



SITUATION REPORT

WORLD IN CRISIS!

Welcome to the world of 2250. Ten billion people and their high technology lifestyles has had a great impact on planet Earth. Deserts have spread, rainforests have dwindled, sea-levels have risen and the oil crisis of 2200 has illustrated just how much we have taken from the Earth. Many of those billions live in mega-cities, vast conurbations that have swallowed dozens of older traditional urban centres. The need for resources is greater than ever.



Community of American States

Dominated by the USA and creating allies of nations in North and South America, and the UK.



Asia-Pacific Partnership

When China broke apart and kick started the First Recession, the dominant nation became Japan. It has created a powerful economic bloc in the region.



Western European Union

Germany dominates the high-tech nations of western Europe. A smaller version of the defunct Euro Union.

POWER BLOCS

With the collapse of the failed world government experiment during the First Recession, the most powerful nations began to build power blocs around themselves. In a world of dwindling resources and loss of power to the conglomerates, nations turned to the strongest amongst them.

United Corporate Combine

A council of arbitration between the world's largest conglomerates. It regulates trade, international standards and licences. Established by the conglomerates themselves.



Rise of the Corporation

The biggest entities are the vast conglomerates; each a related family of corporations. The big seven are:

- Leyland-Okuda
- Erebus
- Voroncovo
- Wu-Ketai
- Reiner-Gama
- Tharsis
- Matsuyama





TODAY'S TECH

HEAVY ENGINEERING

Large fusion reactors power Earth's cities, as well as starships and colony outposts. But there is still a massive reliance on petroleum products, for plastics, industry and fuel. Unlimited deposits on the Off-World colonies have kept the oil industry alive.



SPACEFLIGHT

The heart of a starship is its fusion plant, integral to the function of the ship's powerful plasma reaction drive. To cross interstellar distances these vessels use hyperdrives - and crews must be put into hypersleep for the flight to avoid going insane.

In normal space the crews have the luxury of artificial gravity throughout the ship's decks. FTL communications are available, but the time-lag is significant (1 parsec per day).

DURABLE AND SAFE

They dreamt of a future with flat-screens, wireless connectivity, portable phones and touch-screens. Alas, repeated security breaches and the EMP strikes involving Flight 926 over Qatar and the East Asian Nuclear War of 2047 ended those flights of fancy. Today technology is tough, durable and safe. Wired networks prevail, data is stored on hard-drives or optical discs. Mechanical and hydraulic alternatives returned to replace electronic systems. Solid-state construction principles gave way to a combination of new bold electronics and mechanical engineering converting the once minute and fragile to sturdy and imposing devices.

SYNTHETICS

Androids - Expensive technical experts, androids can be found on the Outer Rim, and on Earth. They are calm and placid technical assistants.

Clones - Second class citizens, these vat-grown slaves are used to boost labour on some harsh Off-World colonies. Some clones, used for organ replacement have escaped and become psychopathic murderers.

Military Technology

Firearms still use brass cartridges, although modern armies are switching to caseless ammo. Smartguns and gauss rifles are used in support, as are new heavy plasma weapons. Troops are protected by rigid plate armour and ride into battle in APCs, jeeps, jump-jets or dropships.



Red Dragon

Taking you home ...





OFF WORLD

A NEW LIFE ...

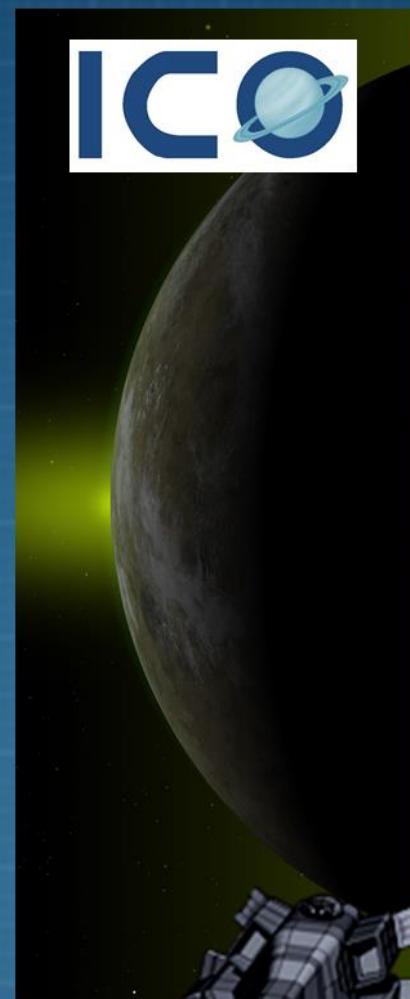
After the first hyperspace probe returned from Alpha Centauri in 2120, Mankind has explored and colonised nearby star systems. Today, in 2225, there are over 300 surveyed planets in the interstellar space surrounding Earth, the result of the scramble for the stars as mining, farming, logging and oil drilling companies desperately sought out resources that they could supply to Earth. The three sectors are the American, the European (or 'German') and the Japanese.

A HOSTILE UNIVERSE

Space is not a place for tourists or fortune-hunters; it is a hostile and brutal frontier, where men and women work hard, rely on nobody but themselves, risk death every day and face the Unknown. And out here the Unknown is real – it is horrific: there are rumors of the disturbing side-effects of hyperspace, of ancient horrors entombed on icy moons, and of monsters – killer alien organisms, perfectly evolved to survive the hostile wastes of space – at any cost.

The Off-World Colonies

Colonies in the Core, within 4 parsecs of Earth, are quite heavily settled; those further out have populations in the thousands or tens of thousands—each one working hard to send resources back to Earth. Corporate control and domination is widespread. Expect a single 'mainworld' to be the only inhabited world in a star system. Many systems also contain gas giants which are crucial for refuelling freighters and bulk carriers.





EMPLOYMENT

-CAREERS-

- ◆ ANDROID
- ◆ CORPORATE AGENT
- ◆ CORPORATE EXECUTIVE
- ◆ COLONIST
- ◆ COMMERCIAL SPACER
- ◆ US MARINE
- ◆ FEDERAL MARSHAL
- ◆ MILITARY SPACER
- ◆ PHYSICIAN
- ◆ OUTBACK RANGER
- ◆ ROGUE
- ◆ ROUGHNECK MINER
- ◆ SCIENTIST



METRICS

Your six primary characteristics will be assessed (each between 2-12, with 7 being the average):

- STRENGTH**
- DEXTERITY**
- ENDURANCE**
- INTELLIGENCE**
- EDUCATION**
- SOCIAL STANDING**

MEET YOUR CREW!

Employees make up a work crew that has a purpose, an employer and a mission. There are various types of crew to choose from on the Outer Rim, and your choice will determine the entire tone and content of the situations you will find yourself in. Common crews are:

- ◆ Colony Work Crew
- ◆ Corporate Investigation Crew
- ◆ Roughneck Crew
- ◆ Commercial Starship Crew
- ◆ Resource Exploration Crew
- ◆ Marine Corps Squad
- ◆ Private Military Contractors

Your Career Path

Starting out at 18, you will be guided through a series of 4-year 'terms' during which you can go for promotions, increase in rank and gain valuable skills in your chosen career. Who knows what interesting situations and opportunities will come your way and what kind of a person you will become at the end of it! Enjoy the ride, stay safe and learn from those around you.

Skills

Employees often leave their careers with several valuable skills. These are quantified by their skill level, beginning at level-1 but going as high as 4 or 5. Level 1 is working skill. Level 2 indicates experience and training. Level 3 is a real master at the skill, a chief engineer or doctor, for example. Depending on your age, you can expect to have three to five skills.

