

E.D.R.P.G.

ELITE:DANGEROUS ROLE PLAYING GAME



SUPER TRADERS

THERE'S NO SUCH THING AS A SIMPLE CARGO RUN.



An Elite:Dangerous Role Playing Game Supplement:

SUPER TRADERS

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Trading means needing lots of cargo space! Cram cargo into the surprisingly capacious Cobra Mk IV. Defend your goods with the heavily armed Keelback freighter. Ship colossal loads aboard the enormous Boa Cruiser, a freighter so large it can't fit into a space station and relies on smaller ships to unload it!

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New backgrounds for characters include Smuggler, Labour Slave, Pit Fighter and Disgraced Banker. Spend your Karma on new capabilities such as Burnout (automatically generate a critical hit), Secret Markets (re-roll a bad trading result) and Rapid Deployment (launched Fighters attack in the same turn). Take things personally with the Vengeful Enhancement, and spitefully punish enemies that dare to injure you.

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Face-off against the pirate hordes, or try to loot fellow traders. Battle against enemies equipped with fighter hangars, and organised high-rank pirates who seek to steal your cargo before you even leave dock! Watch your SRV's, as the Kumo Dune Buggy emerges to challenge any invaders in the wilderness.

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Generate random encounters for your players, including pirate attacks, police brutality, stowaways and plenty more!



THE SOLO CAMPAIGN

If you put all four EDRPG supplements and the Core Book together you will have enough material to create a solo campaign. Create a party of adventurers of your own design and try to beat the galaxy.



Military: Storm or sneak through military bases, accomplish your objectives and get out!



Espionage: Thwart enemy spies, steal secrets and raid corporate bases for your shadowy masters.



Exploration: Explore strange planets, fight off terrible aliens, avoid arbitrary abduction and find abandoned treasures.



Super Traders: Encounters in deep space, from malevolent pirates, corrupt police officers to natural space hazards and perilous mechanical breakdowns.





KEEP ON TRUCKIN'

"NO PLANET IS AN ISLAND," as Li Yong-Rui, director of Sirius Corp, once said, much to the confusion of everyone present. His point was that no single world can produce all its needs in the sophisticated interstellar civilisation of the 34th century.

WELCOME TO THE SUPER TRADER SUPPLEMENT

the third expansion rulebook for the
Elite: Dangerous Role Playing Game.

Human space is composed of many types of government and political ideology, but all agree that trade is vital to their well-being. Without resonating separators, miners would be forced to chisel rock with iron picks. Without millions of tons of titanium, the ship industries would grind to a halt. Every scrap of food in Huokang is produced off-system, so the spoilt locals can enjoy their technological utopia without having to walk across any messy soil.

And who is it who must provide all these goods? Why, the traders, of course, plying the space lanes in massive cargo ships, and constantly under threat of attack.



ADVANCED TRADING

Most of the time your players will be doing their trading outside the game itself, using the Between Adventures rules to simulate their income. For occasions when players are trading during game time, or perhaps selling cargo they have acquired during a mission, the trading table on p. 269 of the Core Book will usually suffice.

The trouble with the Core Book's version of in-game trading is that it involves a lot of work for the GM. Not only must they set the right price for goods at a station, but they must also remember each price that they have quoted. If a player wants to see the prices for all the goods at a station, it can involve writing some very, very long lists.

The second problem with in-game trading as it stands is that it doesn't encourage players to travel around. At some point your players will find the 'perfect' trade route, where they can maximise their income by travelling between just two or three locations. Indeed, if you let them, they might spend dozens of sessions doing this.

The advanced trading rules here replace those in the Core Book.

The Core Book list is still useful for seeing what the average price of something is and where it is in demand, but to actually determine the prices of goods you should use the system in this book from now on (unless you don't like them, of course, in which case carry right on as you were).

GENERATING PRICE LISTS

When your players first arrive at a star port, you should roll a D10 and add 2 to the result. Then consult the Price Index of the system. The Price Index is based on the economy of the star system they are visiting. So, if your players are visiting an Agricultural system, you should consult the Agricultural Price Index.

Each Price Index has a row of numbers from 1 to 12. The number you just rolled is the column number to consult. The prices in this column are the cost, in credits, of one ton of the listed goods. For example, your players have arrived at an Agricultural star port and ask to see the market prices for Wine. You roll a D10 and add 2 to the result, ending up with a 7. From the Index you can tell your players that Wine is bought and sold for 165 credits per ton. If they are interested in buying Animal Meat, you can tell them that it costs 1,050 credits per ton. If they want to see all the prices, you just open this book at the Agricultural Price Index and tell them that the prices are listed in column 7. The prices listed are the costs to both buy and sell goods at this star port.

Some economies do not have their own Price Index. The colony, military, service and tourism economies use the General Price Index. Colony, prison and terraforming systems only buy goods from traders – they do not usually sell goods on the open market.

WHAT THE NUMBERS MEAN

When you roll a high column number it demonstrates that the system is in its optimum state. It is producing goods cheaply, and paying high prices for goods it demands. A low number means that the system is somewhat stagnant. It produces and pays for goods very close to the market value and it is hard to make good profits.

Some numbers have additional relevance. Column 10 represents rich systems, or systems in boom. Column 4 represents poor or frontier systems. Column 5 represents systems in a state of war. Columns 3, 7 and 11 have black markets, where illegal goods can be bought and sold. Therefore, instead of rolling, a GM can simply choose one of these numbers to represent the economic state of the system the players are visiting.



REDUCING TRADE ACTIVITY

When your players find a system with a high column number they will be very pleased, and will probably want to return to that system a lot to do more trading. However, good trade routes have an unfortunate tendency to dry up quite quickly. As word gets around about the amazing deals that can be made in the system, the prices quickly begin to normalise, as excess stock is bought and goods once in demand begin to flood the market.

To represent this, each time your players return to trade in the system, you will be rolling lower and lower maximum numbers. If you happen to own a complete set of polyhedral dice (D4s, D6s, D8s, etc) you can use these dice to generate the column numbers. If not, you can roll a D10, but there is a maximum number that you can roll. For example, say this is the player's third visit to the high tech system of Asellus Primus. On the third visit the Maximum Column Number is 8. If you roll a 9 or a 10 you must keep re-rolling the die until you end up with a number that is 8 or less.

TRADE REDUCING			
VISIT	D10 Roll	Max Number	Polyhedral Die
1st	D10+2	12	D12
2nd	D10	10	D10
3rd	D10	8	D8
4th	D10	6	D6
5th or more	D10	4	D4

Eventually the column numbers will become so low that your players are likely to quit the system in disgust. They will realise that in order to find better bargains, they'll have to keep moving on!

At the GM's discretion a system can 'recover' after a few months or so, allowing players to return once they've spent a few sessions trading elsewhere or undertaking long term missions. Simply reset the number of visits to zero and roll again as if it were the players' first visit.



SYSTEMS WITH MULTIPLE ECONOMIES

Not all systems are single economy. Some might be both Industrial and Agricultural, or both an Extraction and a Refinery system, for instance. There are two ways of handling this situation. The easiest is to have the star ports in this system dedicated to a single economy. In an Agricultural/Industrial system, for instance, have one star port deal with agriculture and another deal with industry. That way you only ever have to present one price list to your players at a time. A more complex way would be to combine the lists, by asking your players to consult both lists at the same time, and choosing the most advantageous value between them. This method is rather needlessly complex, however, and is open to some illogical abuses.

Regardless of the system you choose, there is one simple rule when trading in mixed economies. **You cannot sell back a good you have just bought in the same system.** In our Agricultural/Industrial system, for instance, you cannot buy Crop Harvesters in an industrial star port and then sell them in an agricultural one in the same system. The reason for this is simple: There will already be a functioning market in this system. Farmers who want the Crop Harvesters that are built on the nearby moon will simply order them on the local network at production cost. They won't be buying them at inflated prices. This rule does not apply to goods brought in from outside the station, even if those goods are also manufactured locally. Farmers might want a different brand of Crop Harvester, after all, but they won't spend big bucks on a model they can buy cheaper locally.



GENERAL PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	2,800	2,850	2,900	2,950	3,000	3,050	3,100	3,150	3,200	3,250	3,300	3,350
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	300	305	310	315	320	325	330	335	340	345	350	355
Atmospheric Processors	300	305	310	315	320	325	330	335	340	345	350	355
Auto Fabricators	3,900	3,950	4,000	4,050	4,100	4,150	4,200	4,250	4,300	4,350	4,400	4,450
Basic Medicines	350	360	370	380	390	400	410	420	430	440	450	460
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,250	2,275	2,300	2,325	2,350	2,375	2,400	2,425	2,450	2,475	2,500	2,525
Beryllium	7,500	7,600	7,700	7,800	7,900	8,000	8,100	8,200	8,300	8,400	8,500	8,600
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,350	1,375	1,400	1,425	1,450	1,475	1,500	1,525	1,550	1,575	1,600	1,650
Combat Stabilisers	-	-	2,200	-	3,500	-	2,850	-	-	-	3,500	-
Computer Components	360	365	370	375	380	385	390	395	400	405	410	415
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	375	380	385	390	395	400	405	410	415	420	425	430
Crop Harvesters	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,250	2,300	2,350
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	240	240	245	245	250	250	255	255	260	260	265	270
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,800	1,800	1,825	1,825	1,850	1,850	1,875	1,875	1,900	1,900	1,925	1,925
Gallium	4,750	4,775	4,800	4,825	4,850	4,875	4,900	4,925	4,950	4,975	5,000	5,100
Gold	9,750	9,775	9,800	9,825	9,850	9,875	9,900	9,925	9,950	11,000	10,000	10,500
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	500	505	510	515	520	525	530	535	540	545	550	555
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,100	13,150	13,200	13,250	13,300	13,350	13,400	13,450	13,500	14,500	13,600	13,650
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	4,850	4,900	4,950	5,000	5,050	5,100	5,150	5,200	5,250	5,300	5,350	5,400
Robotics	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,300	2,350	2,400
Silver	4,500	4,525	4,550	4,575	4,600	4,625	4,650	4,675	4,700	4,725	4,750	4,775
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,600	6,625	6,650	6,675	6,700	6,725	6,750	6,775	6,800	6,825	6,850	6,875
Tea	1,750	1,775	1,800	1,825	1,850	1,875	1,900	1,925	1,950	1,975	2,000	2,025
Titanium	750	775	800	825	850	875	900	925	950	975	1,000	1,025
Wine	240	245	250	255	260	265	270	275	280	400	290	295





INDUSTRIAL PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	2,800	2,850	2,900	2,950	3,000	3,050	3,100	3,150	3,200	3,250	3,300	3,350
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	300	305	310	315	320	325	330	335	340	345	350	355
Atmospheric Processors	350	325	310	300	290	280	270	260	250	240	220	200
Auto Fabricators	4,000	4,050	4,100	4,200	4,300	4,400	4,500	4,600	4,800	5,000	5,200	5,400
Basic Medicines	450	425	400	375	350	325	300	275	250	225	200	175
Battle Weapons	-	-	5,500	-	-	-	6,000	-	-	-	7,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,250	2,275	2,300	2,325	2,350	2,375	2,400	2,425	2,450	2,475	2,500	2,525
Beryllium	8,000	8,100	8,200	8,300	8,400	8,500	8,600	8,700	8,800	8,900	9,000	9,200
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	260	250	240	230	220	210	200	190	180	170	160	150
Coffee	1,400	1,450	1,500	1,550	1,600	1,650	1,700	1,750	1,800	1,900	2,000	2,200
Combat Stabilisers	-	-	2,200	-	-	-	2,850	-	-	-	3,500	-
Computer Components	430	410	400	380	370	360	350	330	310	300	280	260
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	430	440	450	475	500	525	550	575	600	625	660	700
Crop Harvesters	2,200	2,100	2,000	1,900	1,825	1,750	1,675	1,600	1,525	1,500	1,400	1,300
Domestic Appliances	550	525	500	475	450	425	400	375	350	325	300	275
Explosives	300	280	260	240	220	200	180	160	140	120	100	80
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	120	110	100	90	80	70	60	50	40	30	20	10
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,800	1,800	1,825	1,825	1,850	1,850	1,875	1,875	1,900	1,900	1,925	1,925
Gallium	4,750	4,775	4,800	4,825	4,850	4,875	4,900	4,925	4,950	4,975	5,000	5,100
Gold	9,800	9,900	10,000	10,100	10,200	10,400	10,500	10,600	10,800	10,900	11,000	11,200
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,750)	(15,000)	(15,250)	(15,500)	(15,750)	(16,000)	(16,250)	(16,500)	(16,750)	(17,000)	(17,500)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	600	575	550	525	500	475	450	425	400	375	350	325
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,100	13,150	13,200	13,250	13,300	13,350	13,400	13,450	13,500	14,500	13,600	13,650
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	4,850	4,900	4,950	5,000	5,050	5,100	5,150	5,200	5,250	5,300	5,350	5,400
Robotics	1,875	1,900	1,950	2,000	2,050	2,100	2,200	2,300	2,400	2,500	2,600	2,750
Silver	4,500	4,550	4,600	4,650	4,700	4,800	4,850	4,900	5,000	5,050	5,100	5,300
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,650	6,700	6,750	6,800	6,900	7,000	7,100	7,200	7,300	7,400	7,500	7,600
Tea	1,700	1,750	1,800	1,850	1,900	2,000	2,100	2,200	2,300	2,400	2,500	2,600
Titanium	800	825	850	875	900	925	950	975	1,000	1,100	1,200	1,300
Wine	240	245	250	255	260	265	270	275	280	400	290	295





AGRICULTURAL PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	2,800	2,850	2,900	2,950	3,000	3,050	3,100	3,150	3,200	3,250	3,300	3,350
Animal Meat	1,600	1,500	1,400	1,300	1,200	1,100	1,050	1,000	950	900	850	800
Aquaponic Systems	300	320	340	360	380	400	425	450	475	500	550	600
Atmospheric Processors	300	305	310	315	320	325	330	335	340	345	350	355
Auto Fabricators	3,900	3,950	4,000	4,050	4,100	4,150	4,200	4,250	4,300	4,350	4,400	4,450
Basic Medicines	350	360	370	380	390	400	410	420	430	440	450	460
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	190	185	180	170	160	150	130	110	95	80	70	50
Bertrandite	2,250	2,275	2,300	2,325	2,350	2,375	2,400	2,425	2,450	2,475	2,500	2,525
Beryllium	7,500	7,600	7,700	7,800	7,900	8,000	8,100	8,200	8,300	8,400	8,500	8,600
Bio-waste	10	15	20	22	24	26	28	30	35	40	45	50
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,500	1,400	1,350	1,300	1,250	1,200	1,150	1,100	1,050	1,000	900	800
Combat Stabilisers	-	-	2,200	-	3,500	-	2,850	-	-	-	3,500	-
Computer Components	360	365	370	375	380	385	390	395	400	405	410	415
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	375	380	385	390	395	400	405	410	415	420	425	430
Crop Harvesters	1,900	2,000	2,100	2,200	2,250	2,300	2,350	2,400	2,450	2,500	2,725	3,000
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	240	240	245	245	250	250	255	255	260	260	265	270
Fish	500	475	450	425	400	350	300	250	225	200	190	180
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	350	300	250	225	200	190	180	170	160	150	125	100
Gallite	1,800	1,800	1,825	1,825	1,850	1,850	1,875	1,875	1,900	1,900	1,925	1,925
Gallium	4,750	4,775	4,800	4,825	4,850	4,875	4,900	4,925	4,950	4,975	5,000	5,100
Gold	9,750	9,775	9,800	9,825	9,850	9,875	9,900	9,925	9,950	11,000	10,000	10,500
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	600	575	540	520	500	480	460	440	420	400	375	350
Mineral Extractors	500	505	510	515	520	525	530	535	540	545	550	555
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,100	13,150	13,200	13,250	13,300	13,350	13,400	13,450	13,500	14,500	13,600	13,650
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	4,850	4,900	4,950	5,000	5,050	5,100	5,150	5,200	5,250	5,300	5,350	5,400
Robotics	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,250	2,300	2,350	2,400
Silver	4,500	4,525	4,550	4,575	4,600	4,625	4,650	4,675	4,700	4,725	4,750	4,775
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,600	6,625	6,650	6,675	6,700	6,725	6,750	6,775	6,800	6,825	6,850	6,875
Tea	1,875	1,800	1,725	1,650	1,575	1,500	1,425	1,350	1,275	1,200	1,100	1,000
Titanium	750	775	800	825	850	875	900	925	950	975	1,000	1,025
Wine	265	250	235	210	195	180	165	150	135	120	110	100



REFINERY PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	3,000	3,100	3,200	3,300	3,350	3,400	3,450	3,500	3,550	3,600	3,800	4,000
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	300	305	310	315	320	325	330	335	340	345	350	355
Atmospheric Processors	300	305	310	315	320	325	330	335	340	345	350	355
Auto Fabricators	3,900	3,950	4,000	4,050	4,100	4,150	4,200	4,250	4,300	4,350	4,400	4,450
Basic Medicines	350	360	370	380	390	400	410	420	430	440	450	460
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,400	2,450	2,500	2,550	2,575	2,600	2,650	2,700	2,750	2,800	2,900	3,000
Beryllium	8,400	8,300	8,200	8,100	8,050	8,000	7,950	7,900	7,850	7,800	7,700	7,600
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,350	1,375	1,400	1,425	1,450	1,475	1,500	1,525	1,550	1,575	1,600	1,650
Combat Stabilisers	-	-	2,200	-	3,500	-	2,850	-	-	-	3,500	-
Computer Components	360	365	370	375	380	385	390	395	400	405	410	415
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	455	430	415	400	385	370	355	330	315	300	275	250
Crop Harvesters	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,250	2,300	2,350
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	300	280	260	240	220	200	180	160	140	120	100	80
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,850	1,900	1,950	1,975	2,000	2,015	2,030	2,060	2,085	2,100	2,200	2,300
Gallium	5,000	4,800	4,700	4,600	4,500	4,400	4,300	4,200	4,100	4,000	3,900	3,800
Gold	9,750	9,775	9,800	9,825	9,850	9,875	9,900	9,925	9,950	11,000	10,000	10,500
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	550	560	570	580	590	600	625	650	675	700	750	800
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,100	13,150	13,200	13,250	13,300	13,350	13,400	13,450	13,500	14,500	13,600	13,650
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	6,000	6,100	6,200	6,300	6,500	6,600	6,700	6,800	6,900	7,000	7,500	8,000
Robotics	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,250	2,300	2,350	2,400
Silver	4,500	4,525	4,550	4,575	4,600	4,625	4,650	4,675	4,700	4,725	4,750	4,775
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,750	6,650	6,550	6,500	6,400	6,300	6,250	6,200	6,100	6,000	5,500	5,000
Tea	1,750	1,775	1,800	1,825	1,850	1,875	1,900	1,925	1,950	1,975	2,000	2,025
Titanium	850	860	870	875	900	925	950	1,000	1,050	1,100	1,200	1,300
Wine	240	245	250	255	260	265	270	275	280	400	290	295





EXTRACTION PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	2,800	2,850	2,900	2,950	3,000	3,050	3,100	3,150	3,200	3,250	3,300	3,350
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	300	305	310	315	320	325	330	335	340	345	350	355
Atmospheric Processors	300	305	310	315	320	325	330	335	340	345	350	355
Auto Fabricators	3,900	3,950	4,000	4,050	4,100	4,150	4,200	4,250	4,300	4,350	4,400	4,450
Basic Medicines	350	360	370	380	390	400	410	420	430	440	450	460
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,400	2,370	2,335	2,300	2,250	2,200	2,150	2,100	2,050	2,000	1,900	1,800
Beryllium	7,500	7,600	7,700	7,800	7,900	8,000	8,100	8,200	8,300	8,400	8,500	8,600
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,350	1,375	1,400	1,425	1,450	1,475	1,500	1,525	1,550	1,575	1,600	1,650
Combat Stabilisers	-	-	2,200	-	3,500	-	2,850	-	-	-	3,500	-
Computer Components	360	365	370	375	380	385	390	395	400	405	410	415
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	375	380	385	390	395	400	405	410	415	420	425	430
Crop Harvesters	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,250	2,300	2,350
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	260	265	285	300	315	330	355	370	385	400	450	500
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,850	1,800	1,775	1,750	1,725	1,700	1,675	1,650	1,625	1,600	1,500	1,400
Gallium	4,750	4,775	4,800	4,825	4,850	4,875	4,900	4,925	4,950	4,975	5,000	5,100
Gold	10,000	9,850	9,700	9,600	9,500	9,400	9,300	9,200	9,100	9,000	8,500	8,000
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	500	505	510	515	520	525	530	535	540	545	550	555
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,250	13,100	12,950	12,800	12,650	12,500	12,375	12,250	12,125	12,000	11,500	11,000
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,500	21,250	21,050	20,900	20,750	20,600	20,450	20,300	20,150	20,000	19,500	19,000
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	4,850	4,900	4,950	5,000	5,050	5,100	5,150	5,200	5,250	5,300	5,350	5,400
Robotics	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,250	2,300	2,350	2,400
Silver	4,600	4,550	4,480	4,440	4,400	4,360	4,320	4,280	4,240	4,200	4,100	4,000
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,600	6,625	6,650	6,675	6,700	6,725	6,750	6,775	6,800	6,825	6,850	6,875
Tea	1,750	1,775	1,800	1,825	1,850	1,875	1,900	1,925	1,950	1,975	2,000	2,025
Titanium	750	775	800	825	850	875	900	925	950	975	1,000	1,025
Wine	240	245	250	255	260	265	270	275	280	400	290	295



HIGH TECH PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysers	3,000	2,950	2,900	2,850	2,800	2,750	2,700	2,650	2,600	2,400	2,300	2,200
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	315	300	280	260	240	220	200	180	150	130	120	110
Atmospheric Processors	300	305	310	315	320	325	330	335	340	345	350	355
Auto Fabricators	4,100	4,000	3,900	3,800	3,700	3,600	3,500	3,400	3,300	3,200	3,100	3,000
Basic Medicines	450	425	400	375	350	325	300	275	250	225	200	175
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,250	2,275	2,300	2,325	2,350	2,375	2,400	2,425	2,450	2,475	2,500	2,525
Beryllium	7,500	7,600	7,700	7,800	7,900	8,000	8,100	8,200	8,300	8,400	8,500	8,600
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,350	1,375	1,400	1,425	1,450	1,475	1,500	1,525	1,550	1,575	1,600	1,650
Combat Stabilisers	-	-	2,200	-	-	-	2,200	-	-	2,850	-	-
Computer Components	400	415	430	440	450	460	470	480	490	500	550	600
Consumer Tech	7,000	6,850	6,700	6,600	6,500	6,400	6,300	6,200	6,100	6,000	5,900	5,800
Copper	375	380	385	390	395	400	405	410	415	420	425	430
Crop Harvesters	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,250	2,300	2,350
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	240	240	245	245	250	250	255	255	260	260	265	270
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,800	1,800	1,825	1,825	1,850	1,850	1,875	1,875	1,900	1,900	1,925	1,925
Gallium	5,000	5,150	5,300	5,400	5,500	5,600	5,700	5,800	5,900	6,000	6,100	6,200
Gold	10,000	10,150	10,300	10,400	10,500	10,600	10,700	10,800	10,900	11,000	12,000	13,000
Hazardous Environment Suits	330	320	310	300	275	250	225	200	175	150	125	100
Hydrogen Fuel	40	50	60	70	80	90	100	110	120	130	140	150
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	500	505	510	515	520	525	530	535	540	545	550	555
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,250	13,300	13,500	13,800	14,000	14,100	14,200	14,300	14,400	14,500	15,000	16,000
Performance Enhancers	5,000	5,150	5,300	5,400	5,500	5,600	5,700	5,800	5,900	6,000	6,100	6,200
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,100	7,050	7,000	6,900	6,800	6,700	6,600	6,500	6,400	6,300	6,150	6,000
Resonating Separators	6,000	5,850	5,700	5,600	5,500	5,400	5,300	5,200	5,100	5,000	4,900	4,800
Robotics	1,950	1,900	1,850	1,800	1,700	1,650	1,600	1,500	1,450	1,400	1,300	1,200
Silver	4,500	4,550	4,600	4,650	4,700	4,800	4,850	4,900	5,000	5,050	5,100	5,300
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,650	6,700	6,750	6,800	6,900	7,000	7,100	7,200	7,300	7,400	7,500	7,600
Tea	1,750	1,775	1,800	1,825	1,850	1,875	1,900	1,925	1,950	1,975	2,000	2,025
Titanium	750	775	800	825	850	875	900	925	950	975	1,000	1,025
Wine	240	245	250	255	260	265	270	275	280	400	290	295



TERRAFORMING PRICE INDEX

COMMODITY	1	2	3	4	5	6	7	8	9	10	11	12
Advanced Catalysts	2,800	2,850	2,900	2,950	3,000	3,050	3,100	3,150	3,200	3,250	3,300	3,350
Animal Meat	1,350	1,375	1,400	1,425	1,450	2,000	1,500	1,525	1,550	2,000	1,600	1,650
Aquaponic Systems	315	340	370	385	400	415	430	460	485	500	550	600
Atmospheric Processors	325	330	335	345	355	365	375	385	395	400	500	600
Auto Fabricators	4,000	4,050	4,100	4,200	4,300	4,400	4,500	4,600	4,800	5,000	5,200	5,400
Basic Medicines	350	360	370	380	390	400	410	420	430	440	450	460
Battle Weapons	-	-	6,000	-	8,000	-	7,000	-	-	-	8,000	-
Beer	170	175	180	185	190	195	200	205	210	215	220	225
Bertrandite	2,250	2,275	2,300	2,325	2,350	2,375	2,400	2,425	2,450	2,475	2,500	2,525
Beryllium	7,500	7,600	7,700	7,800	7,900	8,000	8,100	8,200	8,300	8,400	8,500	8,600
Bio-waste	20	18	16	14	12	10	8	6	4	3	2	1
Clothing	220	225	300	235	240	245	250	255	260	265	270	275
Coffee	1,350	1,375	1,400	1,425	1,450	1,475	1,500	1,525	1,550	1,575	1,600	1,650
Combat Stabilisers	-	-	2,200	-	3,500	-	2,850	-	-	-	3,500	-
Computer Components	360	365	370	375	380	385	390	395	400	405	410	415
Consumer Tech	6,850	6,900	6,950	7,000	7,050	7,100	7,150	7,200	7,250	8,000	7,400	7,450
Copper	375	380	385	390	395	400	405	410	415	420	425	430
Crop Harvesters	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,200	2,250	2,300	2,350
Domestic Appliances	475	480	485	490	495	700	505	510	515	520	525	530
Explosives	240	240	245	245	250	250	255	255	260	260	265	270
Fish	425	430	435	700	445	450	455	460	465	470	475	480
Food Cartridges	70	75	200	85	90	95	100	105	115	120	125	130
Fruit & Veg	300	305	310	315	320	325	330	335	340	500	350	355
Gallite	1,800	1,800	1,825	1,825	1,850	1,850	1,875	1,875	1,900	1,900	1,925	1,925
Gallium	4,750	4,775	4,800	4,825	4,850	4,875	4,900	4,925	4,950	4,975	5,000	5,100
Gold	9,750	9,775	9,800	9,825	9,850	9,875	9,900	9,925	9,950	11,000	10,000	10,500
Hazardous Environment Suits	300	305	310	315	320	325	330	335	340	345	350	355
Hydrogen Fuel	120	110	100	90	80	70	60	50	40	30	20	10
Imperial Slaves	(14,500)	(14,600)	(14,700)	(14,800)	(14,900)	(15,000)	(15,100)	(15,200)	(15,300)	(15,400)	(15,500)	(15,600)
Liquor	575	580	585	590	595	600	605	610	615	800	625	630
Mineral Extractors	500	505	510	515	520	525	530	535	540	545	550	555
Narcotics	-	-	8,800	-	-	-	9,400	-	-	-	10,000	-
Palladium	13,100	13,150	13,200	13,250	13,300	13,350	13,400	13,450	13,500	14,500	13,600	13,650
Performance Enhancers	7,000	7,050	7,100	7,150	7,200	7,250	7,300	7,350	7,400	8,000	7,500	7,550
Platinum	21,200	21,300	21,400	21,500	21,600	21,700	21,800	21,900	22,000	23,000	22,200	22,300
Progenitor Cells	7,000	7,050	7,100	7,150	7,200	8,000	7,300	7,350	7,400	7,450	7,500	7,550
Resonating Separators	4,850	4,900	4,950	5,000	5,050	5,100	5,150	5,200	5,250	5,300	5,350	5,400
Robotics	1,800	1,850	1,900	1,950	2,000	2,050	2,100	2,150	2,250	2,300	2,350	2,400
Silver	4,500	4,525	4,550	4,575	4,600	4,625	4,650	4,675	4,700	4,725	4,750	4,775
Slaves	-	-	10,000	-	-	-	11,000	-	-	-	12,000	-
Superconductors	6,600	6,625	6,650	6,675	6,700	6,725	6,750	6,775	6,800	6,825	6,850	6,875
Tea	1,750	1,775	1,800	1,825	1,850	1,875	1,900	1,925	1,950	1,975	2,000	2,025
Titanium	750	775	800	825	850	875	900	925	950	975	1,000	1,025
Wine	240	245	250	255	260	265	270	275	280	400	290	295



NEW SPACESHIPS

Traders are always on the lookout for capacious ships which can haul greater and greater loads, but they also have an eye on their personal safety.

The recently released Cobra Mk IV certainly ups the carrying capacity of the Cobra model, although at the cost of the Cobra's famed speed and manoeuvrability. The Keelback, a variant on the popular Type-6 freighter, does the reverse, sacrificing some cargo space for additional weapons, armour and fighter carrying capability.

For those who like their spaceships big, they don't come much bigger than the massive Boa Mk III. The Boa is probably out of the reach of small-time traders, but players might get their hands on one as a mobile expedition base. With the Boa Mk III we introduce Huge-sized ships – so large they cannot dock at most star ports. Fortunately they are big enough to carry their own Small-sized spacecraft to unload for them.

The new spaceship scale Opponents in this book use some of the spaceships listed here. You'll also find them cropping up in the new Random Generation System tables in the back of this book.

These ships use the same components as listed in the EDRPG Core Book, with the exception of the Fighter Hangar and Spaceship Hangar, which you can find in the New Components chapter in this supplement. If you want to buy Bulkhead improvements the costs are summarized below:

BULKHEADS		
SHIP	Reinforced Alloys (cr)	Military Grade Composite (cr)
Boa Mk III	135,000,000	370,000,000
Cobra Mk IV	305,890	688,250
Keelback	1,250,460	2,813,540





BOA MK III



BASIC SPECIFICATIONS

Category:	Huge Spacecraft
Manufacturer:	Faulcon DeLacy
Dimensions:	L 203.7m x W 92.1m x H 67.4m
Landing Pad:	None
Crew:	14
Passengers:	20
Agility:	1
Speed:	1
Range:	Standard
Fuel:	128T (1,280 LY)
Hull:	2,000
Weapons:	X2 Huge Mounts X4 Large Mounts X2 Medium Mounts
Utility Mounts:	8

Fixed Components

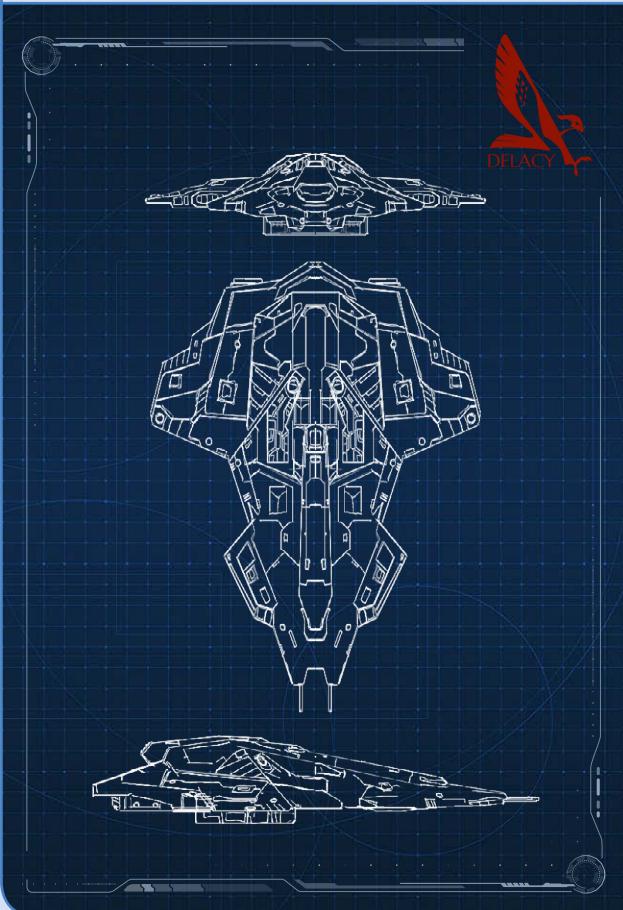
Power Plant:	Class 8
Thrusters:	Class 8
Frame Shift Drive:	Class 8
Life Support:	Class 8
Power Distributor:	Class 8
Sensors:	Class 8

Internal Components

X4 Size 8
X1 Size 7
X3 Size 6
X2 Size 5
X1 Size 2

The Boa is an enormous multi-role cruiser, and one of the largest ships to house a Frame Shift Drive rather than a bulky and inefficient hyperdrive engine. The earliest versions were much smaller, and designed as improved rivals to the popular Python spacecraft. It was with the Mk II that the Boa really bulked up, becoming more massive than even the weighty Anaconda. In the 32nd century, taking a long time to unload cargo was less of a problem, due to the relatively slow speeds of in-system travel.

With the development of the Frame Shift Drive, the Anaconda has stolen the Boa's thunder as a transport ship. Unloading a Boa Mk III takes a long time, as the ship is too large to fit into most space station docking ports and must rely on its supporting craft to unload cargo for it. Fortunately, the Boa has more than one string to its bow, and its superior handling (for such a large ship) and ample weapons see it provide good service in Independent and Alliance military groups. The Boa can land on planetary surfaces, assuming a large enough flat area can be found for it, and it makes a superb base for exploration and military expeditions.





BOA MK III – PRODUCTION LINE

Agility:	1
Speed:	1
Hull:	2,000
Shields:	290

WEAPONS

Huge: Empty
Huge: Empty
Large: Empty
Large: Empty
Large: Empty
Large: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage*
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage*

*+5 Damage vs Shields

UTILITY

Mount 1: Empty
Mount 2: Empty
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8E, 24MW output, Str 80
Thrusters: 8E, No bonuses, Str 80
Frame Shift Drive: 8E, Range 19LY, Str 75
Life Support: 8E, Emergency Life Support 5 minutes, Str 85
Power Distributor: 8E, No bonus, Str 80
Sensors: 8E, +5 General Scan, Str 75

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)
Size 8: 8E Shield Generator (Shield Power 290, Strength 70)
Size 8: 7E Cargo Rack (Strength 70, Capacity 128T)
Size 8: Empty
Size 7: Empty
Size 6: Empty
Size 6: Empty
Size 6: Empty
Size 5: Empty
Size 5: 1E Basic Discovery Scanner (Strength 10, 500 LS range)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)

Bonuses: +5 General Scan
Cargo Capacity: 130T
Range: 19LY
Fuel Tank: 128T (1,280 LY)

Cost: 364,575,880cr



BOA MK III – SUPER TRADER

Agility:	1
Speed:	1
Hull:	2,000
Shields:	540

WEAPONS

Huge: Huge Gimbaled Beam Laser, +3 Acc, 35+Burst(20) Damage♦
Huge: Huge Gimbaled Beam Laser, +3 Acc, 35+Burst(20) Damage♦
Large: Large Turreted Burst Laser, +2 Acc, 25+Burst(10) Damage♦
Large: Large Turreted Burst Laser, +2 Acc, 25+Burst(10) Damage♦
Large: Large Turreted Cannon, +2 Acc, 30 Damage*, Ammo 50
Large: Large Turreted Cannon, +2 Acc, 30 Damage*, Ammo 50
Small: Small Mine Launcher, Diff 15, 10 Damage, Ammo 6
Small: Small Mine Launcher, Diff 15, 10 Damage, Ammo 6

♦+5 Damage vs Shields *+5 Damage vs Hull

UTILITY

Mount 1: ECM, Str 35
Mount 2: Point Defence, Str 35, Ammo 10
Mount 3: Point Defence, Str 35, Ammo 10
Mount 4: OA Shield Booster, Str 35, 25% Shield Boost
Mount 5: OA Shield Booster, Str 35, 25% Shield Boost
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 8C, 30MW output, Str 110
Thrusters: 8E, No bonuses, Str 105
Frame Shift Drive: 8D, Range 20LY, Str 100
Life Support: 8D, Emergency Life Support 7.5 minutes, Str 110
Power Distributor: 8C, 2 Floating Bonuses, Str 110
Sensors: 8D, +1 Initiative, +5 General Scan, Str 100

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 100, Hangar Size: Small)
Size 8: 8C Shield Generator (Shield Power 360, Strength 100)
Size 8: 8E Cargo Rack (Strength 105, Capacity 256T)
Size 8: 8E Cargo Rack (Strength 105, Capacity 256T)
Size 7: 7D Fighter Hangar (Str 90, Fighter Bays 3)
Size 6: 6E Cargo Rack (Strength 85, Capacity 64T)
Size 6: 6E Cargo Rack (Strength 85, Capacity 64T)
Size 6: 6E Cargo Rack (Strength 85, Capacity 64T)
Size 5: 5E Module Reinforcement Package (+25 Str, All)
Size 5: 5E Cargo Rack (Strength 75, Capacity 32T)
Size 2: 2E Cargo Rack (Strength 45, Capacity 4T)

Bonuses: +1 Initiative, 2 Floating Bonuses, +5 General Scan
Cargo Capacity: 740T
Range: 20LY
Fuel Tank: 128T (1,280 LY)

Cost: 468,820,972cr



BOA MK III – SUPPORT CRUISER

Agility:	2
Speed:	2
Hull:	4,125
Shields:	535

WEAPONS

Huge: Huge Fixed Plasma Accelerator, -1 Acc, 70 Damage, Ammo 50
Huge: Huge Fixed Plasma Accelerator, -1 Acc, 70 Damage, Ammo 50
Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) Damage♦
Large: Large Turreted Fragment Cannon, +4 Acc,
25/30/35 Damage*, Ammo 20
Large: Large Turreted Fragment Cannon, +4 Acc,
25/30/35 Damage*, Ammo 20
Small: Small Seeker Missile Rack, +4 Acc,
20 Damage (10 vs shields), Ammo 12
Small: Small Seeker Missile Rack, +4 Acc,
20 Damage (10 vs shields), Ammo 12

♦+5 Damage vs Shields *+5 Damage vs Hull

UTILITY

Mount 1: OA Shield Booster, Str 10, +25% Shield Boost
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: Empty
Mount 4: Empty
Mount 5: Empty
Mount 6: Empty
Mount 7: Empty
Mount 8: Empty

FIXED COMPONENTS

Bulkhead: Military Grade Composites (100% Hull Bonus)
Power Plant: 8A, 36MW output, Str 90
Thrusters: 8D, +1 Speed, Str 80
Frame Shift Drive: 8D, Range 20LY, Str 75
Life Support: 8C, Emergency Life Support 10 minutes, Str 90
Power Distributor: 8A, +1 Agility, +1 To Hit, +5 Shield Recharge,
1 Floating Bonus, Str 90
Sensors: 8D, +5 General Scan, +1 initiative, Str 75

INTERNAL COMPONENTS

Size 8: 8D Spaceship Hangar (Str 75, Hangar Size: Small)
Size 8: 8A Shield Generator (Shield Power 430, Strength 80)
Size 8: 8C Shield Cell Bank (Strength 85, Shield Recharge 40/3, Ammo
3)
Size 8: 8E Cargo Rack (Strength 80, Capacity 256T)
Size 7: 7D Fighter Hangar (Str 90, Fighter Bays 3)
Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicle Bays 4)
Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicle Bays 4)
Size 6: 6H Planetary Vehicle Hangar (Str 65, Vehicle Bays 4)
Size 5: 5D Hull Reinforcement Package (+100 Hull)
Size 5: 5E Module Reinforcement Package (+25 Str/All)
Size 2: 1D Hull Reinforcement Package (+25 Hull)

Bonuses: +1 Agility, +1 Speed, +1 To Hit, +5 Shield Recharge, +1
Initiative, 1 Floating Bonus, +5 General Scan
Cargo Capacity: 256T
Range: 20LY
Fuel Tank: 128T (1,280 LY)

Cost: 1,185,073,066cr



COBRA MK IV



BASIC SPECIFICATIONS

Category:	Small Spacecraft
Manufacturer:	Faulcon DeLacy
Dimensions:	L 33.1m x W 48.1m x H 8.6m
Landing Pad:	Small
Crew:	1 or 2
Passengers:	2
Agility:	3
Speed:	4
Range:	Standard
Fuel:	16T (160 LY)
Hull:	100
Weapons:	X2 Medium Mounts X3 Small Mounts
Utility Mounts:	2

Fixed Components

Power Plant:	Class 4
Thrusters:	Class 4
Frame Shift Drive:	Class 4
Life Support:	Class 3
Power Distributor:	Class 3
Sensors:	Class 3

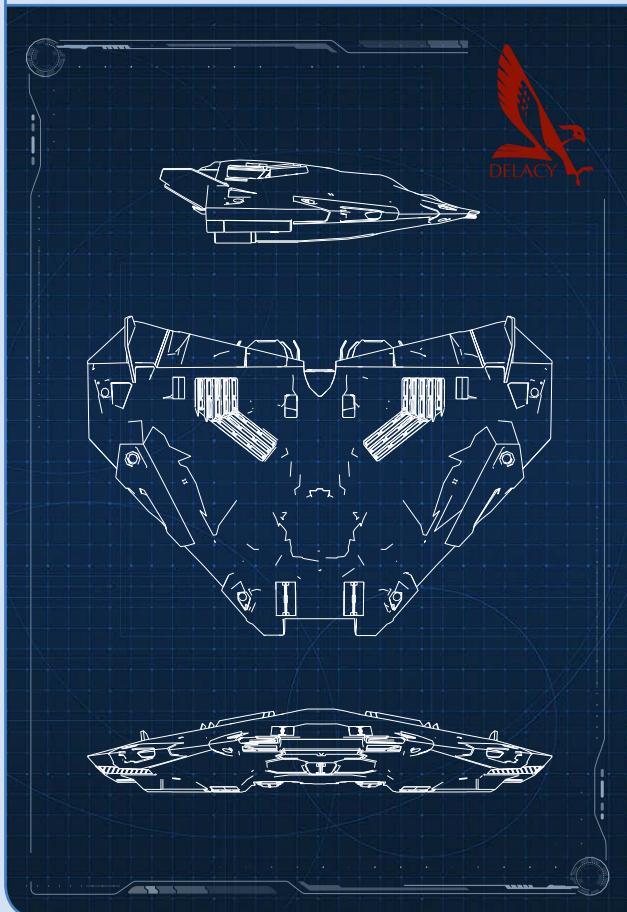
Internal Components

X4 Size 4
X2 Size 3
X2 Size 2

The Cobra Mk IV is the controversial successor to the wildly popular Cobra Mk III. Only slightly larger, the Mk IV takes advantage of modern micronisation technologies to cram almost twice as much usable space into the Cobra's frame without sacrificing the ship's hull strength.

It also manages to pack in an extra small weapon, by redistributing the hardpoints to the top half of the ship. The arrangement is more natural for human pilots, who instinctively place opponents above and to the side of them during combat.

Sadly, these improvements come at a tremendous cost to the speed and manoeuvrability of the vessel. The ship still uses the old thruster designs, that are woefully inadequate to cope with the Mk IV's hugely increased bulk. This has devastating consequences to the ship's use in spaceship combat. While the Cobra Mk III could compete even with modern fighter craft in a dogfight, the Cobra Mk IV must fight rather like a large freighter, either equipping turrets or deactivating its flight assist technology to draw a bead on a target (which greatly increases its vulnerability).





COBRA MK IV - ADVENTURE

Agility: 3
Speed: 4
Hull: 100
Shields: 100

WEAPONS

Medium: Empty
Medium: Empty
Small: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
♦+5 Damage vs Shields

UTILITY

Mount 1: Empty
Mount 2: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40

Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 3E, No bonus, Str 30
Sensors: 3E, +1 General Scan, Str 25

INTERNAL COMPONENTS

Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)
Size 4: 4E Shield Generator (Shield Power 100, Strength 40)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)
Size 4: Empty
Size 3: Empty
Size 3: Empty
Size 2: Empty
Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 18T
Range: 11LY
Fuel Tank: 16T (160LY)

Cost: 349,720cr



COBRA MK IV - HOLDFAST

Agility: 3
Speed: 5
Hull: 100
Shields: 115

WEAPONS

Medium: Medium Gimbaled Pulse Laser, +3 Acc, 20 Damage♦
Medium: Medium Gimbaled Pulse Laser, +3 Acc, 20 Damage♦
Small: Small Gimbaled Multi-Cannon, +3 Acc,
5+Burst(10) Damage*, Ammo 30
Small: Small Gimbaled Multi-Cannon, +3 Acc,
5+Burst(10) Damage*, Ammo 30
Small: Small Gimbaled Multi-Cannon, +3 Acc,
5+Burst(10) Damage*, Ammo 30

*+5 Damage vs Shields *+5 Damage vs Hull

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4D, +1 to Speed, Str 40
Frame Shift Drive: 4C, Range 14LY, Str 40
Life Support: 3E, Emergency Life Support 5 minutes, Str 35
Power Distributor: 3D, 1 floating bonus, Str 30
Sensors: 3D, +1 General Scan, +1 to Initiative, Str 25

INTERNAL COMPONENTS

Size 4: 4E Cargo Rack (Str 40, Capacity 16T)
Size 4: 4D Shield Generator (Shield Power 115, Str 30)
Size 4: 4E Cargo Rack (Str 40, Capacity 16T)
Size 4: 4E Cargo Rack (Str 40, Capacity 16T)
Size 3: 3E Cargo Rack (Str 30, Capacity 8T)
Size 3: 3E Cargo Rack (Str 30, Capacity 8T)
Size 2: 2E Cargo Rack (Str 20, Capacity 4T)
Size 2: 2E Cargo Rack (Str 20, Capacity 4T)

Bonuses: +1 to Speed, 1 floating bonus, +1 to Initiative, +1 General Scan
Cargo Capacity: 72T
Range: 14LY
Fuel Tank: 16T (160LY)

Cost: 1,233,530cr



COBRA MK IV - GOLDFEVER

Agility:	3
Speed:	5
Hull:	100
Shields:	130

WEAPONS

Medium: Medium Gimbaled Burst Laser, +3 Acc, 15+Burst(10) Damage♦
 Medium: Medium Gimbaled Burst Laser, +3 Acc, 15+Burst(10) Damage♦
 Small: Small Fixed Mining Laser, +1 Acc, 1 Damage, Mining Bonus 1
 Small: Small Fixed Mining Laser, +1 Acc, 1 Damage, Mining Bonus 1
 Small: Small Fixed Mining Laser, +1 Acc, 1 Damage, Mining Bonus 1
 ♦+5 Damage vs Shields

UTILITY

Mount 1: ECM, Str 10
 Mount 2: Chaff Launcher, Str 10, Ammo 6

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
 Power Plant: 4C, 13MW output, Str 45

Thrusters: 4D, +1 to Speed, Str 40
 Frame Shift Drive: 4D, Range 12LY, Str 35
 Life Support: 3D, Emergency Life Support 7.5 minutes, Str 35
 Power Distributor: 3C, 2 floating bonuses, Str 35
 Sensors: 3D, +1 General Scan, +1 to Initiative, Str 25

INTERNAL COMPONENTS

Size 4: 4E Cargo Rack (Str 40, Capacity 16T)
 Size 4: 4C Shield Generator (Shield Power 130, Str 35)
 Size 4: 4E Cargo Rack (Str 40, Capacity 16T)
 Size 4: 4C Refinery (Str 45, Mining Bonus 45)
 Size 3: 3A Collector Limpet Controller (Str 40, Mining Bonus 18)
 Size 3: 3A Prospector Limpet Controller (Str 40, Mining Bonus 18)
 Size 2: 2E Cargo Rack (Str 20, Capacity 4T)
 Size 2: 1E Basic Discovery Scanner (Str 10, 500 LS range)

Bonuses: +1 to Speed, 2 floating bonuses,
 +1 to Initiative, +1 General Scan

Cargo Capacity: 36T
 Range: 12LY
 Fuel Tank: 16T (160LY)

Cost: 2,022,220cr



COBRA MK IV - DRAGON

Agility:	3
Speed:	5
Hull:	265
Shields:	200

WEAPONS

Medium: Medium Gimbaled Beam Laser, +3 Acc, 15+Burst(20) Damages
 Medium: Medium Gimbaled Beam Laser, +3 Acc, 15+Burst(20) Damages
 Small: Small Seeker Missile Rack, +4 Acc, 20 (10 vs shields)
 Damage, Ammo 12
 Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10
 Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10
 ♦+5 Damage vs Shields

UTILITY

Mount 1: OA Shield Booster, Str 25, +25% Shield Boost
 Mount 2: Point Defence, Str 25, Ammo 10

FIXED COMPONENTS

Bulkhead: Military Alloy (100% Hull bonus)
 Power Plant: 4A, 15.6MW output, Str 65
 Thrusters: 4D, +1 to Speed, Str 55
 Frame Shift Drive: 4B, Range 15LY, Str 55
 Life Support: 3D, Emergency Life Support 7.5 minutes, Str 50
 Power Distributor: 3B, 2 floating bonuses, Str 50
 Sensors: 3D, +1 General Scan, +1 to Initiative, Str 40

INTERNAL COMPONENTS

Size 4: 4A Shield Generator (Shield Power 160, Str 55)
 Size 4: 4E Cargo Rack (Str 55, Capacity 16T)
 Size 4: 4E Cargo Rack (Str 55, Capacity 16T)
 Size 4: 4E Cargo Rack (Str 55, Capacity 16T)
 Size 3: 3D Hull Reinforcement Package (+65 Hull)
 Size 3: 3E Module Reinforcement Package (+15 Str/All)
 Size 2: 2H Planetary Vehicle Hangar (Str 40, Vehicle Bays 1)
 Size 2: 1D Intermediate Discovery Scanner (Str 25, Range 1000LS)

Bonuses: +1 to Speed, 2 floating bonuses, +1 to Initiative, +1 General Scan
 Cargo Capacity: 48T
 Range: 15LY
 Fuel Tank: 16T (160LY)

Cost: 7,431,330cr



KEELBACK



BASIC SPECIFICATIONS

Category:	Medium Spacecraft
Manufacturer:	Lakon Spaceways
Dimensions:	L 73.9m x W 52.3m x H 21.7m
Landing Pad:	Medium
Crew:	2
Passengers:	0
Agility:	2
Speed:	5
Range:	Standard
Fuel:	16T (160 LY)
Hull:	350
Weapons:	X2 Medium Mounts X2 Small Mounts
Utility Mounts:	3

Fixed Components

Power Plant:	Class 4
Thrusters:	Class 4
Frame Shift Drive:	Class 4
Life Support:	Class 1
Power Distributor:	Class 3
Sensors:	Class 2

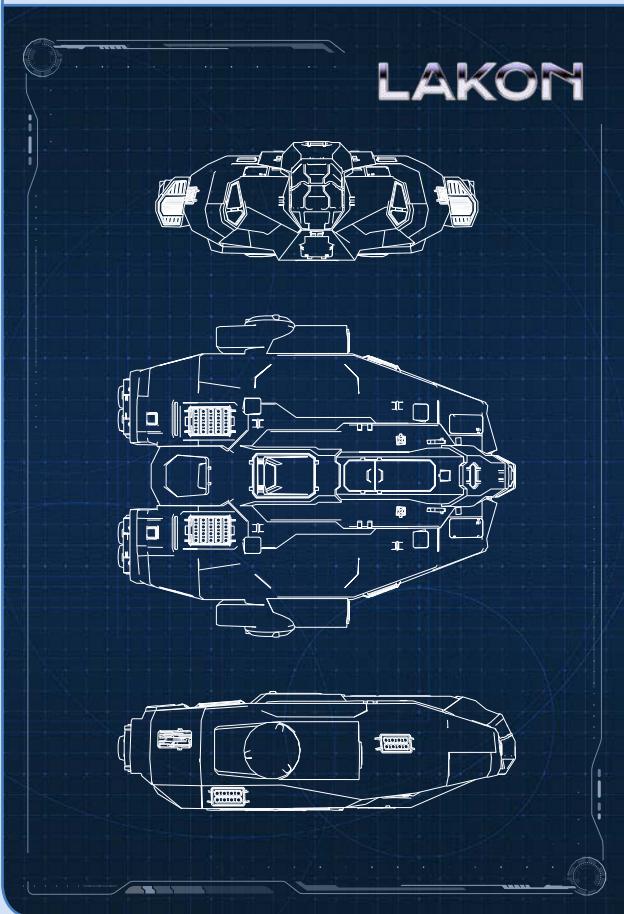
Internal Components

X2 Size 5
X1 Size 4
X1 Size 3
X2 Size 2

The Keelback is a heavily armed and armoured freighter based on the successful Type-6 design, also built by Lakon. It is designed to ship goods in hostile war zones and unstable planetary systems.

One of its most noteworthy features is its **fighter bay hatch**, an unusual addition in a ship so small, but necessary since the solidly plated Keelback lacks the agility and speed to go toe to toe with fighters itself.

Serving as a fighter pilot aboard a Keelback can be an unpleasant duty, not merely because the quarters aboard the ship are cramped, but because the life support system has been downgraded from the Type-6 to help conserve more power for weapons and shields. The air in a Keelback quickly begins to feel 'soupy' and thick with two people aboard, and some fighter pilots are willing to risk death in space simply so they can breathe the fresher air in their combat fighter.





KEELBACK – DRYDOCK

Agility: 2
Speed: 5
Hull: 350
Shields: 65

WEAPONS

Medium: Empty
Medium: Empty
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
Small: Small Fixed Pulse Laser, +2 Acc, 10 Damage♦
•+5 Damage vs Shields

UTILITY

Mount 1: Empty
Mount 2: Empty
Mount 3: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy (no bonuses)
Power Plant: 4E, 10.4MW output, Str 40
Thrusters: 4E, No bonuses, Str 40
Frame Shift Drive: 4E, Range 11LY, Str 35
Life Support: 1E, Emergency Life Support 5 minutes, Str 15
Power Distributor: 3E, No bonus, Str 30
Sensors: 2E, +1 General Scan, Str 15

INTERNAL COMPONENTS

Size 5: 4E Cargo Rack (Strength 40, Capacity 16T)
Size 5: 4E Cargo Rack (Strength 40, Capacity 16T)
Size 4: 3E Cargo Rack (Strength 30, Capacity 8T)
Size 3: 3E Shield Generator (Str 30, Shield Power 65)
Size 2: 1E Cargo Rack (Strength 10, Capacity 2T)
Size 2: 1E Basic Discovery Scanner (Strength 10, 500 LS range)

Bonuses: +1 General Scan
Cargo Capacity: 42T
Range: 11LY
Fuel Tank: 16T (160LY)

Cost: 3,126,150cr



KEELBACK – TUNNEL SNAKE

Agility: 2
Speed: 6
Hull: 350
Shields: 130

WEAPONS

Large: Large Turreted Beam Laser, +2 Acc, 25+Burst(20) damage♦
Medium: Medium Turreted Burst Laser, +2 Acc, 15+Burst(10) Damage♦
Medium: Medium Turreted Burst Laser, +2 Acc, 15+Burst(10) Damage♦
Small: Small Turreted Cannon, +2 Acc, 10 Damage*, Ammo 50
Small: Small Turreted Cannon, +2 Acc, 10 Damage*, Ammo 50
•+5 Damage vs Shields *+5 Damage vs Hull

UTILITY

Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: Point Defence, Str 10, Ammo 10
Mount 3: Empty

FIXED COMPONENTS

Bulkhead: Lightweight Alloy, no bonus
Power Plant: 4D, 11.7MW output, Str 40
Thrusters: 4D, +1 Speed, Str 40
Frame Shift Drive: 4D, Range 12LY, Str 35
Life Support: 1C, Emergency Life Support 10 minutes, Str 20
Power Distributor: 3C, 2 Floating Bonuses, Str 35
Sensors: 2D, +1 General Scan, +1 Initiative, Str 15

INTERNAL COMPONENTS

Size 5: 5E Cargo Rack (Strength 50, Capacity 32T)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32T)
Size 4: 4C Shield Generator (Str 35, Shield Power 130)
Size 3: 3E Cargo Rack (Strength 30, Capacity 8T)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)

Bonuses: +1 Speed, +1 Initiative, 2 Floating Bonuses, +1 General Scan
Cargo Capacity: 80T
Range: 12LY
Fuel Tank: 16T (160LY)

Cost: 4,974,270cr



KEELBACK - ESCORT CARRIER

Agility: 2
Speed: 6
Hull: 525
Shields: 120

WEAPONS

Medium: Medium Gimbaled Burst Laser, +3 Acc,
15+ Burst(10) Damage♦
Medium: Medium Gimbaled Burst Laser, +3 Acc,
15+ Burst(10) Damage♦
Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10
Small: Small Fixed Railgun, +0 Acc, 25 Damage, Ammo 10
♦+5 Damage vs Shields

UTILITY

Mount 1: Point Defence, Str 10, Ammo 10
Mount 2: OC Shield Booster, Str 10, 15% shield boost
Mount 3: Empty

FIXED COMPONENTS

Bulkhead: Reinforced Alloy (50% Hull Bonus)
Power Plant: 4B, 14.3MW output, Str 45
Thrusters: 4D, +1 Speed, Str 40
Frame Shift Drive: 4C, Range 14LY, Str 40
Life Support: 1D, Emergency Life Support 7.5 minutes, Str 15
Power Distributor: 3C, 2 Floating Bonuses, Str 35
Sensors: 2B, +1 General Scan, +2 Initiative, +1 Dogfighting, Str 20

INTERNAL COMPONENTS

Size 5: 5D Fighter Hangar (Strength 45, Fighter Bays 1)
Size 5: 5E Cargo Rack (Strength 50, Capacity 32T)
Size 4: 4E Cargo Rack (Strength 40, Capacity 16T)
Size 3: 3A Shield Generator (Str 30, Shield Power 105)
Size 2: 2E Cargo Rack (Strength 20, Capacity 4T)
Size 2: 2H Planetary Vehicle Hanger (Strength 25, Vehicles 1)

Bonuses: +1 Speed, +2 Initiative, +1 Dogfighting,
2 Floating Bonuses, +1 General Scan
Cargo Capacity: 52T
Range: 14LY
Fuel Tank: 16T (160LY)

Cost: 6,565,990cr





FIGHTER ESCORTS



SHIP-LAUNCHED FIGHTERS

Large ships can't Dogfight – at least, not very well.

It is something of an Achilles heel in the design of big freighters and warships, which can be bedevilled by smaller ships sticking to their blind spots and unleashing all their firepower at them. Numerous attempts have been made to neutralise fighter attacks. Turrets can work well, except fighters are agile targets that are hard to pin down with concentrated fire. Mines can turn the tables on a fighter, but the best pilots can manoeuvre around such obstacles with ease.

The only proven defence against fighter attack is to bring your own fighter, either fellow wingmates in their own jump-capable craft, or those you install aboard your own ship.

Although spaceships such as the Eagle and Vulture are colloquially called fighters, they are more properly referred to as interceptors. True military fighters are much smaller than even the Sidewinder, and are dedicated entirely to combat roles.

By stripping out all extraneous components such as Frame Shift Drives, atmospheric entry shielding, long-term life support and extended fuel supplies, a military fighter can pack in powerful thrusters, power plants and surprisingly heavy weapons.

Indeed, the weapon systems on a fighter are overcharged in a way that would be dangerous on a conventional spaceship. Their weapons really pack

a punch, and this, combined with their astonishing agility, makes them a match even against ships many times their size.

Ship-launched fighters operate under many restrictions. They have no Frame Shift Drive, and so cannot make hyperspace jumps or travel in-system using Supercruise. Their fuel supplies are limited to about half an hour's flight, and their oxygen supplies last only slightly longer. Fighters can fly in atmosphere and deep space, but they cannot survive the transition through a planet's atmosphere. For these reasons, a fighter is entirely dependent on its mothership for any serious travel. Fighters do not have landing gear, as such, merely grapple points to connect to their hangar in the mothership.

There are two ways of flying a ship-launched fighter. A player, or crew member, can operate the ship directly by manning the controls of the fighter itself. This is somewhat risky, as fighters are fragile machines, despite their combat capabilities. There are no escape pods so, in an emergency, pilots must eject into space in their flight suit and Remlok, with all the inherent dangers this presents. However, having a pilot aboard allows the fighter to operate somewhat independently; even if the mothership is forced to withdraw or is destroyed, the fighter can remain to repulse enemy attackers.

Most of the time ship-launched fighters are controlled remotely aboard the mothership. Ships large enough to hold a fighter hangar also feature control panels that allow any fighters aboard to be controlled by crew in the relative safety of the mothership's bridge. Fighters must stay within 500km of the mothership to receive commands, and at the edge of this range the controls between fighter and mothership get very laggy. Going into Supercruise

or hyperspace immediately breaks this connection, causing the fighter to cut its engines and go dead in space. However, if the remotely controlled fighter is destroyed there is no loss of life, only the vociferous cursing of the pilot on the bridge as her control screen goes blank.

To own a ship-launched fighter, a player must have a Fighter Hangar fitted to their ship. Only certain ships can house a Fighter Hangar (see the description of the Fighter Hangar in the New Components section of this supplement). Once a hangar is installed, the player must choose which models of fighter they want aboard their vessel. Your Fighter Hangar will tell you how many fighters you can have aboard your ship at any given time.

Purchasing fighters can be done in the same way as buying a spaceship. Fighters are generally available for sale in High Tech and Military economy star systems. The Taipan can be found in Alliance and Independent systems, the F63 Condor in Federal systems, and the GU-17 Fighter in Imperial systems. Since fighters are so common, players can be assumed to find whatever fighters they want Between Adventures.

A ship can launch a fighter as an Equipment Action in its own turn. You can only launch a single fighter in any given round. As soon as the fighter is launched, roll Initiative for it to determine when it takes its turn. The sensors on fighters are small, and do not grant Initiative, Dogfighting or general scan bonuses.

Fighters are not subject to *critical hits*.

They are so small that it only takes a few solid hits to destroy them anyway...



The F63 Condor is the current generation Federal space superiority fighter. It is an extraordinarily fast ship, allowing it to catch up not only with combat spacecraft but other fighters as well. Manufactured en-masse for the Federal Navy, this ship is also available to civilian and corporate bodies in the interests of mass production and keeping the costs down.

Category:	Tiny Fighter
Manufacturer:	Core Dynamics
Dimensions:	L 13.5m x W 10.5m x H 2.5m
Landing Pad:	Requires Fighter Hangar
Crew:	1
Passengers:	0
Agility:	11
Speed:	17
Range:	No FRD
Fuel:	0T
Hull:	15
Shields:	20
Shield Recharge:	5
Weapons:	See Fighter Loadout
Utility Mounts:	See Fighter Loadout

Cost: 15,270cr



GU-97 FIGHTER



The GU-97 is the most agile space superiority fighter in mass production. Although it lacks the raw speed of its Federal counterpart, it remains a fiercely aggressive fighter. It is best deployed in a swirling melee with few attackers sniping at it from long range. In the interests of protecting its civilian traders, the Empire has allowed this ship to go on open sale – unusual for Gutamaya spacecraft, which are usually reserved for military applications only.

Category: Tiny Fighter
Manufacturer: Gutamaya
Dimensions: L 6.5m x W 14.9m x H 2.2m
Landing Pad: Requires Fighter Hangar
Crew: 1
Passengers: 0

Agility: 12
Speed: 15
Range: No FRD
Fuel: 0T
Hull: 15
Shields: 20
Shield Recharge: 5

Weapons: See Fighter Loadout
Utility Mounts: See Fighter Loadout

Cost: 15,270cr



TAIPAN



The Taipan is a rugged ship-launched fighter, able to withstand more punishment than similar ships in its weight class. It remains a swift and manoeuvrable fighter, able to harass larger ships efficiently. It can struggle against the dedicated combat fighters of the Empire and Federation, since it is a strain for its thrusters to propel the heavier fighter as swiftly as its lightweight opponents.

Category: Tiny Fighter
Manufacturer: Core Dynamics
Dimensions: L 13.5m x W 10.5m x H 2.5m
Landing Pad: Requires Fighter Hangar
Crew: 1
Passengers: 0

Agility: 11
Speed: 14
Range: No FRD
Fuel: 0T
Hull: 25
Shields: 30
Shield Recharge: 5

Weapons: See Fighter Loadout
Utility Mounts: See Fighter Loadout

Cost: 15,270cr



FIGHTER LOADOUTS

When you purchase a fighter you can select one of the weapon loadouts listed below. Each variant also comes with a utility mount. Fighter weapons are powerful, and inflict more damage than a normal small hardpoint weapon. This is because fighters do not have to balance their power as carefully as a normal spaceship, and can overcharge their components.

Fighters are not expected to last long. After two years of ownership a fighter should be replaced, as its components will begin to wear out. A fighter used frequently should be replaced every six months.



LOADOUTS

VARIANT	WEAPONS	UTILITY MOUNT
Aegis F	2x Fixed Pulse Lasers	Point Defence Turret
Gelid G	2x Gimbaled Beam Lasers	ECM
Rogue G	2x Gimbaled Pulse Lasers	Chaff Launcher
Gelid F	2x Fixed Beam Lasers	ECM



FIGHTER WEAPONS

WEAPON	TO HIT	DAMAGE	AMMO
Fighter Fixed Pulse Laser	+2	15+	N/A
Fighter Gimbaled Pulse Laser	+3	15+	N/A
Fighter Fixed Beam Laser	+2	10+Burst (Max 20)+	N/A
Fighter Gimbaled Beam Laser	+3	10+Burst (Max 20)+	N/A



SHIPS WITH FIGHTERS

Ships have to be specifically designed to carry a fighter. As a consequence, only the following types of ship can install a Fighter Hangar:

- Anaconda
- Beluga Liner
- Boa Mk III Cruiser
- Federal Corvette
- Federal Gunship
- Imperial Cutter
- Imperial Explorer
- Keelback
- Type-9 Heavy
- Type-10 Transport



NEW INTERNAL COMPONENTS



FIGHTER HANGAR

Large ships are extremely vulnerable to small, agile attackers. Such enemies have an easy time outmanoeuvring bulky vessels and bringing all their weapons to bear. In order to deter such attackers, large ships will often carry a Fighter Hangar, which can deploy small but heavily armed fighter craft that possess the speed and agility that their mothership lacks.

A Fighter Hangar contains one or more fighters, and includes repair and refuelling facilities as well as enough flight control simulators for each fighter. Fighters must be bought separately once a Hangar is installed.

You can launch a fighter as an Equipment action in your turn. As soon as the fighter is launched, roll Initiative for it as usual and put it in the correct Initiative order like any other ship. Fighters launch very quickly and can immediately react to incoming fire, attempts at Dogfighting or any other such action as soon as they are deployed. The fighter begins in the same battle zone as its parent ship.

Fighter Hangars are subject to critical hits. If a Fighter Hangar is critically damaged, the fighters it holds are destroyed. Fighters that have been deployed deactivate if they are piloted remotely, but can continue operating if they are being crewed directly. Unless the Hangar is repaired, the fighter will have to be abandoned after the battle.

FIGHTER HANGAR				
FIGHTER HANGAR	Power Cost (MW)	Strength	Fighter Bays	Cost (Cr)
5D	0.25	45	1	575,660
6D	0.35	55	2	1,869,350
7D	0.35	65	3	2,369,330

SPACESHIP HANGAR

Vessels that are so enormous that they cannot fit inside a space station docking bay are required to have a Spaceship Hangar. Spaceship Hangars are able to carry small spacecraft – often acting as loaders and unloaders of cargo and supplies. Capital ships can have enormous Spaceship Hangars capable of carrying even large ships, but these vessels are far beyond the price range of players. Huge ships such as the Boa Mk III and Imperial Explorer must make do with small spaceship hangars, able to carry ships as large as a Cobra Mk III or equivalent.

You can launch a ship as an Equipment action in your turn. As soon as the ship is launched, roll Initiative for it as usual and put it in the correct Initiative order like any other ship. Ships launch very quickly and can immediately react to incoming fire, attempts at Dogfighting or any other such action as soon as they are deployed. The ship begins in the same battle zone as its parent ship.

Spaceships docked in a Spaceship Hangar may share fuel and cargo with the mothership. Spaceships must be specially designed to fit a Spaceship Hangar. Only Huge sized ships can install them, such as the Boa Mk III and the Imperial Explorer.

Spaceship Hangars are subject to *critical hits*. If a Spaceship Hangar is critically damaged, any unlaunched spaceships in the Hangar take Hull damage equal to the strength value of the Hangar. In addition the spaceship is trapped on the parent ship and cannot launch until the Hangar is repaired.

SPACESHIP HANGAR				
SPACESHIP HANGAR	Power Cost (MW)	Strength	Hangar Size	Cost (Cr)
8D	0.45	75	Small	3,269,350





IT TAKES ALL SORTS

Trading is the most common kind of work for independent spaceship owners. Demand for goods is high, traders are generally well received, and most ships can be converted to carry some sort of cargo.

Even better, trading in legal commodities can be as profitable as trading in illegal ones, encouraging lawful behaviour from the trading community and improving their reputation across interstellar space as a whole.

At its best, becoming a trader is like entering a family. Traders tend to look after one another. They may not share their secret trade routes, but they will lend a power regulator or a few tons of fuel to a stranded pilot in need. Older traders will often take younger ones under their wing, allowing the young scamps to accompany them on the more dangerous trade routes so they can learn the ropes. Traders will often, although not always, come to each other's aid in times of trouble. The likelihood of assistance from a fellow trader usually depends on the kind of system you are trading in. Pilots foolish enough to risk trading in an anarchy system deserve all the trouble they get – but traders become incensed and often band together if a pirate is attacking a fellow trader in what should be a safe Democracy or Co-operative system!

Because of this fellowship, people from a very wide variety of backgrounds get involved in trade. Those who are outcasts in their own societies are especially prone to becoming traders, and join a family of people who won't judge them for their lifestyle choices, but for their mutual love of life in space.



NEW BACKGROUNDS

DISGRACED BANKER

Successful banks take risks, and expect their employees to do the same. When an employee 'screws up' (i.e. loses the bank a lot of money), the bank will sack them

in disgrace for taking exactly the kind of risk they have been expected to take. These rules are well understood in the banking and stock market community, but that didn't make it any less painful when the bank dumped you and began co-operating with the police to stitch you up. Escaping the cops has been an education in itself. Lucky you stashed away a cheap ship just in case this sort of thing happened...

Dodge +10	Energy Weapons +10
Tactics +10	Trading +20

LABOUR SLAVE

You are an escaped slave who was condemned to perform back-breaking labour. You might be a disillusioned Imperial citizen enslaved for debts, or a poor frontier civilian captured by slaver gangs such as



the Kumo Crew. Your treatment has been appalling and degrading, and to escape you have taken lives with your bare hands. One day you might be able to bring yourself to talk about it, but for the moment you keep your eyes forward and the past far behind, staving off sleep for days at a time with caffeine pills and stimulants.

Fighting +10	Enhancement: Strong
	Enhancement: Tough

PIT FIGHTER

You were a minor holovision celebrity, who fought in staged fights in filthy mud-filled pits. The show was supposed to be set on the rugged frontier world of New America in Quince, but was in fact filmed on Cubeo 3, on a comfortable set in the heart of the metropolis of Chengarn. The show followed your scripted life, your torrid love affairs, and even the occasional pit fight. Some ill-judged words to the studio



producer saw your character written out, but you are still recognised by the less cultured members of Imperial society.

Bluff +10 Charm +20 Fighting +10 Parry +10

SMUGGLER

Smuggling is all about opportunity and timing. Dealing in illegal goods is only worth it if the customers are desperate. Sneaking illegal goods into a space port can only be done if the security services are busy scanning the wrong target. If smuggling is your career, you need to be fast, decisive, and uninterested in the consequences of your actions.

Bargain +10 Spaceship Piloting +10 Systems +10
Tactics +10 Vehicle Piloting +10



ENHANCEMENTS

VENGEFUL

Your adrenaline kicks in when you are close to death. If an enemy attack has reduced your Endurance to a single digit (between 1 and 9 points), you can immediately make an attack against that enemy, provided they are in range of a weapon you are holding and you can see them. After this attack your enemy can resume their turn.



NEW KARMA CAPABILITIES

BURNOUT (Spaceship Combat)

You grit your teeth as your multi-cannons rip across the enemy hull, tearing into its thrusters.

Karma Cost: 3

Effect: This attack becomes a *critical hit*, provided it has damaged the hull of the enemy spaceship.

RAPID DEPLOYMENT (Spaceship Combat)

Your ship-launched fighter soars out of the mothership, guns blazing even as it swoops from the hangar.



Karma Cost: 3

Effect: You can use this Karma Capability yourself, if you are flying the fighter, or grant it to a ship that has just launched from your hangar. The ship-launched fighter immediately takes its turn. Once this free turn is performed, roll Initiative as normal for the fighter, and then resume the mothership's turn.

SECRET MARKETS

You barely glance at the commodity market board. That's not where the real deals are made...

Karma Cost: 2

Effect: You can re-roll a result you or the GM just made on the Advanced Trading tables, and then choose which result applies.

TERRAIN BREAKING (Vehicle Combat)

You like to use the terrain to alter the speed of your vehicle, riding up hills to slow down, or down slopes to accelerate.

Karma Cost: 1

Effect: Unless the terrain you are driving on is perfectly flat (a road, an ice sheet, etc.) you can accelerate or decelerate 1 point extra.



THE ETERNAL FOE



NEW OPPONENTS

Pirates have long been the arch-enemies of traders. This section presents not only new criminal enemies but also military opponents for the new ship-launched fighters and the statistics of some trading ships – useful for players who want to play the pirate themselves!

A note on using ship-launched fighters as opponents:

Because fighters do not have Frame Shift Drives they must be deployed into battle on a carrier. They will not be encountered accidentally in deep space, and therefore you should only use ship-launched fighters as an opponent if the players are in the vicinity of a star port, space station, capital ship, or a spaceship capable of launching a fighter (Anaconda, Beluga Liner, Boa Mk III Cruiser, Federal Corvette, Federal Gunship, Imperial Cutter, Imperial Explorer, Keelback, Type-9 Heavy or Type-10 Transport).

SPACESHIP SCALE MILITARY OPPONENTS



FEDERAL STUNT FIGHTER

Harmless Soldier

Spaceship: F63 Condor
Aegis F

Defence: 13
Dogfighting: 13
Pursuit: 18
Initiative: 2

Hull: 15
Critical: N/A
Shields: 20
Shield Recharge: 5

Weapons

Fighter: Fixed Pulse Laser, +4 To Hit, 15 Damage♦
Fighter: Fixed Pulse Laser, +4 To Hit, 15 Damage♦
♦+5 Damage vs Shields

Utility

Mount 1: Point Defence, Ammo 10



IMPERIAL LIGHT FIGHTER

Mostly Harmless Soldier

Spaceship: GU-97 Fighter
Rogue G

Defence: 15
Dogfighting: 15
Pursuit: 16
Initiative: 3

Hull: 15
Critical: N/A
Shields: 20
Shield Recharge: 5

Weapons

Fighter: Gimbaled Pulse Laser, +6 To Hit, 15 Damage♦
Fighter: Gimbaled Pulse Laser, +6 To Hit, 15 Damage♦
♦+5 Damage vs Shields

Utility

Mount 1: Chaff Launcher, Ammo 6



IMPERIAL SUPPORT FIGHTER Competent Soldier

Spaceship: GU-97 Fighter
Gelid F

Defence: 16

Dogfighting: 16

Pursuit: 17

Initiative: 4

Hull: 15

Critical: N/A

Shields: 20

Shield Recharge: 5

Weapons

Fighter: Fixed Beam Laser, +7 To Hit, 10+Bursh(20) Damage♦

Fighter: Fixed Beam Laser, +7 To Hit, 10+Bursh(20) Damage♦

♦+5 Damage vs Shields

Utility

Mount 1: ECM



FEDERAL SCRAMBLER Expert Soldier

Spaceship: F63 Condor
Gelid G

Defence: 16

Dogfighting: 16

Pursuit: 19

Initiative: 5

Hull: 15

Critical: N/A

Shields: 20

Shield Recharge: 5

Weapons

Fighter: Gimbaled Beam Laser, +8 To Hit, 10+Bursh(20) Damage♦

Fighter: Gimbaled Beam Laser, +8 To Hit, 10+Bursh(20) Damage♦

♦+5 Damage vs Shields

Utility

Mount 1: ECM

SPACESHIP SCALE PIRATE OPPONENTS



TAIPAN HARASSER Novice Criminal

Spaceship: Taipan
Rogue G

Defence: 14

Dogfighting: 14

Pursuit: 16

Initiative: 3

Hull: 25

Critical: N/A

Shields: 30

Shield Recharge: 5

Weapons

Fighter: Gimbaled Pulse Laser, +6 To Hit, 15 Damage♦

Fighter: Gimbaled Pulse Laser, +6 To Hit, 15 Damage♦

♦+5 Damage vs Shields

Utility

Mount 1: Chaff Launcher, Ammo 6



COBRA MK IV AGGRESSOR Master Criminal

Spaceship: **Cobra Mk IV Dragon**

Defence: 9
Dogfighting: 9
Pursuit: 8
Initiative: 7

Hull: 265
Critical: 45
Shields: 200
Shield Recharge: 10

Weapons

Medium: Medium Gimbaled Beam Laser, +10 To Hit, 15+burst(20) Damage♦
Medium: Medium Gimbaled Beam Laser, +10 To Hit, 15+burst(20) Damage♦
Small: Small Seeker Missile Rack, +11 To Hit, 20 (10 vs shields) Damage, Ammo 12
Small: Small Fixed Railgun, +6 To Hit, 25 damage, Ammo 10
Small: Small Fixed Railgun, +6 To Hit, 25 damage, Ammo 10

♦+5 Damage vs Shields

Utility

Mount 1: Point Defence, Str 25, Ammo 10



TAIPAN ACE Master Criminal

Spaceship: **Taipan Gelid F**

Defence: 19
Dogfighting: 19
Pursuit: 18
Initiative: 8

Hull: 25
Critical: N/A
Shields: 30
Shield Recharge: 5

Weapons

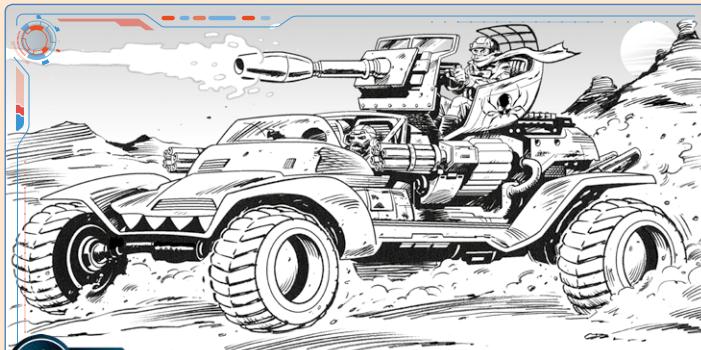
Fighter: Fixed Beam Laser, +10 To Hit, 10+burst(20) Damage♦
Fighter: Fixed Beam Laser, +10 To Hit, 10+burst(20) Damage♦
♦+5 Damage vs Shields

Utility

Mount 1: ECM



VEHICLE SCALE PIRATE OPPONENTS



KUMO DUNE RAIDER Mostly Harmless Criminal

Vehicle:	Shielded Dune Buggy
Defence:	10
Initiative:	2
Pursuit:	Speed +1
Perception:	2
Max Speed:	9
Accelerate:	4
Decelerate:	2
Sensors:	1km range.
Cargo Capacity:	1T

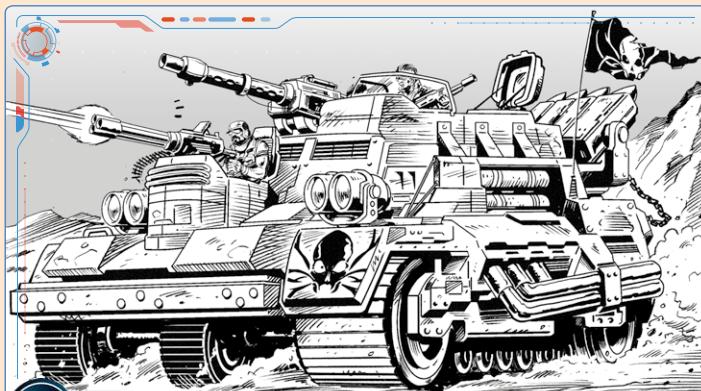
Weapons

Small Turret: Plasma Repeater, +5 To Hit, 5+ Burst(15) Damage, Ammo 50.
 Small Forward Fixed Mount: Cannon, +5 To Hit, 10 Damage*, Ammo 15
 Small Forward Fixed Mount: Cannon, +5 To Hit, 10 Damage*, Ammo 15

*+5 Damage vs Hull

Hull: 30
 Shields: 30

Speed	1	2	3	4	5	6	7	8	9	
Defence Bonus				+1	+1	+2	+2	+3	+4	
Attack Penalty					-1	-1	-1	-1	-2	



PIRATE TRASH TANK High Threat Novice Criminal

Vehicle:	Trash Tank
Defence:	4
Initiative:	3
Pursuit:	Speed +1
Perception:	3
Max Speed:	5
Accelerate:	2
Decelerate:	1
Sensors:	1km range.
Cargo Capacity:	1T

Weapons

Large Turret: Cannon, +5 To Hit, 30 Damage*, Ammo 50.
 Small Turret: Multi-Cannon, +5 To Hit, 5+ Burst (10) Damage*, Ammo 15

*+5 Damage vs Hull

Hull: 200
 Shields: 0

Speed	1	2	3	4	5					
Defence Bonus				+1	+1					
Attack Penalty		-1	-1	-2	-3					

INDIVIDUAL SCALE PIRATE OPPONENTS

STOWAWAY		Mostly Harmless Criminal	
Defence (Dodge):	2	Initiative:	2
Defence (Parry):	3	Perception:	3
Endurance: 20		Speed:	10m
		To Hit:	3
Armour:	Reflec Vest Absorb Energy 5		
Attacks:	Stolen Weapon +3 To Hit Fighting +3 To Hit, Finesse 5, Damage 1D10 halved		
Other Skills	+3 Streetwise, +3 Spaceship Piloting, +3 Spaceship Weapons		

SABOTEUR		Novice Criminal	
Defence (Dodge):	3	Initiative:	3
Defence (Parry):	3	Perception:	3
Endurance: 25		Speed:	10m
		To Hit:	3
Armour:	None (wears spacesuit)		
Attacks:	Sub Machinegun 10m(5)/60m(8)/120m(14) +3 To Hit, Damage 1D10 + Burst (3D10) Fighting +3 To Hit, Finesse 5, Damage 1D10/2		
Other Skills	+3 Streetwise, +3 Repair, +3 Computer		

CYBER PIRATE		Master Criminal	
Defence (Dodge):	6	Initiative:	3
Defence (Parry):	6	Perception:	3
Endurance: 60		Speed:	10m
		To Hit:	6
Armour:	Type 3 Armoured Carapace Absorb Kinetic 6, Energy 5, Explosive 10, Fighting 4, Melee 4, Toxic All. Hardened 7		
Attacks:	Jupiter 'Lockon' Short Barreled Rifle 8m(3)/16m(7)/70m(12) +7 To Hit, Damage 4D10/2D10/1D10, Ammo 6 Fighting +6 To Hit, Finesse 5, Damage 2D10 plus 2D10 Toxic Damage		
Other Skills	+3 Streetwise, +3 Spaceship Piloting, +3 Spaceship Weapons		

PIRATE HOTSHOT		Deadly Criminal	
Defence (Dodge):	8	Initiative:	7
Defence (Parry):	9	Perception:	5
Endurance: 50		Speed:	12m
		To Hit:	8
Armour:	Reflec Breastplate Absorb Kinetic 5, Energy 5, Melee 3. Hardened 7		
Attacks:	Corvus Inc Devastation Pistol 8m(5)/56m(8)/110m(14) +10 To Hit, Damage 1D10+Burst (4D10), Ammo 4 Neo-Samurai Sword +10 To Hit, Finesse 4, Damage 2D10 +6		
Karma Capabilities	Blur of Steel You add a +2 bonus to the Melee attack you just made. Crack Shot You add a +2 bonus to the pistol attack you just made.		

SPACESHIP SCALE TRADER OPPONENTS

Trade is the lifeblood of the human galaxy, allowing the diverse worlds of the interstellar nations to specialise and grow. Without it, humans would be restricted to life on Earth-like worlds that offered a perfect balance of fertility and mineral wealth – and such worlds are extremely rare. With a fully functioning trade economy even lifeless systems, or those that have an abundance of only a single product, can be colonised confidently.

Most trade is carried out by qualified logistics companies. This is important, because vital but low profit goods like grain and hydrogen fuel can be shipped in exchange for a flat fee, rather than relying on the whims of the stock market. Around the edges there are plenty of opportunities for small-time traders, who prop up the luxury and oddity markets with their finely honed skills.



STALWART TRADER Novice Trader

Spaceship: **Cobra Mk IV Holdfast**

Defence:	7
Dogfighting:	7
Pursuit:	7
Initiative:	4
Hull:	100
Critical:	35
Shields:	115
Shield Recharge:	10

Weapons

Medium: Medium Gimbaled Pulse Laser, +7 To Hit, 20 Damage♦
 Medium: Medium Gimbaled Pulse Laser, +7 To Hit, 20 Damage♦
 Small: Small Gimbaled Multi-Cannon, +7 To Hit, 5+Burstd(10) Damage*, Ammo 30
 Small: Small Gimbaled Multi-Cannon, +7 To Hit, 5+Burstd(10) Damage*, Ammo 30
 Small: Small Gimbaled Multi-Cannon, +7 To Hit, 5+Burstd(10) Damage*, Ammo 30
 •+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Point Defence, Str 25, Ammo 10



ARMOURED TRANSPORT Competent Trader

Spaceship: **Keelback Tunnel Snake**

Defence:	6
Dogfighting:	6
Pursuit:	8
Initiative:	4
Hull:	350
Critical:	30
Shields:	130
Shield Recharge:	10

Weapons

Medium: Medium Turreted Burst Laser, +7 To Hit, 15+ Burst(10) Damage♦
 Medium: Medium Turreted Burst Laser, +7 To Hit, 15+ Burst(10) Damage♦
 Small: Small Turreted Cannon, +7 To Hit, 10 Damage*, Ammo 50
 Small: Small Turreted Cannon, +7 To Hit, 10 Damage*, Ammo 50
 •+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Point Defence, Ammo 10

Mount 2: Point Defence, Ammo 10



SUCCESSFUL TRADER High Threat Competent Trader

Spaceship: **Type-9 Heavy Protected Carrier**

Defence:	4
Dogfighting:	4
Pursuit:	2
Initiative:	4
Hull:	430
Critical:	55
Shields:	230
Shield Recharge:	5

Weapons

Medium: Medium Turreted Burst Laser, +6 To Hit, 15+Burstd (10) Damage♦
 Medium: Medium Turreted Burst Laser, +6 To Hit, 15+Burstd (10) Damage♦
 Medium: Medium Turreted Burst Laser, +6 To Hit, 15+Burstd (10) Damage♦
 Small: Small Turreted Fragment Cannon, +8 To Hit, 5/10/15 Damage*, Ammo 20
 Small: Small Turreted Fragment Cannon, +8 To Hit, 5/10/15 Damage*, Ammo 20
 •+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Point Defence, Ammo 10

Mount 2: Point Defence, Ammo 10



BULK CRUISER

High Threat Dangerous Trader

Spaceship: **Boa Mk III Super Trader**

Defence: **8**

Dogfighting: **8**

Pursuit: **5**

Initiative: **7**

Hull: **2,000**

Critical: **105**

Shields: **540**

Shield Recharge: **10**

Weapons

Huge: Huge Gimbaled Beam Laser, +11 To Hit, 35+Burst(20) Damage*

Huge: Huge Gimbaled Beam Laser, +11 To Hit, 35+Burst(20) Damage*

Large: Large Turreted Burst Laser, +8 To Hit, 25+Burst(10) Damage*

Large: Large Turreted Burst Laser, +8 To Hit, 25+Burst(10) Damage*

Large: Large Turreted Cannon, +8 To Hit, 30 Damage*, Ammo 50

Large: Large Turreted Cannon, +8 To Hit, 30 Damage*, Ammo 50

Small: Small Mine Launcher, Diff 15, 10 Damage, Ammo 6

Small: Small Mine Launcher, Diff 15, 10 Damage, Ammo 6

*+5 Damage vs Shields *+5 Damage vs Hull

Utility

Mount 1: Point Defence, Ammo 10

Mount 2: Point Defence, Ammo 10





PLAYING WITHOUT A GM

If you haven't been able to find a GM, or they are thoughtlessly absent on a game night, it is possible to play without one. This is nowhere near as good as playing with a GM, but it does allow you to test your characters and earn a little money between your proper GM games.

When playing without a GM you need to take on a GM's responsibilities of fairness, impartiality and creativity. The following sections will tell you how to generate missions and what you will encounter, but it will be up to you to imagine the setting and run the opponents fairly.



THE SOLO CAMPAIGN

To play without a GM, first create a team of characters. You should probably have no more than three or four or you might find yourself overwhelmed. After creating new characters decide what kind of mission you want to carry out. If you only have this supplement and the Core Book, you will have to stick to Trading missions. The more supplements you get, the greater the variety of missions you can play.

To create a mission, go to the Trade Missions section in this supplement and roll a D10. For the solo game don't roll on the Twist table; the random system isn't cunning enough to factor them in! Then consult the Mission Notes section in this book for a description of how to play the mission. During the mission you will probably generate a number of Space Lane Encounter events, which you will find later in this chapter.

If you complete the mission you will get a reward. Your mission reward will depend on your Rank (see p.322 of the Core Book). For Harmless characters it

will be 80,000cr per character. You can't bargain for a higher reward in the solo game!

The various mission descriptions here assume you are using the Relative Difficulty Number table on p.242 of the Core Book. GMs who are using these tables for guidance can, of course, use the Realistic Difficulty number table if they prefer, in which case they should set a Difficulty number which makes sense in their own head rather than be restricted by what is set on the page.

After you have attempted a mission you can take a Between Adventures action for each of your characters. If you didn't find any Rare items in your adventure you can roll for two Between Adventures actions. Each time you are Between Adventures, each character finds a Rare item for sale. See the Rare Item Availability table on p.324 of the Core Book to find out what kind of item is for sale. If you do not, or cannot, buy the item it will not be available for purchase next time – these things sell out quickly!



RUNNING BATTLES

When running a battle it will be up to you to lay out the battlefield and decide where everyone starts. Do this imaginatively – try to keep in mind what your characters were doing before the battle begins. It would be boring for all your characters to always be in perfect battle formation, just as it would be for the enemy.

In space and vehicle combat you should select logical actions for enemies to follow. Enemies shouldn't Snipe, for example, unless there is no chance they could be attacked. Agile ships should Joust and Dogfight, less agile ones should Strafe and Flight Assist Off (or Broadsides, if they have lots of turrets). You can probably consider Ramming and Chicken actions to be player-only kinds of tactics!

Once about half of your enemies are killed you can probably assume the enemy will flee. In Military and Espionage missions surviving enemies will probably try to raise an Alert, so you might not want to let them get away!

For Personal scale combats you can use the following Behaviours to judge what an opponent will do in combat:

OPPONENT BEHAVIOURS	
Enemy	Behaviour
Apex-Fire Combat Drone	Thoughtless
Bounty Hunter	Cunning
Bruiser	Brute
Consigliere	Cunning
Cyber Pirate	Cunning
Gang Enforcer	Cunning
Gang Leader	Cunning
Gang Member	Cunning
Hired Gun	Cunning
Junga Pattern Walker Drone	Thoughtless
Manticore HN Walker Drone	Thoughtless
Pendragon Support Drone	Thoughtless
Pirate Hotshot	Cunning
Saboteur	Cunning
Street Punk	Cunning
T-90 Patrol Drone	Thoughtless
The Cleaner	Cunning
The Don	Cunning
Type X Walker Drone	Thoughtless
Unstoppable Assassin	Brute
Vigilante	Cunning
Wise Guy	Cunning

BRUTE

A brute just wants to kill players. It will move straight towards the nearest player and attack them in Melee or Fighting combat. It will not seek cover, and will double move and not attack if necessary.

CUNNING

A cunning enemy will seek cover where it can see at least one player, and then attack them at range.

It tries to stay at least 12m away from a player if it can, as long as it can end its movement in cover. A cunning enemy who is attacked in Melee or Fighting combat will move away on its turn in order to fire, unless it has a Melee weapon it can use.

THOUGHTLESS

A thoughtless enemy moves into range of one or more players and then attacks. It does not attempt to gain cover, and will not move away from an adjacent enemy. It will attack adjacent enemies with a Melee attack if it has one, or a Ranged attack if it doesn't.

CREATING CRIMINAL OPPONENTS

GMs and Solo players can use this table to help create a fairly balanced combat encounter. There are two components to an encounter – its difficulty and its opponent type. The opponent type dealt with in this supplement is the Criminal Group. Criminal Groups are combinations of pirates, thugs, assassins and supporting drones. Criminals enjoy preying upon traders since they almost always carry lots of tempting goods to steal, making them ideal victims.

DIFFICULTY

There are three scales of difficulty, Easy, Medium and Hard. Easy groups are small in number, and Hard groups outnumber the players. To determine the number of opponents faced, consult the table below:

NUMBER OF OPPONENTS			
D10 ROLL	EASY	MEDIUM	HARD
1-4	Number of Players -2	Number of Players	Number of Players +3
5-7	Number of Players -1	Number of Players +1	Number of Players +4
8-10	Number of Players	Number of Players +2	Number of Players +5

OPPONENT TYPE

In order that your players are not overwhelmed (or have life too easy), opponent groups are split into four Tiers. Tier 1 is for Harmless and Mostly Harmless groups, Tier 2 for Novice and Competent groups, Tier 3 for Expert and Master groups and Tier 4 for Dangerous, Deadly and Elite groups.

When generating each opponent, roll percentile dice and consult the table below, using the correct Tier column. If your opponents are of many different Ranks, tend towards the lowest Tier you can, so that lower ranked players are not annihilated.

TABLE NOTES:

Opponents are found in the Pirates, Bounty Hunters and Drones sections of the Core Book.

Opponents in **blue** found in this supplement.

Opponents marked with an asterisk (*) are High Threat Opponents and therefore count as three opponents by themselves.

Opponents in *italics* are unique. You shouldn't encounter more than one in any single encounter group.

CRIMINAL OPPONENTS – PERSONAL SCALE				
OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Bruiser	1-20	1-10	1-5	1-3
Gang Member	21-40	11-30	6-15	4-6
Street Punk	41-60	31-40	16-20	7-9
Gang Enforcer	61-80	41-50	21-30	10-12
Vigilante	81-98	51-60	31-35	13-15
Junga Pattern Walker Drone*	99-100	61-65	36-40	16-18
Saboteur	-	66-75	41-45	19-21
T-90 Patrol Drone	-	76-85	46-50	22-25
Gang Leader	-	86-95	51-55	26-28
Wise Guy	-	96-100	56-65	29-32
The Cleaner	-	-	66-75	33-36
Hired Gun	-	-	76-85	37-40
Apex-Fire Combat Drone	-	-	86-90	41-43
Manticore HN Walker Drone*	-	-	91-92	44-46
Consigliere	-	-	93-95	47-55
The Don	-	-	96	56-60
Bounty Hunter	-	-	97-98	61-70
Cyber Pirate	-	-	99-100	71-80
Pirate Hotshot	-	-	-	81-90
Pendragon Support Drone	-	-	-	91-97
Type X Walker Drone*	-	-	-	98-99
Unstoppable Assassin*	-	-	-	100



CRIMINAL OPPONENTS – VEHICLES

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Pirate Biker	1-20	1-10	1-6	-
S-4 Sentry Skimmer	21-30	11-20	7-12	-
Pirate Scout	31-40	21-25	13-18	-
Battlecar	41-60	26-35	19-24	-
Biker Hitman	61-70	36-45	25-30	1-10
Kumo Dune Raider	71-90	46-55	31-38	11-20
S5LM Guardian Skimmer	91-100	56-65	39-45	21-30
Pirate Trash Tank*	-	66-75	46-50	-
War Truck	-	76-80	51-60	31-40
Drive-by Killer	-	81-90	61-70	41-50
Stinger-2 Attack Drone	-	91-95	71-80	51-60
S9 Goliath Skimmer	-	96-100	81-90	61-70
Brazen Assassin	-	-	91-95	71-80
Stolen Tank	-	-	96-100	81-90
Stronghold Tank	-	-	-	91-100



CRIMINAL OPPONENTS – SPACESHIPS

OPPONENT	Tier 1 Harmless – Mostly Harmless	Tier 2 Novice – Competent	Tier 3 Expert – Master	Tier 4 Expert – Master
Pirate Skirmisher	1-25	1-10	1-6	-
Pirate Aggressor	26-50	11-20	7-12	1-5
Pirate Fighter	51-75	21-40	13-18	6-10
Pirate Harasser	76-100	41-50	19-25	11-15
Pirate Hold Buster	-	51-65	26-31	16-20
Pirate Cobra	-	66-75	32-37	21-25
Swift Bounty Hunter	-	76-85	38-43	26-30
Pirate Berserker	-	86-95	44-50	31-35
Pirate Cruiser*	-	96-100	51-56	36-40
Pirate Assault Ship	-	-	57-62	41-45
Pirate Command Ship	-	-	63-68	46-50
Pirate Attacker	-	-	69-75	51-55
Cobra Mk IV Aggressor	-	-	76-81	56-60
Pirate Shock Fighter	-	-	82-87	61-65
Inconspicuous Bounty Hunter	-	-	88-93	66-70
Ruthless Bounty Hunter	-	-	94-100	71-75
Pirate Captain	-	-	-	76-80
Pirate Supremo	-	-	-	81-85
Pirate Lord	-	-	-	86-90
Elite Bounty Hunter	-	-	-	91-95
Pirate Battleship	-	-	-	96-100



SPACE LANE ENCOUNTERS

Use the table below whenever the action seems to be flagging in your game, or when it is suggested in the Mission Notes. These encounters take place when players are navigating around civilised systems. You can use as many encounters as you like, but it might be better to use no more than one or two on any given trip to a space station. GMs should feel free to simply choose the result they want, or to discard results they don't like.

The probability of events is split between three columns, based on the security rating of the system. If you are unsure what security level is appropriate, consult p.337 of the Core Book. Places with high security tend to be important systems with functioning governments. Low security systems are worlds where law enforcement is rare or unheard of and piracy is rife. Use whichever column seems appropriate and roll percentile dice to find what encounter happens.

Some encounters are marked as Star Port Encounters. When you roll a Star Port Encounter have it occur only once the players have reached the star port itself. If you are playing multiple space lane encounters during this trip, order the encounters so that the Star Port Encounters come last.

There are several special Effects referred to in these encounters. They are Heist, Interdiction, Random Cargo and Sneak into Port.



EFFECT NOTES

Heist: When a criminal group attempts a heist in deep space it is assumed that one of their ships is equipped to steal cargo. A heist ship carries both a Hatch Breaker Limpet Controller and a Collector Limpet Drone. In the Solo game this will be the ship with the highest rank (determine randomly in the event of a draw). GMs can assign any ship they deem reasonable as the 'heist ship'. Do not worry too much if the ship design does not usually carry any Limpet Controllers; ships in EDRPG are easily modified, so you can assume that the opponents have customised their vessels.

During the battle the enemy will be scanning your player's ships with Manifest Scanners to determine which ships carry cargo. Do not feel the need to roll for this – the opponents will eventually succeed. If, after the first combat round, the pirates discover that none of the players are carrying cargo, they will withdraw. Otherwise, carry out the battle as normal.

During the turn of the heist ship, it will launch Hatch Breaker Limpet drones as an Equipment action at any player ship with its shields down that is also carrying cargo. The quality of the heist ship's limpet controller depends on the size of the heist ship:

LIMPET CONTROLLERS FOR HEIST SHIPS				
Size of Heist Ship	Hatch Breaker Limpet Controller	Accuracy	Override	Canisters Collected per turn
Small	1C	+4	5 (1d10 units)	1
Medium	3C	+6	5 (2d10 units)	2
Large	5C	+8	4 (3d10 units)	3

If the Hatch Breaker attack is successful, the pirates will attempt to scoop up the drifting canisters with Collector Limpet Drones at the start of their turns as Equipment actions. The number of canisters each opponent can collect is listed on the table above.

Once a heist has been successful, and every pirate has each captured at least 4 cargo canisters, the pirates will generally withdraw.

Submitting to a Heist: If your players do not think they can match the pirates, they can pay off the attackers by dropping half their cargo. If they do this the pirates will not attack and the players can go on their way. Of course, if the players are transporting special goods on behalf of a client, dropping off half the cargo will cause them to fail the mission.

Interdiction: While flying in Supercruise players cannot be attacked with conventional weapons. This means that potential enemies, such as pirates or nosy police, need to perform an Interdiction against at least one player. When players encounter ships that want to interdict them, follow this rule.

Target of the Interdiction: Pirates and police prefer to target cargo ships, such as the Hauler or the Type-6, Type-7 and Type-9 Transports. After this they will interdict multi-role ships such as the Cobra, Asp or Python. Combat spacecraft such as the Eagle or Vulture are last on their list of priorities, as these ships rarely have much cargo or contraband. The player with the most tempting ship is targeted. If two or more players have tempting ships, determine who is interdicted randomly.

Being Interdicted: Interdiction is carried out as normal, with a contest between the piloting skill bonus of the pilots to determine if the ship is pulled out of Supercruise. See p.209 of the Core Book for details. You can assume Opponents have the following piloting skill bonus according to their rank.

RANK	Piloting Skill Bonus
Harmless	2
Mostly Harmless	3
Novice	3
Competent	4
Expert	5
Master	6
Dangerous	7
Deadly	8
Elite	9

If a player is interdicted, either by submitting or by losing two piloting checks in a row, they are pulled out of Supercruise. The other players may voluntarily drop out of Supercruise to help their fellow player. The full opponent group will always join the interdicting ship in the encounter that follows.

Random Cargo: If you ever need to generate some random cargo for a mission or event, roll on this table.

CARGO	Random	Illegal	Salvage
Advanced Catalysers	1-2	-	-
Animal Meat	3-4	-	-
Aquaponic Systems	5-6	-	-
Atmospheric Processors	7-8	-	-
Auto Fabricators	9-11	-	1-8
Basic Medicines	12-14	-	9-16
Battle Weapons	15-16	1-20	-
Beer	17-19	-	-
Bertrandite	20-21	-	-
Beryllium	22-23	-	-
Bio-waste	24-26	-	17-24
Clothing	27-28	-	-
Coffee	29-30	-	-
Combat Stabilisers	31-32	21-40	-
Computer Components	33-35	-	25-32
Consumer Tech	36-38	-	-
Copper	39-40	-	33-40
Crop Harvesters	41-42	-	-
Domestic Appliances	43-45	-	41-48
Explosives	46-47	-	-
Fish	48-49	-	-
Food Cartridges	50-52	-	49-56
Fruit & Veg	50-51	-	-
Gallite	52-53	-	-
Gallium	54-55	-	-
Gold	56-57	-	-
Hazardous Environment Suits	58-59	-	-
Hydrogen Fuel	60-62	-	57-64
Imperial Slaves	63-64	41-60	-
Liquor	65-67	-	-
Mineral Extractors	68-70	-	-
Narcotics	71-73	61-80	-
Palladium	74-75	-	-
Performance Enhancers	76-77	-	-
Platinum	78-79	-	-
Progenitor Cells	80-82	-	-
Resonating Separators	83-84	-	-
Robotics	85-86	-	65-72
Silver	87-88	-	73-80
Slaves	89-90	81-100	-
Superconductors	91-92	-	81-88
Tea	93-95	-	-
Titanium	96-97	-	89-100
Wine	98-100	-	-

Sneak into Port: If a player is carrying illegal cargo they will have to sneak it into the star port! The player must perform a Silent Running check to get past the security forces (p.268 of the Core Book for details about Silent Running). The player must make a Systems check to sneak by – this check is Easy for a small ship, Average for a medium ship, and Hard for a large ship. If the player is detected they are issued a

fine equal to twice the value of their illegal cargo, and they will have their cargo seized by the police. Slave traders in the Federation are also likely to be arrested for slave trafficking. The player can resist arrest, but this will mean fighting off six Patrol Vipers (p.304 of the Core Book). Anyone who fires on a police ship gets a bounty put on their head (suggested value is on p.323 of the Core Book).

SPACE LANE ENCOUNTER TABLE			Event
Security Rating HIGH	Security Rating AVERAGE	Security Rating LOW	
1-4	1-4	1-4	<p>A Better Offer <i>Occurs only whilst undertaking a mission</i></p> <p>A rival company contacts you in deep space and asks you to voluntarily fail the mission you are undertaking. If you do this you will receive better payment (you gain credits as if you were a Rank higher and had just completed a mission). If you accept, your old employers might not appreciate it – roll a D10. On an even number immediately play out the Bounty Hunter event.</p>
5-8	5-8	5-6	<p>Abandoned Ship <i>You detect a ship, apparently powerless and abandoned, drifting through deep space.</i></p> <p>Roll once on the Criminal Space Opponent table – this is the ship that has been abandoned. If you wish to board the ship roll a D10.</p> <p>1-3: The ship is abandoned, but badly damaged. It requires a Hard Repair check to make it flyable. Each player or crew member may make one attempt. If everyone fails the ship is irreparable and must be abandoned. Otherwise the ship is salvaged.</p> <p>4-6: The ship is too badly damaged to be repaired – but if the ship has a hold it is full of cargo. Make a Random Cargo check to determine what is aboard.</p> <p>7-9: It's a trap! A group of pirates have hidden aboard the ship and will attack the players. The group is Easy on a small ship, Medium on a medium ship and Hard on a large ship. If the pirates are defeated the ship can be salvaged.</p> <p>10: There's something alive in here! The crew have been killed and eaten by something. The players can immediately flee or face the horror aboard the ship.</p> <p>If the players stay and fight roll a D10. 1-3: One GorillaLion Biomod 4-6: Two Kai Alien Animals 7-10: One Mortis Claw Alien Animal. If the alien is defeated the players salvage the ship.</p> <p>If the players salvage the ship they will need to assign a pilot to it – this can either be a crew member or a player. If there are not enough pilots, a player may abandon their own vessel to take the salvaged one.</p>
9-12	9-12	7-8	<p>Agency Assault <i>Occurs only whilst undertaking a mission</i></p> <p>A government or corporate espionage agency wants to see the players fail their mission. If you have the Espionage Supplement this will be a Medium Security Group. If you don't have this supplement, use a Criminal group instead. The agency will attempt to Interdict a ship (see Effect Notes), and then destroy as many players as possible. The agency is persistent. If they fail an Interdiction check against one player they will make one more attempt against a different player before giving up.</p>
13-16	13-16	9-12	<p>Asteroid Base <i>A hidden asteroid base is detected on the players' scanners.</i></p> <p><i>They can bypass it if they wish, but such bases often present many profitable opportunities.</i></p> <p>If the players wish to investigate the base, have them roll a D10.</p> <p>1-3: The asteroid base is abandoned. However, it is possible to salvage some additional components from it. Have each player and crew member make a Repair check. This is the number of tons of salvageable material the players can strip from the station. Make a Random Cargo roll (Salvage column) to determine what each player has stripped from the base.</p> <p>4-6: The asteroid base is running an illegal trading centre. Because no taxes have to be paid the prices are amazing. The players may immediately make some trades, using the '12' column on the Advanced Trading Table to determine the prices.</p> <p>7-8: The asteroid base is an illegal storehouse of illicit cargo. The players must overcome a Medium Criminal group in combat to secure the goods. If the players win they find 3D10 cargo canisters each. Make a Random Cargo roll (Illegal column) to determine what each player has found on the base. One player also discovers a Rare item.</p> <p>9-10: The base is abandoned and mostly empty – however it contains facilities to repair damaged ships. The players can make two Field Repairs (see p.193 of the Core Book) on their ships due to the decent repair facilities available.</p>

(SPACE LANE ENCOUNTER TABLE CONTINUED)

Security Rating HIGH	Security Rating AVERAGE	Security Rating LOW	Event
17-18	17-20	13-18	<p style="text-align: center;">Attacked near Star Port <i>Star Port Encounter</i></p> <p>As the players approach the star port to dock, a Medium group of Criminals jump into the area and immediately attack the players. This is a Heist (see Effect Notes), but the pirates do not have to perform an Interdiction to make their attack. After six rounds of combat the pirates will flee – the star port's Vipers have arrived and will drive the pirates away.</p>
19-24	21-24	19-20	<p style="text-align: center;">Bounty Hunters <i>Occurs only whilst undertaking a mission, or if any player has a bounty.</i></p> <p>A Medium Criminal group, all bounty hunters, will attempt to Interdict the players. If they are successful they will try to destroy as many player ships as they can.</p>
25-28	25-28	21-24	<p style="text-align: center;">Bull Market <i>Star Port Encounter</i></p> <p>The market conditions at this star port are excellent. Even if you have visited this port before, you can roll as if it was your first visit. Roll twice on the Advanced Trading Table and choose the result the players prefer.</p>
29-34	29-32	-	<p style="text-align: center;">Cargo Illegal</p> <p>One of the players (determine randomly) discovers that their cargo is illegal in this system due to some recent scandal. That player will have to Sneak into Port (see Effect Notes).</p>
35-38	33-36	25-28	<p style="text-align: center;">Cargo Switch <i>There has been a mix-up at your previous stop and one player has had all their cargo exchanged for a full hold of an entirely different cargo.</i></p> <p>Generate a Random Cargo to see what has been given to you instead. This cargo switch could present problems if you are shipping a specific cargo to an employer for a mission. If you wish, you can go back to the previous port and demand an exchange, but you will have to Sneak into Port if you have been given anything illegal. On the other hand you might have been given a better cargo – in which case you might dishonestly keep what you've been given!</p>
-	37-38	29-32	<p style="text-align: center;">Cargo Thieves <i>Star Port Encounter</i></p> <p>You haven't landed long before your ship is boarded by an Easy Criminal group. Choose a random player who has been targeted by these thieves. Station security has been bribed to look the other way. If you surrender your cargo peacefully you will be tied up but unharmed. If you put up a fight, you will have to fend off the criminals until your friends arrive. Every three rounds one of your fellow players arrives to help you – determine which player this is randomly.</p>
39-40	39-42	33-38	<p style="text-align: center;">Corrupt Cops <i>A passing patrol of four Police Vipers demands you hand over some money, or they will arrest you.</i></p> <p>The cops want 20,000 credits from each player, or all the money you have, whichever is less. If you defy them, they will attempt to Interdict you. If you escape Interdiction the corrupt cops will give up. If they successfully Interdict you they will formally arrest the players. Resisting arrest will put a bounty on your player's heads and provoke a fight. Accepting arrest means passively flying to the star port jail and sitting in prison for a long period of time – this means failing any mission you are undertaking. Eventually, however, the players will be released without charge. Players with a bounty on their heads will have to Sneak into Port, or be attacked!</p>
41-44	43-48	39-42	<p style="text-align: center;">Dangerous Cargo <i>One random player receives a notification on their system panel that something is moving about inside the ship, chewing on the power cables.</i></p> <p>If you have the Exploration Supplement, this creature is a Rank appropriate Alien Animal. If you don't, this animal is a Stump (or a Mordrake Spider, if you are Dangerous or higher in Rank). If you do not want to fight the alien and just lock yourself on the bridge, roll a D10.</p> <p>1-5: The confused animal causes no harm. You have it safely removed once you reach port.</p> <p>6-9: The Frame Shift Drive cuts out – the animal has sliced through the cable! You must hunt down the animal and make an Easy Repair check to get the FSD working again.</p> <p>10: The lights flash... sparks fly... the bridge doors open! The Alien Animal comes bursting in. You must fight it, armed only with a single one-handed weapon!</p>
45-48	49-52	43-46	<p style="text-align: center;">Drifting Salvage <i>The players find 3D10 cargo canisters floating in space.</i></p> <p>These canisters contain Random Cargo. If the players scoop them up, roll a D10.</p> <p>1-8: There's no problem – the cargo now belongs to the players.</p> <p>9: A Medium Criminal group swoop down upon the players – it's an ambush!</p> <p>10: One of the cargo canisters in fact contains something... interesting. Play the Dangerous Cargo encounter immediately.</p>

(SPACE LANE ENCOUNTER TABLE CONTINUED)

Security Rating HIGH	Security Rating AVERAGE	Security Rating LOW	Event
49-52	53-56	47-50	<p style="text-align: center;">Frame Shift Drive Failure</p> <p><i>With a weary coughing sound, a random player's Frame Shift Drive gives out and they are catapulted back into realspace.</i></p> <p>It takes an Average Repair check to fix the FSD, and if the pilot cannot fix it, another player will have to dock with their ship and lend a hand. If no player or crew member can fix the drive, the player can have the ship towed into dock, at a cost equal to one tenth of the value of the ship. This will allow the drive to be fixed, but the great length of time taken will cause any mission the players are on to fail.</p>
53-56	57-60	51-54	<p style="text-align: center;">Gambling Opportunity</p> <p><i>Star Port Encounter</i></p> <p>Play this event after completing any mission or trades. A high stakes gambling game is going on at a local dive, and the players are invited to play. The entry cost is equal to the Treasure Income of the player (see p.322 of the Core Book). Players who wish to gamble must pay the cost and make a Gambling check. On an Easy result they get back their costs but make no money. On an Average result they get twice their investment back. On a Hard result they get three times their investment back. On a failure they lose their investment entirely.</p>
57-60	61-64	55-58	<p style="text-align: center;">Market Glut</p> <p><i>Star Port Encounter</i></p> <p>Market conditions here are terrible. When trading using the Advanced Trading rules, treat the result as a 1.</p>
61-64	65-66	-	<p style="text-align: center;">Military Checkpoint</p> <p><i>The military is alert for spies in this sector of space.</i></p> <p>If you own the Military sourcebook, an Average Military group attempts to Interdict the players. You can use the Criminal group's stats instead if you do not own this supplement.</p> <p>Players that submit or are successfully interdicted are scanned. Roll a D10:</p> <p>1-3: Unless the players have a bounty on them, they are allowed to go free.</p> <p>4-6: Players that have an honorary military rank awarded by a power different from the star system's allegiance are attacked. If you don't know the allegiance of this system, determine it randomly by rolling on the Allegiance table on p.337.</p> <p>7-10: The players look suspicious and are detained as a precaution. The players will eventually be released, but will fail any mission they are on in the meantime. If the players resist arrest, they will be attacked.</p> <p>Players who are attacked by the military gain a bounty. Players with a bounty on their heads will have to Sneak into Port, or be attacked!</p>
65-68	67-70	59-60	<p style="text-align: center;">No Event</p> <p>It sure is empty out here! Nothing happens.</p>
69-72	71-74	61-66	<p style="text-align: center;">Pirate Attack – EASY</p> <p>An Easy Criminal group will attempt to Interdict the group, and then perform a Heist.</p>
73-74	75-78	67-72	<p style="text-align: center;">Pirate Attack – MEDIUM</p> <p>A Medium Criminal group will attempt to Interdict the group, and then perform a Heist.</p>
75-76	79-80	73-76	<p style="text-align: center;">Pirate Attack – HARD</p> <p>A Hard Criminal group will attempt to Interdict the group, and then perform a Heist.</p>
77-80	81-84	77-80	<p style="text-align: center;">Saboteur</p> <p><i>Suddenly the power fails and the life support goes off on a random player's ship. Someone has crept aboard the craft and is determined to steal it from the player.</i></p> <p>The player must confront a Saboteur (see Criminal Opponents in this supplement) and defeat him. If the player's ship is large, a Medium group of Saboteurs is aboard. The player can call upon their crew to help in the coming battle.</p>

(SPACE LANE ENCOUNTER TABLE CONTINUED)

Security Rating HIGH	Security Rating AVERAGE	Security Rating LOW	Event
			<p style="text-align: center;">Ship in danger</p> <p><i>A ship is sending out a distress beacon.</i></p> <p>If the players investigate, roll a D10:</p> <p>1-3: A trader, in a Cobra Mk III, has broken down. If the players lend the pilot a hand and complete an Average Repair check, the grateful pilot will give each rescuer a ton of Random Cargo. If the players rob him, they get 40 tons of Random Cargo between them, but also gain a Bounty.</p> <p>4-6: A trader, in an Armoured Transport (see Trader Opponents in this supplement), is under attack from a Hard Criminal group. If the trader is assisted, she will put in a good word for the players at the star port. The players may roll twice on the Advanced Trading table and choose the result they wish whenever they visit this system.</p> <p>7-8: A Type-7 Transport is on fire. Unfortunately, it is carrying a group of 100 war orphans from a distant world. Players who wish to save the orphans can dock with the transport, two ships at a time. Each round, a ship can unload D10 orphans. However, the Type-7 will blow at any moment! After unloading a group of orphans, roll a D10. On a 10, the Type-7 will explode, destroying any ships still docked. A player can use Escape Death to represent jetting away from the ship at the last moment. If any of the orphans are rescued, the players will be rewarded 100,000 credits from a charitable institution. If all 100 are evacuated the players receive a million credits each.</p> <p>9-10: The supposedly stranded ship suddenly roars into life and demands you drop your cargo – his friends jumping into the area in support! A Medium Criminal group attempt to perform a Heist on the players.</p>
81-82	85-88	81-86	<p style="text-align: center;">Stowaway</p> <p><i>You spot a sneaky stowaway on the ship's camera, eating a sandwich between the cargo canisters.</i></p> <p>You can jettison this unwelcome passenger (illegal – but who's to know except your conscience).</p> <p>Or, if you choose confront them, roll a D10:</p> <p>1-3: "Look, man, I don't want no trouble!" The stowaway just needs a ride to the next star port. You can let this poor fellow slink away when you get to your destination.</p> <p>4-7: "Wait – isn't that gun mine?" The stowaway attacks you as soon as you arrive – with a weapon he has stolen from your quarters! Use the Stowaway stats in the Criminal Opponent's section of this supplement. They will be armed with the most expensive weapon you own.</p> <p>8-10: An unlikely ally. You get on rather well with the stowaway, who is escaping from a hard life elsewhere. Soon you begin to swap life stories and develop a friendship. The Stowaway becomes your Partner. Create this Partner with the normal rules on p.27 of the Core Book.</p>
97-92	93-94	-	<p style="text-align: center;">Surprise Inspection</p> <p><i>A group of five Police Vipers insist on making a surprise inspection of your hold.</i></p> <p>They Interdict a random player. If the player escapes interdiction, the whole group escapes. If they submit or are interdicted the police scan the player, and any other player that pulls out with them. If any player has a Bounty or carries illegal cargo they will attack them. Any player who attacks the police gains a Bounty. Players with a Bounty on their heads will have to Sneak into Port, or be attacked!</p>
93-96	95-96	91-94	<p style="text-align: center;">Tip Off – Buy trade data</p> <p>A passing trader offers information on good trading places in the system in exchange for 50,000cr. If paid, the players can roll twice and choose the result they want when rolling on the Advanced Trading Table.</p>
97-100	97-98	95-96	<p style="text-align: center;">Tricky Docking Manoeuvre</p> <p><i>Star Port Encounter</i></p> <p>The flight controller is obviously having a day off – it's so busy in the space dock today! Each player must make an Easy Spaceship Piloting check or get crushed between two freighters for 1D10x10 Hull damage.</p>
-	99-100	97-100	<p style="text-align: center;">Unofficial Docking Tax</p> <p><i>Star Port Encounter</i></p> <p>The customs department is rotten to the core! They demand an additional payment of 80,000 credits from each player or they will not let them unload. If the players do not wish to pay, they must travel across the system to a different star port – roll twice more on this table.</p>



TRADE MISSIONS

Although the majority of goods are shipped across the galaxy by enormous logistics companies, the demand for small scale deliveries is enormous. Millions of independent pilots work as traders, but untold billions of people need their services – there can never be enough pilots to meet demand. Some systems are so remote – or so dangerous – that professional traders won't go near them. Some goods are so valuable that they cannot be insured, and the risk of an attack against the courier is so likely that most traders won't even consider delivery. It is in these gaps that the independent trader can make their fortune.

As well as taking delivery contracts, sometimes an independent trader discovers a deal so good they just can't pass it up. Some goods are not valuable in

themselves, but become valuable because of their scarcity. The Hutton Mug is no more than a ceramic cup, manufactured in a zero-g assembler and numbered on the bottom, and yet they sell for thousands of credits each. Altarian Skin can be bought for a modest price in Sol, but for a fortune all the way out in Achenar. A canny trader is always on the lookout for such deals.

The most crucial factor in a trading mission, besides the safety of your ship, is time. Deliveries must be made promptly, usually within the same day. Special deals and high demand are also very fleeting, and your sure-fire high profit trade run to a distant system can become worthless if someone picks up rumours about the trade route first and floods the market with your rare good. Because of this traders greatly fear the police and military. If their ships are impounded or they are arrested, if only for a few days, it can cost them a fortune.



TRADE MISSIONS

D10 Roll	Mission	Twist
1	<p>Recon Special Delivery: The players are hired by a company to deliver a certain amount of cargo to a distant civilised system. The system is very large in size, and it will take a long time in supercruise to reach your destination.</p> <p>1-3: Deliver 60 tons of Auto Fabricators to Urata City in Bhatas 4-6: Deliver 100 tons of Crop Harvesters to Khayyam Gateway in LTT 8517 7-8: Deliver 80 tons of Gallite to Katzenstein Dock in 36 Ophiuchi 9-10: Deliver 40 tons of Advanced Catalysers to Hutton Orbital in Alpha Centauri</p>	<p>1-3: The players' contact for delivery does not meet them at the station. He has been kidnapped and must be rescued, so he can sign off on the delivery.</p> <p>4-6: Whilst the players are flying through the system, they discover that the goods they are carrying have just been banned by the local system authorities. The players must sneak past the over-enthusiastic police and sell the goods on the black market.</p> <p>7-8: One of the cargo canisters contains a tracking beacon. No matter where the players go they are pursued by a pirate gang. A nearby field of metallic asteroids might shield the tracking signal whilst the players search for the incriminating canister.</p> <p>9-10: The cargo is not what the players thought it was. The canisters contain heavily armed mercenaries who intend to take over the isolated station. They might even attempt to take control of the players' ships mid-flight!</p>
2	<p>Drop Point Delivery The players must deliver a cargo to a specific planet-based star port, and then escort the delivery truck across the planet's surface to an isolated research base. Nothing can go wrong!</p> <p>1-2: Deliver 12 tons of Titanium to the barren moon of Merope 5C 3-5: Deliver 12 tons of Explosives to the metal rich planetoid of Taygeta 4 6-8: Deliver 12 tons of Mineral Extractors to the Ice World of Mukun A3A 9-10: Deliver 12 tons of Robotics to the war-ravaged world of Waterloo in Reidquat</p>	<p>1-3: The Longhaul Truck the players are meant to be using to transport the goods is a broken-down wreck. Unless the players have their own cargo-carrying vehicle they will have to fix up the truck as best as they can, experiencing constant mechanical breakdown on their journey.</p> <p>4-6: Vicious truck gangs infest the moon, and they have vowed that no one will be allowed to trade without paying a cut to them.</p> <p>7-10: The research base is deserted. Have the scientists been kidnapped? Eaten by their own experiment? Or have they simply transferred to a new installation?</p>
3	<p>Too Good to Pass Up You have stumbled upon a rare good being sold at only a thousand credits a ton. If you can transport this to a certain world they will buy the good for twenty thousand credits a ton!</p> <p>1-2: You must deliver Tauri Chimes to Snider Terminal in Rajukru 3-4: You must deliver Damna Carapaces to George Lucas Station in Zaonce 5-6: You must deliver Chateau De Aegaeon to Weaver Vision in Cubeo 7-8: You must deliver CD-75 Kitten Brand Coffee to Solo Orbiter in Altair 9-10: You must deliver Lavian Brandy to Azeban City in Erannin</p>	<p>1-3: The players discover that some rival traders are about to make the same delivery of rare goods to the same world they are heading to! The team must either cut them off by piloting through pirate infested territory ... or catch them up and make sure they can't make the delivery...</p> <p>4-6: The market selling you the rare goods only wants to sell enough to fill half of the player's cargo bays. Apparently there is a store of these rare goods on the planet below – if it was raided the team could load up with all the rare goods they need!</p> <p>7-10: By the time the players get there the market for the good has already collapsed. But apparently another opportunity presents itself in a nearby system ... where the good has been declared illegal. Do the players risk it?</p>

(TRADE MISSIONS TABLE CONTINUED)

D10 Roll	Mission	Twist
4	<p>Much in Demand You have been asked to retrieve a certain amount of cargo from a specific world and then carry the cargo back to your employer. You will get your mission reward once you provide the materials required.</p> <p>1-3: Li Qing Jao station in Sol requires 50 tons of gold.</p> <p>4-6: Chango Dock in I Bootis requires 80 tons of Superconductors.</p> <p>7-10: Henke Orbital in Sorbago requires 100 tons of Resonating Separators.</p>	<p>1-3: The material requested is in very short supply, selling for twice its average value. However a freighter full of the cargo is currently flying out of the space dock. Perhaps they can be ... encouraged to share their cargo?</p> <p>4-6: Picking up the cargo was no problem, but strikers are currently blockading the star port at the return point. Guns, diplomacy or stealth is required.</p> <p>7-10: Other 'traders' have been hired to do the same mission. Instead of buying the commodity like everyone else, they have come up with a plan to steal the players' cargo!</p>
5	<p>Hell's Space Trip You are making a standard delivery, but it has been made clear to you that, by carrying it, you will be pursued relentlessly by a ruthless agency of assassins.</p> <p>1-3: The assassins will hunt you in the space lanes, but will not enter space station range.</p> <p>4-6: As well as hunting you in the space lanes, an ambush is likely at the star port itself.</p> <p>7-10: In addition to constant attacks, the players will have to fend off hired thugs even whilst loading their ships.</p>	<p>1-3: It soon becomes obvious that the cargo the players are shipping is ethically dubious – slaves, animals destined for grotesque experiments, chemical weapons, etc. Perhaps the assassins have a point?</p> <p>4-7: At least one of the players' ships has been compromised by the assassins, and the players will be attacked mid-flight!</p> <p>8-10: A bomb has been planted on one of the players' ships. It will detonate on one of the following conditions: The ship's speed drops below 100m per second, the landing gear is lowered, or the shields are raised.</p>
6	<p>It's legal if they don't see it Smuggling is such an ugly word, but if you can sneak a certain amount of illegal cargo into a space station, you'll make a fortune from your less than honest employers.</p> <p>1-3: You need to smuggle 10 tons of Narcotics into Freeholm station in the Artemis system.</p> <p>4-6: You need to smuggle 20 tons of Battle Weapons into Massimino Settlement in Wolf 393.</p> <p>7-8: You need to smuggle 30 tons of Slaves into Ricardo Orbital in the Kokomi system.</p> <p>9-10: You need to smuggle 40 tons of Combat Stims into Serre Point in the Katta system.</p>	<p>1-3: The security force at the station has been tipped off and is actively looking for the players' ships. They are likely to be chased away when they approach. Can they find a different ship to smuggle the goods with?</p> <p>4-6: The players' contact is missing, and is being held hostage by a rival gang on an asteroid space station.</p> <p>7-10: As the players are handing over the goods, there is a raid by bounty hunters. The players will have to fend off the opportunistic killers if they want to get paid.</p>
7	<p>Second Hand Goods An Imperial logistics company wants to offload some of its surplus for independent traders to sell in the Federation. You must rendezvous with the Imperial freighter, collect some cargo from it, and then deliver the goods to a Federation market.</p> <p>1-3: The Freighter is a Stalwart Trader*, and it carries 72 tons of Liquor for Bates Horizons in Carener.</p> <p>4-6: The Freighter is an Armoured Transport*, and it carries 80 tons of Advanced Catalysters for Elder Works in Ross 154.</p> <p>7-8: The Freighter is a Successful Trader*, and it carries 300 tons of Fruit & Vegetables for Ford City in Groombridge 34.</p> <p>9-10: The Freighter is a Bulk Cruiser*, and it carries 600 tons of Consumer Goods for Paradiso Outpost in 17 Draconis.</p>	<p>1-3: As the players are transferring the cargo, there is an attack by a large group of pirates. The trader can join the battle on the players' side, but if the trader is destroyed, the mission will fail.</p> <p>4-6: Not all of the cargo canisters contain the proper goods. In fact some contain saboteurs who will act to disable the players' ships from the inside (see the Saboteur space lane encounter for suggestions on how to run this).</p> <p>7-10: Several of the cargo pods have been fitted with trackers, so pirates in Federation space can trace the players' movements.</p>
8	<p>Traders' Instincts You have a cargo full of rare goods, but which system should you deliver it to? There are three options, but the longer you take to find the right system, the lower your reward will be.</p> <p>Players can either split up to try to find the right system or stay together to maximise their safety.</p> <p>1-3: You have a full hold of Ultra Compact Processors. Systems to choose from are: CE Bootis, Wolf 406 and Leesti.</p> <p>4-6: You have a full hold of Centauri Mega Gin. Systems to choose from are: Baldr, Summerland and Thule.</p> <p>7-8: You have a full hold of Altarian Skin. Systems to choose from are: Trakath, Los and van Maanen's Star.</p> <p>9-10: You have a full hold of Shans Charis Orchids. Systems to choose from are: Gamma Leporis, Tupa and Banki.</p>	<p>1-3: As the players are about to leave they spot Old Joe, a famous trader in these parts. He has a hold full of the same cargo as you and is about to set off. Perhaps if they follow him the players will be led straight to the best market?</p> <p>4-6: When the players reach their first star port they find it blockaded by striking corporate traders. Can they sneak or talk their way past the blockade?</p> <p>7-10: Before the players reach their first market they are offered a good, but not great, price for their entire hold of rare goods by a passing trader in a large cargo ship. Should the players accept, and is the trader everything he seems? And what would happen if they refused?</p>

(TRADE MISSIONS TABLE CONTINUED)

D10 Roll	Mission	Twist
9	<p>Helping Old Joe Old Joe is much loved in the trading community, but he vanished on his last delivery. Can you track him down?</p> <p>Clues:</p> <p>1-3: Old Joe was overheard having a fierce argument with a corrupt docking official.</p> <p>4-6: Old Joe's Cobra has been found, intact, on an airless moon. The tracks of some kind of vehicle lead away from the scene.</p> <p>7-10: A cryptic message has been left behind the bar, written in Old Joe's hand. If the code can be cracked perhaps you can find him?</p>	<p>1-3: The Federal authorities make it clear that they do not want Old Joe found. They sabotage, intimidate and finally attempt to do away with the players.</p> <p>4-6: Half a dozen other traders join the search with you. Ultimately Old Joe must be rescued from a well-defended base – can the traders attack and overcome the criminal stronghold?</p> <p>7-10: Old Joe has faked his own death to try and escape an Imperial assassin – and the players have led the assassin right to his door!</p>
10	<p>Copycat Traders Someone is pretending to be you. They have the same ship, wear the same clothes, and trade in the same stations – usually just before you get there. You need to get to the bottom of this conspiracy before your reputation is reduced to tatters!</p>	<p>1-3: The copycat is a revenge act – the players have, perhaps accidentally, ruined the traders' previous deals by delivering goods ahead of them.</p> <p>4-6: The traders are new starters, hoping to use the players' identity to give themselves a kick-start in the trading business. They might be persuaded to stop without violence.</p> <p>7-10: The copycat act is a trick designed to ambush the players, who have offended a crime boss. The players will be so eager to stop the traders that they will be fooled into entering a deadly trap.</p>



MISSION NOTES

GMs can use these notes as guidelines as to how to approach one of the random Trade Missions found in this supplement. Solo players should use these suggestions exactly as printed (unless they have a better idea!).



SPECIAL DELIVERY

This is the most basic kind of trading mission, however the long distances to the space station mean that plenty of things can happen during the trip.

- 1-3:** Make **three** Space Lane Encounter checks...
- 4-6:** Make **four** Space Lane Encounter checks...
- 7-8:** Make **five** Space Lane Encounter checks...
- 9-10:** Make **six** Space Lane Encounter checks...
...to simulate the trip.

GMs should feel free to re-roll any No Event results. Once all the encounters have been resolved the players can sign off the cargo.



DROP POINT DELIVERY

Make three rolls on the Space Lane Encounter table to simulate the space travel part of the trip, re-rolling any Star Port Encounters. Once the players have arrived at

the star port, representatives of their employers will offer them the use of a Longhaul Truck to complete the last part of the delivery. If the players have their own vehicles they can offload some or all of the cargo into their own vehicles, if they wish, or escort the Longhaul Truck. The contract does not include a driver, so one player must drive the truck if they plan on using it.

To see what happens on the trip, roll a D10:

- 1-3:** The planet's geography is very challenging, and it's easy to get lost. Nominate a player to make an Average Navigation or Survival check. On a success the team manage to make it to the base without incident. On a failure they blunder into the heart of bandit country, and are attacked by a Hard Criminal vehicle group.

- 4-7:** An ambush has been laid for the team. They are attacked by an Easy Criminal vehicle group.

- 8-10:** The Longhaul Truck is unreliable and breaks down. Up to two players may make an Average Repair check to fix the truck. If either player is successful they manage to get the truck moving before any bandits arrive. If both players fail, the team are attacked by an Average Criminal vehicle group whilst they are stuck in the badlands – the Longhaul truck is immobilised and can only use its turret as a broadsides action during this battle.

Once this encounter is complete, the players manage to make it to the base. If the cargo is still intact they can hand it over and get paid.

TOO GOOD TO PASS UP

The players should first purchase the rare good for 1,000cr a ton. There is enough supply to fill their holds. If the players are short of money they can sell or downgrade non-essential parts of their ship to pay for the goods. If the players still can't afford this they'll have to pass on the opportunity to make their fortunes.

It is a long journey to their destination, involving up to two dozen hyperspace jumps. Time is of the essence – the quicker the players can get there, the more likely they can reach the market before all the other traders trying to make a quick buck.

The players should travel as a team, which means that they must travel at the speed of the slowest ship. To see how many hyperspace jumps it will require to reach your destination, consult the chart below:

NUMBER OF JUMPS TO TARGET PLANET	
Player FSD Range	Number of Jumps
7 LY	22
8 LY	19
9 LY	17
10 LY	15
11 LY	14
12 LY	13
13 LY	12
14 LY	11
15 LY	10
16 LY	10
17 LY	9
18 LY	9
19 LY	8
20 LY	8
21 LY	8
22 LY	7
23 LY	7
24+ LY	6

Fuel is also a consideration. Unless each player's ship has at least 160 LY of fuel, they must make at least one refuelling stop. Ships with 16T of fuel, or more, do not need to refuel. A ship with 8T requires one refuel, a ship with 4T needs 4 refuels, and a ship with 2T needs 8 refuels.

Refuelling takes time. To simulate this you must add an extra number of hyperspace jumps to the total. Refuelling at a star port adds 3 jumps. Doing a safe Fuel Scoop at a star adds 1 jump. An Emergency Scoop does not add any time at all. You can only Fuel Scoop at a star if you have a Fuel Scoop installed on your ship.

It might be possible to shave a few jumps from the total by nominating a player to make a Navigation Skill check. Only one player can do this, so players should choose their best navigator. An Easy check result lowers the number of jumps by 1, an Average check result lowers the number by 2, and a Hard result lowers the number of jumps by 3. On a failure, add 2 jumps to the total.

Once the players have calculated their route, they must set off at once. Their trip won't be uneventful, make a roll on the Space Lane Encounters table for every two jumps to see what happens to them (for ease, assume the System Security is Average in each system). Any star port encounters can be classed as No Event rolls, as your players are trying to speed to their destination with as few stop-offs as possible.

Once the players reach their target system and have docked at the station, roll 2D10. If the number you roll is equal to or greater than the number of jumps the players have made, the players have won the race and managed to get their goods to market first. Each ton of rare cargo can be sold for 20,000 credits each. If the number rolled is less than the number of jumps, the players have been too slow, and several massive freighters have beaten them to it. They can still sell their goods for a paltry 500cr each.



MUCH IN DEMAND

Assuming nothing goes wrong, this mission is fairly straightforward. The players will fly to a nearby system (roll 2 Space Lane Encounters), where they can buy the good for the average price (see p.270 in the Core Book). The players will then jump back to the mission system (roll another 2 Space Lane Encounters) and drop off the goods and receive their reward. However, since this is dull, roll on the mission Twist table to determine a suitable complication.

1-3: The players can pay double price, or assault an Armoured Transport (see the Trader Opponents in this supplement). To do so, they will have to Interdict the transport with a Frame Shift Drive Interdictor and extract its cargo using Hatch Breaker Limpet drones. After eight rounds of combat four Police Vipers (p.304 in the Core Book) will turn up to try to drive the players away. After twenty rounds of combat and/or scooping the players must withdraw as dozens of police and military ships close in on them.

4-6: The strikers are a Hard Criminal group, or, at the GM's option, a group of armed trading ships. They are angry at the star port for what they perceive as harassing behaviour from the local security force, and won't allow any traders through until their demands have been met. The players can attack and destroy the blockade - the police will turn a blind eye. Alternatively, up to three players can attempt a Hard Diplomacy or Intimidate check to get through the blockade. Lastly, the players could attempt to sneak past the blockade - use the rules for Sneak into Port for this. If the players are detected they will be attacked by the blockade ships.

7-10: On their return journey the players will encounter the Pirate Attack - Hard event. Do not roll for other events after the attack.



HELL'S SPACE TRIP

Except for the deadly assassins chasing your players, this mission is relatively routine. Make three Space Lane Encounter rolls on the Low Security table to determine what happens on the trip. In addition, the players will sustain at least one or more assassination attempts.

1-3: In addition to any Space Lane Encounters, the players are attacked by a Medium Criminal group of vicious bounty hunters. Run the Bounty Hunters event.

4-6: In addition to the above, run the Cargo Thief event for each player when they arrive at the star port.

7-10: In addition to the two events above, the players will be attacked by a Medium Criminal group in the star port even before they get to their ships.

IT'S LEGAL IF THEY DON'T SEE IT...

Roll four Space Lane Encounters in this High Security system. Remember that the players are carrying illegal cargo, so police forces will act accordingly. Once the players arrive at the star port each ship carrying illegal cargo will have to Sneak into Port.

SECOND HAND GOODS

Remember that the players will need enough cargo space between them before they accept this mission.

After a brief trip out to the freighter, (make one Space Lane Encounter roll, using the Low Security column), the players can start unloading cargo. There is a 20% chance they will be attacked by a Hard Criminal group during the transfer. If so, the trader they have rendezvoused with will assist them in the fight.

Once the cargo is aboard, the players will encounter three more Space Lane Encounters before reaching port.

TRADERS' INSTINCTS

The players have the option to split up and search more than one star system, or stick together in a single, large group. The players must state which system or systems they are visiting and then head off.

Each system is Average security. Roll twice on the Space Lane Encounter table for each group of players.

Once a player group has reached a star port, roll a D10. On a **1-3** the first star port is the correct destination, on a **4-6** it is the second, and on a **7-9** it is the third. Re-roll a result of **10**. If the players picked the right system they can claim the mission reward as profit from their trip.

If the players, or a group of players, picked the wrong system, they must make a trip to the right system now. Roll twice more on the Space Lane Encounter table.



HELPING OLD JOE

This mission will go **one of three ways**, depending on the clues your players have found:

1-3: The crooked security force of Uszza has detained Old Joe because he has stumbled onto their illegal imports ring. If you have the Espionage supplement, have each player perform an Infiltration challenge. If the players complete more challenges than they fail, they will find where Old Joe has been hidden and are able to free him. If you don't have that supplement, the players must complete the following tasks to find Old Joe. Each task can only be attempted by one player at a time:

Evaluate Crime Scene:

A trader has been found murdered. You quickly scour the crime scene for clues before the police arrive.

Make an Average Perception check to discover the hidden note left by the trader before she came to a sticky end!

Follow Suspect:

And just where is this junior executive of the security company going at this time of night? She's bound to lead you somewhere interesting.

Make an Average Stealth check to follow the executive to a secret corporate warehouse.

Distract:

You can see a copy of a vital document in the office behind the agent. If you could distract her, one of your companions could slip into the office and retrieve the document.

Make an Average Bluff or Charm check to distract the agent. **Failure Penalty:** If the mission contains a corporate base it goes on Alert. They know that enemy agents are in the field!

Hack Unsecured Network:

It looks like some of the enemy agents use their own computer networks rather than their company's ...and the security looks lax. Perhaps you can hack in?

Make an Average Computer check to hack the agent's private network and steal their secrets.

If the team succeed in at least three of these challenges they will find Old Joe and release him. Old Joe will personally reward the players for saving him.

4-6: The trail leads to a massive underground cave network that can only be navigated by vehicles. If the players have vehicles of their own they can follow the trail – otherwise they can only inform the security services and be on their way.

Once inside, an Easy Navigation check is required to find your way through the tunnels. On a failure one of the players gets lost in the tunnels, and will not find their way out until the end of the mission. The roll can now be attempted again. On a success you find a pirate camp – Old Joe seems to be locked inside a habitation dome. The players can either fight a vehicle battle against an Easy Criminal group, or a personal-scale battle against a Hard Criminal group. Defeating the pirates wins the mission, and your reward.

7-10: The players must attempt to crack the cypher Old Joe has left behind in order to get a clue! Each player may make either a Computer or a Science check to work out the code Old Joe was using.

After decoding the message, the players can then try to find Old Joe in the same manner as 1-3, above.



COPYCAT TRADERS

This mission is best run by a GM. If you'd like to play this solo, the best way would be to have the Copycat Traders work as a kind of special event. Perform a Special Delivery mission, except that when you get to the star port you will spot your copycat doubles just about to enter the station and beat you to the delivery.

At this point one player can try to warn them off with a Hard Intimidate skill check. If successful the copycats will reluctantly withdraw – but they may return another time if you roll the Copycat Trader mission in the future.

Otherwise you will have to fight your doubles. They have the same ships and skills as you, but do not have any Karma Capabilities. If you destroy your doubles you will receive a bounty equal to the mission reward, and your team will never be troubled by copycats again.



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