling accomplice of the Black Lance. She was one of the Confederation's leading experts in the field of bio-convergence, a scientific field that dealt with the study of Terran DNA for military purposes. By 2673, Dr. Brody had accomplished much in the field, to the point where she could employ Terran DNA codes to program microscopic nanobots. Her contributions to bio-convergence attracted the interests of many Terran military personnel, in particular those involved with covert ops.

During the Border Worlds Conflict of 2673, Dr. Brody was captured by the Union of Border Worlds and imprisoned on Tyr VII in the Tyr System. The Confederation ordered TCS *Lexington* to retrieve Dr. Brody alive; after sweeping away the base defenses, Confederation Marines extracted Dr. Brody unharmed. She was briefly stationed on *Lexington* after her rescue. Shortly thereafter, she was secretly transferred to the Axius Star Base, where she was held hostage and forced to work under the direction of the Black Lance. During her captivity, Dr. Brody unwillingly created the Gen-Select Bioweapon, a device designed to exterminate Terrans whose genetic codes did not match the pre-selected standards programmed into the nanobots deployed by the device. The device was tested on the Border Worlds colony of Telamon; 90% of the planetary population died horribly.

Colonel Blair discovered the existence of the Black Lance at Axius after having tracked the attackers from Telamon back to their base. While trying to escape, Blair encountered Dr. Brody, who recognized him immediately and insisted on escaping with him, saying she could help to stop the Black Lance. The two fled to the hangar where Blair's fighter was waiting; the two were ambushed by Black Lance security forces and despite Blair's attempts to defend her, Dr. Brody was shot in the back. Knowing her wounds were fatal, Dr. Brody gave Blair a data disk carrying intelligence vital to stopping the imminent war between the Confederation and the Border Worlds. Brody died on the station, but she ensured that Blair was ultimately successful in stopping the conspiracy.

Tuesday Brody, Ph.D.		
Species: Terran	Occupation: Bioconvergence Researcher	Gender: Female
Height: 1.90 m	Mass: 60 kg	Handedness: Right
Birth Date: 2640.050 (Age 33; Adult)	Place of Birth: SS *Brooklyn* en route to Locanda IV, Locanda System, Deneb Quadrant, Epsilon Sector	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 36, Reflex: 35, Willpower: 37
HP/NHP: 66	HD/THD/FHD: 45/45/50	SI: 66
Power: 45, *Three-Dimensional Maneuvers*: 10 (Swimming 10), *Lifting*: 15, *Brawling*: 10. **Finesse**: 50, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 15, *Dodge*: 10. **Physique**: 65, *Concentration*: 20 (Concentrate While Working 10), *Recuperation*: 20, *Stamina*: 15. **Intellect**: 100, *Knowledge*: 20 (Bioconvergence 40), *Resourcefulness*: 15, *Cunning*: 15 (Persuasion 10). **Acumen**: 75, *Perception*: 20 (Sense Danger 10), *Performance*: 25, *Survival*: 20. **Charm**: 90, *Diplomacy*: 20, *Personality*: 20 (Debating 15), *Leadership*: 15 (Research Team 20).		
Command: 25, *Coordination*: 15, *Guidance*: 10. **Science**: 115, *Technology* : 25 (Nanotechnology 30, Computers 30), *Geology*: 15, *Typhonology*: 15. **Navigation**: 40, *Vehicle Piloting*: 10 (Groundcar 15), *Orientation*: 15. **Tactical**: 5, *Marksmanship* : 5. **Engineering**: 45, *Mechanics*: 20, *Damage Control* : 10, *Faster-Than-Light Mechanics*: 15. **Communications**: 55, *Rapport*: 25, *Translate*: 10, *Negotiate*: 10, *Distress*: 10. **Medicine**: 125, *Treatment*: 10, *Specialized Medicine*: 25 (Bioweaponry 25), *Xenobiology*: 25 (Terrans 25), *Intensive Care*: 10, *Psychology*: 5.		
Traits: <u>Scientific Sense</u> +10, <u>Empathic Sense</u> +10, <u>Math Expert</u> +5, <u>Luck</u> -15, <u>Bleeder</u> -10.		

Seether

Seether was a pilot in the Black Lance and a key instigator of the Border Worlds Conflict in 2673. He was one of the first successful products of the original Genetic Enhancement project begun in the 2640s, one of the most infamous "Black Projects" whose purpose was to end the war with the Kilrathi as soon as possible; GE in particular sought to field super-soldiers with a strict military upbringing. During his progression in the program, Seether developed unusually fast reflexes, incredible strength and increased intelligence. As a result, he moved through the program's ranks quickly and proved to be a lethal pilot. During the latter years of the Terran-Kilrathi War, Seether served as a rookie pilot on a carrier together with Jacob Manley. After the war's end, he was transferred to Intelligence and all records of his existence were thereafter erased.

Admiral Tolwyn revived the GE program after the war with the intent of instigating a conflict between the Confederation and Union of Border Worlds, with the intended goal of restoring Confederation's war-era military strength. Seether became one of the top wing commanders for Tolwyn's faction, the Black Lance, and soon acquired the rank of Colonel as well as the Admiral's respect and trust. In order to promote conflict along the frontier, Seether led numerous attacks on Confederation and Border Worlds vessels, flying unmarked craft such as the F-107 *Dragon* and claiming to be a member of the opposite faction. Seether was directly responsible for the deaths of hundreds of civilians and the destruction of many transports. It was Seether who used a Flash-Pak on TCS *Amadeus*, bringing the crisis to a head. Shortly thereafter, he destroyed Orlando Depot in the Nephele system, declaring victory in the name of the Border Worlds. Seether later came aboard TCS *Lexington* under Captain Paulsen and assumed *de facto* command of the ship.

Seether continued to carry out attacks on the Border Worlds and the Confederation behind the scenes and prepared himself for an eventual showdown with Blair. The conflict continued to intensify as a result, threatening interstellar war between the two Terran factions. As the vote on a Declaration of War within the Confederation Senate drew closer, Tolwyn ordered Seether to test their latest weapon: the Gen-Select Bioweapon, which would "cleanse" Terrankind of those deemed by the Black Lance to be unfit. Seether led a squadron to the Border Worlds colony of Telamon and exterminated 90% of the population. Despite the success of the operation, Blair arrived shortly afterwards aboard BWS

Intrepid and tracked Seether's strike team to their base in the Axius System. Blair infiltrated the facility and discovered Tolwyn's treachery and his plans while Seether and the Admiral were rallying their forces. Tolwyn fled to Earth aboard TCS *Vesuvius* in order to secure the war declaration before Blair could intervene, but he was pursued by *Intrepid* and Captain Eisen aboard TCS *Mount St. Helens*. Tolwyn continued to Earth on a shuttle while Seether and *Vesuvius* stayed behind to stop Blair. Colonel Blair destroyed *Vesuvius* with a Flash-Pak and on Tolwyn's orders, Seether challenged Blair to a one-on-one match above Earth. Ultimately, Seether's genetic superiority failed him; Blair shot down and killed Seether after an intense dogfight, ending the murderous pilot's rampage.

Seether was a fearless man who demanded perfection from himself and his wingmen. He would regularly test himself for fear by dropping a mine from his craft and thrusting with afterburners, thereby detonating the mine and riding the blast wave at speeds much greater than his fighter would otherwise have been able to achieve. He also was extremely sadistic and had no remorse for those he killed on the battlefield nor any respect for the dead; he considered death to be the ultimate failure, something he refused to tolerate. He also found death to be humorous, often laughing after having murdered an unfortunate victim.

"Seether"		
Species: Terran	Rank: Colonel, Black Lance (Warrant Officer, TCN)	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2642.263 (Age 31; Adult)	Place of Birth: Axius Star Base, Axius, Grills Quadrant, Enigma Sector	Initiative: +13
Attack Bonuses - Melee: +16; Ranged: +18		Saves - Fortitude: 49, Reflex: 53, Willpower: 43
HP/NHP: 69	HD/THD/FHD: 37/37/50	SI: 69
Power: 115, *Three-Dimensional Maneuvers*: 25 (Swimming 10, Climbing 10), *Brawling*: 25 (Knife Fighting 20), *Lifting*: 25. **Finesse**: 130, *Dexterous Maneuvers*: 25 (Balance 10, Sleight of Hand 10, Lockpick 10), *Dodge*: 25, *Hiding and Seeking*: 25 (Stalking 25). **Physique**: 95, *Stamina*: 25 (Diseases 10), *Concentration*: 25 (Concentrate Under Fire 10), *Recuperation*: 25. **Intellect**: 125, *Knowledge*: 25 (Current Events 5, Spacecraft Weak Points 10, Ways to Kill People 10), *Resourcefulness*: 25 (Aerospace Engineering 10), *Cunning*: 25 (Treachery 10, Persuasion 5). **Acumen**: 85, *Perception*: 25 (Spot Target 10), *Performance*: 25, *Survival*: 25. **Charm**: 100, *Personality*: 25 (Taunting 15), *Leadership*: 25 (Fighter Squadron 30), *Diplomacy*: 5.		
Command: 105, *Security*: 25 (Blades 25), *Strategy*: 25, *Guidance*: 5, *Coordination*: 25. **Science**: 105, *Technology*: 25 (Bioweaponry 20, Computers 20), *Planetology*: 10, *Geology*: 10, *Archaeology*: 10, *Typhonology*: 10. **Navigation**: 200, *Vehicle Piloting*: 25 (Fightercraft 50), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 25 (Cloaking Device 25). **Tactical**: 145, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25 (Ride Mine Wake 20), *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 50, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25, **Communications**: 100, *Rapport*: 25, *Translate*: 25, *Intimidate*: 25 (Physical Violence 25). **Medicine**: 60, *Intensive Care*: 10, *Psychology*: 25 (Application of Fear 25).		
Traits: <u>Navigational Sense</u> +15, <u>Discipline</u> +5, <u>Nerves</u> +10, <u>Memory</u> +10, <u>Health</u> +10, <u>Reputation</u> -10, <u>Intolerant</u> (Failure) -10, <u>Overconfident</u> -15.		

MCPO Robert "Pliers" Sykes

Robert "Pliers" Sykes was a Master Chief Petty Officer in the Confederation Fleet during the Terran-Kilrathi War. He retired out to the Border Worlds after the Kilrathi War. When tensions rose between the Confederation and the Union of Border Worlds in 2673, Sykes was reactivated for service in the Borderworlds Militia and was assigned as Chief Tech aboard BWS *Intrepid*, where he was serving when William Eisen and his fellow defectors came aboard. He was known for enjoying chewing tobacco as well as his penchant for modding and tweaking fighters and ordnance. After the end of the crisis, Pliers was able to resume his retirement.

	Robert "Pliers" Sykes	
Species: Terran	Rank: Master Chief Petty Officer, BWM	Gender: Male
Height: 1.75 m	Mass: 110 kg	Handedness: Right
Birth Date: 2605.132 (Age 68; Old Age)	Place of Birth: Waukesha Mining Base, Barnard's Star, Petrov Quadrant, Sol Sector	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +8		Saves - Fortitude: 36, Reflex: 35, Willpower: 39
HP/NHP: 66	HD/THD/FHD: 45/45/50	SI: 66

Power: 55, *Lifting*: 25, *Brawling*: 25, *Three-Dimensional Maneuvers*: 5.
Finesse: 50, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 5.
Physique: 65, *Concentration*: 20 (Concentrate Under Fire 15), *Stamina*: 20, *Recuperation*: 10.
Intellect: 105, *Cunning*: 20 (Persuasion 15), *Resourcefulness*: 25 (Aerospace Engineering 15), *Knowledge*: 20 (Current Events 10).
Acumen: 95, *Performance*: 25, *Perception*: 20 (Sense Deception 25), *Survival*: 25.
Charm: 115, *Personality*: 20 (Arguing 10), *Diplomacy*: 25 (Bridge Crew 10), *Leadership*: 25 (Crew Chief 25).

Command: 130, *Coordination*: 25 (Flight Deck 50), *Guidance*: 15 (Pilots 25), *Security*: 15.
Science: 100, *Technology*: 25 (Computers 10, Fightercraft 10), *Archaeology*: 10, *Geology*: 10, *Typhonology*: 25, *Planetology*: 10.
Navigation: 70, *Vehicle Piloting*: 15 (Groundcar 20), *Orientation*: 25, *Stealth*: 10.
Tactical: 30, *Marksmanship*: 10, *Targeting*: 10, *Ballistics*: 10.
Engineering: 210, *Damage Control*: 25 (Flight Deck 50), *Internal Systems*: 10, *Mechanics*: 25 (Fightercraft 50), *Defenses*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 70, *Rapport*: 25 (Pilots 10), *Translate*: 10, *Intimidate*: 25.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Mechanical Sense</u> +10, <u>Reputation</u> (Modder) +10, <u>Addicted</u> (Tobacco) -10, <u>Honest</u> -10.

RADM Eugene Wilford

Eugene Wilford's parents were among the first settlers to land on their colony and Eugene was the first child to be born on its soil. He passed his college entrance exams with flying colors and pursued ROTC training; the Border Worlds had negotiated an agreement with the Confederation's military for officer training for Border World citizens, and Wilford was subsequently commissioned as an officer in the Terran Confederation Navy. Wilford excelled in his duties and was rapidly promote; by the time the Terran-Kilrathi War ended, he had achieved the rank of Captain and had held several field commands. After the war, Wilford returned home to assist with building a small defensive fleet for the Border Worlds Navy; because of his wartime experience, he was instantly promoted to the flag rank of Rear Admiral and placed in charge of fleet operations. When the Black Lance Affair began in 2673, Wilford was placed in charge of organizing the Border Worlds Militia in order to hold off the Confederation Fleet; Wilford's leadership ultimately ensured that the Border Worlds' nascent military forces held on long enough for a peace accord to be reached.

	Eugene Wilford	
Species: Terran	Rank: Rear Admiral, BWM	Gender: Male
Height: 1.80 m	Mass: 90 kg	Handedness: Right
Birth Date: 2621.203 (Age 52; Middle Age)	Place of Birth: Tsnit Tse, Elohim System, Downing Quadrant, Vega Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 39, Reflex: 38, Willpower: 47
HP/NHP: 69	HD/THD/FHD: 42/42/50	SI: 69

Power: 65, *Brawling*: 20, *Three-Dimensional Maneuvers*: 25, *Lifting*: 20.
Finesse: 80, *Dodge*: 25, *Dexterous Maneuvers*: 25 (Balance 15), *Hiding and Seeking*: 15.
Physique: 95, *Concentration*: 25 (Concentration Under Fire 25), *Stamina*: 25, *Recuperation*: 20.
Intellect: 105, *Cunning*: 25, *Knowledge*: 25 (Current Events 10, Kilrathi Tactics 10, Confed Fleet Strategy 10), *Resourcefulness*: 25.
Acumen: 120, *Perception*: 25 (Sense Danger 25), *Performance*: 20 (Helmsman 15, Gunner 10), *Survival*: 25.
Charm: 135, *Leadership*: 25 (Starship Captain 30), *Diplomacy*: 25 (Confederation 20), *Personality*: 25 (Oratory 10).

Command: 240, *Inspire*: 25 (Crew 20, Border Worlders 20), *Coordination*: 25 (Fleet Command 25), *Strategy*: 25 (Battle Group Deployment 20), *Security*: 25 (Hand Laser 5), *Guidance*: 25 (Crew 20).
Science: 135, *Technology*: 25 (Computers 15), *Archaeology*: 25, *Planetology*: 25, *Geology*: 20, *Typhonology*: 25.
Navigation: 150, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25 (Corvettes 10, Cruisers 15), *Astrogation*: 25.
Tactical: 165, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25 (Engines 20, Guns 20), *Ballistics*: 25, *Marksmanship*: 25.
Engineering: 95, *Damage Control*: 25, *Internal Systems*: 20, *Defenses*: 20, *Faster-Than-Light Mechanics*: 25, *Mechanics*: 5.
Communications: 80, *Rapport*: 20 (Pilots 10), *Negotiate*: 20, *Intimidate*: 10, *Translate*: 10, *Distress*: 5.
Medicine: 60, *Psychology*: 25, *Specialized Medicine*: 10, *Intensive Care*: 25.

Traits: <u>Discipline</u> +5, <u>Social Status</u> +5, <u>Creed</u> (Defend Border Worlds) -10, <u>Bleeder</u> -5.

LT Velina Sosa

Velina Sosa was Chief Communications Officer aboard BWS *Intrepid* during the Black Lance Affair. Though she was only 25 at the time of the conflict, she already held master's degrees in theoretical mathematics and linguistics from the University of Oxford at Planet Oxford. She had been working on a doctorate on theoretical numbers and phase shift inducers when Admiral Vance Richards recruited her to serve on his staff; she did not accompany him on Project Goliath and continued to serve in an Intelligence role after his death.

Sosa was an expert on codes and communications; she successfully deciphered the information that Captain Eisen brought with him when he defected from the Confederation and also took part in a daring mission to infiltrate a Confederation communications station to gather more information. She also helped to pinpoint the location of the Black Lance's secret base in Axius.

Sosa had something of a crush on Christopher Blair, having heard about him on the news and having watched every episode of Heroes of the Confederation. She made a pass at Blair while they were aboard TCS *Princeton* but he turned her down because of their age difference; Sosa later began a relationship with Troy Carter. After the conflict was over, Sosa was assigned as a Border Worlds liaison officer to Confederation forces on the frontier and was promoted to the rank of Captain.

Velina Sosa		
Species: Terran	Rank: Lieutenant, BWM (CCO, BWS *Intrepid*)	Gender: Female
Height: 1.63 m	Mass: 65 kg	Handedness: Right
Birth Date: 2648.347 (Age 25; Adult)	Place of Birth: SS *Ciudad de los Ángeles* en route to Edom, Newcastle System, Potter Quadrant, Gemini Sector	Initiative: +4
Attack Bonuses - Melee: +11; Ranged: +8		Saves - Fortitude: 35, Reflex: 34, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 46/46/50	SI: 65

Power: 70, *Three-Dimensional Maneuvers*: 20 (Swimming 20), *Lifting*: 15, *Brawling*: 15.
Finesse: 45, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 15, *Dodge*: 10.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 125, *Knowledge*: 25 (Mathematics 10, Linguistics 10), *Cunning*: 15 (Seduction 5), *Resourcefulness*: 10 (Encryption 50).
Acumen: 80, *Performance*: 20, *Perception*: 25 (Sense Danger 10), *Survival*: 25.
Charm: 70, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 20.

Command: 45, *Security*: 20, *Coordination*: 15, *Guidance*: 10.
Science: 50, *Archaeology*: 10, *Technology*: 20 (Radios 10), *Typhonology*: 10.
Navigation: 70, *Vehicle Piloting*: 20 (Groundcar 10), *Stealth*: 15, *Orientation*: 25.
Tactical: 10, *Targeting*: 5, *Marksmanship*: 5.
Engineering: 35, *Damage Control*: 10, *Internal Systems*: 15 (Communications 10).
Communications: 165, *Translate*: 25 (Kilrathi 20), *Rapport*: 25 (Decoding 20), *Distress*: 20 (ECCM 30), *Intimidate*: 15, *Negotiate*: 10,
Medicine: 20, *Psychology*: 15, *Specialized Medicine*: 5.

Traits: <u>Linguistic Sense</u> +15, <u>Math Expert</u> +10, <u>Honest</u> -5, <u>Luck</u> -5, <u>Curious</u> -5.

Characters from the Prophecy Era

Senator James Taggart

By 2680, Taggart was chairman of the Confederation Grand Assembly's Armed Forces Committee. That year, he asked Brigadier General Christopher Blair to act as the chief military liaison to the so-called "mega-carrier" program and transfer his commission to the Navy. He also invited Eugene Wilford to transfer his commission to the TCN and command the first of these ships, TCS *Midway*, upon the recommendation of Blair. On 2681.016, Taggart pushed for a gradual expansion of the Confederation's military budget during a sitting of the Assembly including funding for the *Midway*-class, citing the age and increasing obsolescence of the wartime fleet.

Four days later, Fleet Intelligence compiled and sent a confidential report to Taggart and two days after that Taggart wrote to Christopher Blair concerning the emergence of a new alien threat that made "the Kilrathi look like a pack of rock-throwing baboons". During this same time Taggart was keeping a watchful eye on Lance Casey, son of *Tiger's Claw* shipmate Michael "Iceman" Casey. Casey was an excellent pilot but also had a habit of getting himself into mischief; Taggart used his influence to have Casey transferred to *Midway*, hoping that military discipline would curb his bad habits.

James Taggart, Callsign: Paladin		
Species: Terran	Occupation: Senator from Altair, Confederation Grand Assembly (Chairman, Armed Forces Committee)	Gender: Male
Height: 1.85 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.156 (Age 72; Old Age)	Place of Birth: Ares Station, Venus, Sol, Sol Sector	Initiative: +10
Attack Bonuses - Melee: +10; Ranged: +14		Saves - Fortitude: 19, Reflex: 40, Willpower: 41
HP/NHP: 64	HD/THD/FHD: 40/40/50	SI: 64

Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 25, *Lifting*: 10.
Finesse: 100, *Dexterous Maneuvers*: 25 (Balance 10, Lockpick 15), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 45, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 5.
Intellect: 135, *Knowledge*: 25 (Kilrathi Tactics 25, Confederation Politics 10), *Resourcefulness*: 25, *Cunning*: 25 (Deception 10, Persuasion 15).
Acumen: 115, *Perception*: 25 (Spot Enemy 25, Sense Deception 15), *Performance*: 25 (Pilot 5), *Survival*: 20.
Charm: 150, *Personality*: 25 (Resist Torture 35), *Leadership*: 25 (Wingleader 10, Grand Assembly 15), *Diplomacy*: 25 (Navy 15).

Command: 95, *Security*: 20, *Strategy*: 15, *Guidance*: 20, *Coordination*: 25, *Inspire*: 15.
Science: 185, *Technology*: 25 (Computers 50), *Planetology*: 25 (Tectonics 15), *Geology*: 25, *Archaeology*: 25 (Kilrathi Culture 15), *Typhonology*: 5.
Navigation: 205, *Vehicle Piloting*: 25 (Confederation Light Fighters 15, Confederation Medium Fighters 20, Confederation Heavy Fighters 20, *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 25, *Stealth*: 25 (Capital Ship Cloaks 30).
Tactical: 155, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25 (Shelton Slide 15), *Targeting*: 25 (Communications 15), *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 70, *Damage Control*: 25, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 10, *Faster-Than-Light Mechanics*: 10.
Communications: 205, *Rapport*: 25 (Grand Assembly 15), *Negotiate*: 25 (Grand Assembly 20), *Intimidate*: 25, *Translate*: 25 (Kilrathi 25), *Distress*: 5 (Jam 40).
Medicine: 75, *Specialized Medicine*: 15 (Poisons 5), *Intensive Care*: 20, *Psychology*: 25, *Treatment*: 10.

Traits: <u>Reputation</u> +20, <u>Social Status</u> +20, <u>Contacts</u> (Confed High Command) +25, <u>Creed</u> (Protect Confed) -25, <u>Addicted</u> (Scotch) -10, <u>Health</u> -15.

CDOR Christopher "Maverick" Blair

After the Border Worlds Conflict, Blair was promoted to the rank of Brigadier General; he spent several years teaching at the Academy and authored some simulation missions among other things. James Taggart, as chairman of the Confederation Grand Assembly's Armed Forces Committee, asked Blair to act as Senior Operational Consultant to the new "mega-carrier" program. Blair's commission was transferred from Space Force to Navy, keeping his O-7 grade. Blair played a significant role in the new ship's design.

During her maiden voyage, TCS *Midway* encountered a new alien threat, the Nephilim, emanating from a wormhole gate in the Kilrah System. As the only Confederation carrier in the area at the time, *Midway* was dispatched to render aid to the Kilrathi. After *Midway* pilot Lance Casey's wingman Jack Slayton died, Blair volunteered to fly on his wing for an important mission in the T'lan Meth System. Blair was captured aboard the Dula 7 Star Base during that mission and held captive for some sort of interrogation; Marines from *Midway* later stormed the base and rescued him. His interrogation had dredged up memories of Telamon, Tolwyn, Kilrah, Devereaux and other tragedies and left Blair emotionally traumatized. The flight surgeon and Captain Wilford cleared him to fly again but *Midway* CAG Patricia Drake refused. An emergency forced him to fly out during *Midway's* final assault to the Kilrah Wormhole Gate and he was unable to return from the stabilizing tower before it finally collapsed.

On 2681.061, Sol Sector Governor Cavazos delivered to the public the news that Commodore Blair had been officially declared missing in action and presumed dead. Though no remains were ever recovered, a memorial service was held for Blair in Sol in New York City and Nephele Prime at Hightower Flats, with his favorite music group, tHE lOVE aNIMALS, performing. Live testimonials were heard from as far away as Repleetah and the Avalon System. His farm on Nephele became a historical site with a "Heart of the Tiger" memorial and museum of military history.

Christopher Blair, Callsign: Maverick		
Species: Terran	Rank: Commodore, TCN	Gender: Male
Height: 1.75 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.168 (Age 51; Middle Age)	Place of Birth: Tosche, Nephele II, Downing Quadrant, Vega Sector	Initiative: +11
Attack Bonuses - Melee: +10; Ranged: +16		Saves - Fortitude: 36, Reflex: 41, Willpower: 39
HP/NHP: 71	HD/THD/FHD: 39/39/50	SI: 71

Power: 55, *Three-Dimensional Maneuvers*: 25 (Swimming 10), *Brawling*: 20, *Lifting*: 10.
Finesse: 110, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 25, Balance 10), *Dodge*: 25, *Hiding and Seeking*: 25.
Physique: 110, *Stamina*: 25 (Bioweapons 10), *Concentration*: 20 (Concentration Under Fire 45), *Recuperation*: 15.
Intellect: 120, *Knowledge*: 25 (Confederation Politics 30, Megacarrier Program 10), *Resourcefulness*: 25 (Jury-Rig Radio 5, Jury-Rig Farm Equipment 5), *Cunning*: 20.
Acumen: 95, *Perception*: 25 (Spot Enemy 10, Sense Deception 15), *Performance*: 25 (Pilot 5), *Survival*: 15.
Charm: 125, *Personality*: 25, *Leadership*: 25 (Wingleader 30, Flight Instructor 15), *Diplomacy*: 20 (Confed Assembly 10).

Command: 185, *Inspire*: 25 (Confed Citizens 20), *Security*: 25, *Strategy*: 25, *Guidance*: 20, *Coordination*: 25 (Megacarrier Project 45).
Science: 175, *Technology*: 25 (Radios 30, Computers 20), *Planetology*: 25 (Farming 20), *Typhonology*: 25 (Sandstorms 5), *Geology*: 5, *Archaeology*: 20.
Navigation: 250, *Vehicle Piloting*: 25 (Groundcar 15, Confed Light Fighters 40, Confed Medium Fighters 40, Confed Heavy Fighters 40), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 20.
Tactical: 180, *Evasive Maneuvers*: 25 (Immelmann 30, Shelton Slide 20), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 25 (Laser Cannon 10), *Ballistics*: 25.
Engineering: 140, *Damage Control*: 25, *Internal Systems*: 25 (Communications 25), *Mechanics*: 15, *Defenses*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 50, *Rapport*: 25, *Translate*: 25.
Medicine: 45, *Intensive Care*: 15, *Specialized Medicine*: 10, *Psychology*: 20.

Traits: <u>Navigational Sense</u> +25, <u>Reputation</u> +25, <u>Honest</u> -15, <u>Addicted</u> (Alcohol) -10, <u>Health</u> -5.

MAJ Todd "Maniac" Marshall

Marshall was able to get back into the cockpit by accepting a posting to TCS *Midway* as "a personal favor to Senator Taggart". He flew in Black Widow Squadron aboard *Midway* in 2681, returning to the rank of Major. After *Midway's* retreat to the H'hrass system, Marshall's bluster and apparent disrespect for the dead irritated fellow *Midway* pilot Lance Casey to the point that Casey physically assaulted him. While *Midway* was in the T'lan Meth system, Marshall was assigned to command Black Widow Squadron, a position he took on with great delight. However, Marshall was distraught after having a pilot go missing-in-action in T'lan Meth and losing another two rookie pilots in the G'mar system; Marshall voluntarily stepped down from his post as squadron commander by the time *Midway* reached the H'rissith system.

After *Midway* returned from Kilrah, Marshall retired from active duty to become a consultant and test pilot for a civilian defense contractor. During that time he also wrote his autobiographical memoir, "ME: The Life and Battles of 'Maniac' Marshall". As of 2681.022, Marshall was the highest-ranked ace on the Space Forces flight roster and was rated the fourteenth highest-scoring ace in Space Force history, having scored over 2000 combat victories over the course of his career. He married twice during his career - one relationship lasting three years and the other 22 days. He had no children.

Todd Marshall, Callsign: Maniac		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.91 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.105 (Age 50; Middle Age)	Place of Birth: Radnor, Leto, Proxima Centauri, Sol Sector	Initiative: +11
Attack Bonuses - Melee: +13; Ranged: +16		Saves - Fortitude: 36, Reflex: 41, Willpower: 36
HP/NHP: 66	HD/THD/FHD: 39/39/50	SI: 66
Power: 80, *Three-Dimensional Maneuvers*: 25 (Climbing 15), *Brawling*: 25, *Lifting*: 15. **Finesse**: 115, *Dexterous Maneuvers*: 25 (Sleight-of-Hand 20, Lockpick 20), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 60, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 15. **Intellect**: 125, *Knowledge*: 25 (Pickup Lines 20, Current Events 20), *Resourcefulness*: 25 (Erase Flight Recorder 10), *Cunning*: 20 (Persuasion 5). **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 85, *Personality*: 25 (Boasting 20, Taunting 10), *Leadership*: 20, *Diplomacy*: 10.		
Command: 125, *Security*: 25 (Hand Laser 15), *Strategy*: 25, *Guidance*: 10, *Coordination*: 15 (Fighter Squadron 35). **Science**: 115, *Technology*: 25 (Computers 30), *Planetology*: 25, *Anthropology*: 20, *Geology*: 15. **Navigation**: 250, *Vehicle Piloting*: 25 (Light Fighters 40, Medium Fighters 40, Heavy Fighters 40), *Orientation*: 25, *Stealth*: 25 (Cloaking Device 5), *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 250, *Evasive Maneuvers*: 25 (Hard Brake 30, Immelmann Turn 10), *Combat Maneuvers*: 25 (Playing Chicken 25, Shelton Slide 30), *Targeting*: 25 (Engines 10), *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 55, *Damage Control*: 25, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 10. **Communications**: 20, *Rapport*: 5, *Translate*: 15. **Medicine**: 25, *Intensive Care*: 20, *Psychology*: 5.		
Traits: <u>Navigational Sense</u> +25, <u>Tactical Sense</u> +15, <u>Luck</u> +10, <u>Overconfident</u> -10, <u>Impulsive</u> -10, <u>Crude</u> -5, <u>Lecherous</u> -5.		

CAPT Eugene Wilford

Eight years after the Black Lance Affair and upon the recommendation of Christopher Blair, Senator James Taggart invited Wilford to transfer his commission to the Confederation Navy and assume command of the first megacarrier, TCS *Midway*. Wilford accepted this posting and became *Midway's* first CO, accepting a grade reduction to Captain in the TCN while keeping his Rear Admiral grade in the Outerworlds Naval Reserve. He commanded *Midway* through the opening stages of what would become the Nephilim War, returning to the Border Worlds after *Midway's* return to Earth.

Eugene Wilford		
Species: Terran	Rank: Captain, TCN (Rear Admiral, UBWN)	Gender: Male
Height: 1.80 m	Mass: 90 kg	Handedness: Right
Birth Date: 2621.203 (Age 60; Old Age)	Place of Birth: Tsnit Tse, Elohim System, Downing Quadrant, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 39, Reflex: 37, Willpower: 47
HP/NHP: 69	HD/THD/FHD: 43/43/50	SI: 69
Power: 55, *Brawling*: 20, *Three-Dimensional Maneuvers*: 25, *Lifting*: 10. **Finesse**: 70, *Dodge*: 25, *Dexterous Maneuvers*: 25 (Balance 15), *Hiding and Seeking*: 5. **Physique**: 95, *Concentration*: 25 (Concentration Under Fire 35), *Stamina*: 25, *Recuperation*: 10. **Intellect**: 115, *Cunning*: 25, *Knowledge*: 25 (Current Events 15, Kilrathi Tactics 10, Confed Fleet Strategy 15), *Resourcefulness*: 25. **Acumen**: 125, *Perception*: 25 (Sense Danger 25), *Performance*: 25 (Helmsman 15, Gunner 10), *Survival*: 25. **Charm**: 150, *Leadership*: 25 (Starship Captain 35), *Diplomacy*: 25 (Confederation 30), *Personality*: 25 (Oratory 10).		

Command: 250, *Inspire*: 25 (Crew 20, Border Worlders 20), *Coordination*: 25 (Fleet Command 25), *Strategy*: 25 (Battle Group Deployment 30), *Security*: 25 (Hand Laser 5), *Guidance*: 25 (Crew 25).
Science: 165, *Technology*: 25 (Computers 45), *Archaeology*: 25, *Planetology*: 25, *Geology*: 20, *Typhonology*: 25.
Navigation: 160, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25 (Corvettes 10, Cruisers 15, Carriers 10), *Astrogation*: 25.
Tactical: 190, *Combat Maneuvers*: 25 (Crossing the T 25), *Evasive Maneuvers*: 25, *Targeting*: 25 (Engines 20, Guns 20), *Ballistics*: 25, *Marksmanship*: 25.
Engineering: 95, *Damage Control*: 25, *Internal Systems*: 20, *Defenses*: 20, *Faster-Than-Light Mechanics*: 25, *Mechanics*: 5.
Communications: 80, *Rapport*: 20 (Pilots 10), *Negotiate*: 20, *Intimidate*: 15, *Translate*: 10, *Distress*: 5.
Medicine: 60, *Psychology*: 25, *Specialized Medicine*: 10, *Intensive Care*: 25.

Traits: <u>Discipline</u> +5, <u>Social Status</u> +10, <u>Creed</u> (Defend Border Worlds) -10, <u>Creed</u> (Defend Confederation) -5, <u>Bleeder</u> -5.

CPT Lance R. Casey

Lance Casey was the only surviving descendent of legendary *Tiger's Claw* pilot Michael "Iceman" Casey; this fact that earned Lance the nickname "Frosty" from his wingman Jack Slayton. Lance was born shortly after the Kilrathi ceremonially captured and killed his father. His early career was quite undistinguished; he did not apply to the Academy until his final year of eligibility and he was accepted partially due to favors granted to the children of aces.

Casey proved to be a natural but brash pilot, earning himself a large number of demerits while at the Academy (though not as many as his friend Maxwell Garrett). After graduation, Lance was assigned milk runs, shuttling ambassadors and diplomats in fast transports; Casey got in to mischief in-between missions and narrowly avoided career-ending charges several times. Ultimately, it was James Taggart who influenced a transfer for Casey to TCS *Midway*, hoping that military discipline would solve his discipline problems.

Aboard *Midway*, Casey excelled, becoming one of the carrier's top pilots and soon earning an assignment to the carrier's elite Wolf Pack Squadron. The Nephilim invasion began shortly after Casey's arrival aboard *Midway*; Casey played a key role in defeating the alien forces. Following the initial Nephilim encounter, Casey was transferred to Special Operations aboard TCS *Cerberus*, where again he played a part in repelling renewed alien attacks. In the space of just a few short months, Casey had been promoted to the rank of Captain and had earned himself both the Confederation Flying Cross and a Silver Star.

Casey returned to *Midway* after his stint aboard *Cerberus*, serving through the Nephilim War and seeing action at such major engagements as Zhrtx's Doublecross; for a brief period, he even served as *Midway's* CO. He ultimately became known as the hero of the Nephilim War, eventually being promoted to the rank of Colonel.

Lance R. Casey		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Right
Birth Date: 2656.042 (Age 25; Adult)	Place of Birth: Culver City, Xanadu, Douglas Quadrant, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 35, Reflex: 37, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15.
Finesse: 75, *Dexterous Maneuvers*: 20 (Sleight of Hand 10), *Dodge*: 25, *Hiding and Seeking*: 20.
Physique: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10.
Intellect: 90, *Knowledge*: 25 (Confed Politics 10, Current Events 5), *Resourcefulness*: 25, *Cunning*: 25.
Acumen: 75, *Perception*: 25 (Spot Enemy 10), *Performance*: 25, *Survival*: 15.
Charm: 75, *Personality*: 25, *Leadership*: 25, *Diplomacy*: 25.

Command: 75, *Security*: 20, *Strategy*: 10, *Inspire*: 10, *Guidance*: 10, *Coordination*: 25.	
Science: 50, *Technology*: 25, *Geology*: 25.	
Navigation: 120, *Vehicle Piloting*: 25 (Fightercraft 25), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 10.	
Tactical: 85, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 10.	
Engineering: 40, *Damage Control*: 10, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 15.	
Communications: 20, *Rapport*: 5, *Translate*: 15.	
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.	

Traits: <u>Contacts</u> (Diplomatic Corps) +10, <u>Navigational Sense</u> +15, <u>Reputation</u> (Brashness) -5, <u>Discipline</u> -5, <u>Impulsive</u> -5.

CPO Rachel Coriolis

Rachel and Blair's marriage lasted from just after the end of the Terran-Kilrathi War in 2669 to sometime in early 2673; they had a particularly messy divorce largely due to Blair's increasing use of alcohol and unsuccessful attempts at farming the Nephele desert. Coriolis re-enlisted in the fleet shortly thereafter, earning two post-graduate degrees while serving. She and Blair eventually got back to amicable terms with one another and became good friends in the following years. Coriolis was occasionally involved in research projects in the mid- to late-2670s, and joined *Midway's* development team at Blair's invitation; she accepted after being promised complete control of the flight deck after the ship's launch and remained with *Midway* through most of the Nephilim War.

Rachel Coriolis		
Species: Terran	Rank: Chief Petty Officer, TCN	Gender: Female
Height: 1.63 m	Mass: 45 kg	Handedness: Left
Birth Date: 2637.348 (Age 44; Middle Age)	Place of Birth: New Rockford, Hidebeidel System, Hughes Quadrant, Argent Sector	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 39, Reflex: 35, Willpower: 37
HP/NHP: 69	HD/THD/FHD: 45/45/50	SI: 69

Power: 80, *Lifting*: 20, *Brawling*: 20, *Three-Dimensional Maneuvers*: 25 (Climbing 15).
Finesse: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10.
Physique: 95, *Concentration*: 25 (Concentrate Under Fire 25), *Stamina*: 25, *Recuperation*: 20.
Intellect: 110, *Cunning*: 20 (Seduction 5), *Resourcefulness*: 20 (Jury Rig 15), *Knowledge*: 25 (Confed Fighter Designs 15, Kilrathi Fighter Designs 10).
Acumen: 75, *Performance*: 25, *Perception*: 25 (Sense Deception 5), *Survival*: 20.
Charm: 110, *Personality*: 25 (Empathy 15), *Diplomacy*: 20 (Bridge Crew 25), *Leadership*: 25.

Command: 100, *Coordination*: 25 (Flight Deck 50), *Guidance*: 5, *Security*: 5, *Strategy*: 5, *Inspire*: 10.
Science: 140, *Technology*: 20 (Computers 30), *Archaeology*: 5 (Anthropology 35), *Geology*: 15, *Typhonology*: 25, *Planetology*: 10.
Navigation: 35, *Vehicle Piloting*: 15, *Orientation*: 15, *Stealth*: 5.
Tactical: 30, *Marksmanship*: 10, *Targeting*: 5, *Evasive Maneuvers*: 5, *Ballistics*: 10.
Engineering: 200, *Damage Control*: 25 (Flight Deck 20), *Internal Systems*: 25 (Flight Deck 15), *Mechanics*: 25 (Fightercraft 40), *Defenses*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 60, *Rapport*: 25 (Pilots 20), *Translate*: 15.
Medicine: 35, *Intensive Care*: 15, *Psychology*: 20.

Traits: <u>Mechanical Sense</u> +5, <u>Education</u> +10, <u>Math Expert</u> +5, <u>Comeliness</u> +5, <u>Reputation</u> +10, <u>Honest</u> -5, <u>Intolerant</u> (Hotshots) -10, <u>Intolerant</u> (Stupidity) -5, <u>Impulsive</u> -5.

ILT Maxwell "Maestro" Garrett

Maxwell Garrett was the son of William Garrett, the Attorney General for the Delta Region (Avalon, Hawking and Argent Sectors) from 2670 through the mid-2680s. Max was a big man on campus at his prep school and a star athlete. During his senior year, his father informed Max that he felt he didn't have the necessary discipline "to make it in politics or business," so Max applied to the Space Force Academy and was accepted. During his freshman year, Garrett was asked by James Taggart to keep an eye on fellow cadet Lance Casey and the two became good friends (sometimes to Taggart's dismay). While at the Academy, he racked up an all-time record number of disciplinary demerits but still managed to graduate based on the strength of his impressive flight scores.

Garrett pulled strings to get a soft first assignment for himself and Casey ferrying diplomats around space after their graduation; both were later rotated to TCS *Midway* through Taggart's machinations. Garrett quickly rose through the ranks aboard *Midway* based on his impressive flight performance and was soon assigned to the carrier's elite Wolf Pack squadron. Following the initial Nephilim encounter, Garrett was transferred to Special Operations aboard TCS *Cerberus* where he served in the operation that culminated in the capture of the alien Stellar Accretion Device in the Proxima system. His actions during the subsequent Nephilim War are largely unknown; it is not known whether or not he survived through to the war's end.

Maxwell Garrett, Callsign: Maestro		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.90 m	Mass: 100 kg	Handedness: Left
Birth Date: 2654.333 (Age 27; Adult)	Place of Birth: Mount St. Albans, Hawking, Hubble Quadrant, Hawking Sector	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 35, Reflex: 35, Willpower: 27
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65
Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 10, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 10. **Intellect**: 85, *Knowledge*: 25 (Mixed Drinks 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Enemy 10), *Performance*: 20, *Survival*: 15. **Charm**: 95, *Personality*: 25 (Taunting 15), *Leadership*: 25, *Diplomacy*: 25 (Superiors 5).		
Command: 35, *Security*: 15, *Coordination* : 10, *Guidance*: 10. **Science**: 50, *Technology*: 20 (Computers 20), *Geology*: 10. **Navigation**: 95, *Vehicle Piloting*: 25 (Fightercraft 20), *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 95, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 15, *Ballistics* : 15.**Engineering**: 25, *Damage Control*: 15, *Mechanics*: 10. **Communications**: 25, *Rapport*: 15, *Translate*: 10. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Contacts (Diplomatic Corps) +10, Navigational Sense +15, Tactical Sense +10, Wealth +5, Reputation (Brashness) -10, Discipline -10, Impulsive -10.		

ILT Jean "Stiletto" Talvert

Jean Talvert was an officer in the Terran Confederation Space Force during the latter years of the 27th Century. The daughter of a professional racing pilot and a commercial shuttle pilot (both of whom were veterans), Jean got an early handle on how to fly; she was flying atmospheric craft by age the age of 10 and spaceships by 15. In school she was a straight-A student and was approached by numerous top colleges but she ultimately opted to enter the Space Force Academy. Upon graduation, she was accepted for a one-year tour with the Empyrean Zephyrs, the TCSF's exhibition flight team. When this tour was up, she transferred to the new TCS *Midway* for active duty.

Talvert's first combat engagement was against the Demon's Eye Pirates. Upon killing her first pirate, she "threw up in the cockpit". Despite this, she became acting commander of *Midway's* junior Diamondback Squadron. She rose through the ranks quickly, ultimately being assigned first to Black Widow squadron and finally the elite Wolf Pack squadron aboard *Midway*. Following the initial Nephilim encounter, Talvert was transferred to Special Operations aboard TCS *Cerberus*. She served through the Nephilim War and had been promoted to the rank of Lieutenant Colonel by 2701, becoming the Confederation's top scoring pilot in the F-109 *Vampire*. An interview recounting her experiences appeared in the February 2701 edition of Star*Soldier.

Jean Talvert, Callsign: Stiletto		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Female
Height: 1.60 m	Mass: 60 kg	Handedness: Left
Birth Date: 2658.307 (Age 23; Adult)	Place of Birth: Mute City, Leonis VI, Roan Quadrant, Sol Sector	Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +9		Saves - Fortitude: 34, Reflex: 41, Willpower: 39
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 70, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 90, *Perception*: 25 (Sense Deception 25), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 25, *Leadership*: 25 (Squadron 10), *Diplomacy*: 15.		
Command: 45, *Security*: 15, *Coordination* : 25, *Guidance*: 5. **Science**: 25, *Technology*: 25. **Navigation**: 115, *Vehicle Piloting*: 25 (Fightercraft 15), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 105, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 20, *Ballistics* : 20.**Engineering**: 30, *Damage Control*: 15, *Mechanics*: 15. **Communications**: 20, *Rapport*: 5, *Translate*: 15. **Medicine**: 25, *Intensive Care*: 5, *Psychology*: 20.		
Traits: <u>Navigational Sense</u> +20, <u>Reflexes</u> +5, <u>Temper</u> -10, <u>Intolerant</u> (Hotshots) -5, <u>Creed</u> (Defend Confederation) -10.		

CDR Patricia Drake

Patricia Drake was best known for her role as the first Commander, Air Group aboard TCS *Midway*. Born into a family of pilots, she originally applied to the Space Force Academy in 2661 but was passed over in favor of the nephew of the Sector Governor. She disdained a SFROTC scholarship and enlisted instead, serving 4 years as a shuttle gunner before entering OCS and then Flight School. She graduated three months before the destruction of Kilrah, serving aboard TCS *Petrov* under the unlikely callsign of "Princess" during some of the war's most harrowing days. She saw combat action before the end of the war and a lesser amount in cleanup operations afterwards.

After the war she had a number of different jobs, including staff duty at Fleet Headquarters, Company CO of a basic training unit, Flight Control Officer at a major space port and flight school instructor. She met Christopher Blair while working as a flight instructor; he selected her for a slot aboard *Midway* based on her ability as a training officer. By 2681, she was being considered for promotion to flag rank; she served through the initial Nephilim invasion aboard *Midway*. By 2694, she had been promoted to the flag rank of Commodore and was selected to serve as the head of the nascent Confederation Citizen Subsidy Program, a group that in the post-Nephilim War years was later responsible for the re-colonization of Gemini Sector as well as the settlement of newly discovered systems along the Confederation's spinward frontier.

Patricia Drake, Callsign: Princess		
Species: Terran	Rank: Commander, TCN (CAG, TCS *Midway*)	Gender: Female
Height: 1.70 m	Mass: 60 kg	Handedness: Right
Birth Date: 2642.275 (Age 39; Adult)	Place of Birth: Denver, Colorado, United States, Earth	Initiative: +8
Attack Bonuses - Melee: +8; Ranged: +11		Saves - Fortitude: 36, Reflex: 38, Willpower: 43
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66
Power: 55, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 15. **Finesse**: 85, *Dexterous Maneuvers*: 25 (Balance 20), *Dodge*: 20, *Hiding and Seeking*: 20. **Physique**: 60, *Stamina*: 15, *Concentration*: 20 (Concentrate Under Fire 10), *Recuperation*: 15. **Intellect**: 105, *Knowledge*: 20 (Kilrathi Tactics 10, Confederation Politics 10), *Resourcefulness*: 25, *Cunning*: 10 (Persuasion 20). **Acumen**: 80, *Perception*: 20 (Spot Enemy 20), *Performance*: 25, *Survival*: 15. **Charm**: 90, *Personality*: 25 (Debating 10), *Leadership*: 25 (Fighter Wing 10), *Diplomacy*: 20.		

Command: 100, *Security*: 15, *Strategy*: 15, *Guidance*: 15, *Coordination*: 25 (Fighter Wing 20), *Inspire*: 10.
Science: 45, *Technology*: 25 (Computers 20).
Navigation: 140, *Vehicle Piloting*: 25 (Fightercraft 20, Shuttles 20), *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 25.
Tactical: 115, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 20.
Engineering: 60, *Damage Control*: 20, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 25.
Communications: 50, *Rapport*: 15, *Translate*: 15, *Intimidate*: 20.
Medicine: 45, *Intensive Care*: 10, *Psychology*: 25.

Traits: <u>Navigational Sense</u> +5, <u>Reputation</u> +10, <u>Discipline</u> +5, <u>Contacts</u> +10, <u>Creed</u> (Protect Confederation) -5, <u>Intolerant</u> (Violating Regulations) -10, <u>Temper</u> -10.

LCDR Aurora Finley

Aurora Finley started her military career by accepting a Space Force ROTC scholarship to finance her education. After earning a BS in Astrophysics, the Navy financed her post-graduate degrees in Planetary Engineering and Hyper-spacial Topology. Originally intending to spend a few years fulfilling her service obligation before going in to research or teaching, she found it difficult to leave the military. The Confederation assigned her several fascinating multi-discipline projects in the field and Finley eventually found herself running these projects. In 2681, she was assigned to run TCS *Midway's* Scientific Services division. Her services proved valuable straight away when *Midway* first encountered the Nephilim race, particularly when she was able to extract key Nephilim codes and data from a captured signal buoy and when she saved numerous lives by detecting that the Kilrathi base at Dula 7 was rigged to explode. Her activities during the Nephilim War are not known.

Aurora Finley		
Species: Terran	Rank: Lieutenant Commander, TCN	Gender: Female
Height: 1.60 m	Mass: 50 kg	Handedness: Right
Birth Date: 2653.157 (Age 28; Adult)	Place of Birth: Springfield, Illinois, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5	Saves - Fortitude: 37, Reflex: 35, Willpower: 39	
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67

Power: 45, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10.
Physique: 70, *Concentration*: 25 (Concentrate while Working 10), *Recuperation*: 25, *Stamina*: 10.
Intellect: 95, *Knowledge*: 20, *Resourcefulness*: 25 (Planetary Engineering 10, Encryption 10), *Cunning*: 25 (Persuasion 5).
Acumen: 90, *Perception*: 25, *Performance*: 25 (Project Leader 20), *Survival*: 20.
Charm: 95, *Diplomacy*: 20, *Personality*: 20 (Debating 10), *Leadership*: 25 (Science Team 20).

Command: 35, *Coordination*: 20 (Sciences Division 35).
Science: 135, *Planetology*: 25 (Terrestrial Worlds 20), *Technology*: 25 (Space Stations 10), *Archaeology*: 25, *Geology*: 15, *Typhonology*: 15.
Navigation: 40, *Vehicle Piloting*: 25, *Orientation*: 15.
Tactical: 20, *Evasive Maneuvers*: 15, *Targeting*: 5.
Engineering: 90, *Internal Systems*: 20 (Sensors 10), *Defenses*: 10, *Damage Control* : 25, *Faster-Than-Light Mechanics*: 25.
Communications: 125, *Rapport*: 25 (Decryption 50), *Translate*: 15, *Negotiate*: 15, *Distress*: 10.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Scientific Sense</u> +10, <u>Education</u> +10, <u>Linguistic Sense</u> +5, <u>Math Expert</u> +10, <u>Comeliness</u> +5, <u>Temper</u> -5, <u>Nerves</u> -5, <u>Intolerant</u> (Hotshots) -15, <u>Honest</u> -15.

MAJ Karl "Spyder" Bowen

Karl Bowen originally enlisted as a Marine four years before the end of the Terran-Kilrathi War; he was transferred to Space Force OCS due to his uncanny natural flying ability. His record of activities during the war is "hazy" and it's rumored he was in a "black ops" unit. Some of these rumors suggest he was working for General Taggart and it was his unit that was originally slated to drop the Temblor Bomb on Kilrah; the way the rumor goes, his unit was ambushed a few days before the mission and lost most of its ships and pilots.

It is unknown what Bowen did immediately after the war, but in 2681 he had been assigned to TCS *Midway* as a member of Black Widow squadron with the rank of Major, where he mostly kept to himself. Following the initial Nephilim engagement, Bowen was transferred to Special Operations aboard TCS *Cerberus* and assisted in the capture of the Proxima Gate. Like so much about his life, his activities during the Nephilim War are unknown.

Karl Bowen, Callsign: Spyder		
Species: Terran	Rank: Major, TCSF	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Right
Birth Date: 2643.281 (Age 38; Adult)	Place of Birth: Macabee Mining Base, Nexus System, Fariss Quadrant, Gemini Sector	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 37, Reflex: 43, Willpower: 47
HP/NHP: 67	HD/THD/FHD: 42/42/50	SI: 67
Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 20, *Lifting*: 15. **Finesse**: 80, *Dexterous Maneuvers*: 25 (Move Quietly 10), *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 75, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 25. **Intellect**: 90, *Knowledge*: 20 (Kilrathi Tactics 10), *Resourcefulness*: 25 (Demolitions 10), *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Target 10), *Performance*: 25, *Survival*: 15. **Charm**: 50, *Personality*: 25, *Leadership*: 15, *Diplomacy*: 10.		
Command: 65, *Security*: 25 (Slugthrowers 10, Blades 10), *Strategy*: 10, *Guidance*: 5, *Coordination*: 25. **Science**: 25, *Typhonology*: 25. **Navigation**: 175, *Vehicle Piloting*: 25 (Fightercraft 50), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 25. **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 30, *Mechanics*: 15, *Faster-Than-Light Mechanics* : 15. **Communications**: 40, *Rapport*: 15, *Translate*: 5, *Intimidate* : 20. **Medicine**: 35, *Intensive Care*: 10, *Psychology*: 25.		
Traits: <u>Navigational Sense</u> +20, <u>Discipline</u> +10, <u>Reflexes</u> +5, <u>Nerves</u> +10, <u>Temper</u> -10, <u>Overconfident</u> -5, <u>Impulsive</u> -10.		

CPT Terrence "Zero" O'Hearn

O'Hearn was the son of one of the foremost experts on Kilrathi anthropology. He despised his given name and refused to answer to it. He was known for having a very pessimistic and paranoid attitude; he got his callsign from an Academy instructor after he told O'Hearn that "When they drop the Big One, you're going to be right at ground zero." O'Hearn was known to carry a rare and ancient coin-like Kilrathi icon that he was given by his father, which he considered a good luck charm. O'Hearn was posted to TCS *Midway's* Black Widow squadron in 2681 and following the initial Nephilim encounter, he was transferred to Special Operations aboard TCS *Cerberus*. His subsequent activities during the Nephilim War are unknown.

Terrence O'Hearn, Callsign: Zero		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.90 m	Mass: 110 kg	Handedness: Right
Birth Date: 2653.264 (Age 28; Adult)	Place of Birth: Research Outpost Stuyvesant, Rostov III, Downing Quadrant, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 15 (Sleight of Hand 15), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 15, *Concentration*: 20, *Recuperation*: 15. **Intellect**: 95, *Knowledge*: 25 (Kilrathi Lore 10, Current Events 10), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 85, *Perception*: 20 (Sense Deception 10, Spot Enemy 10), *Performance*: 20, *Survival*: 25. **Charm**: 75, *Personality*: 20 (Debating 20), *Leadership*: 20, *Diplomacy*: 15.		

Command: 55, *Security*: 15, *Strategy*: 10, *Guidance*: 10, *Coordination*: 20.
Science: 70, *Technology*: 25 (Computers 10), *Archaeology*: 25 (Kilrathi Anthropology 10).
Navigation: 115, *Vehicle Piloting*: 25 (Fightercraft 20), *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 10.
Tactical: 90, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 40, *Damage Control*: 10, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 15.
Communications: 20, *Rapport*: 10, *Translate*: 10.
Medicine: 25, *Intensive Care*: 5, *Psychology*: 20.

Traits: <u>Navigational Sense</u> +10, <u>Scientific Sense</u> +5, <u>Memory</u> +5, <u>Honest</u> -15, <u>Intolerant</u> (Being Called By His First Name) -10.

2LT Jack "Dallas" Slayton

Jack Slayton was the third son of a Texas building contractor. Realizing early on that there'd be very little left for himself after his two elder brothers were done carving up their father's estate when he finally passed away, Jack decided to build up a name and fortune for himself. To that end, he entered the military and planned to go through ROTC, flight training and then a few years of duty before collecting a trust fund and entering civilian life possibly as commercial pilot or defense contractor, eventually moving on to a directorship or politics. He got an ROTC scholarship, hoping to earn a "substantial endowment" from his maternal grandfather who was waiting for any descendent who honorably completed a term as a military officer. Upon graduation, Jack Slayton was posted to TCS *Midway's* junior Diamondback Squadron and was aboard when the Nephilim began their initial invasion. He was eventually killed in action in the G'wriss system.

Jack Slayton, Callsign: Dallas		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.60 m	Mass: 80 kg	Handedness: Left
Birth Date: 2656.198 (Age 25; Adult)	Place of Birth: Dallas, Texas, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +6; Ranged: +6		Saves - Fortitude: 34, Reflex: 45, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 15 (Swimming 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 20, *Dodge*: 10, *Hiding and Seeking*: 25. **Physique**: 45, *Stamina*: 10, *Concentration*: 25, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Business Practices 10, Current Events 10), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 10). **Acumen**: 70, *Perception*: 20, *Performance*: 25 (Businessman 10), *Survival*: 15. **Charm**: 55, *Personality*: 20, *Leadership*: 15, *Diplomacy*: 20.		
Command: 35, *Security*: 5, *Strategy*: 15, *Coordination*: 15. **Science**: 40, *Technology*: 15, *Archaeology*: 5, *Typhonology*: 20. **Navigation**: 55, *Vehicle Piloting*: 15 (Fightercraft 10), *Astrogation*: 15, *Starship Piloting*: 15. **Tactical**: 45, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 10, *Targeting*: 5, *Marksmanship*: 10, *Ballistics*: 10. **Engineering**: 10, *Mechanics*: 10. **Communications**: 40, *Rapport*: 5, *Translate*: 5, *Negotiate*: 15, *Distress*: 15. **Medicine**: 25, *Intensive Care*: 10, *Specialized Medicine*: 15.		
Traits: <u>Wealth</u> +10, <u>Reflexes</u> +10, <u>Nerves</u>- 10, <u>Luck</u> -5, <u>Phobic</u> (Death) -5.		

1LT Liam Anderson

Liam Anderson, who preferred to be known by his surname only, could trace his family line back to a 20th century RAF pilot who helped fight off the Blitzkrieg during World War II. Military service ran in his family and Anderson himself was no different; after training for four years at the Academy, he opted to become a communications officer rather than a pilot. His aptitude earned him the Chief Communications Officer position aboard TCS *Midway*.

Liam Anderson		
Species: Terran	Rank: First Lieutenant, TCN (CCO, TCS *Midway*)	Gender: Male
Height: 1.60 m	Mass: 70 kg	Handedness: Right
Birth Date: 2645.052 (Age 36; Adult)	Place of Birth: SS *James Cook* en route to Sol, Leon System, Williams Quadrant, Avalon Sector	Initiative: +4
Attack Bonuses - Melee: +7; Ranged: +4		Saves - Fortitude: 35, Reflex: 34, Willpower: 40
HP/NHP: 65	HD/THD/FHD: 46/46/50	SI: 65
Power: 70, *Three-Dimensional Maneuvers*: 20 (Swimming 20), *Lifting*: 15, *Brawling*: 15. **Finesse**: 45, *Dexterous Maneuvers*: 15, *Hiding and Seeking*: 15, *Dodge*: 15. **Physique**: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10. **Intellect**: 85, *Knowledge*: 25 (Battle Group Operations 10), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 20. **Acumen**: 100, *Performance*: 25 (Communications Officer 15), *Perception*: 25 (Sense Danger 20), *Survival*: 15. **Charm**: 70, *Diplomacy*: 20, *Personality*: 25 (Debating 10), *Leadership*: 15.		
Command: 50, *Coordination*: 20 (Battle Group 10, Fighter Wings 10), *Guidance*: 10. **Science**: 70, *Technology*: 25 (Radios 15, Computers 20), *Typhonology*: 10. **Navigation**: 60, *Vehicle Piloting*: 25 (Groundcar 10), *Orientation*: 25. **Tactical**: 20, *Targeting*: 10, *Marksmanship*: 10. **Engineering**: 55, *Damage Control*: 15, *Internal Systems*: 25 (Communications 15). **Communications**: 135, *Translate*: 25 (Kilrathi 15), *Rapport*: 25 (Fighter Wings 25), *Distress*: 20, *Intimidate*: 5, *Negotiate*: 20. **Medicine**: 20, *Psychology*: 10, *Specialized Medicine*: 10.		
Traits: <u>Linguistic Sense</u> +10, <u>Senses</u> (Sound) +10, <u>Nerves</u> -5, <u>Intolerant</u> (Getting Shot At) -10, <u>Bleeder</u> -5.		

ILT Amber "Amazon" Elbereth

Amber Elbereth earned her callsign after hiking the Great River from Fonte Boa to Santarem, considered one of the last true wildernesses on Earth, alone. In 2681, she was assigned to Black Widow Squadron aboard TCS *Midway* and served through the initial Nephilim engagement, during which she earned a Navy Cross. After a brief stint with Special Operations aboard TCS *Cerberus*, she returned to *Midway* and remained aboard for most of the duration of the Nephilim War. By January 2701, she had racked up over 2800 career combat victories, was considered the top mercenary pilot flying in the Antares Quadrant (being featured in that year's January issue of Star*Soldier) and had become the 18th ranked all-time TCSF ace.

Amber Elbereth, Callsign: Amazon		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Female
Height: 1.50 m	Mass: 50 kg	Handedness: Right
Birth Date: 2651.109 (Age 30; Adult)	Place of Birth: Tolkein's Grove, Nanjing, Chang-Cu System, Vega Sector	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +11		Saves - Fortitude: 24, Reflex: 37, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 70, *Three-Dimensional Maneuvers*: 25 (Climbing 10, Swimming 10), *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Balance 15), *Dodge*: 15, *Hiding and Seeking*: 20. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 70, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 10 (Persuasion 10, Seduction 5). **Acumen**: 80, *Perception*: 20 (Spot Enemy 10), *Performance*: 25, *Survival*: 15 (Tropical Rain Forest 10). **Charm**: 65, *Personality*: 20 (Taunting 10), *Leadership*: 20, *Diplomacy*: 15.		
Command: 50, *Security*: 20, *Strategy*: 10, *Coordination*: 20. **Science**: 35, *Technology*: 25, *Typhonology*: 10. **Navigation**: 115, *Vehicle Piloting*: 25 (Fightercraft 10), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 20, *Stealth*: 15. **Tactical**: 90, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 10, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 30, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 15. **Communications**: 35, *Rapport*: 10, *Translate*: 15, *Negotiate*: 10. **Medicine**: 10, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +20, <u>Tactical Sense</u> +20, <u>Comeliness</u> +10, <u>Impulsive</u> -5, <u>Bleeder</u> -5, <u>Health</u> -10.		

Characters from the Privateer II Era

Lev Arris

"Lev Arris" was the name printed on the side of a cryopod recovered from the wreckage of the transport ship *Canera*. The occupant was recovered, his case of amniotrophic ossecular degeneration was quickly cured and he had a new lease on life, but he also had Anterior Amnesia; he had no idea who he really was or what he was doing in the pod. His quest for self-identity took the better part of a year; in the end, he discovered his true name was Vel Ricaud II, rightful heir to Ricaud Planetary and to the Kindred.

Vel Ricaud II, a.k.a. Lev Arris		
Species: Terran	Occupation: Freelance Pilot	Gender: Male
Height: 1.89 m	Mass: 100 kg	Handedness: Left
Birth Date: 2740.277 (Biological Age 30; Adult)	Place of Birth: Janus IV,	Initiative: +7
Attack Bonuses - Melee: +10; Ranged: +12	Saves - Fortitude: 36, Reflex: 47, Willpower: 38	
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 25, *Dodge*: 25. **Physique**: 65, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 25. **Intellect**: 75, *Resourcefulness*: 20, *Cunning*: 25 (Seduction 5, Deception 5), *Knowledge*: 20. **Acumen**: 85, *Survival*: 25, *Perception*: 25 (Sense Danger 10, Sense Deception 10), *Performance*: 15. **Charm**: 70, *Personality*: 20 (Argument 10), *Diplomacy*: 25, *Leadership*: 15.		
Command: 65, *Security*: 25 (Hand Laser 10), *Strategy*: 15, *Coordination*: 15. **Science**: 45, *Technology*: 25, *Archaeology*: 5 (Anthropology 10), *Geology*: 5. **Navigation**: 95, *Vehicle Piloting*: 25 (Fightercraft 30), *Astrogation*: 15 (D-Drive 10), *Starship Piloting*: 15. **Tactical**: 80, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 20, *Faster-Than-Light Mechanics*: 5 (D-Drive 10), *Mechanics*: 5. **Communications**: 90, *Intimidate*: 10, *Distress*: 10, *Rapport*: 25 (Clientele 10), *Translate*: 10, *Negotiate*: 25. **Medicine**: 15, *Psychology*: 15.		
Traits: <u>Navigational Sense</u> +10, <u>Comeliness</u> +5, <u>Reflexes</u> +10, <u>Quick Draw</u> +15, <u>Memory</u> -20, <u>Hunted</u> (Kindred) -15, <u>Lecherous</u> -5.		

Sar Ricaud

Sar Ricaud was the younger of two twin brothers; growing up, the Ricaud family doted on Sar's elder brother Vel, a fact Sar knew all too well and grew to resent. Shortly after his brother was placed in cryo-suspension, his parents died in rapid order; by 2772, Sar was in charge of Ricaud Planetary and their criminal branch, the Kindred. Sar led both organizations ruthlessly for nearly twenty years, until his brother, having been healed of the condition that required his suspension, came back to reclaim his rightful inheritance.

Sar Ricaud, a.k.a. Kronos		
Species: Terran	Occupation: CEO, Ricaud Planetary (The Kindred)	Gender: Male
Height: 1.89 m	Mass: 90 kg	Handedness: Right
Birth Date: 2740.277 (Biological Age 90; Venerable Age)	Place of Birth: Janus IV,	Initiative: +5
Attack Bonuses - Melee: +6; Ranged: +9	Saves - Fortitude: 24, Reflex: 35, Willpower: 39	
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 25, *Brawling*: 5, *Three-Dimensional Maneuvers*: 15, *Lifting*: 5. **Finesse**: 50, *Dexterous Maneuvers*: 10 (Sleight of Hand 10), *Hiding and Seeking*: 25, *Dodge*: 5. **Physique**: 40, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 5. **Intellect**: 130, *Cunning*: 25 (Treachery 10, Deception 10, Persuasion 10), *Knowledge*: 20 (Current Events 20, Tri-System Underworld 15), *Resourcefulness*: 20. **Acumen**: 90, *Performance*: 20, *Perception*: 25 (Sense Deception 25), *Survival*: 20. **Charm**: 120, *Personality*: 20 (Debating 35), *Leadership*: 25 (Kindred 5), *Diplomacy*: 20 (Tri-System Underworld 15).		

Command: 135, *Security*: 20, *Coordination*: 25 (Kindred 50), *Guidance*: 15, *Strategy*: 20, *Inspire*: 5. **Science**: 70, *Technology*: 25 (Computers 25), *Geology*: 20. **Navigation**: 125, *Stealth*: 25, *Astrogation*: 25 (D-Drive 50), *Starship Piloting*: 25. **Tactical**: 70, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 20. **Engineering**: 50, *Faster-Than-Light Mechanics*: 25 (D-Drive 25). **Communications**: 135, *Intimidate*: 25, *Negotiate*: 25, *Rapport*: 25 (Tri-System Underworld 25), *Distress*: 25, *Translate*: 10. **Medicine**: 40, *Specialized Medicine*: 15 (Revive 25).	

Traits: <u>Wealth</u> +20, <u>Contacts</u> (Kindred) +20, <u>Social Status</u> +10, <u>Reputation</u> (Ruthlessness) -10, <u>Temper</u> -10, <u>Health</u> -10, <u>Hunted</u> (CIS) -20, <u>Insane</u> (Schizophrenia) -10.

Dr. Janna Frevel

Dr. Frevel was a graduate of the Ledellan Medical Institute and had practiced at AMC for 6 years under Dr. Yvan Loomis as assistant neurologist. She was rated as one of the top 30 Bathycephalic surgeons in the system in the year 2790. She was killed during the abduction of Lev Arris and was sadly missed by the medical fraternity.

Janna Frevel, M.D.		
Species: Terran	Occupation: Neurological Consultant, Crius Hospital	Gender: Female
Height: 1.63 m	Mass: 60 kg	Handedness: Right
Birth Date: 2761.324 (Age 29; Adult)	Place of Birth: Crius, Hom, Tri-System	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 35, Reflex: 35, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65
Power: 45, *Lifting*: 20, *Three-Dimensional Maneuvers*: 20, *Brawling*: 5. **Finesse**: 55, *Dexterous Maneuvers*: 25 (Sleight of Hand 15), *Hiding and Seeking*: 10, *Dodge*: 5. **Physique**: 50, *Concentration*: 25, *Stamina*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Neurology 10, Medical Practices 10), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 25. **Acumen**: 85, *Perception*: 25 (Spot Symptoms 10), *Performance*: 25 (Surgeon 5), *Survival*: 20. **Charm**: 70, *Personality*: 20, *Diplomacy*: 25 (Hospital Administrators 10), *Leadership*: 15.		
Command: 75, *Guidance*: 15 (Nurses 10), *Coordination*: 25 (Crius Hospital Staff 10), *Inspire*: 15. **Science**: 70, *Technology*: 25 (Computers 10), *Planetology*: 25 (Pharmaceuticals 10). **Navigation**: 25, *Vehicle Piloting*: 15, *Orientation*: 10. **Tactical**: 0. **Engineering**: 10, *Mechanics*: 10. **Communications**: 50, *Rapport*: 10 (Patients 20), *Distress*: 10, *Negotiate*: 10. **Medicine**: 115, *Intensive Care*: 20, *Specialized Medicine*: 20, *Xenobiology*: 5 (Terrans 20), *Treatment*: 20 (Bathycephalic Surgery 30).		
Traits: <u>Empathic Sense</u> +15, <u>Comeliness</u> +5, <u>Education</u> +15, <u>Reputation</u> (Surgeon) +15, <u>Honest</u> -10, <u>Bleeder</u> -10, <u>Luck</u> -5, <u>Addiction</u> (Painkillers) -5.		

Dr. Yvan Loomis

Dr. Loomis graduated second in his class from the 1st Crian Medical University, showing a special aptitude for neurology. He has become one of the most respected practitioners in his field by 2790. He was the pioneer of three major neurological techniques: Hypercutaneous Cephalic Remedial Leucotomy, Hypothalamic Analgesic Stimulation and Bathycephalic Surgery; the last of these techniques was co-developed with the help of his assistant, Dr. Janna Frevel.

Yvan Loomis, M.D.		
Species: Terran	Occupation: Senior Neurologist, Crius Hospital	Gender: Male
Height: 1.60 m	Mass: 80 kg	Handedness: Right
Birth Date: 2743.071 (Age 47; Middle Age)	Place of Birth: Crius, Hom, Tri-System	Initiative: +7
Attack Bonuses - Melee: +4; Ranged: +7		Saves - Fortitude: 36, Reflex: 37, Willpower: 40
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66

Power: 40, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15, *Brawling*: 5.
Finesse: 70, *Dexterous Maneuvers*: 20 (Balance 10), *Hiding and Seeking*: 25, *Dodge*: 15.
Physique: 60, *Concentration*: 20 (Concentrate While Operating 10), *Stamina*: 20, *Recuperation*: 10.
Intellect: 115, *Knowledge*: 25 (Neurology 15, Differential Diagnosis Techniques 10), *Cunning*: 25 (Persuasion 10, Deception 5), *Resourcefulness*: 25.
Acumen: 105, *Perception*: 25 (Spot Symptoms 15, Sense Deception 15), *Performance*: 25, *Survival*: 25.
Charm: 85, *Personality*: 25 (Debating 15), *Diplomacy*: 25, *Leadership*: 20.

Command: 140, *Guidance*: 25 (Colleagues 25), *Coordination*: 25 (Neurology Department 50), *Inspire*: 15.
Science: 80, *Technology*: 25 (Computers 10), *Planetology*: 25 (Pharmaceuticals 10), *Typhonology*: 10.
Navigation: 45, *Vehicle Piloting*: 10 (Groundcar 10), *Orientation*: 25.
Tactical: 5, *Marksmanship*: 5.
Engineering: 15, *Mechanics*: 15.
Communications: 100, *Rapport*: 20 (Patients 30), *Distress*: 15, *Intimidate*: 20, *Negotiate*: 15.
Medicine: 165, *Intensive Care*: 25, *Specialized Medicine*: 25, *Xenobiology*: 15 (Terrans 10), *Treatment*: 25 (Brain Surgery 50), *Psychology*: 15.

Traits: Education +20, Reputation (Neurologist) +20, Nerves +5, Creed (No Harm) -15, Temper -10, Intolerant (Extortion Attempts) -10, Tightwad -10.

Joe Kane

Ser Kane was suspected of dealings with the criminal classes; he certainly seemed to be aware of most criminal activity in the Tri-System. Despite his rather heavy-handed culinary and cocktail-mixing skills, Joe earned a reputation for being a firm but fair licensee, providing a useful sounding board and "fixer" for his favored regulars.

Joe Kane		
Species: Terran	Occupation: Proprietor, "Sinner's Inn"	Gender: Male
Height: 1.75 m	Mass: 100 kg	Handedness: Right
Birth Date: 2734.022 (Age 56; Middle Age)	Place of Birth: Hermes, Hom, Tri-System	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 42
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 50, *Lifting*: 10, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20.
Finesse: 80, *Dexterous Maneuvers*: 25 (Sleight of Hand 10), *Hiding and Seeking*: 20 (Hide from CIS 10), *Dodge*: 15.
Physique: 60, *Concentration*: 25 (Concentrate While Serving 5), *Recuperation*: 20, *Stamina*: 10.
Intellect: 115, *Cunning*: 25 (Persuasion 10, Deception 5, Treachery 5), *Knowledge*: 25 (Mixed Drinks 10, Underworld 15), *Resourcefulness*: 20.
Acumen: 125, *Perception*: 25 (Sense Danger 15, Sense Deception 15), *Performance*: 25 (Bartender 20), *Survival*: 25.
Charm: 95, *Leadership*: 20, *Diplomacy*: 20 (CIS 10), *Personality*: 25 (Oratory 20).

Command: 135, *Security*: 25 (Hand Laser 20), *Inspire*: 20, *Guidance*: 25 (Patrons 20), *Coordination*: 15, *Strategy*: 10.
Science: 85, *Geology*: 25 (Rare Minerals 10), *Typhonology*: 15, *Technology*: 25 (Computers 10).
Navigation: 95, *Vehicle Piloting*: 15, *Orientation*: 15, *Stealth*: 15, *Astrogation*: 25 (D-Drive 10), *Starship Piloting*: 25.
Tactical: 50, *Marksmanship*: 20, *Ballistics*: 20, *Targeting*: 10.
Engineering: 100, *Damage Control*: 25, *Faster-Than-Light Mechanics*: 25 (D-Drive 50).
Communications: 165, *Negotiate*: 25 (Alcoholic Beverages 25), *Rapport*: 25 (Patrons 20, CIS 20), *Intimidate*: 15, *Distress*: 20, *Translate*: 15.
Medicine: 70, *Specialized Medicine*: 5 (Poisons 30), *Psychology*: 20, *Intensive Care*: 15.

Traits: Senses (Sound) +5, Memory +15, Contacts (Underworld) +20, Reputation (Criminal) -5, Curious -5, Greed -10, Tightwad -5.

David Hassan

Hassan saw more injustice and corruption in his time than most peace officers and yet somehow managed to remain above it all. For the better part of five years, he led an investigation into the Kindred at grave risk to himself and all of those around him; this investigation came to a head in 2790. After the crash of the cargo ship *Canera*, Hassan noticed an increase in Kindred comm traffic regarding Ser Lev Arris, prompting a meeting with him that would ultimately lead to the closure of Hassan's investigation and the end of the Kindred as a criminal organization.

David Hassan		
Species: Terran	Rank: Commander, CIS	Gender: Male
Height: 1.83 m	Mass: 90 kg	Handedness: Left
Birth Date: 2754.090 (Age 36; Adult)	Place of Birth: Hades, Isaac, Tri-System	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11	Saves - Fortitude: 37, Reflex: 36, Willpower: 49	
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 55, *Brawling*: 25, *Three-Dimensional Maneuvers*: 20, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 25, *Dodge*: 15. **Physique**: 70, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 20. **Intellect**: 90, *Cunning*: 20 (Persuasion 10), *Knowledge*: 25 (Underworld 10, CIS Operations 10), *Resourcefulness*: 15. **Acumen**: 95, *Perception*: 20 (Sense Deception 10, Sense Danger 10), *Performance*: 20 (CIS Officer 10), *Survival*: 25. **Charm**: 80, *Personality*: 35 (Debating 20), *Leadership*: 25, *Diplomacy*: 10.		
Command: 125, *Security*: 25 (Slugthrowers 15), *Coordination*: 25 (CIS 25), *Strategy*: 15, *Guidance*: 10, *Inspire*: 10. **Science**: 30, *Technology*: 25, *Archaeology*: 5. **Navigation**: 75, *Vehicle Piloting*: 10, *Orientation*: 10, *Stealth*: 5, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 85, *Targeting*: 25, *Marksmanship*: 15, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 15, *Ballistics*: 15. **Engineering**: 40, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 5 (D-Drive 20). **Communications**: 70, *Rapport*: 20 (Criminal Investigation 10), *Distress*: 5 (Jam 10), *Intimidate*: 25. **Medicine**: 50, *Intensive Care*: 15, *Psychology*: 15 (Criminal Profiling 10), *Specialized Medicine*: 5 (Poisons 10).		
Traits: <u>Social Status</u> +15, <u>Discipline</u> +10, <u>Quick Draw</u> +15, <u>Temper</u> -5, <u>Obsessed</u> (Putting the Kindred Out of Business) -15, <u>Hunted</u> (Tri-System Underworld) -20.		

Hal Taffin

Ser Taffin is an unpleasant and unstable individual involved in both criminal and legitimate enterprises. His company, Taffin Reclamation, specializes in salvage, particularly that of small capital ships. His company has served as a front for him to fence stolen and pirated goods in the past and he served eight years in the prison pits on Hades for such offences; he has not been apprehended since, although his operation remains under CIS scrutiny. This scrutiny increased after a salvage operation on the crashed transport *Canera* led agents to believe that certain objects, including a life support pod, were removed without proper procedures being observed.

Hal Taffin		
Species: Terran	Occupation: Owner, Taffin Reclamation Inc.	Gender: Male
Height: 2.00 m	Mass: 140 kg	Handedness: Right
Birth Date: 2749.017 (Age 41; Middle Age)	Place of Birth: Crius, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11	Saves - Fortitude: 35, Reflex: 36, Willpower: 38	
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 45, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 10. **Finesse**: 65, *Hiding and Seeking*: 20 (Hide from CIS 10, Find Salvage 10), *Dexterous Maneuvers*: 10 (Lockpick 10), *Dodge*: 5. **Physique**: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10. **Intellect**: 105, *Cunning*: 20 (Deception 5, Treachery 5, Persuasion 10), *Knowledge*: 25 (Salvage Techniques 10, Underworld 10), *Resourcefulness*: 20. **Acumen**: 85, *Perception*: 20 (Sense Deception 10, Sense Danger 5), *Performance*: 20, *Survival*: 20 (Prison 10). **Charm**: 95, *Personality*: 20 (Debating 10), *Diplomacy*: 20 (Underworld 10, CIS 10), *Leadership*: 15 (Taffin Reclamation 10).		
Command: 80, *Coordination*: 25 (Salvors 15), *Security*: 25 (Hand Laser 10), *Strategy*: 5. **Science**: 100, *Technology*: 25 (Spacecraft 20), *Archaeology*: 20, *Typhonology*: 5, *Geology*: 5 (Precious Minerals 25). **Navigation**: 80, *Stealth*: 10, *Vehicle Piloting*: 10, *Orientation*: 10, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 20, *Targeting*: 10, *Marksmanship*: 5, *Ballistics*: 5. **Engineering**: 50, *Faster-Than-Light Mechanics*: 15, *Damage Control*: 20, *Mechanics*: 5, *Internal Systems*: 5, *Defenses*: 5. **Communications**: 125, *Negotiate*: 25 (Salvage 10), *Rapport*: 20 (Underworld 20), *Intimidate*: 25 (Threaten Violence 15), *Distress*: 5 (Jam 5). **Medicine**: 20, *Specialized Medicine*: 5 (Poisons 15).		
Traits: <u>Contacts</u> +15, <u>Luck</u> +15, <u>Math Expert</u> +10, <u>Reputation</u> (Ex-Convict) -15, <u>Social Status</u> -10, <u>Greed</u> -15.		

Larn Regis

Before his death when the transport ship *Canera* crashed into Mendra City, Larn Regis was one of the richest men in the Tri-System. He was the Chairman and major stock holder of Richmond Intergalactic, a corporation with a net worth of €345,679,000,000. After his death, his financial dealings were scrutinized by the CIS in connection with Ricaud Interplanetary, the largest industrial concern in the Tri-System.

Larn Regis, a.k.a. Malakai		
Species: Terran	Occupation: Chairman, Richmond Intergalactic	Gender: Male
Height: 1.90 m	Mass: 100 kg	Handedness: Right
Birth Date: 2738.167 (Age 52; Middle Age)	Place of Birth: Janus IV, Isaac, Tri-System	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 42
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 45, *Lifting*: 20, *Three-Dimensional Maneuvers*: 20, *Brawling*: 5.
Finesse: 75, *Dexterous Maneuvers*: 25 (Sleight of Hand 10), *Hiding and Seeking*: 25, *Dodge*: 15.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 110, *Cunning*: 20 (Treachery 10, Deception 10, Persuasion 10), *Knowledge*: 25 (Underworld 15), *Resourcefulness*: 20.
Acumen: 120, *Perception*: 25 (Sense Deception 10, Sense Danger 10), *Performance*: 25 (Chairman of the Board 35), *Survival*: 15.
Charm: 95, *Leadership*: 25 (Kindred 15), *Diplomacy*: 20 (Board of Directors 10), *Personality*: 25.

Command: 145, *Security*: 15, *Inspire*: 25, *Guidance*: 20 (Subordinates 10), *Coordination*: 20 (Board of Directors 10, Kindred 20), *Strategy*: 25.
Science: 55, *Archaeology*: 25, *Typhonology*: 15, *Technology*: 10, *Planetology*: 5.
Navigation: 85, *Vehicle Piloting*: 20, *Orientation*: 25, *Stealth*: 15, *Astrogation*: 10, *Starship Piloting*: 15.
Tactical: 70, *Evasive Maneuvers*: 25, *Marksmanship*: 20, *Ballistics*: 15, *Targeting*: 10.
Engineering: 105, *Damage Control*: 25, *Mechanics*: 25, *Internal Systems*: 20, *Defenses*: 15, *Faster-Than-Light Mechanics*: 20.
Communications: 125, *Negotiate*: 25, *Rapport*: 25, *Intimidate*: 25, *Distress*: 25, *Translate*: 25.
Medicine: 40, *Specialized Medicine*: 20, *Psychology*: 15, *Intensive Care*: 5.

Traits: <u>Wealth</u> +25, <u>Social Status</u> +15, <u>Senses</u> (Sound) +10, <u>Hunted</u> (Kronos) -10, <u>Bleeder</u> -10, <u>Tightwad</u> -15, <u>Greed</u> -15.

Rhineheart

The name "Rhineheart" was featured in several of the CIS' interceptions of Kindred communications in 2790. The context in which he was featured implied that he was a high-ranking member of the Kindred. He "fell off the grid" in 2790 after going into hiding when an attempt to abduct Lev Arris failed; he was not mentioned in Kindred comms for over three months and was suspected by the CIS to be dead. He was eventually found and captured by David Hassan, who thought that he had in fact captured Malakai instead. It was Rhineheart who filled in Lev Arris on his true identity, an incident that led to his installment as head of the Kindred.

"Rhineheart"		
Species: Terran	Occupation: Chief Lieutenant, Kindred	Gender: Male
Height: 1.88 m	Mass: 120 kg	Handedness: Left
Birth Date: 2734.210 (Age 56; Middle Age)	Place of Birth: Unknown, Tri-System	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +13		Saves - Fortitude: 36, Reflex: 38, Willpower: 48
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 55, *Brawling*: 10, *Three-Dimensional Maneuvers*: 15 (Jumping 10, Swimming 10), *Lifting*: 10.
Finesse: 80, *Dexterous Maneuvers*: 25 (Sleight of Hand 10), *Hiding and Seeking*: 20 (Hide from CIS 10), *Dodge*: 15.
Physique: 60, *Concentration*: 25, *Recuperation*: 25, *Stamina*: 10.
Intellect: 125, *Cunning*: 25 (Treachery 10, Persuasion 10), *Knowledge*: 25 (Kindred Operations 10, Business Practices 10, CIS Tactics 10), *Resourcefulness*: 25.
Acumen: 85, *Performance*: 25, *Perception*: 25 (Sense Deception 10, Sense Danger 5), *Survival*: 20.
Charm: 120, *Personality*: 25 (Taunting 20, Resist Interrogation 10), *Leadership*: 20 (Ricaud Planetary 15), *Diplomacy*: 20 (CIS 10).

Command: 110, *Security*: 25, *Coordination*: 25 (Kindred 20), *Guidance*: 20, *Strategy*: 20. **Science**: 80, *Technology*: 25, *Archaeology*: 25, *Typhonology*: 10, *Geology*: 25. **Navigation**: 120, *Stealth*: 25, *Vehicle Piloting*: 25 (Skimmer 15), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 10. **Tactical**: 70, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 20. **Engineering**: 60, *Faster-Than-Light Mechanics*: 25, *Damage Control*: 20, *Mechanics*: 15. **Communications**: 205, *Intimidate*: 25 (CIS Operatives 30), *Negotiate*: 25 (Weaponry 20, Ships 20), *Rapport*: 25 (Underworld 25), *Distress*: 10, *Translate*: 25. **Medicine**: 50, *Psychology*: 20, *Specialized Medicine*: 15 (Poisons 15).
Traits: <u>Contacts</u> (Underworld) +25, <u>Social Status</u> +15, <u>Education</u> +15, <u>Memory</u> +10, <u>Discipline</u> +10, <u>Hunted</u> (Kindred) -25, <u>Hunted</u> (CIS) -20, <u>Overconfident</u> -10, <u>Greed</u> -10, <u>Tightwad</u> -5.

Sheila Nabokov

Admiral Sheila Nabokov was the Commander-in-Chief of the CIS in 2790. Per standard procedure, all information about her history, personal information and even her general appearance were expunged from all public databases for the sake of her personal safety; the head of the CIS was always a primary target for the Tri-System's criminal groups and assassination attempts such as the one made by the Kindred just before Vel Ricaud II took over in 2790 were commonplace. As such, there is no data available about her.

Sheila Nabokov		
Species: Terran	Rank: Admiral (CINC), CIS	Gender: Female
Height: 1.90 m	Mass: 65 kg	Handedness: Right
Birth Date: 2743.215 (Age 47; Middle Age)	Place of Birth: Hades, Isaac, Tri-System	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 37, Reflex: 36, Willpower: 50
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 40, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15, *Lifting*: 5. **Finesse**: 60, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 15. **Physique**: 75, *Concentration*: 25 (Concentrate Under Fire 5), *Stamina*: 25, *Recuperation*: 20. **Intellect**: 85, *Cunning*: 25, *Knowledge*: 25 (CIS Operations 10), *Resourcefulness*: 25. **Acumen**: 100, *Perception*: 25 (Spot Enemy 20), *Performance*: 25 (CIS Director 5), *Survival*: 25. **Charm**: 115, *Leadership*: 25 (CIS 25), *Diplomacy*: 25, *Personality*: 25 (Debating 15).		
Command: 135, *Inspire*: 20 (Subordinates 10), *Coordination*: 20 (CIS 10), *Strategy*: 25, *Security*: 25, *Guidance*: 25. **Science**: 75, *Technology*: 25, *Archaeology*: 20, *Planetology*: 15, *Geology*: 10, *Typhonology*: 5. **Navigation**: 90, *Vehicle Piloting*: 25, *Orientation*: 25, *Stealth*: 20, *Starship Piloting*: 10, *Astrogation*: 10. **Tactical**: 115, *Combat Maneuvers*: 25, *Evasive Maneuvers*: 25, *Targeting*: 25, *Ballistics*: 20, *Marksmanship*: 20. **Engineering**: 45, *Damage Control*: 20, *Internal Systems*: 15, *Defenses*: 10. **Communications**: 30, *Rapport*: 15, *Negotiate*: 10, *Intimidate*: 5. **Medicine**: 60, *Psychology*: 25, *Specialized Medicine*: 20, *Intensive Care*: 10, *Treatment*: 5.		
Traits: <u>Nerves</u> +15, <u>Discipline</u> +10, <u>Social Status</u> +10, <u>Quick Draw</u> +20, <u>Creed</u> (Protect Nation) -10, <u>Hunted</u> (Underworld) -20, <u>Bleeder</u> -5, <u>Addicted</u> (Stimulants) -15.		

Alberto Fossa

A notorious Bexian art dealer, Ser Fossa's affection for religious art made him a prime suspect on the world of Bex for missing religious artifacts circa 2790. He was fined for possessing an icon belonging to the Avuncular Order of Hom in 2786. In 2790, he offered Ser Lev Arris €5,000 to bid on an original image of the maker of malts being auctioned by the Bray brothers; Ser Arris turned him down.

Alberto Rinaldo Fossa		
Species: Terran	Occupation: Art Dealer	Gender: Male
Height: 2.00 m	Mass: 120 kg	Handedness: Right
Birth Date: 2741.214 (Age 49; Middle Age)	Place of Birth: Bex, Irrulan, Tri-System	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +10		Saves - Fortitude: 35, Reflex: 37, Willpower: 41
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 45, *Brawling*: 25, *Three-Dimensional Maneuvers*: 15, *Lifting*: 5.
Finesse: 70, *Hiding and Seeking*: 20, *Dexterous Maneuvers*: 25 (Lockpick 10), *Dodge*: 15.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 120, *Cunning*: 25 (Deception 10, Treachery 10), *Knowledge*: 25 (Fine Art 25), *Resourcefulness*: 25.
Acumen: 110, *Perception*: 25 (Sense Danger 20, Spot Valuable Objects 15), *Performance*: 25, *Survival*: 25.
Charm: 100, *Personality*: 20, *Diplomacy*: 25 (Art Collectors 40), *Leadership*: 15.

Command: 55, *Coordination*: 20, *Security*: 15, *Guidance*: 5, *Strategy*: 15.
Science: 125, *Technology*: 25, *Archaeology*: 20 (Artwork 40), *Typhonology*: 25, *Geology*: 15.
Navigation: 105, *Stealth*: 25, *Vehicle Piloting*: 15, *Orientation*: 15, *Astrogation*: 25, *Starship Piloting*: 25.
Tactical: 45, *Evasive Maneuvers*: 25, *Marksmanship*: 10, *Ballistics*: 10.
Engineering: 70, *Faster-Than-Light Mechanics*: 25, *Damage Control*: 25, *Mechanics*: 20.
Communications: 205, *Negotiate*: 25 (Artwork 50), *Rapport*: 25 (Freelance Pilots 30, Art Experts 30), *Intimidate*: 15, *Distress*: 15, *Translate*: 15.
Medicine: 20, *Psychology*: 20.

Traits: <u>Contacts</u> (Art Collectors) +20, <u>Contacts</u> (Underworld) +10, <u>Reputation</u> (Stolen Art Fence) -5, <u>Greed</u> -10, <u>Tightwad</u> -5.

Angus Santana

Ser Santana graduated top of his class in Economics from the Anhurian Business College and was immediately offered the post of Senior Projects Manager by the charity group Interplanetary Aid. It was largely due to his efforts that Interplanetary Aid became the foremost aid organization in the galaxy. In 2790, he was voted "Businessperson of the Decade" by the magazine Croesus and described by the lifestyle journal King Kiddy as "smoother than a vat-grown buttock" - praise indeed. That same year he helped set Ser Lev Arris on the trail of the memory solid of the life pod in which he had been found, after Taffin Reclamation had sold the pod to Interplanetary Aid.

Angus Santana		
Species: Terran	Occupation: Senior Vice-President, Interplanetary Aid	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Left
Birth Date: 2760.169 (Age 30; Adult)	Place of Birth: Anhur, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +9		Saves - Fortitude: 30, Reflex: 36, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65

Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10.
Finesse: 60, *Dodge*: 25, *Hiding and Seeking*: 20, *Dexterous Maneuvers*: 15.
Physique: 55, *Concentration*: 20 (Concentrate While Negotiating 10), *Recuperation*: 15, *Stamina*: 10.
Intellect: 90, *Knowledge*: 25 (Business Practices 10), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 25.
Acumen: 80, *Perception*: 25 (Sense Deception 10), *Performance*: 25, *Survival*: 20.
Charm: 100, *Diplomacy*: 25, *Leadership*: 25 (Interplanetary Aid 25), *Personality*: 25.

Command: 85, *Coordination*: 20 (Field Agents 25), *Inspire*: 10, *Security*: 15, *Guidance*: 10, *Strategy*: 5.
Science: 70, *Technology*: 15 (Computers 20), *Archaeology*: 15 (Economics 20).
Navigation: 55, *Vehicle Piloting*: 25, *Orientation*: 10, *Astrogation*: 10, *Starship Piloting*: 10.
Tactical: 40, *Targeting*: 10, *Marksmanship*: 15, *Ballistics*: 15.
Engineering: 20, *Faster-Than-Light Mechanics*: 15, *Internal Systems*: 5.
Communications: 105, *Intimidate*: 15, *Negotiate*: 25 (Medical Equipment 20), *Rapport*: 20 (Clients 10), *Distress*: 15.
Medicine: 25, *Psychology*: 25.

Traits: <u>Reputation</u> (Philanthropist) +15, <u>Contacts</u> (Interplanetary Aid) +20, <u>Wealth</u> +15, <u>Health</u> -5, <u>Greed</u> -5, <u>Addicted</u> (Jackal Powder) -15.

Bernice Barlow

Serra Barlow retired from her position as Account Supervisor for Kreznya Systems Inc. in 2790, subsequently putting up a €7,000 bounty for the head of her ex-boss. A medical analysis that year indicated that she was developing chronic alcoholism.

Bernice Barlow		
Species: Terran	Occupation: Unemployed	Gender: Female
Height: 1.73 m	Mass: 80 kg	Handedness: Right
Birth Date: 2761.348 (Age 29; Adult)	Place of Birth: Hephaestus, Irrulan, Tri-System	Initiative: +7
Attack Bonuses - Melee: +5; Ranged: +8		Saves - Fortitude: 29, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 40, *Lifting*: 15, *Three-Dimensional Maneuvers*: 15, *Brawling*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Balance 20), *Hiding and Seeking*: 20, *Dodge*: 15. **Physique**: 45, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 10. **Intellect**: 95, *Knowledge*: 20 (Business Ethics 10), *Resourcefulness*: 20 (Economics 10), *Cunning*: 15 (Treachery 10, Seduction 10). **Acumen**: 75, *Performance*: 20 (Accountant 10), *Perception*: 25, *Survival*: 20. **Charm**: 70, *Personality*: 20 (Taunting 10), *Diplomacy*: 25, *Leadership*: 15.		
Command: 30, *Coordination*: 15, *Guidance*: 10, *Security*: 5. **Science**: 70, *Archaeology*: 15 (Anthropology 10), *Typhonology*: 20, *Technology*: 15 (Computers 10). **Navigation**: 50, *Starship Piloting*: 20, *Astrogation*: 15, *Orientation*: 10, *Vehicle Piloting*: 5. **Tactical**: 10, *Marksmanship*: 5, *Ballistics*: 5. **Engineering**: 20, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 5. **Communications**: 120, *Rapport*: 20 (Accountants 25), *Negotiate*: 25 (Microelectronics 25), *Intimidate*: 25. **Medicine**: 25, *Specialized Medicine*: 15, *Psychology*: 10.		
Traits: <u>Math Expert</u> +15, <u>Memory</u> +10, <u>Addicted</u> (Alcohol) -15, <u>Health</u> -5.		

Dimitri Avignoni

An extremely talented microelectrician of genius-level intelligence, Ser Avignoni's abilities in his field in the late 28th Century were rated second-to-none. He rejected all employment offers made to him by interplanetary electronics companies and started up his own company, although its low profits led the CIS to suspect his involvement in criminal activities (not to mention the fact that he was known to associate with Joe Kane). He was implicated in many small-time scams such as product duplication and system-breaking. In 2790, he cracked an encoded memory solid for Lev Arris, for the staggering sum of €30,000.

Dimitri Avignoni		
Species: Terran	Occupation: Owner, Avignoni Microelectronics Ltd.	Gender: Male
Height: 2.00 m	Mass: 110 kg	Handedness: Right
Birth Date: 2753.153 (Age 37; Adult)	Place of Birth: Hermes, Hom, Tri-System	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +12		Saves - Fortitude: 36, Reflex: 37, Willpower: 37
HP/NHP: 66	HD/THD/FHD: 43/43/50	SI: 66
Power: 45, *Three-Dimensional Maneuvers*: 25, *Lifting*: 10, *Brawling*: 10. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Sleight of Hand 10, Lockpick 10), *Hiding and Seeking*: 25, *Dodge*: 10. **Physique**: 65, *Concentration*: 25 (Concentrate While Working 15), *Recuperation*: 15, *Stamina*: 10. **Intellect**: 135, *Resourcefulness*: 25 (Microelectronics 20), *Knowledge*: 25 (Encryption Techniques 10, Computer Programming Languages 20), *Cunning*: 25 (Persuasion 10). **Acumen**: 75, *Perception*: 25 (Sense Danger 10), *Performance*: 25, *Survival*: 15. **Charm**: 55, *Personality*: 25, *Diplomacy*: 20, *Leadership*: 10.		
Command: 65, *Security*: 25, *Strategy*: 25, *Coordination*: 15. **Science**: 150, *Technology*: 25 (Computers 50, Microelectronics 25), *Archaeology*: 25, *Typhonology*: 25. **Navigation**: 100, *Orientation*: 20, *Vehicle Piloting*: 20 (Skimmer 10), *Stealth*: 20, *Astrogation*: 20, *Starship Piloting*: 10. **Tactical**: 15, *Ballistics*: 5, *Marksmanship*: 5, *Targeting*: 5. **Engineering**: 75, *Damage Control*: 25, *Internal Systems*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 50, *Rapport*: 25, *Negotiate*: 25. **Medicine**: 20, *Psychology*: 20.		
Traits: <u>Reputation</u> (Electrician) +20, <u>Contacts</u> +10, <u>Scientific Sense</u> +15, <u>Mechanical Sense</u> +15, <u>Math Expert</u> +15, <u>Reputation</u> (Data Hacker) -15, <u>Greed</u> -15, <u>Bleeder</u> -10.		

Errendi Farquharson

A habitué of the Surgeon's Blunder bar on Crius, Ser "Farq" was an earnest supporter of the Mutant Recognition League and canvassed for their cause on many occasions. He was a known associate of bounty hunter Xavier Shondi; in 2790, he sent Lev Arris after Shondi when the latter got himself into trouble. Shondi later paid Arris €10,000 and Ser Farq was treated to a round of drinks.

Errendi "Farq" Farquharson		
Species: Terran	Occupation: None	Gender: Male
Height: 1.90 m	Mass: 130 kg	Handedness: Right
Birth Date: 2765.302 (Age 25; Adult)	Place of Birth: Crius, Hom, Tri-System.	Initiative: +4
Attack Bonuses - Melee: +5; Ranged: +4	Saves - Fortitude: 38, Reflex: 34, Willpower: 39	
HP/NHP: 68	HD/THD/FHD: 46/46/50	SI: 68
Power: 50, *Brawling*: 15, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15. **Finesse**: 45, *Hiding and Seeking*: 20, *Dexterous Maneuvers*: 15, *Dodge*: 10. **Physique**: 80, *Stamina*: 20 (Intoxication 20), *Recuperation*: 25, *Concentration*: 15. **Intellect**: 75, *Knowledge*: 20 (MRL Philosophy 10), *Cunning*: 25, *Resourcefulness*: 20. **Acumen**: 90, *Perception*: 20 (Sense Danger 20), *Performance*: 25, *Survival*: 15 (Urban Environments 10). **Charm**: 60, *Personality*: 15, *Leadership*: 25, *Diplomacy*: 20.		
Command: 20, *Coordination*: 15, *Inspire*: 5. **Science**: 45, *Geology*: 15, *Technology*: 10, *Archaeology*: 5 (Anthropology 5), *Typhonology*: 10.**Navigation**: 75, *Vehicle Piloting*: 10 (Skimmer 10), *Stealth*: 15, *Orientation*: 10, *Starship Piloting*: 15, *Astrogation*: 15, **Tactical**: 50, *Evasive Maneuvers*: 20, *Targeting*: 10, *Ballistics*: 10, *Marksmanship*: 10. **Engineering**: 35, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 10, *Damage Control*: 5. **Communications**: 85, *Translate*: 25, *Distress*: 20, *Negotiate*: 15, *Rapport*: 25. **Medicine**: 15, *Specialized Medicine*: 15.		
Traits: <u>Ambidexterity</u> +20, <u>Crude</u> -10, <u>Addicted</u> (Alcohol) -5, <u>Addicted</u> (Jackal Powder) -5.		

Hugo Carmichael

A much-travelled man, Carmichael owned one of Bex's chief liquor exporters. He was known as something of a playboy; various reasons were posited for his wealth and extravagance, the darkest of which were his rumored connections with Kindred operations. These rumors proved true; in 2790, he was found murdered by a Kindred assassin at the Galactic Gourmet Inn on Hephaestus.

Hugo Carmichael		
Species: Terran	Occupation: Owner and Managing Director, Blessed Aquawine Co.	Gender: Male
Height: 1.80 m	Mass: 80 kg	Handedness: Right
Birth Date: 2755.231 (Age 35; Adult)	Place of Birth: Bex, Irrulan, Tri-System.	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11	Saves - Fortitude: 35, Reflex: 36, Willpower: 40	
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 45, *Lifting*: 15, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15. **Finesse**: 65, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 25, *Dodge*: 15. **Physique**: 50, *Concentration*: 25, *Recuperation*: 15, *Stamina*: 10. **Intellect**: 100, *Cunning*: 25 (Deception 10), *Knowledge*: 20 (Brewing Techniques 10, Tri-System Underworld 10), *Resourcefulness*: 25. **Acumen**: 100, *Perception*: 25 (Sense Deception 15), *Performance*: 25 (CEO 10), *Survival*: 25. **Charm**: 65, *Leadership*: 20 (Blessed Aquawine 10), *Diplomacy*: 25, *Personality*: 20.		
Command: 105, *Security*: 25 (Hand Laser 10), *Guidance*: 5, *Coordination*: 25 (Blessed Aquawine 15), *Strategy*: 25. **Science**: 25, *Archaeology*: 15, *Typhonology*: 10. **Navigation**: 50, *Vehicle Piloting*: 15, *Astrogation*: 15, *Stealth*: 10, *Starship Piloting*: 10. **Tactical**: 5, *Marksmanship*: 5. **Engineering**: 70, *Damage Control*: 25, *Mechanics*: 20, *Faster-Than-Light Mechanics*: 25. **Communications**: 125, *Negotiate*: 25 (Liquors 50), *Rapport*: 15, *Intimidate*: 25, *Distress*: 10. **Medicine**: 20, *Specialized Medicine*: 20.		
Traits: <u>Wealth</u> +20, <u>Contacts</u> (Underworld) +15, <u>Social Status</u> +10, <u>Hunted</u> (Kindred) -15, <u>Greed</u> -15, <u>Crude</u> -10.		

Jan Mitorr

Mitorr was employed by the medical shipping firm Medexport for over 50 years. Starting as a junior accounts executive in 2729, he steadily rose through the ranks until he was made senior director in 2760. He was often referred to as "my right-hand man" by the company's founder, Pier Porter. It was he who navigated the company through the depression of the '60s. Ser Mitorr died of a sudden heart attack in 2790.

Jan Mitorr		
Species: Terran	Occupation: Retired (Former director of Medexport Inc.)	Gender: Male
Height:1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2709.122 (Age 81; Venerable Age)	Place of Birth: Janus IV, Isaac, Tri-System	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +11		Saves - Fortitude: 09, Reflex: 36, Willpower: 43
HP/NHP: 64	HD/THD/FHD: 44/4/50	SI: 64

Power: 55, *Three-Dimensional Maneuvers*: 25 (Climbing 5), *Brawling*: 15, *Lifting*: 10.
Finesse: 65, *Dodge*: 15, *Hiding and Seeking*: 25, *Dexterous Maneuvers*: 5 (Balance 10, Lockpick 10).
Physique: 40, *Concentration*: 25, *Recuperation*: 5, *Stamina*: 10.
Intellect: 140, *Knowledge*: 25 (Business Practices 15, Tri-System Law 15), *Cunning*: 20 (Persuasion 10, Deception 10, Treachery 10), *Resourcefulness*: 25 (Cryonics 10).
Acumen: 130, *Perception*: 25 (Sense Danger 15, Sense Deception 15), *Performance*: 25 (Company Director 40), *Survival*: 10.
Charm: 150, *Diplomacy*: 25, *Leadership*: 25 (Medexport 50), *Personality*: 25 (Oratory 25).

Command: 175, *Coordination*: 25 (Medexport 20), *Inspire*: 20 (Employees 30), *Security*: 25, *Guidance*: 20 (Employees 35).
Science: 160, *Technology*: 25 (Computers 20, Cryonic Chambers 45), *Archaeology*: 25 (Anthropology 20), *Typhonology*: 25.
Navigation: 145, *Vehicle Piloting*: 25 (Skimmer 30), *Orientation*: 25, *Stealth*: 25, *Starship Piloting*: 25, *Astrogation*: 15.
Tactical: 110, *Evasive Maneuvers*: 25, *Marksmanship*: 25, *Ballistics*: 25, *Stealth*: 20, *Combat Maneuvers*: 15.
Engineering: 90, *Damage Control*: 20, *Mechanics*: 15, *Faster-Than-Light Mechanics*: 25 (D-Drive 30).
Communications: 195, *Intimidate*: 25 (Competition 25), *Negotiate*: 25 (Medical Equipment 30), *Rapport*: 25 (Medical Care Providers 15), *Translate*: 25, *Distress*: 25.
Medicine: 125, *Specialized Medicine*: 25 (Cryonics 30), *Psychology*: 25 (Project Empathy to Customer 45).

Traits: <u>Reputation</u> (Businessman) +25, <u>Education</u> +15, <u>Contacts</u> +20, <u>Health</u> -25, <u>Insane</u> (Dementia) -5.

Louisa Phillips

Louisa Phillips was the daughter of a wealthy Anhur industrialist, Ser Hendri Phillips. Serra Phillips' life concorded very closely with the stereotypical picture of a young dilettante. In 2790, she took up the life of a freelance pilot in an attempt to assert her individuality; by all accounts the attempt was a disaster. She became a groupie of Ser Arris when he rescued her in 2790, much to his annoyance. Ser Phillips eventually tracked down his daughter and paid Ser Arris €10,000 for all the trouble she caused.

Louisa Elizabeth Einstein Mayflower Tennessee Buttercup Phillips		
Species: Terran	Occupation: Freelance Pilot	Gender: Female
Height: 1.50 m	Mass: 45 kg	Handedness: Right
Birth Date: 2772.360 (Age 18; Adult)	Place of Birth: Janus IV, Isaac, Tri-System	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 35, Reflex: 35, Willpower: 26
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 45, *Three-Dimensional Maneuvers*: 25, *Brawling*: 10, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 25, *Dodge*: 5.
Physique: 50, *Recuperation*: 25, *Stamina*: 15, *Concentration*: 10.
Intellect: 75, *Cunning*: 25 (Seduction 5, Persuasion 10, Deception 10), *Resourcefulness*: 5, *Knowledge*: 5 (Romantic Fiction 10, Anhurian Politics 5).
Acumen: 65, *Performance*: 25, *Perception*: 25 (Sense Deception 10), *Survival*: 5.
Charm: 85, *Diplomacy*: 25 (Parents 10), *Leadership*: 5, *Personality*: 15 (Debating 30).

Command: 5, *Coordination*: 5. **Science**: 35, *Technology*: 25, *Geology*: 10. **Navigation**: 35, *Astrogation*: 10, *Stealth*: 5, *Vehicle Piloting*: 10, *Starship Piloting*: 10.**Tactical**: 30, *Evasive Maneuvers*: 5, *Targeting*: 5, *Marksmanship*: 10, *Ballistics*: 10.	
Engineering: 15, *Faster-Than-Light Mechanics*: 10, *Damage Control*: 5. **Communications**: 105, *Rapport*: 5 (Servants 10), *Distress*: 25, *Intimidate*: 5 (Servants 10), *Negotiate*: 25 (Parents 20), *Translate*: 5. **Medicine**: 25, *Psychology*: 5 (Manipulate Parents 20).	
Traits: <u>Wealth</u> +20, <u>Comeliness</u> +10, <u>Social Status</u> +10, <u>Impulsive</u> -15, <u>Discipline</u> -10, <u>Lecherous</u> -5.	

Maria Filippa Gabriel

The daughter of a prosperous Anhur Vidpix maker, Auntie Gabriel renounced her life as an Anhurian dilettante for that of religious contemplation with the Avuncular Order of Hom. When she came into her inheritance, there were those within the ordered who wooed her with the idea of getting her to bequeath it to them. Auntie Maria fled Bex, offering Ser Arris €3,000 to transport her to Hephaestus.

"Auntie" Maria Filippa Gabriel		
Species: Terran	Occupation: Officiant, Avuncular Order of Hom	Gender: Female
Height: 1.90 m	Mass: 80 kg	Handedness: Right
Birth Date: 2754.245 (Age 36; Adult)	Place of Birth: Bex, Irrulan, Tri-System.	Initiative: +7
Attack Bonuses - Melee: +5; Ranged: +8		Saves - Fortitude: 35, Reflex: 37, Willpower: 40
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 45, *Three-Dimensional Maneuvers*: 20, *Lifting*: 15, *Brawling*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10. **Intellect**: 105, *Knowledge*: 20 (Beer 20), *Resourcefulness*: 25 (Brewing 10), *Cunning*: 15 (Seduction 5, Persuasion 10). **Acumen**: 105, *Perception*: 25 (Sense Danger 15, Sense Deception 15), *Survival*: 25, *Performance*: 25. **Charm**: 70, *Diplomacy*: 25, *Personality*: 25 (Oratory 10), *Leadership*: 10.		
Command: 45, *Guidance*: 20, *Coordination*: 10, *Inspire*: 5, *Security*: 5, *Strategy*: 5. **Science**: 100, *Archaeology*: 25, *Planetology*: 20 (Hops Farming 10), *Typhonology*: 15, *Technology*: 25, *Geology*: 5.**Navigation**: 50, *Orientation*: 10, *Vehicle Piloting*: 25, *Stealth*: 15. **Tactical**: 20, *Targeting*: 10, *Marksmanship*: 10. **Engineering**: 65, *Damage Control*: 25, *Mechanics*: 20, *Internal Systems*: 20. **Communications**: 155, *Rapport*: 25 (Farmers 30), *Distress*: 25, *Intimidate*: 20, *Negotiate*: 10 (Liquor 30, Luxury Foods 15). **Medicine**: 40, *Specialized Medicine*: 10 (Intoxication 15), *Psychology*: 15.		
Traits: <u>Wealth</u> +20, <u>Hunted</u> (Avuncular Order) -10, <u>Luck</u> -10.		

Melissa Kathryn Banks

A highly skilled pilot, Serra Banks was the owner of the Tiger Shark-class cruiser *Fatale*. She as not above illegal trading; CIS agents were advised to scan her holds if she was encountered. In 2790, she began a well-known romantic relationship with Lev Arris after the latter saved her life and flew with her on a number of occasions.

Melissa Kathryn Banks		
Species: Terran	Occupation: Freelance Pilot	Gender: Female
Height: 1.78 m	Mass: 65 kg	Handedness: Left
Birth Date: 2761.039 (Age 29; Adult)	Place of Birth: Hephaestus, Irrulan, Tri-System	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 42, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64

Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Balance 10), *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 25 (Seduction 10, Persuasion 5). **Acumen**: 85, *Perception*: 20 (Spot Enemy 15), *Performance*: 25, *Survival*: 25. **Charm**: 60, *Personality*: 25, *Leadership*: 20, *Diplomacy*: 15.	
Command: 35, *Security*: 20, *Strategy*: 10, *Coordination* : 5. **Science**: 30, *Technology*: 20, *Geology*: 10. **Navigation**: 85, *Vehicle Piloting*: 25 (Fightercraft 10), *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 70, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 10, *Marksmanship*: 15, *Ballistics* : 15.**Engineering**: 50, *Faster-Than-Light Mechanics* : 25, *Mechanics*: 15, *Damage Control* : 10. **Communications**: 55, *Rapport*: 15, *Translate*: 5, *Negotiate* : 15, *Distress* : 10, *Intimidate* : 10. **Medicine**: 10, *Psychology*: 10.	
Traits: <u>Navigational Sense</u> +10, <u>Quick Draw</u> +5, <u>Reflexes</u> +5, Reputation (Smuggler) -10, <u>Lecherous</u> -10.	

Nelson James Ramirez

Although a legally-appointed bailiff, rumor associated Ramirez with a number of legally dubious repossessions; he was suspected to be a 'debt-collector' affiliated with the lower levels of the Kindred. CIS agents attempted to bring him in for questioning in 2790; Ramirez anticipated the move and offered Lev Arris &crren;4,000 to transport him into hiding on Janus IV. He was last seen preparing to go fishing.

Nelson James Ramirez		
Species: Terran	Occupation: Auditor, Johnisty Collection Agency	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2747.235 (Age 43; Middle Age)	Place of Birth: Hermes, Hom, Tri-System	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +9	Saves - Fortitude: 34, Reflex: 37, Willpower: 40	
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 55, *Lifting*: 15, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20. **Finesse**: 75, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 25 (Seek Deadbeats 10), *Dodge*: 15. **Physique**: 40, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 5. **Intellect**: 115, *Knowledge*: 25 (Tri-System Law 10, Streetwise 15), *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 10, Treachery 10). **Acumen**: 100, *Performance*: 25 (Bailiff 20), *Perception*: 20 (Sense Danger 20), *Survival*: 15. **Charm**: 90, *Personality*: 25 (Debating 20), *Diplomacy*: 20 (Kindred 15), *Leadership*: 10.		
Command: 60, *Coordination*: 20 (Kindred 10, Tri-System Government 10), *Security*: 10, *Strategy*: 10. **Science**: 115, *Archaeology*: 10 (Anthropology 10), *Typhonology*: 25, *Technology*: 25, *Planetology*: 5 (Fish 15), *Geology*: 10 (Rare Minerals 15). **Navigation**: 90, *Astrogation*: 25, *Stealth*: 15, *Orientation*: 20, *Vehicle Piloting*: 15, *Starship Piloting*: 15. **Tactical**: 30, *Targeting*: 10, *Marksmanship*: 10, *Ballistics*: 10. **Engineering**: 30, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 15. **Communications**: 180, *Rapport*: 25 (Collection Agencies 50), *Negotiate*: 25, *Distress*: 15, *Translate*: 15, *Intimidate*: 25 (Debtors 25). **Medicine**: 45, *Specialized Medicine*: 20, *Psychology*: 25.		
Traits: <u>Wealth</u> +10, <u>Contacts</u> +10, <u>Hunted</u> (CIS) -10, <u>Greed</u> -10.		

Pemtur Douglas

Ser Douglas worked at the Astravin Medical Centre in Crius hospital for over 10 years following his graduation from Nursing college. In 2790, he was killed during the abduction attempt of Lev Arris; he was sadly missed by the medical fraternity.

Pemtur Douglas		
Species: Terran	Occupation: Nurse, Astravin Medical Centre	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Right
Birth Date: 2759.363 (Age 31; Adult)	Place of Birth: Crius, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +4; Ranged: +6	Saves - Fortitude: 35, Reflex: 36, Willpower: 40	
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 45, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15, *Brawling*: 10. **Finesse**: 65, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 50, *Concentration*: 25, *Stamina*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25 (Differential Medicine 10), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 25. **Acumen**: 100, *Perception*: 20 (Sense Deception 10, Sense Danger 10), *Performance*: 25 (Nurse 20), *Survival*: 15. **Charm**: 75, *Diplomacy*: 10 (Doctors 20), *Personality*: 25, *Leadership*: 20.		
Command: 25, *Coordination*: 15, *Guidance*: 10. **Science**: 85, *Planetology*: 5, *Archaeology*: 15, *Technology*: 25, *Typhonology*: 10, *Geology*: 10 (Pharmaceuticals 20), **Navigation**: 40, *Vehicle Piloting*: 20, *Orientation*: 15, *Astrogation*: 5. **Tactical**: 20, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 5. **Engineering**: 55, *Internal Systems*: 25, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 70, *Rapport*: 25, *Intimidate*: 20, *Distress*: 15, *Negotiate*: 10. **Medicine**: 120, *Xenobiology*: 25 (Terrans 10), *Treatment*: 25, *Intensive Care*: 25, *Specialized Medicine*: 15, *Psychology*: 20.		
Traits: <u>Empathic Sense</u> +15, <u>Reputation</u> (Nurse) +10, <u>Greed</u> -10, <u>Bleeder</u> -10, <u>Luck</u> -5.		

Ralph McCloud

The son of a Bex farmer, Ser McCloud was an old-hand trader with reputation for plain-speaking and hard-bitten toughness. He was well-known as an avid collector of spacecraft and associated paraphernalia. In 2790, Ser Lev Arris came to Ser McCloud's rescue; in payment, Ser McCloud gave Ser Arris a full spare set of Kraven Mk-IV Laser cannons.

Ralph "Bill" McCloud		
Species: Terran	Occupation: Freelance Merchant	Gender: Male
Height: 1.90 m	Mass: 110 kg	Handedness: Right
Birth Date: 2745.266 (Age 45; Middle Age)	Place of Birth: Hermes, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +9	Saves - Fortitude: 37, Reflex: 36, Willpower: 40	
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 45, *Lifting*: 20, *Three-Dimensional Maneuvers*: 15, *Brawling*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 15. **Physique**: 75, *Concentration*: 25, *Recuperation*: 25, *Stamina*: 25. **Intellect**: 110, *Knowledge*: 25 (Spacecraft Paraphernalia 10, Current Events 10), *Resourcefulness*: 25 (Agriculture 10), *Cunning*: 10 (Persuasion 20). **Acumen**: 100, *Perception*: 25 (Sense Deception 15), *Performance*: 25, *Survival*: 25 (Wilderness 10). **Charm**: 85, *Diplomacy*: 25, *Personality*: 25 (Debating 25), *Leadership*: 10.		
Command: 25, *Coordination*: 10, *Security*: 15. **Science**: 105, *Archaeology*: 10, *Technology*: 25 (Spacecraft 10), *Geology*: 10, *Planetology*: 15 (Crops 10), *Typhonology*: 25. **Navigation**: 100, *Vehicle Piloting*: 25, *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25. **Tactical**: 50, *Marksmanship*: 20, *Ballistics*: 20, *Targeting*: 10. **Engineering**: 80, *Damage Control*: 25, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25. **Communications**: 175, *Negotiate*: 25 (Comestibles 25), *Translate*: 15, *Intimidate*: 25, *Rapport*: 25 (Farmers 35), *Distress*: 25. **Medicine**: 30, *Psychology*: 15, *Intensive Care*: 15.		
Traits: <u>Mechanical Sense</u> +10, <u>Reputation</u> (Collector) +10, <u>Intolerant</u> (Fancy Talk) -10, <u>Luck</u> -5, <u>Addicted</u> (Alcohol) -5.		

Reginald Arthur Bray

The Bray twins were notorious Anhur gangland criminals, big fish in their own ponds but very small fry when compared to the Kindred. Although heavily implicated in many criminal activities, neither brother was ever brought to justice. Reggie was involved in the negotiation side of the brothers' affairs; he was involved in many instances of fencing, blackmail and bribery. In 2790, he oversaw an

auction of an image of the maker of malts, believing it to be a reproduction. Ser Lev Arris bought the piece for a mere €100; it later turned out to be an original piece.

Reginald Arthur Bray		
Species: Terran	Occupation: Crime Lord	Gender: Male
Height: 1.8 m	Mass: 110 kg	Handedness: Right
Birth Date: 2750.127 (Age 40; Middle Age)	Place of Birth: Anhur, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 35, Reflex: 36, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65

Power: 45, *Brawling*: 25, *Three-Dimensional Maneuvers*: 15, *Lifting*: 5.
Finesse: 65, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 25 (Hide Contraband 10), *Dodge*: 10.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 110, *Cunning*: 20 (Treachery 10, Persuasion 15), *Knowledge*: 25 (Appraisal 10, Current Events 10), *Resourcefulness*: 20.
Acumen: 75, *Performance*: 25, *Perception*: 25 (Sense Danger 10), *Survival*: 15.
Charm: 100, *Personality*: 25 (Debating 15), *Leadership*: 10, *Diplomacy*: 25 (Bribery 25).

Command: 65, *Security*: 25, *Coordination*: 20, *Strategy*: 20.
Science: 50, *Technology*: 20, *Archaeology*: 20, *Geology*: 10.
Navigation: 60, *Stealth*: 20, *Vehicle Piloting*: 20, *Orientation*: 20.
Tactical: 65, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 15.
Engineering: 30, *Mechanics*: 20, *Damage Control*: 10.
Communications: 185, *Intimidate*: 25 (Blackmail 40), *Negotiate*: 25 (Contraband 20), *Rapport*: 25, *Distress*: 5 (Jam 25).
Medicine: 45, *Psychology*: 10 (Fear 25), *Specialized Medicine*: 0 (Poisons 10).

Traits: <u>Contacts</u> +10, <u>Empathic Sense</u> +15, <u>Reputation</u> -10, <u>Temper</u> -10, Hunted (CIS) -5.

Ronald Henry Bray

The Bray twins were notorious Anhur gangland criminals, big fish in their own ponds but very small fry when compared to the Kindred. Although heavily implicated in many criminal activities, neither brother was ever brought to justice. Ronnie was concerned with the 'muscle' side of the brothers' business; kidnap, murder, piracy, menacing and protection rackets were his department. He accompanied his brother to Bex in 2790 but was not directly involved in the auction itself.

Ronald Henry Bray		
Species: Terran	Occupation: Crime Lord	Gender: Male
Height: 1.8 m	Mass: 110 kg	Handedness: Right
Birth Date: 2750.127 (Age 40; Middle Age)	Place of Birth: Anhur, Hom, Tri-System	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 35, Reflex: 36, Willpower: 52
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65

Power: 45, *Brawling*: 25, *Three-Dimensional Maneuvers*: 10, *Lifting*: 10.
Finesse: 65, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 25, *Dodge*: 15.
Physique: 55, *Concentration*: 25, *Recuperation*: 20, *Stamina*: 10.
Intellect: 110, *Cunning*: 25 (Persuasion 20), *Knowledge*: 25 (Current Events 10, Torture Methods 10), *Resourcefulness*: 20.
Acumen: 75, *Performance*: 20, *Perception*: 25 (Sense Deception 15), *Survival*: 15.
Charm: 80, *Personality*: 25 (Extortion 25), *Leadership*: 15, *Diplomacy*: 15.

Command: 85, *Security*: 25 (Slugthrowers 10, Blades 10), *Coordination*: 20, *Strategy*: 20.
Science: 50, *Technology*: 20, *Archaeology*: 20, *Geology*: 10.
Navigation: 60, *Stealth*: 20, *Starship Piloting*: 20, *Astrogation*: 20.
Tactical: 105, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 25, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 15.
Engineering: 25, *Damage Control*: 25.
Communications: 90, *Intimidate*: 25 (Run Rackets 20), *Negotiate*: 15, *Rapport*: 25, *Distress*: 5 (Jam 10).
Medicine: 80, *Psychology*: 10 (Fear 50), *Specialized Medicine*: 0 (Poisons 20).

Traits: <u>Contacts</u> +15, <u>Discipline</u> +15, <u>Reputation</u> (Local Crime Lord) -5, <u>Temper</u> -15, <u>Tightwad</u> -10.

Veklyn Ames

Formerly a businessman of somewhat dubious progeny, Ser Ames skills adapted to a political career; in 2790, he served as the Tri-System Confederacy Senator from the Hanwyn & Kreti Districts. It was thought that his career change was more compulsory than voluntary; rumors abounded of deals gone wrong and high-placed enemies looking to get even. These rumors proved true when Ames's daughter was attacked; her attackers were driven off by Ser Lev Arris. Ser Ames paid Arris €6,000.

Veklyn Ames		
Species: Terran	Occupation: Senator, Hanwyn & Kreti District	Gender: Male
Height: 2.00 m	Mass: 100 kg	Handedness: Right
Birth Date: 2723.158 (Age 67; Old Age)	Place of Birth: Janus IV, Isaac, Tri-System	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 34, Reflex: 37, Willpower: 41
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64

Power: 60, *Three-Dimensional Maneuvers*: 20 (Swimming 30), *Lifting*: 5, *Brawling*: 5.
Finesse: 70, *Hiding and Seeking*: 25, *Dodge*: 20, *Dexterous Maneuvers*: 5 (Sleight of Hand 10, Lockpick 10).
Physique: 40, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 5.
Intellect: 135, *Cunning*: 25 (Persuasion 10, Deception 10), *Knowledge*: 20 (Tri-System Politics 10, Business Practices 20, Current Events 10), *Resourcefulness*: 20 (Mechanical Engineering 10).
Acumen: 115, *Performance*: 25 (Businessman 35), *Perception*: 25 (Sense Danger 20), *Survival*: 10.
Charm: 140, *Diplomacy*: 25 (Tri-System Senate 25), *Leadership*: 25 (Senator 20), *Personality*: 25 (Oratory 20).

Command: 155, *Inspire*: 25, *Coordination*: 25 (Tri-System 30), *Guidance*: 10 (Subordinates 20), *Security*: 25, *Strategy*: 20.
Science: 85, *Archaeology*: 20, *Technology*: 20, *Typhonology*: 25, *Planetology*: 20.
Navigation: 125, *Stealth*: 25, *Orientation*: 25, *Vehicle Piloting*: 25, *Starship Piloting*: 25, *Astrogation*: 25.
Tactical: 125, *Evasive Maneuvers*: 25, *Targeting*: 25, *Combat Maneuvers*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 100, *Internal Systems*: 25, *Damage Control*: 25, *Defenses*: 25, *Faster-Than-Light Mechanics*: 15, *Mechanics*: 15.
Communications: 175, *Negotiate*: 25 (Capital Goods 40), *Rapport*: 25 (Staff 20), *Intimidate*: 15, *Translate*: 25, *Distress*: 25.
Medicine: 85, *Psychology*: 25, *Specialized Medicine*: 25, *Intensive Care*: 15, *Xenobiology*: 10, *Treatment*: 10.

Traits: <u>Wealth</u> +15, <u>Contacts</u> +10, <u>Social Status</u> +15, <u>Hunted</u> -5, <u>Nerves</u> -5, <u>Bleeder</u> -5, <u>Glutton</u> -5.

Slade "Tex" Carver

Slade Carver was a CIS Marine Corps Special Operations fighter pilot and the author of the CIS Interplanetary Combat Manual. Carver joined the CIS in 2770 and was awarded every possible military honor during his twenty-year career. He was universally recognized by inhabitants of the Tri-System as a war hero for surviving the One-Way Ticket Torpedo Run during the Scatterbelt Wars and was the only living recipient of the Golden Cluster. Carver's writing was infused with rural colloquialisms, contributing to his callsign "Tex". He died in 2790 during an unsanctioned mission against the Chirichan Clan. He was survived by a child on Anhur.

Slade Carver, Callsign: Tex		
Species: Terran	Rank: Colonel, CISSMC	Gender: Male
Height: 1.60 m	Mass: 60 kg	Handedness: Right
Birth Date: 2746.108 (Age 44; Middle Age)	Place of Birth: Anhur, Hom, Tri-System.	Initiative: +8
Attack Bonuses - Melee: +12; Ranged: +13		Saves - Fortitude: 36, Reflex: 48, Willpower: 38
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 70, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 25, *Lifting*: 15.
Finesse: 85, *Dexterous Maneuvers*: 25 (Balance 10, Lockpick 10), *Dodge*: 20, *Hiding and Seeking*: 20.
Physique: 60, *Stamina*: 20, *Concentration*: 20, *Recuperation*: 20.
Intellect: 85, *Knowledge*: 25 (Military Tactics 10), *Resourcefulness*: 15, *Cunning*: 20 (Persuasion 15).
Acumen: 80, *Perception*: 20 (Spot Enemy 15), *Performance*: 25, *Survival*: 20.
Charm: 80, *Personality*: 25 (Taunting 10), *Leadership*: 25 (Black Watch 10), *Diplomacy*: 10.

Command: 125, *Security*: 25 (Slugthrowers 5), *Strategy*: 15, *Guidance*: 15, *Coordination*: 20 (CIS Fleet 20), *Inspire*: 25.
Science: 60, *Technology*: 25 (Computers 10), *Archaeology*: 15, *Typhonology*: 10.
Navigation: 145, *Vehicle Piloting*: 25 (ML3B 30), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15.
Tactical: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25.
Engineering: 85, *Damage Control*: 25, *Mechanics*: 20, *Faster-Than-Light Mechanics* : 25 (D-Drive 15).
Communications: 85, *Rapport*: 25, *Translate*: 15, *Distress*: 5, *Intimidate* : 25, *Negotiate* : 15.
Medicine: 40, *Intensive Care*: 25, *Psychology*: 15.

Traits: <u>Reputation</u> (Hero) +25, <u>Reflexes</u> +10, <u>Senses</u> (Sight) +5, <u>Impulsive</u> -10, <u>Discipline</u> -5.

Tamessa Shuna Ames

The daughter of Senator Veklyn Ames, Serra Ames was one of the foremost members of the Janus IV jet-set, a regular at all the major parties and seasonal events. In 2790, she was placed under Grade-M CIS observation following rumors that some of her father's enemies had targeted her as an object of revenge. Senator Ames offered Ser Lev Arris €6,000 to escort his daughter; her transport was attacked but Ser Arris was able to drive the hostiles away.

Tamessa Shuna Ames		
Species: Terran	Occupation: None	Gender: Female
Height: 1.80 m	Mass: 55 kg	Handedness: Right
Birth Date: 2761.220 (Age 29; Adult)	Place of Birth: Janus IV, Isaac, Tri-System	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 35, Reflex: 35, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 15, *Lifting*: 10.
Finesse: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10.
Physique: 50, *Recuperation*: 25, *Stamina*: 15, *Concentration*: 10.
Intellect: 75, *Cunning*: 25 (Seduction 10), *Resourcefulness*: 20, *Knowledge*: 20.
Acumen: 85, *Performance*: 25, *Perception*: 25 (Sense Danger 10), *Survival*: 25.
Charm: 70, *Diplomacy*: 25, *Leadership*: 25, *Personality*: 20.

Command: 30, *Coordination*: 15, *Inspire*: 10, *Guidance*: 5.
Science: 35, *Archaeology*: 20, *Typhonology*: 10, *Technology*: 5.
Navigation: 70, *Astrogation*: 25, *Stealth*: 20, *Starship Piloting*: 15, *Orientation*: 10.
Tactical: 50, *Evasive Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5.
Engineering: 40, *Damage Control*: 15, *Defenses*: 5, *Faster-Than-Light Mechanics*: 20.
Communications: 95, *Rapport*: 20 (Debutants 10), *Distress*: 25, *Negotiate*: 20, *Translate*: 15, *Intimidate*: 5.
Medicine: 25, *Psychology*: 15, *Specialized Medicine*: 10.

Traits: <u>Wealth</u> +10, <u>Education</u> +5, <u>Hunted</u> -10, <u>Lecherous</u> -5.

Veldon Kashumai

Uncle Kashumai was a leading member of the Avuncular Order of Hom; in 2790, he held a position as curator of the Order's most treasured possessions. Although his opinions were treated with respect, he was politically insignificant within the Order and as such was never rated a threat by the CIS Intervention division. In 2790, he asked Ser Lev Arris to retrieve an original image of the Lord of the brews from the Bray brothers, which Arris was able do with a €100 bid at auction. Uncle Kashumai eventually paid Arris €20,000 for his efforts.

"Uncle" Veldon Kashumai		
Species: Terran	Occupation: Curator, Holy Museum of Hom	Gender: Male
Height: 1.75 m	Mass: 120 kg	Handedness: Right
Birth Date: 2725.282 (Age 65; Old Age)	Place of Birth: Bex, Irrulan, Tri-System	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +7		Saves - Fortitude: 35, Reflex: 35, Willpower: 40
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65

Power: 55, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 10, *Lifting*: 15.
Finesse: 55, *Dodge*: 20, *Hiding and Seeking*: 20, *Dexterous Maneuvers*: 15.
Physique: 55, *Concentration*: 20, *Recuperation*: 15 (Intoxication 10), *Stamina*: 10.
Intellect: 135, *Knowledge*: 25 (Relics of the Order 20), *Cunning*: 20 (Persuasion 10), *Resourcefulness*: 20 (Agriculture 20, Brewing 20).
Acumen: 100, *Perception*: 20 (Spot Parasites 20), *Performance*: 25 (Curator 10), *Survival*: 25.
Charm: 135, *Diplomacy*: 20, *Leadership*: 25 (Holy Museum of Hom 15), *Personality*: 25 (Oratory 50).

Command: 180, *Coordination*: 25 (Holy Museum of Hom 50, Avuncular Order 15), *Inspire*: 15 (Initiates 20), *Security*: 10, *Guidance*: 15 (Initiates 20), *Strategy*: 10.
Science: 230, *Technology*: 25 (Computers 20), *Archaeology*: 25 (Religious Artifacts 50), *Typhonology*: 25, *Planetology*: 20 (Hops Farming 50), *Geology*: 15.
Navigation: 50, *Vehicle Piloting*: 25, *Orientation*: 25.
Tactical: 20, *Marksmanship*: 10, *Targeting* : 10.
Engineering: 75, *Damage Control*: 25, *Mechanics*: 25, *Internal Systems*: 25.
Communications: 165, *Intimidate*: 15, *Negotiate*: 25 (Liquor 35), *Rapport*: 25 (Mercenaries 10, Archaeologists 10), *Translate*: 25, *Distress*: 20.
Medicine: 60, *Specialized Medicine*: 25, *Psychology*: 20, *Intensive Care*: 15.

Traits: <u>Reputation</u> +5, <u>Social Status</u> +5, <u>Scientific Sense</u> +5, <u>Addicted</u> (Bex Beer) -15, <u>Crude</u> -5.

William Maddox

Bill Maddox came from a long line of soldiers: his ancestors achieved notoriety in a number of conflicts for the last 300 years. The subject himself followed the tradition as a Combat Engineer in the Anhurian Response Force, until he was invalidated due to Post Traumatic Stress and physical injury resulting in the loss of most of his hearing. He was offered an honorary doctorate by AMU due to the wealth of his idiosyncratic knowledge. In 2790, he offered Lev Arris €6,000 to pick up some of his grandfather's old equipment from a warehouse on Bex.

William Maddox		
Species: Terran	Occupation: Doctor of Military History, Anhur University	Gender: Male
Height: 1.80 m	Mass: 120 kg	Handedness: Right
Birth Date: 2729.137 (Age 61; Old Age)	Place of Birth: Anhur, Hom, Tri-System	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +13		Saves - Fortitude: 41, Reflex: 38, Willpower: 42
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 45, *Three-Dimensional Maneuvers*: 20, *Brawling*: 10, *Lifting*: 15.
Finesse: 80, *Dodge*: 25, *Dexterous Maneuvers*: 25 (Balance 5), *Hiding and Seeking*: 25.
Physique: 60, *Concentration*: 25, *Recuperation*: 25, *Stamina*: 25.
Intellect: 150, *Resourcefulness*: 25 (Mechanical Engineering 20, Demolition 20), *Knowledge*: 20 (Military History 50), *Cunning*: 15.
Acumen: 125, *Performance*: 25 (Combat Engineer 25), *Perception*: 25 (Spot Enemy 10), *Survival*: 20 (Wilderness 20).
Charm: 70, *Personality*: 25, *Diplomacy*: 25, *Leadership*: 20.

Command: 95, *Strategy*: 15, *Coordination*: 15, *Guidance*: 10, *Inspire*: 5, *Security*: 25 (Slugthrowers 15, Grenades 10).
Science: 140, *Technology*: 25 (Computers 35), *Archaeology*: 25 (Architecture 30), *Typhonology*: 25.
Navigation: 85, *Orientation*: 25, *Vehicle Piloting*: 25 (Armored 15), *Stealth*: 20.
Tactical: 60, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 10, *Marksmanship*: 15, *Targeting*: 10, *Ballistics*: 15.
Engineering: 215, *Damage Control*: 25 (Sensors 20, Communications 20), *Internal Systems*: 25 (Sensors 10, Communications 10), *Mechanics*: 25, *Defenses*: 25 (Weaponry 10, Shields 10), *Faster-Than-Light Mechanics*: 25 (D-Drive 10).
Communications: 165, *Rapport*: 25 (Military Historians 40), *Translate*: 20, *Distress*: 15 (Jam 40), *Negotiate*: 25.
Medicine: 15, *Intensive Care*: 15.

Traits: <u>Social Status</u> +5, <u>Contacts</u> +10, <u>Education</u> +5, <u>Health</u> +5, <u>Senses</u> (Hearing) -20, <u>Insane</u> (PTSD) -5.

Xavier Shondi

Ser Shondi was a perplexing individual: the CIS was certain that he coordinated a good deal of smuggling and yet he was never apprehended or conclusively linked to any offence other than a minor case of tax evasion. He was also a criminal with a conscience: rumor has it that he smuggled medical supplies to victims of the Hephaestus uprising in violation of the CIS embargo and supported the Mutant Recognition League with donations and consignments of supplies and weapons. He was known to frequent the Surgeon's Blunder bar on Crius; it was there in 2790 that he hired Ser Lev Arris to run a shipment of guns to Hephaestus, offering him €16,000 to do so. Later on, Ser Arris saved Ser Shondi from an ambush; the latter paid him €10,000 for the assist.

Xavier Shondi		
Species: Terran	Occupation: Freelance Pilot	Gender: Male
Height: 1.83 m	Mass: 100 kg	Handedness: Right
Birth Date: 2747.161 (Age 43; Middle Age)	Place of Birth: Crius, Hom, Tri-System	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13	Saves - Fortitude: 37, Reflex: 43, Willpower: 39	
HP/NHP: 67	HD/THD/FHD: 42/42/50	SI: 67

Power: 65, *Brawling*: 25, *Three-Dimensional Maneuvers*: 25, *Lifting*: 15.
Finesse: 85, *Dexterous Maneuvers*: 25 (Lockpick 10, Sleight of Hand 10), *Hiding and Seeking*: 20, *Dodge*: 20.
Physique: 75, *Stamina*: 25, *Concentration*: 25, *Recuperation*: 25.
Intellect: 90, *Resourcefulness*: 25, *Cunning*: 20 (Persuasion 5, Deception 5), *Knowledge*: 25 (Current Events 10).
Acumen: 90, *Survival*: 25, *Perception*: 20 (Spot Enemy 10, Sense Danger 10), *Performance*: 25.
Charm: 70, *Personality*: 20 (Debating 10), *Diplomacy*: 25, *Leadership*: 15.

Command: 75, *Security*: 25 (Hand Laser 15), *Strategy*: 15, *Coordination*: 20.
Science: 65, *Technology*: 20 (Computers 10), *Archaeology*: 20, *Typhonology*: 10, *Geology*: 5,
Navigation: 60, *Vehicle Piloting*: 25, *Stealth*: 15, *Astrogation*: 10, *Starship Piloting*: 10.
Tactical: 100, *Marksmanship*: 25, *Ballistics*: 25, *Targeting*: 20, *Combat Maneuvers*: 15, *Evasive Maneuvers*: 15.
Engineering: 75, *Damage Control*: 25, *Mechanics*: 25, *Faster-Than-Light Mechanics*: 25.
Communications: 115, *Intimidate*: 25, *Distress*: 20, *Rapport*: 25 (Mercenaries 10, Barflies 10), *Negotiate*: 25.
Medicine: 60, *Intensive Care*: 15, *Specialized Medicine*: 25, *Psychology*: 20.

Traits: Quick Draw +5, Reputation +10, Reflexes +5, Luck -5, Tightwad -5.

Zakariah Skintight

Ne Zakariah Frump, Ser Skintight was probably the galaxy's most famous late 28th-Century musician; he was upheld as a youth icon despite his humble upbringing. The son of a Bex farmer, he left for Anhur at the age of 17 and within 4 years had already achieved planet-wide fame for his outrageous exploits and musical ability. Poorly educated and with an SIQ of only 90 (sub-average), he became one of the century's most remarkable success stories.

Zakariah Skintight		
Species: Terran	Occupation: Rock Musician	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2761.076 (Age 29; Adult)	Place of Birth: Janus IV, Isaac, Tri-System.	Initiative: +5
Attack Bonuses - Melee: +5; Ranged: +5	Saves - Fortitude: 34, Reflex: 35, Willpower: 39	
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64

Power: 50, *Lifting*: 25, *Brawling*: 15, *Three-Dimensional Maneuvers*: 10.
Finesse: 55, *Dodge*: 25, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 10.
Physique: 45, *Concentration*: 20, *Recuperation*: 15, *Stamina*: 10.
Intellect: 70, *Knowledge*: 15 (Farming Techniques 5, Music Trends 10), *Resourcefulness*: 25, *Cunning*: 15.
Acumen: 95, *Performance*: 25 (Musician 30), *Perception*: 20 (Sense Deception 10), *Survival*: 10.
Charm: 85, *Personality*: 25 (Bedazzling 35), *Diplomacy*: 20, *Leadership*: 5.

Command: 20, *Inspire*: 15, *Coordination*: 5.
Science: 110, *Archaeology*: 5, *Technology*: 25 (Musical Instruments 25), *Typhonology*: 20, *Geology*: 15, *Planetology*: 20.
Navigation: 30, *Vehicle Piloting*: 15, *Stealth*: 10, *Orientation*: 5.
Tactical: 10, *Marksmanship*: 10.
Engineering: 40, *Internal Systems*: 20, *Mechanics*: 20.
Communications: 100, *Negotiate*: 25, *Intimidate*: 20, *Rapport*: 15 (Groupies 15, Roadies 15), *Distress*: 10.
Medicine: 15, *Psychology*: 10, *Specialized Medicine*: 5.

Traits: Contacts +10, Reputation (Musician) +20, Reputation (Symbol of Anarchy) -10, Addicted (Jackal Powder) -5, Education -10, Lecherous -5.

Non-Canonical Characters

Characters from <u>Standoff</u>

CPT William Bradshaw

Upon graduation from the Academy in 2663, Bradshaw requested a frontline assignment to TCS *Concordia*; the Navy sent him to TCS *Defiance,* an old *Ranger*-class carrier, instead.
Aboard *Defiance*, Bradshaw continued flying with his Academy classmates Fabian Schroeder and Jason Beverly. He also became romantically involved with one of the other *Defiance* pilots, Marie LeBlanc; their well-known relationship lasted almost a year but ultimately ended badly. In the eight months that preceded *Defiance's* destruction, Bradshaw filed no less than four separate transfer requests, all of which were denied. In early 2666, *Defiance* was destroyed during Operation Nightshade, a Confederation strike on the Trk'Pahn Sector. Bradshaw rallied the remaining pilots and under his command they managed to complete their assigned mission and land on TCS *Valiant* without taking any further losses. The subsequent investigation cleared Bradshaw and the other *Defiance* pilots of any wrongdoing in the loss of their carrier and also concluded that his quick thinking and able leadership may in fact have saved *Valiant*, turning the operation from a complete disaster into a partial success. Bradshaw and Schroeder spent the next few months serving in *Valiant's* Rapier II squadron. When *Valiant* was mothballed during the False Armistice, Bradshaw was assigned the wing commander position onboard TCS *Lionheart*, having won Admiral Terrell's favor after Operation Nightshade; Bradshaw oversaw the retrieval of a number of Sabres stolen from TCS *Guadalcanal* while serving aboard Lionheart. Bradshaw would eventually be transferred to TCS *Firekka* to oversee flight operations from that carrier during the Battle of Earth.

William Bradshaw		
Species: Terran	Rank: Captain, TCSF (CAG, 232nd Fighter Wing)	Gender: Male
Height: 1.80 m	Mass: 100 kg	Handedness: Left
Birth Date: 2641.093 (Age 27; Adult)	Place of Birth: Caer Lleon, Camelot, Petrov Quadrant, Sol Sector	Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +9		Saves - Fortitude: 35, Reflex: 47, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 15 (Swimming 15), *Brawling*: 15, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Sleight-of-Hand 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spot Enemy 20), *Performance*: 15, *Survival*: 15. **Charm**: 75, *Personality*: 20, *Leadership*: 15 (Fighter Squadron 30), *Diplomacy*: 10.		
Command: 55, *Security*: 10 (Hand Lasers 15), *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 105, *Vehicle Piloting*: 20 (Rapier-II 25), *Orientation*: 15, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 20 (Immelmann Turn 15), *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5. **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Reputation</u> +10, <u>Reflexes</u> +10, <u>Honest</u> -10, <u>Allergic</u> (Pollen) -5, <u>Luck</u> -5.		

CPT Marie "Sparrow" LeBlanc

Sparrow graduated from the Academy in 2661, best in her class and with an arrogance to match. Her first years of frontline service aboard TCS *Defiance* were extremely stormy; it wasn't until her career almost ended over an insubordination incident in 2662 that her superior officers began seeing any sort of improvement. This improvement, however, was rapid; by mid-2663, she was finally promoted to First Lieutenant and her superiors had enough confidence in her to start giving her high-

profile strike assignments. In late 2665, a year-long relationship between her and William Bradshaw ended. Nobody (except for Sparrow and Bradshaw themselves) knew what exactly went wrong but most of the ship's pilot were willing to bet it was all her fault. This prevailing attitude, of course, did nothing to improve her relations with the rest of the wing; she resented it and simply stopped bothering trying to get along with them anymore. Her performance remained excellent despite this and she was promoted to the rank of Captain just days before Operation Nightshade. Following the loss of *Defiance*, Sparrow was assigned to TCS *Guadalcanal* as the commander of its squadron of *Sabres*. In 2669, the ship's wing commander expressed concern that she'd been using her position to turn the squadron into a personal fan club of sorts. This proved to be true; when the ship was scheduled to be mothballed and her pilots discharged, Sparrow convinced a number of *Guadalcanal's* pilots to steal their fighters and join the local pirate clans. She was shot down and captured by Bradshaw and spent the next few weeks incarcerated before being released on probation for the Battle of Earth, where her valiant actions probably kept her from a longer prison sentence.

Marie LeBlanc, Callsign: Sparrow		
Species: Terran	Rank: Captain, TCSF (Squadron CO, 321st Fighter Wing)	Gender: Female
Height: 1.60 m	Mass: 50 kg	Handedness: Right
Birth Date: 2639.080 (Age 29; Adult)	Place of Birth: Piccadilly, Bradshaw, Vearrier Quadrant, Sol Sector	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12		Saves - Fortitude: 35, Reflex: 42, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 15 (Climbing 15), *Brawling*: 15, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20, *Dodge*: 20, *Hiding and Seeking*: 20 (Hiding 15). **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 25, *Resourcefulness*: 25 (Override Lock Codes 10), *Cunning*: 25 (Treachery 5, Seduction 5). **Acumen**: 70, *Perception*: 25, *Performance*: 25, *Survival*: 20. **Charm**: 75, *Personality*: 20 (Debate 20), *Leadership*: 20, *Diplomacy*: 15.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 115, *Vehicle Piloting*: 20 (Sabre 25), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 20 (Hard Brake 10), *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5. **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +10, <u>Reflexes</u> +5, <u>Social Status</u> +5, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Reputation</u> -5.		

CPT Theodore "Cougar" Murphy

Cougar started out his career as an enlisted man, serving as a gunner aboard TCS *Rodrigo Diaz*, eventually obtaining an officer's commission through the ROTC program. Because of this, he is a few years older than most pilots of his rank and in most of his ship assignments so far he has found himself commanded by officers younger than him. As an ROTC man, he also on several occasions encountered some degree of discrimination from Academy graduates. He was rather relieved when, after having been assigned to TCS *Lionheart* as Bradshaw's executive officer, he found that his new wing commander had great appreciation for his experience and stability. As a pilot, Cougar is good, even if not remarkably so. He has a reputation for reliability and obedience - Cougar has never lost a wingman. Considering this, Bradshaw was rather surprised when Cougar actually requested to fly with the much less reliable Spoons; apparently Cougar treated Spoons as a personal challenge of sorts. Cougar transferred to TCS *Firekka* when the False Armistice was discovered to be a sham along with most of the wing from *Lionheart* and served with distinction during the Battle of Earth.

Theodore Murphy, Callsign: Cougar		
Species: Terran	Rank: Captain, TCSF (XO, 232nd Fighter Wing)	Gender: Male
Height: 2.00 m	Mass: 120 kg	Handedness: Right
Birth Date: 2635.295 (Age 33; Adult)	Place of Birth: New Kona, Onizuka, STS-51L, Hawking Quadrant	Initiative: +6
Attack Bonuses - Melee: +11; Ranged: +11	Saves - Fortitude: 35, Reflex: 36, Willpower: 59	
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 65, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 85, *Knowledge*: 25 (Kilrathi Tactics 15), *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 90, *Perception*: 20 (Spot Enemy 15), *Performance*: 20 (Gunner 10), *Survival*: 25. **Charm**: 75, *Personality*: 20, *Leadership*: 20 (Squadron XO 15), *Diplomacy*: 20.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 105, *Vehicle Piloting*: 25 (Rapier 10), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 15. **Engineering**: 40, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Discipline</u> +20, <u>Nerves</u> +5, <u>Reputation</u> +5, <u>Intolerant</u> (Incompetence) -5, <u>Creed</u> (Family) -10, <u>Social Status</u> -5.		

ILT Fabian "Spoons" Schroeder

A fifth-generation colonial, Spoons was born in a small farming settlement on Oxford. He excelled at school, and continued to do well at the Academy in the theoretical classes. As a pilot, he was generally regarded as an unreliable thrill-seeker; by the time he graduated, the only people still willing to fly with him were his room-mates, William Bradshaw and Jason Beverly. He was ultimately assigned to TCS *Lionheart*; given the small size of the ships wing, other pilots had no choice but to get used to flying with him. Spoons transferred to TCS *Firekka* with most of *Lionheart's* wing when the False Armistice was discovered to be a sham; aboard *Firekka*, he hounded Bradshaw about his willingness to forgive Marie LeBlanc and Jason Beverly for their respective roles in an attempt to give *Sabres* to one of Gemini's local pirate clans, almost to the point of insubordination. He was eventually killed in action during the Battle of Earth.

Fabian Schroeder, Callsign: Spoons		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.70 m	Mass: 110 kg	Handedness: Left
Birth Date: 2642.186 (Age 26; Adult)	Place of Birth: Neu Saarbrücken, Oxford, Potter Quadrant, Gemini Sector	Initiative: +6
Attack Bonuses - Melee: +5; Ranged: +7	Saves - Fortitude: 34, Reflex: 46, Willpower: 32	
HP/NHP: 64	HD/THD/FHD: 44/44/50	SI: 64
Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 100, *Knowledge*: 25 (Kilrathi Tactics 25), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Detect Lies 15), *Performance*: 20, *Survival*: 15. **Charm**: 85, *Personality*: 25 (Debating 35), *Leadership*: 10, *Diplomacy*: 15.		
Command: 35, *Security*: 5 (Slugthrowers 15), *Strategy*: 10, *Guidance*: 5. **Science**: 55, *Technology*: 25, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 95, *Vehicle Piloting*: 25, *Orientation*: 20, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 15. **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Reflexes</u> +10, <u>Luck</u> +5, <u>Scientific Sense</u> +5, <u>Intolerant</u> (Traitors) -10, <u>Discipline</u> -5, <u>Reputation</u> -5.		

ILT Jason "Squealer" Beverly

Squealer attended the Academy at the same time as Spoons and Bradshaw, quickly becoming friends with both. He proved to be a fine pilot and many speculated that he would have gotten a prestigious assignment to *Concordia* or *Wolfhound* straight out of the Academy if he hadn't managed to accumulate a record number of demerits that wouldn't be surpassed until Maxwell Garrett attended the Academy about fifteen years later. Squealer was only barely able to graduate at all and was relieved when he was assigned to TCS *Defiance* together with Bradshaw. Once on the frontlines, Squealer's insubordination was quickly forgiven by his superiors in consideration of his excellent performance; he quickly racked up an impressive collection of medals but not even one promotion. Following the destruction of *Defiance*, Squealer found himself serving on TCS *Guadalcanal* together with Sparrow. Ironically, he finally earned his promotion to First Lieutenant just three weeks before being informed that he would be dismissed as one of the first victims of the Terran-Kilrathi armistice. This convinced him to participate in an ill-fated attempt to give *Sabres* to one of Gemini's local pirate clans, a plan conceived by Sparrow. After serving a few weeks incarcerated, Squealer was released on parole to TCS *Firekka*; his valiant efforts during the Battle of Earth probably saved him from having to serve a longer prison sentence.

Jason Beverly, Callsign: Squealer			
Species: Terran	Rank: First Lieutenant, TCSF		Gender: Male
Height: 1.80 m	Mass: 100 kg		Handedness: Left
Birth Date: 2641.199 (Age 27; Adult)	Place of Birth: Dutton, Montana, United States, Earth		Initiative: +6
Attack Bonuses - Melee: +7; Ranged: +9		Saves - Fortitude: 34, Reflex: 36, Willpower: 31	
HP/NHP: 64	HD/THD/FHD: 44/44/50		SI: 64
Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10. **Finesse**: 60, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 70, *Knowledge*: 25, *Resourcefulness*: 20, *Cunning*: 25. **Acumen**: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15. **Charm**: 95, *Personality*: 25 (Resist Torture 10), *Leadership*: 25, *Diplomacy*: 20 (Appeasing Superiors 25).			
Command: 35, *Security*: 15 (Laser Rifles 5), *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 105, *Vehicle Piloting*: 25 (Sabre 20, Rapier 20), *Orientation*: 20, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.			
Traits: <u>Reflexes</u> +10, <u>Navigational Sense</u> +10, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Lecherous</u> -5.			

ILT Robert "Saxman" Collins

Saxman graduated from the Academy in 2666. A specialized bomber pilot, he was assigned to TCS *Defiance's* squadron of *Gladii*. While serving aboard *Defiance*, Saxman frequently flew sorties with Bradshaw, whose *Rapier* wing provided escorts for the *Gladii*. Over time, they grew to be good friends, especially after Saxman turned the tables on his escorts and knocked a *Dralthi* off Bradshaw's tail during Operation Nightshade. Following the loss of *Defiance*, Saxman was given a different assignment than Bradshaw, flying patrol missions from Perry Naval Base. After several fairly fruitless months at Perry, Saxman was assigned as one of the senior bomber pilots aboard TCS *Firekka*. He was still serving aboard *Firekka* when the ship was diverted to fight in the Battle of Earth and was present for the final assault on KIS *Craxtha*.

Robert Collins: Callsign, Saxman		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2644.039 (Age 24; Adult)	Place of Birth: Piller, Wolf 359, Roan Quadrant, Sol Sector	Initiative: +6
Attack Bonuses - Melee: +8; Ranged: +10		Saves - Fortitude: 37, Reflex: 36, Willpower: 36
HP/NHP: 67	HD/THD/FHD: 44/44/50	SI: 67
Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10. **Finesse**: 65, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 75, *Stamina*: 20, *Concentration*: 25 (Bombing Runs 30), *Recuperation*: 10. **Intellect**: 70, *Knowledge*: 20 (Weak Spots 25), *Resourcefulness*: 10, *Cunning*: 15. **Acumen**: 60, *Perception*: 20, *Performance*: 25, *Survival*: 15. **Charm**: 60, *Personality*: 20, *Leadership*: 20, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 130, *Vehicle Piloting*: 15 (Confederation Bombers 50), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 10, *Combat Maneuvers*: 10, *Targeting*: 25, *Ballistics*: 25. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Senses</u> (Sight) +5, <u>Senses</u> (Sound) +5, <u>Impulsive</u> -5, <u>Honest</u> -5, <u>Wealth</u> -5.		

ILT Benoît "Popsicle" LaHaye

Hailing originally from the North American state of Quebec, Popsicle had the distinction of being one of just three Earth-born pilots assigned to the Gemini Sector in 2669. He was also the only one to have found himself in Gemini by receiving exactly the assignment he had asked for at graduation; where most pilots clamored for assignments on *Concordia* and other frontline carriers, Popsicle decided to take a gamble and requested an assignment to the freshly-launched TCS *Firekka*, an escort carrier. By doing so, he figured he would actually end up seeing more action than on *Concordia*. He was right: a month after his arrival, *Firekka* took part in a major raid behind enemy lines wherein Popsicle earned himself a promotion and a Bronze Star. He was still serving aboard *Firekka* when the ship was diverted to fight in the Battle of Earth and was present for the final assault on KIS *Craxtha*.

Benoît LaHaye, Callsign: Popsicle		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.90 m	Mass: 90 kg	Handedness: Right
Birth Date: 2643.210 (Age 25; Adult)	Place of Birth: Municipality of Pontiac, Quebec, Canada, Earth	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +9		Saves - Fortitude: 37, Reflex: 35, Willpower: 37
HP/NHP: 67	HD/THD/FHD: 45/45/50	SI: 67
Power: 40, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15, *Lifting*: 10. **Finesse**: 50, *Dexterous Maneuvers*: 15, *Dodge*: 20, *Hiding and Seeking*: 15. **Physique**: 75, *Stamina*: 20, *Concentration*: 15 (Concentrate Under Fire 30), *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Tactics 30), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 70, *Perception*: 15, *Performance*: 25, *Survival*: 15 (Cold Weather 15). **Charm**: 70, *Personality*: 25, *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 100, *Vehicle Piloting*: 25 (Rapier 10), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +5, <u>Luck</u> +5, <u>Overconfident</u> -5, <u>Honest</u> -5.		

ILT James "Trigger" Walker

Once a promising young officer in the Space Force, Trigger ended his career rather abruptly by punching out his CO during a mission debriefing. The Space Force might have been willing to overlook the incident had it occurred after a particularly stressful mission; unfortunately, Trigger's wing did not encounter any enemy activity that day and Trigger himself never provided any satisfactory explanation for his action. He was subsequently dishonorably discharged from service and Trigger drifted around from system to system. He eventually found work in the Nexus system flying a *Talon* for the local Militia forces. According to his wingmen, Trigger was a good pilot; he usually obeyed orders, was never been known to panic in combat and could generally be relied upon to do his job right. When the Confederation faced a severe personnel shortage in the days leading up to the Battle of Earth, Trigger was among several militiamen pressed into service; he found himself assigned to TCS *Firekka* under William Bradshaw. He was present for the final assault on KIS *Craxtha*.

James Walker, Callsign: Trigger		
Species: Terran	Rank: First Lieutenant, Nexus Planetary Militia	Gender: Male
Height: 2.00 m	Mass: 110 kg	Handedness: Left
Birth Date: 2638.313 (Age 30; Adult)	Place of Birth: McLaren, Port Hedland, Roberts Quadrant, Vega Sector	Initiative: +6
Attack Bonuses - Melee: +9; Ranged: +10		Saves - Fortitude: 35, Reflex: 36, Willpower: 36
HP/NHP: 65	HD/THD/FHD: 44/44/50	SI: 65
Power: 50, *Three-Dimensional Maneuvers*: 15, *Brawling*: 25, *Lifting*: 10. **Finesse**: 65, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 55, *Stamina*: 20, *Concentration*: 25, *Recuperation*: 10. **Intellect**: 65, *Knowledge*: 25, *Resourcefulness*: 25, *Cunning*: 15. **Acumen**: 65, *Perception*: 25, *Performance*: 25, *Survival*: 15. **Charm**: 70, *Personality*: 25, *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 105, *Vehicle Piloting*: 20 (Talon 10), *Orientation*: 20, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 5. **Tactical**: 100, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 20, *Targeting*: 20, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 30, *Faster-than-Light Mechanics*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Navigational Sense</u> +10, <u>Temper</u> -5, <u>Insane</u> (Schizoid Personality Disorder) -5.		

LT Ewan Freyers

Born on a backwater mining station in the Beta Tauri system, Freyers came very close to dying of boredom; he signed up with the Confederation Fleet the day he became eligible. During his officer training, it was discovered that Freyers had a great deal of aptitude with coding systems. Upon graduation, he was assigned to TCS *Winterrowd* as a communications specialist. His wishes for an exciting career were fulfilled exactly three days later; Freyers decoded a Kilrathi transmission and as a consequence *Winterrowd* was able to successfully hold off a Kilrathi attack that otherwise would have reached the Perry system before the Fleet could react. His success got him a promotion, a medal and a personal meeting with Admiral Terrell; it also gave him quite an ego. When the False Armistice went into effect, *Winterrowd* was mothballed and most of its crew dismissed. To ensure that Freyers' talents would not be wasted, Terrell transferred him to TCS *Lionheart* and later to TCS *Firekka* when *Lionheart* was slated for the boneyard. Freyers was serving aboard *Firekka* when the ship was diverted to fight in the Battle of Earth.

Ewan Freyers		
Species: Terran	Rank: Lieutenant, TCN (Chief Communications Officer, TCS *Lionheart*)	Gender: Male
Height: 1.60 m	Mass: 70 kg	Handedness: Right
Birth Date: 2641.202 (Age 27; Adult)	Place of Birth: Elnath Mining Base, Beta Tauri, Roan Quadrant, Sol Sector	Initiative: +4
Attack Bonuses - Melee: +6; Ranged: +4		Saves - Fortitude: 38, Reflex: 34, Willpower: 37
HP/NHP: 68	HD/THD/FHD: 46/46/50	SI: 68
Power: 60, *Three-Dimensional Maneuvers*: 20, *Lifting*: 25, *Brawling*: 15. **Finesse**: 45, *Dexterous Maneuvers*: 20, *Hiding and Seeking*: 15, *Dodge*: 10. **Physique**: 80, *Concentration*: 25 (Concentrate Under Fire 25), *Recuperation*: 20, *Stamina*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Encryption Methods 35), *Cunning*: 20, *Resourcefulness*: 20. **Acumen**: 75, *Performance*: 25, *Perception*: 25, *Survival*: 25. **Charm**: 65, *Diplomacy*: 25, *Personality*: 25, *Leadership*: 15.		
Command: 25, *Coordination*: 15, *Guidance*: 10. **Science**: 70, *Archaeology*: 25, *Technology*: 20, *Geology*: 15, *Typhonology*: 10. **Navigation**: 85, *Vehicle Piloting*: 20, *Stealth*: 25, *Orientation*: 25, *Starship Piloting*: 10, *Astrogation*: 5. **Tactical**: 40, *Evasive Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 5. **Engineering**: 55, *Damage Control*: 25, *Internal Systems*: 15, *Defenses*: 10, *Mechanics*: 5. **Communications**: 110, *Translate*: 25 (Kilrathi 15), *Rapport*: 25, *Distress*: 20, *Intimidate*: 15, *Negotiate*: 10. **Medicine**: 20, *Psychology*: 15, *Specialized Medicine*: 5.		
Traits: <u>Linguistic Sense</u> +5, <u>Memory</u> +5, <u>Curious</u> -10.		

CPO Jean Henderson

Henderson came from a family with a long and distinguished military history; her father and grandfather had both been Space Force pilots as were both her brothers. Her decision to join the Navy instead of the Space Force was something of a disappointment for her father, especially when she chose to enlist rather than seek a place at the Naval Academy to pursue an officer's commission. A dedicated, hardworking young woman, Henderson rose through the ranks at a relatively fast pace, eventually serving as the lead air wing maintenance officer aboard TCS *Lionheart* and later TCS *Firekka*. Perhaps because she has so many pilots in her family, Henderson, unlike most maintenance officers, considers pilots to actually be more important than the fighters for which she is responsible.

Jean Henderson		
Species: Terran	Rank: Chief Petty Officer, TCN (Crew Chief, TCS *Lionheart*)	Gender: Female
Height: 1.60 m	Mass: 45 kg	Handedness: Right
Birth Date: 2641.199 (Age 27; Adult)	Place of Birth: Dutton, Montana, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +5; Ranged: +5		Saves - Fortitude: 38, Reflex: 35, Willpower: 43
HP/NHP: 68	HD/THD/FHD: 45/45/50	SI: 68
Power: 55, *Lifting*: 20, *Brawling*: 20, *Three-Dimensional Maneuvers*: 15. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10. **Physique**: 85, *Concentration*: 25 (Repairs Under Fire 15), *Stamina*: 25, *Recuperation*: 20. **Intellect**: 80, *Cunning*: 20, *Resourcefulness*: 25 (Jury-Rig 20), *Knowledge*: 15. **Acumen**: 80, *Performance*: 25 (Mechanic 10), *Perception*: 25, *Survival*: 20. **Charm**: 75, *Personality*: 25, *Diplomacy*: 25, *Leadership*: 25.		
Command: 20, *Coordination*: 15, *Guidance*: 5. **Science**: 95, *Technology*: 25, *Archaeology*: 25, *Geology*: 20, *Typhonology*: 15, *Planetology*: 10. **Navigation**: 75, *Vehicle Piloting*: 25, *Orientation*: 20, *Stealth*: 15, *Starship Piloting*: 10, *Astrogation*: 5. **Tactical**: 65, *Marksmanship*: 25, *Targeting*: 20, *Evasive Maneuvers*: 15, *Ballistics*: 5. **Engineering**: 145, *Damage Control*: 25, *Internal Systems*: 25, *Mechanics*: 25 (Confederation Fighters 35), *Defenses*: 20, *Faster-Than-Light Mechanics*: 15. **Communications**: 50, *Distress*: 20, *Rapport*: 15, *Translate*: 10, *Intimidate*: 5 , *Negotiate*: 20. **Medicine**: 35, *Specialized Medicine*: 20, *Intensive Care*: 10, *Psychology*: 5.		
Traits: <u>Discipline</u> +5, <u>Mechanical Sense</u> +10, <u>Reputation</u> +5, <u>Honest</u> -5, <u>Impulsive</u> -5, <u>Luck</u> -5, <u>Curious</u> -5.		

Characters from <u>Saga</u>

2LT David "Sandman" Markham

There's not much glamor about David's past; he wasn't born from a military family, didn't have a powerful politician father and did not have any war heroes in his family. He was born in a North American state, a son of an average middle class family. During his time in college, something ignited within young David's heart to make him want to apply to become a pilot; he had to apply several times before he was finally accepted into the Space Force Aviation Officer Candidate program.

David was a pretty average officer candidate throughout OCS and flight school; his potential started to shine once he entered advanced flight training aboard TCS *Wellington*. What set David apart from the other candidates was his heart and spirit; he wanted to learn as much as he could from "The Old Breed" and measure himself to see if he was up to the challenge of becoming a Confederation fighter pilot. Just like any young idealistic rookie, Sandman dreamt of dashing fighter combat with the Kilrathi in his sleep and had an image of himself personally leading the Terrans to final victory over the Kilrathi. He had several acquaintances from his OCS class with him aboard *Wellington*, including "Panzer" DeMarco, "Hoobler" Hornaday, "Floyd" Pink, "Honeybear" Hasselbeck and the smarmy "Champ" Cooper. During his time aboard *Wellington*, he learned a lot from his flight instructors First Lieutenant Jon "Assassin" Chaplin, First Lieutenant Alex "Ninja" Crisologo and his squadron commander, Major Kenneth "Kettle" Baws. In addition, Sandman started a mentorship with veteran pilot Captain Marcus "Viking" Snyder.

Sandman survived the Kilrathi ambush of *Wellington* and was able to complete his flight qualifications. He along with his surviving colleagues were posted to TCS *Hermes* together as battlefield replacements and served in the subsequent campaign in Vega Sector leading up to a crucial mission to push into Kilrathi territory as far in as the Hyperion system late in 2669 that enabled TCS *Victory* to slip Lancelot Flight through to the Kilrah system. He later served as an advanced flight instructor during the Border Worlds Conflict. Facing court-martial for refusing to fire on Border Worlds civilians, he led a successful mutiny against the Black Lance conspirators aboard his ship. He was exonerated after the Border Worlds Conflict and went on to become a squadron commander, leading and teaching a new generation of pilots in the same way he was led.

David Markham, Full Callsign: Kitty Sandman		
Species: Terran	Rank: Second Lieutenant, TCSF (Pilot, 47th Fighter Wing, TCS *Hermes*)	Gender: Male
Height: 1.70 m	Mass: 90 kg	Handedness: Right
Birth Date: 2647.036 (Age 22; Adult)	Place of Birth: Jamestown, Colorado, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 35, *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 70, *Perception*: 20 (Spot Enemy Fighters 15), *Performance*: 20, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Taunting 10), *Leadership*: 25, *Diplomacy*: 20.		

> **Command**: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.
> **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5.
> **Navigation**: 60, *Vehicle Piloting*: 20 (Arrow 10), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5.
> **Tactical**: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10.
> **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5.
> **Communications**: 20, *Rapport*: 15, *Translate*: 5.
> **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.

> **Traits**: Navigational Sense +5, Senses (Sight) +5, Luck -5, Impulsive -5.

2LT Thad "Champ" Cooper

Thad Cooper was the son of Senator Henry Cooper, a member of the Grand Assembly's Committee for Military Expenditures. He majored in studio art from the University of Auburn; while there he also was president of his college fraternity, lead officer of his college Federalist political party interest group and captain of the varsity hyperball team. His callsign refers to him being an All-Confederation fullback during his four years in school. He was selected for flight training and attended OCS with David Markham, Jeremy Pink, Haley Hasselbeck, Joe Hornaday and Angela DeMarco. Cooper set several class records during his time in OCS but was ranked near the bottom of his class in academics, peer reviews and military bearing. He was ultimately assigned to TCS *Wellington's* training wing along with the rest of his class. Champ was a capable pilot and a decent shot, but he was also confident, overly cocky, and arrogant. He quickly developed a reputation as an unreliable safety hazard and a thrill-seeker. He was killed during advanced flight training by a group of pirates in the Oberan system after disobeying a direct order from his wingleader not to engage, getting his wingleader killed in the process.

Thad Cooper, Callsign: Champ		
Species: Terran	Rank: Second Lieutenant, TCSF (Pilot Trainee, 367th Training Wing, TCS *Wellington*)	Gender: Male
Height: 2.00 m	Mass: 120 kg	Handedness: Right
Birth Date: 2647.081 (Age 22; Adult)	Place of Birth: Anniston, Alabama, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 35, Willpower: 32
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64

> **Power**: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10.
> **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10.
> **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10.
> **Intellect**: 80, *Knowledge*: 15 (Mixed Drinks 15, Politics 5, Pickup Lines 10), *Resourcefulness*: 15, *Cunning*: 20.
> **Acumen**: 70, *Perception*: 20 (Spot Enemy Fighters 10, Spot Drinks 10, Spot Women 15), *Performance*: 10, *Survival*: 5.
> **Charm**: 75, *Personality*: 15 (Bragging 25, Taunting 10), *Leadership*: 15, *Diplomacy*: 10.

> **Command**: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5.
> **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5.
> **Navigation**: 55, *Vehicle Piloting*: 15 (Hellcat 10), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5.
> **Tactical**: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10.
> **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5.
> **Communications**: 20, *Rapport*: 15, *Translate*: 5.
> **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.

> **Traits**: Wealth +10, Social Status +10, Impulsive -10, Discipline -5, Overconfident -5.

2LT Angela "Panzer" DeMarco

Angela DeMarco originally had no intentions to join the military. In high school she was a varsity cross country and lacrosse athlete in high school; while there she was offered an appointment to both the Naval and Space Force Academies. She declined both as she had "mixed feelings" about the Terran-Kilrathi War and serving as a member of the military. She spent time as an activist during her time at the University of Manila's political science program, working as a volunteer for the Galactic Move On Pacifism movement. Her viewpoint drastically changed when her older sister, a fighter pilot

who graduated from the Space Force Academy, was killed in action. After researching the details of her sister's death, Angela did some serious soul-searching about the fate of humanity and what was at stake. She subsequently applied for the highly competitive OCS program and was accepted based on the accomplishments of her sister. In early 2669 she was assigned to TCS *Wellington's* training wing for advanced flight instruction. She ultimately perished in the initial Kilrathi ambush on the ship. DeMarco was no-nonsense, driven, and intense officer, one of the most aggressive and outspoken flight trainees from her OCS class. Her callsign stemmed from her ability to steamroll over anybody she conceived.

Angela DeMarco, Callsign: Panzer		
Species: Terran	Rank: Second Lieutenant, TCSF (Pilot Trainee, 367th Training Wing, TCS *Wellington*)	Gender: Female
Height: 1.50 m	Mass: 60 kg	Handedness: Right
Birth Date: 2646.244 (Age 23; Adult)	Place of Birth: Caloocan, National Capital Region, Philippines, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9		Saves - Fortitude: 34, Reflex: 45, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 25 (Political Science 15), *Resourcefulness*: 20, *Cunning*: 20. **Acumen**: 70, *Perception*: 20 (Spot Enemy 15), *Performance*: 20, *Survival*: 15. **Charm**: 75, *Personality*: 25 (Debating 10), *Leadership*: 20, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5. **Navigation**: 55, *Vehicle Piloting*: 25, *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5. **Tactical**: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: <u>Senses</u> (Sound) +10, <u>Reflexes</u> +10, <u>Obsessed</u> (Self-Redemption) -10, <u>Intolerant</u> (Weak-Minded People) -10.		

2LT Joseph "Hoobler" Hornaday

Joseph Hornaday was a medical student from the Bahama Islands on Earth. He was approached by the Confederation Fleet Medical Corps to become a doctor; he turned their offer down and instead applied for Space Force OCS and was accepted due to his graduate academic performance and the Fleet's need for intelligent and highly motivated pilot trainees. He attended OCS right after earning his M.D.

Hoobler was one of the top academic performers in his OCS class but struggled with physical fitness and military bearing. He and his fellow OCS roommate, Thad Cooper, would get IT'ed (Intensive Training) on a one-on-one basis with their Drill Instructor for failing multiple personnel and room inspections. Eventually he pulled through, graduating as a Second Lieutenant and earning a posting to TCS *Wellington* for advanced flight training.

As a rookie trainee, Hoobler was a very book-smart and enthusiastic pilot; he could recite verbatim various engineering systems, tactics, ops limits and emergency procedures as if he was born with the knowledge. His inexperience was evident in his flying; Major Baws gave him slightly below-average marks, citing him as "lacking self-confidence and basic situational awareness" though he also recommended continued training and retention. Hoobler eventually pulled it together, survived the Kilrathi ambush on TCS *Wellington* and was later assigned to TCS *Hermes* for active duty.

Jason Hornaday, M.D., Callsign: Hoobler		
Species: Terran	Rank: Second Lieutenant, TCSF (Pilot, 47th Fighter Wing, TCS *Hermes*)	Gender: Male
Height: 1.80 m	Mass: 120 kg	Handedness: Right
Birth Date: 2643.126 (Age 26; Adult)	Place of Birth: Tarpum Bay, Eleuthera, Commonwealth of The Bahamas, Earth	Initiative: +5
Attack Bonuses - Melee: +4; Ranged: +5		Saves - Fortitude: 35, Reflex: 35, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 45/45/50	SI: 65
Power: 45, *Lifting*: 15, *Three-Dimensional Maneuvers*: 15, *Brawling*: 15. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Hiding and Seeking*: 20, *Dodge*: 10. **Physique**: 50, *Concentration*: 25, *Stamina*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 25 (Medicines 10), *Cunning*: 25, *Resourcefulness*: 20. **Acumen**: 75, *Perception*: 20, *Performance*: 15 (Corpsman 20), *Survival*: 20. **Charm**: 70, *Personality*: 20 (Taunts 20), *Diplomacy*: 15, *Leadership*: 15.		
Command: 35, *Guidance*: 20, *Coordination*: 10, *Inspire*: 5. **Science**: 45, *Technology*: 20, *Planetology*: 15, *Archaeology*: 10. **Navigation**: 25, *Vehicle Piloting*: 15, *Orientation*: 10. **Tactical**: 20, *Evasive Maneuvers*: 15, *Marksmanship*: 5. **Engineering**: 30, *Internal Systems*: 15, *Mechanics*: 10, *Faster-Than-Light Mechanics*: 5. **Communications**: 40, *Rapport*: 20, *Distress*: 15, *Intimidate*: 5. **Medicine**: 55, *Intensive Care*: 25, *Specialized Medicine*: 15, *Xenobiology*: 10, *Treatment*: 5.		
Traits: Education +10, Memory +10, Reflexes -10, Discipline -5, Senses (Sight) -5.		

2LT Jeremy "Floyd" Pink

Floyd was a fourth-generation Colonial of British ethnicity. He spent several years as a shuttle pilot working for Horizon Spacelines on a route between Earth and the Inner Colonies. In between cruises, he ran an electro-acoustic band in which he played vocals and guitar. His passion for music got the better of him; he began showing up late for his flights and soon afterwards he was fired. Not having anywhere else to go, Jeremy joined the Navy and applied to Naval OCS. He was originally unmotivated during his tenure with OCS, with barely passable grades and a questionable attitude during his first few weeks. Candidate Pink was seriously considering voluntarily quitting the program until he found out that his old charter travel company had volunteered to take part in the Battle of Earth; most of his former friends and co-workers had been annihilated by the Kilrathi. Pink's attitude did a complete 180: he completed OCS and earned his commission. Transferred to TCS *Wellington*, he was an above average performer in the training wing. A natural flyer from his experience in the shuttle lanes, Floyd's impulsive and "devil may care" nature landed him in hot water many times both inside and outside the cockpit. Floyd survived *Wellington's* destruction and was eventually assigned to TCS *Hermes* as a replacement pilot.

Jeremy Pink, Callsign: Floyd		
Species: Terran	Rank: Second Lieutenant, TCSF (Pilot, 47th Fighter Wing, TCS *Hermes*)	Gender: Male
Height: 1.90 m	Mass: 120 kg	Handedness: Right
Birth Date: 2644.310 (Age 25; Adult)	Place of Birth: New Lancaster, Barrett, Camelot	Initiative: +5
Attack Bonuses - Melee: +8; Ranged: +8		Saves - Fortitude: 34, Reflex: 35, Willpower: 32
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 20 (Sol Sector Nav Routes 25), *Resourcefulness*: 20, *Cunning*: 15. **Acumen**: 70, *Perception*: 20, *Performance*: 20 (Guitarist 15), *Survival*: 15. **Charm**: 75, *Personality*: 30, *Leadership*: 25, *Diplomacy*: 20.		

Command: 35, *Security*: 15 (Slugthrowers 5), *Strategy*: 10, *Guidance*: 5.
Science: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5.
Navigation: 65, *Vehicle Piloting*: 20 (Shuttles 15), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5.
Tactical: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10.
Engineering: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: <u>Navigational Sense</u> +10, <u>Reflexes</u> +10, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Lecherous</u> -5.

MAJ Kenneth "Kettle" Baws

Baws graduated from the Space Force OCS program in 2658 and was assigned to the Waging Wasps Squadron aboard TCS *Kyoto* on his first tour of duty. Kettle flew a *Hornet* light fighter throughout several failed campaigns by the Confederation Fleet to take Enigma Sector. He was transitioned to the *Epee* fighter in 2661 and spent three more years aboard *Kyoto* until the day she went down in the Battle of Enigma. After recovering from injuries sustained during the loss of *Kyoto*, Baws was assigned to TCS *Gibraltar*. She served with her well and survived her loss when Prince Thrakhath's forces annihilated the Confederate 6th Fleet in the Deneb Disaster. He was later assigned to TCS *Wolfhound* and was decorated during several intense fleet actions. Shortly after his promotion to Major, he led an *Epee* squadron against the Imperial Home Fleet during the Battle of Vukar Tag. Upon the completion of this tour, he was assigned to the training carrier TCS *Wellington* as XO of the 367th Training Wing. After his tour as a flight instructor aboard *Wellington* came to an abrupt end, Major Baws was rotated back to the front line as a combat pilot and squadron commander aboard TCS *Hermes*. He was known for being mostly easy-going but also rather impatient, tending to get angry easily - hence his callsign. He began taking private anger management courses to reign in his temper during his time aboard *Wellington*. After serving through to the end of the Terran-Kilrathi war, Baws retired from the military and started up his own private flight instruction school. He trained merchants to bounty hunters in combat tactics and occasionally freelanced as a privateer.

Kenneth Baws, Callsign: Kettle		
Species: Terran	Rank: Major, TCSF (CO, 811th Fighter Squadron, TCS *Hermes*)	Gender: Male
Height: 1.60 m	Mass: 100 kg	Handedness: Right
Birth Date: 2635.354 (Age 34; Adult)	Place of Birth: Colfax, California, United States, Earth	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 35, Reflex: 38, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65

Power: 65, *Three-Dimensional Maneuvers*: 20, *Brawling*: 20 (Karate 10), *Lifting*: 15.
Finesse: 80, *Dexterous Maneuvers*: 20 (Balancing 20), *Dodge*: 20, *Hiding and Seeking*: 20.
Physique: 55, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 10.
Intellect: 100, *Knowledge*: 20 (Confed Command Structure 10, Kilrathi Fighter Tactics 10, Confed Training Procedure 20), *Resourcefulness*: 20, *Cunning*: 20.
Acumen: 70, *Perception*: 20 (Spot Enemy Fighters 15), *Performance*: 20, *Survival*: 15.
Charm: 80, *Personality*: 25, *Leadership*: 20 (Fighter Squadron 15), *Diplomacy*: 20.

Command: 65, *Security*: 15 (Laser Pistols 10), *Strategy*: 20, *Guidance*: 15, *Coordination*: 5.
Science: 80, *Technology*: 20 (Kilrathi Craft 10), *Planetology*: 20, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5.
Navigation: 135, *Vehicle Piloting*: 25 (Confederation Light Fighters 25), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15.
Tactical: 100, *Evasive Maneuvers*: 20 (Immelmann Turn 10), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 15, *Ballistics*: 10.
Engineering: 50, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 10, *Internal Systems*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 35, *Intensive Care*: 20, *Psychology*: 10, *Treatment*: 5.

Traits: <u>Navigational Sense</u> +10, <u>Temper</u> -10.

12.3: ENVIRONMENTAL EFFECTS

During the course of an adventure, characters may have to deal with the local environment. Heat and cold, low gravity, radiation exposure and the like are all potential hazards that characters may have to face regardless of where they are and what they are doing. The potential effects of the environment on characters in the game are so numerous that they require a separate discussion; this sub-Chapter will be devoted to a discussion of environmental effects and how to deal with them when they arise.

Adverse Temperatures and Burns

Lifeforms in the Wing Commander Universe inhabit a wide array of biomes ranging from warm, tropical wetlands to scorching deserts to polar icecaps. Occasionally, a lifeform that is used to conditions in one biome may have to enter into another biome for which they are ill-suited, usually with unfortunate consequences. Sapient lifeforms in particular are frequent visitors of these less-than-optimal alternative biomes; they also have an annoying tendency to screw around with hazardous phenomena such as fire, electricity and chemical compounds that have the potential to disfigure or even kill.

Heat and Cold Damage

Most lifeforms require a set of specific chemical reactions (collectively known as metabolism) in order to maintain their life function. Like all chemical reactions, metabolism is somewhat dependent upon ambient conditions. Should the ambient conditions be too cool, a given reaction might not take place rapidly enough to sustain a vital life function. If ambient conditions are too warm, a lifeform might not be able to dissipate waste heat rapidly enough to avoid a rapid increase in their bodily temperature and prevent any resultant cellular damage. Either condition is potentially fatal.

Characters exposed to temperatures outside of their optimal environmental range can take Cold Damage from conditions like frostbite and hypothermia or Heat Damage from conditions such as heat exhaustion and sunstroke. Heat and Cold Damage both inflict a variable amount of damage depending on just how extreme the heat/cold actually is. The potential damage is determined through the use of a **temperature severity level**, which is determined by the GM and based on the local categorical temperature (using the temperature categories discussed in Chapter 10.2.4). If a GM knows that characters will be directly exposed to an extreme environment prior to an adventure, they should go ahead and determine the temperature severity level before it begins. To determine the temperature severity level, the GM may use the table below to select a severity level either by choosing an amount arbitrarily from the indicated range or by making the die roll and recording the result (*making the die roll is recommended for situations wherein the GM has to improvise*).

Temperature Severity Level Determination by Ambient Temperature and Die Roll			
Ambient Temperature Category	Suggested Severity Level	1d5 Roll	Indicated Damage
Subarctic	8-12	7 + 1d5	Cold Damage
Arctic	3-7	2 + 1d5	Cold Damage
Temperate	0	N/A	N/A
Tropical	0-1	1d2-1	Heat Damage
Searing	3-7	2 + 1d5	Heat Damage
Inferno	8-12	7 + 1d5	Heat Damage

Note that the table is optimized for creatures such as Terrans that can best withstand a Temperate to Tropical environment. For those creatures whose optimal tolerance is in another category, the "zero level" (the same rolls as for the Temperate category on the table) should be moved to correlate with it. For any new "extreme" levels created by such a move, the roll for severity is 12 + 1d10 with a potential range of 12 to 21; for each subsequent new extreme category, a value of ten should be added to the endpoints of the range of values as well as to the modifier of the 1d10 roll. *For example, a character whose optimal temperature range is Subarctic will move the "zero level" to Subarctic to correlate with it. All other temperature categories will inflict Heat Damage on this character; the Tropical level moves down to Arctic, Searing moves to Temperate, and Inferno moves to Tropical. For the Searing category, the range becomes 12 to 21 (12 + 1d10) and the Inferno category becomes 22 to 31 (22 + 1d10).*

Some pieces of gear (such as sweaters, heavy coats, firefighting equipment, etc.) are designed to add levels of "thermal protection" to a character. If a character is wearing such equipment, the effective temperature severity level changes for them *only*. If the gear is designed to protect against Cold Damage, the temperature severity level will go down by one point per level of thermal protection provided (*for example, if the temperature severity level is 7 as determined by the GM, wearing a sweater and a heavy coat will reduce that level to 4 - one point for the sweater and two points for the coat*). In situations where the character would be facing Heat Damage however, wearing such gear makes the temperature severity level go **up** instead by the same degree. The reverse is true for gear designed to protect against Heat Damage.

When a character is exposed to extreme temperatures, they must make a *Survival* Check once every ten minutes. The initial Check has no penalty involved; each subsequent Check has a cumulative -5 DC penalty for as long as the character remains exposed to adverse conditions (i.e. the second Check will be at -5 DC, the third at -10 DC, etc.). If the Check fails, the GM will roll a number of d5s equal to the characters' effective temperature severity level and tally them together; the final result is an amount of Non-Lethal Damage that will be immediately applied against the character. A character that fails a *Survival* Check must continue to make subsequent Checks at the next appropriate DC penalty; it is only when the character fails a given Check that they take Heat or Cold Damage. If the character's NHP has already been reduced to zero or less, they will continue to take any indicated Non-Lethal Damage from the extreme heat/cold and will begin taking an equal amount of Lethal Damage as well.

Fire

Fire is the rapid oxidation of a combustible material, releasing heat, light and various by-products such as carbon dioxide and water vapor in the process. Oftentimes, the heat of the reaction is sufficient to ionize gases and produce plasma. Fire is usually one of the very first weapons developed in many cultures for a very good reason: it can kill fairly easily. Even if it doesn't kill outright, fire can cause severe damage to anything it touches.

Characters exposed to a fire may catch themselves, their clothes and/or their equipment on fire. If a character is at risk of catching fire, they must successfully complete two Reflex Saves in a row to avoid catching fire for every round that they are at risk; they may not attempt this save if they have been targeted by another character wielding a Flamethrower regardless of the weapon's Class. If the character fails either Save, they are set **ablaze**. Once ablaze, a character will take 1d10 points of Lethal Damage as well as a **burn** per round; these effects can be amplified depending upon what body area is on fire as per the rules for hit locations in Chapter 9.2. If a hit location has not been determined already, one should be determined once a character is set ablaze. Burns count as two normal Wounds, the second of which will automatically scar (inflict a permanent -1 <u>Comeliness</u>

penalty) upon healing unless the healer uses a Burn Kit (*see Chapter 5.4*) during the healing process or the victim is able to seek medical care at a Starfaring Age medical facility.

After being set ablaze, a character may attempt to complete two successful Reflex Saves in a row to put out the fire; if the character drops <u>Prone</u> before making the attempt, they receive a +15 DC bonus to both Saves. If both Saves are successful, the fire goes out and no further damage will be inflicted. If either Save attempt fails, the GM must make a d% roll; if the result of that roll is less than the higher result of the character's Reflex Save attempts, another part of their body will catch fire (characters are required to make both Reflex Save rolls even if the first roll fails specifically for the purpose of making this determination). In the event that multiple parts of a character's body are ablaze, the amount of Lethal Damage inflicted is still just 1d10 points per round but they will take burns for every affected body part. A single successful set of Reflex Saves is sufficient to smother the flames over a character's entire body.

Acid

Creatures may sometimes be exposed to substances that have a hydrogen ion activity that deviates sufficiently from that of water to the point at which chemical reactions in their exterior bodily layers are sped up, leading to their break down and resulting in potentially severe bodily injury and disfigurement. Substances with hydrogen ion activity greater than water are known as **acids** while those with ion activity less than water are known as **bases**. WCRPG treats these substances the same way; in this discussion they will collectively be called "acids".

While having nothing to do with adverse temperatures, acids are covered in this section due to their capability to cause burns in a manner similar to fire. If a character comes into direct contact with acid, they will take an amount of damage depending upon its potency and the degree of contact they have with it. If one part of a character's body comes into contact with the acid, a hit location (*see Chapter 9.2*) will need to be determined. Full immersion in an acid automatically counts as a hit to a character's vital Body Area, which may make immersion in even a weak acid instantly fatal.

Contact with a mild acid (such as hydrochloric acid or a base such as ammonia) will inflict one burn and 1d5 points of Lethal Damage. Contact with a more potent acid (such as sulfuric acid or a base like sodium hypochlorite) will inflict two burns and 1d10 points of Lethal Damage. Contact with strong or concentrated acids (such as nitric acid or a base like sodium hydroxide) inflicts three burns and 2d10 points of Lethal Damage. Immersion in acid doubles the amount of damage indicated and adds a number of additional Wounds equal to the result of the damage die roll no matter what the acid's strength. *For example, a character falls into a vat of potent acid; they are immersed in it. 1d10 is rolled for the damage; the result is six. Since they're immersed, the damage is doubled twelve points and they take six Wounds over the two burns ordinarily indicated for a total of ten Wounds, burns counting as two wounds each.* Additional damage is taken for acid exposure per round as long as a character remains in contact with it.

Even if a character is not in direct contact with an acid, there is a chance that they can take damage from an acidic substance simply by being close enough to inhale its fumes; a character that is within two meters of a large, open vat of acid (a cubic meter or larger) must make three Fortitude Saves in a row to avoid the effects of any of its fumes. If any of the Saves fail, use the rules for Smoke to determine specific effects.

Finally, any substance can be treated as an acid if it has the capability of causing burns on direct contact; substances such as liquid nitrogen, dry ice and lava fall into this category. Such substances can be treated as acids but may also subject a character to other effects, such as Cold Damage for

liquid nitrogen exposure and Fire Damage for lava. GMs are welcome to add or substitute Acid Damage effects for these substances at their own discretion.

Hostile Atmospheres

There are very few creatures in the Wing Commander Universe that don't have to respire in some manner or another. Creatures that do respire have a very specific set of requirements for the process, usually including a particular mixture of substances in a specific material state and in a set range of ambient atmospheric pressures. When conditions are such that the correct mixture is not available, extremely bad things can happen to a creature very quickly.

Smoke, Ash, and Other Pollutants

Sometimes the correct mixture for respiration exists in the ambient environment but another substance is also present, one that a lifeform's respiratory system cannot process. Smoke, ash and concentrated pollutants such as ground-level ozone cannot be processed by many lifeforms and act as an irritant when they are inhaled. For purposes of game play, smoke, ash and pollutants cause the same effects in WCRPG; for purposes of this discussion they will collectively be called "smoke".

Characters may encounter smoke for a number of reasons, such as being close to a fire or erupting volcano, being exposed to poisonous gas on a battlefield, etc. Smoke can cause a level of suffocation damage; when a character is exposed to smoke, they must make a *Stamina* Check after one full minute's exposure. Every *round* afterward that the character remains exposed, a new *Stamina* Check must be made with the Check's DC decreasing by five points each round. Should the character fail any Check, they begin to take damage from **smoke inhalation**; the character begins coughing uncontrollably, taking 1d5 Non-Lethal Damage every round they remain exposed. The *Stamina* Checks continue after smoke inhalation effects begin, but the Check DC begins to decrease by ten points per round. Every subsequent failed *Stamina* Check increases the damage by an additional, cumulative 1d5 and adds five points to the amount of decrease in the DC (i.e. the second failed Check increases the damage to 2d5 and -10 DC, the third to 3d5 and -15 DC, etc.). Non-Lethal Damage and *Stamina* Checks must continue even after the character loses consciousness at 0 NHP. At any point, the character may leave or be carried out o) the smoky environment, at which point the need for additional *Stamina* Checks stops. A conscious character will stop coughing after spending an amount of time in a smoke-free environment equal to the amount they spent in the smoky environment. Non-Lethal Damage from smoke inhalation heals at the normal rate and can be treated by a physician.

Should the "smoke" in question actually be a poisonous gas (such as chlorine or mustard gas), damage from the poison will also apply (see Poisons and Pathogens later in this sub-Chapter). Anyone attacking a character in a smoky environment will take the -25 HD penalty for not having a clear line of sight (for details regarding line of sight, see Chapter 9.2).

Thin Air

Sometimes characters will have to venture into environments where the correct substance needed for respiration is present but not in a high enough concentration to sustain life processes for an extended period; such locales may include mountaintops and partially decompressed chambers in a space vehicle. Characters who enter into a so-called "thin air environment" such as these must make a *Stamina* Check after one minute and must make an additional Check every minute they remain in it, with the Check DC decreasing by five points for every subsequent Check (-5 DC for the second

Check, -10 for the third, etc.). Upon any failed *Stamina* Check, the character takes 1d5 points of Non-Lethal Damage and automatically becomes **fatigued**. The character must continue to make *Stamina* Checks after losing consciousness at 0 NHP and may continue taking Non-Lethal Damage if it is indicated. The character may leave the thin air environment at any time whether under their own power or not, at which point any Non-Lethal Damage taken will begin to heal at the normal rate. The character will remain **fatigued**, however, until all the Non-Lethal Damage from their time spent in the thin air environment has healed.

Suffocation

If a character is in an environment where their respiratory needs are not being met at all (such as what happens when a character has been flung into space or is underwater with a non-functioning oxygen tank), there is a chance they will either suffocate or drown. For game purposes, these two phenomena have the same set of effects; for purposes of this discussion they will collectively be referred to as "suffocation".

If the environment is such that a character cannot respire, they may attempt to "hold their breath" to prevent the effects of suffocation. A character can hold their breath for a number of rounds equal to one-tenth their *Stamina* Skill score (rounded down). After that time period has passed, they must make a *Stamina* Check and they must make an additional *Stamina* Check for every additional round they remain in the environment, with the Check DC decreasing by a cumulative ten points each subsequent round (-10 DC on the second round, -20 on the third, etc.). In any round, they may stop making *Stamina* Checks if they return to an environment in which they can respire. Should the character fail any *Stamina* Check, they begin to **suffocate**. The suffocation sequence lasts three rounds, beginning with the next round after the character begins to suffocate. On the first round, the character's NHP falls to zero and they become <u>Unconscious</u>. On the second round, the character takes 3d10 Wounds to their Body Area (vital). Clinical death occurs on the third round (0 HP) if the character hasn't already entered a state of clinical death from the damage inflicted during the second round. Should a character be pulled into an area where they may respire after the suffocation sequence begins, they will require time to heal as with any other form of damage or Wound; for details on healing damage, see Chapter 9.2.

Strangulation

Finally, a character may attempt to strangle another character during the course of combat if they are in a mutual Grappling action (for information on Grappling, see Chapter 9.2). To make an attempt at strangulation, the character must have succeeded in their latest Grapple Check by ten or more points and have used the Grapple action to pin their opponent. If these conditions are met, the character may declare the pin to be an attempt at strangulation. Strangulation works in the same way as suffocation as long as the character can maintain the pin; if the opponent breaks the pin, they are no longer at risk for suffocation (and are probably quite pissed at that point).

Gravitational Effects

Gravity is something that most beings take for granted; it's a familiar tug that keeps everything firmly attached to whatever body generates the majority of it locally. Of course, gravity rarely works the way sapient beings would like it to, particularly in those instances when it's possible for gravity (or rather the influence it has on all things including people and sharp, pointy objects) to cause substantial bodily harm.

High and Low Gravity

Sometimes characters will wind up in an environment where the local gravity is either higher or lower than what their bodies are used to; there are even a few situations wherein characters may experience an apparent change in the local gravity (such as when they are walking across a spinning platform, riding in a centrifuge or are underwater). GMs may use whatever information is available to determine the standard gravity for individual characters or they may just assume all characters are used to a standard gravity of one gee. All races are usually tolerant of gravity within 0.2 gees of their standard.

When outside the gravitational tolerance range for their species, a character takes penalties to some of their actions. For each 0.1 gee over or under the tolerance range, the character takes a -1 penalty to the DC of all of their **Power** and **Finesse** Skill Checks. If the character happens to be in a zero gee environment, the character takes an additional -10 DC penalty to these same Checks provided that zero gees is not within their standard gravity range. Should a character be located in an environment substantially different from what they are used to, if is possible that the penalties inflicted will reduce the involved DCs to zero or less; in that case, the character automatically fails all of those Checks. These penalties end immediately when the character returns to an environment with a local gravity in their tolerance range.

Falling

While falling in and of itself will not harm a character, the sudden stop at the end might. The amount of damage a character suffers in a fall is largely dependent upon the total distance covered and the local gravity; a fall greater than two meters in distance with one gee of ambient gravity is sufficient to cause damage upon landing. A character takes 1d5 points of Lethal Damage for each whole meter that they fall over the first two meters multiplied by the local ambient gravity, rounding down. *For example, a character that falls 6.4 meters on a world with 2.3 gees of gravity will roll 7d5 for falling damage and multiply the result by 2.3 (6.4 meters rounds up to 7); if the result of the roll is 22, the character suffers fifty points of Lethal Damage (22 * 2.3 = 50.6, rounds down to fifty).* Characters that take damage from a fall must roll for a hit location (see Chapter 9.2) to determine if any additional damage effects occur. Characters may attempt to successfully complete two Reflex Saves upon impact in an attempt to mitigate the resultant amount of damage by 1d10 points; this represents an attempt at "tumbling" - both saves must succeed in order for the character to tumble. A character who successfully employs a parachute or other apparatus designed to slow down their fall only takes 1d10 points of Non-Lethal Damage upon impact regardless of the local gravity or the distance traversed.

Falling Objects

Characters can also take damage from objects falling on top of them, something a character may want to consider in instances such as when they are standing directly underneath a hovercopter they want to shoot down with a shoulder-mounted missile. The amount of damage a character takes from such an incident is dependent upon the Size Class of the falling object, the distance the object drops and the local gravitational pull. An object that falls on a character causes 1d5 points of Lethal Damage for each meter (rounded up) that the object falls over the first two meters multiplied by the local ambient gravity, rounding down. Another 1d5 points of Lethal Damage occurs for each Size Class that the object is over the Size Class of the character. Characters that take damage from a falling object must roll for a hit location (see Chapter 9.2) to determine if any additional damage effects take place. If the object is at least two Size Classes larger than the character, they may attempt to successfully complete two Reflex Saves upon impact in an attempt to avoid being pinned (using the

rules for Grappling in Chapter 9.2); even if the Saves are successful, the character will still be knocked <u>Prone</u> by the impact. The falling object gets a +5 bonus to its Grapple Check for each Size Class that it is larger than the character upon which it falls. A *Lifting* Check with a DC penalty equal to five times the object's Size Class may be made in an attempt to break any resultant pin.

Landslides

When a large amount of snow, rock or land comes loose and begins sliding down a slope, the result is an avalanche or a landslide (since these phenomena are caused by similar mechanics, the general term "landslide" will be used to refer to them in this discussion). Landslides are extremely dangerous and can easily kill a character. If targeted by a landslide but close to the "edge" of it, characters can attempt to successfully complete three Reflex Saves in a row to avoid being caught in it. Characters caught in a landslide are carried along at the same rate as the slide. Characters may be subjected to a number of possible effects during the course of the slide at the GM's discretion; characters in a rockslide might be at risk of taking falling object damage from boulders thundering past, they might be subject to suffocation effects during a mudslide, they could be subjected to Cold Damage during an avalanche and so forth. A good way to determine if a character will be subjected to these effects is to make a *Dexterous Maneuvers* Check; if the Check fails, they are subject to these additional effects. The GM will roll d% and multiply the result by fifty; the result is the final distance the slide travels. Characters will be buried in the material in which they were carried; GMs should assume a burial of one meter for every 200 meters that the slide traveled. A character can attempt to dig themselves out using a *Dexterous Maneuvers* Check with a -25 DC penalty at a rate of one Check per minute; success moves the character upwards by one meter. While buried, the character will be subject to the potential for suffocation effects as normal.

Poisons and Pathogens

The chemical processes upon which most lifeforms depend to carry out life functions must use the correct substances and oftentimes must occur in a very specific order. If any of the required substances are missing or substituted or if something causes them to get "out of sync", it could prove fatal. Naturally, there are other lifeforms that take advantage of these facts in order to find sustenance for themselves (either directly or by breaking their victim's structure down into a more easily digestible form) and/or as a means of creating a friendly environment in which to propagate their species. There are also some species out there that, although they cannot produce such disruptive processes naturally, are more than capable of manufacturing them artificially and deliberately deploying them on other beings. When a lifeform's internal chemistry is disrupted by a substance, that substance is called a **poison** and when it's disrupted by another organism, that organism is called a **pathogen**.

WCRPG handles the potential effects of poisons and pathogens similarly. Both phenomena have a **mode of contraction** (also known as a **transmission vector**), multiple **stages** of effects, a requirement of one or more Fortitude Saves to avoid stages, an **incubation period** before initial stage effects present themselves, a **duration period** for each stage, and conditions for the treatment, mitigation or avoidance of further stages. Typical effects from poisons and pathogens include loss of HP up to and including death, loss of Skill points and taking Complications; these effects can either be temporary or *permanent*.

Pathogens

Characters may be exposed to pathogens throughout the course of their adventures through contact with diseased individuals, by delving into areas where pathogens are abundant or by being deliberately targeted by individuals using pathogens as weapons. Pathogens can cause diseases that range in effect from being relatively mild to life-threatening. When a character comes into contact with a pathogen in the manner required by its transmission vector (through ingestion, inhalation, injury, etc.), they must make an immediate series of Fortitude Saves; the exact number of Saves required is dependent upon the pathogen involved. The character proceeds to Stage One of the disease at the conclusion of the listed incubation period if any of these Saves fail. Once a character has contracted a disease, they can only recover from it if they fulfill the listed recovery conditions; this may or may not involve further Fortitude Saves. Recovery from any loss of HP caused by a pathogen may not occur until the victim has recovered from the disease.

Other characters can treat diseased patients under their care using *Specialized Medicine* Checks; a *Specialized Medicine* Check may be attempted once per day and there is usually a DC penalty involved depending upon the pathogen in question. If the *Specialized Medicine* Check is successful, the patient will automatically experience the most favorable result for the current stage of their disease, though they still must endure the symptoms listed for the amount of time remaining for that stage. Alternatively, a caretaker can give the patient a shot of Antibiotics; this requires the caretaker to make a *Treatment* Check instead. The DC of a *Treatment* Check is modified by the same amount as a *Specialized Medicine* Check. If this Check is successful, the patient will begin recovery from the disease upon completion of its current stage; no further stages will be experienced by the patient. Caretakers are forewarned that they may be exposed to a pathogen simply by treating a patient infected with it. Placing a patient in stasis will not cure a disease but it will effectively "stop the clock", delaying its further progression until they are brought out of stasis; this will perhaps buy the patient sufficient time to have a fighting chance at survival.

Characters can be given inoculations; this usually involves injecting them with a substantially weakened form of a specific disease. This requires a *Specialized Medicine* Check; the DC is only adjusted by half (round down) of the disease's normal penalty. Success will give the character the disease but they will only suffer the Stage I effects and automatically recover at the conclusion of Stage I; if they are exposed to the same disease while the inoculation is still effective, they are automatically immune to it. Failure of the Check still offers protection but the character takes one Wound in the process (from the medic botching a simple injection). This Check has critical potential; on a critical failure, the character suffers the full blown disease (i.e. they do not recover automatically at the conclusion of Stage I) as well as the Wound. Unless Starfaring Age medicine is involved, a disease may not be inoculated against if it requires five or more initial Fortitude Saves. Inoculations are effective for 2d10 years.

Given such a broad definition of what constitutes a pathogen and given the large number of species in the Wing Commander Universe, it should be obvious that there are countless species of microorganisms that qualify as pathogens; creating a comprehensive list of them and the potential maladies they inflict is impossible. Rather than attempting to create such a list, a short sampling of diseases follows; GMs may decide for themselves which species in their adventures are susceptible to these diseases and are free to create their own maladies as they wish, using the following list as a guide to their design.

Flu

The flu is an infectious disease caused by RNA viruses of the family *Orthomyxoviridae*. While it typically affects avian and mammalian species more than others, almost all forms of life have their own version of this particular disease. It becomes particularly problematic when one version jumps over to another species and has been known to cause epidemics among dense populations.

- **Transmission Vector**: Inhalation
  - *Incubation Period*: 1d5 days
  - *Treatment/Specialized Medicine DC Penalty*: 10
  - *Stage I Fortitude Saves*: Four.
- **Stage I Effects**:
  - *Symptoms*: Cough (-1d5 to *Hiding and Seeking* Check DC), Headache (-1d2 to *Concentration* Check DC), Weakness (-1d5 to all **Power** Check DCs). Character is contagious.
  - *Stage I Duration*: 1d5 days
  - *Stage II Fortitude Saves*: Four (Stage I symptoms end and recovery begins in 2+1d10 hours if successful).
- **Stage II Effects**:
  - *Symptoms*: Cough (-1d10 to *Hiding and Seeking* Check DC), Headache and Sore Throat (-1d5 to *Concentration* Check DC), Weakness (-1d5 to all **Power** Check DCs), Fever (-1d5 to *Stamina* Check DC). Character is **fatigued**, contagious and cannot move faster than twice their normal rate.
  - *Stage II Duration*: 1d5 days
  - *Stage III Fortitude Saves*: Four (Stage II symptoms end and recovery begins in 2+1d10 hours if successful).
- **Stage III Effects**:
  - *Symptoms*: Cough (-1d10 to *Hiding and Seeking* Check DC), Headache and Sore Throat (-1d5 to *Concentration* Check DC), Weakness (-1d5 to all **Power** Check DCs), Fever (-1d5 to *Stamina* Check DCs). Character temporarily loses one-tenth of their maximum number of Hit Points (both Lethal and Non-Lethal). Character is **fatigued**, contagious and cannot move faster than twice their normal rate.
  - *Stage III Duration*: 5d5 hours
  - *Stage IV Fortitude Saves*: Five (Stage III symptoms end and recovery begins in 2+1d10 hours if successful).
- **Stage IV Effects (Final Stage)**:
  - *Symptoms*: Character has Pneumonia; proceed immediately to Stage I.

Rubeola

Rubeola is an infection of the respiratory system caused by a virus of the genus *Morbillivirus*. It is a highly contagious airborne pathogen, infecting and replicating in the lymphatic system, urinary tract, conjunctivae, blood vessels and central nervous system of its host. Though quite virulent, it is only occasionally fatal and is easily prevented altogether through inoculation. Once they suffer from this disease, a character becomes completely immune to re-infection for the rest of their life regardless of far it progressed.

- **Transmission Vector**: Inhalation / Ingestion
  - *Incubation Period*: 7+1d5 days
  - *Treatment/Specialized Medicine DC Penalty:* 10
  - *Stage I Fortitude Saves*: Four.

- **Stage I Effects**:
  - o *Symptoms*: Runny Nose (-1d5 to <u>Senses</u> (Smell)), Cough (-1d10 to *Hiding and Seeking* Check DC), Fever (-1d2 to *Stamina* Check DC). Character is contagious.
  - o *Stage I Duration*: 5+1d2 days
  - o *Stage II Fortitude Saves*: N/A (Character automatically proceeds to Stage II after Stage I is complete).
- **Stage II Effects**:
  - o *Symptoms*: Fever (-1d5 to *Stamina* Check DCs), Full Body Rash (-1d5 to <u>Comeliness</u>; -1d2 to <u>Reflexes</u>). Character is contagious and takes a -10 penalty to all other Check DCs.
  - o *Stage II Duration*: 5+1d2 days
  - o *Stage III Fortitude Saves*: Five (Stage II symptoms end and recovery begins in 4+4d5 hours if successful).
- **Stage III Effects (Final Stage)**:
  - o *Symptoms*: Variable. Roll d% and use the following list of results:
    - ▪ *00*: Character loses one point from their **Physique** Score per minute until clinical death occurs.
    - ▪ *01-13*: Character has Pneumonia; proceed immediately to Stage I.
    - ▪ *14-99*: Stage II symptoms end and recovery begins after 4+4d5 hours pass.

Pneumonia

Pneumonia is an inflammatory illness of the respiratory organs resulting from a variety of causes, including infection with bacteria, viruses, fungi, parasites and chemical or physical injury; its cause may also be officially described as idiopathic (unknown) when infectious causes have been excluded. Pneumonia is a common illness which occurs in all age groups. In pre-Starfaring Age societies, it is a leading cause of death among the young, the elderly and people who are chronically and terminally ill. Vaccines to prevent certain types of pneumonia are usually available by the time a society reaches their Industrial Age. The prognosis and chances of survival usually depend on the type of pneumonia, whether the patient receives appropriate treatment or not, any complications and the patient's underlying health.

- **Transmission Vector**: Ingestion
  - o *Incubation Period*: 1d5 days (N/A if triggered by another ailment)
  - o *Treatment/Specialized Medicine DC Penalty*: 5
  - o *Stage I Fortitude Saves*: Three.
- **Stage I Effects**:
  - o *Symptoms*: Variable. Roll d% and use the following list of results; if triggered by another ailment, use the form that matches it most closely:
    - ▪ *00-19*: Character has idiopathic pneumonia. Cough (-1d5 to *Hiding and Seeking* Check DC), Fever (-1d5 to *Stamina* Check DC), Headache (-1d2 to *Concentration* Check DC). Character is **fatigued**, cannot move faster than three times their normal movement rate and takes a -5 DC penalty to all other Checks.
    - ▪ *20-69*: Character has bacterial pneumonia. Cough with Mucus (-3d5 to *Hiding and Seeking* Check DC), Fever with Chill (-1d10 to *Stamina* Check DC), Chest Pain (-2d5 to all **Power** Check DCs), Shakes (-1d5 to *Dexterous Maneuvers* Check DC), Sweating (-1 day to dehydration). Character cannot move faster than twice their normal movement rate.
    - ▪ *70-99*: Character has viral pneumonia (cannot be treated with Antibiotics prior to Starfaring Age). Cough (-1d5 to *Hiding and Seeking* Check DC; -1 NHP when making any physical Check), Muscle Pain (-1d5 to all **Power**

Check DCs), Fever (-1d5 to *Stamina* Check DC), Headache (-1d2 to *Concentration* Check DC). Character is **fatigued**, takes a -15 DC penalty to all other Checks and cannot move faster than twice their normal movement rate.

- o *Stage I Duration*:
  - ▪ *Idiopathic:* 10+4d5 days
  - ▪ *Bacterial/Viral:* 7+1d5 days
- o *Stage II Fortitude Saves*:
  - ▪ *Idiopathic:* N/A (Stage I effects end and recovery begins 2+1d5 days after completion of Stage I.)
  - ▪ *Bacterial/Viral:* Four (Stage I effects end and recovery begins in 2+1d5 days if successful.)
- **Stage II Effects**:
  - o *Symptoms*: Stage I symptoms continue, with Difficulty Breathing (-2d10 to *Stamina* DC), Nausea (-1d10 NHP/-1d5 HP), Mental Confusion (-2d10 to all mental Check DCs).
  - o *Stage II Duration*: 2+1d5 days
  - o *Stage III Fortitude Saves*: Five (Stage I and II effects end and recovery begins in 2+1d5 days if successful).
- **Stage III Effects**:
  - o *Symptoms*: Stage I and II symptoms continue. Character loses one-quarter of their maximum HP/NHP.
  - o *Stage III Duration*: 2+1d5 days
  - o *Stage IV Fortitude Saves*: Five (Stage I, II and III effects end and recovery begins in 2+1d5 days if successful).
- **Stage IV Effects**:
  - o *Symptoms*: Stage I, II and III symptoms continue.
  - o *Stage IV Duration*: 1d5 weeks
  - o *Stage V Fortitude Saves*: N/A.
- **Stage V Effects (Final Stage)**:
  - o *Symptoms*: Stage I, II and III symptoms continue. Character loses one point from their **Physique** Score per minute until clinical death.
  - o *Stage V Duration*: Until clinical death.

Bronchitis

Bronchitis is the inflammation of the passageways in the respiratory system, usually caused either through infection or prolonged exposure to particulates such as smoke. Though more annoying than deadly, it is possible for a character to contact chronic bronchitis and suffer from its effects for the remainder of their life.

- **Transmission Vector**: Inhalation
  - o *Incubation Period*: 1d5 days
  - o *Treatment/Specialized Medicine DC Penalty*: 0
  - o *Stage I Fortitude Saves*: Three.
- **Stage I Effects**:
  - o *Symptoms*: Sore Throat (-1d2 to *Concentration* DC), Fever with Chill (-1d5 to *Stamina* Check DC), Back/Muscle Pain (-1d10 to all **Power** Check DCs), Runny Nose (-1d5 to <u>Senses</u> (Smell)). Character is **fatigued** and cannot move faster than twice their normal rate.
  - o *Stage I Duration*: 1+1d2 days

- o *Stage II Fortitude Saves*: N/A (Character automatically proceeds to Stage II after Stage I is complete).
- **Stage II Effects**:
  - o *Symptoms*: Cough (-1d10 to *Hiding and Seeking* Check DC), Sore Throat (-1d2 to *Concentration* Check DC), Fever with Chill (-1d5 to *Stamina* Check DC), Back/Muscle Pain (-1d10 to all **Power** Check DCs), Runny Nose (-1d5 to <u>Senses</u> (Smell)). Character is **fatigued**, cannot move faster than twice their normal rate, requires two additional hours of sleep per day and takes a -10 DC penalty to all other Checks.
  - o *Stage II Duration*: 1+1d2 days
  - o *Stage III Fortitude Saves*: N/A (Character automatically proceeds to Stage III after Stage II is complete).
- **Stage III Effects**:
  - o *Symptoms*: Cough (-1d10 to *Hiding and Seeking* Check DC). Character loses one-quarter (round down) of their maximum HP/NHP.
  - o *Stage III Duration*: 1d5 weeks
  - o *Stage IV Fortitude Saves*: Five (Stage III symptoms end and recovery begins immediately if successful).
- **Stage IV Effects (Final Stage)**:
  - o *Symptoms*: Character has developed chronic bronchitis. Cough (-1d10 to *Hiding and Seeking* Check DC) remains for 1d5 months, then subsides for 2+2d5 months; any HP/NHP loss caused by the disease may begin recovery when the Cough subsides. This is followed by Stage I symptoms for 1d5 months which then subside every 2+2d5 months and return every 1d5 months for the remainder of the character's life. The GM should go ahead and calculate the character's Maximum Lifespan at this point whether they have reached Venerable Age or not and remove 3d5 years (or months for short-lived species) from that amount.
  - o *Stage IV Duration*: Until brain death.

Mind Fever

Mind fever is a medical condition where a part of an organism's cognitive organ becomes inflamed and causes symptoms that initially present as a high fever. Mind fever can refer to several different maladies; the one presented here is caused by a specific bacterium of the genus *Salmonella* transmitted by the ingestion of food or water that has been contaminated with the feces of an infected person.

- **Transmission Vector**: Ingestion
  - o *Incubation Period*: 9+1d5 days
  - o *Treatment/Specialized Medicine DC Penalty*: 10
  - o *Stage I Fortitude Saves*: Five.
- **Stage I Effects**:
  - o *Symptoms*: Fever (-1d5 to *Stamina* Check DC), Weakness (-1d5 to all **Power** Check DCs), Pain and Headache (-1d5 to *Concentration* Check DC), Loss of Appetite (successful Willpower Save required to eat), Rose-Colored Spots on the Body Area (-2 to <u>Comeliness</u>). Character is contagious, cannot move faster than twice their normal rate and may not make any *Lifting* Checks.
  - o *Stage I Duration*: 5+1d2 days
  - o *Stage II Fortitude Saves*: N/A (Character automatically proceeds to Stage II after Stage I is complete).

- **Stage II Effects**:
  - o *Symptoms*: Fever (-1d5 to *Stamina* Check DC), Weakness with Bone Ache (-2d5 to all **Power** Check DCs), Pain with Headache (-1d10 to *Concentration* Check DC), Loss of Appetite with Inflamed Gustatory Organ (two successful Willpower Saves needed in order to eat), Full Body Rash (-1d5 to Comeliness; -1d2 to Reflexes). Character is contagious, cannot move faster than twice their normal rate, may not make any *Lifting* Checks and takes a -20 DC penalty to all other Checks.
  - o *Stage II Duration*: 5+1d2 days
  - o *Stage III Fortitude Saves*: Six (Stage II symptoms end and recovery begins in 1d5 days if successful).
- **Stage III Effects (Final Stage)**:
  - o *Symptoms*: Variable. Roll d% and use the following list of results:
    - *00-19*: Character loses one point from their **Physique** Score per minute until clinical death.
    - *20-99*: Variable. Roll d% and use the following list of results:
      - *00-04*: Character is permanently contagious (-10 to Reputation after 2d5 months). Stage II symptoms end and recovery begins after another 2+1d5 days.
      - *05-99*: Stage II symptoms end and recovery begins after another 2+1d5 days.

Phthisis

Phthisis is an often lethal infectious disease caused by fungal microorganisms of the family *Mycobacteriaceae*. It usually attacks the respiratory system but can also affect the central nervous system, the lymphatic system, the circulatory system, the genitourinary system, the gastrointestinal system, the musculo-skeletal system and even the epidermis. Once a character has it, they will have it for the rest of their life. Those who develop chronic phthisis rarely live with the condition for very long; even with medical assistance and a non-chronic condition, those who contract phthisis will be lucky to survive it.

- **Transmission Vector**: Ingested
  - o *Incubation Period*: N/A
  - o *Treatment/Specialized Medicine DC Penalty*: 15
  - o *Stage I Fortitude Saves*: Four.
- **Stage I Effects**:
  - o *Symptoms*: None.
  - o *Stage I Duration*: 2+1d5 weeks
  - o *Stage II Fortitude Saves*: Five (Disease becomes **latent** if successful. For the remainder of the character's life, the GM must roll d% any time they contract another disease; on a result of 19 or more, the character must proceed immediately to Stage II Phthisis, which occurs concurrently with the effects of the other disease).
- **Stage II Effects**:
  - o *Symptoms*: Weight Loss (-2 to Health, -1d5 kg Mass), Fever (-1d5 to *Stamina* Check DC), Loss of Appetite (successful Willpower Save needed in order to eat), Night Sweats (add 1d5 hours of sleep needed per day). Character is **fatigued**, contagious, cannot move faster than three times their normal rate and loses one-quarter of their maximum HP/NHP.
  - o *Stage II Duration*: 2+2d5 weeks
  - o *Stage III Fortitude Saves*: Five (Stage II effects end, but Stage III immediately begins if successful. On failure, Character loses one point from their **Physique** Score per minute until clinical death.)

- **Stage III Effects**:
    - *Symptoms*: Cough (-2d10 to *Hiding and Seeking* Check DC), Difficulty Breathing (-2d10 to *Stamina* Check DC). Character's maximum HP/NHP is reduced to one-half their normal levels and character cannot move faster than twice their normal movement rate.
    - *Stage III Duration*: 1d5 weeks.
    - *Stage IV Fortitude Saves*: Five (Stage III effects end and recovery begins immediately if successful. Disease becomes **latent**; any HP/NHP lost may begin recovery).
- **Stage IV Effects**:
    - *Symptoms*: Character has Chronic Phthisis. Bloody Cough (-2d10 to *Hiding and Seeking* Check DC; inflicts one point of Lethal Damage when any physical Check is made), Severe Weight Loss (-2d5 to <u>Health</u>; -2d10 kg Mass), Wheezing with Shortness of Breath (-3d10 to *Stamina* Check DC). Character is permanently **fatigued** and permanently loses one-tenth of their maximum HP/NHP. Character cannot move faster than twice their normal movement speed and cannot move faster than normal for more than two rounds; exceeding either of these limits inflicts 1d5 Lethal Damage per round.
    - *Stage IV Duration*: Variable. Roll d% and use the following list of results:
        - *00-49*: 3+3d5 months.
        - *50-79*: 1d5 years.
        - *80-99*: 5+3d5 years.
    - *Stage V Fortitude Saves*: N/A (Character automatically proceeds to Stage V after Stage IV is complete).
- **Stage V Effects**:
    - *Symptoms*: Character loses one point from their **Physique** Score per minute until clinical death.
    - *Stage V Duration*: Until brain death.

Pox

Pox is a particularly nasty infection caused by viruses of the family *Poxviridae*. It is characterized by the formation of crater-shaped scars over a victim's entire body, disfiguring even the most comely of people even with medical help); those who have contract pox have to live long enough to get to the point where they are disfigured. In populations where pox has been all but wiped out, immunities to it are often underdeveloped - a fact that makes this particular disease a favorite among those who practice biological warfare.

- **Transmission Vector**: Inhalation
    - *Incubation Period*: 7+1d10 days
    - *Treatment/Specialized Medicine DC Penalty*: 15
    - *Stage I Fortitude Save DC*: Four.
- **Stage I Effects**:
    - *Symptoms*: Fever (-1d5 to *Stamina* Check DC), Headache (-1d2 to *Concentration* Check DC), Body Ache (-1d5 to all **Power** Check DC), Red Spots on Mouth/Tongue (-1 to <u>Comeliness</u>). Character is **fatigued**, contagious, loses one-quarter of their maximum HP/NHP and cannot move faster than their normal movement rate.
    - *Stage I Duration*: 10+3d5 hours
    - *Stage II Fortitude Saves*: N/A (Character automatically proceeds to Stage II after Stage I is complete).

- **Stage II Effects**:
  - o *Symptoms*: Fever (-1d5 to *Stamina* Check DC), Headache (-1d5 to *Concentration* Check DC), Body Ache (-1d5 to all **Power** Check DC), Full Body Rash (-1d5 to <u>Comeliness</u>; -1d2 to <u>Reflexes</u>). Character is **fatigued**, contagious, is reduced to one-half of their maximum HP/NHP and cannot move faster than their normal movement rate.
  - o *Stage II Duration*: 10+3d5 hours
  - o *Stage III Fortitude Saves*: N/A (Character automatically proceeds to Stage III after Stage II is complete).
- **Stage III Effects**:
  - o *Symptoms*: Headache (-1d5 to *Concentration* Check DC), Body Ache (-1d5 to all **Power** Check DCs), Full Body Rash (-1d10 to <u>Comeliness</u>; -1d5 to <u>Reflexes</u>). Character is **fatigued**, contagious and is reduced to one-quarter of their maximum HP/NHP.
  - o *Stage III Duration*: 1d5 days
  - o *Stage IV Fortitude Save DC*: Six (If successful, proceed immediately to Stage V).
- **Stage IV Effects**:
  - o *Symptoms*: Variable. Roll d% and use the following list of results:
    - ▪ *00-29*: Character loses one point from their **Physique** Score until clinical death.
    - ▪ *30-64*: Character is blinded (is inflicted with -25 <u>Senses</u> (Sight)). Proceed immediately to Stage V.
    - ▪ *65-99*: Character takes a permanent -5 DC penalty to each of their **Power** and **Physique** Skill scores. Proceed immediately to Stage V.
  - o *Stage IV Duration*: N/A
  - o *Stage V Fortitude Saves*: N/A (Character automatically proceeds to Stage V after Stage IV is complete).
- **Stage V Effects**:
  - o *Symptoms*: Headache (-1d5 to *Concentration* Check DC), Body Ache (-1d5 to all **Power** Check DCs), Rash Begins Scabbing (-2d5 to <u>Comeliness</u>; -1d5 to <u>Reflexes</u>). Character is **fatigued**, contagious and is reduced to one-quarter of their remaining HP/NHP.
  - o *Stage V Duration*: 2+1d5 days
  - o *Stage VI Fortitude Saves*: N/A (Character automatically proceeds to Stage VI after Stage V is complete).
- **Stage VI Effects (Final Stage)**:
  - o *Symptoms*: Headache (-1d5 to *Concentration* Check DC), Body Ache (-1d5 to all **Power** Check DCs), Rash Leaves Scars (-1d10 to <u>Comeliness</u> (permanent)). Character is **fatigued**, contagious and loses one-tenth of their maximum HP/NHP (round up) permanently.
  - o *Stage VI Duration*: 2+1d5 days. (After this duration, Stage VI effects end and recovery begins).

Immunodeficiency Virus

Immunodeficiency virus is an example of a lentivirus, a retrovirus (a virus that turns the host's own cells into reproductive factories) with a long incubation period. The fact that the host's own cells produce more of the virus makes it particularly difficult to treat or even to control. This particular virus utilizes the host's immune system to replicate itself, ultimately destroying it and leaving the door open to death by some other infection. Though the virus's transmission vectors aren't necessarily all that numerous, it is guaranteed to cause a chronic condition once it has infected a host; if they haven't got access to advanced medicine, death from a secondary infection is inevitable.

Immunodeficiency virus cannot be treated in Stone Age and Metal Age societies. Industrial Age societies can only prolong the inevitable; if successfully treated with Antibiotics, progression towards Stage III stops for 1d5 weeks (the duration of the stage continues but the amount of time that has passed effectively stops). Subsequent Antibiotic treatments may be given after the effects of the last Antibiotic treatment end; at least one day's progression in the Stage is required before the next treatment. Only one attempt at applying Antibiotics may be made per day. Treatment in the Industrial Age is only effective in Stage II; once Stage III is reached, Antibiotics will have no further effect. Treatment of the disease becomes possible if the character has access to Starfaring Age medicine; successful treatment will lead to the end of the current stage symptoms and full recovery after 1d5 weeks.

- **Transmission Vector**: Injection
    - o *Incubation Period*: 15+3d5 days
    - o *Treatment/Specialized Medicine DC Penalty*: 20
    - o *Stage I Fortitude Saves*: Five.
- **Stage I Effects**:
    - o *Symptoms*: Variable. Roll d% and use the following list of results:
        - ▪ *00-49*: Fever (-1d2 to *Stamina* Check DC), Sore Throat (-1d2 to *Concentration* Check DC), Muscle Pain (-1d5 to all **Power** Check DCs), Rash (-1d2 to <u>Comeliness</u>), Sores in Gustatory Organ (Willpower Save is required to avoid vomiting when attempting to eat). Character is contagious and loses one-tenth of their maximum HP (round down).
        - ▪ *50-99*: Fever (-1d2 to *Stamina* Check DC), Headache and Sore Throat (-1d5 to *Concentration* Check DC), Nausea (-1d5 HP/NHP), Weight Loss (-2 to <u>Health</u>, -1d5 kg Mass), Muscle Pain (-1d10 to all **Power** Check DCs), Rash (-1d2 to <u>Comeliness</u>), Sores in Gustatory Organ (Willpower Save is required to avoid vomiting when attempting to eat), Mental Confusion (-2d10 to all mental Check DCs). Character is contagious and permanently loses one-tenth of their maximum HP (round down).
    - o *Stage I Duration*: 1+1d5 weeks
    - o *Stage II Fortitude Save DC*: N/A (Character automatically proceeds to Stage II after Stage I is complete).
- **Stage II Effects**:
    - o *Symptoms*: Character has Chronic Immunodeficiency Virus. Fever (-1d5 to *Stamina* Check DC), Sore Throat (-1d2 to *Concentration* Check DC) and Muscle Pain (-1d5 to all **Power** Check DCs) continue for 1d5 months, which then subside for 1d10 months. Stage II symptoms then return for 1d5 months and subside for 1d10 months until the onset of Stage III. During the entire period, the character is contagious and their *Recuperation* Skill score drops by one point per month until the onset of Stage III, with a permanent -1 drop to <u>Health</u> for every five points of *Recuperation* lost.
    - o *Stage II Duration*: Variable. Roll d% and use the following list of results:
        - ▪ *00-19*: 1d10 weeks
        - ▪ *20-39*: 2+1d10 months
        - ▪ *40-59*: 1d5 years
        - ▪ *60-79*: 5+1d10 years
        - ▪ *80-99*: 3d10 years
    - o *Stage III Fortitude Saves*: N/A (Character automatically proceeds to Stage III after Stage II is complete).

- **Stage III Effects**:
  - *Symptoms*: Conditional. See below.
    - *If the character's* Recuperation *Skill score is below -50*: Proceed directly to Stage IV.
    - *Otherwise*: Character is contagious and loses one point of *Recuperation* per day; when their *Recuperation* score is below -50, they proceed to Stage IV.
  - *Stage III Duration*: N/A
  - *Stage IV Fortitude Saves*: N/A (Character automatically proceeds to Stage IV after Stage III is complete).
- **Stage IV Effects (Final Stage)**:
  - *Symptoms*: Variable (Character is contagious regardless of the specifics). Roll d% and use the following list of results:
    - *00-32*: Character has Flu. Proceed directly to Stage I Flu. If the character would recover from the flu, reduce *Recuperation* by five points and return to Stage I Flu instead.
    - *33-66*: Character has Pneumonia. Proceed directly to Stage I Pneumonia. If the character would recover from Pneumonia, reduce *Recuperation* by five points and return to Stage I Pneumonia instead.
    - *67-99*: Character has Phthisis. Proceed directly to Stage II. If the character would recover from Phthisis, reduce *Recuperation* by five points and return to Stage II Phthisis instead.
  - *Stage IV Duration*: Until brain death occurs.

Poisons

Even the strongest of characters can be brought down by poisons. Poisons come in many different shapes and forms, from the poisonous bite of a snake to a formula deliberately placed in a character's drink. While handled similarly in WCRPG, there are a few key differences between poisons and pathogens. Antibiotics will not help in the treatment of poisons and a *Treatment* Check cannot be made to treat them. A successful *Specialized Medicine* Check cancels the poison and allows recovery to begin immediately; a practitioner may apply a shot of Anti-Toxin to boost their chances of successful treatment. Poisons can cause many different types of damage. A disabling poison will likely cause Non-Lethal Damage only and it might even stop doing damage once the poisoned character has been rendered <u>Unconscious</u>. Some may cause a loss of Skill Points (which can either be temporary or permanent). Most poisons cause direct Lethal Damage. Because it's not uncommon for simple poisons to repeat the effects of a single Stage while it is still in effect, they are sometimes listed in a format of vector-damage/period-saves (*for example, (Sting, 4 HP/min, One Save)*); this simply lists how a character is inflicted with the poison, how much damage it does, how often it causes the indicated amount of damage and how many subsequent successful Fortitude Saves are required in order to prevent the poison from causing further damage.

Characters exposed to poisons must make a series of successful Fortitude Saves in a row, with the exact number of required Saves dependent upon the specific poison. If all of the Saves are successful, either the poison was too diluted to take effect or the intended victim's system has managed to shrug it off; either way the poison will be ineffective. If any of the Saves fail, the character suffers the indicated effects from the poison; after the poison's duration has elapsed another series of Fortitude Saves is required. Once a character has suffered any effects from a poison, they must continue to make series Save attempts every successive period to avoid further effects. A successful Fortitude Save series prevents additional effects; two successful Fortitude Save series in a row prevents all further effects and allows the recovery process to begin.

The following is a short list of more complex poisons that characters might encounter during the course of their adventures. As with pathogens, GMs may choose for themselves which species are susceptible to these poisons and are free to create their own toxins and venoms as needed using the list as a guide.

In addition to the poisons listed in this section, wounded characters are susceptible to suffering from overdoses if they are given too much medicine in situations wherein a medic is attempting to revive them or put them into chemically-induced stasis (see Chapter 9.2 for details). Overdoses are simple poisons causing five points of Lethal Damage each minute, requiring three Fortitude Saves in a row.

Finally, characters can suffer from infections in Wounds in the event of a critical failure while attempting to heal them. Wound infections have the same effects as necrotoxins, except that that any healing of the Wound ceases until the dead tissue is removed surgery; the Wound automatically inflicts a permanent 1d5 loss of <u>Comeliness</u> after it is healed. For the effects of necrotoxins, see below.

Sedative

Sedatives are any substance designed to reduce irritability or excitement in a subject, usually in an effort to safely capture them with a minimal amount of actual bodily harm. Small doses may knock the subject out for a period of time, while larger doses may induce unconsciousness; death may occur if the dosage is too high. Tranquilizers (*see Chapter 5.4*) are a special form of sedative that cause Non-Lethal Damage until the intended subject is <u>Unconscious</u> (0 NHP) and prevent healing of that damage for 1d5 hours.

- **Vector**: Injection (or Inhalation if in gaseous form)
- **Fortitude Saves**: Two
- **Effects**: -10 NHP per round
- *Notes*: Once the sedative begins to take effect, it will repeat its effects for 1d10 rounds (zero counting as ten) or until the subject successfully completes two Fortitude Save series in a row. After reaching 0 NHP, the sedative will inflict 1d5 points of Lethal Damage per round while it is still in effect unless the <u>Unconscious</u> subject successfully completes two Fortitude Save series in a row.

Intoxication

This is a form of poisoning that most beings have to deal with once their culture first invents intoxicating beverages (which historically are considered safer than drinking the water) and one that reaches epidemic levels once it creates co-ed university campuses. Simply put, a being's system can only handle so much of a substance before it starts to have an adverse effect on their physiology (*alcohol and cannabis are two good Terran examples; ak'rah leaves are a good Kilrathi example*). While more often than not a very mild form of poisoning, it is possible to consume so much of a substance that it causes an acute, life-threatening condition.

- **Vector**: Ingestion/Injection
- **Fortitude Saves**: Variable; the number of Saves depends on the substance. Use the following list:
    - *Intoxicating Beverage*: Two, plus one for every three drinks over the first in a three-hour period.
    - *Recreational Pharmaceutical*: Five per dose; ten drinks equivalency.

- **Effects**: Variable. Compare the equivalent number of drinks the character has consumed to their **Physique** bonus.
  - o *Less than one-half (round up) times their* **Physique** *bonus*: Impaired balance (-5 to *Dexterous Maneuvers* Check DC) and Reduced Judgment (victim takes 1 point in <u>Crude</u>, <u>Lecherous</u> and <u>Impulsive</u>).
  - o *Equal to or greater than one-half their* **Physique** *bonus but less than one times*: Ataxia (-10 to *Dexterous Maneuvers* Check DC) and Poor Judgment (victim takes 1d2 points in <u>Crude</u>, <u>Lecherous</u> and <u>Impulsive</u>).
  - o *Equal to or greater than their* **Physique** *bonus but less than one and one-half times*: Ataxia (-20 to *Dexterous Maneuvers* Check DC), Poor Judgment (victim takes 1d5 points in <u>Crude</u>, <u>Lecherous</u> and <u>Impulsive</u>), Slurred Speech (-5 to all **Communications** Check DCs), Reddened Eyes (-2 to <u>Comeliness</u>) and Nausea (-1d10 HP/NHP).
  - o *Equal to or greater than one and one-half times their* **Physique** *bonus score but less than two times*: Ataxia (-30 to *Dexterous Maneuvers* Check DCs), Poor Judgment (victim takes 1d10 points in <u>Crude</u>, <u>Lecherous</u> and <u>Impulsive</u>), Slurred Speech (-10 to all **Communications** Check DCs), Reddened Eyes (-2 to <u>Comeliness</u>) and Nausea (-1d10 HP/NHP). Character is anesthetized (automatically succeeds on all Fortitude Saves required to avoid pain) and experiences memory lapse (-1d10 to <u>Memory</u> unless already at -25). Roll d%; on a result of 50 or more, the character becomes <u>Unconscious</u> and is reduced to 0 NHP for 1d2 hours.
  - o *Equal to or greater than two times* **Physique** *bonus*: Ataxia (-50 to all *Dexterous Maneuvers* Check DCs), Poor Judgment (victim takes 2d10 points in <u>Crude</u>, <u>Lecherous</u> and <u>Impulsive</u>), Slurred Speech (-20 to all **Communications** Check DCs), Reddened Eyes (-2 to <u>Comeliness</u>) and Nausea (-1d10 HP/NHP). Character is anesthetized (automatically succeeds on all Fortitude Saves required to avoid pain) and experiences memory lapse (-2d10 to <u>Memory</u> unless already at -25). The character becomes <u>Unconscious</u> and is reduced to 0 NHP after 1d2 hours, which lasts for 1d5 hours. Roll d%; on a result of 50 or more, the character becomes <u>Comatose</u> (-200 NHP) and risks suffocation effects until they are no longer <u>Comatose</u>.
- *Notes*: Every hour after becoming intoxicated, the victim may make a series of Fortitude Saves to fight off its effects. The number of Saves required is the same as that required for the first hour, decreasing by one Save after three hours. If this series is successful, the intoxication effects end but **hangover** effects begin. These include Nausea (-1d10 NHP/-1d5 HP), Headache (-1d10 to *Concentration* Check DC), Sensitivity to Light and Sound (-1d5 to <u>Senses</u>) and lethargy (victim is **fatigued**). Hangover effects last for a number of hours equal to the total equivalent number of drinks that the victim consumed. The equivalent number of drinks a character has consumed does not reset until their hangover ends.

Hemotoxin

Hemotoxins are poisons that destroy erythrocytes (red blood cells), disrupt blood clotting and/or cause organ degeneration and generalized tissue damage. Damage from a hemotoxin is usually quite painful and there are cases where permanent damage results. This type of poison is favored by many different types of creatures - reptilians such as pit vipers in particular - as it can begin the process of digesting prey prior to ingestion. Loss of any limb affected by hemotoxin is possible even with prompt treatment.

- **Vector**: Injection
- **Fortitude Saves**: Three.
- **Effects**: Variable. Roll d% and use the following list of results:
    - o *00-25*: Victim takes 1 point of Lethal Damage.
    - o *26-60*: Victim takes 2 points of Lethal Damage. Causes Pain (Fortitude Save required to avoid becoming <u>Unconscious</u>). If injected into a Propulsive or Motor Appendage, the toxin causes swelling (+1 Wounds to the appendage).
    - o *61-85*: Victim takes 3 points of Lethal Damage. Causes Pain (Fortitude Save required to avoid becoming <u>Unconscious</u> and Nausea (-1d10 NHP/-1d5 HP). The victim is inflicted with a -1d5 <u>Bleeder</u> Complication (unless already at -25) and becomes **fatigued**. If injected into a Propulsive or Motor Appendage, the toxin causes swelling (+1d5 Wounds to the appendage).
    - o *86-99*: Victim must immediately make five successful Fortitude Saves in a row. If the Save series succeeds, the same effects as a roll of 61-85 apply. If any of the Saves fail, the victim suffers cardiac arrest and loses ten points from their **Physique** Score per minute.
- *Notes*: Hemotoxin does not begin to affect its victim until 1d% minutes have passed. Once it begins to take effect, any Lethal Damage and Wounds inflicted will repeat every ten minutes for up to 1d5 hours unless the victim successfully completes two Fortitude Saves series in a row.

Necrotoxin

Necrotoxins cause cellular death as they spread throughout a victim's circulatory system. Though capable of destroying all types of tissues, epidural and muscular tissues tend to be more sensitive to necrotoxins than other types of tissue. Should the victim survive an encounter with necrotoxin, they'll still have to contend with an ugly-looking patch of dead tissue that ultimately will leave a scar. This kind of poison is commonly used by very small creatures to kill prey; it is a particular favorite of arachnoid lifeforms.

- **Vector**: Injection
- **Fortitude Save DC**: Three.
- **Effects**: Variable. Roll d% and use the following list of results:
    - o *00-25*: The victim takes 1 point of Lethal Damage. Causes Mild Pain (Fortitude Save required to avoid becoming <u>Unconscious</u>).
    - o *26-60*: The victim takes 2 points of Lethal Damage. Causes Pain (Fortitude Save required to avoid becoming <u>Unconscious</u>). Roll d%; on a result of 49 or less, the victim suffers from Fever (-1d5 to *Stamina* Check DC) and Nausea (-1d10 NHP/-1d5 HP) as well.
    - o *61-85*: The victim takes 3 points of Lethal Damage. Causes Pain (Fortitude Save required to avoid becoming <u>Unconscious</u>), Fever (-1d10 to *Stamina* Check DC) and Nausea (-1d10 NHP/-1d5 HP). The victim is inflicted with a -1d5 <u>Bleeder</u> Complication (unless already at -25) and becomes **fatigued**. If injected into a Propulsive or Motor Appendage, the toxin causes swelling (+1d5 Wounds to the appendage). Roll d%; on a result of 49 or less, the victim has Difficulty Breathing (additional -2d10 penalty to *Stamina* Check DC) and takes a -5 DC penalty to all *Dexterous Maneuvers* Checks as well.
    - o *86-99*: The victim must immediately make five successful Fortitude Saves in a row. If the Save series succeeds, all of the effects of a 61-85 result apply; count the result of the d% roll as zero. If any of the Saves fail, the victim immediately stops breathing (reduce HP to zero).

- *Notes*: Necrotoxin does not begin to affect its victim until 2+1d5 hours have passed. Once it begins to take effect, any Lethal Damage and Wounds inflicted will repeat every hour for up to 1d5 days unless the victim successfully completes two Fortitude Save series in a row. Additionally, cells die off at the site of the injection forming a dark patch which sloughs off after 1d4 weeks; this counts as a Wound but the victim does not lose any HP from it. This Wound cannot be healed until another 1+1d5 months have passed once the patch sloughs off. The presence of the patch lowers the victim's <u>Comeliness</u> by 1d5; after it sloughs off, the GM must make a d% roll. On a result of 09 or less, the indicated loss of <u>Comeliness</u> is permanent; otherwise the victim permanently loses just one point of <u>Comeliness</u>.

Arsenic Poisoning

Arsenic is a metalloid element generally used in industrial applications. While notorious, it's actually fairly weak as a poison unless a massive dose is administered; even then it's slow to have a lethal effect. Death from arsenic poisoning eventually occurs due to multiple organ failure. Lower doses may not kill the intended target but can still have adverse health effects.

- **Vector**: Injection
- **Fortitude Saves**: Four.
- **Effects**: Variable. Roll d% and use the following list of results:
    - *00-35*: The poison causes a Headache (-1d5 to *Concentration* Check DC); the victim is **fatigued**. These symptoms last for one hour before subsiding.
    - *36-70*: The victim takes 5 points of Lethal Damage; the poison causes Headache (-1d2 to *Concentration* Check DC) and Dizziness (-10 to *Dexterous Maneuvers* Check DC). The victim's Body Area also takes 1 Wound.
    - *71-99*: The victim takes 10 points of Lethal Damage; the poison causes Headache (-1d5 to *Concentration* Check DC) and Dizziness (-20 to *Dexterous Maneuvers* Check DC). The victim's Body Area also takes 1d2 Wounds.
- *Notes*: Once arsenic poisoning begins to take effect, any Lethal Damage and Wounds will repeat every hour unless the victim successfully completes two Fortitude Save series in a row. Regardless of the final outcome of the poisoning, the victim's maximum HP and NHP are permanently reduced by five points.

Strychnine

Strychnine is an extremely bitter, colorless and highly toxic crystalline alkaloid. It's primarily used as a pesticide and for killing small vertebrates such as birds and rodents. Strychnine causes muscular convulsions and death through asphyxia or sheer exhaustion, producing some of the most dramatic and painful symptoms of any known toxic reaction.

- **Vector**: Ingestion
- **Fortitude Saves**: Five.
- **Effects**: Victim takes 1 point of Lethal Damage, loses 1 point of their *Recuperation* Skill score, takes a -5 DC penalty to all *Dexterous Maneuvers* Checks and is **fatigued**.
- *Notes*: Strychnine does not begin to affect its victim until 4d5 minutes have passed. Once strychnine poisoning begins to take effect, all of it effects will repeat and accumulate every three minutes unless the victim successfully completes two Fortitude Save series in a row.

Cyanide

Cyanide (more properly hydrogen cyanide) is a colorless, highly volatile liquid, which has a faint, bitter, almond-like odor that some beings are unable to detect. Used as a chemical precursor for mining and industrial applications, cyanide is extremely poisonous; it can completely disrupt all cellular respiration in its victim. Cyanide gas is a highly effective way of killing large numbers of persons simultaneously; it is considered a **chemical weapon** and is a popular choice among those that utilize such weaponry. It can also be delivered to a victim via injection or swallowed in a capsule; in all cases, it has the same set of effects.

- **Vector**: Inhalation/Injection/Ingestion
- **Fortitude Saves**: Five.
- **Stage I Effects**: Victim takes 5 points of Lethal Damage and has Difficulty Breathing (-2d10 to *Stamina* Check DC), Mental Confusion (-2d10 to all mental Check DCs), Dizziness (-10 to *Dexterous Maneuvers* Check DC), Headache (-1d5 to *Concentration* Check DC) and Weakness (-1d5 to all **Power** Check DCs).
- **Stage II Effects**: The victim is reduced to -200 NHP and takes 5 points of Lethal Damage. After five minutes, the victim begins losing five points of **Physique** per minute.
- *Notes*: Once cyanide poisoning begins to take effect, all Lethal Damage will repeat every minute unless the victim successfully completes two Fortitude Save series in a row. Stage II Effects begin and repeat concurrently with Stage I effects after five minutes have passed since the initial poisoning.

Nerve Agent

Nerve agents are a class of organophosphates that disrupt the mechanism by which nerve ganglia transfer messages to organs, which has the effect of cutting off the victim's cognitive organ from the rest of their body. The loss of ganglia transfer ultimately causes asphyxia from loss of control over respiratory muscles. Like cyanide, nerve agents are classified as chemical weapons and are usually effective no matter how they are delivered to their intended victims.

- **Vector**: Inhalation/Injection/Ingestion
- **Fortitude Saves**: Five
- **Stage I Effects**: Runny Nose (-1d5 to <u>Senses</u> (Smell)), Dilated Pupils (-1d5 to <u>Senses</u> (Sight)).
- **Stage II Effects**: Nausea (-1d10 HP/NHP). The victim takes a -20 DC penalty to all *Dexterous Maneuvers* Checks.
- **Stage III Effects**: Blisters and Burning of the eyes (1d10 Wounds on Visual Organs; -5 to <u>Senses</u> (Sight))
- **Stage IV Effects**: Victim loses control of all bodily functions (cannot make any voluntary actions).
- **Stage V Effects**: Victim's NHP is reduced to -200 and they begin to suffocate.
- *Notes*: Once they begin, a nerve agent's effects proceed to the next Stage after a pre-determined period has passed. For a mild nerve agent, this ranges from thirty minutes to an hour. For a moderate strength agent, this is from five to ten minutes. Strong nerve agents such as ricin progress each minute and even stronger agents might progress each *round*. Victims may only attempt Fortitude Save series when the poison is ready to progress to the next Stage. Effects end if the victim successfully completes two Fortitude Save series in a row; even if they recover, they take a permanent -10 DC penalty to all mental Checks for the rest of their life.

Sulfur Mustard

Sulfur mustards are a class of related chemical agents that have the ability to form large blisters on exposed skin. While colorless and odorless in pure form, they are most commonly used in an impure form in order to detect any accidental releases; these impure forms are most often a yellowish-brown in color and have an odor resembling mustard plants, garlic or horseradish. Sulfur mustards have no use other than chemical warfare; they are usually deployed as part of an effort to incapacitate hostile forces. Exposure to a sulfur mustard is painful at a minimum and can be fatal if enough of the body is exposed to the chemical agent.

- **Vector**: Contact
- **Fortitude Save DC**: Four.
- **Effects**: All body parts directly exposed to the sulfur mustard take a **burn** (two Wounds; see the discussion on Fire effects earlier in this sub-Chapter). If the visual organs are exposed, the victim takes -5 to <u>Senses</u> (Sight).
- *Notes*: Sulfur mustards do not begin to affect their victim until 5+4d5 hours have passed. Once the agent begins to take effect, all effects will repeat every hour for up to 1d5 weeks unless the victim successfully completes two Fortitude Save series in a row. The GM should go ahead and calculate the victim's Maximum Lifespan at this point whether they have reached Venerable Age or not and remove 3d5 years from that amount. The removal of any loss of <u>Senses</u> (Sight) may commence after the 1d5 week period has elapsed; permanent healing of the Wounds may begin after an additional 1d10 months have passed.

Radiation Exposure

Radiation describes any process in which energy emitted by one body travels through a medium or through space and is ultimately absorbed by another body; when the process is energetic enough to detach electrons from atoms, it's called **ionizing radiation**. Ionizing radiation is a hazard to which adventurers may be exposed from time to time, whether they are caught in a solar storm, have to repair a reactor leak, are on the edge of a nuclear blast or just taking an x-ray. Radiation exposure is somewhat unique in WCRPG in that though it is considered a poison, it causes a range of symptoms and effects similar to those of pathogens. There is a sufficient mixing of the properties of poison and pathogen to warrant a separate discussion specifically to discuss what happen when radiation exposure occurs. For purposes of this discussion, the term "radiation" specifically refers to ionizing radiation.

The effects of radiation exposure depend upon the dose a character receives; WCRPG uses ten exposure levels, each associated with a range of absorbed radiation doses in grays (Gy). There are up to four Stages involved with each level of **radiation poisoning**. First stage effects usually involve nausea and temporary loss of HP followed by a period of latency (wherein the character suffers no symptoms) in the second stage. The most severe symptoms usually occur in the third Stage and include an array of highly debilitating effects. At higher radiation levels, the effects of the third Stage can be permanent. The fourth Stage of radiation poisoning always includes a risk of death and occurs while Stage III is ongoing. Healing from radiation poisoning cannot begin until after the duration of Stage III effects has elapsed, as with pathogens. As with poisons, the character can avoid the effects of radiation poisoning by successfully completing a series of Fortitude Saves, with the exact number of required Saves equal to the level of radiation exposure (Level One requires one Save, Level Two requires two Saves, and so on). These Saves must be made immediately upon exposure to radiation and again every ten minutes the character remains exposed, with the Save DC decreasing by five each time a Save series is successful until they either leave the area or are poisoned. Once a character has radiation poisoning, they are in it for the duration; no more Fortitude Saves may be

attempted to avoid later Stage effects. Any loss of hit points due to radiation exposure cannot heal until after the recovery process begins unless otherwise indicated. The mode of contraction for all levels of radiation poisoning is direct contact, though in most cases it is the radiation that is "contacting" the character.

Treatment of radiation poisoning is impossible using Stone Age or Metal Age medicine. Likewise, Industrial Age medicines cannot actual treat the poisoning though they can be used to mitigate its effects; if Antibiotics are successfully administered to a patient during Stage I or II (with a successful *Treatment* Check), the Stage III and IV effects that apply will be those from the next lowest exposure level. If administered during Stage III, any HP loss stops and any *Recuperation* penalties are removed for a number of hours equal to the degree of success. Treatment of radiation poisoning is not possible unless Starfaring Age medicine is available; it specifically requires a dose of Starfaring Age Anti-Toxin. If a shot of Anti-Toxin is successfully applied prior to the onset of Stage I symptoms after poisoning occurs (using a *Specialized Medicine* Check at a -10 DC penalty), the patient will suffer no ill effects. If it is successfully administered during Stage I or Stage II, any Stage III effects will be those from 1d5 exposure levels below the actual level; additionally, the patient will not experience any Stage IV effects. If administered during Stage III, any HP loss ends; any *Recuperation* penalties are removed for a number of days equal to the degree of success and the patient will not experience any Stage IV effects. Note that for the highest radiation levels, not experiencing Stage IV effects will leave a victim of radiation exposure alive but still in an exceptionally weakened condition for the remainder of their life - there is no convalescence at those levels.

A final caveat: the potential for radiation exposure should be used with extreme caution. Simply put, radiation has the potential to inflict irreversible negative effects on a character, ending their adventuring days even if they don't die outright. If a GM wants to include radiation as a hazard in an adventure, it is strongly recommended that they select a specific exposure level prior to the beginning of the adventure and be ready to deal with any consequences. A GM could roll 1d10 (with zero counting as ten) during the course of an adventure and use the result to give them their exposure level if absolutely necessary but this method is **strongly** discouraged, particularly when PCs are exposed.

The following sub-section lists the ten radiation exposure levels and their various effects:

Level I (Minimal)

0.05-0.2 Gy equivalent.

- *Incubation Period*: N/A.
- **Stage I Effects (Final Stage)**:
    - *Symptoms*: The victim takes a 1d5 DC penalty to their *Recuperation* score.
    - *Stage I Duration*: 1d5 weeks.

Level II (Extremely Light)

0.2-0.5 Gy equivalent.

- *Incubation Period*: N/A.
- **Stage I Effects (Final Stage):**
    - o *Symptoms*: The victim takes a 1d5 DC penalty to their *Recuperation* score. They also lose one point from their <u>Health</u> Trait (unless already at -25) for a concurrent period of 1d2 weeks.
- **Stage I Duration**: 1d5 weeks.

Level III (Mild)

0.5-1 Gy equivalent.

- *Incubation Period*: N/A.
- **Stage I Effects (Final Stage):**
    - o *Symptoms*: Causes a Headache (-1d2 to *Concentration* Check DC). The victim takes a 1d5 penalty to their *Recuperation* score and loses one point from their <u>Health</u> Trait (unless already at -25) for a concurrent period of 1d2 weeks. If the victim is male, roll d%; on a result of 49 or less, they are infertile for the same period that their <u>Health</u> is reduced.
- **Stage I Duration**: 1d5 weeks.

Level IV (Light)

1-2 Gy equivalent.

- *Incubation Period*: 4+1d2 hours.
- **Stage I Effects:**
    - o *Symptoms*: Nausea (-1d10 NHP/-1d5 HP).
    - o *Stage I Duration*: 4d5 hours.
- **Stage II Effects:**
    - o *Symptoms*: None.
    - o *Stage III Duration*: 9+1d5 days.
- **Stage III Effects:**
    - o *Symptoms*: Headache (-1d5 to *Concentration* Check DC). The victim is **fatigued** and takes a 1d5 penalty to their *Recuperation* score for a period of 2d5 weeks. They also loses two points from their <u>Health</u> Trait (unless already at -25) for a concurrent period of 1d5 weeks. If the victim is male, roll d%; on a result of 74 or less, they are infertile until the Stage effects wear off completely. If the victim is a pregnant female, roll d%; on a result of 49 or less, a miscarriage will occur.
    - o *Stage II Duration*: 8+1d10 days. (Stage III effects continue for the designated period after the beginning of Stage IV).
- **Stage IV Effects (Final Stage):**
    - o *Symptoms*: Variable. Roll d% and use the following list of results:
        - ▪ *00-09*: Character loses one point of **Physique** per minute until brain death.
        - ▪ *10-99*: No further effects.

Level V (Moderate)

2-3 Gy equivalent.

- *Incubation Period*: 1+1d5 hours.
- **Stage I Effects**:
    - o *Symptoms*: Nausea (-1d10 HP/NHP).
    - o *Stage I Duration*: 1d2 days.
- **Stage II Effects**:
    - o *Symptoms*: None.
    - o *Stage II Duration*: 9+1d5 days.
- **Stage III Effects**:
    - o *Symptoms*: Hair Loss (-1d5 to <u>Comeliness</u>) and Headache (-1d5 to *Concentration* Check DC). The victim is **fatigued**, takes a -2d5 DC penalty to their *Recuperation* Skill and takes a -3 penalty to their <u>Health</u> Trait (unless already at -25). All Stage symptoms last for a period of 1+1d10 months. Victims are automatically infertile for a period of 4d5 weeks. Pregnant females automatically miscarry. Roll d% regardless of gender; on a result of 49 or less, the infertility is permanent.
    - o *Stage III Duration*: 8+1d10 days. (Stage III effects continue for the designated period after the beginning of Stage IV).
- **Stage IV Effects (Final Stage)**:
    - o *Symptoms*: Variable. Roll d% and use the following list of results:
        - ▪ *00-34*: Character loses one point of **Physique** per minute until brain death.
        - ▪ *35-99*: No further effects.

Level VI (Heavy)

3-4 Gy equivalent.

- *Incubation Period*: 1+1d5 hours.
- **Stage I Effects**:
    - o *Symptoms*: Nausea (-1d10 HP/NHP).
    - o *Stage I Duration*: 1d2 days.
- **Stage II Effects**:
    - o *Symptoms*: None.
    - o *Stage II Duration*: 9+1d5 days.
- **Stage III Effects**:
    - o *Symptoms*: Hair Loss (-1d5 to <u>Comeliness</u>) and Headache (-1d5 to *Concentration* Check DC). The victim is **fatigued**, takes a -3d5 DC penalty to their *Recuperation* Skill and takes a -4 penalty to their <u>Health</u> Trait (unless already at -25). They also suffer near uncontrollable bleeding; they take 1d2 Lethal Damage per day to a minimum of 1d10 HP and are permanently afflicted with a -1d5 <u>Bleeder</u> Complication (unless already at -25). All Stage symptoms last for a period of 1+1d10 months. Male victims are automatically permanently infertile. Pregnant females automatically miscarry and are permanently infertile on a d% roll of 74 or less.
    - o *Stage III Duration*: 8+1d10 days. (Stage III effects continue for the designated period after the beginning of Stage IV).

- **Stage IV Effects (Final Stage):**
    - o *Symptoms*: Variable. Roll d% and use the following list of results:
        - ▪ *00-49*: Character loses one point of **Physique** per minute until brain death.
        - ▪ *50-99*: No further effects.

Level VII (Very Heavy)

4-6 Gy equivalent.

- *Incubation Period*: 20+1d% minutes.
- **Stage I Effects:**
    - o *Symptoms*: Nausea (-2d10 HP/NHP).
    - o *Stage I Duration*: 1d2 days.
- **Stage II Effects:**
    - o *Symptoms*: None.
    - o *Stage II Duration*: 9+1d5 days.
- **Stage III Effects:**
    - o *Symptoms*: Hair Loss (-2d5 to <u>Comeliness</u>) and Headache (-1d10 to *Concentration* Check DC). The victim is **fatigued**, takes a -4d5 DC penalty to their *Recuperation* Skill and takes a -5 penalty to their <u>Health</u> Trait (unless already at -25). They also suffer near uncontrollable bleeding; they take 1d5 Lethal Damage per day to a minimum of 1d5 HP and are permanently afflicted with a -1d5 <u>Bleeder</u> Complication (unless already at -25). All Stage symptoms last for a period of 7+1d5 months. Victims are automatically permanently infertile; pregnant females automatically miscarry.
    - o *Stage III Duration*: 8+1d10 days. (Stage III effects continue for the designated period after the beginning of Stage IV).
- **Stage IV Effects (Final Stage):**
    - o *Symptoms*: Variable. Roll d% and use the following list of results:
        - ▪ *00-59*: The character loses one point of **Physique** per minute until brain death.
        - ▪ *60-89*: All Stage III effects become permanent.
        - ▪ *90-99*: No further effects.

Level VIII (Severe)

6-10 Gy equivalent.

- *Incubation Period*: 20+1d% minutes.
- **Stage I Effects:**
    - o *Symptoms*: Nausea (-3d10 HP/NHP).
    - o *Stage I Duration*: 1d2 days.
- **Stage II Effects:**
    - o *Symptoms*: None.
    - o *Stage II Duration*: 1d2 days.
- **Stage III Effects:**
    - o *Symptoms*: Hair Loss (-2d5 to <u>Comeliness</u> (permanent)) and Headache (-2d10 to *Concentration* Check DC). The victim is **fatigued** and takes a permanent -10 penalty to their <u>Health</u> Trait (unless already at -25). Their *Recuperation* Skill score drops to zero and they also suffers from uncontrollable bleeding; they take 1d5 Lethal Damage per day to a minimum of 1d2 HP and are permanently afflicted with a -

(5+1d5) <u>Bleeder</u> Complication (unless already at -25). All Stage symptoms last for a period of 1d10 years. Victims are automatically permanently infertile; pregnant females automatically miscarry.
- o *Stage III Duration*: 5+1d5 days. (Stage III effects continue for the designated period after the beginning of Stage IV).
- **Stage IV Effects (Final Stage)**:
  - o *Symptoms*: Variable. Roll d% and use the following list of results:
    - ▪ *00-98*: The character loses one point of **Physique** per minute until brain death.
    - ▪ *99*: No further effects.

Level IX (Acute)

10-50 Gy equivalent.

- *Incubation Period*: 5+5d5 minutes.
- **Stage I Effects**:
  - o *Symptoms*: Nausea (-4d10 HP/NHP).
  - o *Stage I Duration*: 1d10 hours.
- **Stage II Effects**:
  - o *Symptoms*: None.
  - o *Stage II Duration*: 1 day.
- **Stage III Effects**:
  - o *Symptoms*: Hair Loss (-2d5 to <u>Comeliness</u>) and Headache (-3d10 to *Concentration* Check DC). The victim is **fatigued** and takes a -15 penalty to their <u>Health</u> Trait (unless already at -25). Their *Recuperation* Skill score drops to zero and they suffer from uncontrollable bleeding; they take 1d5 Lethal Damage per day to a minimum of 1 HP and are afflicted with a -(10+1d5) <u>Bleeder</u> Complication (unless already at -25). Victims are automatically permanently infertile; pregnant females automatically miscarry. All Stage effects are permanent.
  - o *Stage III Duration*: 2+1d5 days.
- **Stage IV Effects (Final Stage)**:
  - o *Symptoms*: The character loses one point of **Physique** per minute until brain death.

Level X (Extreme)

50+ Gy equivalent.

- *Incubation Period*: 3d5 minutes.
- **Stage I Effects**:
  - o *Symptoms*: Nausea (-5d10 HP/NHP).
  - o *Stage I Duration*: 1d5 hours.
- **Stage II Effects**:
  - o *Symptoms*: None.
  - o *Stage II Duration*: 1 day.
- **Stage III Effects**:
  - o *Symptoms*: Hair Loss (-2d5 to <u>Comeliness</u>) and Headache (-3d10 to *Concentration* Check DC). The victim is **fatigued**, their *Recuperation* Skill score drops to zero and their <u>Health</u> Trait drops to -25 (unless already at -25). They also suffer from uncontrollable bleeding; they take 1d5 Lethal Damage per day to a minimum of 1 HP and are afflicted with a -(10+1d5) <u>Bleeder</u> Complication (unless already at -25).

Victims are automatically permanently infertile; pregnant females automatically miscarry. All Stage effects are permanent.

- o *Stage III Duration*: 25+5d5 hours.
- **Stage IV Effects (Final Stage):**
  - o *Symptoms*: The character loses one point of **Physique** per minute until brain death.

Psionics

Psionics is defined as the study and/or practice of using the mind to induce phenomena without necessarily having any means of explaining the results. Psionics will not be discussed in depth in WCRPG for two reasons. First, psionic abilities are like general equipment; any action that can be conducted normally has a psionic counterpart (*e.g. a character with pyrokinesis could set a fire using either matches or their mind*). Secondly, psychic abilities inherently unbalance an adventure; a single person could conceivably defeat an entire army if they had a powerful enough ability (*such as making themselves the hypocenter of a mentally-generated thermonuclear blast while being able to survive it themselves*). A full discussion of the topic would require its own Chapter and even then there could be some aspects of the topic that would not be discussed. That said, there's nothing that expressly forbids psionic abilities in the Wing Commander Universe and it doesn't seem fair to not at least briefly go over psionics and how they might be used during the course of an adventure.

There are four major disciplines of psionics. The first of these is **telepathy**, the awareness of the thoughts of another being without communication through normal sensory channels. The second is **clairvoyance**, the knowledge of an object or event without perceiving it through normal sensory channels. The third is **precognition**, which is knowledge of future events or what another being will think in the future. The fourth is **psychokinesis**, the ability to hold influence over an object or event mentally. All psionic abilities fall into one of these four general categories regardless of their specific effects.

GMs may want to use psionics in their adventures; to do this, it will be necessary for characters to have a seventh Attribute called **Esper Potential** (**ESP**). **Esper Potential** is a mental Attribute with *Telepathy* (TEL), *Clairvoyance and Precognition* (C&P) and *Psychokinesis* (PSK) as its Skills. There is no rapid generation routine for psionic characters; players utilizing psionics will have to assign their psionic characters Skill Points at their own discretion. **Esper Potential** behaves just like any other Attribute; its Skills may be used in place of a normal Skill if so desired (*for example, a character may decide to use* Psychokinesis *instead of* Lifting *to pick up a heavy box or may choose to use* Telepathy *over* Intimidation *to instill fear in another character*). When the target of a psionic ability is another creature, the target may attempt to counter the psionic Check with a Willpower Save. Should the character using the psionic ability be using it against a non-psionic target, the target receives a +10 penalty to the result of their Save.

Clairvoyance and Precognition may be used by a character to gather information "from the future" (*e.g. to determine just exactly how far a trader is willing to go on a deal, whether or not an opponent's weapon is actually loaded, etc.*). The Skill may even be used to see the results of a GM's concealed roll or to "pre-roll" the final outcome of an event (information the character can then use to take another course of action if they wish); the DC to perform these actions is always at a -15 penalty and a character may only make one such Check per day plus an additional Check for every five points they have in their <u>Empathic Sense</u> Talent.

Characters run the risk of taking damage on any **Esper Potential** Check; in the event of any failed Check, they take Non-Lethal Damage equal to the degree of failure and may not attempt any more psionic Checks until that damage has fully healed. Should the character be reduced to zero NHP, any

excess damage will be inflicted as Lethal Damage instead. Characters may only make a number of psionic Checks per day equal to one plus one-tenth their **Esper Potential** score (rounded down); an attempt to use psionics after that will be at a -10 DC penalty, increasing by another -10 DC for each subsequent attempt.

GMs can allow characters to have the ability to inflict a disease upon a target using the *Psychokinesis* Skill; it is because of this very tenuous connection that this whole discussion is included under Poisons and Pathogens. Pathogens passed to a target in this manner are known as **mental diseases**. There are a few special rules required for mental diseases. First, contraction of the disease requires an opposed roll of the character's *Psychokinesis* Check versus the target's Fortitude Save; should the target succeed, it counts as a failure of the *Psychokinesis* Check. This roll has critical potential; should the *Psychokinesis* Check meet with critical success, the target will automatically fail all Stage DCs for the disease inflicted upon them. In the event of critical failure, the psionic character manages to inflict the disease upon themselves instead of the target. Mental diseases can only be treated with the *Psychology* Skill; medics may attempt *Treatment* and *Specialized Medicine* Checks as normal but they will automatically fail. Mental diseases may emulate any normal disease except for Immunodeficiency Virus; GMs are encouraged to limit the general effects of a psionically inflicted disease.

Basic Biological Needs

Most stories in general tend to gloss over some of the more basic biological needs of their characters; activities such as eating, sleeping, making excretions and procreating are left out completely unless they directly relate to the story or are used as a scene setting (space operas are notoriously guilty of this). Wing Commander itself does this as well though probably not intentionally; how a pilot relieves themselves during a particularly long flight is a topic never discussed...

GMs may decide to continue this tendency (if it won't help out their story) or they can *elect* to include some basic biological needs as part of an adventure or ongoing campaign. The following is a discussion of two of the more common biological needs, eating/drinking and sleeping. No discussion regarding excretion or procreation will be presented in these rules, though GMs who have a mind to include these activities may make up whatever rules they'd like regarding them; there is even an existing reference guide available that covers the topic of procreation in tabletop role-playing games, though that guide is unofficial, rare and designed for a different RPG system.

Hunger/Thirst

Chemically, all lifeforms are essentially nothing more than converters of chemical compounds. Their metabolic processes function by converting one substance into another; their body uses the energy created in the process to sustain itself. This means that a lifeform is not a closed system; they must occasionally take in new reactants to keep the metabolic processes going. Most lifeforms can survive for a relatively short period without the intake of new reactants or catalysts but almost all of them must take in something eventually or face a slow and usually painful death. The gustatory requirements of a species should be listed in its race profile; if the requirements are not listed, GMs may assume that they have the same requirements as Terrans (i.e. they can go up to two weeks without food and four days without water) or that the species is among those rare few that do not require food or water.

Characters must feed once every few hours (five to seven is the norm) and must drink every few hours (one to two hours is the norm) unless specified otherwise in their racial description. If the character doesn't eat or drink in the specified time frame, they will become hungry or thirsty and must complete a Fortitude Save, the DC of which decreases by 5 points after every hour until the character consumes

what they need or the Save fails. If the Save fails, the character becomes **fatigued** and takes 5 points of Non-Lethal Damage if they are hungry or 10 points if they are thirsty. For each additional day the character goes without sustenance, the same amount of damage is applied. If the character reaches the maximum amount of time listed for their species and still has not consumed what they need, they begin **starving**; in this event, the indicated amount of damage is inflicted hourly and is also applied as Lethal Damage. The starvation process continues until the character either takes in what they need or reaches clinical death. Any damage inflicted due to hunger or thirst will not begin to heal until after the character has consumed what they need, after which they will heal at the normal rates. Characters can be given nutrients intravenously if another character successfully administers an IV sack on them; this is the only way for an <u>Unconscious</u> character to recover from starvation effects.

Sleep Deprivation

Most species require occasional periods of reduced cognitive activity; the reasons for this vary from species to species but most of the time it has to do with giving vital internal organs the opportunity to regenerate and thereby prolong their usable lifetime. During these periods, the being usually enters a sub-conscious state; their perception of their external environment is minimized and their bodily activities are reduced to the absolute minimum levels necessary to maintain their life functions. If for whatever reason a being cannot or does not rest for the entire period required by their physiology, their physical and mental capacities will suffer.

If their species requires sleep, a character must spend the number of hours indicated per day sleeping; if they fail to do this, they will enter into a state of **sleep deprivation**, which has several negative effects. The degree of sleep deprivation to which a character is subjected is measured via **sleep debt**, which is simply the cumulative number of hours of rest the character has missed. For each point of sleep debt a character accumulates, they take a -1 DC penalty on all Checks and Saves as well as a point of Non-Lethal Damage; this damage does not heal while the character still has a sleep debt. Characters with any sleep debt whatsoever are automatically **fatigued** and will remain that way until they pay off their sleep debt. To pay off sleep debt, a character must remain asleep after finishing their daily required amount of sleep; they pay off one point for every extra hour they remain asleep and the associated penalties are reduced accordingly. If a character reaches 0 NHP as a result of sleep debt, they become <u>Unconscious</u> as normal; regaining consciousness in this case requires the character to remain <u>Unconscious</u> long enough to pay off at least one hour of their sleep debt.

If a character fails any Check while they have a sleep debt, the GM may elect to see if they experience a **microsleep**, a condition where the character falls asleep for a brief period (usually without realizing it). To check for microsleeps, the GM compares the degree of failure of the Check to the character's current sleep debt; if the degree of failure is less than the sleep debt, the character experiences a microsleep. Microsleeps last one round for every five points of sleep debt the character has accumulated. During a microsleep, a character is <u>Unconscious</u> and experiences all the associated penalties.

Composite Environmental Effects

All of the environmental effects listed in this sub-Chapter so far have had a relatively small number of game effects. Some phenomena are not as simple; they can cause a simultaneous, wide-ranging array of environmental effects. This last section of this discussion will go over a few phenomena that generate these **composite effects** and under what circumstances they may apply. GMs should only use composite effects with more experienced gamers due to their complexity and should always consider them completely optional.

Wind and Currents

Wind is generally defined as the flow of gases in an atmosphere caused by the equalization of pressure between two or more localized areas. It is a specific case of a **current**, which is simply the free flow of any fluid within another fluid; whether that fluid is liquid or gaseous is irrelevant. As with all substances, atmospheric gases have mass; this means that they can exert force upon objects such as living creatures. If the forces they apply are significant enough, they can make biological functions such as movement difficult or even impossible. Wind will be used to describe the phenomena discussed in this section, though the same general rules apply to currents such as those found in oceans, rivers and other aquatic environments.

The wind can have several different adverse effects on adventurers depending upon its strength, which is measured by its velocity in kilometers per hour. The biggest effect it can have is on movement; creatures can only move if and only if the winds are below a certain threshold, which is dependent upon their Size Class. For running and swimming creatures, if the wind speed is at least ten times the creature's Size Class, the creature must exert themselves in order to move in the direction from which the wind is blowing (a Run action must be made in order to move in that direction and the creature may only move at their base speed). If the wind is at least ten kph over that amount, they may not move in that direction at all. If the wind is at least fifteen times the creature's Size Class, it is strong enough to automatically knock them <u>Prone</u>. Should the winds be at least twenty times the creature's Size Class, it is strong enough to blow them away and scrape them across the ground; each round a creature is involuntarily carried by the wind, they take 1d5 points of Non-Lethal Damage. *For example, Terrans are Creature Size Class Five creatures. Winds of 50 kph are strong enough to impede their progress, 60 kph is enough to prevent all progress, 75 kph winds are strong enough to knock them over and 100 kph winds are sufficient to blow them away.*

Flying creatures suffer their own set of penalties for wind. Should the wind be ten times their Size Class, they are blown "backwards" (opposite to the direction the wind is coming from) a distance of 1d5*2 meters after completing a move action. At fifteen times their Size Class, that amount increases to 2d5*2 meters. At twenty times their Size Class, the amount increases to 4d5*2 meters and the flier suffers Non-Lethal Damage from buffeting; the amount of Non-Lethal Damage inflicted is equal to the result of the 4d5 roll.

Wind can also have an adverse effect on vehicles; in particular, high winds will affect terrain difficulty. For land and sea vehicles, every 15 kph of wind speed increases the terrain difficulty by one level after taking all other factors into account. Air vehicles suffer a similar effect to terrain difficulty, though it is incremented for every 20 kph instead. Additionally, the GM should divide the wind speed by 15; if the resultant amount is greater than or equal to a vehicle's Size Class, there is a chance that it will be "blown over" (land vehicles are **rolled** and sea vehicles are **capsized**). Roll d10; on a roll of zero, the vehicle is blown over. Submarines are immune to being blown over in this manner while submerged. Hovercopters are particularly susceptible to wind effects; for every twenty kph of wind speed, a hovercopter automatically moves involuntarily one range increment away from the direction in which the wind is coming. Finally, all vehicles can have their progress inhibited by the wind similarly to creatures; GMs should keep in mind the scale difference between vehicles and creatures (exactly ten levels). A vehicle's forward progress is prevented when the wind is ten times the vehicle's character-scale equivalent Size Class and it is blown away when the wind reaches fifteen times the equivalent Size Class; any indicated damage for being blown away still applies to vehicles and is counted on the vehicle-scale. *For example, a Size Class One Vehicle is the same size as a Creature Size Class Eleven creature. Therefore, its progress is prevented at winds of 110 kph and it is blown away when the winds reach 165 kph.*

Wind causes a variety of other environmental effects, as outlined below:

- *Putting Out Fires*: Wind has a nasty tendency to feed flames, particularly ones that some characters may prefer to put out quickly (such as when they're the ones who have been set on fire). For each kph of wind speed, the DC required to put out a fire is decreased by one point.
- *Aiming*: Wind has the ability to throw off a character's aim; its effect is largely dependent upon how primitive the weapon involved is. For each kph of wind speed, a -1 HD penalty is inflicted on all weapon attack rolls involving Flamethrowers, Bows and Arrows, all Spray weapons and any thrown weapons such as Grenades or a thrown Blade. For every five kph of wind speed, a -1 HD penalty is inflicted on all weapon attack rolls involving Slugthrowers, Missiles and Railguns.
- *Howling*: Wind can provide enough pressure on whatever auditory organs a creature uses in order to jam them with its own sound, making it difficult or even impossible to distinguish other sounds. For each kph of wind speed, a -1 DC penalty is inflicted on any *Perception* Check a creature makes in order to listen for sounds in their surrounding environment.
- *Wind Chill*: In cold environments, wind has the ability to produce an "apparent temperature" on any lifeform, making things feel cooler than they actually are; for every ten kph of wind speed, an additional temperature severity level favoring Cold Damage may be added provided the local environment is either at a temperature category of Subarctic or Arctic.
- *Blast Furnace*: Just as wind has the ability to make things feel cooler in cold environments, it can make things feel hotter in hot environments. For every ten kph of wind speed, an additional temperature severity level favoring Heat Damage may be added provided the local environment is either at a temperature category of Searing or Inferno.

Other Weather Effects on Characters

WCRPG's weather effects as described in Chapter 8.2 work in situations where adventurers are using vehicles to go fairly substantial distances; it doesn't handle short jaunts on foot as well. GMs may want to inflict penalties from the weather on characters without actually inflicting the damage indicated by the planetary transit rules on them, particularly since the damage indicated in those rules is on the vehicle-scale. The following list of weather effects on characters is included to handle such situations; GMs may choose to use these effects at their own discretion.

- *Haze*: Haze is an atmospheric phenomenon where dust, smoke and other dry particles obscure the clarity of the sky. It does little more than make things a little harder to see at a distance; the presence of haze inflicts a -1d5 DC penalty on any *Perception* or *Hiding and Seeking* Check made as an attempt to spot an object in the environment at a distance beyond 100 meters.
- *Fog and Mist*: Mist consists of small liquid droplets suspended in air, which is common in areas of cold air above a warmer liquid source. Water mist is fairly common but mist can be made out of other, less ecologically-friendly materials such as lava. Mist behaves in the same manner as Haze in WCRPG. Fog is essentially mist; the only real difference between the two is that fog is dense enough to seriously impact visibility. The presence of fog will inflict a -2d10 DC penalty on any *Perception* or *Hiding and Seeking* Check made as an attempt to spot a particular object at any distance in the environment. It also grants a +2d10 DC bonus to any *Hiding and Seeking* Check made in an attempt to remain hidden within the environment.
- *Precipitation*: Precipitation is a general term that describes any product of atmospheric condensation deposited on a planet's surface; rain, drizzle, sleet and snow all fall within this category. Characters may encounter precipitation in Light, Heavy or Severe Weather. Precip

adds one severity level of Cold Damage or removes one severity level of Heat Damage and inflicts a -5 HD penalty to all ranged attack rolls. Additionally, the presence of precipitation reduces the range and damage of laser-based weapons by ten percent.

- *Hail*: Hail is a special form of precipitation; it forms due to vertical cycling in convective weather systems such as thunderstorms, eventually falling to the ground either in a spherical or irregular solid clump when the force of gravity is finally greater than the force applied to the hail by the storm's updraft. Hail is more dangerous than other forms of precipitation largely due to its comparatively large size and mass; given that it usually starts falling from a height sufficient for it to reach terminal velocity, it generates a tremendous amount of force when it finally impacts the surface. Hail can cause structural damage and can easily kill most un-sheltered creatures. In WCRPG, hail may be encountered by characters in Severe Weather only. Creatures exposed to a hailstorm cannot help but be bludgeoned by hail; the amount of damage caused by hail is dependent upon the specific weather phenomenon encountered and a d10 roll. For thunderstorms and hailstorms, a result of 4 or less indicates 5d5 points of Lethal Damage per round. On a result of five or more, the hail causes 10d5 points of Lethal Damage per round instead. The same amount of damage occurs if the weather indicated is either an electrical storm or a windstorm and the d10 result is four or less. On a result of five or more on the d10 with an electrical storm or windstorm in progress, hail causes 15d5 points of Lethal Damage per round.
- *Lightning*: Lightning is a massive static electrical discharge generated due to electrical charge differentials in a convective cloud, which are themselves generated due to small solid particles colliding with one another in the cloud's updrafts and downdrafts. Lightning produces an electric current of 30,000 amps, travels at speeds of 60 kps in atmosphere and can reach internal temperatures approaching 30,000 °C (hotter than the surface of the sun; enough to fuse silicate sand into glass). In WCRPG, lightning can be encountered in Severe Weather only. To determine if a character will be struck by lightning, the GM must make an attack roll against their HD at a +25 penalty. Factors that can affect the HD include whether or not the character is the tallest object around (+25 HD), if they are wearing any metal objects (+25 HD) or if they are lying <u>Prone</u> (-25 HD). If a hit is indicated, the character is struck by lightning. For groups of characters, only one character should be eligible to take a strike at a time; the character against whom the attack roll has the highest degree of success is the unlucky victim, provided the attack roll succeeds against their HD. Lightning inflicts 15d5 points of Lethal Damage and also causes 1d10 burns (with zero counting as ten in this case). The frequency of lightning strikes is dependent upon the specific weather phenomenon encountered and a d10 roll. For thunderstorms and hailstorms, a result of 4 or less indicates a lightning strike every 1d10 rounds. On a result of five or more, lightning strikes every 1d5 rounds. The same frequency occurs if the weather indicated is either an electrical storm or windstorm and the d10 result is four or less. On a result of five or more on the d10 with an electrical storm or windstorm in progress, lightning strikes every 1d2 rounds.
- *Tornado*: Tornadoes are violent, dangerous, rapidly rotating columns of air that are in contact with the base of a cloud and a planet's surface simultaneously; they are essentially low atmospheric pressure centers on an exceptionally small temporal and spatial scale. On terrestrial worlds, these phenomena usually produce the strongest overall winds observed on its surface. Though the amount of devastation they cause on their own is small when compared to their parent thunderstorm, tornadoes are unquestionably deadly. In WCRPG, tornadoes can be encountered in Severe Weather only. If Severe Weather is indicated, the GM may make a roll of 1d10; on a result of zero, a tornado is produced. Creatures, vehicles and buildings within 250 meters of a tornado take 1d5 damage points per minute from flying debris, increasing to 5d5 damage points at 100 meters. If a creature, vehicle or building takes a direct hit from a tornado, it causes 10d5 points of damage for each minute they remain in contact. Creatures will be sucked up into the funnel and will ultimately be dropped from a height of 3d10 meters, with counting zero as ten (falling damage applies).

GMs must be extremely careful and use their discretion to determine if characters will be sucked up by a tornado; this may be one of those instances where it's allowed if the players are being exceptionally stupid or unlucky. The strength and size of a tornado is dependent upon the specific weather phenomenon encountered and a d10 roll. For thunderstorms and hailstorms, a result of 4 or less indicates a tornado that is 0.25 + (1d5*0.1) kilometers in width and inflicts its damage in character-scale hit points. On a result of five or more, the tornado is 0.75 + (1d5*0.1) kilometers in width and inflicts its damage in character-scale hit points, though the amount of damage indicated must be multiplied by five before it's applied to any unfortunate victims. The same size and strength is used if the weather indicated is either an electrical storm or windstorm and the d10 result is four or less. On a result of five or more on the d10 with an electrical storm or windstorm in progress, the tornado will be 1.25 + (1d5*0.1) kilometers in width and will inflict its damage in vehicle-scale hit points.

Life-Support Failure

Life-support system failure occurs aboard a space vehicle whenever the system malfunctions; this usually but not always happens as a result of combat damage. As mentioned in both Chapters 9.3 and 9.4, life support failure may also inflict a number of ongoing environmental effects on the craft's occupants. Life support failure is never instantaneously fatal but unless an attempt to restore the system swiftly, death for all aboard is inevitable. The amount of time the occupants of a vehicle have before seeing negative effects of life-support failure is solely dependent upon its Size Class (*in real life, it would also be dependent upon the number of occupants and their physiology; WCRPG takes a shortcut here in the interest of simplicity*). Once life support failure effects have set in, they may only be reversed by restoring life-support; restoration removes any accumulated effects after one hour and resets the amount of time needed before a given effect comes back into play after any subsequent failure.

Life-support failure causes a variety of negative in-game environmental effects as outlined below:

- *Gravity Control Failure*: Craft equipped with artificial gravity generation systems usually include it as part of their life-support system package; a failure of the life-support system results in the loss of gravity control. GMs can handle loss of gravity in one of two ways, either instantaneously or residually. Instantaneous loss is not quite as it sounds; after life-support has been down for a period of one hour, all gravity is lost and all of the vehicle's occupants will be in a zero-gee environment. A residual loss gives the occupants more time; 0.1 gees are lost each hour that life-support systems are out, up until x hours (where x is the craft's Size Class). After that time, gravity fails and the occupants will be in a zero-gee environment.
- *Extreme Cold Damage*: Without temperature regulation, a craft's interior will eventually cool to the same bitter cold ambient temperature as space. If life-support has been down for x hours (where x is the craft's Size Class), the craft's ambient temperature drops low enough to inflict all its occupants with one severity level of Cold Damage. Another severity level is added for each additional hour that life-support remains offline; there is no limit on how high the temperature severity level may reach in this case.
- *Radiation*: A space vehicle's hull may or may not be designed to keep out large doses of cosmic radiation. Occupants of Industrial Age craft are vulnerable to the effects of radiation poisoning if an intense enough field of radiation is encountered even if the craft's hull is intact. Occupants of Starfaring Age are usually safe unless there is a sufficient level of hull damage (50% or more) or if their craft happens to be located in an area of space with extremely intense levels of ambient radiation (*such as in the vicinity of an anomalous brown dwarf*). Unless otherwise noted, any radiation poisoning that occurs in space should be considered Level X exposure with all the associated and exceptionally nasty effects.

- *Air Generation and Recycling Failure*: When most sci-fi universes talk about life-support failure, this is the effect to which most of them are referring; in the event of a total failure of a spacecraft's life-support systems, the lack of breathable air is probably the least likely thing to ultimately kill off its occupants. Creating and cleaning the substance necessary for respiration is certainly a top priority of any life-support system on a spacecraft since it is impossible to sustain life without it; even after the system fails, however, it is likely to have prepared a usable volume of the substance that will not be depleted for some time (i.e. losing air production is not *immediately* fatal). After a life-support system failure, normal respiration is possible for x hours, where x is the Size Class of the craft. After that time has passed, the useable amount of the substance begins to be depleted (Thin Air environmental effects apply). If twice the amount of time indicated passes without life-support system restoration, hazardous metabolic waste substances will have reached a toxic concentration within the spacecraft's volume (Smoke effects begin to apply as well). It is only after three times the indicated amount of time passes that the air runs out (Suffocation effects begin), provided life-support has not been restored at any point within that time frame.

12.4: BESTIARY

This final sub-Chapter on the Wing Commander Universe contains a short list of creatures, some of which have been mentioned in Wing Commander canon, some of which are a few real-life creatures added using the creature creation rules in Chapter 10.2.7, and some additional fictional ones. Creatures can give planet-bound characters an excuse to go out and shoot something without too much fear of retribution; an encounter with a hostile lifeform can easily be added to almost any planet-bound adventure. Few sapient creatures will mind if it characters have to pull out a weapon to capture or kill the creature during the encounter, even if it happens in an area where weapons are ordinarily restricted (unless, of course, significant collateral damage to property or personal injury occurs as a result, or if the local populace has an unusually high concentration of environmentalists). Creatures can present a significant challenge to characters, particularly if they are unprepared for them.

Aside from being used during in the course of gameplay, the list of creatures can help out prospective creature creators by providing a template against which they can compare their own creations. Any creature may be used in an adventure if the GM decides to allow it. The creatures presented here are all "standard" creatures of their respective species; should the GM allow any of the creatures listed herein to be used as a work creature of some kind (*perhaps as a character's steed*), the values may be vastly different as the creature will be considered a character in its own right. In that case, the GM should follow all the usual restrictions for creatures in this set of rules. In the interest of saving space, all creature tables will use the three character shorthand notations for Discipline and Attribute Skill scores listed in Chapter 2.1 and the sub-Chapters of Chapter Three.

Creatures Native to Earth

Apple Tree

General Description: A medium-sized deciduous tree with multiple branches. It exhibits a broad, dense, twiggy crown with alternately arranged simple oval leaves. The leaves have acute tips, serrated margins and somewhat downy undersides. Hanging from its branches are small, reddish pomaceous fruits containing five carpels arranged in a five-point star, with each carpel containing one to three seeds. The fruits are fleshy and quite edible.

Notes: *Malus domestica* of the Rosaceae family (known better as the apple tree) is best known for the fruit it produces. It is one of the most widely cultivated tree fruits and the most widely known of the many members of Genus *Malus* used by Terrans. These deciduous trees originated in Western Asia, where their wild ancestor *Malus sieversii* is still found today. Apples have been grown for thousands of years in Asia and Europe and were brought to North America by European colonists. Apples have been present in the mythology and religions of many cultures, including the Norse, Greek and Christian traditions. In 2010, the fruit's genome was decoded, leading to new understandings of disease control and selective breeding in apple production. Because the tree grows readily under a broad variety of conditions, Terrankind brought these plants with them when they set out amongst the stars; they have thrived under alien suns.

Apple Tree (*Malus domestica*)					
Niche: Photosynthetic Producer		Symmetry: Irregular		Size Class: C11 (Volume: 10 m³)	
SI: 164	Value: €600	HD/BHD/FHD: 80/62/70		INIT: 3	Speed: 0 m/rd (0 kph)
AHP: 50 (First Class Armor)	HP/NHP: 82	**Attacks:** None		**Special Qualities:** None	
Physical Index: 8	Mental Index: 2	Length: 7.5 m (5.63 + (2d5 * 0.38) m)	Mass: 10,000 kg (7,500 + (2d5 * 500) kg)	Transit: *Stationary*	
Attack Bonuses - Melee: +2; Ranged: +3			Saves - Fortitude: 34, Reflex: 34, Willpower: 31		
PWR: 25	FIN: 40	PHY: 55	INT: 11	ACU: 13	CHA: 6
3DM: 0 BRW: 0 LFT: 25	DDG: 14 DXM: 13 H&S: 13	CCN: 17 STM: 13 RCP: 25	KNW: 0 CUN: 0 RSF: 11	PRC: 4 PRF: 0 SRV: 9	PER: 3 LED: 0 DIP: 3
Body Parts: Motor Appendages None, Visual Organs see Notes (FOV 360°), Olfactory Organs None, Gustatory Organs None, Propulsive Appendages None, Reproductive Organs Numerous.					
Life Phases: Adolescent at 64 years. Adulthood at 69 years. Middle Age at 124 years. Old Age at 257 years. Venerable Age at 302 years. Lifespan 305 + 19d10 years.					
Notes: *Plant*. The sensory capabilities of this lifeform are combined with its Body Area. This lifeform can detect and track light sources, particularly solar light.					

Black Rat

General Description: A medium-sized murid rodent. Its core body section is covered with a scraggly coat of fur, which is black to light brown in color with a lighter underside. The creature possesses enlarged ears and a thin, nearly hairless tail. When scared or excited, it emits a sharp shrieking sound.

Notes: When Terrans left their planet to travel among the stars, they brought many companion animals with them. Some (such as dogs, cats and cattle) they brought along deliberately. Others (such as the black rat) they did not; those creatures came along using their age-old methods of stowing away in cargo containers and hitchhiking aboard starfaring craft. Rats pretty much hold the same status they have for centuries - they are considered pests and are known carriers of disease among some cultures, a supply of food in others and sacred beings to be revered in yet others.

Black Rat (*Rattus rattus*)				
Niche: Omnivorous Consumer		Symmetry: Bilateral	Size Class: C0 (Volume: 0.00023 m³)	
SI: 12	Value: €0	HD/BHD/FHD: 40/55/35	INIT: +10	Speed: 5 m/rd (3 kph)
AHP: 0 (No Armor)	HP/NHP: 6	**Attacks:** **Teeth** (Bite, 6 Basic Damage)*	**Special Qualities:** **Biological Weaponry** (see notes) Senses (Smell) +5 Reputation -5 Hunted -15	

Physical Index: 1	Mental Index: 8	Length: 0.39 m (0.29 + (2d5 * 0.02) m)	Mass: 0.23 kg (0.18 + (2d5 * 0.01) kg)	Transit: Very Fast Quadruped	
Attack Bonuses - Melee: +9; Ranged: +9			Saves - Fortitude: 30, Reflex: 30, Willpower: 35		
PWR: 5	FIN: 9	PHY: 1	INT: 55	ACU: 55	CHA: 10
3DM: 5 BRW: 0 LFT: 0	DDG: 2 DXM: 3 H&S: 4	CCN: 0 STM: 0 RCP: 1	KNW: 20 CUN: 10 RSF: 25	PRC: 25 PRF: 5 SRV: 25	PER: 10 LED: 0 DIP: 0
Body Parts: Motor Appendages x2*, Visual Organs x2 (FOV 125° Optimal 209° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 0.1 years. Adulthood at 0.2 years. Middle Age at 0.4 years. Old Age at 0.7 years. Venerable Age at 0.9 years. Lifespan 1.0 + (0.1 * 1d5) years.					
Notes: A successful biting attack by this creature exposes the target to **Mind Fever** and counts as an Ingestion of the disease by the target; for details on this disease, see Chapter 12.3. A rat's motor appendages (their forelegs) double as propulsive appendages.					

Chicken

General Description: A small, largely flightless bird with brown feathers and brilliant red plumage around its head region. An omnivore, it spends its days roosting near the ground protecting its clutch of eggs. As a creature it's fairly unremarkable and as a comestible it tastes pretty much like everything else.

Notes: Chickens are a domesticated fowl, specifically a subspecies of the Red Junglefowl, *Gallus gallus*. As one of the most common and widespread domestic animals, there are more chickens in space any other species of bird and they are second only to *Bos Taurus* as the most pervasive non-sapient starfaring species known. Terrans keep chickens primarily as a source of food, consuming both their meat and their eggs. It has inspired contributions to Terran culture, art, cuisine, science and religion from antiquity to the present.

Chicken (*Gallus gallus domesticus*)					
Niche: Omnivorous Consumer		Symmetry: Bilateral		Size Class: C1 (Volume: 0.00272 m³)	
SI: 16	Value: €3	HD/BHD/FHD: 43/55/38		INIT: 10	Speed: 6 m/rd (3.6 kph) (Both transit modes)
AHP: 0 (No Armor)	HP/NHP: 13	**Attacks:** **Beak** (Bite, 3 Basic Damage)		**Special Qualities:** Hunted -10	
Physical Index: 1	Mental Index: 5	Wingspan: 0.72 m (0.52 + (2d5 * 0.04) m)	Mass: 2.72 kg (2.12 + (2d5 * 0.12) kg)	Transit: Fast Biped *Very Slow Flyer*	
Attack Bonuses - Melee: +9; Ranged: +10			Saves - Fortitude: 30, Reflex: 31, Willpower: 36		
PWR: 0	FIN: 10	PHY: 5	INT: 5	ACU: 60	CHA: 10
3DM: 0 BRW: 0 LFT: 0	DDG: 10 DXM: 0 H&S: 0	CCN: 0 STM: 0 RCP: 5	KNW: 5 CUN: 0 RSF: 0	PRC: 25 (Spot Predators - 25) PRF: 0 SRV: 10	PER: 10 LED: 0 DIP: 0
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 186° Optimal 310° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 1.2 years. Adulthood at 1.4 years. Middle Age at 3.0 years. Old Age at 4.8 years. Venerable Age at 6.5 years. Lifespan 6.5 + (0.1 * 7d5) years.					

Common Bos Taurus

General Description: A large, docile, beefy-looking quadruped ungulate. Its skin is covered with a coat of short, golden-brown hair with white or black highlights. An herbivorous ruminant, it stands around all day on four legs eating any available vegetation, particularly the local carpet lifeform. It occasionally makes a relatively soft mooing sound. It has few natural defenses and looks delicious.

Notes: The Common *Bos taurus* (cattle in the plural, more commonly known as "cows" regardless of their gender) is the most common type of large domesticated ungulate. They are a prominent modern member of the subfamily Bovinae, are the most widespread species of the genus *Bos* and due to their importance to the Terran race are the single most successful non-sapient starfaring species in existence. Cattle are raised as livestock for meat, as dairy animals for milk and other dairy products and as draft animals. Other products derived from cattle include leather and dung (for fertilizer or fuel in some cases). In 2009, cattle became the first Earth-origin livestock animal to have a fully mapped genome.

Cow (*Bos taurus*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C8 (Volume: 0.753 m³)	
SI: 120	Value: €726	HD/BHD/FHD: 59/50/61		INIT: 3	Speed: 10 m/rd (6 kph)
AHP: 50 (First Class Armor)	HP/NHP: 49	**Attacks:** **Horns** (Gore, 21 Lethal Damage)		**Special Qualities:** **Trample** (32 Basic Damage)	
Physical Index: 8	Mental Index: 5	Length: 1.74 m (1.29 + (2d5* 0.09) m)	Mass: 753 kg (564.75 + (2d5 * 37.65) kg)	Transit: Average Quadruped	
Attack Bonuses - Melee: +12; Ranged: +11			Saves - Fortitude: 34, Reflex: 33, Willpower: 32		
PWR: 43	FIN: 33	PHY: 44	INT: 20	ACU: 28	CHA: 27
3DM: 21 BRW: 7 LFT: 15	DDG: 17 DXM: 11 H&S: 5	CCN: 7 STM: 22 RCP: 15	KNW: 10 CUN: 0 RSF: 10	PRC: 14 PRF: 0 SRV: 14	PER: 9 LED: 0 DIP: 18
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 180° Optimal 300° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 6 years. Adulthood at 8 years. Middle Age at 16 years. Old Age at 26 years. Venerable Age at 32 years. Lifespan 34 + 2d10 years.					

Common Dog

General Description: A medium-sized mammalian quadruped covered with a fine, brownish coat of hair with white highlights. The creature's head structure suggests that it possesses both an excellent sense of smell and of hearing. It has powerful muscles and a set of sharp teeth designed for catching prey and tearing flesh.

Notes: The common domestic dog is a subspecies of the Gray Wolf (*Canis lupus*), a member of the Canidae family of the mammalian order Carnivora. The dog may have been the first animal to be domesticated by Terrans and has been the most widely kept working, hunting and companion animal in Terran history. Dogs' value to early Terran hunter-gatherers led to them quickly becoming ubiquitous across Earth cultures. Dogs perform many roles in Terran society, such as hunting, herding, pulling loads, protection, assisting police and military forces, companionship and aiding handicapped individuals; in some cultures, dogs are also a source of meat. Their impact on Terran society has given them the nickname "Man's Best Friend" throughout the Terran spheres of influence.

Dog (*Canis lupus familiaris*)					
Niche: Omnivorous Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.017 m^3)	
SI: 61	Value: €23	HD/BHD/FHD: 43/49/44		INIT: +5	Speed: 18 m/rd (11 kph)
AHP: 0 (No Armor)	HP/NHP: 44	**Attacks:** **Teeth** (Bite, 17 Lethal Damage)		**Special Qualities:** Senses (Smell, Hearing) +10 Reflexes +5 Curious (-5) Intolerant (Strangers) (-10) **Enhanced Visual Sense** (low light) **Improved Grab** (Gustatory)	
Physical Index: 6	Mental Index: 8	Length: 1.47 m (1.12 + (2d5 * 0.07) m)	Mass: 17 kg (12.75 + (2d5 * 0.85) kg)	Transit: Very Fast Quadruped	
Attack Bonuses - Melee: +11; Ranged: +13			Saves - Fortitude: 32, Reflex: 39, Willpower: 34		
PWR: 25	FIN: 40	PHY: 25	INT: 40	ACU: 40	CHA: 40
3DM: 10 BRW: 10 LFT: 5	DDG: 10 DXM: 10 H&S: 20	CCN: 10 STM: 10 RCP: 5	KNW: 15 CUN: 10 RSF: 15	PRC: 20 PRF: 10 SRV: 10	PER: 25 LED: 5 DIP: 10
Body Parts: Motor Appendages None*, Visual Organs x2 (FOV 153° Optimal 255° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 0.9 years. Adulthood at 3.1 years. Middle Age at 4.9 years. Old Age at 8.3 years. Venerable Age at 10.6 years. Lifespan 11 + (0.1 * 7d10) years.					
Notes: Dogs have been known to manipulate objects with their forepaws; these are not true motor appendages.					

Domestic Cat

General Description: A small felid creature. Its body is covered in a coat of golden brown fur with black highlights. It is a lithe creature, capable of running at high speeds and making precise leaps of incredible lengths. Each of its four paws contain an array of very sharp claws and it is capable of delivering lethal bites to small prey animals with its impressive, scissor-like fangs.

Notes: The domestic cat is a small and usually furry domesticated carnivorous mammal. Cats are valued by Terrans for companionship and for their ability to hunt vermin and household pests. They are primarily nocturnal. Cats are similar in anatomy to other felids (including the Kilrathi), with strong, flexible bodies, quick reflexes, sharp retractable claws and teeth adapted to killing small prey.

Domesticated Cat (*Felis catus*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C1 (Volume: 0.0045 m^3)	
SI: 55	Value: €5	HD/BHD/FHD: 43/54/38		INIT: +7	Speed: 9 m/rd (5 kph)
AHP: 0 (No Armor)	HP/NHP: 49	**Attacks:** **Teeth** (Bite, 3 Lethal Damage) **Claws** (Claw, 3 Lethal Damage)		**Special Qualities:** **Natural Stealth** (Camouflage, +10 DC H&S while Hiding) **Enhanced Visual Sense** (Dim Light) Senses (Sight, Smell, Hearing) +10 Reflexes +5 Navigational Sense +5 Curious -10	
Physical Index: 4	Mental Index: 7	Length: 0.76 m (0.56 + (2d5 * 0.04) m)	Mass: 4.5 kg (3.35 + (2d5 * 0.23) kg)	Transit: Very Fast Quadruped	
Attack Bonuses - Melee: +12; Ranged: +12			Saves - Fortitude: 31, Reflex: 37, Willpower: 35		
PWR: 25	FIN: 25	PHY: 10	INT: 30	ACU: 50	CHA: 25

3DM: 10	DDG: 5	CCN: 5	KNW: 10	PRC: 25	PER: 25
BRW: 15	DXM: 10	STM: 3	CUN: 10	PRF: 0	LED: 0
LFT: 0	H&S: 10*	RCP: 2	RSF: 10	SRV: 25	DIP: 0

Body Parts: Motor Appendages None, Visual Organs x2 (FOV 120° Optimal 200° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.

Life Phases: Adolescent at 0.8 years. Adulthood at 1.8 years. Middle Age at 4.7 years. Old Age at 6.8 years. Venerable Age at 8.3 years. Lifespan 8.3 + (0.1 * 11d5) years.

Horse

General Description: A large, odd-toed ungulate quadruped. Its muscular body is covered in a fine layer of reddish-brown hair with white highlights. An herbivore, this powerfully built creature is capable of galloping around the landscape at high speeds and is capable of delivering a kick with tremendous force if forced to defend itself.

Notes: The horse is one of two extant subspecies of *Equus ferus*, the wild horse. It is an odd-toed ungulate mammal belonging to the taxonomic family Equidae. Terrans began to domesticate horses around 4000 BCE and their domestication is believed to have been widespread by 3000 BCE. There is an extensive, specialized vocabulary used to describe equine-related concepts, covering everything from anatomy to life stages, size, colors, markings, breeds, locomotion and behavior. The anatomy of horses enables them to make use of speed to escape predators; they have a well-developed sense of balance and a strong fight-or-flight instinct. Horses and Terrans interact in a wide variety of sporting competitions and non-competitive recreational pursuits as well as in working activities such as police work, agriculture, entertainment and therapy.

Horse (*Equus ferus caballus*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C8 (Volume: 0.69 m³)	
SI: 104	Value: €690	HD/BHD/FHD: 59/50/59		INIT: +3	Speed: 10 m/rd (6 kph)
AHP: 0 (No Armor)	HP/NHP: 68	**Attacks:** Kick (Slam, 4 Basic Damage)		**Special Qualities:** Trample (32 Basic Damage) Curious -5 Nerves -5 Temper +5	
Physical Index: 8	Mental Index: 6	Length: 1.69 m (1.29 + (2d5 * 0.08) m)	Mass: 690 kg (517.5 + (2d5 * 34.5) kg)	Transit: Slow Quadruped	
Attack Bonuses - Melee: +12; Ranged: +12			Saves - Fortitude: 34, Reflex: 34, Willpower: 36		
PWR: 40	FIN: 40	PHY: 40	INT: 10	ACU: 60	CHA: 20
3DM: 5 (Running 15) BRW: 10 LFT: 10	DDG: 20 DXM: 0 H&S: 20	CCN: 0 STM: 25 RCP: 15	KNW: 10 CUN: 0 RSF: 0	PRC: 20 PRF: 20 SRV: 20	PER: 20 LED: 0 DIP: 0
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 186° Optimal 310° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 2 years. Adulthood at 4 years. Middle Age at 10 years. Old Age at 19 years. Venerable Age at 24 years. Lifespan 26 + 1d10 years.					

White-Tailed Deer

General Description: A medium-sized herbivorous cervid. It is covered with a thin layer of soft, brownish fur with white, spotted highlights. When alarmed, they flee with their tails raised, showing a characteristic splash of white on their underside. Males of the species have a set of sharp antlers that are capable of goring would-be attackers.

Notes: Though not as significant as some of the other species the Terran race have brought with them into space, a few herds of deer have made their way onto other worlds. Deer have long had economic significance to Terrans as a source of meat, as a mode of transportation in colder climates, as a fur source and as a quarry animal. Terrans still haven't figured out how to prevent deer from standing motionless in the way of oncoming vehicles, with accidents still common on worlds with significant wild populations.

White-Tailed Deer (*Odocoileus virginianus*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C5 (Volume: 0.09 m³)	
SI: 84	Value: €81	HD/BHD/FHD: 49/49/50		INIT: +5	Speed: 19 m/rd (11 kph)
AHP: 0 (No Armor)	HP/NHP: 78	**Attacks:** Antlers (Gore, 6 Lethal Damage)		**Special Qualities:** None	
Physical Index: 6	Mental Index: 5	Length: 1.58 m (1.18 + (2d5 * 0.08) m)	Mass: 90 kg (67.5 + (2d5 * 4.5) kg)	Transit: Very Fast Quadruped	
Attack Bonuses - Melee: +10; Ranged: +11			Saves - Fortitude: 33, Reflex: 33, Willpower: 33		
PWR: 27	FIN: 33	PHY: 30	INT: 14	ACU: 35	CHA: 26
3DM: 14 BRW: 5 LFT: 8	DDG: 9 DXM: 9 H&S: 15	CCN: 2 STM: 18 RCP: 10	KNW: 10 CUN: 0 RSF: 4	PRC: 20 PRF: 5 SRV: 10	PER: 10 LED: 10 DIP: 6
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 120° Optimal 180° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 2 years. Adulthood at 3 years. Middle Age at 7 years. Old Age at 12 years. Venerable Age at 15 years. Lifespan 18 + 1d5 years.					

Creatures Native to Kilrah

Ak'rah Bush

General Description: A hardy-looking, leafy shrub-like plant. Its branches have a zigzag form and its leaves are narrow and bipinnately compound with sharply pointed pinnules. The leaves are somewhat fleshy in texture and quite edible.

Notes: Since the Kilrathi are obligate carnivores, they cultivate very few cash crops; the ak'rah is perhaps the most important of these. Ak'rah may be directly consumed; it is commonly used by the Kilrathi to feed livestock animals. It may also be processed into a pesticide and used in some medicines. The leaves may be boiled and turned into a tea which has an intoxicating effect. As a final note, to "plant ak'rah bushes" has a subtle cultural meaning to the Kilrathi similar to the notion of "planting the flag" in Terran cultures.

Ak'rah Bush (*Akranidia kilrah*)					
Niche: Photosynthetic Producer		Symmetry: Irregular		Size Class: C8 (Volume: 0.55 m³)	
SI: 118	Value: €700	HD/BHD/FHD: 73/64/63		INIT: +6	Speed: 0 m/rd (0 kph)
AHP: 75 (Second Class Armor)	HP/NHP: 43	**Attacks:** None		**Special Qualities:** Regeneration	
Physical Index: 5	Mental Index: 5	Length: 3.52 m (2.62 + (2d5 * 0.18) m)	Mass: 495.0 kg (371.25 + (2d5 * 24.75) kg)	Transit: *Stationary*	
Attack Bonuses - Melee: +2; Ranged: +2			Saves - Fortitude: 33, Reflex: 32, Willpower: 33		
PWR: 25	FIN: 20	PHY: 30	INT: 25	ACU: 30	CHA: 20
3DM: 0 BRW: 0 LFT: 25	DDG: 7 DXM: 7 H&S: 6	CCN: 3 STM: 2 RCP: 25	KNW: 0 CUN: 0 RSF: 25	PRC: 7 PRF: 0 SRV: 23	PER: 10 LED: 0 DIP: 10

Body Parts: Motor Appendages None, Visual Organs see Notes (FOV 360°), Olfactory Organs None, Gustatory Organs None, Propulsive Appendages None, Reproductive Organs Numerous.
Life Phases: Adolescent at 12 years. Adulthood at 50 years. Middle Age at 72 years. Old Age at 122 years. Venerable Age at 139 years. Lifespan 140 + 1d% years.
Notes: *Plant*. The sensory capabilities of this lifeform are combined with its Body Area. This lifeform can detect and track light sources, particularly solar light.

Boryangee

General Description: A medium-sized procyonid mammalian quadruped. Its frail structure is covered by a scraggly coat of blackish-brown hair with lighter highlights. An omnivore, the creature will consume whatever it can fit in its mouth, defending itself when threatened with a set of sharp teeth and blunt claws.

Notes: Boryangees are smaller creatures native to Kilrah and are one of the planet's notable scavenger species. They are utterly fearless in disposition; despite the fact that the average kil could effortlessly kill and eat one of these creatures, they are often seen in urban areas raiding Kilrathi garbage heaps. Though this usually creates a huge mess as they spread garbage all over the place, Boryangees often feast on the larvae of Pchelas and Szcaltal Flies in the process, keeping their numbers manageable. For this reason, the Kilrathi consider them more of a minor nuisance than anything else. They are considered an "unclean" animal; a Kilrathi will only catch and eat one if they have absolutely no other alternative.

Boryangee (*Lotorparilis kilrah*)					
Niche: Omnivorous Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.016 m³)	
SI: 54	Value: €20	HD/BHD/FHD: 49/55/44		INIT: +8	Speed: 7 m/rd (4 kph)
AHP: 0 (No Armor)	HP/NHP: 42	**Attacks:** **Teeth** (Bite, 6 Lethal Damage) **Blunt Claws** (Claw, 6 Basic Damage)		**Special Qualities:** Senses (Smell) +5 Health +10	
Physical Index: 3	Mental Index: 9	Length: 0.85 m (0.65 + (2d5 * 0.04) m)	Mass: 16.0 kg (12.0 + (2d5 * 0.8) kg)	Transit: Average Quadruped	
Attack Bonuses - Melee: +10; Ranged: +11			Saves - Fortitude: 40, Reflex: 32, Willpower: 34		
PWR: 15	FIN: 22	PHY: 8	INT: 69	ACU: 44	CHA: 22
3DM: 5 BRW: 5 LFT: 5	DDG: 5 DXM: 11 H&S: 6	CCN: 2 STM: 2 RCP: 4	KNW: 22 CUN: 11 RSF: 20 (Use of Tools 16)	PRC: 22 PRF: 0 SRV: 22	PER: 11 LED: 0 DIP: 11
Body Parts: Motor Appendages see Notes*, Visual Organs x2 (FOV 144° Optimal 240° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 2 years. Adulthood at 4 years. Middle Age at 8 years. Old Age at 13 years. Venerable Age at 17 years. Lifespan 17 + 2d5 years.					
Notes: This creature's forelegs, while primarily used for propulsion, are capable of grasping objects; they double as the creature's Motor Appendages.					

Epay'ts'at

General Description: A very large, beefy looking hominid. It has a thick, hairy coat, which is a silvery-grey color with black highlights. Its hair is somewhat less dense on its head. Powerfully built, it is strong enough to crush a human skull with its bare hands.

Notes: Epay'ts'at are becoming increasingly rare on Kilrah mainly because their habitats are almost constantly being destroyed due to volcanic activity. The meat of the creature is considered a delicacy by the Kilrathi. Attempts at husbandry have been unsuccessful to date and as a result the price of

Epay'ts'at meat and pelts remain high. Terrans remind the Kilrathi of these creatures; the Kilrathi often treat captured Terrans accordingly - as weak and yet tasty prey animals.

Epay'ts'at (*Sapidumsimia kilrah*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C9 (Volume: 1.53 m³)	
SI: 88	Value: €2,150	HD/BHD/FHD: 61/49/62		INIT: +3	Speed: 21 m/rd (13 kph)
AHP: 0 (No Armor)	HP/NHP: 76	**Attacks:** Bare Hands (Slap, 22 Basic Damage)		**Special Qualities:** Temper -5 Hunted -5	
Physical Index: 8	Mental Index: 7	Length: 3.48 m (2.63 + (2d5 * 0.17) m)	Mass: 1,530 kg (1,147.5 + (2d5 * 76.5) kg)	Transit: Average Biped	
Attack Bonuses - Melee: +14; Ranged: +10			Saves - Fortitude: 34, Reflex: 32, Willpower: 35		
PWR: 60	FIN: 20	PHY: 40	INT: 36	ACU: 51	CHA: 18
3DM: 20 (Climbing 10) BRW: 20 LFT: 20	DDG: 3 DXM: 11 H&S: 6	CCN: 7 STM: 19 RCP: 14	KNW: 18 CUN: 6 RSF: 12	PRC: 15 (Spot Predators 11) PRF: 0 SRV: 20 (Seismic Activity 5)	PER: 15 LED: 0 DIP: 3
Body Parts: Motor Appendages x2, Visual Organs x2 (FOV 120° Optimal 200° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x1, Reproductive Organs x1.					
Life Phases: Adolescent at 5 years. Adulthood at 7 years. Middle Age at 18 years. Old Age at 28 years. Venerable Age at 31 years. Lifespan 34 + 4d5 years.					

Nagga

General Description: An enormous, four-headed alligator-like reptilian. Its rough, scaly outer surface is a greyish-green color with yellow highlights. Weighing in at over twenty metric tonnes, this extremely dangerous creature is more than capable of crushing and devouring anything it can get into any one set of its massive, powerful jaws, including vehicles and small to medium-sized boulders.

Notes: Nagga are dangerous creatures endemic to Kilrah's meager oceans, though some have been successfully introduced to other Kilrathi worlds (for cultural reasons). They are easily Kilrah's apex predator, rivaled only by the Kilrathi themselves in terms of shear ferocity. As a rite of passage, Kilrathi juveniles are sent to find nagga and to take home one of their teeth as a trophy, turning it into a dagger. A Kilrathi versus nagga fight is never a guaranteed win for the kil...

Nagga (*Crocodylus magnustupri*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C12 (Volume: 20.57 m³)	
SI: 258	Value: €0	HD/BHD/FHD: 67/46/73		INIT: +3	Speed: 67 m/rd (40 kph)
AHP: 50 (First Class Armor)	HP/NHP: 68	**Attacks:** Jaws (Bite, 140 Lethal Damage*)		**Special Qualities:** Reflexes +15 Temper -15 **Swallow Whole** **Terrifying Presence** **Weapons Resistance** (Slugthrower)	
Physical Index: 8	Mental Index: 7	Length: 8.43 m (6.33 + (2d5 * 0.42) m)	Mass: 20,570 kg (15,427.5 + (2d5 * 1,028.5) kg)	Transit: Average Quadruped	
Attack Bonuses - Melee: +14; Ranged: +12			Saves - Fortitude: 34, Reflex: 47, Willpower: 34		
PWR: 48	FIN: 27	PHY: 45	INT: 26	ACU: 43	CHA: 36
3DM: 16 BRW: 24 LFT: 8	DDG: 5 DXM: 10 H&S: 12	CCN: 13 STM: 25 RCP: 7	KNW: 4 CUN: 15 RSF: 7	PRC: 25 PRF: 0 SRV: 18	PER: 21 LED: 0 DIP: 15

Body Parts: Motor Appendages None, Visual Organs x2 (FOV 190° Optimal 320° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.	
Life Phases: Adolescent at 5 years. Adulthood at 11 years. Middle Age at 15 years. Old Age at 27 years. Venerable Age at 33 years. Lifespan 34 + 2d10 years.	
NOTE: A Nagga may make up to four attack rolls per round, one for up to four separate targets or all against a single target. All attack rolls after the first are considered "off-hand" attacks.	

Pchela

General Description: A large culicid flying insect. Its carapace is greyish in color with red highlights on its legs and antennae. Its mouthpiece is designed to suck blood from mammalian animals. When it does this, it injects its victim with venom to dull the pain; this venom is in fact poisonous to most of the species upon which it feeds.

Notes: Pchela hold pretty much the same status among the Kilrathi as mosquitoes do on Earth: there are some Kilrathi authorities who argue that they are the most dangerous natural threat to Kilrathi civilization and should be annihilated. They've proven resilient to all attempts at eradication to date. They've have had an annoying tendency to hitchhike on Kilrathi livestock to their colony worlds, where they usually flourish.

Pchela (*Venenuculex kilrah*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C1 (Volume: 0.0027 m³)	
SI: 40	Value: €0	HD/BHD/FHD: 33/45/38		INIT: +7	Speed: 54 m/rd (33 kph) *9 m/rd (5 kph), walking*
AHP: 0 (No Armor)	HP/NHP: 37	**Attacks:** **Proboscis** (Bite, 3 Basic Damage)		**Special Qualities:** **Poison** (Bite, 2 Lethal Damage, DC 45)	
Physical Index: 4	Mental Index: 7	Length: 1.70 m (1.25 + (2d5 * 0.09) m)	Mass: 2.7 kg (2.00 + (2d5 * 0.14) kg)	Transit: Fast Flyer *Very Slow Multiped*	
Attack Bonuses - Melee: +13; Ranged: +12			Saves - Fortitude: 31, Reflex: 32, Willpower: 37		
PWR: 30	FIN: 20	PHY: 10	INT: 21	ACU: 75	CHA: 9
3DM: 0 (Flying 20) BRW: 10 LFT: 0	DDG: 0 DXM: 0 H&S: 20	CCN: 0 STM: 5 RCP: 5	KNW: 10 CUN: 0 RSF: 11	PRC: 25 (Spot Prey 25) PRF: 0 SRV: 25	PER: 8 LED: 0 DIP: 1
Body Parts: Motor Appendages None, Visual Organs Numerous (FOV 360°), Olfactory Organs x2, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x1.					
Life Phases: Adolescent at 0.4 years. Adulthood at 0.9 years. Middle Age at 2.0 years. Old Age at 2.6 years. Venerable Age at 4.0 years. Lifespan 4.0 + (0.1 * 4d5 years).					
Notes: This creature has a total of ten Propulsive appendages; four wings for flying and six for walking.					

Rugalga

General Description: A large ungulate quadruped. This docile creature sports a coat of light grey hair with bluish highlights. It has a muscular, front-heavy appearance with a distinctive robust muzzle. It strides on relatively slender legs and moves gracefully and quietly.

Notes: Rugalga are among the most important Kilrathi livestock animals. Once the Kilrathi used to hunt these beasts but as the Kilrathi obtained sapience and began ranching practices, the Rugalga's natural docility and inoffensive nature made "hunting" them seem less and less "sporting". Modern Kilrathi consider actually hunting a Rugalga an exercise merely to fill the stomach, devoid of any chance for honor. They are still prime livestock animals ubiquitous throughout the Empire, functioning in many of the same roles as the cow does in the Terran spheres of influence.

Rugalga (*Connochaeteparilis rugalga*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C6 (Volume: 0.275 m³)	
SI: 110	Value: €1,200	HD/BHD/FHD: 57/54/57		INIT: +8	Speed: 17 m/rd (10 kph)
AHP: 75 (Second Class Armor)	HP/NHP: 29	**Attacks:** None		**Special Qualities:** **Trample** (6 Basic Damage)	
Physical Index: 3	Mental Index: 8	Length: 2.78 m (2.08 + (2d5 * 0.14) m)	Mass: 275.00 kg (206.25 + (2d5 * 13.75) kg)	Transit: Slow Quadruped	
Attack Bonuses - Melee: +9; Ranged: +8			Saves - Fortitude: 32, Reflex: 30, Willpower: 38		
PWR: 14	FIN: 7	PHY: 24	INT: 20	ACU: 80	CHA: 20
3DM: 7 BRW: 0 LFT: 7	DDG: 5 DXM: 0 H&S: 2	CCN: 4 STM: 12 RCP: 8	KNW: 10 CUN: 3 RSF: 7	PRC: 25 (Spot Predators 15) PRF: 0 SRV: 25 (Seismic Activity 15)	PER: 15 LED: 0 DIP: 5
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 192° Optimal 320° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 7 years. Adulthood at 10 years. Middle Age at 18 years. Old Age at 29 years. Venerable Age at 33 years. Lifespan 34 + 2d10 years.					

Szcaltal Flies

General Description: A large dipteran insect. It has a black carapace with a shimmering pair of long wings extending from its metathorax and characteristically yellow eyes. When the weather is particularly warm, these creatures come together in great swarms that are sometimes thick enough to prevent the light from the local sun from reaching the planet's surface.

Notes: Szcaltal Flies are considered pests not only amongst the Kilrathi but amongst many of the known sapient races, where their numbers have grown at significant rates. In addition to their swarming activities, their bites can leave painful sores. Though they can damage livestock, they are more of a danger to agriculture; their larvae can completely defoliate unprotected ak'rah fields.

Szcaltal Flies (*Pegoplata szcaltalensis*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C0 (Volume: 0.0005 m³)	
SI: 7	Value: €0	HD/BHD/FHD: 35/50/35		INIT: +10	Speed: 16 m/rd (9 kph)
AHP: 0 (No Armor)	HP/NHP: 5	**Attacks:** **Proboscis** (Bite, 2 Basic Damage)		**Special Qualities:** None	
Physical Index: 1	Mental Index: 3	Length: 0.97 m (0.72 + (2d5 * 0.05) m)	Mass: 0.5 kg (0.35 + (2d5 * 0.03) kg)	Transit: Slow Flyer	
Attack Bonuses - Melee: +8; Ranged: +8			Saves - Fortitude: 30, Reflex: 30, Willpower: 32		
PWR: 7	FIN: 5	PHY: 3	INT: 12	ACU: 22	CHA: 8
3DM: 5 BRW: 2 LFT: 0	DDG: 5 DXM: 0 H&S: 0	CCN: 0 STM: 0 RCP: 3	KNW: 6 CUN: 0 RSF: 6	PRC: 11 PRF: 0 SRV: 11	PER: 4 LED: 0 DIP: 4
Body Parts: Motor Appendages see Notes, Visual Organs Numerous (FOV 360°), Olfactory Organs x2, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x1.					
Life Phases: Adolescent at 0.08 years. Adulthood at 0.07 years. Middle Age at 0.19 years. Old Age at 0.27 years. Venerable Age at 0.37 years. Lifespan 0.4 + (0.01 * 4d5) years.					
Notes: In addition to their two wings that serve as Propulsive Appendages, Szcaltal Flies have six legs. However, these legs are strictly used for landing; Szcaltal Flies are actually incapable of any movement along the ground. The front two legs may be used by the creatures for grasping objects, serving as Motor Appendages.					

Traggil

General Description: A medium-sized ungulate quadruped. It is reddish-brown in color with lighter-colored flanks. Its underbelly is white and it has a characteristic "M"-shaped marking on its rear. The creature is capable of running at great speeds and has a pair of large, lyre-shaped horns with which to defend itself.

Notes: Traggil are one of the few truly wild herbivorous creatures still found on the surface of Kilrah; the Kilrathi have imported some wild herds to their colony worlds. They are one of the few creatures the Kilrathi will go out and hunt as their speed and sharp horns make them somewhat difficult to catch and kill without injury, though they can often be lured into traps; indeed, it is this quality that the Kilrathi most often associate with this animal. Culturally, they serve much the same function as deer do in the Terran spheres of influence.

Traggil (*Aepyceroparilis traggili*)					
Niche: Herbivorous Consumer		Symmetry: Bilateral		Size Class: C5 (Volume: 0.095 m^3)	
SI: 124	Value: €86	HD/BHD/FHD: 50/50/50		INIT: +4	Speed: 10 m/rd (6 kph)
AHP: 0 (No Armor)	HP/NHP: 92	**Attacks:** Horns (Gore, 17 Basic Damage)		**Special Qualities:** **Trample** (15 Basic Damage) <u>Hunted</u> -10 <u>Reflexes</u> +10	
Physical Index: 7	Mental Index: 5	Length: 0.95 m (0.70 + (2d5 * 0.05) m)	Mass: 95.00 kg (71.25 + (2d5 * 4.75) kg)	Transit: Fast Quadruped	
Attack Bonuses - Melee: +11; Ranged: +13			Saves - Fortitude: 31, Reflex: 45, Willpower: 33		
PWR: 36	FIN: 51	PHY: 18	INT: 26	ACU: 36	CHA: 13
3DM: 16 BRW: 15 LFT: 5	DDG: 25 DXM: 6 H&S: 20	CCN: 6 STM: 6 RCP: 6	KNW: 18 CUN: 2 RSF: 6	PRC: 18 PRF: 0 SRV: 18	PER: 7 LED: 0 DIP: 6
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 198° Optimal 330° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 3 years. Adulthood at 5 years. Middle Age at 7 years. Old Age at 10 years. Venerable Age at 14 years. Lifespan 18 + 1d5 years.					

Creatures Native to Other Worlds

Barbed Rattlesnake

General Description: A massive crotalid reptilian. It is covered with large diamond-shaped scales that are largely black with a golden brown pattern on its dorsal. Its keratinous tail is capable of shaking at an incredible speed and produces a distinctive sound when the creature feels threatened. Around its head are a ring of barbs, with some facing forward and others facing backwards; the barbs deliver a potent hemotoxin when the creature strikes.

Notes: Several varieties of barbed rattlesnake can be found on various worlds throughout the Avalon Sector. They've proven themselves effective against infestations of Black Rats brought in from Earth-origin spacecraft and are generally tolerated despite several reported deaths to personnel and livestock. Their large size gives them a higher overall meat content and availability of snakeskin than most species of Earth snakes.

Barbed Rattlesnake (*Crotaladvena hamatis*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.02989 m³)	
SI: 120	Value: €48	HD/BHD/FHD: 46/52/46		INIT: +6	Speed: 15 m/rd (9 kph)
AHP: 50 (First Class Armor)	HP/NHP: 66	**Attacks:** Blunt Fangs (Bite, 1 Lethal Damage) Barbs (Gore, 3 Lethal Damage)		**Special Qualities:** **Poison** (Barbs, Standard Hemotoxin) **Enhanced Visual Sense** (Infrared) **Improved Grab** **Swallow Whole** Reflexes +5	
Physical Index: 5	Mental Index: 5	Length: 3.00 m (2.25 + (2d5 * 0.15) m)	Mass: 29.89 kg 22.44 + (2d5 * 1.49) kg)	Transit: Average Pseudoped	
Attack Bonuses - Melee: +13; Ranged: +13			Saves - Fortitude: 31, Reflex: 38, Willpower: 35		
PWR: 30	FIN: 30	PHY: 15	INT: 15	ACU: 50	CHA: 10
3DM: 15 BRW: 15 LFT: 0	DDG: 5 DXM: 20 H&S: 5	CCN: 5 STM: 5 RCP: 5	KNW: 5 CUN: 5 RSF: 5	PRC: 25 PRF: 0 SRV: 25	PER: 10 LED: 0 DIP: 0
Body Parts: Motor Appendages None, Visual Organs x1 (FOV 162° Optimal 270° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x2.					
Life Phases: Adolescent at 1.6 years. Adulthood at 3.1 years. Middle Age at 5.9 years. Old Age at 8.6 years. Venerable Age at 11.0 years. Lifespan 11.0 + (0.1 * 7d10) years.					
Notes: This creature moves via muscular contraction; its Body Area serves as its single Propulsive Appendage.					

Birha Tree

General Description: A large deciduous tree with multiple branches. It exhibits a broad, domed crown with alternately arranged multi-ribbed, palmate-veined and tri-lobed leaves. The lower branches contain multiple flowering blooms, which have a dull reddish color and emit a sweet smelling fragrance. The fragrance seems to have a calming effect on all who pass by the tree.

Notes: The birha tree is an extraterrestrial member of the family Sapindaceae. Native to the planet Ghorah Khar (Ghorah Khar System, Isaac Quadrant, Enigma Sector), these plants are noted for their large, red, sweet-scented flowers. They have a calming effect on Kilrathi and have been heavily imported into their Empire, achieving a high level of cultural significance. Terran entrepreneurs and culinary experts have noted that the tree's sap can be processed into a particularly sweet and pungent syrup, making it somewhat sought after in Terran circles as well.

Birha Tree (*Acerparilis ghorahkhar*)					
Niche: Photosynthetic Producer		Symmetry: Irregular		Size Class: C11 (Volume: 5.86 m³)	
SI: 121	Value: €200	HD/BHD/FHD: 82/64/72		INIT: +8	Speed: 0 m/rd (0 kph)
AHP: 75 (Second Class Armor)	HP/NHP: 46	**Attacks:** None		**Special Qualities:** Regeneration	
Physical Index: 3	Mental Index: 0	Length: 27.5 m (20.6 + (2d5 * 1.38) m)	Mass: 5,274 kg (3,955.5 + (2d5 * 263.7) kg)	Transit: *Stationary*	
Attack Bonuses - Melee: +0; Ranged: +0			Saves - Fortitude: 34, Reflex: 30, Willpower: 30		
PWR: 5	FIN: 0	PHY: 40	INT: 0	ACU: 0	CHA: 0
3DM: 0 BRW: 0 LFT: 5	DDG: 0 DXM: 0 H&S: 0	CCN: 0 STM: 15 RCP: 25	KNW: 0 CUN: 0 RSF: 0	PRC: 0 PRF: 0 SRV: 0	PER: 0 LED: 0 DIP: 0

Body Parts: Motor Appendages None, Visual Organs see Notes (FOV 360°), Olfactory Organs None, Gustatory Organs None, Propulsive Appendages None, Reproductive Organs Numerous.	
Life Phases: Adolescent at 35 years. Adulthood at 40 years. Middle Age at 62 years. Old Age at 126 years. Venerable Age at 146 years. Lifespan 148 + 1d% years.	
Notes: *Plant*. The sensory capabilities of this lifeform are combined with its Body Area. This lifeform can detect and track light sources, particularly solar light.	

Black Needle Spider

General Description: A large arachnid with a jet-black carapace. Its chelicerae incorporate a set of long, sinewy material attached to a pair of long, sharp, needle-like fangs. The creature has the capability of shooting these fangs from their body, lancing through the bodies of its victim and delivering a potent neurotoxin.

Notes: Black Needle Spiders are dangerous lifeforms native to the Trk'Pahn Sector; they're believed to have originated on the old Varni homeworld but they have become so prolific within the Sector that this cannot be verified. Aggressive and territorial creatures, they will shoot at any threat or prey that comes within range and have been responsible for the deaths of many Terrans and Kilrathi alike. They have a tendency to stow away aboard starfaring ships and occasionally have had a devastating effect on the worlds on which they later disembark.

Black Needle Spider (*Nigeracus dampnusaranea*)						
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C1 (Volume: 0.002 m³)		
SI: 14	Value: €0	HD/BHD/FHD: 43/55/38		INIT: +10	Speed: 5 m/rd (4 kph)	
AHP: 0 (No Armor)	HP/NHP: 12	**Attacks:** **Fangs** (Bite, range 8 m, 2 Lethal Damage, 2 sec reload)		**Special Qualities:** <u>Reflexes</u> +10 <u>Senses</u> (Sight) +5 **Poison** (Bite, 20 HP/min, DC 35) **Enhanced Vision** (Infrared)		
Physical Index: 1	Learning Rate: 4	Length: 0.68 m (0.53 + (2d5 * 0.03) m)	Mass: 2.0 kg (1.5 + (2d5 * 0.1) kg)	Transit: Average Multiped		
Attack Bonuses - Melee: +10; Ranged: +10			Saves - Fortitude: 30, Reflex: 40, Willpower: 32			
PWR: 7	FIN: 3	PHY: 5	INT: 17	ACU: 22	CHA: 21	
3DM: 4 BRW: 2 LFT: 1	DDG: 0 DXM: 3 H&S: 0	CCN: 2 STM: 3 RCP: 1	KNW: 3 CUN: 11 RSF: 3	PRC: 11 PRF: 0 SRV: 11	PER: 11 LED: 0 DIP: 10	
Body Parts: Motor Appendages see Notes, Visual Organs Numerous (FOV 160° Optimal 270° Peripheral), Olfactory Organs None, Gustatory Organs x1, Propulsive Appendages x8, Reproductive Organs x1.						
Life Phases: Adolescent at 0.8 years. Adulthood at 1.1 years. Middle Age at 1.5 years. Old Age at 2.7 years. Venerable Age at 3.5 years. Lifespan 3.5 + (0.1 * 5d5) years.						
Notes: Black Needle Spiders frequently use their front two forelegs to help aid in subduing and holding prey; they double as Motor Appendages.						

Boiling Sprayer

General Description: This is a relatively large and motile plant. Its outer surface is a bluish-green color and covered with numerous short, external tubes, which the plant uses to catch and absorb rainwater as well as to move about freely. The plant absorbs sufficient energy while moving around to raise its internal water supply to its boiling point. When approached by a potential predator, the plant shoots some of this supply of boiling hot water out its tubes.

Notes: Sprayers are native to S'thant in the T'Kirsa System (Epsilon Sector, Antares Quadrant). They are a fairly important piece of the planetary flora as the planet's main primary consumers are chemosynthetic and use the Sprayers as their main source of energy; in turn, they aid in the plant's pollination. So far the plants haven't found much use in starfaring markets, though Firekkan scientists are carefully researching them in the hopes of finding a safe way to naturally harness some of their energy.

Boiling Sprayer (*Resutfrondis aquaeferventis*)					
Niche: Photosynthetic Producer		Symmetry: Irregular			Size Class: C9 (Volume: 2.42 m³)
SI: 94	Value: €0	HD/BHD/FHD: 60/48/62		INIT: +4	Speed: 31 m/rd (19 kph)
AHP: 0 (No Armor)	HP/NHP: 75	**Attacks:** **Boiling Water Spray** (Special, range 100 m, 19 Lethal Damage + Burns, 6 sec recharge)		**Special Qualities:** None	
Physical Index: 7	Mental Index: 2	Length: 6.25 m (4.69 + (2d5 * 0.31) m)	Mass: 2,420 kg (1,815 + (2d5 * 121) kg)	Transit: Very Slow Multiped	
Attack Bonuses - Melee: +2; Ranged: +2			Saves - Fortitude: 35, Reflex: 32, Willpower: 31		
PWR: 25	FIN: 27	PHY: 53	INT: 6	ACU: 12	CHA: 3
3DM: 0 BRW: 0 LFT: 25	DDG: 8 DXM: 11 H&S: 8	CCN: 18 STM: 10 RCP: 25	KNW: 0 CUN: 0 RSF: 6	PRC: 4 PRF: 0 SRV: 8	PER: 3 LED: 0 DIP: 0
Body Parts: Motor Appendages None, Visual Organs None (FOV 0°), Olfactory Organs see Notes, Gustatory Organs None, Propulsive Appendages Numerous, Reproductive Organs Numerous.					
Life Phases: Adolescent at 16 years. Adulthood at 30 years. Middle Age at 53 years. Old Age at 108 years. Venerable Age at 132 years. Lifespan 133 + 7d10 years.					
Notes: *Plant*. The sensory capabilities of this lifeform are combined with its Body Area. This lifeform can detect the scent of other lifeforms at encounter range.					

Bugbear

General Description: An enormous scarabaceous insect. Its carapace is a forest green color with black highlights. Its front legs are specialized for the excavation of soft earth. The creature may often be seen rolling the impressive balls of dung that comprise the entirety of its diet. Though non-aggressive, it does have a pair of mandibles that can easily deliver a nasty bite to a would-be attacker.

Notes: "Bugbear" was the name applied to the large beetle-like insects found on planet Nanjing in the Chang-Cu system (Roberts Quadrant, Vega Sector). Bugbears grow to nearly two meters in length and spent most of their time in the forest areas of Nanjing, where they perform a vital service by cleaning up the droppings of the local fauna and fertilizing the local flora. Some of these creatures have been imported to other worlds to help in agricultural efforts; they're quite good at what they do, though their massive size can be more than a little daunting to the uninitiated.

Bugbear (*Ursuscarab nanjing*)				
Niche: Chemosynthetic Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.01471 m³)
SI: 68	Value: €9	HD/BHD/FHD: 48/54/46	INIT: +8	Speed: 13 m/rd (8 kph) (walking) *15 m/rd (9 kph) (flying)*
AHP: 50 (First Class Armor)	HP/NHP: 15	**Attacks:** **Mandibles** (Bite, 3 Lethal Damage)		**Special Qualities:** None
Physical Index: 3	Mental Index: 2	Length: 1.83 m (1.38 + (2d5 * 0.45) m)	Mass: 14.71 kg (11.01 + (2d5 * 3.7) kg)	Transit: Slow Multiped *Very Slow Flyer*
Attack Bonuses - Melee: +8; Ranged: +8			Saves - Fortitude: 31, Reflex: 31, Willpower: 32	

PWR: 15	FIN: 15	PHY: 15	INT: 5	ACU: 20	CHA: 5
3DM: 5 BRW: 0 LFT: 10	DDG: 0 DXM: 5 H&S: 10	CCN: 0 STM: 5 RCP: 10	KNW: 0 CUN: 0 RSF: 5	PRC: 10 PRF: 0 SRV: 10	PER: 5 LED: 0 DIP: 0

Body Parts: Motor Appendages see Notes, Visual Organs Numerous (FOV 180° Optimal 300° Peripheral), Olfactory Organs x2, Gustatory Organs x1, Propulsive Appendages x8*, Reproductive Organs x1.
Life Phases: Adolescent at 2.3 years. Adulthood at 3.4 years. Middle Age at 5.9 years. Old Age at 9.4 years. Venerable Age at 10.8 years. Lifespan 11 + (0.1 * 7d10) years.
Notes: This creature is capable of digging and manipulating dung balls with its forelegs; they double as Motor Appendages. Bugbears use six legs with which to propel themselves on land and have a pair of wings for flight.

Burning Cactus

General Description: A ruddy-brown, motile, cactus-like plant with very long, thin, black spines all over its surface. The cactus absorbs liquids from the soil that it can cycle through itself and then "sweats" it throughout a series of pores. Upon reaching the atmosphere, the liquid mixture ignites, causing the cactus to constantly be enveloped in flames. Using a simple system of rudimentary joints, it can violently shake one of its arms to splatter the burning liquid onto an attacker if necessary.

Notes: These unique plants are native to some of the less hospitable areas of Hell Hole (Buford's World System, Gonwyn Quadrant, Landreich Sector). They're largely considered parasitic plants due to their knack for leaching any useful nutrients out of the soil. They have proven to be difficult to get rid of and since the land isn't really worth much of anything to anybody, the planet's populace tends to just leave them alone. They are worth some money to those selling on the Firekkan market, though they are very difficult to procure without bodily injury.

Burning Cactus (*Ardens spinaplanta*)					
Niche: Chemosynthetic Producer	Symmetry: Irregular			Size Class: C9 (Volume: 1.24 m³)	
SI: 82	Value: €500	HD/BHD/FHD: 72/60/62		INIT: +4	Speed: 0 m/rd (0 kph)
AHP: 0 (No Armor)	HP/NHP: 74	**Attacks:** **Flame Spout** (Special, range 125 m, 8 Lethal Damage + Fire)		**Special Qualities:** **Bioluminescence** **Weapons Resistance** (Fire)	
Physical Index: 7	Mental Index: 2	Length: 3.13 m (2.35 + (2d5 * 0.16) m)	Mass: 1,240 kg (930 + (2d5 * 62) kg)	Transit: *Stationary*	
Attack Bonuses - Melee: +3; Ranged: +4			Saves - Fortitude: 34, Reflex: 33, Willpower: 31		
PWR: 25	FIN: 33	PHY: 47	INT: 11	ACU: 14	CHA: 5
3DM: 0 BRW: 0 LFT: 25	DDG: 10 DXM: 13 H&S: 10	CCN: 16 STM: 7 RCP: 24	KNW: 0 CUN: 0 RSF: 11	PRC: 5 PRF: 0 SRV: 9	PER: 5 LED: 0 DIP: 0
Body Parts: Motor Appendages see Notes, Visual Organs None (FOV 0), Olfactory Organs see Notes, Gustatory Organs None, Propulsive Appendages None, Reproductive Organs Numerous.					
Life Phases: Adolescent at 1 year. Adulthood at 5 years. Middle Age at 7 years. Old Age at 13 years. Venerable Age at 17 years. Lifespan 17 + 1d10 years.					
Notes: *Plant*. The sensory capabilities of this lifeform are combined with its Body Area. This lifeform can detect the scent of other lifeforms at encounter range.					

Centaurian Mud Pig

General Description: A medium-sized porcine quadruped. The creature has covered itself with a thick layer of mud; the few bits of its flesh that are visible are a murky-brown color. The creature has a pair of tusks on either side of its head which it uses for digging. It ambles along at a very slow pace.

Notes: Centaurian Mud Pigs are native to planet Leto in the Alpha Centauri system, though there is evidence to suggest these creatures are in fact mutated descendants of *Sus scrofa domesticus* brought to Leto by the original Pilgrim settlers. They are considered a livestock animal and are used mainly in pork production. They've gained notoriety for their slow, slothful movements; *Tiger's Claw* pilot Michael "Iceman" Casey once drew a comparison between these creatures and the CF-105 *Scimitar*.

Centaurian Mud Pig (*Sus lutum centauriensis*)					
Niche: Omnivorous Consumer		Symmetry: Bilateral		Size Class: C6 (Volume: 0.2 m^3)	
SI: 62	Value: €260	HD/BHD/FHD: 58/55/53		INIT: +6	Speed: 5 m/rd (3 kph)
AHP: 0 (No Armor)	HP/NHP: 58	**Attacks:** **Tusks** (Gore, 4 Basic Damage)		**Special Qualities:** None	
Physical Index: 5	Mental Index: 8	Length: 1.35 m (1.00 + (2d5 * 0.07) m)	Mass: 200 kg (150 + (2d5 * 10) kg)	Transit: Very Slow Quadruped	
Attack Bonuses - Melee: +11; Ranged: +10			Saves - Fortitude: 33, Reflex: 31, Willpower: 35		
PWR: 26	FIN: 13	PHY: 36	INT: 40	ACU: 50	CHA: 30
3DM: 4 BRW: 13 LFT: 9	DDG: 7 DXM: 2 H&S: 4	CCN: 12 STM: 12 RCP: 12	KNW: 15 CUN: 0 RSF: 25	PRC: 25 PRF: 0 SRV: 25	PER: 15 LED: 0 DIP: 5
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 144° Optimal 240° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 3 years. Adulthood at 4 years. Middle Age at 8 years. Old Age at 14 years. Venerable Age at 18 years. Lifespan 22 + 1d5 years.					

Dioscurian Ovizard

General Description: A large chamaeleonid. Its surface is composed of a layer of green overlapping scales. When startled, the scales change to an orangish color. An even-tempered creature, it spends its days looking for eggs to devour whole.

Notes: The Dioscurian Ovizard is an animal native to Dioscuri II. Ovizards feed on large eggs and are quite capable of downing something the size of an ostrich egg in a single gulp. Due to their friendly nature and their ability to rapidly reproduce (giving birth to litters of a dozen or more at a time), they had become a popular pet on Earth by the turn of the 28th Century.

Dioscurian Ovizard (*Ovulacerta dioscuriduom*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C4 (Volume: .0434 m^3)	
SI: 87	Value: €57	HD/BHD/FHD: 48/51/49		INIT: +11	Speed: 20 m/rd (12 kph)
AHP: 50 (First Class Armor)	HP/NHP: 34	**Attacks:** **Egg Teeth** (Bite, 3 Basic Damage)		**Special Qualities:** Regeneration Swallow Whole Temper +10	
Physical Index: 4	Mental Index: 7	Length: 2.0 m (1.5 + (2d5 * 0.1) m)	Mass: 43.4 kg (32.55 + (2d5 * 2.17) kg)	Transit: Fast Quadruped	
Attack Bonuses - Melee: +11; Ranged: +12			Saves - Fortitude: 32, Reflex: 32, Willpower: 35		
PWR: 15	FIN: 25	PHY: 20	INT: 18	ACU: 50	CHA: 37
3DM: 5 BRW: 0 LFT: 10	DDG: 10 DXM: 10 H&S: 10	CCN: 5 STM: 5 RCP: 10	KNW: 6 CUN: 0 RSF: 12	PRC: 25 PRF: 0 SRV: 25	PER: 20 LED: 0 DIP: 17

Body Parts: Motor Appendages None, Visual Organs x2 (FOV 150° Optimal 250° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.
Life Phases: Adolescent at 1.3 years. Adulthood at 2.9 years. Middle Age at 5.9 years. Old Age at 8.8 years. Venerable Age at 10.8 years. Lifespan 11.0 + (0.1 * 7d10) years.
Notes: When startled, this creature's pigmentation changes from green to orange. This is the only circumstance under which it will change color and thus it does not count as natural camouflage.

Fluffy Rodent

General Description: This is a small quadruped covered with a coat of thick white fur. In all respects it has the same morphology as a domesticated cat with the exception of its dentition. Rather than possessing a set of canine and carnassial teeth for shearing flesh, these creatures possess a single pair of continuously growing incisors in both their upper and lower jaws, which must be kept short by gnawing on whatever's available.

Notes: *Pets, delicacies, fashion accessories or all three. Everybody who's anybody, darling, needs a steady supply of fluffy rodents to complement their marvelous lifestyle.* Kaladones Rodents (marketed as "Fluffy Rodents") are native to the planet Terrel in the Tri-System. They are the most sought after pets and status symbols in the Tri-System Confederacy.

Kaladones Rodents (*Musfelis terreli*)						
Niche: Omnivorous Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.0045 m³)		
SI: 77	Value: €6	HD/BHD/FHD: 49/55/44		INIT: +5	Speed: 9 m/rd (5 kph)	
AHP: 0 (No Armor)	HP/NHP: 74	**Attacks:** Incisors (Bite, 3 Basic Damage)		**Special Qualities:** Enhanced Visual Sense (Dim Light)		
Physical Index: 6	Mental Index: 7	Length: 0.76 m (0.56 + (2d5 * 0.04) m)	Mass: 4.5 kg (3.35 + (2d5 * 0.23) kg)	Transit: Very Fast Quadruped		
Attack Bonuses - Melee: +12; Ranged: +12			Saves - Fortitude: 32, Reflex: 33, Willpower: 35			
PWR: 35	FIN: 35	PHY: 20	INT: 30	ACU: 50	CHA: 25	
3DM: 25 BRW: 5 LFT: 5	DDG: 10 DXM: 10 H&S: 15	CCN: 5 STM: 10 RCP: 5	KNW: 10 CUN: 10 RSF: 10	PRC: 25 PRF: 0 SRV: 25	PER: 25 LED: 0 DIP: 0	
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 120° Optimal 200° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.						
Life Phases: Adolescent at 0.8 years. Adulthood at 2.8 years. Middle Age at 3.5 years. Old Age at 6.5 years. Venerable Age at 8.2 years. Lifespan 8.5 + (0.1 * 5d10) years.						

Gnufly

General Description: A large dipteran insect. It is greyish in color with bright yellow compound eyes and a white- and red-striped abdomen. Aggressive and territorial creatures, they have a tendency to form swarms and attack any intruder they detect, delivering multiple venomous bites that are easily capable of hospitalizing a Terran-sized creature.

Notes: Gnufly are a type of insect native to the Tri-System. The level of starfaring commerce that goes on in the Confederacy has led to their introduction to every inhabited sphere in the area, where they are considered dangerous pests. Every so often, their numbers grow to the point where they are effective a plague, generally causing an increase in the price of blood and other medical supplies. Fortunately, these outbreaks are relatively rare.

Gnufly (*Tabanidaparilis venenosa*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C0 (Volume: .00073 m³)	
SI: 80	Value: €0	HD/BHD/FHD: 34/49/37		INIT: +9	Speed: 35 m/rd (21 kph)
AHP: 50 (First Class Armor)	HP/NHP: 26	**Attacks:** **Proboscis** (Bite, 4 Basic Damage)		**Special Qualities:** **Poison** (Bite, 5 Lethal Damage, DC 35)	
Physical Index: 2	Mental Index: 6	Length: 1.10 m (0.8 + (2d5 * 0.06) m)	Mass: 0.73 kg (0.53 + (2d5 * 0.04) kg)	Transit: Fast Flyer	
Attack Bonuses - Melee: +11; Ranged: +11			Saves - Fortitude: 30, Reflex: 31, Willpower: 35		
PWR: 15	FIN: 10	PHY: 5	INT: 30	ACU: 50	CHA: 10
3DM: 5 BRW: 10 LFT: 0	DDG: 10 DXM: 0 H&S: 0	CCN: 0 STM: 0 RCP: 5	KNW: 15 CUN: 0 RSF: 15	PRC: 25 PRF: 0 SRV: 25	PER: 10 LED: 0 DIP: 0
Body Parts: Motor Appendages None, Visual Organs Numerous (FOV 360°), Olfactory Organs x2, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x1.					
Life Phases: Adolescent at 0.07 years. Adulthood at 0.07 years. Middle Age at 0.16 years. Old Age at 0.32 years. Venerable Age at 0.35 years. Lifespan 0.35 + (0.01 * 5d5) years.					
Notes: This creature has four wings with which to propel itself. Though it also has four legs which enable the creature to land, they are incapable of allowing the creature to move along the ground.					

Hot Fungus

General Description: A relatively small, rounded fungoid lifeform with a slimy green exterior. The surface of the fungus is cracked. Issuing from the cracks is steam and a deep-red glow. The lifeform gives off a tremendous amount of heat. Whenever a creature approaches too closely, the fungus sprays a shower of molten rock in that direction.

Notes: Hot Fungi can be found on several worlds in the Hubble Quadrant of the Hawking Sector. Their ability to produce molten rock is unique among animal lifeforms and they've actually become sought after as a natural means of terraforming worlds that are too small or too old to have active vulcanism. Handling one of these creatures comes with extreme risk but there are many who feel their high unit price makes them worth it.

Hot Fungus (*Cyathparilis liquefactupetra*)					
Niche: Exotic Consumer		Symmetry: Spherical		Size Class: C3 (Volume: 0.01 m³)	
SI: 402	Value: €2,300	HD/BHD/FHD: 53/59/48		INIT: +7	Speed: 1 m/rd (1 kph)
AHP: 75 (Second Class Armor)	HP/NHP: 42	**Attacks:** **Molten Rock Shower** (Special, 30m range, 35 Lethal Damage + Fire)		**Special Qualities:** **Weapons Resistance** (Burns) **Explosive Death** (see Notes)	
Physical Index: 4	Mental Index: 8	Length: 0.27 m (0.22 + (2d5 * 0.01) m)	Mass: 45.9 kg (34.4 + (2d5 * 2.3) kg)	Transit: Slow Pseudoped	
Attack Bonuses - Melee: +16; Ranged: +16			Saves - Fortitude: 32, Reflex: 31, Willpower: 34		
PWR: 17	FIN: 14	PHY: 29	INT: 45	ACU: 50	CHA: 25
3DM: 17 BRW: 0 LFT: 0	DDG: 4 DXM: 6 H&S: 4	CCN: 0 STM: 22 RCP: 7	KNW: 12 CUN: 12 RSF: 21	PRC: 25 PRF: 0 SRV: 25	PER: 0 LED: 0 DIP: 25

Body Parts: Motor Appendages None, Auditory Organs None, Visual Organs None (FOV 0°), Olfactory Organs see Notes, Gustatory Organs see Notes, Propulsive Appendages see Notes, Reproductive Organs None.
Life Phases: Adolescent at 0.9 years. Adulthood at 2.1 years. Middle Age at 4.7 years. Old Age at 7.7 years. Venerable Age at 10.1 years. Lifespan 10.5 + (0.1 * 9d5) years.
Notes: Hot Fungi metabolize rock to gain specific nutrients, most often heavy metals such as iron and titanium. The fungus is capable of metabolizing rock from any point on its body's surface. A Hot Fungus can direct a molten rock shower downward, propelling itself ballistically through the air for a relatively short distance. If this creature dies suddenly, it will explosively release any molten rock it currently contains; this has the same set of effects as a Fifth Class Fragmentation Grenade (25 Vehicle-scale Damage, use THD/BHD, blast radius 10 m).

Kraken

General Description: A shallow water cranchiid of incredible proportions. Its outer covering is reddish and largely transparent. Measuring nearly 30 meters in length from mantle to the ends of its tentacles, it is capable of moving at great speeds. Its tentacles are equipped with multiple, swiveling, three-pointed hooks that are capable of manipulating large objects with terrific force. It is carnivorous and has a voracious appetite.

Notes: Krakens are native to the water world of Hurricane in the Port Hedland System (Roberts Quadrant, Vega Sector). They were single-handedly responsible for the demise of the first two expeditions sent to colonize the planet; even to this day they threaten the colony platforms and any vessel that sails Hurricane's waters. The death of a Kraken is celebrated locally, usually by taking the carcass and turning it into some of the most delicious calamari in Known Space.

Kraken (*Mesonychoteuthis magnuasinus*)					
Niche: Carnivorous Consumer		Symmetry: Radial		Size Class: C10 (Volume: 3.00 m³)	
SI: 150	Value: €1,100	HD/BHD/FHD: 35/20/65		INIT: +4	Speed: 461 m/rd (277 kph)
AHP: 0 (No Armor)	HP/NHP: 101	**Attacks:** Tentacle Slap (Claw, 49 Lethal Damage)		**Special Qualities:** Health +10 Ambidexterity +10 Curious -5 **Regeneration** **Special Atmosphere** (Water)	
Physical Index: 7	Mental Index: 5	Length: 28.83 m (21.62 + (2d5 * 1.44) m)	Mass: 3,000 kg (2,250 + (2d5 * 150) kg)	Transit: Average Swimmer	
Attack Bonuses - Melee: +14; Ranged: +12			Saves - Fortitude: 43, Reflex: 32, Willpower: 33		
PWR: 47	FIN: 20	PHY: 38	INT: 18	ACU: 34	CHA: 23
3DM: 13 BRW: 25 LFT: 9	DDG: 3 DXM: 7 H&S: 10	CCN: 10 STM: 22 RCP: 6	KNW: 4 CUN: 9 RSF: 5	PRC: 23 PRF: 0 SRV: 11	PER: 15 LED: 0 DIP: 8
Body Parts: Motor Appendages x12, Visual Organs x2 (FOV 180° Optimal 270° Peripheral), Olfactory Organs None, Gustatory Organs Numerous, Propulsive Appendages x1, Reproductive Organs x1.					
Life Phases: Adolescent at 6 years. Adulthood at 10 years. Middle Age at 16 years. Old Age at 27 years. Venerable Age at 30 years. Lifespan 30 + 2d10 years.					

Leaping Coyote

General Description: A large canid with a pelt of greyish-brown to yellow-grey fur with reddish brown highlights and a black dorsal stripe. It has a set of long, powerful back-legs which it uses to leap at great speeds. This pack animal is deadly when hunting. When the pack has emerged to chase down their prey, they run fast and sound a strange, oscillating howl.

Notes: Leaping Coyotes are native to planet Fargo in the Dakota System (Roberts Quadrant, Vega Sector), where they are a menace to local attempts at ranching. Despite their pack nature, they are cautious and trainable when in solitude and are sought after in some Terran circles for the same purposes as common dogs. Their pelts are currently in fashion and they have been imported to other worlds, though usually to the detriment of the local fauna.

Leaping Coyote (*Canis latraparilis subsilientem*)						
Niche: Omnivorous Consumer		Symmetry: Bilateral			Size Class: C5 (Volume: 0.00645 m³)	
SI: 74	Value: €15	HD/BHD/FHD: 49/49/50			INIT: +7	Speed: 18 m/rd (11 kph)
AHP: 0 (No Armor)	HP/NHP: 57	**Attacks:** Teeth (Bite, 17 Lethal Damage)			**Special Qualities:** Senses (Smell) +5 Reflexes +20	
Physical Index: 4	Mental Index: 8	Length: 1.50 m (1.10 + (2d5 * 0.08) m)	Mass: 64.5 kg (48.5 + (2d5 * 3.2) kg)		Transit: Very Fast Quadruped	
Attack Bonuses - Melee: +11; Ranged: +10			Saves - Fortitude: 31, Reflex: 51, Willpower: 34			
PWR: 29	FIN: 13	PHY: 18	INT: 38	ACU: 44	CHA: 38	
3DM: 9 BRW: 15 LFT: 5	DDG: 1 DXM: 3 H&S: 9	CCN: 5 STM: 11 RCP: 2	KNW: 7 CUN: 20 RSF: 11	PRC: 25 PRF: 0 SRV: 19	PER: 24 LED: 0 DIP: 14	
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 145° Optimal 240° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.						
Life Phases: Adolescent at 3 years. Adulthood at 10 years. Middle Age at 16 years. Old Age at 26 years. Venerable Age at 36 years. Lifespan 39 + 3d5 years.						

Piscean Arthrosquid

General Description: An amphibious creature that resembles a large slug. Its rubbery skin is blue with a lighter underside and a red abdominal area near its pseudopodia. It has two large, whip-like tentacles near its head which it uses to grab and either strangle or drown unsuspecting prey, some of which can be quite large.

Notes: The Piscean Arthrosquid is a hazardous creature native to the planet Antenteh in the Pisces system (Hralgkrak Quadrant, Landreich Sector). Though they thrive in the planet's oceans, they are more than capable of coming on land in order to hunt and are strong enough to hold and strangle a fully-grown adult male Kilrathi to death.

Piscean Arthrosquid (*Teuthidaparilis antenteh*)						
Niche: Omnivorous Consumer		Symmetry: Bilateral			Size Class: C9 (Volume: 1.20 m³)	
SI: 94	Value: €0	HD/BHD/FHD: 53/41/62			INIT: +6	Speed: 89 m/rd (53 kph) *17 m/rd (10 kph)*
AHP: 0 (No Armor)	HP/NHP: 72	**Attacks:** Tentacle (Slap, 16 Basic Damage)			**Special Qualities:** Improved Grab Constrict (6 Basic Damage) Terrifying Presence Senses (Smell) +15	
Physical Index: 5	Mental Index: 2	Length: 5.54 m (4.14 + (2d5 * 0.28) m)	Mass: 1,200 kg (900 + (2d5 * 60) kg)		Transit: Fast Swimmer *Slow Pseudoped*	
Attack Bonuses - Melee: +12; Ranged: +10			Saves - Fortitude: 32, Reflex: 31, Willpower: 31			
PWR: 36	FIN: 13	PHY: 26	INT: 10	ACU: 15	CHA: 5	
3DM: 12 BRW: 12 LFT: 12	DDG: 4 DXM: 4 H&S: 5	CCN: 6 STM: 10 RCP: 10	KNW: 10 CUN: 0 RSF: 0	PRC: 8 PRF: 0 SRV: 7	PER: 5 LED: 0 DIP: 0	

Body Parts: Motor Appendages x2, Visual Organs x2 (FOV 174° Optimal 290° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x1.	
Life Phases: Adolescent at 3 years. Adulthood at 10 years. Middle Age at 15 years. Old Age at 29 years. Venerable Age at 35 years. Lifespan 39 + 3d5 years.	
Notes: This creature's Body Area doubles as its Propulsive Appendage. It does have half-a-dozen protrusions on its body to assist movement on land, but they are still controlled directly through the body's muscular contractions.	

Red Venom Frog

General Description: A cat-sized dendrobatid amphibian. It exhibits aposematism; its outer skin coloring is bright-red with significant black splotches over its dorsal. The creature's skin contains a potent neurotoxin capable of killing any predators. This same venom coats the creature's long, sticky tongue, which it will use against any potential attacker. It is particularly aggressive and quite dangerous to approach.

Notes: This is one of several dangerous lifeforms known to live in the jungles of Rostov III, responsible for causing several casualties on both sides during the Confederation's brief struggle to keep the system out of Kilrathi hands. The native Mopoks are occasionally able to catch and "milk" these creatures, using their venom to tip their weapons.

Red Venom Frog (*Minyobates rubervirus*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C3 (Volume: 0.01 m^3)	
SI: 46	Value: €0	HD/BHD/FHD: 49/55/44		INIT: +10	Speed: 4 m/rd (3 kph)
AHP: 0 (No Armor)	HP/NHP: 11	**Attacks:** Toxic Skin (Slam, 35 Lethal Damage)*		**Special Qualities:** <u>Reflexes</u> +10 **Poison** (Slam, 5 HP/min, DC 30)	
Physical Index: 1	Mental Index: 4	Length: 0.44 m (0.34 + (2d5 * 0.02) m)	Mass: 10 kg (7.5 + (2d5 * 0.5) kg)	Transit: Fast Quadruped	
Attack Bonuses - Melee: +10; Ranged: +10			Saves - Fortitude: 30, Reflex: 40, Willpower: 32		
PWR: 7	FIN: 3	PHY: 5	INT: 16	ACU: 26	CHA: 20
3DM: 2 BRW: 4 LFT: 1	DDG: 1 DXM: 1 H&S: 1	CCN: 1 STM: 3 RCP: 1	KNW: 3 CUN: 8 RSF: 5	PRC: 17 PRF: 0 SRV: 9	PER: 13 LED: 0 DIP: 7
Body Parts: Motor Appendages None, Visual Organs x2 (FOV 180° Optimal 300° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x4, Reproductive Organs x1.					
Life Phases: Adolescent at 0.8 years. Adulthood at 3.2 years. Middle Age at 5.6 years. Old Age at 8.2 years. Venerable Age at 11.3 years. Lifespan 11.5 + (0.1 * 13d5) years.					

Sand Scorpion

General Description: A large buthid arachnid. It has a dusty-brown carapace with dark-range and black highlights across its body. When hunting, it buries itself in sand; its skin covering affords it near-perfect camouflage. Its sting contains one of the more potent venoms known, more than capable of causing permanent paralysis.

Notes: The Sand Scorpion is a nasty pest native to the desert regions of Nephele II (Nephele System, Downing Quadrant, Vega Sector). Despite several attempts to eradicate them by both Terran and Kilrathi forces alike, the sand scorpion has continued to thrive. Besides crippling livestock and causing occasional fatalities, sand scorpions have a tendency to hide aboard space-going vessels and have become invasive species on several other planets in Vega Sector.

Sand Scorpion (*Centruroides harenanephele*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C0 (Volume: 0.0003 m^3)	
SI: 109	Value: €0	HD/BHD/FHD: 42/57/37		INIT: +7	Speed: 4 m/rd (2 kph)
AHP: 50 (First Class Armor)	HP/NHP: 56	**Attacks:** Stinger (Gore, 3 Lethal Damage)		**Special Qualities:** Poison (Sting, 2d5 days Paralysis (Helpless), DC 40)	
Physical Index: 4	Learning Rate: 7	Length: 0.40 m (0.3 + (2d5 * 0.02) m)	Mass: 0.30 kg (0.2 + (2d5 * 0.02) kg)	Transit: Average Multiped	
Attack Bonuses - Melee: +12; Ranged: +11			Saves - Fortitude: 32, Reflex: 31, Willpower: 34		
PWR: 27	FIN: 12	PHY: 21	INT: 24	ACU: 43	CHA: 38
3DM: 8 BRW: 14 LFT: 5	DDG: 2 DXM: 4 H&S: 6	CCN: 6 STM: 11 RCP: 4	KNW: 3 CUN: 15 RSF: 6	PRC: 25 PRF: 0 SRV: 18	PER: 24 LED: 0 DIP: 14
Body Parts: Motor Appendages x2, Visual Organs x2 (FOV 160° Optimal 270° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x8, Reproductive Organs x1.					
Life Phases: Adolescent at 1.7 years. Adulthood at 2.4 years. Middle Age at 3.9 years. Old Age at 6.3 years. Venerable Age at 8.2 years. Lifespan 8.5 + (0.1 * 5d10) years.					

Stalking Theropod

General Description: A large, carnivorous dromaeosaurid reptilian. Its outer skin is a dull-brown color with a lighter brown and white-striped pattern. A biped, each foot is equipped with an enlarged sickle-shaped talon. It stalks its prey, preferring to remain camouflaged right up until the moment it decides to strike. The creature is capable of running at speeds close to 200 kph and can easily disembowel a Terran-sized creature.

Notes: These predators hail from planet Jurassic in the Crichton system (Asimov Quadrant, Enigma Sector). They are particularly fierce and a definite hazard to those attempting to colonize the world. Despite their temperament, they are trainable through masterful care and make good sentry and war animals. Their high unit value is more of a reflection of the difficulties associated in training these animals than their overall desirability.

Stalking Theropod (*Caeluraptor jurrasiplaneta*)					
Niche: Carnivorous Consumer		Symmetry: Bilateral		Size Class: C8 (Volume: 0.93 m^3)	
SI: 146	Value: €1,302	HD/BHD/FHD: 46/37/61		INIT: +4	Speed: 81 m/rd (49 kph)
AHP: 50 (First Class Armor)	HP/NHP: 71	**Attacks:** Talon (Claw, 37 Lethal Damage)		**Special Qualities:** Senses (Smell) +10 Temper -10	
Physical Index: 7	Mental Index: 8	Length: 8.11 m (6.08 + (2d5 * 0.41) m)	Mass: 930 kg (697.5 + (2d5 * 46.5) kg)	Transit: Very Fast Biped	
Attack Bonuses - Melee: +17; Ranged: +12			Saves - Fortitude: 33, Reflex: 32, Willpower: 34		
PWR: 48	FIN: 20	PHY: 37	INT: 35	ACU: 49	CHA: 36
3DM: 13 BRW: 17 (Toilet Munching 10) LFT: 8	DDG: 2 DXM: 5 H&S: 13	CCN: 10 STM: 13 RCP: 14	KNW: 8 CUN: 20 RSF: 9	PRC: 13 (Sense Prey 21) PRF: 0 SRV: 15	PER: 12 (Intimidate 15) LED: 0 DIP: 9
Body Parts: Motor Appendages x2, Visual Organs x2 (FOV 160° Optimal 270° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x2, Reproductive Organs x1.					
Life Phases: Adolescent at 5 years. Adulthood at 10 years. Middle Age at 22 years. Old Age at 35 years. Venerable Age at 45 years. Lifespan 48 + 2d10 years.					

Thunderworm

General Description: An incredibly huge creature resembling an annelid. Its leathery surface is a deep brown hue. It creates deep underground caverns using an array of sharp, curved crystalline teeth. It appears to gain some sort of nutritional benefit from eating the rock through which it burrows. The creature is capable of producing a powerful shockwave from within itself that makes a horrendous, thundering noise even through solid rock. This shockwave dazes any other lifeform in range.

Notes: Thunderworms are native to the deserts of the planet Rakis (Herbert System, Roddenberry Quadrant, Enigma Sector). These titans are fiercely territorial and their natural defenses make any regional surface exploration nearly impossible. In the past, several medical companies sought specimens for experimentation to see if their regenerative properties could be passed on in some manner, but it was ultimately discovered that they had no medical value whatsoever. As it turned out though, their meat is quite tasty and considered a delicacy in the surrounding systems.

Thunderworm (*Tonitruvermi rakis*)					
Niche: Omnivorous Consumer		Symmetry: Radial		Size Class: C8 (Volume: 0.855 m³)	
SI: 285	Value: €1,796	HD/BHD/FHD: 61/52/65		INIT: +2	Speed: 45 m/rd (27 kph)
AHP: 100 (Third Class Armor)	HP/NHP: 93	**Attacks:** **Teeth** (Bite, 30 Lethal Damage) **Shockwave** (Special, range 200 m, 6 Lethal Damage, 12 sec)		**Special Qualities:** Health +5 Intolerant (Vibration) -15 **Extra Resistance** (-25 All Damage) Regeneration Swallow Whole Terrifying Presence **Trample** (56 Basic Damage) **Weapons Resistance** (All)	
Physical Index: 9	Mental Index: 9	Length: 15.1 m (11.33 + (2d5 * 0.75) m)	Mass: 855 kg (641.25 + (2d5 * 42.75) kg)	Transit: Slow Monoped	
Attack Bonuses - Melee: +15; Ranged: +12			Saves - Fortitude: 38, Reflex: 33, Willpower: 34		
PWR: 67	FIN: 30	PHY: 38	INT: 43	ACU: 47	CHA: 45
3DM: 22 (Burrowing 17) BRW: 18 LFT: 10	DDG: 4 DXM: 18 H&S: 14	CCN: 12 STM: 21 RCP: 5	KNW: 10 CUN: 23 RSF: 10	PRC: 15 (Sense Vibrations 9) PRF: 0 SRV: 5 (Desert Biomes 18)	PER: 5 (Project Fear 35) LED: 0 DIP: 5
Body Parts: Motor Appendages None, Visual Organs None (FOV 0°), Olfactory Organs None, Gustatory Organs x1, Propulsive Appendages see Notes, Reproductive Organs x2.					
Life Phases: Adolescent at 1 year. Adulthood at 3 years. Middle Age at 8 years. Old Age at 10 years. Venerable Age at 15 years. Lifespan 18 + 1d5 years.					
Notes: This species moves through muscular contractions; its Body Area acts as its Propulsive Appendage. It is particularly good at sensing movement.					

White Zombie

General Description: A semi-conscious humanoid creature. The creature's skin exhibits a considerable degree of pallor. A pack animal, the creature doesn't seem to respond to any stimuli with the exception of any nearby living animal creature. When such a creature is detected, these creatures will slowly amble over to it and proceed to consume its raw flesh - particularly its cognitive organs - even while it is still alive. They have an annoying tendency to punch through metal objects and are stun-resistant.

Notes: No one really knows from where these damn things originated. What is known is that they have a nasty habit of stowing away on ships, decimating local fauna once it arrives at its destination and more than occasionally feasting on a crewmember or two along the way. Where significant groups of these creatures live, sustained colonization is next to impossible.

White Zombie (*Albus molestia*)					
Niche: Exotic Consumer		Symmetry: Bilateral		Size Class: C5 (Volume: 0.075 m^3)	
SI: 62	STV/Unit STV: €0	HD/BHD/FHD: 50/50/50		INIT: +9	Speed: 9 m/rd (5.7 kph)
AHP: 0 (No Armor)	HP/NHP: 12	**Attacks:** Bare Hands (Slam, 50 Basic Damage)		**Special Qualities:** Senses (Smell) +5 Discipline +15 Reputation -20 Bleeder -10 **Terrifying Presence**	
Physical Index: 2	Mental Index: 0	Height: 1.57 m (1.17 + (2d5 * 0.08) m)	Mass: 75 kg (56.25 + (2d5 * 3.75) kg)	Transit: Average Biped	
Attack Bonuses - Melee: +18; Ranged: +16			Saves - Fortitude: 30, Reflex: 31, Willpower: 45		
PWR: 17	FIN: 9	PHY: 4	INT: 0	ACU: 0	CHA: 0
3DM: 2 BRW: 10 LFT: 5	DDG: 3 DXM: 0 H&S: 6	CCN: 0 STM: 2 RCP: 2	KNW: 0 CUN: 0 RSF: 0	PRC: 0 PRF: 0 SRV: 0	PER: 0 LED: 0 DIP: 0
Body Parts: Motor Appendages x2, Visual Organs x1 (FOV 120° Optimal 180° Peripheral), Olfactory Organs x1, Gustatory Organs x1, Propulsive Appendages x2, Reproductive Organs x1.					
Life Phases: Adolescent at 11 years. Adulthood at 17 years. Middle Age at 26 years. Old Age at 41 years. Venerable Age at 48 years. Lifespan 51 + 3d10 years.					

APPENDICES

APPENDIX ONE: CHARTS AND TABLES

This appendix is a quick reference list of several charts and tables found throughout the rules that contain information commonly used during the course of a gaming session. The list does not include price tables, parts tables or any table that has anything to do with the creation of any kind of object; GMs, designers and players may use the Index to locate those tables or may refer directly to the appropriate Chapters.

Results of Failed Scans

Data Received after Failed *Planetology/Technology* Check via Degree of Failure					
	Data Received				
Degree of Failure	Type (Object or Craft)	Gravity (Object) Size (Craft)	Atmo. Density (Object) Shield Status(Craft)	Temperature (Object) Guns Status (Craft)	Weather (Object) Ordnance Status (Craft)
>30	No	No	No	No	No
30	No	No	No	No	Yes
29	No	No	No	Yes	No
28	No	No	Yes	No	No
27	No	Yes	No	No	No
26	Yes	No	No	No	No
25	No	No	No	Yes	Yes
24	No	No	Yes	No	Yes
23	No	No	Yes	Yes	No
22	No	Yes	No	No	Yes
21	No	Yes	No	Yes	No
20	No	Yes	Yes	No	No
19	Yes	No	No	No	Yes
18	Yes	No	No	Yes	No
17	Yes	No	Yes	No	No
16	Yes	Yes	No	No	No
15	No	No	Yes	Yes	Yes
14	No	Yes	No	Yes	Yes
13	No	Yes	Yes	No	Yes
12	No	Yes	Yes	Yes	No
11	Yes	No	No	Yes	Yes
10	Yes	No	Yes	No	Yes
9	Yes	No	Yes	Yes	No
8	Yes	Yes	No	No	Yes
7	Yes	Yes	No	Yes	No
6	Yes	Yes	Yes	No	No
5	No	Yes	Yes	Yes	Yes
4	Yes	No	Yes	Yes	Yes
3	Yes	Yes	No	Yes	Yes
2	Yes	Yes	Yes	No	Yes
1	Yes	Yes	Yes	Yes	No

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Trading: Trader Disposition

Trader Disposition by 1d10 Roll		
1d10 Result	Disposition	Maximum Negotiation Count
0-2	Not Bargain at All	0
3-6	Bargain a Little	1-2 (1d2)
7-9	Bargain a Lot	1-5 (1d5)

Trading: Categorical Item Selection

Item Categorical Selection for Sale List by 1d10 Roll	
1d10 Result	Item Category
0	Clothing and Container Objects
1	Tools and Wilderness Gear
2	Comestibles
3	Scanners and Computer Technologies
4	Communications Technologies
5	Medicine and Medical Technologies
6	Weapon Accessories, Ammunition and Batteries
7	Weapons
8	Armor
9	Vehicles

Trading: Item Price Multiplier

Item Price Multiplier by 2d10 Roll	
2d10 Result	Multiplier
0	0.50
1	0.60
2	0.65
3	0.70
4	0.75
5	0.80
6	0.85
7	0.90
8	0.95
9	1.00
10	1.05
11	1.10
12	1.15
13	1.20
14	1.25
15	1.30
16	1.35
17	1.40
18	1.50

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Trading: Dynamic Events

d% Roll	Event	Planet Type Affected	Commodity Bought At Percentage Rate	Commodity Sold At Percentage Rate
			Dynamic Event Selection by d% Roll	
00-03	Crop Failure	Agricultural	Fertilite (+20%)	All Comestibles (+30%)
04-07	Plague	Any	Medical Equipment / All Medical Commodities (+50%)	All Commodities (-25%)
08-11	Rebellion	Any	Weaponry (+50%)	All Commodities (+60%)
12-15	Solar Flares	Any	Communications Equipment/Units (+25%)	Medical Equipment / All Medical Commodities (+40%)
16-19	Miner Strike	Mining	All Luxury Goods/Commodities (+50%)	All Commodities (+50%)
20-23	Worker Strike	Industrial	All Contraband / Weaponry (+20%)	All Commodities (+50%)
24-27	Computer Virus	Any	Software (+30%)	All Commodities (-10%)
28-31	Famine	Any	All Comestibles (+50%)	No effect
32-35	War (Local)	Any	Weaponry, Communications Equipment/Units (+50%)	All Commodities (+40%)
36-39	Infestation	Any	Weaponry, Medical Equipment / All Medical Commodities (+90%)	All Commodities (-30%)
40-43	Mining Accident	Mining	Mining Equipment / Atomic Chisels (+25%)	All Ore Commodities / All Raw Materials (+20%)
44-47	Industrial Accident	Industry	All Industrial Commodities / Capital Goods (+20%)	No effect
48-51	Tourists Kidnapped	Pleasure/Pirate	Slaves / Pleasure Borgs (Pirate Only; -15%)	Slaves / Pleasure Borgs (Pleasure Only; -10%)
52-55	Flood	Agricultural	Fresh Water (-25%)	All Comestibles (+50%)
56-59	Stock Market Crash	Everywhere	All Commodities (-20%)	All Commodities (+30%)
60-63	Drought	Agricultural	Fresh Water (+25%)	All Comestibles (+50%)
64-67	Pirate Base Destroyed	Any	All Contraband (+50%)	No Effect
68-71	Bountiful Harvest	Agricultural	No Effect	All Comestibles (-10%)
72-75	Blood Banks Depleted	Any	Blood / Medical Equipment (+25%)	No Effect
76-79	Holiday (Local)	Any	No effect	All Commodities (-5%)
80-83	New Field Opens	Mining	No Effect	All Raw Materials, Gems, Cerulean Gemstones, All Ore Commodities (-10%)
84-87	Cyber Virus	Any	Robotic Workers/Servants, Cybernetic Limbs, Pleasure Borgs (+20%)	All Commodities (+15%)
88-91	Mutiny	Military	Weaponry (+20%)	All Commodities (+20%)
92-95	Worldwide Power Failure	Any	Advanced Fuels, Solar Generators (+25%)	All Commodities (+30%)

96-99	Earthquake	Any	Construction Equipment, Pre Fabs, All Industrial Commodities (+25%)	All Commodities (+15%)

Trading: *Negotiate* Check Actions and Results

Negotiate Check Actions and Results			
Character's Action		**Negotiate Check Result...**	
Trader Selling Item	Trader Buying Item	...favors the Character	...favors the Trader
Character's Offer is Greater than the Current Price.	Character's Offer is Less than the Current Price.	Trader Agrees to the Character's offer. -2 points to the Trader's Frustration Level.	Trader Agrees to the Character's offer. -1 point to the Trader's Frustration Level.
Character's Offer is Less than the Current Price but above the Minimum Value for the item.	Character's Offer is Greater than the Current Price but below the Maximum Value for the item.	Trader Counters the Current offer, lowering the price by two credits per ten points in the difference between the Character's and Trader's degrees of success/failure (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying).	Trader Counters the Current offer, lowering the Offer Price by 1d10 credits (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying). Zero counts as ten in this case.
Character's Offer is Less than the Minimum Value for the item.	Character's Offer is Greater than the Maximum Value for the item.	Trader Counters the Current offer, lowering the price by one credit per ten points in the difference between the Character's and Trader's degrees of success/failure (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying).	Trader Refuses the Character's Current Offer. +1 to the Trader's Frustration Level.
Character Refuses the Current Offer.		Trader Counters the Current offer, lowering the Offer price by 1d10 credits (if the Trader is Selling) or raising it by the same amount (if the Trader is Buying). Zero counts as ten in this case. An extra point is added to the Trader's Frustration Level.	Trader also Refuses and no transaction will take place. +2 to the Trader's Frustration Level.

Vehicles/Capital Ships: Scanning Conditional DC Modifiers

Conditional DC Modifiers for Scanning	
Scanning DC Modifier	Qualifying Condition
-5	For each Size Class the target is smaller than the scanning vehicle
+5	For each Size Class the target is larger than the scanning vehicle
+10	If the target is using its own active scanning systems
-10	If the target is not using any active electrical systems (i.e. is running silent)
-25	If the target is concealed behind another object at least three Size Classes larger than itself.

Planetary Kinematic Benchmarks

Planetary Kinematic Benchmarks									
Speed (kph)	1 km	10 km	100 km	1000 km	NY-LA (~4000 km)	NY-Tokyo (~11,000 km)	circumglobular (~20,000 km)	Earth-moon (~385,000 km)	Earth-Sun (~149,598,073 km)
1	1h	10h	4d 4h	5w 6d 16h	23w 5d 16h	1y 13w 3d	2y 14w 6d	43y 51w 3d	17,091y 23w 4d
5	12m	2h	20h	1w 1d 8h	4w 5d 8h	13w 0d 16h	23w 5d 16h	8y 41w 4d	3,418y 15w 1d
10	6m	1h	10h	4d 4h	2w 2d 16h	6w 3d 20h	11w 6d 8h	4y 20w 5d	1,709y 7w 4d
20	3m	30m	5h	2d 2h	1w 1d 8h	3w 1d 22h	5w 6d 16h	2y 10w 3d	854y 29w 6d
50	1m 12s	12m	2h	20h	3d 8h	1w 2d 4h	2w 2d 16h	45w 5d 20h	341y 43w 1d
100	36s	6m	1h	10h	1d 16h	4d 14h	1w 1d 8h	22w 6d 10h	170y 47w 5d
200	18s	3m	30m	5h	20h	2d 7h	4d 4h	11w 3d 5h	85y 23w 6d
500	7s	1m 12s	12m	2h	8h	22h	1d 16h	4w 4d 2h	34y 9w 4d
1000	4s	36s	6m	1h	4h	11h	20hr	2w 2d 1h	17y 4w 5d
1500	2s	24s	4m	40m	2h 40m	7h 20m	13hr 20m	1w 3d 17h	11y 20w 4d

2000	2s	18s	3m	30m	2h	5h 30m	10hr	1w 1d 1h	8y 28w 3d
2500	1s	14s	2m 24s	24m	1m 36s	4h 24m	8h	6d 10h	6y 43w 4d
5000	<1s	7s	1m 12s	12m	48m	2h 12m	4h	3d 5h	3y 21w 6d
10000	<1s	4s	36s	6m	24m	1h 6m	2h	1d 14h 30m	1y 36w 7d

Interplanetary Kinematic Benchmarks

Interplanetary Kinematic Benchmarks							
Speed (kps)	1000 km	NY-LA (~4000 km)	NY-Tokyo (~11,000 km)	circumglobular (~20,000 km)	Earth-moon (~385,000 km)	Earth-Sun (~149,598,073 km)	Sun-Kuiper Belt (~4,487,942,190 km)
1	16m 40s	1h 6m 40s	3h 2m 20s	5h 33m 20s	4d 10h 57m	4y 38w 7d	142y 22w 2d
5	3m 20s	13m 20s	36m 40s	1h 6m 40s	21h 23m 20s	49w 3d 7h	28y 25w 2d
10	1m 40s	6m 40s	18m 20s	33m 20s	10h 41m 40s	24w 5d 4h	14y 12w 5d
20	50s	3m 20s	9m 10s	16m 40s	5h 20m 50s	12w 2d 14h	7y 6w 2d
50	20s	1m 20s	3m 40s	6m 40s	2h 8m 20s	4w 6d 15h	2y 22w 1d
100	10s	40s	1m 50s	3m 20s	1h 4m 10s	2w 3d 8h	1y 22w 1d
200	5s	20s	55s	1m 40s	32m 5s	1w 6d 16h	37w 17h 15m
300	3s	13s	37s	1m 7s	21m 23s	5d 18h 31m	24w 5d 3h
400	3s	10s	28s	50s	16m 3s	4d 7h 53m	18w 3d
500	2s	8s	22s	40s	12m 50s	3d 11h 7m	14w 5d
1000	1s	4s	11s	20s	6m 25s	1d 17h 33m	7w 2d
1500	<1s	3s	7s	13s	4m 17s	1d 3h 42m	4w 6d
2000	<1s	2s	6s	10s	3m 13s	20h 46m 39s	3w 4d
5000	<1s	<1s	2s	4s	1m 17s	8h 18m 40s	1w 3d
10000	<1s	<1s	1s	2s	39s	4h 9m 20s	5d 4h 40m
20000	<1s	<1s	<1s	1s	19s	2h 4m 40s	2d 14h 20m
50000	<1s	<1s	<1s	<1s	8s	49m 52s	1d 55m 58s
75000	<1s	<1s	<1s	<1s	5s	3m 15s	16h 37m 19s

Terrain Difficulty Categorical Descriptions and Examples

Terrain Difficulty Categorical Descriptions and Examples		
Category Title	Description	Examples
Extremely Easy	Vehicle should have no difficulty negotiating the terrain.	Paved road (land); calm seas with gentle winds (sea); thin to moderate air density and gravity below 0.5 gees (air); interstellar space (space).
Very Easy	Vehicle should have minimal difficulty negotiating the terrain.	Bare, flat rock or plains (land); light chop and gentle winds (sea); gravity between 0.5 and 0.8 gees and thin to moderate air density (air); interplanetary space (space).
Easy	Vehicle may have some minor problems negotiating the terrain.	Forested terrain (land); moderate chop and fresh winds (sea); gravity between 0.8 and 1.2 gees with moderate air density (air); high orbit or interlunar space (space).
Moderate	Vehicle may have some minor problems negotiating the terrain even with an experienced pilot.	Densely forested or Sandy terrain (land); heavy chop and gale force winds (sea); gravity between 1.2 and two gees with moderate to thick atmo (air); very low planetary orbit (space).
Difficult	Vehicle can expect problems negotiating the terrain.	Snowy or Icy terrain (land); tropical storm conditions (sea); very thin atmo or thick to very thick atmo with gravity greater than two gees (air); asteroid field (space).
Very Difficult	Vehicle can expect problems negotiating the terrain even with an experienced pilot.	Muddy terrain (land); hurricane conditions (sea); very thin atmo with gravity above 0.5 gees or very thick atmosphere with gravity greater than 2.5 gees (air); tightly packed asteroid field (space).

Extremely Difficult	Vehicle can expect major problems negotiating the terrain even with an experienced pilot.	Liquid terrain (land); severe hurricane conditions or shoals (sea); very thick atmosphere with gravity above three gees (air); vicinity of a neutron star (space).
Impossible	Negotiating the terrain would take a miracle.	Lava flow (land); beyond severe hurricane conditions (sea); no atmosphere (air); inside the event horizon of a black hole (space).

Non-FTL Fuel Efficiency

Fuel Efficiency Ratings based on Engine Efficiency, Terrain and Weather															
	Engine Efficiency														
Terrain	5	10	15	20	25	30	35	40	45	50	60	70	80	90	100
Extremely Easy	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	5/1	2/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5
Very Easy	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5	1/10
	4/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
Easy	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	3/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3
Moderate	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
Difficult	6/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3
	11/1	6/1	4/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
Very Difficult	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
	9/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3
	11/1	5/1	4/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
	16/1	8/1	5/1	4/1	3/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
Extremely Difficult	13/1	7/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
	15/1	7/1	5/1	4/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1
	18/1	9/1	6/1	4/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
	27/1	13/1	9/1	7/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1
Impossible	40/1	20/1	13/1	10/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1
	44/1	22/1	15/1	11/1	9/1	7/1	6/1	6/1	5/1	4/1	4/1	3/1	3/1	2/1	2/1
	53/1	27/1	18/1	13/1	11/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1
	80/1	40/1	27/1	20/1	16/1	13/1	11/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1

FTL Fuel Efficiency

FTL Transit Fuel Efficiency based on Drive System			
Engine Efficiency	Akwende Drive	Morvan Drive	D-Drive
5%	SC + 6	10	15
10%	SC + 5	9	14
15%	SC + 4	8	13
20%	SC + 3	7	12
25%	SC + 2	6	11
30%	SC + 1	5	10
35%	Size Class	4	9
40%	SC - 1	3	8

45%	SC - 2	2	7
50%	SC - 3	1	6
60%	SC - 4	1	5
70%	SC - 5	1	4
80%	SC - 6	1	3
90%	SC - 7	1	2
100%	SC - 8	1	1

Intraplanetary Travel: Initial Terrain Difficulty

Determination of Initial Terrain Difficulty by Planet Type and 1d5 roll

1d5 Result	Planetary Type				
	Liquid	Rock	Frozen	Molten	Gas
1	Very Easy	Extremely Easy	Very Easy	Easy	Difficult
2	Extremely Easy	Very Easy	Easy	Moderate	Very Difficult
3	Very Easy	Easy	Moderate	Difficult	Extremely Difficult
4	Easy	Moderate	Difficult	Very Difficult	Impossible
5	Moderate	Difficult	Very Difficult	Impossible	Extremely Difficult

Intraplanetary Travel: Determination of Planetary Weather

Determination of Planetary Weather via d%

Weather Descriptor		Global Weather Category				
Weather (Type)	Base Wx Damage	None	Calm	Moderate	Violent	Very Violent
Clear (Calm)	0	00-99	00-49	00-19	00-09	00-04
Overcast (Calm; Cold, Warm) Misty (Calm; Warm, Hot)	0	N/A	50-64	20-39	10-24	05-09
Hazy (Calm; Cold, Warm) Foggy (Calm; Warm, Hot)	0	N/A	65-79	40-59	25-39	10-19
Snowing (Light; Cold) Raining (Light; Warm, Hot)	0	N/A	80-89	60-69	40-54	20-29
Snowing (Heavy; Cold) Raining (Heavy; Warm, Hot)	0	N/A	90-94	70-79	55-69	30-39
Thunderstorm (Severe; Warm, Hot) Hailing (Severe; Cold)	$75 + (8*1d10)$	N/A	95-97	80-89	70-84	40-69
Electrical Storm (Severe; Warm, Hot) Windstorm (Severe; Cold)	$100 + 1d10x10$	N/A	98-99	90-99	85-99	70-99

Intraplanetary Travel: Determination of Tectonic Events

Determination of Tectonic Events via d%

Tectonic Event Descriptor		Global Vulcanism/Seismicity Severity Category				
Weather (Type)	Base Damage / Lava Chance	None	Light	Moderate	Heavy	Extreme
No Activity	0	00-99	00-74	00-49	00-19	00-09
Eruption (Hawaiian) Earthquake ($<M_w$ 3.0)	0; 10%	N/A	75-84	50-64	20-39	10-24
Eruption (Strombolian) Earthquake ($>M_w$ 3.0, $<M_w$ 4.0)	$25 + (2*1d2)$; 20%	N/A	85-90	65-79	40-59	25-39

Eruption (Vulcanian) Earthquake (>M_w 4.0, <M_w 5.0)	50 + (4*1d5); 40%	N/A	91-95	80-89	60-69	40-54
Eruption (Pelean) Earthquake (>M_w 5.0, <M_w 6.0)	75 + (8*1d10); 60%	N/A	96-97	90-94	70-79	55-69
Eruption (Pinian) Earthquake (>M_w 6.0, <M_w 7.0)	100 + 1d10x10; 80%	N/A	98-99	95-97	80-89	70-84
Eruption (Ultra Plinian) Earthquake (>M_w 7.0)	150 + 1d%x20; 100%	N/A	N/A	98-99	90-99	85-99

Intraplanetary Travel: Terrain and Weather Effect on Intraplanetary Transit

Effects of Terrain and Weather Phenomena on Interplanetary Transit		
Terrain Difficulty/Weather Severity	DC Modifier	Time Modifier (Minutes)
Extremely Easy Terrain	0	0
Very Easy Terrain	5	0
Easy Terrain	10	5
Moderate Terrain	15	10
Difficult Terrain	20	15
Very Difficult Terrain	25	20
Extremely Difficult Terrain	30	25
Impossible Terrain	35	30
Calm Weather	0	0
Light Weather -OR- Eruption (Hawaiian or Strombolian) -OR- Earthquake (<M_w 4.0)	5	10
Heavy Weather -OR- Eruption (Vulcanian or Pelean) -OR- Earthquake (>M_w 4.0, <M_w 6.0)	10	20
Severe Weather -OR- Eruption (Plinian or Ultra-Plinian) -OR- Earthquake (>M_w 6.0)	15	30

Intraplanetary Travel: Effect of Previous Hour's Weather on Terrain Difficulty

Effect of Previous Hour's Weather on Terrain Difficulty			
Previous Hour's Weather	If the GM's Weather roll for this hour is...	Then...	Otherwise...
Calm	00-19	Terrain difficulty improves one level.	Terrain difficulty remains the same.
Light	00-99	Terrain difficulty remains the same.	N/A
Heavy	80-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Severe	00-99	Terrain difficulty worsens one level.	N/A

Intraplanetary Travel: Effect of Previous Hour's Tectonic Activity on Terrain Difficulty

Effect of Previous Hour's Tectonic Activity on Terrain Difficulty			
Previous Hour's Activity	If the GM's seismicity/vulcanism roll for this hour is...	Then...	Otherwise...
No Activity	00-19	Terrain difficulty improves one level.	Terrain difficulty remains the same.

Eruption (Hawaiian or Strombolian) Earthquake (<M_w 4.0)	30-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Eruption (Vulcanian or Pelean) Earthquake (>M_w 4.0, <M_w 6.0)	80-99	Terrain difficulty remains the same.	Terrain difficulty worsens one level.
Eruption (Plinian or Ultra-Plinian) Earthquake (>M_w 6.0)	00-49	Terrain difficulty worsens one level.	Terrain difficulty worsens two levels.

Intraplanetary Travel: Lifeform Encounter Selection

Lifeform Selection by 1d10									
d10 Result	Number of Lifeforms in Planetary List								
	1	2	3	4	5	6	7	8	9
0	Other vehicles are encountered; see below.								
1	Use lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.
2	Use lifeform.	Use first lifeform.	Use first lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.	Use second lifeform.
3	Use lifeform.	Use first lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use third lifeform.	Use third lifeform.	Use third lifeform.
4	Use lifeform.	Use first lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fourth lifeform.
5	Use lifeform.	Use first lifeform.	Use second lifeform.	Use third lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use fifth lifeform.	Use fifth lifeform.
6	Use lifeform.	Use second lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use sixth lifeform.	Use sixth lifeform.
7	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use seventh lifeform.
8	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use eighth lifeform.	Use eighth lifeform.
9	Use lifeform.	Use second lifeform.	Use third lifeform.	Use fourth lifeform.	Use fifth lifeform.	Use sixth lifeform.	Use seventh lifeform.	Use eighth lifeform.	Use ninth lifeform.

Intraplanetary Travel: Mineral Deposit Determination

Mineral Deposit determination by d% Roll	
d% Result	Mineral Indicated
00-39	Use first mineral listed in planet's lithosphere.
40-69	Use second mineral listed in planet's lithosphere.
70-89	Use third mineral listed in planet's lithosphere.
90-99	Make another roll and use the table in Chapter 10.2.4 to make the determination.

Interplanetary Terrain and Effects

Effects of "Terrain" Phenomena on Interplanetary Transit		
Terrain Name	DC Modifier	Additional Effects / Notes
Dust Belt – Diffuse	0	*Easy Terrain.* Micro-meteoroid damage is possible for each diffuse dust belt the vehicle passes through. In the event of a failed transit Check, the vehicle takes 1d10 points of damage in addition to all other effects from the failed Check.

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Dust Belt – Dense (Rings)	2	*Moderate Terrain.* 5d10 points of micro-meteoroid damage occur for each dense dust belt the vehicle passes through regardless of the success or failure of the transit Check.
Asteroid Belt	2	*Difficult Terrain.* Corresponds to a Dense dust Belt (causes 5d10 points of micro-meteoroid damage regardless of the result of the transit Check). In the event of a failed transit Check, a larger rock strikes the vehicle for 8d10 points of damage.
Radiation Belt	5	*Easy Terrain.* Exposes an unshielded crew to interstellar radiation (Armor counts as shielding in this instance); the crew must all roll Fortitude Saves to avoid the effects of radiation poisoning. The radiation can be set to various exposure levels; *see Chapter 12.3* for details.
Stellar Corona	10	*Moderate Terrain.* In addition to behaving as a Radiation Belt, 2d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 2d10x10 points of thermal damage occurs and the effects of the Radiation Belt are doubled.
Stellar Photosphere	12	*Extremely Difficult Terrain.* In addition to behaving as a Radiation Belt, 5d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 10d10x10 points of thermal damage occurs and the effects of the Radiation Belt are quadrupled.
Nova	15	*System-wide effect; Moderate Terrain.* A Nova behaves like a Stellar Corona. It causes 10d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On a critical failure of the transit Check in this event, the vehicle is destroyed.
Supernova	37	*System-wide effect; Very Difficult Terrain.* A supernova behaves like a Stellar Corona. It causes 20d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On any failure of the transit Check in this event, the vehicle is destroyed. Post-supernova systems may either have a White Dwarf, a Neutron Star or a Black Hole in place of the supernova on subsequent visits to the system.
Neutron Star	18	*System-wide effect; Difficult Terrain. Extremely Difficult terrain in proximity.* A Neutron Star behaves like a Stellar Photosphere; gravitational effects add 1d2 AU to the length of the transit. On any failure of the transit Check, the vehicle is destroyed.
Black Hole	50	*System-wide effect; Very Difficult Terrain. Impossible terrain in proximity.* A Black Hole behaves like a Stellar Photosphere; gravitational effects add 1d10 AU to the length of the journey. On any failure of the *Starship Piloting* Check, the vehicle is destroyed.
Hypernova	N/A	Being in a star system when a hypernova occurs results in the instant destruction of the vehicle under all circumstances. Post-hypernova star systems have a Black Hole in place of the hypernova on subsequent visits.
Nebula	N/A	*System-wide effect; Moderate Terrain.* Shields will be non-functional while a vehicle is located inside a nebula. +25 DC to all *Stealth* Checks; +1 Range Increment penalty. A nebula may have additional effects at GM's discretion; suggestions include: • Nebulae cause d5*100 points of damage per hour. • Nebulae have the same effects as a Radiation Belt. • Nebulae disable some of a ship's systems (such as weapons, sensors, etc.) • Nebulae require ships to slow down when passing through them; otherwise damage occurs.

Atmospheric Density Effect on Launching and Landing

DC Modifiers to Launching/Landing due to Atmospheric Density	
Atmospheric Density	DC Modifier
None	0
Very Thin	5
Thin	10
Moderate	15
Thick	20
Very Thick	25

Damage Reduction and Hit Points of Common Materials

Damage Reduction and Hit Points of Common Materials		
Material Name	Damage Reduction	Hit Points

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Glass	0	10 per centimeter
Wood	5	30 per centimeter
Stone	10	50 per centimeter
Metal	15	100 per centimeter
Dense Metal (Starship Armor)	20	500 per centimeter

Character Stunts

Stunts					
	Minimum Finesse Score Required	Number of Successful *Three-Dimensional Maneuvers* Checks Required	HD Bonus	Attack Bonus Penalty	Description
Walk Forward	0	0	+0	+0	Combatant moves forward.
Forward Sidestep	10	1	-5	-1	Combatant moves diagonally forward and does not change orientation.
Sidestep	20	2	-5	-2	Combatant moves left or right and does not change orientation.
Backwards Sidestep	20	3	-5	-1	Combatant moves diagonally backward and does not change orientation.
Walk Backwards	20	2	-5	+0	Combatant moves backward and does not change orientation.
Jump Forward	10	1	-5	-1	The combatant jumps forward; they may move at twice their normal combat speed if moving forward prior to the jump.
Jump Backwards	20	2	-5	-2	The combatant jumps backwards; they may move at twice their normal combat speed if moving backwards prior to the jump. This stunt does not change the combatant's orientation.
Jump Sideways	20	3	-10	-2	The combatant jumps to one side; they may move at twice their normal combat speed if moving in the same direction prior to the jump. This stunt does not change the combatant's orientation.
Tumble Forward	20	1	-15	-5	The combatant ducks down into a crouch, rolling forward.
Tumble Backwards	30	3	-20	-10	The combatant ducks down into a crouch, rolling backwards. This stunt does not change the combatant's orientation.
Tumble Sideways	30	4	-25	-10	The combatant ducks down into a crouch, rolling to one side. This stunt does not change the combatant's orientation.
Handspring	30	3	-20	-6	The combatant rolls forward onto their Motor Appendages and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time.
Back Flip	40	5	-25	-8	The combatant rolls backward onto their Motor Appendages and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time. This stunt does not change the combatant's final orientation.
Cartwheel	40	5	-30	-8	The combatant rolls sideways onto their Motor Appendages and then continues rolling back onto their Propulsive Appendages, remaining fully extended the entire time. This stunt does not change the combatant's final orientation.
Somersault	40	3	-25	-6	The combatant jumps forward into the air and rolls while still airborne; they may move at twice their normal combat speed if moving forward prior to the jump.
Backwards Somersault	50	5	-30	-8	The combatant jumps backwards into the air and rolls while still airborne; they may move at twice their normal combat speed if moving backwards prior to the jump. This stunt does not change the combatant's final orientation.

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Sideways Somersault	50	6	-35	-8	The combatant jumps sideways into the air and rolls while still airborne; they may move at twice their normal combat speed if moving in the same direction prior to the jump. This stunt does not change the combatant's final orientation.

Character Hit Locations and Effects List

0: Cognitive Organs (Vital) - The Cognitive Organs are what enables an organism to control their life processes (the Terran equivalent is the brain and spinal column). It should go without saying that these organs are vital to an organism's continued existence; any hit to this area is potentially fatal. All Cognitive Organ hits inflict double indicated amount of Lethal Damage. In the round immediately following a Cognitive Organ hit, the affected combatant may only take one standard action and no full-round actions. Failure of the Cognitive Organs means immediate clinical death; maiming them means immediate brain death (both forms of death will be discussed shortly).

1-2: Motor Appendages - Motor Appendages include arms, tentacles, branches or anything else used for the purpose of manipulating other objects (i.e. any appendage that gives the lifeform fine motor control). In the round immediately following a hit to a Motor Appendage, the affected combatant cannot manipulate an object with the affected appendage nor can they attack with a weapon held by it. They do, however, maintain a hold on anything they were carrying with that appendage (unless otherwise specified). If a Motor Appendage fails, the organism may not use it to attack or manipulate objects until it heals; anything being held by that appendage is dropped. If a Motor Appendage is maimed, these penalties become permanent (*although in Industrial and Starfaring Age societies, the combatant can later be fitted with a prosthetic replacement.*)

3-4: Sensory Organs – Sensory organs (including eyes, ears, noses, antennae, infrared pits, etc.) are used to give an organism information about their surroundings; losing control of any of them can have ultimately fatal consequences. When this type of hit is indicated, the GM must make a second 1d10 roll to determine the specific organ type affected, as follows:

1-2: Visual Organs - Sight

3-4: Auditory Organs - Hearing

5-6: Olfactory Organs - Smell

7-8: Gustatory Organs - Taste

9-0: Tactile Organs - Feeling

The affected combatant's <u>Senses</u> Trait for the specific sense is temporarily reduced by the same amount as the amount of Lethal Damage inflicted by the hit (to a minimum effective <u>Senses</u> score of -25). Failure of a Sensory Organ results in a temporary complete loss of the corresponding sense (-30 Senses Trait); maiming makes the condition permanent. In all of these cases, the affected combatant receives no building points). NOTE: A hit to the sensory organs affects only the specified organ without necessarily affecting the surrounding areas. For example, while a shot that affects a Terran's Visual Organs (their eyes) implies a head

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shot (and therefore also a Cognitive Organ hit), only the eyes are affected. GMs are welcome to alter this rule at their discretion if they want to add to the game's realism.

5: Propulsive Appendages - Propulsive appendages include legs, tentacles, cilia or anything whose purpose is to propel an organism. The affected combatant cannot move for one round after taking a hit to a Propulsive Appendage. Each hit to these organs slows down the affected combatant's movement by one meter per round per Wound inflicted. If a Propulsive Appendage fails, the affected combatant may only move no further than a single short-range combat increment per round (or half their normal rate, whichever is less) until the appendage is healed. If all of a combatant's Propulsive Appendages fail, they cannot move at all until the appendages heal. Maiming a Propulsive Appendage makes the movement penalties permanent (*although in Industrial and Starfaring Age societies, the combatant can later be fitted with a prosthetic replacement*)

6: Reproductive Organs - There are few things that can disable a combatant quite like a shot to the pills. The affect combatant suffers double the amount of Non-Lethal Damage, are <u>Dazed</u> for a number of minutes equal to one-tenth the total amount of damage received (rounded up) and cannot move for the same period of time. Failure of the reproductive organs completely immobilizes the affected combatant and renders them unable to procreate until they can receive medical attention. If their reproductive organs are maimed, an affected combatant cannot Run or procreate *ever again*. (*The inability to procreate shouldn't be an issue in most campaigns; if it is, it usually says something about the GM...*).

7-8: Body Area (Non-Vital) - This "body part" includes non-vital areas of the body located away from any major organs. While a combatant can still later bleed to death from any Wounds received, a weapons hit to this area does not cause any further penalties to the affected combatant. This body part cannot fail due to excessive Wounds. However, it is still subject to maiming; if the non-vital body area is maimed, the combatant suffers clinical death and their HP count immediately drops to zero.

9: Body Area (Vital) - This body part includes any vital organ other than the Cognitive, Sensory or Reproductive Organs (organs such as the heart, stomach and lungs are examples). All damage from the hit is doubled and the affected combatant will lose double the normal amount of HP per minute from any Wounds inflicted to the area. As with non-vital body hits, this body part cannot fail due to excessive Wounds but can still be maimed; if the vital body area is maimed, the combatant suffers clinical death; this is considered clinical death from excessive Wounds.

Vehicle Chassis Maneuver Restrictions

Vehicle Chassis Maneuver Restrictions	
Chassis	Restrictions
Bike	The vehicle may only go forward or make forward slips.
Groundcar	The vehicle may not side-slip unless it is on frictionless terrain.
Skimmer	The vehicle has no movement restrictions.
Armored	The vehicle may not side-slip or back-slip.
Walker	The vehicle has no movement restrictions but must expend an extra movement point for each subsequent maneuver performed in the same move action.
Canoe	The vehicle may not side-slip unless it has no Engine.

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Yacht	The vehicle may not side-slip.
Cutter	The vehicle may not side-slip or back-slip.
Cruiser	The vehicle may not side-slip or back-slip.
Carrier	The vehicle may not side-slip or back-slip and may only be moving forward when recovering child craft.
Submarine	The vehicle may not side-slip or back-slip. Submarines may submerge; while submerged the craft receives a +10 HD/FHD bonus and a -10 BHD penalty.
Hovercopter	The vehicle has no movement restrictions but is susceptible to involuntary motion in strong winds (see Chapter 12.3).
Aeroplane/Aerodrone	The vehicle may not side-slip or back-slip. An aeroplane or aerodrone's crew must use one of their actions to move a minimum of one range increment every combat turn; if the craft's pilot does not fulfill this requirement, they will automatically **stall** their vehicle and risk crashing (_see Stalling, below_).
Gravship	The vehicle has no movement restrictions.
Gravship	The vehicle has no movement restrictions.
Fightercraft	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Capsule	The vehicle moves as an aeroplane in atmosphere but also cannot perform forward slips; it has no movement restrictions in space.
Shuttle	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Transport	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.

Vehicle Maneuvers

	Minimum Engine Class Required	Number of Successful _Vehicle Piloting_ Checks Required	_Combat Maneuvers/ Evasive Maneuvers_ DC Bonus	_Marksmanship/ Ballistics_ DC Penalty	Description
Straight Ahead	First Class	0	0	0	Vehicle moves forward.
Forward Sideslip	Second Class	2	+1	-1	Vehicle moves diagonally forward and does not change orientation.
Sideways	Third Class	3	+2	-2	Vehicle moves left or right and does not change orientation.
Back Sideslip	Fourth Class	4	+1	-1	Vehicle moves diagonally backward and does not change orientation.
Straight Back	Third Class	2	+1	0	Vehicle moves backward and does not change orientation.
45-degree Turn	First Class	0	0	0	Vehicle turns 45-degrees left or right in place.
45-degree Snap Turn	Sixth Class	2	+1	-2	Vehicle turns 45-degrees left or right in place.
90-degree Turn	Third Class	1	+3	-3	Vehicle turns 90-degrees left or right in place.
90-degree Snap Turn	Seventh Class	4	+4	-4	Vehicle turns 90-degrees left or right in place.
135-degree Turn	Fourth Class	2	+5	-5	Vehicle turns 135-degrees left or right in place.
135-degree Snap Turn	Eighth Class	6	+6	-6	Vehicle turns 135-degrees left or right in place.
180-degree Turn	Fifth Class	3	+7	-8	Vehicle turns 180-degrees left or right in place.
180-degree Snap Turn	Ninth Class	8	+8	-10	Vehicle turns 180-degrees left or right in place.

- Burnout: Forward movement on afterburners followed by a 180-degree turn.

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- Fish-Hook: A 90-degree turn followed by normal forward movement, followed by a 180-degree turn.
- Sit-n-spin (Full-Round): A 180-degree turn followed by an attack action, followed by a 180-degree turn.
- Shelton slide: A 45-degree turn followed by forward movement on afterburners, followed by a 90-degree snap turn.
- Immelmann: A 180-degree turn.

Vehicle Systems Damage List

0: Shields – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.

1: Guns – Gun damage determines whether or not the vehicle can fire any Gun weaponry. If the vehicle has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.

2: Ordnance – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation.

3: Radar – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.

4: Communications – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry.

5: Engines – Engine damage affects how well a vehicle can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.

6: Ejection System/Flight Deck – This roll indicates that either the craft's ejection system or its flight deck has been damaged; while it is conceivable that a craft could have both, most vehicles will not (the GM may select which specific system is affected in the event that both are installed). Damage to the ejection system puts survival in doubt in the event that the craft's crew must bail out; ejection is not possible at all if the ejection system malfunctions. Damage to the flight deck can be very serious and may even ultimately prove fatal should the parent craft either not have any child craft deployed or have a large number of those craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around child craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.

7: Crew Damage – This roll indicates that one or more of the craft's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the craft, the GM

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must roll 1d%; they must halve the result (round up) if the craft offers full cover and double it if it offers no cover. The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll 1d10 for non-critical NPCs; the lowest throw takes the damage. The amount of damage an NPC can absorb depends on the amount of **cover** the craft offers. Mission critical NPCs take damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.

8: Officer Damage – This roll indicates that one of the craft's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers, the GM may either perform the roll themselves or assign one of the players to perform it. Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The amount of damage the affected character sustains depends on the amount of cover the vehicle provides. The affected player rolls d%; they must halve the result (round up) if the vehicle offers full cover and double it if it provides no cover. The final result is the amount of Lethal Damage the character sustains; this damage is always assumed to have affected their non-lethal Body Area. If a crewmember is killed, the craft's commander may pick any crewmember (including themselves) to assume their duties. Any character that sustains damage in this manner automatically becomes <u>Shaken</u> unless they are the craft's commander.

9: Life-Support System – Spacecraft as well as some other types of vehicles (usually ones such as submarines that operate in hazardous or exotic environments) may be equipped with an internal life-support system designed to keep its occupants alive for extended periods. Life-Support system damage renders parts of the craft temporarily uninhabitable due to lack of heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the craft's occupants is inevitable. Life-Support System failure has a number of ongoing environmental effects that are discussed in detail in Chapter 12.3.

Number of Commodities Dropped by Destroyed Transports

Number of Commodities Dropped by Destroyed Transports via d10 Roll	
d10 Result	Number of Commodities
0-3	One
4-6	Two
7-9	Three

Specific Commodities Dropped

Commodity Dropped from Destroyed Pirates and Transports via d10 Roll		
d10 Result	Commodity (Pirate)	Commodity (Merchant)
0	Generic Foods	Luxury Goods (2) Normal d5 Roll

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1	Generic Foods	*Food* Roll 1d5: 0-1: Grain 2-3: Generic Foods 5: Luxury Foods
2	Liquor	*Raw Materials* Roll 1d10: 0-1: Iron 2-3: Plastics 4: Plutonium 5-6: Tungsten 7: Uranium 8-9: Wood
3	Liquor	*Processed Goods* Normal d5 Roll
4	Plaything™	*Luxury Goods (1)* Roll 1d10: 0-1: Artwork 2: Books 3-4: Furs 5-6: Games 7: Gems 8-9: Home Entertainment
5	Plaything™	*Capital Goods* Normal d5 Roll
6	Tobacco	*Microelectronics* d5 Roll, Normal except 2-3: Holographics
7	Tobacco	*Contraband* d5 Roll, Normal except 3-4: Tobacco
8	Brilliance	Weaponry
9	Brilliance	Advanced Fuels

Capital Ship Systems Damage List

0: Shields – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.

1: Guns – Gun damage determines whether or not the ship can fire any Gun weaponry. If the ship has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.

2: Ordnance – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation. This will require renewed checks for Core Damage.

3: Radar – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.

4: Communications – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft

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attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry; this will require renewed checks for Core Damage.

5: Engines – Engine damage affects how well a ship can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.

6: Flight Deck – Damage to the ship's flight deck (if it has one) can be very serious and may even ultimately prove fatal should the ship either not have fighters deployed prior to the damage occurring or have a large number of auxiliary craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around auxiliary craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.

7: Crew Damage – This roll indicates that one or more of the ship's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the ship, the GM must roll 1d% and halve the result (round up). The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll for non-critical NPCs; the lowest throw takes the damage. Mission critical NPCs sustain damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.

8: Officer Damage – This roll indicates that one of the ship's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers, the GM may either perform the roll themselves or assign one of the players to perform it. Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The unfortunate character must roll d% and halve the result (rounding up); the final result is the amount of Lethal Damage they sustain. If an officer is killed, the Captain may pick any crewmember (including themselves) to assume their duties. Any officer that takes damage in this manner automatically becomes <u>Shaken</u> unless they are the captain.

9: Life-Support System – Life-Support system damage renders parts of the ship temporarily uninhabitable due to lack of heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the crew is inevitable. Life-Support System failure has a number of ongoing environmental effects that are discussed in detail in Chapter 12.3.

Combat Range Scales of Combat

- Character-scale (Short-Range): 5 meters
- Character-scale (Long-Range): 25 meters
- Land Vehicle-scale: 1 kilometer

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- Sea Vehicle-scale: 10 kilometers
- Air Vehicle-scale: 20 kilometers
- Space Vehicle/Capital Ship-scale: 10,000 kilometers**

Space vehicles and capital ships are in a unique situation when it comes to cross-scale combat. Technically, they have the largest spatial scale of any combatant, but the situations in which they could engage a smaller-scale combatant would require them to first enter planetary atmosphere in most cases. In all instances where space vehicles are engaged in cross-scale combat, they should be treated as air vehicles.

APPENDIX TWO: TEMPLATES

This appendix contains the "templates" (record sheets) used in WCRPG, which are designed not only to help during the creation process of characters, vehicles and capital ships, planets, star systems and Sectors, but to aid in keeping track of any changes to them as well. All players are free to print/photocopy these templates as often as they need to in order to keep track of all the information they need for use in their adventures. Note that there are many types of objects for which a template does not exist; for these objects, it will be necessary for players to keep their own notes. While hardcopies of such data are recommended, electronic records may make organization easier for certain players. For further instructions on how to use these templates, players may refer to the corresponding set of Chapters:

- Character Record Sheet -- Chapter 2.3
- Vehicle Record Sheet -- Chapter 6.3 and Chapter 7.3
- Community Record Sheet -- Chapter 10.2.5
- Planet Record Sheet -- Chapter 10.2.4
- Nav Map Record Sheet -- Chapter 10.2.2
- Sector Record Sheet -- Chapter 10.2.1

WING COMMANDER RPG
CHARACTER RECORD SHEET

PLAYER	
CHARACTER	
SPECIES	
GENDER	
BILLET	
D.O.B.	SI
AGE	HEIGHT
HANDEDNESS	WEIGHT

HP/NHP	/
HD/THD/FHD	/ /
MELEE ATTACK BONUS	
RANGED ATTACK BONUS	
FORTITUDE SAVE	
REFLEX SAVE	
WILLPOWER SAVE	
INITIATIVE	

RACE STATS

BASE HP	
BASE HD/THD/FHD	/ /
SIZE CLASS	
PHYSICAL POOL	
MENTAL POOL	
DISCIPLINE POOL	
SPEED	/ /

PHYSICAL DESCRIPTION	HISTORY AND GOALS	TRAITS

POWER (PWR)
- THREE-D MANEUVERS (3DM)
- BRAWLING (BRW)
- LIFTING (LFT)

FINESSE (FIN)
- DODGE (DDG)
- DEXTEROUS MANEUVERS (DXM)
- HIDING AND SEEKING (HES)

PHYSIQUE (PHY)
- CONCENTRATION (CCN)
- STAMINA (STM)
- RECUPERATION (RCP)

INTELLECT (INT)
- KNOWLEDGE (KNW)
- CUNNING (CUN)
- RESOURCEFULNESS (RSF)

ACUMEN (ACU)
- PERCEPTION (PRC)
- PERFORMANCE (PRF)
- SURVIVAL (SRV)

CHARM (CHA)
- PERSONALITY (PER)
- LEADERSHIP (LED)
- DIPLOMACY (DIP)

SPECIALIZATIONS

EQUIPMENT:

WING COMMANDER RPG
CHARACTER RECORD SHEET

COMMAND (CMD)
INSPIRE (INS)
STRATEGY (STR)
COORDINATION (CRD)
GUIDANCE (GUI)
SECURITY (SEC)

SCIENCE (SCI)
PLANETOLOGY (PLT)
TECHNOLOGY (TCH)
ARCHAEOLOGY (ARC)
GEOLOGY (GEO)
TYPHONOLOGY (TYP)

NAVIGATION (NAV)
ASTROGATION (AST)
STARSHIP PILOTING (SSP)
ORIENTATION (ORT)
VEHICLE PILOTING (VEP)
STEALTH (STL)

TACTICAL (TAC)
TARGETING (TAR)
MARKSMANSHIP (MKM)
BALLISTICS (BAL)
COMBAT MANEUVERS (CMN)
EVASIVE MANEUVERS (EVM)

ENGINEERING (ENG)
DAMAGE CONTROL (DMC)
INTERNAL SYSTEMS (ITS)
DEFENSES (DEF)
MECHANICS (MEC)
FTL MECHANICS (FTL)

COMMUNICATIONS (COM)
TRANSLATE (TRL)
RAPPORT (RAP)
INTIMIDATE (IND)
NEGOTIATE (NEG)
DISTRESS (DIS)

MEDICINE (MED)
INTENSIVE CARE (ITC)
TREATMENT (TRT)
XENOBIOLOGY (XNB)
SPECIALIZED MEDICINE (SMD)
PSYCHOLOGY (PSY)

SPECIALIZATIONS

EQUIPMENT (CONT):

WING COMMANDER RPG
VEHICLE RECORD SHEET

CRAFT	
SPECIES	
CLASS	
CHASSIS	
WEIGHT	
USER	
TECH LEVEL	

SHIELD CLASS		SHP	
ARMOR CLASS		AHP	
ENGINE CLASS		INIT	

SIZE CLASS	
SI	
COST	
MAX SPEED	/
HD / BHD / FHD	/ /
CREW/PASSENGERS	/
CARGO CAPACITY	

ACCESSORIES

NAME	EFFECT	NAME	EFFECT

DESCRIPTION	ACCOMMODATIONS	FLAWS / BONUSES	ARMAMENT

ADDITIONAL NOTES

EXTRA ACCESSORIES			
NAME	EFFECT	NAME	EFFECT

WING COMMANDER RPG
COMMUNITY RECORD SHEET

NAME		**DEMESNE**	
SIZE CLASS		**PLANET**	
AVG. POPULATION		**QUADRANT**	
TECH LEVEL		**SECTOR**	

SERVICES

MEAL QUALITY		**MEDICAL CARE**	
TRANSPORTATION		**REPAIR SERVICE**	
LODGING		**ITEM SEARCH LIMIT**	

DISTRICTS

DISTRICT NAME	POWER CENTER	QUALITIES	ECON	CLTR	ORDR	INFO	CRPT	LIFEFORM	ITEM VALUE LIMIT	BUY BACK LIMIT

HIGH NPC POINT VALUES	
1000	
900	
800	
700	
600	
500	
400	
300	
200	
100	

NOTABLE NPCS

ITEMS

COMMUNITY MAP
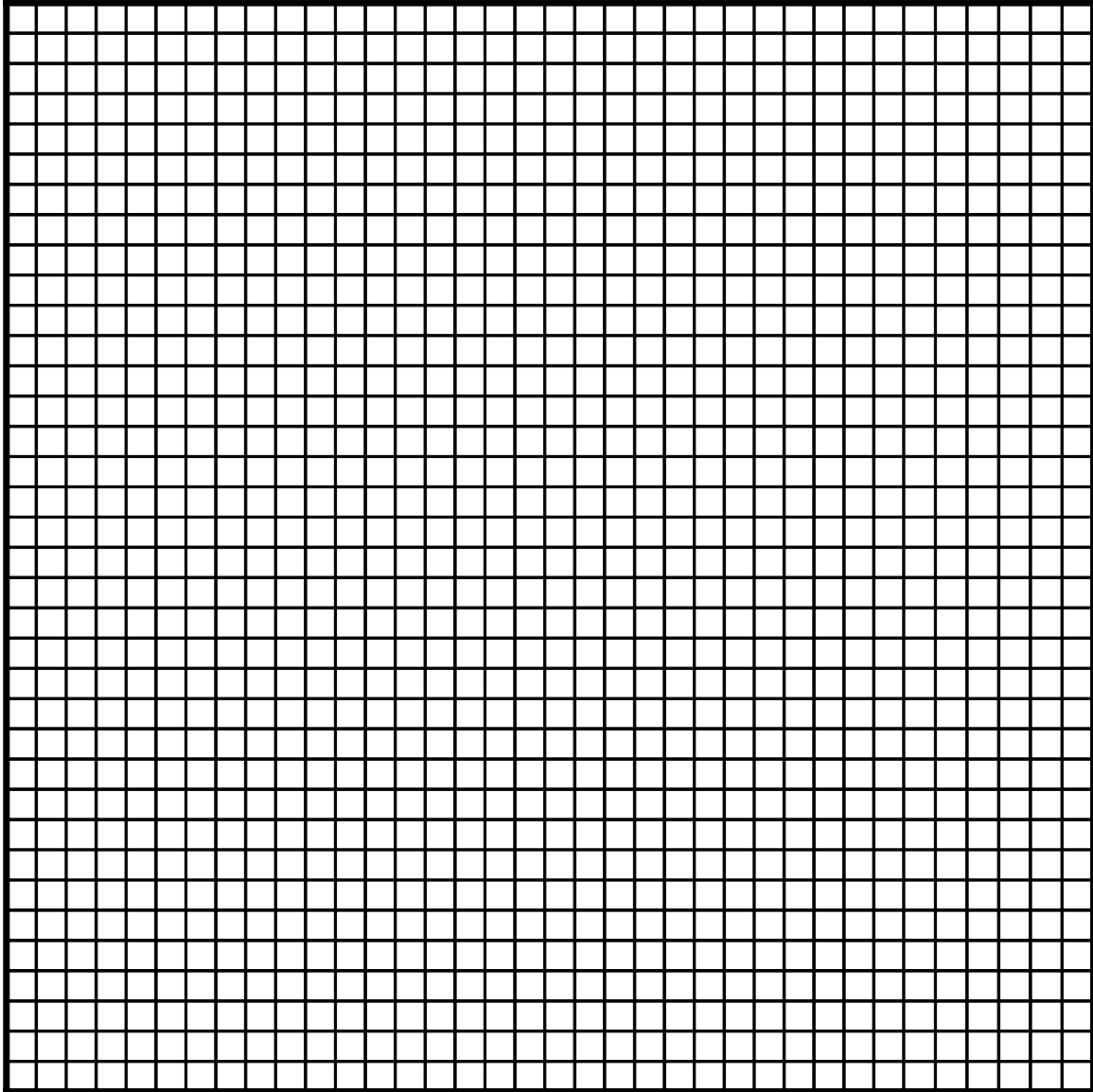
APPEARANCE/DESCRIPTION/NOTES

WING COMMANDER RPG
PLANET RECORD SHEET

SOUTHERN HEMISPHERE

NORTHERN HEMISPHERE

WESTERN HEMISPHERE

EASTERN HEMISPHERE

SYSTEM NAME
SYSTEM LOCATION
STAR LUMINOSITY

PLANET NAME
ORBITAL DISTANCE
TYPE
SIZE CLASS
DENSITY

AXIAL TILT
ORBITAL PERIOD
ROTATIONAL PERIOD
VALUE ¤

MASS   E.M.
BIODENSITY   %
MINERAL DENSITY   %

GRAVITY   G
ATMOSPHERIC DENSITY
ATMOSPHERE
HYDROSPHERE   /   %
LITHOSPHERE 1
LITHOSPHERE 2
LITHOSPHERE 3

TEMPERATURE
VULCANISM   (   )
SEISMICITY   (   )
GLOBAL WEATHER   (   )

LIFEFORM 1
LIFEFORM 2
LIFEFORM 3
LIFEFORM 4
LIFEFORM 5
LIFEFORM 6
LIFEFORM 7
LIFEFORM 8
LIFEFORM 9

NO. COMMUNITIES

ELEVATION

COMMUNITY NOTES: LAGRANGE POINTS:

WING COMMANDER RPG
NAV MAP RECORD SHEET

SYSTEM: _____ **QUADRANT:** _____

00-09	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99

Row labels (right side, top to bottom): 00-09, 10-19, 20-29, 30-39, 40-49, 50-59, 60-69, 70-79, 80-89, 90-99

NAV POINTS		

BASES / FACILITIES	

_____ SECTOR

GALACTIC COORDINATES

_____ QUADRANT   _____ QUADRANT

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0
A																				
B																				
C																				
D																				
E																				
F																				
G																				
H																				
I																				
J																				
A																				
B																				
C																				
D																				
E																				
F																				
G																				
H																				
I																				
J																				

1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0

_____ QUADRANT   _____ QUADRANT

OUT-SECTOR JUMPS

SYSTEMS						

_____

APPENDIX THREE: GLOSSARY AND ACRONYM KEY

This appendix contains a list of acronyms and keywords used throughout this set of core rules as well as their basic definitions. This glossary and acronym key is meant to be used as a quick reference for those who come across a term with which they aren't familiar. Where possible, the Chapter(s) in which the term is used is included. This list does not include the context under which specific terms are used; for that information, either use the information provided to find the term in an originating Chapter or refer to the Index.

- **Ablaze**: A condition a character sustains when they are set on fire. (Chapter 12.3)
- **Abstract Grid**: A form of measuring range increments in combat utilizing a measuring stick such as a ruler. (Chapter 9.1)
- **Accessories**: An object designed to augment the abilities of another object. (Chapter 10.2.6)
- **Accommodation Spaces**: Any pre-defined volume of space within a vehicle's or capital ship's designated Safe Accommodation Space used to house one or more beings either as crew or passengers. (Chapters 6.2; 7.2)
- **Acid**: Any chemical compound that has hydrogen ion activity greater than that of pure water. (Chapter 12.3)
- **Acquired Flaw**: A Flaw given to a vehicle or capital ship as a result of combat damage. (Chapters 6.2; 7.2; 9.3; 9.4)
- **Action**: Anything performed by a character or object. (Chapters 9.0; 10.6)
- **ACU**: Acronym for the *Acumen* Attribute. (Chapter 2.1)
- **Acumen**: A mental Attribute that measures a character's common sense, intuition, and willpower. (Chapter 2.1)
- **Adolescence**: A life stage during which a Lifeform's adult structures begin to develop and function. (Chapter 10.2.7)
- **Adulthood**: A life stage during which a Lifeform has matured and can procreate. (Chapter 10.2.7)
- **Advanced Fuels**: A type commodity consisting of advanced energetic substances. (Chapter 5.5)
- **Adventure Hook**: The general idea behind an Adventure, which acts as the starting point for the development of its plot. (Chapter 11.1)
- **Adventure**: A singular plot that involves significant occurrences in the lives of the Player Characters. (Chapter 11.0)
- **Aerodynamic Rating**: An amount added to a vehicle's Basic Cost to account for additional thermal protection based on how fast a vehicle may travel in atmosphere. (Chapter 6.2)
- **AHP**: Acronym for "Armor Hit Points". (Chapters 6.1; 6.2; 7.2; 9.2; 9.3; 9.4)
- **Akwende Projection**: A two dimensional hierarchical map that depicts the locations of star systems based upon their jump point linkages. (Chapter 8.4)
- **Ambush Point**: Any point on a Nav Map where a craft may encounter other craft or navigational hazards other than a set navigational point. (Chapter 10.2.2)
- **Ammunition**: Any object that is either used to power a weapon or is propelled by it. (Chapter 5.4)
- **Antagonist**: A single character, a group of characters or an "institution of a happening" that represent the opposition against which the Protagonist(s) must contend. (Chapter 11.1)
- **Anti-climax**: What occurs when a story's climax is less important or less exciting than everything that has preceded it. (Chapters 10.5; 11.1)
- **Archetype Character**: An original character model from which all other similar persons are patterned. (Chapters 2.3; 2.4; 11.1)
- **Arctic**: A planetary temperature category denoting surface temperatures between -100 degrees and 0 degrees Celsius. (Chapter 10.2.4)

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- **Argent Sector**: An area of Confederation-controlled space immediately anti-spinward of the Enigma Sector. (Chapter 8.5)
- **Armor Hit Points**: A number of Hit Points that indicate the remaining strength of a character's, vehicle's or capital ship's armor. (Chapters 5.3; 6.1; 6.2; 7.2; 9.2; 9.3; 9.4)
- **Armor**: A form of protection for a character, vehicle or capital ship that consists of physical, usually non-regenerating metallic and/or ceramic plates. (Chapters 5.3; 6.1; 6.2; 7.2; 9.2; 9.3; 9.4)
- **Artifact**: A type of object that is extremely rare and may have unusual, powerful properties. (Chapter 10.2.6)
- **Atmosphere**: All of the gaseous material surrounding a celestial object. (Chapter 10.2.4)
- **Atmospheric Density**: A categorical property of a planet that compares the mass of its atmosphere to its overall volume. (Chapter 10.2.4)
- **Attack Action**: Any action wherein a combatant attempts to apply damage to another combatant. (Chapters 9.0; 9.2; 9.3; 9.4)
- **Attribute Damage**: A potential effect of a Poison, which either temporarily or permanently reduces the number of points in a character's Attributes and their associated Skills. (Chapter 12.3)
- **Attribute Skill**: A field of application in a given Attribute whose use is more specific than that of the Attribute. (Chapter 2.1)
- **Attribute**: A set of characteristics that measures a character's physical and mental aptitudes. (Chapter 2.1)
- **Auditory Organ**: A type of Sensory Organ that gives a Lifeform the sense of hearing. (Chapter 10.2.7)
- **Autocrat**: A type of power center within a community that consists of a single elected or appointed individual chosen to lead by the community's population. (Chapter 10.2.5)
- **Autotroph**: Any organism that can synthesize its food from inorganic substances and usually uses heat or light as a source of energy; another term for a producer. (Chapter 10.2.7)
- **Avalon Sector**: An area of Confederation-controlled space immediately anti-spinward of the Gemini Sector. (Chapter 8.5)
- **Balance**: A state of affairs within a game wherein the capabilities of all characters are similar to one another. (Chapter 10.4)
- **Barycenter**: The point at which the gravitational forces exerted by two objects equal one another. (Chapter 10.2.3)
- **Base Height Value**: A base amount that contributes to the overall long dimension of a Lifeform. (Chapter 10.2.7)
- **Base**: Any chemical compound that has hydrogen ion activity less than that of pure water. (Chapter 12.3)
- **Basic Combat Statistics**: A set of statistics that includes the minimum amount of information needed for a combatant to be able to conduct combat. (Chapter 2.1)
- **Basic Cost**: The cost of a vehicle's or capital ship's chassis. (Chapters 6.2; 7.2)
- **Basic Damage**: A form of damage inflicted upon characters wherein equal amounts of Lethal Damage and Non-Lethal Damage are sustained as the result of a single attack. (Chapter 3.1; 9.2)
- **Basic Stats**: A set of statistics commonly shared amongst all objects. (Chapter 5.4)
- **Bass Mass Value**: A base amount added to the overall mass of a specific Lifeform. (Chapter 10.2.7)
- **Battery**: An object that generates direct-current electricity via a reaction between two or more substances. (Chapter 5.4)
- **Beam Weapon**: Any ranged weapon whose mode of damage consists of energy projected continuously over a given area. (Chapter 5.2)
- **BHD**: Acronym for "Blast Hit Difficulty". (Chapters 6.2; 7.2; 9.1; 9.3; 9.4)

- **Binomial Nomenclature**: A formal system of naming living things composed of a Latinized name with two parts, a capitalized genus and a specific epithet that distinguishes the species. (Chapter 10.2.7)
- **Bio**: A shortened form of the term **Biodensity**. (Chapter 10.2.4)
- **Biodensity**: A measure of how much of a planet's surface supports higher organisms. (Chapter 10.2.4)
- **Biomass Percentage**: Another form of the term **Biodensity**. (Chapter 8.2)
- **Biomass**: Another form of the term **Biodensity**. (Chapter 10.2.4)
- **Bite**: A Natural Weapon that utilizes muscular mechanical leverage and sharpened points to inflict damage usually located in or near a Lifeform's Gustatory Organ(s). (Chapter 10.2.7)
- **Black Market Commodity**: Another form of the term **Contraband** (Chapter 5.5)
- **Blast Hit Difficulty**: A Hit Difficulty used in situations wherein a vehicle or capital ship is subjected to an attack by a Blast Weapon such as a bomb or torpedo, or by any phenomenon with a similar effect. (Chapters 6.2; 7.2)
- **Body Area**: A non-specific Body Part that houses most of a Lifeform's major internal organs. (Chapter 5.4)
- **Body Part**: A specific region of a Lifeform's body that can sustain Wounds. (Chapters 5.4; 9.2)
- **Bonus**: A special ability given to a capital ship designed to enhance its capabilities. (Chapter 7.2.2)
- **Bounding Box**: The minimum size of a rectangular prism required to contain an object. (Chapters 6.2; 7.2)
- **Brain Death**: An irreversible condition that occurs once a creature has been in Clinical Death for a number of minutes equal to their **Physique** bonus. (Chapter 9.2)
- **Building Point Deficit**: A condition that may arise during the character creation process wherein a character has been given more total points in Talents than in Complications without having a sufficient number of hero points available to cover the difference. (Chapter 2.3)
- **Burdened**: A mildly debilitating condition a character sustains when their TEC is between one and one-point-five times their **Power** score. (Chapter 5.4)
- **Burn**: Two Wounds received under certain conditions, one of which will scar when it heals unless properly treated. (Chapter 12.3)
- **Calm Weather**: A category of planetary Weather that causes minimal interference to a vehicle's transit. (Chapter 8.1)
- **Campaign**: A set of Adventures that contain an overarching plot between them. (Chapters 11.0; 11.3)
- **Capital Good**: Any commodity produced for use in heavy industrial applications. (Chapter 5.5)
- **Capital Ship**: Any spacecraft that has FTL capability and an overall bounding box volume of no less than 45,000 cubic meters (Chapter 7.0)
- **Capsized**: A condition that occurs to a sea vehicle when its pilot critically fails a *Vehicle Piloting* Check after taking damage, which inflicts further hull damage, causes it to begin <u>Taking on Water</u> and renders it completely immobile. (Chapters 9.3; 12.3)
- **Cargo Capacity**: The total amount of space in a vehicle's or capital ship's design set aside for the purpose of carrying cargo. (Chapters 6.2)
- **Cartographer**: A player assigned by a group to make a map. (Chapter 10.5)
- **CHA**: Acronym for the *Charm* Attribute. (Chapter 2.1)
- **Character Archetype:** An original character model from which all other similar persons are patterned. (Chapter 2.3)
- **Character Size Class**: A categorical shorthand measurement of the overall **Bounding Box Volume** of a character or creature. (Chapter 10.2.7)
- **Character**: A person or object marked by notable or conspicuous traits. (Chapters 2.0; 11.1)

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- **Characteristics**: A composite term that includes a character's Attributes, Disciplines and Traits. (Chapter 2.1)
- **Charged**: The state of a weapon when it is ready to be used. (Chapters 6.2.3; 7.2.2; 9.3; 9.4)
- **Charges**: A measure of the remaining electrical power that can be provided by a battery. (Chapter 5.4)
- **Charm**: A mental Attribute that measures a character's force of personality. (Chapter 2.1)
- **Chassis Weight**: A measure of the density and size of a specific Chassis type. (Chapters 6.0; 6.2; 7.2)
- **Chassis**: The basic frame of a vehicle or capital ship. (Chapters 6.0; 6.2; 6.2.1; 7.2)
- **Check**: A die roll performed in order to determine whether or not a character is successful when conducting a specific action. (Chapter 1.1)
- **Chemical Weapon**: A weapon of mass destruction that releases a noxious substance into the environment. (Chapter 12.3)
- **Childhood**: A life stage between birth and adolescence during which a Lifeform begins to develop. (Chapter 10.2.7)
- **CIC**: A shortened acronym for "Wing Commander Combat Information Center".
- **Clairvoyance**: The knowledge of an object or event without perceiving it through normal sensory channels. (Chapter 12.3)
- **Claw**: A Natural Weapon that uses muscular mechanical leverage and sharpened points to inflict damage, usually located in or near a Lifeform's Motor Appendages. (Chapter 10.2.7)
- **Cliffhanger**: A method of ending a story that leaves a portion of it unresolved, leaving a starting point for subsequent stories. (Chapter 10.5)
- **Climax**: The most crucial point in a story wherein the action reaches its highest point. (Chapter 11.1)
- **Clinical Death**: A reversible condition that occurs when a Lifeform is reduced to zero Hit Points, takes a number of Wounds equal to three times their Durability or has their **Physique** score reduced to zero or less at any time. (Chapter 9.2)
- **Clothing**: Any object designed as an external adornment for a character that usually though not always acts as a container object. (Chapter 5.4)
- **CLTR**: Acronym for the "Culture" community characteristic. (Chapter 10.2.5)
- **CMD**: Acronym for the **Command** Discipline. (Chapter 2.1)
- **Cognitive Organ**: A critical Body Part that controls and regulates all of a Lifeform's capabilities. (Chapter 5.4)
- **Colonizable Planet**: An uninhabited world capable of supporting sapient Lifeforms on a long-term basis. (Chapter 10.2.4)
- **Colony Recommendation**: A message sent to a governing body advising it of the existence of a world suitable for colonization as a means of generating revenue. (Chapter 10.2.4)
- **COM**: Acronym for the **Communications** Discipline. (Chapter 2.1)
- **Comatose**: A potentially lethal and debilitating condition that occurs when a Lifeform has taken twice their normal maximum sustainable amount of Non-Lethal Damage. (Chapter 9.2)
- **Combat Arc**: A division of the volume of space immediately surrounding a vehicle or capital ship equal to one-quarter the total volume when viewed on a two-dimensional plane, containing all of the craft's weapons and defenses within that area. (Chapters 9.3; 9.4)
- **Combat Information Center**: Another form of the term **Wing Commander Combat Information Center.**
- **Combat Speed**: The speed at which a combatant is capable of moving expressed in a number of range increments per round. (Chapters 6.2; 9.2; 9.3; 9.4)
- **Combatant**: Anyone or anything involved in a combat action. (Chapter 9.0)
- **Combination Adventure**: A type of Adventure wherein its Event Pacing uses elements of both Location-Based and Event-Based Adventures. (Chapter 11.1)

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- **Comestible**: Any item that can be consumed by a Lifeform to produce energy. (Chapter 5.4)
- **Command**: A Discipline that measures a character's ability to negotiate and to lead others. (Chapter 2.1)
- **Commander**: The character in charge of a vehicle's operation. (Chapter 9.3)
- **Commodities**: An object designed for the sole purpose of being bought and sold to various parties. (Chapter 10.2.6)
- **Communication Technologies**: A category of mechanical devices designed to facilitate the transmission and/or reception of messages. (Chapter 5.4)
- **Communications**: A Discipline that measures a character's ability to exchange information with other characters, their ability to utilize proper equipment during that exchange and to understand information exchange applications. (Chapter 2.1)
- **Complication**: A negative Trait assigned to a character as a means of gaining additional building points. (Chapter 2.3)
- **Composite Effect**: Any environmental effect that has aspects of two or more other environmental effects. (Chapter 12.3)
- **Composite Strength Index**: The sum of the strength indices of a group of combatants. (Chapters 9.1; 9.2; 9.3; 9.4; 9.5)
- **Computer Technology**: A category of machines that manipulate data according to a given list of instructions. (Chapter 5.4)
- **Conflict**: A state of discord caused by the actual or perceived opposition of needs, values and interests. (Chapter 11.1)
- **Container Object**: Any object that contains Pockets. (Chapter 5.4)
- **Container**: Another form of the term **Pocket**. (Chapter 5.4)
- **Contraband**: A prohibited commodity in which it is generally illicit to traffic. (Chapter 5.5)
- **Core Damage**: A critical, potentially fatal form of damage that occurs to a vehicle's or capital ship's superstructure after its defenses have been overwhelmed in a given combat arc. (Chapters 6.1; 9.3; 9.4)
- **Corruption**: A characteristic that measures how open a community's officials are to bribes, how honest its citizenry is and how likely it is that any crimes will be reported. (Chapter 10.2.5)
- **Cost Multiplier**: An amount based upon a vehicle's chassis by which its total cost is multiplied. (Chapter 6.2)
- **Council**: A type of power center in a community that utilizes a standard representative democratic governmental structure. (Chapter 10.2.5)
- **Cover**: The ability of a vehicle, capital ship or other object to absorb damage for a character or creature (Chapters 6.1; 9.3; 9.4)
- **Creature Trait**: Any special ability possessed by a Lifeform. (Chapter 10.2.7)
- **Creature**: Another form of the term **Lifeform**. (Chapter 10.2.7)
- **Credit (€)**: The primary form of currency used in the Terran Confederation, which acts as a *de facto* universal currency in Known Space. (Chapter 10.2.6)
- **Crew Complement**: The normal amount of personnel a vehicle or capital ship is designed to accommodate. (Chapters 6.2)
- **Crew**: The number of personnel required to operate a vehicle or capital ship under normal conditions. (Chapters 6.2; 7.2)
- **Critical Failure**: A die roll result that indicates spectacular failure, generally with significant negative consequences. (Chapter 1.1)
- **Critical Hit**: A die roll result in combat that indicates the occurrence of damage above and beyond the normal amounts ordinarily inflicted by a weapon. (Chapters 1.1; 9.2; 9.3; 9.4)
- **Critical Miss**: A die roll result in combat that either inflicts damage on the attacking combatant or accidentally inflicts damage to a friendly combatant. (Chapter 1.1)
- **Critical Potential**: A class of die rolls that allow for spectacular success, spectacular failure or both. (Chapter 1.1)

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- **Critical Success**: A die roll result that indicates spectacular success, generally with significant positive consequences. (Chapter 1.1)
- **Critical Thresholds**: A set of die results that either must be exceeded in order to indicate a Critical Failure or may not be exceeded in order to indicate Critical Success. (Chapter 1.1)
- **CRPT**: Acronym for the "Corruption" community characteristic. (Chapter 10.2.5)
- **CSC**: Acronym for "Creature Size Class". (Chapter 10.2.7)
- **CSI**: Acronym for "Composite Strength Index". (Chapters 9.1; 9.2; 9.3; 9.4; 9.5)
- **Culture**: A characteristic that measures how open-minded and civilized the citizenry of a community is. (Chapter 10.2.5)
- **Current**: The free flow of any fluid within a fluid. (Chapter 12.3)
- **d%**: A roll of two ten-sided dice with one die representing the "tens" place and the other the "ones" place, with a set of potential results ranging from 00-99. (Chapter 1.1)
- **Damage Reduction**: A property that indicates how much damage is removed prior to its application against an object's available hit points. (Chapter 9.2)
- **Dazed**: A debilitating condition wherein a character or creature has been either been reduced to at least half of their maximum NHP or has been subjected to a special attack. (Chapter 9.2)
- **DC**: Acronym for "Difficulty Class". (Chapter 1.1)
- **Declaration**: A game phase wherein players announce what they intend for their characters to do during the course of a round. (Chapter 10.5)
- **Default Armor**: The optimal armor rating for a vehicle chassis. (Chapter 6.2)
- **Default Engine**: The optimal engine rating for a vehicle chassis. (Chapter 6.2)
- **Defense Arc**: All of the defensive systems contained within a combat arc. (Chapters 9.3; 9.4)
- **Defenses**: Any object designed to keep other objects from taking physical damage or experiencing effects that would significantly degrade their performance. (Chapter 6.2.3; 7.2.2; 10.2.6)
- **Degree Of Failure**: The amount by which a die roll exceeds the Difficulty Class. (Chapter 1.1)
- **Degree Of Success**: The amount by which a die roll falls short of the Difficulty Class. (Chapter 1.1)
- **Denouement**: Another form of the term **Resolution**. (Chapters 10.5; 11.1)
- **Density**: A property of matter that measures an object's mass compared to its volume. (Chapter 10.2.4)
- **Derived Statistics**: Any statistic that is based on any of a character's, vehicle's, or capital ship's other statistics. (Chapters 2.4; 6.2; 7.2)
- **Design Flaw**: A Flaw given to a vehicle or capital ship during the initial creation process. (Chapters 6.2; 7.2)
- **Destination Planet**: The point in interplanetary space to which a craft is heading. (Chapter 8.3)
- **Difficulty Class**: The minimum result on a die roll needed for an action to succeed. (Chapter 1.1)
- **Dilemma**: A serious, generally temporary quality affecting a community. (Chapter 10.2.5)
- **Discharged**: The state of a weapon after it has been fired, generally indicating that it is not ready to be used again. (Chapters 9.2; 9.3; 9.4)
- **Discipline Skill**: A field of application in a given Discipline whose use is more specific than that of the Discipline. (Chapter 2.1)
- **Discipline**: A set of characteristics that measures a character's expertise, experience and learning in applied fields. (Chapter 2.1)
- **District**: A region within a larger community that acts as a community in its own right. (Chapter 10.2.5)
- **Dungeon**: The traditional term for a **Site**. (Chapter 11.2.1)
- **Duration Period**: A period of time during which a Poison's or Pathogen's effects continue. (Chapter 12.3)

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- **Dwarf Planet**: A small celestial object that has not cleared its neighboring region of significant planetesimals but otherwise meets the criteria of being a planet. (Chapter 10.2.4)
- **EC**: Acronym for "Encumbrance Class". (Chapter 5.4)
- **ECON**: Acronym for the "Economy" community characteristic. (Chapter 10.2.5)
- **Economy**: A community characteristic that indicates the health of its trade and the wealth of its citizenry. (Chapter 10.2.5)
- **Ecosphere**: The zone around a star wherein conditions for supporting life exist. (Chapter 10.2.4)
- **Effective Hit Difficulty**: The final Difficulty Class of an attack roll accounting for the applicable Skill scores of both the attacker and the target, range and all other factors. (Chapters 9.2; 9.3; 9.4)
- **EHD**: Acronym for "Effective Hit Difficulty". (Chapters 9.2; 9.3; 9.4)
- **Emergency Surgery**: An attempt to rapidly heal a character or creature's Wounds after the onset of Clinical Death in Industrial Age societies. (Chapter 9.2)
- **Encounter**: Any situation wherein the player characters are intercepted by or must interact with non-player characters or significant objects designed to provide a means for them to exercise one or more Skills. (Chapters 8.2; 8.3; 8.4)
- **Encumbrance Class**: An indirect measure of the mass of an object that acts as a penalty to a character's physical actions. (Chapter 5.4)
- **Encumbrance Total**: Another form of the term **Total Encumbrance Class**. (Chapter 5.4)
- **Encumbrance**: A method of limiting the amount of gear a character is allowed to carry at any one time that accounts for both its weight and its volume. (Chapter 5.4)
- **End-Round Action**: Any action taken to resolve effects that occurred earlier in a combat round. (Chapter 9.1)
- **ENG**: Acronym for the **Engineering** Discipline. (Chapter 2.1)
- **Engine**: An object designed to provide locomotive and electrical power to a vehicle or capital ship. (Chapter 10.2.6)
- **Engineering**: A Discipline that measures a character's ability to acquire and apply scientific and technical knowledge to the design, analysis and/or construction of works for practical purposes. (Chapter 2.1)
- **Enigma Sector**: A region of space immediately rimward of Sol Sector; this area was the focus of <u>Wing Commander II</u>. (Chapter 8.5)
- **Epsilon Sector**: A region of space immediately rimward of Vega Sector; this area includes the home of the Firekkan people. (Chapter 8.5)
- **Equipment**: Another form of the term **Accessories**. (Chapter 10.2.6)
- **Esper Potential**: An optional mental Attribute that can be used to measure a character's psionic abilities. (Chapter 12.3)
- **Event Pacing**: A term used to describe when significant events will occur during the course of an Adventure. (Chapter 11.1)
- **Event-Based Adventure**: A type of Adventure wherein the Event Pacing is dependent upon what events have already taken place. (Chapter 11.1)
- **Excessive Damage**: Additional Core Damage inflicted on a craft due to the inability of a particular system to receive damage. (Chapters 9.3; 9.4)
- **Expendable Pod**: A Pod that has a specific one-time use requiring its removal while a capital ship is in operation. (Chapter 7.2.2)
- **Fail**: A condition wherein a body part has taken sufficient damage to stop functioning normally. (Chapter 9.2)
- **Fast Pack**: A pre-determined set of gear based on a Wilderness Backpack Container Object. (Chapter 2.3)
- **Fatigued**: A condition wherein a character or creature has taken half or more of their maximum number of Hit Points, has been exposed to a thin air environment for a prolonged

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period of time or is suffering ill effects from a pathogen or lack of rest; in all cases, it causes reduced overall performance. (Chapters 9.2; 12.3)

- **FHD**: Acronym for "Flat-Footed Hit Difficulty". (Chapters 2.4; 6.2; 7.2; 9.1)
- **Field Of Vision**: A region that a combatant can view at any given time used to establish line-of-sight to a target. (Chapters 9.2; 10.2.7)
- **FIN**: Acronym for the **Finesse** Attribute. (Chapter 2.1)
- **Finesse**: A physical Attribute that measures a character's agility, reflex action and coordination. (Chapter 2.1)
- **Firing Arc**: A region containing all of the weapons located in a combat arc used to determine the bearings along which they can fire. (Chapters 6.2; 6.2.3; 9.3; 9.4)
- **First Quadrant**: A Quadrant located in the upper-right hand corner of a two-dimensional representation of a star system. (Chapter 8.3)
- **Five Room Dungeon**: A method of structuring the plot of story around five specific elements, each of which highlights a different facet of role-playing. (Chapter 11.1.3)
- **Flat-Footed Hit Difficulty**: A Hit Difficulty used in situations wherein a combatant has been surprised by their opponents. (Chapters 2.4; 6.2; 7.2)
- **Flaw**: Any condition given to a vehicle or capital ship that has a permanent, debilitating effect. (Chapters 6.2)
- **Flier**: A Lifeform that is capable of powered flight. (Chapter 10.2.7)
- **Floater**: A Lifeform that is capable of non-powered flight. (Chapter 10.2.7)
- **Fortitude Save**: A roll made in dire situations where a character's innate toughness can mitigate the outcome. (Chapter 2.3)
- **Free Action**: Any action that takes an inappreciable amount of time to complete. (Chapter 9.0)
- **Frozen Planet**: A planet with an average surface temperature so cold that whatever water does exist on its surface is most commonly in the form of ice. (Chapter 10.2.4)
- **Frustration Level**: A value which measures how frustrated a trader is. (Chapter 5.1)
- **FSV**: Acronym for "Fortitude Save". (Chapter 2.3)
- **FTL Drive**: Any propulsion system capable of moving a spacecraft at a speed faster than that of light or of producing the same net effect. (Chapter 8.4)
- **FTL**: Acronym for "Faster Than Light" (Chapter 8.4)
- **Fuel Efficiency**: A ratio that measures the amount of fuel expended by a craft over a given distance of travel. (Chapter 8.1)
- **Fuel Point**: An abstract measure of the amount of fuel carried by a vehicle or capital ship. (Chapter 8.1)
- **Full-Round Action**: A complex action requiring a full combat round in order to complete. (Chapter 9.0)
- **Galactic Quadrant**: A galactic sub-division equal to one-quarter its entire area when viewed on a two-dimensional plane and consisting of twenty Sectors. (Chapter 8.4)
- **Gamemaster**: A player whose job it is to direct the game. (Chapter 10.1)
- **Gamemastering**: The art of running a role-playing game. (Chapter 10.0)
- **Gas Giant**: A large planet primarily composed of gases with a poorly-defined solid or liquid center. (Chapter 10.2.4)
- **Gemini Sector**: The region of space immediately coreward of Sol Sector; this area was the focus of Wing Commander: Privateer (Chapter 8.5)
- **GM**: Acronym for "Gamemaster". (Chapter 1.0)
- **Goal**: 1) An objective that may be assigned to a combatant group during Simple Combat other than the total elimination of all opposing parties; 2) An objective that must be completed by the Player Characters in order to bring an Adventure to a successful conclusion. (Chapters 9.1; 11.1)
- **Gore**: A Natural Weapon that designed to pierce a target with a sharpened point. (Chapter 10.2.7)

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- **Gridded Combat**: A mode of combat that relies on physical measurements of distances. (Chapter 6.2)
- **Gun**: A type of projectile weapon that may be fired multiple times and generally inflicts less damage per hit than ordnance. (Chapters 6.2.3; 7.2.2)
- **Gunner**: A Specialist in charge of aiming and firing a craft's weaponry. (Chapter 9.3)
- **Gustatory Organ**: A Sensory Organ that gives a Lifeform the sense of taste. (Chapter 10.2.7)
- **Haggling**: The process of re-negotiating the price of an item. (Chapter 5.1)
- **Handedness**: A character statistic that indicates their preferred Motor Appendage. (Chapters 2.4; 9.2)
- **Hangar Space**: The volume of space a parent vehicle or capital ship may use for the storage of auxiliary craft. (Chapters 6.2; 7.2)
- **Hangover**: A set of debilitating effects a character experiences while recovering from the effects of intoxication. (Chapter 12.3)
- **Hardware Commodity**: Another form of the term **Capital Good**. (Chapter 5.5)
- **Hastily**: A method a character may employ to quickly put on physical armor. (Chapter 5.3)
- **Hawking Sector**: An area of Confederation-controlled space immediately anti-spinward of Sol Sector. (Chapter 8.5)
- **HD**: Acronym for "Hit Difficulty". (Chapters 1.1; 9.1)
- **Heavy Ordnance**: A single-use projectile weapon designed to inflict significant amounts of damage. (Chapters 6.2.3; 7.2.2)
- **Heavy Weather**: A category of planetary Weather that causes significant interference to a vehicle's transit but inflicts no damage. (Chapter 8.1)
- **Helpless**: A condition wherein a character or creature is unable to perform actions. (Chapter 9.2)
- **Hero Level**: A term for the number of Skill points a character has earned or been assigned above the amount they would have had as a new character of their species. (Chapter 2.3)
- **Heterotroph**: Any organism that cannot synthesize its own food and must get energy from external sources; another term for a consumer. (Chapter 10.2.7)
- **Hit Difficulty**: The standard Difficulty Class required to successfully inflict damage on a character or object. (Chapters 1.1; 2.4; 6.2; 7.2)
- **Hit Points**: A measure of the amount of physical damage a character or object can sustain before dying or being destroyed. (Chapters 2.3; 9.2)
- **Hot Racking**: The act of assigning more than one person to a small Accommodation Space, increasing a vehicle or capital ship's capacity at the cost of performance. (Chapter 6.2; 9.3; 9.4)
- **House Rule**: Any non-standard rule adopted by a particular role-playing group. (Chapter 10.1)
- **HP**: Acronym for "Hit Points". (Chapters 2.3; 9.2; 9.3; 9.4)
- **Hydrosphere**: All of the liquid material located on the surface of a celestial object. (Chapter 10.2.4)
- **Hydrospheric Coverage**: The percentage of a celestial object's surface covered by its Hydrosphere. (Chapter 10.2.4)
- **Impact Damage**: Additional Non-Lethal Damage received by a character after they have been reduced to zero NHP or less. (Chapter 9.2)
- **In Melee**: A condition wherein two or more opposing character-scale combatants are close enough to one another to attack one another with melee weapons. (Chapter 9.2)
- **Incubation Period**: A period of time after a Lifeform's exposure to a Poison or Pathogen that passes before Stage I effects begin to take effect. (Chapter 12.3)
- **Industrial Age**: A level of Technological Development that denotes advanced societies incapable of faster-than-light space travel. (Chapter 10.2.7)
- **Industrial Commodity**: A specific set of Raw Materials consumed in Industrial activities. (Chapter 5.5)

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- **Infection**: A condition with effects similar to those of necrotoxins that may occur when a character with one or more Wounds critically fails a healing Check. (Chapters 9.2; 12.3)
- **Inferno**: A planetary temperature category denoting an average surface temperature of 100 degrees Celsius or higher. (Chapter 10.2.4)
- **Inflation**: The act of assigning hero points to a new player character in an attempt to make them balanced with previously established player characters. (Chapter 10.4)
- **INFO**: Acronym for the "Information" community characteristic. (Chapter 10.2.5)
- **Information**: A community characteristic that measures how willing its citizens are to chat and talk with visitors as well as the accessibility and usefulness of its libraries and archives. (Chapter 10.2.5)
- **INIT**: Acronym for "Initiative". (Chapters 6.2; 7.2)
- **Initiative Check**: A Check used to set a combatant's position in the Order of Battle. (Chapter 9.1)
- **Initiative**: 1) A measure of a character's quickness and availability to react; 2) the relative agility of a vehicle or capital ship; 3) A description of the current situation as performed by the GM. (Chapters 2.4; 6.2; 7.2; 9.1; 10.5)
- **Innerzone**: Another form of the term **Pre-Ecosphere**. (Chapter 10.2.4)
- **INT**: Acronym for the **Intellect** Attribute. (Chapter 2.1)
- **Intellect**: A mental Attribute that measures a character's ability to learn and reason. (Chapter 2.1)
- **Interplanetary Transit**: Another form of the term **Interplanetary Travel** (Chapter 8.3)
- **Interplanetary Travel**: Travel between two points in the same star system. (Chapter 8.3)
- **Interstellar Travel**: Travel between two points in interstellar space. (Chapter 8.4)
- **Intertemporal Travel**: An extremely hazardous form of travel between two points in time. (Chapter 8.4)
- **Interval Multiplier**: An amount dependent upon the outcome of a die roll added to either the mass or long dimension of a specific Lifeform. (Chapter 10.2.7)
- **Intraplanetary Travel**: Travel between two points on the same planet. (Chapter 8.2)
- **Intrinsic Qualities**: A quality that is generally inherent in the citizenry of a community. (Chapter 10.2.5)
- **Ionizing Radiation**: A dangerous form of electromagnetic radiation that is energetic enough to detach electrons from atoms or molecules. (Chapter 12.3)
- **Kilometer Per Hour**: A non-relativistic measure of velocity wherein a vehicle travels one kilometer over the course of one hour. (Chapter 8.0)
- **Kilometer Per Second**: A relativistic velocity measure of velocity wherein a vehicle travels one kilometer over the course of one second. (Chapter 8.0)
- **Kilrah Sector**: A region of space that houses the Kilrah system and acts as the core of the Kilrathi Empire. (Chapter 8.5)
- **KPH**: Abbreviation for Kilometer Per Hour. (Chapter 8.0)
- **KPS**: Abbreviation for Kilometer Per Second. (Chapter 8.0)
- **Lagrange Point**: A point in the orbital configuration of a two-body system wherein a small object affected only by gravity can theoretically be stationary relative to the two larger objects; these areas occasionally house jump points. (Chapters 10.2.3; 10.2.4)
- **Landreich Sector**: An area of space rimward of Enigma Sector along the galactic fringe; this area is home to the Free Republic of the Landreich. (Chapter 8.5)
- **Lava Flow**: An outpouring of lava that acts as a hazard to planetary navigation. (Chapter 8.2)
- **Lethal Damage**: Any kind of damage intended to kill or seriously injure a Lifeform. (Chapter 9.2)
- **Life Stage**: One of several time periods in an organism's life marked by variations in their characteristics. (Chapter 2.3)

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- **Lifeform List**: A directory of Significant Lifeforms that may be found on a specific planet's surface. (Chapter 10.2.4)
- **Lifeform**: Any specific living organism. (Chapter 10.2.7)
- **Light Ordnance**: A single-use, auxiliary projectile weapon capable of inflicting a moderate amount of damage. (Chapters 6.2.3; 7.2.2)
- **Light Weather**: A category of planetary Weather that causes some interference to a vehicle's transit. (Chapter 8.1)
- **Limitation**: The maximum class of basic equipment that may be installed on a particular type of capital ship chassis. (Chapter 7.2.1)
- **Linear Kinematics**: The motion of objects in straight lines without consideration of the circumstances leading to the motion. (Chapter 8.0)
- **Liquid Planet**: A planet whose surface is at least half-covered by a liquid such as water. (Chapter 10.2.4)
- **Lithosphere**: A listing of the predominant solid elemental materials located within the surface of a celestial object. (Chapter 10.2.4)
- **Location-Based Adventure**: A type of Adventure wherein the Event Pacing is dependent upon the layout of a specific Site or group of Sites. (Chapter 11.1)
- **Lock**: A condition that occurs wherein the guidance system for a piece of ordnance can accurately track a target and calculate the optimum required flight path for it to hit it. (Chapter 9.3)
- **Long Dimension**: The greatest overall spatial extent of a Lifeform. (Chapter 10.2.7)
- **Long-Range Combat**: Any combat on the character-scale wherein the attacking combatant is within 400 meters of their target. (Chapter 9.2)
- **Luxury Good/Commodity**: Any consumer good that is not a necessity for day-to-day survival. (Chapter 5.5)
- **MAB**: Acronym for "Melee Attack Bonus". (Chapter 2.3)
- **Maimed**: A condition wherein a single body part takes a number of Wounds equal to a character's **Physique** bonus, resulting in permanent loss of its function. (Chapter 9.2)
- **Maintenance Cycle**: An amount of time that passes between a synthetic Lifeform's maintenance Checks.(Chapter 10.2.7)
- **Marching Order**: The distance between members of a group used to determine which of its members may be targeted by opposing groups first. (Chapter 10.5)
- **Massive Attack**: A single attack on an organism that inflicts 100 or more points of Lethal Damage, resulting either in Unconsciousness or Clinical Death. (Chapter 9.2)
- **Maximum Age**: The highest age an individual Lifeform can attain before dying of old age. (Chapter 10.2.7)
- **Maximum Armor**: The maximum thickness of armor a vehicle or capital ship can utilize without the need for the Reinforced Chassis Accessory. (Chapter 6.2)
- **Maximum Potential Lifespan**: The maximum possible age to which a Lifeform may live barring any kind of injury or illness. (Chapter 10.2.7)
- **Maximum Speed**: The highest velocity a vehicle or capital ship can achieve without risking structural collapse. (Chapters 6.2; 7.2)
- **MED**: Acronym for the **Medicine** Discipline. (Chapter 2.1)
- **Medical Commodity**: Any commodity that has applications in any medical field. (Chapter 5.5)
- **Medical Technologies**: Any kind of device or tool designed for the purpose of diagnosing medical problems and/or treating them. (Chapter 5.4)
- **Medicine**: 1) An object that can be administered to a character as a means of treating on-going medical problems; 2) A Discipline that measures a character's understanding of the science and "art" of maintaining and/or restoring health through study, diagnosis, and treatment. (Chapters 2.1; 5.4)
- **Megafauna**: Any animal that is also a Significant Lifeform. (Chapter 10.2.4)

- **Megaflora**: Any non-animal that is also a Significant Lifeform. (Chapter 10.2.4)
- **Melee Attack Bonus**: An amount added to a target's EHD and a weapon's damage when engaged in melee combat. (Chapter 2.3; 9.2)
- **Melee Weapon**: Any weapon whose mode of damage consists of mechanical energy imparted to it by the strength of its user. (Chapter 5.2)
- **Mental Disease**: Any disease inflicted upon an organism as the result of a psychokinetic attack. (Chapter 12.3)
- **Mental Index**: A generic mental quality used to measure a creature's overall raw intelligence and the speed at which they learn. (Chapter 10.2.7)
- **Mercator Projection**: A cylindrical map projection of a planet's surface that represents lines of constant course as straight segments. (Chapter 10.2.4)
- **Mercator**: Another form of the term **Mercator Projection**. (Chapter 10.2.4)
- **Metadata**: Any data used to describe other data such as the list of a vehicle's accessories. (Chapter 3.8)
- **Meta-Game Thinking**: A non-role-playing form of thinking that occurs when a player decides to perform an action based upon the way the gamemaster is running the game or based on their own knowledge of the system's mechanics as opposed to what their character would most likely do in a given situation. (Chapter 10.1)
- **Metal Age**: A level of Technological Development that denotes pre-Industrial societies with the capability of keeping historical records and working with basic alloys. (Chapter 10.2.7)
- **Microelectronics**: Any commodity that functions based upon microscopic electronic pathways. (Chapter 5.5)
- **Microsleep**: A condition wherein a character temporary falls asleep after failing a Check. (Chapter 12.3)
- **Middle Age**: A life stage occurring between Adulthood and Old Age during which deterioration of physical abilities begins. (Chapter 10.2.7)
- **Min**: A shortened form of **Mineralogical Density**. (Chapter 10.2.4)
- **Mineral Density**: The measure of how much of a planet's surface contains mineable materials. (Chapter 10.2.4)
- **Mineralogical Density**: Another form of the term **Mineral Density**. (Chapter 10.2.4)
- **Mineralogical Percentage**: Another form of the term **Mineral Density**. (Chapter 8.2)
- **Minimum Engine**: The minimum Class of Engine that can be installed on a vehicle in order for it to be capable of operation. (Chapter 6.2)
- **Mission**: Another form of the term **Adventure**. (Chapter 11.0)
- **Mode Of Contraction**: The method through which a character is exposed to a Poison or Pathogen. (Chapter 12.3)
- **Molten Planet**: A planet whose surface is at least half-covered with lava flows or molten material. (Chapter 10.2.4)
- **Money**: A generally accepted means to exchange goods and measure their value. (Chapter 11.1)
- **Moon**: A celestial body that is a natural satellite of another celestial body. (Chapter 10.2.4)
- **Moonlet**: A particularly small Moon. (Chapter 10.2.4)
- **Motivation**: A list of reasons why a member of a sapient species may choose to go on an adventure, designed to help generate story ideas involving members of the species. (Chapter 10.2.7)
- **Motor Appendage**: Any part of a character's body whose primary function is to manipulate objects. (Chapters 5.4; 10.2.7)
- **Mountpoint**: 1) A property of container objects that indicates the part of the body on which the container is meant to be worn; 2) A capital ship accessory that allows the mounting of Pods. (Chapters 5.4; 7.2.2)
- **Move Action**: Any action that changes the location of a combatant or adjusts their armament. (Chapter 9.0)

- **Movement**: Any action that affects a combatant's range to its current target. (Chapter 9.1)
- **M'Shrak Sector**: A largely unexplored region of space immediately rimward of Kilrah Sector; this area houses the Hhallas system. (Chapter 8.5)
- **Multiped**: Any Runner that has more than four Propulsive Appendages. (Chapter 10.2.7)
- **Mutilated**: A form of Brain Death that occurs when an organism sustains an amount of Lethal Damage equal to at least twice their maximum number of Hit Points. (Chapter 9.2)
- **Nascent Feature**: A property of a star that has either recently come to exist or will come into existence at a future date. (Chapter 10.2.3)
- **Natural Armor**: Any form of Armor that occurs as part of a Lifeform's natural makeup. (Chapter 10.2.7)
- **Natural Weapon**: A specialized Body Part designed to damage other Lifeforms. (Chapter 10.2.7)
- **Nav Map**: An orthogonal grid used as a simplified solar system model for purposes of interplanetary navigation. (Chapters 8.3; 10.2.2)
- **Nav Point**: A given point in space used as a navigational reference. (Chapters 8.3; 10.2.2)
- **NAV**: Acronym for the **Navigation** Discipline. (Chapter 2.1)
- **Navigation**: 1) A Discipline that measures a character's ability to pilot craft and get people from one place to another without getting lost; 2) The process of planning, reading and controlling movement from one place to another. (Chapters 2.1; 8.0)
- **Navigational Unit Distance**: A distance used to measure a vehicle's fuel efficiency. (Chapter 8.1)
- **Nebula**: A cloud in space consisting of gas or dust, oftentimes presenting a hazard to navigation. (Chapter 8.3)
- **Neutral Character**: A Non-Player Character that neither supports nor conflicts with the Player Characters. (Chapter 11.1)
- **NHP**: Acronym for "Non-Lethal Hit Points". (Chapter 2.3)
- **Niche**: A Lifeform's position on the food chain. (Chapter 10.2.7)
- **No Grid**: An abstract form of measuring distance in combat using a series of range rolls. (Chapter 9.1)
- **Non-Lethal Damage**: Any damage intended to disable a character-scale combatant without necessarily inflicting any kind of lasting damage. (Chapter 9.2)
- **Non-Lethal Hit Points**: A measure of the amount of Non-Lethal Damage a character can sustain before they pass out. (Chapter 2.3)
- **Non-Player Character**: Any character under the direct control of the gamemaster. (Chapter 2.3)
- **Non-sapient**: A Lifeform that does not exhibit wisdom or subjective discernment. (Chapter 10.2.7)
- **NPC**: Acronym for "Non-Player Character". (Chapter 2.3)
- **Old Age**: A latter life stage marked by significant deterioration of physical abilities. (Chapter 10.2.7)
- **Olfactory Organ**: A Sensory Organ that gives a Lifeform the sense of smell. (Chapter 10.2.7)
- **Onomastikon**: A name dictionary. (Chapter 10.2.7)
- **Opportunity Attack**: A reflexive attack made by a target during their attacker's turn. (Chapters 9.2; 9.3; 9.4)
- **Optimal Arc**: The area within a combatant's Field of Vision wherein they may attack an opponent without penalty. (Chapter 9.2)
- **Optimal Range**: The maximum range at which a piece of ordnance may be fired at a target without incurring significant range penalties. (Chapter 9.3)
- **Optimal Planet**: A Colonizable Planet with a surface gravity of between 0.8 and 1.2 gees. (Chapter 10.2.4)
- **Orbital Lane**: A pre-determined distance from a star system's primary at which a celestial object may be placed in orbit. (Chapters 8.3; 10.2.3)

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- **Orbital Position**: The position of a celestial body within a star system relative to the Ecosphere. (Chapter 10.2.4)
- **Order Of Battle**: An ordered list used to determine in what order combatants will conduct actions. (Chapter 9.1)
- **Order**: A community characteristic that measures the balance between how strict its laws are and how effective they are. (Chapter 10.2.5)
- **ORDR**: Acronym for the "Order" community characteristic (Chapter 10.2.5)
- **Ore Commodity**: A type of Raw Material consisting of unextracted minerals or gemstones. (Chapter 5.5)
- **Outerzone**: Another form of the term **Post-Ecosphere**. (Chapter 10.2.4)
- **Outfit**: A set of clothing worn for a specific purpose. (Chapter 5.4)
- **Overcrowded**: A situation wherein a vehicle is carrying more personnel than it is designed to carry, resulting in a drop in performance. (Chapters 9.3; 9.4)
- **Overdosed**: A condition wherein a patient attempting to temporarily regain consciousness either gains no benefit from a stimulant or wherein their medic fails the necessary Check, leading to poisoning. (Chapter 9.2)
- **Overlord**: A type of community power center consisting of a single individual that leads either because they have conquered the area themselves or because they inherited the position from an ancestor who did so. (Chapter 10.2.5)
- **Overview**: A brief introduction and summary section of a species profile. (Chapter 10.2.7)
- **Parent Vehicle**: Any craft that carries another craft. (Chapter 6.2)
- **Passengers**: The maximum number of personnel a craft is designed to accommodate, which are not essential to its operation but may still use it as a means of conveyance. (Chapters 6.2; 7.2)
- **Pathogen**: Any organism or substance capable of causing disease. (Chapter 12.3)
- **PC**: Acronym for "Player Character". (Chapter 2.3)
- **Peripheral Arc**: The area within a combatant's Field of Vision wherein they may attack an opponent but take a penalty when doing so. (Chapter 9.2)
- **Permanent Pod**: A Pod that is not designed to be removed from a capital ship unless located in dry-dock. (Chapter 7.2.2)
- **Personality**: A description of how a member of a species can be expected to behave in social situations. (Chapter 10.2.7)
- **PHY**: Acronym for the **Physique** Attribute. (Chapter 2.1)
- **Physical Grid**: A method of determining range increments in combat utilizing a grid of squares or hexagons. (Chapter 9.1)
- **Physical Index**: A generic physical quality used to measure a creature's raw strength and toughness. (Chapter 10.2.7)
- **Physique**: A physical Attribute that measures a character's health, stamina and recuperative abilities. (Chapter 2.1)
- **Pincer**: A Natural Weapon consisting of two Claws that also commonly acts as a manipulator. (Chapter 10.2.7)
- **Planetary Orbital Lane**: Any Orbital Lane wherein a planet acts as the primary object used for the purpose of placing moons, rings or other phenomena in orbit. (Chapter 8.3)
- **Planetary Size Class**: A shorthand measurement of the overall **Bounding Box Volume** of a celestial object. (Chapter 10.2.4)
- **Planetary Type**: A generic stat that describes a planet's predominant surface conditions. (Chapter 10.2.4)
- **Planetary Wilderness Adventure**: An Adventure with a Setting located on a planet's surface outside of urbanized areas. (Chapter 11.2.2)
- **Player Character**: A character under the control of any player besides the gamemaster. (Chapter 2.3)

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- **Plot Slicing**: A technique for developing the plot of a story that involves asking progressive questions about intended events and filling in additional information as the process continues. (Chapter 11.1.1)
- **Plot**: The general course of a story including any significant events. (Chapter 11.1)
- **Pocket**: Any item or device that allows a character to carry an item without the use of their Motor Appendages. (Chapter 5.4)
- **Pod**: Any semi-permanent accessory that acts as an add-on module attached to the outer hull of a capital ship. (Chapters 7.2.2; 10.2.6)
- **Point Pool**: A set number of points that may be assigned to a character's physical Attributes, mental Attributes or Disciplines during the character building process. (Chapter 2.3)
- **Point**: A numerical value used during the character creation process to determine a character's final characteristics. (Chapter 2.3)
- **Poisoned**: A debilitating condition that occurs to a character after being exposed to a harmful substance. (Chapters 9.2; 12.3)
- **Post-Ecosphere**: The zone in a star system between the Ecosphere and its outer boundary wherein conditions are too cold for life to exist. (Chapter 10.2.4)
- **Potential Price**: A range of possible per-unit values a commodity may have at any given time. (Chapter 5.1)
- **Power**: A physical Attribute that measures a character's muscle and physical strength. (Chapter 2.1)
- **Precognition**: Knowledge of future events or what another being will think in the future. (Chapter 12.3)
- **Pre-Ecosphere**: The zone in a star system between the primary and the Ecosphere wherein conditions are too hot for life to exist. (Chapter 10.2.4)
- **Premise**: Another form of the term **Adventure Hook**. (Chapter 11.1)
- **Primary Category**: The most important function of an object. (Chapter 10.2.6)
- **Primary**: The most massive star in a star system, around which all bodies in the system usually orbit. (Chapter 10.2.3)
- **Processed Good**: Any commodity constructed out of raw materials for final consumer use. (Chapter 5.5)
- **Projectile Weapon**: Any ranged weapon whose mode of damage consists of a physical or energetic impactor. (Chapter 5.2)
- **Prone**: A condition wherein a character or creature has dropped to the ground. (Chapter 9.2)
- **Proportions**: The ratio of the length of a Lifeform's long dimension to the area of its other two dimensions. (Chapter 10.2.7)
- **Propulsive Appendage**: A Body Part that whose function is to enable an organism to move. (Chapters 5.4; 10.2.7)
- **Prosthetics**: Any artificial body part used to replace a maimed body part. (Chapter 9.2)
- **Protagonist**: The central or main character in a story; another form of the term **Player Character**. (Chapter 11.1)
- **PSC**: Acronym for "Planetary Size Class". (Chapter 10.2.4)
- **Pseudorandom Encounter**: An encounter that is planned before an adventure begins but is not essential to its plot. (Chapter 11.1)
- **Psionics**: The study and/or practice of using the mind to induce phenomena without necessarily having any means of explaining them. (Chapter 12.3)
- **Psychokinesis**: The ability to hold influence over an object or event mentally. (Chapter 12.3)
- **P-Type Orbit**: A type of orbit in which a gravitationally significant body orbits a single primary. (Chapter 10.2.3)
- **PWR**: Acronym for the **Power** Attribute. (Chapter 2.1)
- **Quadrant**: 1) A division of a star system equal to one-quarter of its total area when viewed on a two-dimensional plane; 2) A division of a Sector equal to one-quarter of its entire area when viewed on a two-dimensional plane. (Chapters 8.3; 8.4)

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- **RAB**: Acronym for "Ranged Attack Bonus". (Chapter 2.3)
- **Radiation Poisoning**: A form of poisoning that occurs after an organism has been exposed to a radioactive environment or substance. (Chapter 12.3)
- **Random Encounter**: An encounter whose purpose is anything other than to fulfill an objective. (Chapter 11.1)
- **Ranged Attack Bonus**: An amount added to a target's EHD and a weapon's damage when engaged in ranged combat. (Chapter 2.3; 9.2)
- **Raw Material**: Any commodity that must be processed into a different form for final consumer use. (Chapter 5.5)
- **Reaction**: The determination of the outcome of a character's Actions. (Chapter 10.5)
- **Real Count**: A method of measuring the distance between two points by employing the Pythagorean Theorem. (Chapters 8.2; 8.3)
- **Record Sheet**: Another form of the term **Template**.
- **Reflex Save**: A roll made in dire situations wherein a character's quick reflexes can mitigate the outcome. (Chapter 2.3)
- **Regrowing**: A method of regaining the use of a maimed body part available to Starfaring Age characters. (Chapter 9.2)
- **Relations With Other Races**: A listing of how members of a sapient species commonly interact with members of other sapient races. (Chapter 10.2.7)
- **Relative Bearings**: The angle relative to the front of a reference craft at which its target or attacker is located. (Chapter 6.2.3)
- **Relative Speed Category**: One of five categorical indicators that compare how fast Lifeforms utilizing a specific mode of transportation move when compared to each other. (Chapter 10.2.7)
- **Reproductive Organ**: A Body Part used by an organism for the purpose of continuing their species. (Chapter 5.4)
- **Resolution**: The portion of a story wherein its plot is concluded and/or resolved. (Chapter 11.1)
- **Resonance**: A condition wherein there is a simple numerical relationship between a gravitationally significant body's rotational period and its orbital period. (Chapter 10.2.4)
- **Resurrection**: An impossible state of affairs involving the revival of a character after the onset of Brain Death. (Chapter 9.2)
- **Resuscitation**: Any attempt made to bring an organism back from clinical death. (Chapter 9.2)
- **Retrograde Rotation**: A condition wherein a celestial object rotates along its axis in the opposite direction of other bodies in the same star system. (Chapter 10.2.4)
- **Rock Planet**: A planet with a solid surface that otherwise fails to meet the definition of a Liquid, Molten or Frozen Planet. (Chapter 10.2.4)
- **Role-Playing Game**: A specific class of games in which the player(s) assume the role of a character in a fictional setting, acting out their role within a narrative. (Chapter 1.0)
- **Rolled**: A condition that occurs to a land vehicle when its pilot critically fails a *Vehicle Piloting* Check after taking damage, which inflicts further hull damage and renders it completely immobile. (Chapters 9.3; 12.3)
- **Round**: A period of time equal to six seconds in length, generally but exclusively used for combat purposes. (Chapter 9.0)
- **RPG**: Acronym for "Role-Playing Game".
- **RSV**: Acronym for "Reflex Save". (Chapter 2.3)
- **Runner**: A land-based Lifeform incapable of flight. (Chapter 10.2.7)
- **Safe Accommodation Space**: An assumed minimum volume of space set aside for the purpose of accommodating a craft's occupants used in the design processes for vehicles and capital ships based upon their Size Class. (Chapters 6.2; 7.2)

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- **Safe Cargo Space**: An assumed minimum volume of space set aside for the purpose of internal cargo carrying used in the design processes for vehicles and capital ships based upon their Size Class. (Chapters 6.2; 7.2)
- **Sapient**: A Lifeform that exhibits wisdom and subjective discernment, is capable of acting with judgment and has the capacity to abstractly communicate ideas to other beings. (Chapter 10.2.7)
- **SC**: Acronym for "Size Class". (Chapters 6.2; 7.2)
- **Scanner**: A device used to electronically gather information about a character's surroundings. (Chapter 5.4)
- **SCI**: Acronym for the **Science** Discipline. (Chapter 2.1)
- **Science**: A Discipline that measures a character's understanding of gathering and applying systematic knowledge. (Chapter 2.1)
- **Scribe**: A player assigned by a group in order to keep track of particularly important information. (Chapter 10.5)
- **Searing**: A planetary temperature category denoting average surface temperatures between 50 and 100 degrees Celsius. (Chapter 10.2.4)
- **Sector**: An area used as a basic division of interstellar space approximately equal to one-eightieth the total area of the galaxy when viewed top-down on a two-dimensional plane. (Chapter 8.4)
- **Seismicity**: A measure of the severity and frequency of a planet's earthquakes. (Chapter 10.2.4)
- **Self-Control Check**: A voluntary Check made in order to prevent a character from performing an action based on one of their Complications. (Chapters 4.0; 11.1)
- **Sensory Organ**: A Body Part that performs any function related to perception. (Chapters 5.4; 10.2.7)
- **Sentient**: Any Lifeform that has the capacity to feel sensations. (Chapter 10.2.7)
- **Services**: Activities performed by one entity for the benefit of another. (Chapter 5.4)
- **Setting**: The time, place and circumstances under which an Adventure or Campaign is set. (Chapter 10.5)
- **Severe Weather**: A category of planetary Weather that causes substantial interference to a vehicle's transit as well as damage. (Chapter 8.1)
- **Shaken**: A debilitating condition imposed on a character after a traumatic experience. (Chapters 9.2; 9.3; 9.4)
- **Shield Hit Points**: A number of Hit Points that represent the remaining strength of a vehicle or capital ship's Shields. (Chapter 6.1; 6.2; 7.2; 9.3; 9.4)
- **Shield**: 1) A form of armor that consists of a physical object carried and wielded by a Motor Appendage; 2) A device or system that emits a protective energy field around the character, vehicle or capital ship on which it is deployed. (Chapters 5.2; 6.2.3; 7.2.2)
- **Short-Range Combat**: Any combat on the character-scale wherein the attacking combatant is within 75 meters of their target. (Chapter 9.2)
- **SHP**: Acronym for "Shield Hit Points". (Chapter 6.1; 9.3; 9.4)
- **SI**: Acronym for "Strength Index". (Chapters 2.4; 6.2; 7.2; 9.1; 9.2; 9.3; 9.4; 9.5)
- **Significant Lifeform**: Any Lifeform that has intrinsic monetary value. (Chapters 8.2; 10.2.4)
- **Simple Combat**: A form of combat that resolves the action as quickly as possible and with a minimum amount of detail. (Chapter 9.1)
- **Simple Count**: An inaccurate but fast method of measuring distance between two points on a planet's surface or in interplanetary space. (Chapters 8.2; 8.3)
- **Simultaneous Combat**: 1) A form of combat timing that resolves a combatant's actions only after all combatants have declared their actions during a round; 2) A form of mixed-scale combat that occurs when two distinct combat actions are taking place at the same time. (Chapters 9.1; 9.5)
- **Sinking**: Another form of the term **Taking on Water**. (Chapter 9.3)

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- **Site Quality**: A community quality that indicates the presence of a particular type of facility for which it is noteworthy and/or a quality based on its location. (Chapter 10.2.5)
- **Site**: A given location used as the Setting for an Adventure. (Chapter 11.2.1)
- **Size Class**: A shorthand measurement of the overall Bounding Box Volume of a vehicle or capital ship. (Chapters 6.2; 7.2)
- **Size**: Another form of the term **Size Class**. (Chapter 10.2.7)
- **Skill Check**: A Check that specifically utilizes a Skill or Skill Specialization. (Chapter 3.0)
- **Skill Specialization**: A subset of a particular Skill used under a very specific set of circumstances. (Chapter 2.3)
- **Skill**: A field of application in a given Attribute or Discipline whose use is more specific than that of the Attribute or Discipline. (Chapter 2.1)
- **Slap**: A Natural Weapon whose mode of damage is bludgeoning via direct physical force, which generally involves the use of a specialized portion of a Lifeform's body. (Chapter 10.2.7)
- **Sleep Debt**: A cumulative measure of the number of hours of rest a character has missed used to measure the degree of Sleep Deprivation effects they are experiencing. (Chapter 12.3)
- **Sleep Deprivation**: A condition wherein a Lifeform has not received sufficient rest, resulting in a drop in overall function and an accumulation of Sleep Debt. (Chapter 12.3)
- **Slot**: A measure of the size of a pocket or object used to reflect its overall volume. (Chapter 5.4)
- **Smoke Inhalation**: A damaging condition that occurs when a character fails a *Stamina* Check after being exposed to a substance their respiratory system cannot process. (Chapter 12.3)
- **Snap Turn**: A type of turn that does not require movement points to execute. (Chapters 9.3; 9.4)
- **Sniper-Style Weaponry**: Any weapon designed to be able to hit a target beyond the normal bounds of long-range character-scale combat. (Chapter 9.2)
- **Sniping**: Any attempt to hit a target at a distance greater than fifteen long-range combat increments on the character-scale. (Chapter 9.2)
- **Sol Sector**: A region of space that houses the Sol system and acts as the core of the Terran Confederation. (Chapter 8.5)
- **Source Planet**: The point from which a space vehicle or capital ship departs in interplanetary transit. (Chapter 8.3)
- **Space Adventure**: A type of Adventure wherein the Setting requires a character group to leave the confines of a planet. (Chapter 11.2.4)
- **Special Action**: Any action that produced non-standard effects. (Chapter 9.0)
- **Special Weapon**: Any weapon that is not a Gun or a piece of Ordnance. (Chapters 6.2.3; 7.2.2)
- **Specialist**: A character who is charged with a specific function of a vehicle's operation. (Chapter 9.3)
- **Speed**: The measure of the distance an object travels over a given time period. (Chapters 8.0; 10.2.7)
- **Sphere Of Influence**: The volume of interstellar space in which the ships of a given Starfaring Age society may be encountered. (Chapter 10.2.7)
- **Spherical Coordinates**: A set of coordinates that indicate the azimuth angle, elevation angle and distance between a target point and a reference "source" point. (Chapter 8.4)
- **Stage**: A set of debilitating effects a character experiences after their exposure to a Poison or Pathogen. (Chapter 12.3)
- **Stall**: A condition that occurs when an air vehicle cannot generate sufficient lift to stay airborne. (Chapter 6.2.1; 9.3)
- **Standard Action**: An action that requires an average amount of time to complete. (Chapter 9.0)

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- **Star System**: 1) A group of gravitationally significant bodies that orbit around one another; 2) The more realistic of two models used for interplanetary navigation. (Chapter 8.3)
- **Starfaring Age**: A level of Technological Development that indicates a highly advanced society capable of faster-than-light space travel. (Chapter 10.2.7)
- **Starvation**: A process that occurs when a Creature does not take in sufficient food or water, possibly leading to death. (Chapter 12.3)
- **Starving**: A potentially fatal condition wherein an organism has not taken in a sufficient amount of food or liquid necessary to sustain their life processes. (Chapter 12.3)
- **Stasis**: A condition wherein an organism is placed in suspended animation. (Chapter 9.2)
- **Stellar Luminosity Class**: A categorical property of a star that provides a quick reference to how large and how hot it is. (Chapter 10.2.3)
- **Step**: A free action on the character-scale wherein a combatant moves less than five meters during a round. (Chapter 9.2)
- **Sting**: A small type of Gore weapon that usually has a serrated edge and contains venom. (Chapter 10.2.7)
- **Stone Age**: A level of Technological Development that denotes a society that has not yet started keeping historical records or working with metal alloys. (Chapter 10.2.7)
- **Strained**: A debilitating condition a character sustains when their TEC is between one-point-five and two times their **Power** score. (Chapter 5.4)
- **Strength Index**: A composite value of the maximum available hit points and renewable damage potential available to a combatant, used to gauge their overall strength as compared to other combatants. (Chapters 2.4; 6.2; 7.2; 9.1; 9.2; 9.3; 9.4; 9.5)
- **Structural Fatigue**: A condition that occurs when a craft has sustained Core Damage, requiring a Check of its structural integrity. (Chapters 9.3; 9.4)
- **Stunt**: Any movement on the character scale designed to give a temporary bonus to a combatant's Hit Difficulty. (Chapter 9.2)
- **S-Type Orbit**: A type of orbit in which a gravitationally significant body orbits multiple primaries. (Chapter 10.2.3)
- **Subarctic**: A planetary temperature category denoting average surface temperatures between absolute zero and -100 degrees Celsius. (Chapter 10.2.4)
- **Suffocating**: A potentially fatal condition wherein an organism fails a *Stamina* Check after being exposed to an atmosphere their respiratory system cannot process. (Chapter 12.3)
- **Surface Gravity**: A measure of the effect of the attraction between objects with mass and a planet's surface. (Chapter 8.2)
- **Surface Type**: One of five categorical indicators used to indicate a planet's predominant surface conditions. (Chapter 8.2)
- **Surprise Round**: An initial round of combat in which any unprepared combatants cannot take any actions. (Chapter 9.1)
- **Suspension of Belief**: A formula devised to justify the use of fantastic or non-realistic elements within a story. (Chapter 11.1)
- **Swimmer**: A Lifeform that is based in liquid mediums. (Chapter 10.2.7)
- **Symmetry**: The degree to which an organism's bodily features correspond on either side of a dividing line, plane, center or axis. (Chapter 10.2.7)
- **Syndicate**: A type of power center within a community that entails government by an unofficial or illegal group. (Chapter 10.2.5)
- **Systems Damage**: A reduction in the functionality of a craft's systems as a result of damage or Flaws (Chapters 6.1; 9.3; 9.4)
- **TAC**: Acronym for the **Tactical** Discipline. (Chapter 2.1)
- **Tactical**: A Discipline that measures a character's understanding of military tactics and how they apply to combat situations. (Chapter 2.1)
- **Tailored Encounter**: An encounter used to move a story's plot further along. (Chapter 11.1)

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- **Take 00**: A condition that occurs when a player decides to take as much time as is needed to guarantee success in an action, taking twenty times the normal amount of time and ineligibility to earn real-life experience in exchange for a result of zero. (Chapter 3.0)
- **Take 50**: A condition that occurs when a player decides to accept an average die roll result instead of performing the roll as indicated. (Chapter 3.0)
- **Taking On Water**: A process wherein a sea vehicle begins to sink. (Chapter 9.3)
- **Talent**: A positive trait assigned to a character in order to give them bonus abilities. (Chapter 2.3)
- **Target**: A combatant subjected to an action by another combatant. (Chapter 9.0)
- **TEC**: Acronym for "Total Encumbrance Class". (Chapter 5.4)
- **Technological Development**: A general indication of how advanced a society is. (Chapters 6.2; 9.3; 10.2.7)
- **Technological Level**: Another form of the term **Technological Development**. (Chapter 10.2.7)
- **Tectonic Activity**: The severity and frequency of volcanic eruptions and earthquakes on a planet's surface. (Chapter 10.2.4)
- **Tectonics**: The study of a planet's crustal plates and other large-scale structural features, which generally determines the severity of surface seismic and volcanic activity. (Chapter 8.2)
- **Telepathy**: The awareness of thoughts of another being without communication through normal sensory channels. (Chapter 12.3)
- **Temperate**: A planetary temperature category denoting average surface temperatures between 0 and 25 degrees Celsius. (Chapter 10.2.4)
- **Temperature Severity Level**: A modifier based on the ambient temperature that is used to determine the amount of Heat or Cold Damage a character sustains. (Chapter 12.3)
- **Template**: One of six worksheets available to assist players in the design and maintenance of characters, vehicles, communities, planets, nav maps and Sectors. (Appendix Two)
- **Terrain Difficulty**: A measure of the degree to which the terrain plays a factor in a vehicle or capital ship's transit. (Chapter 8.1)
- **Terrestrial Planet**: Any planet that is not a Gas Giant. (Chapter 10.2.4)
- **Territory**: The general region of space in which a Starfaring Age species is most commonly found, or the most heavily inhabited areas of a non-Starfaring Age race's homeworld. (Chapter 10.2.7)
- **THD**: Acronym for "Touch Hit Difficulty". (Chapter 2.3; 9.1)
- **Theocracy**: A type of power center within a community that involves government by members of a religious sect. (Chapter 10.2.5)
- **Tidal Lock**: A condition wherein a planet or moon takes as long to rotate along its axis as it does to revolve around its primary, with the net effect that the same side always faces the primary. (Chapter 10.2.4)
- **Tools**: Any device or piece of equipment that provides a mechanical advantage in accomplishing a physical task or an ability that is not naturally available to its user. (Chapter 5.4)
- **Total Encumbrance Class**: The sum value of the encumbrance classes of all objects a character is carrying. (Chapter 5.4)
- **Touch Hit Difficulty**: A Hit Difficulty used on the character-scale in situations where an attack requires direct contact with the target and discounts any bonus or penalty from their **Finesse** Attribute. (Chapter 2.3)
- **Trait**: A characteristic that adds bonus abilities and/or depth to a character. (Chapter 2.3)
- **Transmission Vector**: Another form of the term **Mode of Contraction**. (Chapter 12.3)
- **Trap**: A manufactured device intended either as a means of raising an alert or causing direct damage to intruders. (Chapter 11.2.1)
- **Trk'Pahn Sector**: A region of space immediately coreward of Vega Sector largely controlled by the Kilrathi Empire. (Chapter 8.5)

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- **Trojan Planetary System**: A group of planets in close proximity to one another that orbit around a common Barycenter that itself orbits a primary. (Chapter 10.2.3)
- **Tropical**: A planetary temperature category denoting average surface temperatures between 25 and 50 degrees Celsius. (Chapter 10.2.4)
- **True Random Encounter**: A Random Encounter that is not planned before an adventure begins. (Chapter 11.1)
- **Turn-Based Combat**: A form of combat timing that resolves a combatant's actions immediately after they are declared. (Chapter 9.1)
- **Unarmed Attack**: Any attack on the character-scale performed without the use of a weapon. (Chapter 9.2)
- **Unconscious**: A debilitating condition that occurs when an organism's available Non-Lethal Hit Points have fallen to zero or less. (Chapter 9.2)
- **Undermanned Penalty**: A debilitating condition that occurs when a craft has less than 90% of its minimal crew requirement aboard. (Chapter 9.3; 9.4)
- **United States Dollar**: The primary mode of currency used in the United States of America. (Chapter 10.2.6)
- **Urban Adventure**: An Adventure with a Setting located within a community. (Chapter 11.2.3)
- **USD**: Acronym for "United States Dollar". (Chapter 10.2.6)
- **User**: A property of a vehicle that indicates what type of group primarily operates it. (Chapters 6.0; 6.2; 6.2.1)
- **Vaporized**: Another form of the term **Mutilated**. (Chapter 9.2)
- **Variable Trait**: Any Trait that may be assigned to a character as either a Talent or Complication. (Chapter 2.3)
- **Vega Sector**: The region of space located immediately in between the Sol and Kilrah Sectors; the region of space in which most events in the Wing Commander Universe takes place. (Chapter 8.5)
- **Vehicle**: A machine designed to transport substances, objects and/or individuals. (Chapter 6.0)
- **Venerable Age**: A final life stage marked by substantial deterioration of physical abilities and ending in an organism's death from natural causes. (Chapter 10.2.7)
- **Visual Organ**: A Sensory Organ that gives a Lifeform the sense of sight. (Chapter 10.2.7)
- **Volume**: The total amount of three-dimensional space contained by an object. (Chapter 10.2.7)
- **Vukar Tag Sector**: A largely unexplored region of space immediately coreward of Kilrah Sector that houses the Vukar Tag system. (Chapter 8.5)
- **Vulcanicity**: A measure of the severity and frequency of a planet's volcanic eruptions. (Chapter 10.2.4)
- **Vulcanism**: Any of the natural phenomena and processes associated with the action of a planet's volcanos, geysers and fumaroles. (Chapter 8.2)
- **WCRPG**: Acronym for "The Wing Commander Role-Playing Game". (Chapter 1.0)
- **Weapon Accessories**: An object designed to improve upon or maintain a weapon's performance or usability. (Chapter 5.4)
- **Weapon**: An object whose function is to inflict damage on another object. (Chapters 5.3; 6.2.2; 7.3.3; 10.2.6)
- **Weaponry**: A type of commodity generally consisting of outdated military-grade firearms. (Chapter 5.5)
- **Weapons Dice**: Any dice assigned to a Creature's attacks during the design process. (Chapter 10.2.7)
- **Weapons Station**: A very flexible accessory whose purpose is to mount a weapon on a vehicle or capital ship. (Chapters 6.2.3; 7.2.2)
- **Weather**: A set of all the phenomena occurring in a planet's atmosphere at a given time. (Chapters 8.1; 8.2, 10.2.4)

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- **Wield**: To carry a weapon in a manner such that it may be immediately used. (Chapter 5.2)
- **Wilderness Gear**: Any piece of equipment designed to be employed in rural areas. (Chapter 5.4)
- **Willpower Save**: A roll made in dire situations where a character's mental fortitude can mitigate the outcome. (Chapter 2.3)
- **Wind**: The flow of air or other gases that compose an atmosphere generally caused by the equalization of density between two or more localized areas. (Chapter 12.3)
- **Wing Commander Combat Information Center**: A fan website for Wing Commander related news, located at http://www.wcnews.com
- **Wound**: An additional form of Lethal Damage that has debilitating effects. (Chapter 9.2)
- **WSV**: Acronym for "Willpower Save". (Chapter 2.3)
- **X**: A shorthand notation for Special Weaponry. (Chapters 6.3; 7.3)
- **xd10**: An abbreviation indicating a situation wherein a player should roll x ten-sided dice and sum the result, where x is any given integer. (Chapter 1.1)
- **xd2**: An abbreviation indicating a situation wherein a player should roll x two-sided dice (the result of a ten-sided die where odd results count as one and even results count as zero) and sum the result, where x is any given integer. (Chapter 1.1)
- **xd5**: An abbreviation indicating a situation wherein a player should roll x "five-sided dice" (the result of a ten-sided die divided by two and rounded up) and sum the result, where x is any given integer. (Chapter 1.1)

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