# Frontier: Beyond Sol

*Under the ghostly glow of SZ Ursae Majoris’ seventh planet, a cold martian giant, the small, stealthy vessel Nimbus held its position, nearly indistinguishable from the surrounding space debris. Inside, a team of Sol Union operatives prepared for a mission that tread the line between diplomacy and covert action in the uncharted reaches of space.*

*“Visuals up. We’re going in silent, but ready for anything,” Captain Elena Reyes instructed, her voice calm but carrying an undercurrent of anticipation. The Nimbus was a shadow against the planet’s icy rings, ready to deploy its team to a hidden base suspected of harboring technology that could shift the power dynamics within the Union.*

*Zan, her second-in-command, scanned the data streaming on his screen. “Approach vector locked. We’re ghosting through their scanners.”*

*In the dim light of the command deck, Ila, their communications and tech expert, piped up, “Jamming signals ready. We’ll be in and out before they know it.”*

*Elena nodded, turning to the rest of her crew. “This isn’t just about the tech. It’s about sending a message. We do this right, we could be paving the way for a new era of cooperation — or confrontation.”*

*Tarek, the team’s engineer, adjusted his gear, a mix of excitement and focus on his face. “Let’s make sure it’s cooperation then. I didn’t tweak these suits for nothing.”*

*A soft chuckle ran through the crew, easing the tension. Lian, who had been studying the planet’s atmospheric readings, added, “Remember, we’re not just operatives. We’re ambassadors. Every action reflects on the Sol Union.”*

*As the Nimbus neared the drop point, Elena shared a final glance with her team. “We all know the stakes. Let’s show them what the Sol Union stands for.”*

*The operatives moved towards the airlock, their suits equipped with the latest in stealth and environmental technology. As the outer door opened, revealing the vast, silent expanse of space, Zan muttered under his breath, a hint of humor in his voice, “Ambassadors with style, at least.”*

*One by one, they stepped into the void, their figures swallowed by the darkness as they made their silent approach to the hidden base, a speck of light against the infinite canvas of space.*

# What is Frontier: Beyond Sol

*Frontier: Beyond Sol* is a roleplaying game in which you will define an imagined space bounded by rules. Actions and events occur through procedure-driven player interaction. This facilitates an emergent shared narrative.

Put plainly, players will assume the roles of characters in a fictional setting. The characters will act according to the rules of the game that will guarantee their success or failure. The outcome of actions will have an effect on the narrative that emerges.

A game of *Frontier: Beyond Sol* takes place as a conversation between the Referee and the other players.

* The Referee sets up the situation, describes the environment and setting, moves the dialogue and actions of the Non-Playing Characters.
* The Players move in the imagined space of the game through their Playing Character, describing their actions and narrating their conversations. It is up to each player to decide whether to act out their Character or play them impersonally. Players should also ask questions of clarification to the Referee.

To play you will need:

* At least 2 players, one will cover the role of Referee. The ideal number of players is 4-5 players, maximum 6.
* A complete set of polyhedral dice, preferably one for each player.
* Writing instruments, index cards and sheets of paper for note-taking.

## Game Principles

It is important that everyone at the table feels comfortable and has the following principles in mind:

* **Fiction over mechanics.** This ruleset is intentionally streamlined and prioritizes fiction over complex mechanics. If you are primarily interested in a game with detailed mechanical systems, there are other rulesets that may be better suited to your preferences.
* **The Referee is a player.** Although the Referee has different responsibilities than the other players, they should still be considered as a fellow player and should not shoulder more responsibility for the success of the game than anyone else at the table.
* **Referee’s Mediating Role.** The Referee does not compete against other players; their role is solely to arbitrate situations within the context of the game. They are responsible for maintaining consistency, ensuring fairness, and resolving any disputes or conflicts that may arise during play.
* **Promote Cooperative Play.** This game is intended to be played collaboratively, with a focus on teamwork and overcoming challenges as a group. As such, competition between players should be discouraged in favor of cooperation and mutual support. The characters should work together to confront the obstacles and threats posed by the game world, rather than engaging in individualistic or adversarial behavior.
* **Information Query.** Players should ask the Referee questions in a concise and straightforward manner. The Referee, in turn, should provide clear and detailed explanations of the context and the potential risks associated with each action taken by the characters. This helps to ensure that players make informed decisions and understand the consequences of their actions.
* **Action first.** When describing an action, players should first provide a clear and detailed description of what their character is attempting to do. Only after the action has been fully described should the Referee request a dice roll, if necessary, to determine the outcome of the action. This helps to ensure that the narrative flows smoothly and that players have a clear understanding of the sequence of events.
* **Emergent Fiction.** The game thrives on emergent fiction, where the narrative evolves naturally from player choices and interactions. Be prepared for unexpected twists and developments, and allow the story to unfold organically based on the characters’ actions and decisions. Embrace the creativity and spontaneity that arise from collaborative storytelling, and don’t be afraid to deviate from preconceived notions of how the plot should progress.
* **Embrace uncertainty.** Embracing uncertainty is at the core of this game. Embrace the unpredictability of player choices and the twists and turns the narrative may take. Avoid rigidly planning every detail and be open to adapting to the unexpected. This willingness to embrace uncertainty can lead to some of the most memorable and engaging moments in the game, so relish the uncertainty and let it guide the storytelling.

## A word about “realism”

In playing *Frontier: Beyond Sol*, it is important to embrace a sense of realism that remains consistent with the game’s setting, backgrounds, equipment, and accompanying illustrations. This hard sci-fi universe is designed to inspire players and immerse them in a believable and captivating experience. While it is not mandatory to have prior knowledge of the specific science fiction genre or to read the sources of inspiration, doing so can deepen the appreciation for the game’s intricacies. While true “realism” is impossible in a fictional game, it is crucial to avoid indulging in absurdities and instead strive for consistency with the established setting and adhere to general principles of physics. By embracing this approach, players can engage in an authentic and immersive gaming experience that respects the established rules and allows for a compelling and plausible narrative to unfold.

## Safety Tools

It is important to remember that not everyone at the table may be comfortable with the themes or content addressed by the game, or with the actions of the other players. It is therefore important to establish clear boundaries and expectations at the beginning of the game, and to be sensitive to the needs and feelings of all participants throughout the session. It may also be helpful to establish a system for communicating discomfort or taking breaks if needed.

There are various safety tools and techniques that can help create a comfortable and safe environment for everyone involved in the game, such as [Lines And Veils](https://rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean), [C.A.T.S.](http://proleary.com/2016/04/25/the-cats-method-a-story-telling-game-opening-ritual/), the [X-Card](https://docs.google.com/document/d/1SB0jsx34bWHZWbnNIVVuMjhDkrdFGo1_hSC2BWPlI3A/edit?usp=sharing), and [Script Change](https://briebeau.com/thoughty/script-change/).

It is important to familiarize yourself with these tools and techniques and to use them proactively to ensure that everyone feels safe and comfortable during the game.

# Characters

Playable characters are the players’ gateway to the game universe in the year 2400. By assuming their role, players will move around dictating their intentions and actions in the worlds of the Sol Union.

**1) First choose the role you want to take on from:**

**EXPLORER:** Skilled in Piloting (d8) and Science (d8). Take a scout ship, instruments, and survival gear (bulky).

**SCIENTIST:** Skilled in Computers (d8) and Science (d8). Take sensor gear, lab equipment, and a data tablet (bulky).

**DIPLOMAT:** Skilled in Negotiation (d8) and Linguistics (d8). Take credentials, formal attire, and a secure comm device.

**ENGINEER:** Skilled in Repair (d8) and Engineering (d8). Take an engineer’s toolbox and diagnostic laptop (bulky).

**PILOT:** Skilled in Navigation (d8) and Piloting (d8). Take a flight suit, helmet, and personal spacecraft.

**MILITARY:** Skilled in Tactics (d8) and Firearms (d8). Take a combat vacuum suit and military-issue sidearm (bulky).

**DOCTOR:** Skilled in Medicine (d8) and Science (d8). Take a medkit, surgical tools, and a lab analyzer (bulky).

**MERCHANT:** Skilled in Resources (d8) and Negotiation (d8). Take a data-pad with trade manifests and start with 5 Supply Credits.

**SMUGGLER:** Skilled in Stealth (d8) and Piloting (d8). Take a mid-sized cargo ship with hidden compartments.

**ROCKHOPPER:** Skilled in Engineering (d8) and Resources (d8). Take a mining suit, portable drill, scanners, and a prospector shuttle (bulky).

**2) Pick 3 more skill increases (from no skill->d8->d10->d12):**

Athletics, Close Quarters Combat, Computers, Cyber-Ops, Demolitions, Engineering, Environmental Suit, Exo-Suit Operation, Firearms, G-Zero Maneuvering, Gravities, Hacking, Heavy Machinery, Hyperspace Navigation, Jumpgate Operation, Leadership, Linguistics, Medicine, Navigation, Negotiation, Piloting, Planetside Survival, Prospecting, Psi-Ops, Resources, Science (sub-fields like Physics, Biology, Xenology, etc.), Sensors, Stealth, Streetwise, Tactics, Zero-G Training

## Details

Customize details to fit the setting. Here are some options fitting a hard sci-fi space crew:

### Male Names

|  |  |
| --- | --- |
| 1 | Jake |
| 2 | Aaron |
| 3 | David |
| 4 | Nathan |
| 5 | Michael |
| 6 | Daniel |
| 7 | Joshua |
| 8 | Andrew |
| 9 | Justin |
| 10 | Robert |
| 11 | Ethan |
| 12 | Anthony |
| 13 | Nicholas |
| 14 | Alexander |
| 15 | Ryan |
| 16 | Tyler |
| 17 | Jacob |
| 18 | Brandon |
| 19 | Samuel |
| 20 | Christian |

### Female Names

|  |  |
| --- | --- |
| 1 | Emily |
| 2 | Jessica |
| 3 | Sarah |
| 4 | Samantha |
| 5 | Ashley |
| 6 | Brittany |
| 7 | Amanda |
| 8 | Elizabeth |
| 9 | Taylor |
| 10 | Lauren |
| 11 | Rachel |
| 12 | Megan |
| 13 | Stephanie |
| 14 | Jennifer |
| 15 | Kayla |
| 16 | Amber |
| 17 | Nicole |
| 18 | Courtney |
| 19 | Danielle |
| 20 | Victoria |

### Neutral Names

|  |  |
| --- | --- |
| 1 | Alex |
| 2 | Riley |
| 3 | Avery |
| 4 | Jordan |
| 5 | Parker |
| 6 | Skyler |
| 7 | Taylor |
| 8 | Cameron |
| 9 | Logan |
| 10 | Kendall |
| 11 | Peyton |
| 12 | Rowan |
| 13 | Finley |
| 14 | Dakota |
| 15 | Blake |
| 16 | Ainsley |
| 17 | Rio |
| 18 | Kai |
| 19 | Reese |
| 20 | Armani |

### Surname

|  |  |
| --- | --- |
| 1 | Johnson |
| 2 | Williams |
| 3 | Jones |
| 4 | Brown |
| 5 | Davis |
| 6 | Miller |
| 7 | Wilson |
| 8 | Moore |
| 9 | Taylor |
| 10 | Anderson |
| 11 | Thomas |
| 12 | Jackson |
| 13 | White |
| 14 | Harris |
| 15 | Martin |
| 16 | Thompson |
| 17 | Young |
| 18 | Allen |
| 19 | King |
| 20 | Wright |

### Nickname

|  |  |
| --- | --- |
| 1 | Ace |
| 2 | Blaze |
| 3 | Comet |
| 4 | Dash |
| 5 | Flare |
| 6 | Glider |
| 7 | Impulse |
| 8 | Meteor |
| 9 | Nova |
| 10 | Phoenix |
| 11 | Pulsar |
| 12 | Quasar |
| 13 | Raven |
| 14 | Slider |
| 15 | Streak |
| 16 | Tempest |
| 17 | Vapor |
| 18 | Vortex |
| 19 | Warp |
| 20 | Zenith |

### Demeanor

|  |  |
| --- | --- |
| 1 | Audacious |
| 2 | Calculating |
| 3 | Careful |
| 4 | Competitive |
| 5 | Confident |
| 6 | Cynical |
| 7 | Driven |
| 8 | Eccentric |
| 9 | Idealistic |
| 10 | Impulsive |
| 11 | Innovative |
| 12 | Irreverent |
| 13 | Meticulous |
| 14 | Rebellious |
| 15 | Restrained |
| 16 | Sarcastic |
| 17 | Stoic |
| 18 | Unconventional |
| 19 | Visionary |
| 20 | Zealous |

### Quirks

|  |  |
| --- | --- |
| 1 | Caffeine Addiction |
| 2 | Conspiracy Theorist |
| 3 | Junk Food Cravings |
| 4 | Avid Gamer |
| 5 | Hypochondriac |
| 6 | Insomniac |
| 7 | Kleptomaniac |
| 8 | Lucky Charm |
| 9 | Narcissist |
| 10 | Neat Freak |
| 11 | Neurotic |
| 12 | Nomophobia |
| 13 | Obsessive Hobbyist |
| 14 | Phobia |
| 15 | Reality Show Junkie |
| 16 | Secret Habit |
| 17 | Social Awkwardness |
| 18 | Superstitious |
| 19 | Technophile |
| 20 | Workaholic |

# Gear

**You start with a personal comm unit, basic vacuum suit and 5 Supply Credits (₡). Most standard items cost 1-2₡.**

**TOOLS:** Analysis kit, atmospheric processor, ECM suite, excavation charges, fusion cutter, geology scanner, hacking suite, jump drive, mineral scanner, repair drone, surveyor drone, xenobiology kit.

**WEAPONS:** Ion pistol, plasma rifle, slug thrower (bulky), stun baton, zero-rifle.

**ARMOR:** Ablative jacket, military vac-suit (bulky; integrated oxygen), powered assault armor (bulky).

**VEHICLES:** Cargo shuttle, exploration rover, fighter craft, mining skiff, prospector craft, recon shuttle.

**CYBERNETICS:** Cybernetic arm (increased strength), eye (low-light/zoom vision, tactical overlay), leg (enhanced speed/leaping), neural interface (machine control).

**MISC:** Breathable drug stash, encrypted data-cores, fake IDs, hacked AI module, illegal AI module, quarantined samples, restricted tech pieces.

# How to play

The role of the Referee is to control the game universe: he describes situations, NPCs, and their reactions to the PCs’ actions. He or she should be as clear as possible about the conditions of the context in which the characters are immersed: if there is a reasonable certainty that the character has access to a piece of information or knowledge, the referee should communicate it to the player, without asking for a roll. In this game, a roll is made only for situations of risk or uncertainty of the outcome of a direct action.

* If an action is impossible, the referee simply declares it so by explaining why and describing the possible alternatives to the player.
* If the cost of an action is explicit, the referee will clearly present it. The player can decide whether to take the action or try another one.
* If the action involves a risk, the referee will communicate this clearly. The player will be able to make informed decisions about the action they want to take and they will pull to determine the outcome.

In all other cases, the action is automatically successful.

## Rolling

When a character attempts an action with significant risk, the player rolls a skill die to determine the outcome. The default is a d6.

* If the character has applicable skills or talents, they roll a bigger die like d8 or d10 to represent competence.
* Conversely, if *hindered* by injuries or obstacles may warrant a smaller die like d4 to show impairment.

The player can also roll bonus dice based on circumstances:

* Favorable conditions grant an extra d6 die. Things like having the high ground in combat or proper tools for a repair task.
* An ally who helps adds their own skill die to the roll, representing combined effort. The ally shares in any risk.

The player rolls their skill die plus any bonus dice, taking the single highest result.

* **1-2, disaster.** The full brunt of the risk occurs, and the Referee judges if there is any success at all. A roll this bad could mean instant death when mortality is on the line.
* **3-4, setback.** You suffer a lesser or partial consequence. If risking death, the character might survive but with a grievous injury and *hindered*.
* **5+, success.** The higher numbers, the better the outcomes.

The core mechanic balances risk versus reward, with competence and teamwork aiding success. But dire consequences are still possible, maintaining high drama and tension.

## Load

Characters can carry as many possessions as reasonably fits their physical capacity and the storage space on their person. For example, a character could carry a weapon, some tools, and a backpack containing rations and other useful adventuring gear.

However, if a character loads themselves down with multiple overly bulky or heavy items, it may hinder their ability to move and act freely at times. For instance, carrying a large shield, a two-handed weapon, and a bulging sack of gear may make it difficult to squeeze through narrow spaces or balance while climbing.

In such cases, the referee will inform the player that their character’s encumbrance is \_hindering \_their movement or dexterity in the current situation. The player can then decide to temporarily set down some of their carried items to proceed unfettered, stowing the extra gear nearby to be retrieved later. Or they may opt to continue carrying everything, accepting additional challenges or risks to their intended actions.

## Advancement

After successfully completing a mission or major story milestone, each player character will improve in the following ways as a reward for their accomplishments:

* Increase one of their skill ranks by one step on the progression track (none → d8 → d10 → d12). This represents honing their competencies through experience.
* Gain a number of currency credits (₡) equal to a d6 roll. Credits can be spent to acquire new gear, weapons, cyberware, services, etc. The die roll result encourages uncertainty in the exact amount of new wealth obtained.

For example, after infiltrating an enemy base undetected and stealing valuable data, a character with stealth and hacking skills currently at d8 could increase their stealth to d10 for greater sneaking ability. They also would gain somewhere between 1-6 credits to spend on desired upgrades and purchases.

This dual progression system rewards both new capabilities and resources, allowing characters to become more powerful and versatile over the course of the campaign. The incremental upgrades create a satisfying sense of growth and advancement for each successful mission. But the unpredictability keeps material gain uncertain, maintaining long-term goals and motivation.

## Damage Control

Say how you use a piece of gear to absorb damage. It’s disabled until repaired at a base.

When a character is about to take damage from an attack or hazard, the player can describe how they utilize a piece of equipment to absorb some or all of the incoming damage. This could involve actions like raising a shield to block an incoming blow, using a large tool as cover from an explosion, or angling a vehicle to have an attack hit a reinforced section.

After being used to soak damage this way, that gear becomes disabled and non-functional until it can be repaired back at a home base or facility with the proper tools and parts.

The referee will determine if using the gear fully negates the attack or just reduces the damage taken. More powerful or intense attacks may overwhelm a piece of gear’s protection capacity.

## Injuries

If a character sustains a serious injury during a game session, they will need to spend some in-game time in the medical bay to recover. The player should describe their character receiving medical treatment and the referee can narrate the passage of time during the healing process.

If a character is killed, the player should introduce a new character as soon as is practical. The referee should facilitate quickly integrating the new character into the ongoing story.

When adjudicating the effects of injuries or character death, inclusion of the affected player takes priority over adhering to strict realism. The referee should aim to avoid excluding a player from participation due to their character being incapacitated. Workarounds like having the player take temporary control of a supporting character can help keep everyone involved.

The risks of combat and other dangerous activities are an important part of the game’s drama and stakes. However, the ultimate goal is for everyone to have fun together. So when serious consequences occur, the referee should guide the narrative in a direction that returns the affected player to active participation in a seamless, collaborative manner.

## Game mastering

The referee portrays non-player characters (NPCs) by describing their behaviors, motivations, and obstacles they present to the player characters. The referee should lead the group in establishing boundaries for subject matter and conduct during play.

To control pacing and safety, the referee can fast-forward through uneventful stretches, pause play for breaks or sidebar discussions, or even rewind and redo a scene if needed. The referee should invite players to request scene edits too.

The referee should present dilemmas and challenges without pre-planned solutions, allowing the players to drive the direction of the story through their choices.

To give everyone screen time, the referee moves the spotlight around, checking in with each player in turn.

To inject randomness and chaos, the referee can occasionally test for bad luck by rolling a die - a 1-2 means trouble occurs, like running out of ammo at a bad time or stumbling into patrolling guards. A 3-4 indicates signs of impending trouble.

When the written rules don’t adequately cover a situation, the referee improvises rulings in the moment to keep the game moving. If any rulings seem unsatisfactory, the group should discuss them on a break and revise them collaboratively.

The referee portrays the world and inhabitants surrounding the player characters. By sharing narrative power while guiding pacing and monitoring safety, the referee enables the group to collectively build an exciting and satisfying story.

# Interstellar Travel

Interstellar travel in this universe is not only about reaching distant star systems but also about managing resources, calculating travel times through hyperspace corridors or wormholes, and facing unexpected encounters along the journey. The advanced propulsion systems and starships available offer a range of options, each with its own capabilities and limitations.

As you traverse the vastness of interstellar space, be prepared for the unexpected. Navigation hazards, random anomalies, and dangerous encounters may test your skills and decision-making. Whether negotiating with alien civilizations, repairing hyperdrives, or avoiding cosmic phenomena, your voyages will be filled with peril and wonder.

## Navigation Hazards

Navigating across interstellar distances presents unique challenges requiring precise calculations and skillful execution. Characters must navigate gravitational forces, celestial bodies, radiation hazards, and the complexities of hyperspace/wormhole travel to reach destinations safely.

During journeys, they may face:

1. **Astrogation Challenges:** Plotting interstellar courses demands advanced astrogation accounting for factors like star locations, gravity wells, hyperspace corridors and jump points. Navigation checks determine trajectory accuracy and efficiency.
2. **Gravity Slingshots:** Using a celestial body’s gravity can multiply a ship’s velocity. Characters must identify opportunities for gravity slingshots and execute complex maneuvers.
3. **Hazardous Regions:** Certain areas teem with dangers like radiation clouds, asteroid fields or spatial anomalies. Characters must navigate around or shield against these threats.
4. **Celestial Obstacles:** Ships may encounter rogue comets, debris fields or other stellar obstacles requiring evasive maneuvers to avoid collisions.

Characters skilled in astrogation, astrometrics and hyperspace physics will better overcome these challenges through calculation mastery and maneuver expertise.

### Random Interstellar Encounter Table

Roll 2d6 to determine a random encounter:

1. **Spatial Anomaly:** The ship encounters strange phenomena like subspace eddies, gravitational lensing or radiation spikes requiring emergency navigation.
2. **Distress Signal:** Characters receive a distress call they can investigate for trade, rescue or danger.
3. **Debris Field:** The ship must navigate a field of ancient wreckage or technological debris, avoiding collisions.
4. **Derelict Hulk:** Characters discover an abandoned alien craft, a chance for salvage or discovery of lost archeotech.
5. **Astrogation Failure:** Systems experience a temporary astrogation failure, forcing manual navigation to get back on course.
6. **Asteroid Hazard:** The ship traverses an asteroid belt requiring precision maneuvers to avoid destructive impacts.
7. **Subspace Rift:** A rift or wormhole aperture appears, offering a shortcut or gateway to the unknown.
8. **Pirate Ambush:** Hostile ships attempt to intercept, board or disable the characters’ vessel requiring evasion or combat.
9. **Trade Opportunity:** Characters encounter a trader convoy offering a chance to barter for rare goods or intel.
10. **Celestial Phenomenon:** A rare stellar event like a pulsar flare or comet’s passing presents awe or research opportunities.
11. **Alien Artifact:** The ship’s sensors detect a drifting alien artifact of potentially immense value or power.

Interstellar voyages demand exceptional astrogation skills, quick reactions and courage to overcome navigation perils and strange encounters lurking in the cosmic void between stars.

Here is a potential chapter entitled “Travel Time and Fuel Consumption” that considers realistic interplanetary travel and the use of jumpgate technology in this setting:

## Travel Time and Fuel Consumption

Interstellar travel in this universe requires careful planning and resource management. Two main methods exist - conventional interplanetary travel within star systems, and utilization of the rare and precious jumpgate technology to traverse between neighboring systems.

### Interplanetary Travel

For voyages within a single star system, spacecraft must rely on conventional propulsion technology like fusion torches and Ion engines. These provide high levels of acceleration over long periods, but are still bound by the limits of relativistic physics.

Travel times between planets in a system can take weeks or months depending on the distances involved. A trip from Earth to the orbit of Neptune in our Solar system could take over 8 months with continuous acceleration and deceleration.

Fuel requirements scale with the mass of the spacecraft and desired acceleration rates. A large cargo hauler may require thousands of tons of fuel for an interplanetary journey, while efficient exploration craft can make do with far less.

Key considerations: - Conventional interplanetary drives are reliable but sluggish - High acceleration rates are possible but consume exponentially more fuel - In-system resource extraction and refueling is often necessary - Travel times must account for months of acceleration and deceleration

### Jumpgate Technology

The pivotal invention of jumpgate technology revolutionized interstellar travel by allowing effective faster-than-light transit between star systems up to 15 light-years apart. Jumpgates are artificially sustained wormholes stabilized by rare minerals and immense industrial megastructures.

While passage through a jumpgate is nearly instantaneous, the gates themselves are incredibly rare. The handful of known stable jumpgates discovered so far connect wealthy inner spheres of human-occupied space.

Operating a jumpgate requires astronomical quantities of exotic matter and antimatter fuel sources. This ensures they remain under strict control of system authorities and powerful corporations.

Key limitations: - Only a few dozen jumpgates exist across inhabited space - Maximum range is 15 light-years between connected gates  
- Transits are effectively instantaneous but consume huge resources - Undiscovered systems lack gate access entirely

Given the scarcity of jumpgates, most interstellar travel still relies on protracted conventional voyages at sub-light speeds. Even with gate access, in-system travel requires months of careful planning. Jumpgates are highly strategic assets, but do not fully alleviate the challenges and perils of interstellar exploration and resource logistics in this universe.

# Environmental Hazards

Environmental Hazards play a significant role in *Frontier: Beyond Sol*, emphasizing the harsh realities and challenges of space colonization. Characters will encounter a range of hazards that pose risks to their well-being and mission success. These hazards include radiation exposure, microgravity environments, extreme temperatures, and the scarcity of resources. Mechanisms are in place to address these challenges and ensure the characters’ survival and progress in the game.

## Radiation Exposure

Space is filled with various forms of radiation that can be harmful to humans and equipment. Characters must navigate through regions with higher radiation levels cautiously, utilize radiation shielding materials and equipment to minimize exposure, and monitor radiation levels to avoid long-term health effects. The Referee may introduce radiation events or zones that require characters to make decisions regarding their routes, resource allocation for shielding, or even engaging in special missions to repair or secure radiation shielding on structures or spacecraft.

## Microgravity Environments

In microgravity conditions, characters experience weightlessness, which can affect their physical capabilities and equipment. Characters must adapt to the challenges of moving, performing tasks, and manipulating objects in a microgravity environment. They may require specialized training or equipment, such as magnetic boots or handheld propulsion devices, to maintain stability and maneuver effectively. The Referee can introduce skill checks or mechanics to simulate the unique physics of microgravity, adding an additional layer of complexity to character actions and decision-making.

## Extreme Temperatures

The vastness of space brings extreme temperature variations, from freezing cold to scorching heat. Characters must prepare for these extreme temperatures by wearing appropriate environmental suits, utilizing temperature regulation systems, and ensuring proper insulation in their habitats and vehicles. Failure to manage temperature extremes can lead to equipment malfunctions, damage to life support systems, or even life-threatening conditions for characters. The Referee can introduce mechanics for monitoring temperature levels, making temperature-related skill checks, or incorporating events where characters must deal with unexpected temperature fluctuations.

## Scarcity of Resources

Resources in space are limited, and characters must face the challenges of managing and rationing essential supplies such as oxygen, water, food, and energy. The scarcity of resources adds an additional layer of tension and decision-making to the game. Characters may need to engage in resource acquisition missions, establish mining operations, or trade with other factions to secure the necessary supplies for survival and mission objectives. The Referee can implement resource management mechanics, encounters related to resource scarcity, or events that test characters’ ability to make tough choices regarding resource allocation.

## Environmental Suits and Scientific Equipment

Environmental suits provide protection against the harsh space environments, including temperature extremes, radiation, and micrometeoroids. Characters must have access to and maintain environmental suits to venture outside habitats or spacecraft. Additionally, scientific equipment such as spectrometers, telescopes, or microscopes allow characters to gather valuable data, conduct experiments, and make discoveries. These tools are essential for scientific research and can provide insights into the environment, resources, and potential threats.

# Vehicles

* **Interstellar Shuttle:** The Interstellar Shuttle is a versatile small spacecraft designed for transportation between planets, moons, and space stations within a single star system. It features advanced propulsion and life support systems, allowing for efficient travel and comfortable accommodation for passengers and light cargo. The Shuttle serves as a vital link in the transportation infrastructure of colonies, facilitating the movement of personnel, supplies, and resources.
* **Planetary Rover:** The Planetary Rover is a rugged and adaptable vehicle designed for surface exploration on various celestial bodies. It boasts a modular construction, allowing for customization with different propulsion systems, environmental protection, and scientific equipment to suit the conditions of the planet or moon being explored. The Rover provides a mobile base for research teams, enabling them to conduct detailed surveys, collect samples, and investigate diverse extraterrestrial environments.
* **Cryogenic Terrain Vehicle:** The Cryogenic Terrain Vehicle is a specialized craft engineered for operations on icy, cryogenic worlds or moons with frozen surfaces. It features advanced insulation, heating systems, and specialized treads or skis to navigate treacherous icy terrain and subzero temperatures. This vehicle enables scientists and researchers to explore and study these extreme environments, potentially uncovering valuable resources or evidence of extraterrestrial life.
* **Exo-Rover:** The Exo-Rover is a compact, highly maneuverable exploration vehicle designed for challenging terrains with steep inclines, crevasses, or rocky outcrops. It features an advanced suspension system, articulated wheels, and a lightweight, reinforced chassis. The Exo-Rover allows explorers to access and investigate rugged, uncharted regions on planets and moons that would be inaccessible to larger vehicles.
* **Atmospheric Skimmer:** The Atmospheric Skimmer is a sleek and aerodynamic spacecraft designed for low-altitude flight within a planet’s atmosphere. It utilizes advanced propulsion and control systems to glide effortlessly through the skies, providing a versatile platform for atmospheric research, reconnaissance missions, and rapid transport over long distances on planets with breathable atmospheres.
* **Interplanetary Shuttle:** The Interplanetary Shuttle is a robust and powerful spacecraft designed for transporting passengers, crew, and cargo between planets within a single star system. It features advanced life support systems, ample cargo capacity, and powerful engines capable of planetary takeoffs and landings. The Interplanetary Shuttle is a crucial component of the transportation infrastructure connecting colonized worlds, facilitating the movement of people, resources, and supplies.
* **System Hauler:** The System Hauler is a heavy-duty cargo spacecraft specifically designed for transporting large payloads and bulky equipment between planets, moons, and space stations within a star system. It boasts a modular design, allowing for the attachment of various specialized cargo modules and containers. The System Hauler ensures the efficient and timely delivery of essential resources, construction materials, and heavy machinery to support the growth and development of interstellar colonies.
* **Gas Mining Skimmer:** The Gas Mining Skimmer is a specialized vehicle designed for operations on gas giant planets or moons with dense atmospheric envelopes. It features advanced propulsion systems, aerodynamic designs, and specialized equipment for collecting and processing gaseous resources from the planet’s atmosphere. This vehicle enables the extraction and utilization of valuable gases and compounds, contributing to the resource requirements of interstellar colonies and research facilities.

# Starships

**Starships** are equipped with basic versions of these key functions. Advanced upgrades cost ₡10 each from shipyards. In emergencies, crew pick actions to perform or assist with.

**COMMS:** Radio and tight-beam communicators. Upgrades: Quantum encryption, higher bandwidth transceivers.

**EMBARKATION:** Basic personnel shuttles and escape pods. Upgrades: Additional heavy shuttlecraft, armored boarding torpedoes.

**HULL:** Reinforced titanium-alloy hull for deep space. Upgrades: Ablative armor plating, radiation shielding.

**LIFE SUPPORT:** Recyclers, protein synth-tanks, oxygen scrubbers. Upgrades: Hydroponics bay, cryogenic stasis chambers.

**SENSORS:** Basic long-range/threat detection scanners. Upgrades: Gravimetric amplifiers, subspace resonators.

**POWER:** Fusion reactor with backup battery arrays. Upgrades: Anti-matter injection, redundant reactor loops.

**PROPULSION:** Fusion torch engines and maneuvering thrusters. Upgrades: Ion/Plasma drives, warp coils, jumpdrive motivators.

**DEFENSES:** Armor plating. Upgrades: Ablative hull armor, interceptor decoys/flares.

**ARMAMENTS:** None standard. Upgrades: Point-defense lasers, missile launchers, railguns.

Effective starship combat capabilities depend heavily on the upgrades implemented. Wise captains balance offense, defense and support upgrades for well-rounded performance.

## Starship Types and Classes

### Interstellar Explorers

* **Pioneer Vessel**: Large ships designed for long-duration interstellar voyages, equipped for the exploration of new star systems and resource mapping. They function both as mobile laboratories and as advanced bases for exploration.
* **Exploratory Outpost**: Ships that are more compact compared to Pioneer Vessels but equally equipped for long-duration exploration missions and logistical support for landing operations on unexplored worlds.
* **Galactic Herald**: Designed to be the first to visit new star systems, these agile ships conduct preliminary surveys and prepare the ground for more extensive exploration missions.

### Connection Cruisers

* **Jumpgate Cruiser**: Specialized to operate near “jumpgates,” these cruisers facilitate transport between connected star systems, offering logistical and defensive support along the main commercial and exploration routes.
* **Stellar Sentinel**: Well-armed cruisers that patrol the transit routes around jumpgates, protecting them from external threats.
* **Gate Binder**: Specialized in coordinating traffic through jumpgates, these ships act as control centers for interstellar transit operations.

### Cargo and Mining Vessels

* **Multifunction Space Cargo**: Sturdy ships designed for the transport of goods and resources between and within star systems. Some versions are specialized for mining in asteroids or planets.
* **Armored Transport**: Reinforced variants of cargo ships, designed to transport valuable goods or hazardous materials in maximum security.
* **Planetary Extractor**: Huge ships equipped with advanced mining extraction systems for operating on resource-rich planets.

### Scientific Ships

* **Mobile Orbital Laboratory**: Spaceships dedicated to scientific research, equipped with advanced laboratories for studies on space phenomena, extraterrestrial biology, and emerging technologies. They operate both independently and in support of broader missions.
* **Deep Space Observatory**: Ships dedicated to the in-depth study of remote astronomical phenomena, with powerful detection and computation instruments.
* **Bio-Explorer**: Specialized in the search for extraterrestrial life forms, equipped with laboratories for biological analysis and quarantine facilities.

### Battleships and Defense Ships

* **Stellar Defender**: Heavily armed vessels designed to protect inhabited star systems and commercial routes from space pirates and other threats. They serve as bastions of the Sol Union’s security.
* **Stellar Fortress**: Huge armored ships that serve as mobile bases for large-scale military operations.
* **Guard Station**: Armed platforms located near jumpgates to provide static defense and access control.

### Rapid Transports and Couriers

* **Stellar Clipper**: Fast and agile, these ships are used for rapid delivery missions, critical interstellar communications, and quick rescue operations.
* **Interplanetary Falcon**: Fast and agile, these ships serve as rapid couriers for urgent communications and the transport of personnel or light loads within individual star systems.
* **Quantum Lance**: Specialized in the transport of data and communications through jumpgates, using advanced quantum communication systems.

### Frontier Explorers

* **Frontier Scout**: Small agile ships designed for the rapid exploration of new worlds in frontier regions. Equipped for short surface missions and orbit-based reconnaissance.
* **Galactic Probe**: Small unmanned robotic probes sent to explore dangerous or unexplored systems before the arrival of manned ships.
* **Anomaly Hunter**: Designed to locate and investigate unusual spatial phenomena such as spacetime curvatures or fields of exotic energy.

### Colony Ships

* **Interstellar Ark**: Gigantic colony ships designed to transport large numbers of people and basic infrastructure to new worlds. They serve as temporary bases while colonies are established.
* **Colonial Vanguard**: More compact versions of the Interstellar Arks, they transport pre-fabricated outposts and supplies for preliminary settlements.
* **Mother Fortress**: Huge mobile aerospace colonies, capable of sustaining entire human habitats for long periods and establishing permanent settlements on a new world.

### Medical and Rescue Ships

* **Stellar Hospital**: Mobile rescue and care units, capable of rapidly reaching crisis areas or providing medical assistance in remote regions of space.
* **Flying Clinic**: Smaller medical ships intended to assist remote colonies or exploration crews with first-rate care.
* **Stellar Refuge**: Huge refuge ships equipped to evacuate entire populations from endangered star systems and provide emergency shelter.

## Combat

### Conflict Resolution

If conflicts arise between factions during interplanetary travel, space combat mechanics can be used. Combat follows a similar structure to regular combat, with rounds and action sequences.

### Ship Attributes

Spacecraft have their own functions, such as Hull, Weapons, Armor, and Propulsion. These determine the capabilities and effectiveness of the spacecraft in combat situations. The Referee can create a set of ship attributes or use pre-defined ship templates for ease of play.

### Ship Actions

During space combat, characters can take various ship actions, such as attacking with weapons, evasive maneuvers, deploying countermeasures, or targeting specific ship systems. The actions available depend on the ship’s capabilities and the character’s skills.

### Combat Rolls

Combat rolls are used to determine the outcomes of attacks and defensive actions. These rolls take into account the attacker’s skill, ship attributes, and potential modifiers based on the situation. Damage inflicted on the target ship is calculated, considering the defender’s armor and other defensive systems.

### Boarding Actions

In addition to ship-to-ship combat, characters may engage in boarding actions, attempting to breach enemy ships and engage in close-quarters combat. Boarding actions follow similar rules to regular combat, with characters utilizing their skills and weapons to overcome enemy forces.

### Consequences and Repairs

Space combat can have long-lasting consequences, damaging ship systems and potentially causing critical failures. Characters must deal with the aftermath of combat, including repairing their ships, tending to injured crew members, and managing limited resources in the hostile environment of space.

# Shipyard

This section showcases the diverse classes of starships that ply the cosmic sea, each designed to face the myriad challenges of space travel and the unique demands of their missions. Whether you’re delving into the unknown aboard an Explorer, conducting vital research in a Mobile Orbital Laboratory, or defending the frontiers of human space on a Stellar Defender, these ships are your home, your protection, and your means to adventure among the stars.

### Interstellar Explorers

#### Pioneer Vessel: Celestial Nomad

Small, agile ships designed for rapid exploration of new worlds in frontier regions. Equipped for short surface missions and orbit-based reconnaissance. - **COMMS:** Advanced Radio - **EMBARKATION:** Heavy Shuttles - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Long-Range Scanners - **POWER:** Fusion Reactor - **PROPULSION:** Fusion Engines - **DEFENSES:** Armor Plating - **ARMAMENTS:** Laser Cannons

#### Exploratory Outpost: Star Wanderer

Compact yet equally equipped for long-duration exploration missions, supporting landing operations on unexplored worlds. - **COMMS:** Quantum Encryption - **EMBARKATION:** Escape Pods - **HULL:** Ablative Armor - **LIFE SUPPORT:** Oxygen Scrubbers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-Matter Injection - **PROPULSION:** Ion Drives - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Missile Launchers

#### Galactic Herald: Pathfinder

First to visit new star systems, conducting preliminary surveys and preparing the ground for extensive exploration. - **COMMS:** High Bandwidth - **EMBARKATION:** Boarding Torpedoes - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Cryogenic Chambers - **SENSORS:** Subspace Resonators - **POWER:** Redundant Reactors - **PROPULSION:** Plasma Drives - **DEFENSES:** Ablative Hull - **ARMAMENTS:** Railguns

### Connection Cruisers

#### Jumpgate Cruiser: Gatekeeper

Specialized to operate near “jumpgates,” facilitating transport and offering logistical support on main routes. - **COMMS:** Quantum Encryption - **EMBARKATION:** Armored Torpedoes - **HULL:** Ablative Armor - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Subspace Resonators - **POWER:** Redundant Reactors - **PROPULSION:** Warp Coils - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Point-defense Lasers

#### Stellar Sentinel: Watchtower

Patrols transit routes around jumpgates, protecting them from external threats with superior armament. - **COMMS:** High Bandwidth - **EMBARKATION:** Heavy Shuttles - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Oxygen Scrubbers - **SENSORS:** Long-Range Scanners - **POWER:** Anti-Matter Injection - **PROPULSION:** Ion Drives - **DEFENSES:** Ablative Hull - **ARMAMENTS:** Missile Launchers

#### Gate Binder: Nexus Command

Acts as a control center for interstellar transit, coordinating traffic through jumpgates efficiently. - **COMMS:** Advanced Radio - **EMBARKATION:** Escape Pods - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Cryogenic Chambers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Fusion Reactor - **PROPULSION:** Plasma Drives - **DEFENSES:** Armor Plating - **ARMAMENTS:** Railguns

### Cargo and Mining Vessels

#### Multifunction Space Cargo: Star Mule

Robust ships for transporting goods across star systems, some specialized for asteroid or planetary mining. - **COMMS:** Basic Radio - **EMBARKATION:** Basic Shuttles - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Recyclers - **SENSORS:** Basic Scanners - **POWER:** Backup Batteries - **PROPULSION:** Maneuvering Thrusters - **DEFENSES:** Armor Plating - **ARMAMENTS:** None

#### Armored Transport: Iron Vault

Transports valuable or hazardous materials securely with reinforced structures and defensive capabilities. - **COMMS:** Quantum Encryption - **EMBARKATION:** Escape Pods - **HULL:** Ablative Armor - **LIFE SUPPORT:** Oxygen Scrubbers - **SENSORS:** Long-Range Scanners - **POWER:** Fusion Reactor - **PROPULSION:** Fusion Engines - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Point-defense Lasers

#### Planetary Extractor: Ore Harvester

Giant ships with advanced systems for extracting resources from rich planets, equipped for deep space operations. - **COMMS:** High Bandwidth - **EMBARKATION:** Heavy Shuttles - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-Matter Injection - **PROPULSION:** Ion Drives - **DEFENSES:** Armor Plating - **ARMAMENTS:** Laser Cannons

### Scientific Ships

#### Mobile Orbital Laboratory: Celestial Scholar

Dedicated research vessel with advanced labs for space phenomena and extraterrestrial biology studies. - **COMMS:** Quantum Encryption - **EMBARKATION:** Basic Shuttles - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Subspace Resonators - **POWER:** Anti-Matter Injection - **PROPULSION:** Ion Drives - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** None

#### Deep Space Observatory: Cosmic Eye

Focuses on in-depth study of astronomical phenomena with powerful detection and computation tools. - **COMMS:** High Bandwidth - **EMBARKATION:** Escape Pods - **HULL:** Ablative Armor - **LIFE SUPPORT:** Recyclers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Redundant Reactors - **PROPULSION:** Warp Coils - **DEFENSES:** Armor Plating - **ARMAMENTS:** None

#### Bio-Explorer: Genesis Seeker

Searches for extraterrestrial life, equipped with bio-analysis labs and quarantine facilities. - **COMMS:** Advanced Radio - **EMBARKATION:** Armored Torpedoes - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Cryogenic Chambers - **SENSORS:** Long-Range Scanners - **POWER:** Fusion Reactor - **PROPULSION:** Plasma Drives - **DEFENSES:** Ablative Hull - **ARMAMENTS:** None

### Battleships and Defense Ships

#### Stellar Defender: Guardian Prime

Heavily armed ship designed to safeguard star systems and trade routes from various threats. - **COMMS:** Quantum Encryption - **EMBARKATION:** Heavy Shuttles - **HULL:** Ablative Armor - **LIFE SUPPORT:** Oxygen Scrubbers - **SENSORS:** Subspace Resonators - **POWER:** Anti-Matter Injection - **PROPULSION:** Ion Drives - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Railguns

#### Stellar Fortress: Bastion Class

A mobile base for large-scale military operations, capable of withstanding intense engagements. - **COMMS:** High Bandwidth - **EMBARKATION:** Armored Torpedoes - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Gravimetric Amplifiers - **POWER:** Redundant Reactors - **PROPULSION:** Warp Coils - **DEFENSES:** Ablative Hull - **ARMAMENTS:** Missile Launchers

#### Guard Station: Sentinel Hub

Stationary armed platforms near jumpgates, providing static defense and access control. - **COMMS:** Basic Radio - **EMBARKATION:** Basic Shuttles - **HULL:** Reinforced Alloy - **LIFE SUPPORT:** Recyclers - **SENSORS:** Basic Scanners - **POWER:** Backup Batteries - **PROPULSION:** Maneuvering Thrusters - **DEFENSES:** Armor Plating - **ARMAMENTS:** Point-defense Lasers

### Rapid Transports and Couriers

#### Stellar Clipper: Swift Venture

Designed for speed and agility, ideal for fast delivery and critical communication across vast interstellar distances. - **COMMS:** Higher Bandwidth - **EMBARKATION:** Basic Shuttles - **HULL:** Standard - **LIFE SUPPORT:** Standard - **SENSORS:** Basic - **POWER:** Fusion Reactor - **PROPULSION:** Ion Drives - **DEFENSES:** Armor Plating - **ARMAMENTS:** Point-defense Lasers

#### Interplanetary Falcon: Quick Messenger

Optimized for intra-system speed, ensuring the swift transport of personnel and light cargo within star systems. - **COMMS:** Radio - **EMBARKATION:** Escape Pods - **HULL:** Lightweight - **LIFE SUPPORT:** Oxygen Scrubbers - **SENSORS:** Long-range Scanners - **POWER:** Backup Batteries - **PROPULSION:** Maneuvering Thrusters - **DEFENSES:** Flares - **ARMAMENTS:** None

#### Quantum Lance: Data Runner

Specializes in the fast and secure transport of information, utilizing cutting-edge communication technologies. - **COMMS:** Quantum Encryption - **EMBARKATION:** None - **HULL:** Standard - **LIFE SUPPORT:** Protein Synth-tanks - **SENSORS:** Basic - **POWER:** Fusion Reactor - **PROPULSION:** Plasma Drives - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** None

### Frontier Explorers

#### Frontier Scout: Pathfinder

Compact and agile, designed for deep-space exploration and reconnaissance in newly discovered or frontier regions. - **COMMS:** Tight-beam Communicators - **EMBARKATION:** Basic Shuttles - **HULL:** Reinforced - **LIFE SUPPORT:** Recyclers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-matter Injection - **PROPULSION:** Warp Coils - **DEFENSES:** Ablative Hull - **ARMAMENTS:** Railguns

#### Galactic Probe: Void Seeker

Unmanned and robust, sent ahead to gather data on uncharted systems or phenomena, paving the way for manned missions. - **COMMS:** Basic - **EMBARKATION:** None - **HULL:** Titanium-Alloy - **LIFE SUPPORT:** None - **SENSORS:** Subspace Resonators - **POWER:** Battery Arrays - **PROPULSION:** Jumpdrive Motivators - **DEFENSES:** None - **ARMAMENTS:** None

#### Anomaly Hunter: Mystery Chaser

Specially equipped to investigate and analyze cosmic anomalies, from black holes to unexplained energy fields. - **COMMS:** Radio - **EMBARKATION:** Heavy Shuttlecraft - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Subspace Resonators - **POWER:** Redundant Reactor Loops - **PROPULSION:** Ion Drives - **DEFENSES:** Ablative Armor - **ARMAMENTS:** Missile Launchers

### Colony Ships

#### Interstellar Ark: New Horizon

Gigantic ships serving as the spearhead for humanity’s expansion to new worlds, capable of carrying thousands and their hope for a new start. - **COMMS:** Quantum Encryption - **EMBARKATION:** Armored Boarding Torpedoes - **HULL:** Ablative Armor Plating - **LIFE SUPPORT:** Cryogenic Stasis Chambers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-Matter Injection - **PROPULSION:** Warp Coils - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Railguns

#### Colonial Vanguard: Frontier Pioneer

Designed for rapid deployment of pre-fabricated settlements, these ships are the first step in turning alien landscapes into human habitats. - **COMMS:** High Bandwidth Transceivers - **EMBARKATION:** Heavy Shuttlecraft - **HULL:** Ablative Armor Plating - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Subspace Resonators - **POWER:** Redundant Reactor Loops - **PROPULSION:** Jumpdrive Motivators - **DEFENSES:** Ablative Hull Armor - **ARMAMENTS:** Point-Defense Lasers

#### Mother Fortress: Haven in the Stars

A marvel of human engineering, providing a self-sustaining environment for thousands as they journey across the stars. - **COMMS:** Quantum Encryption - **EMBARKATION:** Additional Heavy Shuttlecraft - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Hydroponics Bay - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-Matter Injection - **PROPULSION:** Jumpdrive Motivators - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Missile Launchers

### Medical and Rescue Ships

#### Stellar Hospital: Lifeline

Rapid-response medical ships, outfitted with the latest in trauma care and life-saving technology, reaching the farthest colonies in need. - **COMMS:** High Bandwidth Transceivers - **EMBARKATION:** Basic Personnel Shuttles - **HULL:** Reinforced Titanium-Alloy - **LIFE SUPPORT:** Recyclers - **SENSORS:** Basic Long-Range - **POWER:** Fusion Reactor - **PROPULSION:** Fusion Torch Engines - **DEFENSES:** Armor Plating - **ARMAMENTS:** None

#### Flying Clinic: Swift Care

Agile medical ships, offering high-quality medical services to remote areas, ensuring that distance is no barrier to health. - **COMMS:** Radio - **EMBARKATION:** Basic Personnel Shuttles - **HULL:** Reinforced Titanium-Alloy - **LIFE SUPPORT:** Protein Synth-Tanks - **SENSORS:** Basic Long-Range - **POWER:** Fusion Reactor - **PROPULSION:** Maneuvering Thrusters - **DEFENSES:** Armor Plating - **ARMAMENTS:** None

#### Stellar Refuge: Sanctuary

Massive ships designed as mobile safe havens, capable of evacuating populations from disaster-stricken planets to safety. - **COMMS:** Quantum Encryption - **EMBARKATION:** Armored Boarding Torpedoes - **HULL:** Radiation Shielding - **LIFE SUPPORT:** Cryogenic Stasis Chambers - **SENSORS:** Gravimetric Amplifiers - **POWER:** Anti-Matter Injection - **PROPULSION:** Warp Coils - **DEFENSES:** Interceptor Decoys - **ARMAMENTS:** Railguns

# Setting

## Chronology

### 2090-2124: The Era of Solar Exploration

* **2090**: The solar system is fully colonized. This year sees tensions arise between the solar colonies and Earth governments, leading to a phase of rebellion demanding greater autonomy for the colonies. This period of unrest culminates in the Federated Autonomy Treaty, laying the foundation for the Sol Union as a federal governing entity.
* **2100**: Scientists begin theorizing viable methods for creating wormholes, but the risks and energy required are enormous.
* **2115**: The first practical experiments on wormholes begin in a remote area beyond Neptune’s orbit, far from inhabited planets to minimize risks.

### 2125-2160: The Dawn of Interstellar Exploration

* **2125**: The first “wormhole engine” is successfully experimented with, opening a temporary gateway to Alpha Centauri on an unmanned mission.
* **2128**: The first manned voyage to Alpha Centauri marks an era of interstellar exploration, even though the energy required and dangers initially limit the use of the technology.
* **2140**: Interstellar exploration slowly expands due to technical challenges and high costs. Humanity establishes scientific outposts in nearby star systems such as Sirius and Tau Ceti.
* **2155**: The Sol Unification Treaty is signed, the result of decades of negotiations, marking the formal union of major powers and interplanetary blocks into a single governmental entity: the **Sol Union**.
* **2160**: The first stable “portal” is constructed between Sol and Alpha Centauri, facilitating travel and interstellar transport, but at a still high energy cost.

### 2161-2294: Expansion and Colonization

* **2175**: With the improvement of wormhole technology, other star systems like Luyten’s Star and Tau Ceti are connected to the “stargate” network.
* **2200**: Human colonization extends to numerous star systems. The challenges of living on alien worlds lead to new scientific and technological discoveries.
* **2220**: The first non-intelligent alien life forms are discovered, sparking excitement and debates on extraterrestrial biology and conservation.
* **2250**: Despite the absence of intelligent extraterrestrial life, humanity learns much from alien animal and plant life forms, adapting technologies for the exploration and colonization of alien environments.

### 2290: The Systems Conflict

* **2290**: Tensions between “frontier” systems, desiring greater autonomy, and the Union, determined to maintain control, explode into a brief but intense interstellar conflict. Dissatisfaction with trade restrictions and resource control turns into armed action, culminating in a war that highlights deep political and cultural divisions between “core” and “frontier” worlds. The conflict ends with a treaty granting more autonomy to frontier systems, marking a new beginning for interstellar cooperation and establishing a balance between unity and independence within humanity scattered among the stars.

### 2295: The Discovery That Changes Everything

* **2295**: The discovery of ancient alien ruins on Delta Pavonis reveals that humanity is not alone in the universe, even though the creators of such structures have long disappeared. This event marks a turning point, pushing humanity to reflect on its place in the universe and to intensify interstellar exploration in search of other lost civilizations.

### 2296-2399: Stabilization and Integration

* **2300-2380**: Stabilization of interstellar relations and integration of frontier systems into the economy and culture of the Sol Union.
* **2385**: Discovery of a second site of alien ruins on Kappa Ceti, further strengthening interest and efforts in interstellar exploration.
* **2390**: The colonization of Nova Terra in the Chara system becomes a galactic significance event. Nova Terra’s similarity to Earth itself makes it an ideal “bridge” for future human expansions in the galaxy. This planet, characterized by an environment extremely suitable for human life, quickly becomes a hub for research, innovation, and culture, marking the beginning of a new era of prosperity and interstellar cooperation.
* **2400**: Humanity is well established in dozens of star systems, with a “stargate” network connecting “core” and “frontier” worlds. Ancient alien ruins fuel a new era of exploration, with the hope of discovering more about galactic history and perhaps, one day, meeting other intelligent life forms.

## Major Factions

### **Stellar Conservatives**

These are the inhabitants and defenders of the “core” systems, who view rapid and uncontrolled expansion as a threat to interstellar stability and sustainability. They favor policies that limit colonization in favor of more cautious exploration and resource development. They are often in conflict with frontier pioneers regarding the speed and direction of human expansion into space.

### **Frontier Pioneers**

This faction consists of those living on the edges of the Sol Union and pushing for aggressive exploration and colonization of new worlds. They believe in the freedom to expand and the right to exploit the resources of new worlds to ensure humanity’s prosperity. This faction is often in conflict with the Stellar Conservatives on space policy and resource management issues.

### **Technological Innovators**

Technological Innovators are a cross-section group comprising scientists, engineers, and visionaries. They are the main proponents of innovation and technological development, pushing for the creation and adoption of new technologies to solve humanity’s problems, improve life in the colonies, and facilitate space exploration. They work closely with corporations like NovaKyushu Robotics and CosmoSoft.

### **Environmental Guardians**

Inheriting the legacy of the TerraGenesis Collective, the Environmental Guardians are dedicated to protecting ecosystems both on Earth and on alien worlds. They promote ecological terraforming and sustainable colonization practices, opposing any action that could irreversibly damage natural environments. They work to ensure that human expansion into space occurs in harmony with nature.

### **Galactic Culturalists**

This faction focuses on preserving and promoting human cultural diversity and integrating the knowledge and traditions of alien life forms encountered. They believe that the richness of interstellar society comes from its diversity and work to build bridges between different human and alien communities, promoting cultural exchange and mutual learning.

### **Interstellar Liberators**

A radical group that opposes any form of centralized control or corporate monopoly in space. They fight for the decentralization of power and to ensure that the benefits of space exploration and colonization are equitably distributed among all inhabitants of the Sol Union. They are often involved in protests, activism, and sometimes direct action against what they perceive as social or economic injustices.

## Major Corporations

Over two centuries, mergers, strategic evolutions, and brand changes have led the corporations of 2090 to reinvent themselves. Here is how these entities present themselves in 2400, with new names reflecting their evolution and position in the interstellar context:

### **NovaKyushu Robotics**

From the merger of Kyushucorp with other leading technology companies, NovaKyushu Robotics emerges as the giant of robotics and artificial intelligence, specializing in autonomous systems for space exploration and colonization. Their innovation drives the development of sustainable communities on new worlds.

### **InterStellar Mining Alliance (ISMA)**

Pizarro Incorporated, expanding and absorbing smaller competitors, has given rise to ISMA, a conglomerate that dominates the space mining industry. This global alliance pioneers extraction techniques respectful of extraterrestrial ecosystems, ensuring that the wealth of space resources benefits a broader humanity.

### **CosmoSoft**

Kozosoft, through decades of innovation and portfolio expansion, has transformed into CosmoSoft. This corporation stands at the forefront of interstellar software innovation, providing virtual reality platforms that connect human cultures scattered across the galaxy and advanced AI systems to facilitate everyday life management in space colonies.

### **AeroVoyage Quasar (AVQ)**

Maintaining the core of its original brand, AVQ has embraced a futuristic vision of space travel. As AeroVoyage Quasar, they now design and build spaceships that are symbols of the space exploration era, with a strong emphasis on energy efficiency, retro-futuristic aesthetics, and revolutionary propulsion technologies.

### **TerraGenesis Collective**

Evolving from Earth Global, TerraGenesis Collective represents the merger of environmentalism and interplanetary innovation. This collective leads the vanguard of ecological terraforming, extraterrestrial conservation, and the promotion of colonization practices that respect the delicate balances of alien ecosystems.

## Culture and Society

The discovery of interstellar travel and the subsequent colonization of nearby stars have had profound and transformative impacts on human society as a whole. Over two centuries, by 2400, humanity has undergone a cultural, social, political, and economic metamorphosis, influenced not only by new technologies but also by the challenges and opportunities presented by exploration and life in space.

Human society in 2400 is profoundly different from that of its terrestrial ancestors. It is characterized by remarkable adaptability, innovation, and a deep awareness of its place in the universe. This evolution reflects optimism and an aspiration towards a future where humanity not only survives but thrives in the infinite landscape of interstellar space.

### Decentralization and Diversification

Human society has progressively decentralized, moving from a model centered on national governments to a complex fabric of interstellar communities. This has led to unprecedented diversification in social structures, forms of government, and cultures, with colonies often experimenting with innovative socio-political systems tailored to the specific needs and challenges of their environments.

### Multi-Planetary Identity

Human identity has expanded to include the awareness of being a multi-planetary species. Citizenship is no longer defined solely in terms of the nation of origin but also by the planet or star of residence. This has given rise to a new understanding of community and solidarity, united by the common heritage of space explorers and colonizers.

### Technological Advancements and Quality of Life

Technologies developed for interstellar travel and life in space have found applications that enhance the quality of life on a universal scale. From advanced personalized medicine thanks to microgravity research to more efficient food production with vertical and hydroponic space agriculture, daily life for humanity in 2400 is marked by well-being and sustainability unimaginable in earlier times.

### Interstellar Economy

The economy has transformed into a complex interstellar system, with the trade of rare resources, knowledge, and technologies flowing between star systems. Corporations like the InterStellar Mining Alliance and NovaKyushu Robotics have become trans-stellar entities, operating and influencing the economy on an intergalactic scale.

### Universal Awareness

The discovery of ancient alien ruins on Keid (Omicron2 Eridani) did not lead to contact with living alien civilizations but had a profound impact on humanity’s collective consciousness. This finding confirmed that we are not alone in the universe and highlighted the fragility of intelligent life. Faced with this revelation, humanity strengthened its commitment to internal cooperation and preparation for future interspecies interactions.

### Sustainability and Conservation

Awareness of the ecological impacts of space colonization has led to a renewed commitment to sustainability and conservation, both on Earth and in new worlds. Initiatives like those promoted by the TerraGenesis Collective highlight the desire for human expansion into space to respect alien ecosystems and protect galactic biodiversity.

### Change in the Concept of Community and Family

Communities and families have adapted to realities such as long-distance communication between stars and the diversity of experiences lived on various planets. Social and family networks have become more fluid, often extending beyond blood ties to include a vast network of connections formed through shared experiences in space.

## Technology

In the Sol Union of 2400, technological innovation is driven by principles of sustainability, efficiency, and harmonious integration with human and extraterrestrial life. Optimistic visions of the future have materialized in advanced technologies that significantly improve interstellar life.

# General Overview of the Sol Union

### Foundation

The Sol Union was formally established in 2155, sanctioning the union of the major Earth powers and space colonies under a single governmental entity. This was the result of decades of collaboration and negotiations, aimed at creating a structure capable of managing the challenges and opportunities of interstellar exploration and colonization.

### Main Objectives

The Sol Union aims to promote peace, cooperation, and sustainable development among human worlds. It commits to facilitating interstellar trade, the sharing of knowledge and technologies, collective defense, and the responsible management of space resources.

### Organizational Structure

The Union is governed by a Central Council, composed of representatives from each member star system, and an Executive Commission, responsible for policy implementation. There are various specialized agencies, including the Union Defense Force, the Interstellar Development Agency, and the Union Scientific Council.

## Governance and Administration

### Governing Bodies

The Central Council acts as the supreme legislative body, while the Executive Commission is tasked with executing the policies approved by the Council. Additionally, there are thematic advisory councils that gather experts from various fields.

### Election or Appointment Methods

Members of the Central Council are elected by the citizens of their respective star systems, while executive commissioners are appointed by the Council itself.

### Roles and Responsibilities

The Central Council establishes strategic guidelines and laws for the Union, while the Executive Commission handles daily management and policy implementation. Specialized agencies oversee specific sectors, such as defense, research, and development.

## Members and Affiliations

### Member States

All human star systems and colonies within the Sol Union’s sphere of influence are considered full members. Membership is automatic for new and existing colonies.

### Interstellar Relations

With no other known political entities or intelligent alien civilizations, the Sol Union focuses on internal relations and managing factions and corporations within its space.

## Economy and Resources

### Internal Economy

The Union’s economy is based on interstellar trade, supported by a common currency and coordinated economic policies. Corporations like NovaKyushu Robotics and the InterStellar Mining Alliance play key roles in the economic fabric.

### Resource Management

The Union promotes the sustainable management of space resources, balancing mining with the conservation of extraterrestrial ecosystems. Programs like those promoted by the TerraGenesis Collective aim to protect galactic biodiversity.

## Defense and Security

### Defense Forces

The Union Defense Force is composed of space fleets, planetary infantry units, and fixed defenses, tasked with protecting Union members from threats such as space piracy.

### Defense Policies

The Union adopts a policy of collective defense, with members contributing to a common security and defense fund. Operations are coordinated to maximize effectiveness against common threats.

## Research and Innovation

### Scientific Initiatives

The Union strongly supports research and innovation, with projects ranging from astrophysics to extraterrestrial biology. The Union Scientific Council coordinates interstellar research initiatives.

### Technological Cooperation

Corporations and academic institutions are encouraged to collaborate on research projects. The Union facilitates the exchange of technologies and knowledge through dedicated networks and interstellar scientific conferences.

## Culture and Society

### Promotion of Culture

The Sol Union celebrates and preserves the cultural diversity of its members, promoting intercultural events and supporting the arts and humanities. Technological Innovators and Galactic Culturalists play a key role in these initiatives.

### Education and Training

Integrated educational systems and exchange programs facilitate interstellar learning. The Union also offers specialized training to prepare citizens for the professions of the future.

## Challenges and Criticisms

### Internal Issues

The Union faces challenges such as resource management, inequality between star systems, and tensions between different factions. Efforts are focused on finding inclusive and sustainable solutions.

### Adaptation and Evolution

The Sol Union is continuously evolving to face the challenges of the future, adapting to new scientific discoveries and interstellar social dynamics. The discovery of ancient alien civilizations and the management of colonies in increasingly diverse environments represent opportunities for further progress and integration.

# The Systems of the Union

## Chronology of Planetary Colonization

1. **Alpha Centauri A (Alpha)**: Second decade of the 22nd century.
2. **Alpha Centauri B (Aqua)**: Third decade of the 22nd century.
3. **Tau Ceti (Tau Ceti Prime)**: Mid-22nd century.
4. **40 Eridani A (Eridani Aqua)**: End of the 22nd century.
5. **Ran (Epsilon Eridani) (Frost)**: First half of the 23rd century.
6. **Eta Cassiopeiae A (Cassiopeia Prime)**: Mid-23rd century.
7. **82 Eridani (Eridani Oceanus)**: Late 23rd century.
8. **Chara (Beta Canum Venaticorum) (Nova Terra)**: Late 23rd century.
9. **Beta Hydri (Hydra)**: End of the 23rd century.
10. **Delta Pavonis (Haven)**: Beginning of the 24th century.
11. **Kappa Ceti (Verdant)**: Mid-24th century.
12. **Chi1 Orionis A (Orionis Refuge)**: Late 24th century.

## Planet Summary

* **Alpha (Alpha Centauri A)**: A living laboratory for human adaptation, with a population of 500,000 focused on biodomes and protected settlements.
* **Aqua (Alpha Centauri B)**: Aquatic world with a population of 3 million, specializing in ocean exploration, marine biotechnologies, and tourism.
* **Frost (Ran)**: Cold planet with a population of 250,000, focusing on exploration, extreme tourism, and cold climate scientific research.
* **Tau Ceti Prime**: A water-rich world with 4 million inhabitants, famous for aquaculture, tourism, and oceanographic research.
* **Eridani Aqua (40 Eridani A)**: Temperate planet with 2 million inhabitants, balanced between land and water, with a wide marine and terrestrial biodiversity.
* **Cassiopeia Prime (Eta Cassiopeiae A)**: A cold, sparsely populated world with 1.5 million inhabitants, known for environmental respect and scientific research.
* **Eridani Oceanus (82 Eridani)**: A pressurized aquatic giant with 800,000 inhabitants, specializing in aquaculture and deep-sea research.
* **Haven (Delta Pavonis)**: A habitable moon with 3 million inhabitants, a refuge for those seeking life on a unique celestial body with a dense atmosphere.
* **Hydra (Beta Hydri)**: Warm, biodiverse planet with 5 million inhabitants, a center for sustainable agriculture and biodiversity.
* **Nova Terra (Chara)**: Earth-like, with 5 million inhabitants, it’s a successful model of colonization and sustainability.
* **Verdant (Kappa Ceti)**: Humid tropical world with 4 million inhabitants, characterized by vast tropical forests and biodiversity.
* **Orionis Refuge (Chi1 Orionis A)**: A warm, welcoming refuge on a moon, with 3.5 million inhabitants, known for its forests, lush oceans, and sustainability-oriented society.

## Alpha Centauri A

**Stellar System Name:** Alpha Centauri A

* **Distance from Earth:** About 4.37 light-years
* **Main Star:** Alpha Centauri A (Type G2V, similar to the Sun)

### Main Planet

**Name:** Alpha - **Planet Type:** Terrestrial - **Distance from Main Star:** 1.241 AU (about 1.9E+08 km) - **Surface Environment:** Cool climate with few clouds and a thin but breathable atmosphere, composed mainly of nitrogen (N2) and oxygen (O2). The planet features a range of temperatures that varies significantly between day and night. - **Water Presence:** Yes, with a water coverage of 52.8%, indicating oceans, lakes, and rivers. - **Atmosphere:** The atmospheric pressure is about 0.272 Earth atmospheres with a composition of 53.1% nitrogen, 46.4% oxygen, and traces of argon.

### Habitability and Colonization:

* **Colonization History:** Colonized in the second decade of the 22nd century, Centauri Prime has become a living laboratory for human adaptation to extrasolar Earth-like worlds.
* **Current Population:** Approximately 500,000, focused on biodomes and protected settlements to adapt to the unique atmospheric conditions.
* **Main Settlements:** Nova Harmonia (scientific and cultural capital), Port Astra (main space port), Biome Haven (biodiversity research center).
* **Economy:** Based on scientific research, eco-tourism, adapted agriculture, and interstellar trade.
* **Culture and Society:** The society on Centauri Prime is characterized by innovation and sustainability, with a strong commitment to research and environmental conservation.
* **Relations with the Sol Union:** Centauri Prime is considered a successful model of colonization and sustainability, maintaining close economic and cultural ties with the Sol Union.
* **Interesting Fact:** The “Night of Lights,” when night temperatures are ideal for stargazing, is celebrated with festivals of bioluminescent lights.

### Notes on Fauna and Flora:

* **Notable Species:** The flora and fauna are adapted to the variable climate, including “Solar Plants” that close their leaves during peak heat and “Shadow Crawlers,” small organisms that thrive in the cool night temperatures.
* **Conservation and Biodiversity:** Several natural reserves have been established to protect the unique biodiversity of Centauri Prime, with dedicated research programs studying native species.

### Strategic or Scientific Importance:

* **Research and Development:** Centauri Prime hosts several leading research institutions, focused on studying planetary sciences, extraterrestrial biology, and human adaptations.
* **Defense and Security:** The planet’s security is ensured by sophisticated orbital defenses and a discreet military presence, reflecting Centauri Prime’s strategic importance as a human outpost in the Alpha Centauri system.

## Alpha Centauri B

**Stellar System Name:** Alpha Centauri B

* **Distance from Earth:** About 4.37 light-years
* **Main Star:** Alpha Centauri B (Type K1V)

### Main Planet

**Planet Name:** Aqua - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.685 AU (about 1E+08 km) - **Surface Environment:** Predominantly aquatic, with an oxygen-rich and nitrogen atmosphere. The climate is moderate with temperatures pleasantly oscillating between day and night. - **Water Presence:** Extremely abundant, covering 81.9% of the planet’s surface, characterized by vast oceans and countless islands. - **Atmosphere:** Breathable, with a higher atmospheric pressure than Earth, composed of 79.7% nitrogen and 19.5% oxygen.

### Habitability and Colonization:

* **Colonization History:** Aqua was colonized in the third decade of the 22nd century, attracting communities oriented towards marine research and sustainable development.
* **Current Population:** Approximately 3 million, with human presence concentrated on floating platforms and archipelagos.
* **Main Settlements:** Marina Haven (political and marine research capital), Archipelago City (residential and tourist community), Deepwater (industrial center for marine resource extraction).
* **Economy:** Dominated by ocean exploration, marine biotechnologies, tourism, and the cultivation of algae for food and biofuels.
* **Culture and Society:** Deeply connected to the oceans, Aqua Centauri’s culture emphasizes respect for water as a vital resource and source of life. Aquatic celebrations and festivals are common, reflecting the importance of water in daily life.
* **Relations with the Sol Union:** An important center for interstellar oceanographic research, Aqua maintains a collaborative relationship with the Union, significantly contributing to the knowledge of marine sciences at a galactic level.
* **Interesting Fact:** The “Nights of Light,” caused by marine bioluminescence, transform the coasts and oceans into natural light shows, attracting visitors from across the system.

### Notes on Fauna and Flora:

* **Notable Species:** “Solar Jellyfish,” organisms that collect solar energy during the day to power their nocturnal bioluminescence; “Coral Trees,” a unique form of plant life that grows in shallow waters, creating underwater forests.
* **Conservation and Biodiversity:** The protection of marine ecosystems is a priority, with extensive marine protected areas dedicated to conserving Aqua Centauri’s unique biodiversity.

### Strategic or Scientific Importance:

* **Research and Development:** Aqua hosts the “Interstellar Center for Marine Sciences,” a leading research institute studying marine ecosystems of the planet and other aquatic worlds in the galaxy.
* **Defense and Security:** The planet’s security is ensured through a combination of satellite surveillance and naval patrols, protecting both the natural resources and critical infrastructure.

## Tau Ceti

**Stellar System Name:** Tau Ceti

* **Distance from Earth:** About 12 light-years
* **Main Star:** Tau Ceti, a type G8.5 star, smaller and less luminous than the Sun but notably stable.

### Main Planet

**Planet Name:** Tau Ceti Prime - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.785 AU (about 1.2E+08 km) - **Surface Environment:** With an oxygen-rich and nitrogen atmosphere, the planet is characterized by a moderate climate, with vast expanses of water covering 86.9% of the surface and abundant cloud cover. - **Water Presence:** Dominant, with oceans defining the geographical and climatic features of the planet. - **Atmosphere:** Dense and breathable, with a pressure of 1.248 Earth atmospheres, composed of 73.8% nitrogen and 25.7% oxygen.

### Habitability and Colonization:

* **Colonization History:** Colonized in the mid-22nd century, Tau Ceti Prime attracted a wide variety of colonists due to its favorable climatic conditions and abundant water availability.
* **Current Population:** Approximately 4 million, with settlements scattered along the coasts of oceans and on numerous islands.
* **Main Settlements:** Oceanus City (capital and major commercial center), Atoll Haven (research and tourism community), Deep Blue (advanced oceanographic research platform).
* **Economy:** Focused on aquaculture, tourism, oceanographic research, and desalination.
* **Culture and Society:** Deeply influenced by its aquatic environment, society values ecological balance, water conservation, and sustainability.
* **Relations with the Sol Union:** Tau Ceti Prime is a key member of the Union, contributing aquatic resources and scientific research.
* **Interesting Fact:** The “Regatta of Moons,” a sailing competition that takes place with the rare alignment of its two moons, is an event celebrated throughout the star system.

### Natural Satellites:

**Moon 1:** - **Planet Type:** Rocky, tidally locked - **Surface Environment:** Cold, atmosphere-less surface, with one side perpetually facing the star and the other in eternal darkness.

**Moon 2:** - **Planet Type:** Rocky, low-gravity, cold, atmosphere-less - **Surface Environment:** Similar to Moon 1, with extreme temperature variations between day and night.

### Strategic or Scientific Importance:

* **Research and Development:** Beyond its ecological importance, Tau Ceti Prime is a center of scientific research, especially in oceanography and climate studies.
* **Defense and Security:** The presence of an orbital military base and planetary defenses ensures the security of the planet from external threats.

## 40 Eridani A

**Stellar System Name:** 40 Eridani A

* **Distance from Earth:** About 16.5 light-years
* **Main Star:** 40 Eridani A, a type K1 star

### Main Planet

**Name:** Eridani Aqua - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.590 AU (about 8.8E+07 km) - **Surface Environment:** The planet has a temperate climate with an even distribution of oceans and land masses. The breathable atmosphere and abundant precipitation support a wide range of ecosystems. - **Water Presence:** High, with 81.5% of the surface covered by water, including oceans, rivers, and lakes. - **Atmosphere:** Primarily composed of nitrogen (55.5%) and oxygen (44.1%), with an atmospheric pressure slightly lower than Earth’s.

### Habitability and Colonization:

* **Colonization History:** Colonized in the early 22nd century, Eridani Aqua attracted a variety of colonists due to its favorable conditions for life and agriculture.
* **Current Population:** About 2 million, largely distributed along the coasts and islands.
* **Main Settlements:** New Port Eridani (commercial and cultural capital), Hydro Haven (sustainable development and research center), Aquarius City (tourism hub and spaceport).
* **Economy:** Strongly linked to aquaculture, tourism, scientific research, and renewable energy production.
* **Culture and Society:** Society is characterized by a deep respect for the natural environment, with a strong emphasis on sustainability and marine conservation.
* **Relations with the Sol Union:** Eridani Aqua plays a strategic role in the Union as a marine research center and as a model for sustainable colonization.
* **Interesting Fact:** The “Lightfalls,” a unique natural phenomenon due to the refraction of light through the high atmosphere, create vibrant light displays visible from many parts of the planet.

### Notes on Fauna and Flora:

* **Notable Species:** “Luminous Jellyfish,” capable of illuminating the marine depths with their bioluminescence; “Singing Trees,” whose leaves emit harmonious melodies when struck by oceanic winds.
* **Conservation and Biodiversity:** Eridani Aqua has established numerous marine reserves and natural parks to protect and study its rich biodiversity, with a focus on endemic species.

### Strategic or Scientific Importance:

* **Research and Development:** The planet hosts the “Interplanetary Center for Oceanographic Studies,” dedicated to the exploration of oceans and the study of desalination techniques and water resource conservation.
* **Defense and Security:** Its strategic position near the Sol Union’s borders and its vital resources are protected by sophisticated planetary defenses and a permanent orbital fleet.

## Ran (Epsilon Eridani)

**Stellar System Name:** Ran (Epsilon Eridani)

* **Distance from Earth:** About 10.5 light-years
* **Main Star:** Epsilon Eridani, a young type K2 star

### Main Planet

**Name:** Frost - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.569 AU (about 8.5E+07 km) - **Surface Environment:** Cold climate with few clouds and a thin but breathable atmosphere, mainly composed of oxygen (O2) and nitrogen (N2). Characterized by vast ice stretches and temperate regions milder during the day. - **Water Presence:** High, with 65.1% of the surface covered by water, primarily in the form of glaciers and polar caps, but also lakes and rivers in temperate zones. - **Atmosphere:** Thin, with an atmospheric pressure of 0.278 Earth atmospheres, dominated by oxygen and nitrogen.

### Habitability and Colonization:

* **Colonization History:** Frost was colonized in the first half of the 23rd century, attracting explorers, scientists, and those seeking adventures willing to challenge its extreme environments.
* **Current Population:** About 250,000, primarily concentrated in protected settlements and thermo-regulated geodesic domes.
* **Main Settlements:** Frosthold (scientific and command center), Glacial Bay (port community and logistics center), Polar Zenith (astronomical observatory and research station).
* **Economy:** Based on exploration and exploitation of mineral resources, extreme tourism, and specialized scientific research in cold climates and astrobiology.
* **Culture and Society:** Characterized by strong resilience and adaptability, Frost’s society values cooperation and innovation to thrive in such an inhospitable environment.
* **Relations with the Sol Union:** Considered an important scientific and strategic outpost, Frost maintains close ties with the Union, although the distance and environmental conditions present unique challenges.
* **Interesting Fact:** The “Polar Night Festival” celebrates the annual period of complete polar darkness, with light displays, performative arts, and celebrations that illuminate the darkness.

### Notes on Fauna and Flora:

* **Notable Species:** “Iceflower,” a plant capable of surviving subzero temperatures and flowering during brief temperate periods; “Snow Crawler,” an insect-like creature that thrives on algae beneath the ice surface.
* **Conservation and Biodiversity:** Conservation efforts focus on protecting the delicate polar biospheres and temperate zones, with a particular interest in researching species’ adaptations to extreme climatic conditions.

### Strategic or Scientific Importance:

* **Research and Development:** Frost hosts cutting-edge research institutions focused on extreme environmental studies, cold-adapted species biology, and survival techniques in hostile environments.
* **Defense and Security:** The strategic position and unique resources of the planet have led to the development of advanced defense infrastructure, ensuring the safety of research activities and local communities.

## Eta Cassiopeiae A

**Stellar System Name:** Eta Cassiopeiae A

* **Distance from Earth:** About 19 light years
* **Main Star:** Eta Cassiopeiae A, a G-type star (similar to the Sun but slightly cooler)

### Main Planet

**Name:** Cassiopeia Prime - **Planet Type:** Terrestrial - **Distance from Main Star:** 1.217 AU (about 1.8E+08 km) - **Surface Environment:** The planet features a generally cold climate with few clouds, but the breathable atmosphere and temperate zones allow for a wide range of ecosystems. - **Water Presence:** Significant, with 64.6% of the surface covered by water, including oceans, icy lakes, and rivers. - **Atmosphere:** Primarily composed of nitrogen (77.5%) and oxygen (21.5%), with an atmospheric pressure slightly below that of Earth.

### Habitability and Colonization:

* **Colonization History:** Cassiopeia Prime was colonized in the mid-23rd century, becoming a haven for scientists, explorers, and those seeking a life away from interstellar megalopolises.
* **Current Population:** About 1.5 million, spread across small settlements and self-sufficient communities.
* **Main Settlements:** Winter’s Edge (research center and command hub), Frostlight Harbor (fishing port and commercial center), Aurora Valley (experimental agricultural community).
* **Economy:** Focused on scientific research, sustainable resource extraction, ecological tourism, and adapted agriculture.
* **Culture and Society:** Society on Cassiopeia Prime values independence, innovation in sustainability, and a strong sense of community.
* **Relations with the Sol Union:** As a relatively isolated colony, Cassiopeia Prime has developed a cooperative relationship with the Union, contributing unique scientific research and rare resources.
* **Interesting Fact:** The “Polar Night Festival” celebrates the annual period of extended darkness, with a lively display of art, culture, and science attracting visitors from different star systems.

### Notes on Fauna and Flora:

* **Notable Species:** “Luminous Lichens,” a plant form capable of photosynthesis at low temperatures and emitting a faint light; “Stellar Polar Bears,” top predators adapted to survive in the coldest conditions.
* **Conservation and Biodiversity:** Numerous natural reserves protect the unique biodiversity of Cassiopeia Prime, with research programs aimed at studying species’ adaptations to extreme climatic conditions.

### Strategic or Scientific Importance:

* **Research and Development:** The “Cassiopeia Polar Research Institute” is a world leader in cold climate studies, alien ecology, and sustainable energy technology.
* **Defense and Security:** Though peaceful, the planet is protected by a space surveillance system to monitor nearby space and ensure the safety of its inhabitants.

## 82 Eridani

**Stellar System Name:** 82 Eridani

* **Distance from Earth:** About 20 light years
* **Main Star:** 82 Eridani, a G-type star (similar to the Sun but slightly smaller)

### Main Planet

**Name:** Eridani Oceanus - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.822 AU (about 1.2E+08 km) - **Surface Environment:** A water-rich world with a dense, humid atmosphere, characterized by a significantly higher gravity than Earth. The surface is dominated by deep oceans, with few islands and archipelagos emerging. - **Water Presence:** Extremely abundant, covering 88.2% of the planet’s surface, characterized by vast oceans and numerous water bodies. - **Atmosphere:** Thick and pressurized, with 2.971 Earth atmospheres, rich in nitrogen and oxygen, making the planet warm and humid.

### Habitability and Colonization:

* **Colonization History:** The colonization of Eridani Oceanus posed significant challenges due to its high gravity and dense atmosphere. Begun in the late 23rd century, it focused on coastal settlements and oceanic platforms.
* **Current Population:** About 800,000, primarily researchers, engineers, and families dedicated to aquaculture.
* **Main Settlements:** Deepwater Station (floating research and living complex), High Tide City (commercial and cultural center), Gravity’s End (high-gravity adaptation community).
* **Economy:** Primarily dedicated to aquaculture, scientific research, tidal energy production, and ecological tourism.
* **Culture and Society:** Life on Eridani Oceanus is deeply influenced by high gravity, with a strong focus on physical well-being and environmental engineering.
* **Relations with the Sol Union:** Eridani Oceanus is valued as a living laboratory for science and technology, contributing to understanding high-gravity environments.
* **Interesting Fact:** The “Dances of the Mists,” a unique atmospheric phenomenon where dense clouds create spectacular light effects, is a popular celebration among the inhabitants.

### Notes on Fauna and Flora:

* **Notable Species:** “Leviathans of the Depths,” massive marine creatures adapted to life in the oceanic abyss; “Luminous Algae,” plant life forms that produce oxygen and nourishment for the marine ecosystem.
* **Conservation and Biodiversity:** The oceans of Eridani Oceanus are the subject of strict conservation programs to protect its unique marine biodiversity.

### Strategic or Scientific Importance:

* **Research and Development:** The planet hosts the “Deep Ocean Research Institute,” specializing in the study of deep marine ecologies and technology adapted to survive high pressure and gravity conditions.
* **Defense and Security:** The strategic position and scientific value of Eridani Oceanus are protected by sophisticated planetary defenses and a Union naval presence.

## Chara (Beta Canum Venaticorum)

**Stellar System Name:** Chara (Beta Canum Venaticorum)

* **Distance from Earth:** About 27 light years
* **Main Star:** Chara, a G-type star (similar to the Sun)

### Main Planet

**Name:** Nova Terra - **Planet Type:** Terrestrial, Earth-like - **Distance from Main Star:** 1.185 AU (about 1.8E+08 km) - **Surface Environment:** A planet sharing many characteristics with Earth, including extensive water bodies and a variety of biomes. The surface features temperate temperatures supporting a wide range of biodiversity. - **Water Presence:** Predominant, with 75.2% of the surface covered by water, including oceans, lakes, and rivers. - **Atmosphere:** Rich in nitrogen (92.3%) and oxygen (7.5%), with a significantly higher atmospheric pressure than Earth, making the air dense but breathable.

### Habitability and Colonization:

* **Colonization History:** Chara Terra was colonized in the late 23rd century, attracting a wide variety of colonists due to its Earth-like conditions and potential for sustainable development.
* **Current Population:** About 5 million, with a homogeneous distribution between urban and rural areas.
* **Main Settlements:** New Hope (political and commercial capital), Green Valleys (key agricultural region), Blue Horizon (marine research center and tourist hub).
* **Economy:** Based on agriculture, fishing, scientific research, and tourism, exploiting the planet’s rich biodiversity and natural resources.
* **Culture and Society:** Life on Nova Terra is strongly oriented towards sustainability and environmental conservation, with a great respect for the natural environment and the harmonious integration of advanced technologies.
* **Relations with the Sol Union:** An important contributor to the science and economy of the Sol Union, Chara Terra is an example of successful colonization and self-sufficiency.
* **Interesting Fact:** “The Nights of Light,” a series of nighttime events celebrating the culture, art, and science of the planet, utilize the dense atmosphere to create unique light shows.

### Notes on Fauna and Flora:

* **Notable Species:** “Flying Giraffes,” creatures that glide between forest canopies using large membranes; “Sun Flowers,” plants that track the movement of the main star and glow at night.
* **Conservation and Biodiversity:** Intensive conservation campaigns protect Nova Terra’s unique biodiversity, with protected areas covering vast stretches of land and ocean.

### Strategic or Scientific Importance:

* **Research and Development:** The planet hosts several cutting-edge research centers, specializing in ecology, bioengineering, and astrophysics, contributing to major scientific discoveries.
* **Defense and Security:** A complex defense system protects the planet from potential threats, ensuring a safe environment for its inhabitants and their activities.

## Beta Hydri

**Stellar System Name:** Beta Hydri

* **Distance from Earth:** About 24 light years
* **Main Star:** Beta Hydri, an older and larger star than the Sun, of type G2IV.

### Main Planet

**Name:** Hydra - **Planet Type:** Terrestrial - **Distance from Main Star:** 1.731 AU (about 2.6E+08 km) - **Surface Environment:** Featuring a warm climate and breathable atmosphere, Hydra showcases a wide variety of biomes, from lush tropical forests to vast savannahs and temperate deserts. - **Water Presence:** Abundant, with 65.3% of the surface covered by water, including oceans, lakes, and rivers. - **Atmosphere:** Primarily composed of nitrogen (69.4%) and oxygen (30.1%), with an atmospheric pressure nearly equal to that of Earth.

### Habitability and Colonization:

* **Colonization History:** Hydra was colonized towards the end of the 23rd century, quickly becoming a center for biodiversity and a living laboratory for extraterrestrial biology.
* **Current Population:** About 5 million, living in harmony with nature in ecologically sustainable cities and rural communities.
* **Main Settlements:** Edenport (political and commercial capital), Green Haven (biodiversity research center), Solaris City (innovative solar-powered city).
* **Economy:** Focused on sustainable agriculture, ecological tourism, scientific research, and renewable energies.
* **Culture and Society:** Hydra’s society places a strong emphasis on sustainability, conservation of nature, and the search for a balance between technological progress and environmental conservation.
* **Relations with the Sol Union:** Significantly contributes to the biodiversity of the Sol Union and serves as a model for sustainable development and ecological colonization.
* **Interesting Fact:** “The Solstice Festival,” celebrating the longest day of the year on Hydra, is known for its spectacular light and color celebrations.

### Notes on Fauna and Flora:

* **Notable Species:** “Flying Giraffes,” creatures that glide through the forest canopies on large membranes; “Sun Flowers,” plants that track the sun’s movement and glow at night.
* **Conservation and Biodiversity:** Large areas of the planet are protected as nature reserves, with intensive research programs dedicated to protecting Hydra’s unique species.

### Strategic or Scientific Importance:

* **Research and Development:** The planet is a hub for extraterrestrial biology and ecology, hosting several international research centers dedicated to studying alien ecosystems and sustainable technologies.
* **Defense and Security:** Its strategic location is safeguarded by sophisticated orbital defenses to protect the planet and its inhabitants from potential threats.

## Delta Pavonis

**Stellar System Name:** Delta Pavonis

* **Distance from Earth:** About 20 light years
* **Main Star:** Delta Pavonis, a G-type star (similar to the Sun)

### Main Planet:

**Moon Name:** Haven - **Planet Type:** Terrestrial (moon of a larger oceanic planet with a toxic atmosphere) - **Distance from Main Star:** 1.164 AU (about 1.7E+08 km) - **Surface Environment:** With a thick, nitrogen-rich atmosphere, Pavonis Haven offers temperate climatic conditions and slightly higher gravity than Earth. The surface varies between vast plateaus, deep valleys, and abundant water presence. - **Water Presence:** Significant, with 77.8% of the surface featuring oceans, lakes, and rivers. - **Atmosphere:** Breathable, but with a very high atmospheric pressure, dominated by nitrogen (92.4%) and a lesser presence of oxygen (6.7%).

### Habitability and Colonization:

* **Colonization History:** The moon was colonized in the early 24th century as an alternative to colonizing its main planet, whose toxic atmosphere made direct colonization impossible.
* **Current Population:** About 3 million, concentrated in settlements adapted to the high atmospheric pressure and higher gravity.
* **Main Settlements:** Nova Pavonis (administrative and research center), High Ridge (scientific settlement and observatory), Bluewater (coastal community and marine research center).
* **Economy:** Dedicated to resource extraction, scientific research, high-efficiency agriculture, and tourism, exploiting the unique lunar environment’s beauty.
* **Culture and Society:** Life on Pavonis Haven is deeply influenced by proximity to the main planet and the challenges posed by its dense atmosphere and high gravity, promoting values of resilience and innovation.
* **Relations with the Sol Union:** Pavonis Haven is seen as an example of human adaptability and sustainable management of extraterrestrial environments, maintaining close ties with the Sol Union for the exchange of knowledge and resources.
* **Interesting Fact:** “The Dance of the Giants,” a natural phenomenon where light reflected from the main planet illuminates the night sky of Pavonis Haven, creating scenarios of extraordinary beauty.

### Notes on Fauna and Flora:

* **Notable Species:** Adaptations unique to life under high atmospheric pressure and gravity, including varieties of plants capable of flowering under these extreme conditions and small animals that have developed subterranean lifestyles.
* **Conservation and Biodiversity:** Conservation programs focus on protecting the unique ecosystems of the moon, with particular attention to aquatic zones and terrestrial biodiversity.

### Strategic or Scientific Importance:

* **Research and Development:** Pavonis Haven offers unique opportunities for research in astrobiology, geology, and environmental studies, contributing to understanding life under extreme conditions.
* **Defense and Security:** The moon’s defense infrastructure protects it from external threats, ensuring the safety of its inhabitants and vital resources.

## Kappa Ceti

**Stellar System Name:** Kappa Ceti

* **Distance from Earth:** About 30 light years
* **Main Star:** Kappa Ceti, a young G-type star similar to the Sun but with greater stellar activity.

### Main Planet:

**Name:** Verdant - **Planet Type:** Terrestrial - **Distance from Main Star:** 0.861 AU (about 1.3E+08 km) - **Surface Environment:** The planet is characterized by a warm and humid climate, with a dense atmosphere rich in oxygen and nitrogen. The surface is dominated by vast tropical forests, warmed oceans, and a constant cloud cover. - **Water Presence:** Abundant, with a high atmospheric humidity and extensive surface water reserves covering much of the planet. - **Atmosphere:** Thick and pressurized, with an atmospheric pressure of 2.170 Earth atmospheres, predominantly composed of nitrogen (79.7%) and oxygen (20.0%).

### Habitability and Colonization:

* **Colonization History:** Verdant was colonized in the mid-24th century, primarily for its agricultural potential and biodiversity.
* **Current Population:** About 4 million, most of whom live in elevated cities or settlements built on platforms above the dense vegetation.
* **Main Settlements:** Canopy City (administrative and research center), Mistharbor (main commercial port), Green Haven (advanced agricultural community).
* **Economy:** Focused on sustainable agriculture, biopharmaceuticals, ecological tourism, and biological research.
* **Culture and Society:** Life on Verdant is strongly influenced by the lush environment and the necessity for harmony with nature. The society values ecology, innovation in biology, and respect for all forms of life.
* **Relations with the Sol Union:** The planet is a landmark for ecological and biological research within the Union, exporting valuable bio-genetic knowledge and resources.
* **Interesting Fact:** “The Dance of Spores,” an annual event where many plants simultaneously release their luminous spores, creating a spectacular natural light show visible even from space.

### Notes on Fauna and Flora:

* **Notable Species:** “Cloud Dragons,” large flying creatures that exploit warm air currents to glide among the tree canopies; “Bright Arboreals,” plants that use photosynthesis to convert light into energy and bioluminescence to communicate with each other during the night.
* **Conservation and Biodiversity:** Rigorous conservation programs protect the planet’s unique ecosystems, with natural reserve areas covering vast unexplored territories.

### Strategic or Scientific Importance:

* **Research and Development:** Verdant hosts the “Kappa Biodiversity Center,” conducting cutting-edge research on new species, planetary ecology, and potential medical applications of native plants and animals.
* **Defense and Security:** The planet’s safety is ensured through a combination of satellite monitoring and aerial defenses to protect against natural threats and those induced by human activities.

## Chi1 Orionis A

**Stellar System Name:** Chi1 Orionis A

* **Distance from Earth:** About 28 light years
* **Main Star:** Chi1 Orionis A, a G0-type star, slightly hotter and brighter than the Sun.

### Main Planet:

**Name:** Orionis Refuge - **Planet Type:** Terrestrial (moon of a giant planet) - **Distance from Main Star:** 0.956 AU (about 1.4E+08 km) - **Surface Environment:** Characterized by a warm climate with persistent cloud cover, Orionis Refuge offers a welcoming habitat with vast forests, lush oceans, and a dense, breathable atmosphere. - **Water Presence:** Abundant, with 79.4% of the surface covered by water. The emerged areas host rich vegetation and diverse ecosystems. - **Atmosphere:** Dense and humid, with an atmospheric pressure of 1.890 Earth atmospheres, primarily composed of nitrogen (78.0%) and oxygen (21.6%).

### Habitability and Colonization:

* **Colonization History:** Orionis Refuge was colonized in the late 24th century, primarily for its Earth-like habitable conditions and potential for long-term agriculture and livability.
* **Current Population:** About 3.5 million, comprising a diverse community of scientists, farmers, and families seeking a new life.
* **Main Settlements:** Celestial Haven (administrative and research center), Aqua Frontier (coastal settlement and advanced aquaculture center), Skyward Grove (forested agricultural area).
* **Economy:** Based on advanced agriculture, scientific research, space tourism, and aquaculture, taking advantage of the abundant water and favorable climatic conditions.
* **Culture and Society:** Strongly tied to respect for the natural environment, the society on Orionis Refuge emphasizes sustainability and harmonious coexistence with native ecosystems.
* **Relations with the Sol Union:** Considered an ecological gem, Orionis Refuge significantly contributes to the biodiversity of the Sol Union and serves as a model for eco-compatible colonization.
* **Interesting Fact:** “The Nights of Light,” where the reflective glow from the parent planet creates spectacular night skies, are moments of celebration and appreciation for the natural beauty of Orionis Refuge.

### Notes on Fauna and Flora:

* **Notable Species:** “Cloud Dragons,” large flying creatures that exploit elevated thermal currents; “Steam Flowers,” plants that absorb and release moisture, contributing to the moon’s humid climate.
* **Conservation and Biodiversity:** Extensive protected areas and nature reserves have been established to preserve the uniqueness of Orionis Refuge’s flora and fauna, with dedicated research programs for their conservation.

### Strategic or Scientific Importance:

* **Research and Development:** The moon hosts several leading research centers focused on ecology, climatology, and extraterrestrial biology, offering insights into adaptable and sustainable life models.
* **Defense and Security:** Orbital defense systems and a discreet but effective security presence protect the moon and its inhabitants from potential external threats.

# Mission Generator

This generator allows players to create unique missions within the interstellar setting. The combination of mission types, clients, conditions, obstacles, and rewards ensures a diverse array of challenges. Players will tackle assignments for various factions, interact with alien cultures, and explore the dangers of the galactic frontier while reaping lucrative rewards.

## Finding Missions

Roll 1d6 to get a job offer. Spend 1₡ to re-roll.

|  |  |
| --- | --- |
| 1-2: | No contracts available currently. |
| 3-4: | A risky or low-paying mission is offered. |
| 5-6: | Choose between two available contracts. |

## Mission Table

|  |  |
| --- | --- |
| 1. | Freight Transport |
| 2. | Space Station Repair |
| 3. | Planetary Survey |
| 4. | Establish Outpost |
| 5. | Resource Extraction |
| 6. | Investigate Anomaly |
| 7. | Specimen Acquisition |
| 8. | Star System Mapping |
| 9. | Field Test Prototype |
| 10. | Medical Deployment |
| 11. | Search and Rescue |
| 12. | Asset Escort |
| 13. | Enforce Quarantine |
| 14. | Defensive Operation |
| 15. | Disable Pirate Base |
| 16. | Corporate Sabotage |
| 17. | Data Infiltration |
| 18. | Fugitive Capture |
| 19. | Artifact Recovery |
| 20. | Navigational Hazard Removal |

## Location

|  |  |
| --- | --- |
| 1. | Frontier Colony |
| 2. | Asteroid Belt |
| 3. | Orbital Habitat |
| 4. | Moon Base |
| 5. | Terrestrial Colony |
| 6. | Mining Outpost |
| 7. | Deep Space Lab |
| 8. | Alien Ruin Site |
| 9. | Derelict Freighter |
| 10. | Comet/Asteroid |
| 11. | Gas Giant Moon |
| 12. | Kuiper Belt Object |
| 13. | Gas Giant Storm |
| 14. | Radiation Belt |
| 15. | Ion Storm Region |
| 16. | Neutron Star Study |
| 17. | Dwarf Planet |
| 18. | Oort Cloud Object |
| 19. | Stellar Nebula |
| 20. | Volcanic World |

## Client Table

|  |  |
| --- | --- |
| 1. | Allied Terraformers Unlimited |
| 2. | Kyushi Technical Union |
| 3. | Kuzaren Jumpgate Constructors |
| 4. | AnthroVenture Xenologists |
| 5. | Martian Colonial Administration |
| 6. | Lunar Development Syndicate |
| 7. | Asteroid Belt Miner’s Union |
| 8. | Spatial Hazard Mitigation Agency |
| 9. | Vanguard Xenobiology Institute |
| 10. | Terraforming Solutions Group |
| 11. | Deep Frontier Explorers Society |
| 12. | Lunar Scientific Consortium |
| 13. | SunHarvest Energy Syndicate |
| 14. | Diplomatic Security Corps |
| 15. | Shipwrights Engineering Guild |
| 16. | Asteroid Miner’s Coalition |
| 17. | Galactic Comm Uplink Union |
| 18. | System Defense Forces |
| 19. | Hydroponic Farmers Cooperative |
| 20. | Pan-Galactic Peacekeeper Corps |

## Complication

|  |  |
| --- | --- |
| 1. | Critical Equipment Failure |
| 2. | Hostile Alien Environment |
| 3. | Enigmatic Xenotechnology |
| 4. | Rival Corporate Interference |
| 5. | Exotic Radiation/Energy Source |
| 6. | Crewmember Medical Emergency |
| 7. | Subspace Communications Blackout |
| 8. | Life Support System Malfunction |
| 9. | Crew Insurrection/Sabotage |
| 10. | Hostile Xenobiological Entity |
| 11. | Unstable Wormhole/Spacetime Anomaly |
| 12. | Psychologically Acute Crewmate |
| 13. | Pandemic/Bioweapon Protocols |
| 14. | Protected Asset Goes Rogue |
| 15. | Factional/Jurisdictional Disputes |
| 16. | Unethical Experimentation Orders |
| 17. | Sentient Alien Test Subject |
| 18. | Unexpected First Contact Event |
| 19. | Hidden Corporate Interests |
| 20. | Distress Beacon is Bait |

## Hazards

|  |  |
| --- | --- |
| 1. | Equipment Malfunctions |
| 2. | Unusual Spacetime Distortions |
| 3. | Hazardous Planetary Environments |
| 4. | Experimental Warp/Hyperdrive Tech |
| 5. | Inscrutable Alien Relics/Ruins |
| 6. | Interstellar Smuggler Activity |
| 7. | Pulsar Radiation/Ion Storms |
| 8. | Hostile Alien Organisms |
| 9. | Deranged Crew Psychosis |
| 10. | Asset/Client Betrayal |
| 11. | Black Ops Interference |
| 12. | Xenobiological Contamination |
| 13. | Corporate Espionage Ploy |
| 14. | Desperate Civilian Refugees |
| 15. | Artificial Singularity |
| 16. | Pirate Marauder Ambush |
| 17. | Rogue AI Uprising |
| 18. | Enigmatic Signal Source |
| 19. | Wartime Allegiances |
| 20. | Uncontrolled Test Subjects |

## Mission Reward

|  |  |
| --- | --- |
| 1. | Currency/Financial Compensation |
| 2. | Scientific/Xenoarchaeological Data |
| 3. | System-Wide Renown/Accolades |
| 4. | Promotion/Guild Rank Advancement |
| 5. | Coveted Alien/Precursor Technology |
| 6. | Raw Material/Energy Resources |
| 7. | Political Influence/Favors |
| 8. | Established Outpost/Colony Rights |
| 9. | First Contact Cultural Exchange |
| 10. | Historic Astronomical Discovery |
| 11. | Alliances/Client Relationships |
| 12. | Setback for Rivals/Competitors |
| 13. | Civilian Lives Preserved |
| 14. | New Areas of Knowledge |
| 15. | Habitable World Claim Established |
| 16. | Secure Trade Route Mapping |
| 17. | Novel Lifeform Samples |
| 18. | Plague/Pathogen Cure Developed |
| 19. | Advanced Prototype Weapon |
| 20. | Ancient Mystery Revelation |

## Contact

|  |  |
| --- | --- |
| 1. | Grizzled Star Captain Mentor |
| 2. | Cocky Test Pilot Mercenary |
| 3. | Inscrutable Megacorp Agent |
| 4. | Suspicious Xenoarchaeologist |
| 5. | Zealous Terraforming Cultist |
| 6. | Desperate Colony Leader |
| 7. | Brilliant but Unstable Engineer |
| 8. | Enigmatic Alien Ambassador |
| 9. | Eccentric Starship Designer |
| 10. | Ruthless Space Privateer |
| 11. | Idealistic Environmental Activist |
| 12. | Paranoid System Defense Hacker |
| 13. | Oblivious Bureaucrat |
| 14. | Duplicitous Corporate Spy |
| 15. | War-Weary Field Medic |
| 16. | Unlikely Alien Ally |
| 17. | Former Crewmate Friend/Rival |
| 18. | Disillusioned Military Defector |
| 19. | Mad Scientist Inventor |
| 20. | Rogue AI Persona |

# Inspirations

Books: - The Alliance-Union universe novels by C.J. Cherryh (Downbelow Station, Merchanter’s Luck, etc.) - Terran Trade Authority/Seriouslty Bent books by Stewart Cowley - The Golden Age/Golden Oecumene novels by John C. Wright - Pandora’s Star/Judas Unchained by Peter F. Hamilton - The Gap Cycle by Stephen R. Donaldson - The Risen Empire/Killing of Worlds by Scott Westerfeld - Vatta’s War series by Elizabeth Moon

Movies/TV: - Babylon 5 - The Last Starfighter - Wing Commander - Defiance (sci-fi AI labor/caste system themes)

Video Games: - Elite Dangerous (esp. for spacecraft/trade/exploration aspects) - X3: Reunion - Endless Space 2 - Stellaris - Battlestar Galactica Deadlock

Inspirational Sources: - Spacecraft/starship design by Chris Foss, Ron Miller, John Berkey - Hard sci-fi art of Angus McKie, Donato Giancola, Vincent Di Fate - The Terran Trade Authority RPG sourcebooks - The Starshield Project starship/world design

Key Themes: - Realistic depictions of interstellar spacecraft/station design - Complex webs of interstellar politics/trade/cultural factions  
- Plausible scientific theories like wormholes/jumpgates - Influence of mega-corporations and merchanter clans - Gritty, grounded stories of traders, mercenaries, colonists - Alien species dynamics and first contact scenarios - Realistic effects of interstellar travel times and communication delays

# License

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