

UNIVERSAL



BOOK OF STUFF

The Universe Roleplaying Background Handbook

www.theuniverse.org.uk

Jim Wallman – Version June 2010

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Universe Roleplaying Background Handbook

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We have been playing quite a few low-level games set in the universe that involve some degree of roleplaying and some degree of planning and campaigning.

This all started with the original 130th Regiment starship marine campaign, and this encouraged us to develop background things like medical rules and skill developments.

Later, when we ran Hawks of the Stars, a space pirate campaign, we found a need to understand the economics of interstellar trade on an individual ship level, and the price of certain items of equipment that in the military campaign were simply issued from stores.

The latest game, in which the players are running an interstellar mercenary company has caused us to develop rules for recruitment on the open market, hiring and chartering ships, maintaining heavy combat equipment and a host of other things necessary to run a technical consultancy over interstellar distances.

The various rules were developed piecemeal and located in different parts of the Universe website – until finally it became clear that they needed to be gathered together and given some coherence.

These rules are intended as guidelines for running role playing games in The Universe – however, they have limitations. At the moment they do not merge seamlessly with the Macroeconomic campaign rules under which the mainstream Universe campaign is being run. If you multiply up costs and some of the numbers to the planetary scale they might start to look a bit odd – so my advice is **don't**.

Hopefully what is here is sufficient to give you background information and rules to run a story in whatever part of Universe society you choose – pirates, mercenaries, criminal gangs, cops etc.

The rules will be added to and elaborated on as time goes by, so check the website from time to time to get the latest versions.

Jim9000
June 2010

1. UNIVERSAL COSTS

TABLE 1 : Items with restricted availability

Note: All prices are indicative only. Local market prices will vary as will availability.	Black Market		Legitimate purchase with appropriate license and End User Certificate	Civilian use allowed	Military export allowed	Licensed PMC use allowed
	Poor quality	Good quality				
Starship Marine Equipment						
One shot of MAD	n.a.	1,000	500	N	Y	Y
Space Combat Armour	300	600	400	Y	Y	Y
SCA1	-	40	20	Some	Y	Y
SCA3	-	100	80	N	Y	Y
Combat Robot + SCA1	600	750	500	N	Y	Y
Close Support Robot + 10 APGW	900	1,200	800	N	Y	Y
Grenade/ Demo charge Reloads (Per combat crewman, complete sets only)	40	40	10	N	Y	Y
Manpack APGW system (6 APGW)	900	1,200	800	N	Y	Y
6 x APGW Reload (per manpack)	60	60	30	N	Y	Y
10 x APGW Reload (per CSR)	100	100	50	N	Y	Y
Space Armour spares unit	-	15	10	Y	Y	Y
Robot spares unit	-	10	5	Y	Y	Y
Wirepod (per unit)	-	-	900	N	Y	N
Spacefoam (per unit)	-	-	750	N	Y	N
Supercharge	-	-	150	N	Y	N
Space Equipment						
Basic Comsat	-	-	30,000	Y	Y	Y
Basic weathersat	-	-	40,000	Y	Y	Y
Secure comsat	-	-	60,000	Y	Y	Y
Secure spysat	100,000	150,000	80,000	N	Y	Y
Satellite operations base station	-	-	5,000	Y	Y	Y
Merchant Cargo Container	-	-	2,500	Y	Y	Y
Modifed Container - Hab Pod x 24	-	-	25,000	Y	Y	Y
Modifed Container - Shuttle Storage	-	-	4,000	Y	Y	Y
Orbital Drop Cargo Container	-	-	6,000	Y	Y	Y
Ship and Shuttle Refits						
Multi-Cannon fit for a shuttle or ship	-	10,000	4,000	Some	Y	Some
Multi-Cannon Ammo Pod (10 shots)	-	1,000	500	Some	Y	Some
SCA3 Turret fit for a shuttle or ship	-	5,500	3,000	N	Y	Some
Long Range Sensor upgrade for non-military ships	-	-	7,500	Y	Y	Y
Pacifier Operations						
Pacifier spaceframe	n.a.	n.a.	500,000	N	Y	Y
Support package for Pacifier - per pac per octant of operations	n.a.	n.a.	40,000	N	Y	Y
Multi-cannon	n.a.	n.a.	2,000	N	Y	Y
Multi-Cannon Ammo Pod (10 shots)	n.a.	n.a.	200	N	Y	Y
HELL Weapon fit	n.a.	n.a.	25,000	N	Y	Y

<p>Note: All prices are indicative only. Local market prices will vary as will availability.</p>	Black Market		Legitimate purchase with appropriate license and End User Certificate	Civilian use allowed	Military export allowed	Licensed PMC use allowed
	Poor quality	Good quality				
Rad Seeker Missile	n.a.	n.a.	40,000	N	Y	Y
LR Missile	n.a.	n.a.	60,000	N	Y	Y
Drop Tank	n.a.	n.a.	3,000	N	Y	Y
Replacement escape pod	n.a.	n.a.	5,000	N	Y	Y
Chaff / Flare pod	n.a.	n.a.	500	N	Y	Y
Flare reload	n.a.	n.a.	100	N	Y	Y
Chaff reload	n.a.	n.a.	100	N	Y	Y
Rescue Life Support pod	n.a.	n.a.	1,200	N	Y	Y
Atmosphere operations kit (wings)	n.a.	n.a.	5,000	N	Y	Y
One Shot Pacifier Launch System	n.a.	n.a.	100,000	N	Y	Y
Ground Force Personal Equipment						
GF Heavy Mobility Armour	3,600	5,000	1,800	Y	Some	Some
GF Armour support, maintenance and diagnostic kit.	1,200	2,500	600	Y	Some	Some
Light Tactical Armour (LTA)	50	250	200	Y	Y	Y
SLA2 Rifle	200	400	120	N	Y	Some
SLA3 Support Weapon	1,500	2,000	200	N	Some	Some
G-Launcher	500	800	300	N	Y	Y
Assault Rifle	25	75	50	Some	Y	Y
LMG / LSW	80	120	100	N	Y	Y
Small arms ammo reload	5	5	5	Y	Y	Y
Pistol	25	40	20	Some	Y	Y
HE Hand Grenade	60	80	50	N	Y	Y
Grenade/ ammo Reloads (Per GF Armour unit, complete sets only)	80	80	40	Y	Some	Some
Ground Force Support Weapons						
Man-portable mortar	-	1,500	150	N	Y	Y
Mortar rounds (per 3)	-	800	300	N	Y	Y
Man-pack LRGW / ATGW Launcher Unit (no missiles – capacity 2)	-	2,500	250	N	Some	Some
LRGM (per missile)	-	1,000	500	N	Some	Some
ATGW (per missile)	-	400	200	N	Some	Some
ICBM system	n.a.	n.a.	2,000,000	N	Some	N
Orbital Laser System	n.a.	n.a.	1,500,000	N	N	N
Armoured Vehicles						
Wheeled APC	100,000	120,000	60,000	Some	Y	Y
Tracked APC	120,000	160,000	80,000	Some	Y	Y
Hover APC	160,000	240,000	120,000	N	Some	Some
Vehicle Mounted Multi-cannon	-	10,000	4,000	Some	Y	Some
Multi-cannon ammo reloads	-	1,000	500	Some	Y	Some
Vehicle-mounted SAM system	-	20,000	8,000	N	Y	Some
SAM reload pack (10 shots)	-	6,000	1,000	N	Y	Some
Vehicle-mounted LRGW system	-	5,000	500	N	Some	Some
Reload pack for vehicle-mounted LRGW (20 shots)	-	20,000	5,000	N	Some	Some

<p>Note: All prices are indicative only. Local market prices will vary as will availability.</p>	Black Market		Legitimate purchase with appropriate license and End User Certificate	Civilian use allowed	Military export allowed	Licensed PMC use allowed
	Poor quality	Good quality				
Vehicle-mounted ATGW system	-	5,000	500	N	Some	Some
Reload pack for ATGW system (20 shots)	-	20,000	4,000	N	Some	Some
Vehicle-mounted mortar system	-	3,000	400	N	Y	Y
Vehicle mortar reloads pack (30 rounds)	-	15,000	3,000	N	Y	Y
Hover Infantry Ground Combat Vehicle (including armament)	n.a.	n.a	200,000	N	Some	Some
Hover Car (Light tank equivalent) (Inc armament)	n.a.	n.a	150,000	N	Some	Some
Hover Gun (Artillery)	n.a.	n.a.	450,000	N	Some	Some
Hover Tank	n.a.	n.a	500,000	N	Some	Some
Support package for tracked armoured vehicles - per vehicle per octant of operations	30,000	40,000	20,000	N	Some	Some
Support package for hover armoured vehicles - per vehicle per octant of operations	40,000	50,000	30,000	N	Some	Some
Armed Flyer	n.a.	n.a.	20000	Some	Y	Y
Airtrans Flyer	n.a.	n.a.	50000	Y	Y	Y
Combat AIR (Manned)	n.a.	n.a.	80000	N	Y	Y
Combat AIR (Bright Slave)	n.a.	n.a.	120000	N	Y	Y
Support package for combat aircraft – per combat aircraft (or 2 flyers) per octant of operations	40000	50000	30000	N	Some	Some
Dubiously Legal Specialised Equipment						
Microgrenades (teargas / radiation / HE)	50	75	50	N	n.a.	n.a.
Binary incapacitating agent	-	1,200	800	N	Some	Some
Trinary incapacitating agent	-	2,000	1,000	N	Some	Some
Truth drug (per dose)	-	25,000	5,000	N	Some	Some
Ceramic gun	250	500	200	N	n.a.	n.a.
Lethal neurotoxin gas canister	-	5,000	2,500	N	N	N
Nuclear warhead	-	200,000	60,000	N	Some	Some
Unrestricted AI chip	100,000	500,000	Illegal by international treaty	N	N	N
Law-enforcement Equipment						
COP Gear (comms, LTA, cuffs, branded uniform etc)	50	250	220	N	Y	Y
Riot gear (as COP gear plus shield, tear gas, stun baton etc)	500	800	400	N	Y	Y
Police APC (wheeled)	100,000	120,000	60,000	Some	Y	Y

Note: All prices are indicative only. Local market prices will vary as will availability.	Black Market		Legitimate purchase with appropriate license and End User Certificate	Civilian use allowed	Military export allowed	Licensed PMC use allowed
	Poor quality	Good quality				
Police APC (Hover)	160,000	240,000	120,000	N	Some	Some
Riot Foam (per unit)	-	-	750	N	Y	N
Mobile water-cannon (wheeled)	100,000	120,000	40,000	N	Y	Y
Anti-Riot barrier (per 50m)	-	-	1,000	N	Y	Y
Loudspeaker vehicle (wheeled)	-	-	30,000	Y	Y	Y
Spy-eye (bright slave flying camera)	-	-	1,200	Y	Y	Y

PAX LOGS LOADS

1 PAX Standard Storage Pallet carries **one** of the following options:

- 12 rounds of mortar ammo
- 12 grenade/ammo reload sets
- 4 LRGM
- 4 ATGW
- 2 SAM
- 24 one-day ration packs
- 2 man-portable weapons

Other Pax load values

One equipped soldier with LTA or Marine Armour and their personal sidearm.	1	GF in HMA Armour with sidearm	1.5
One combat robot, or close support robot or TRUC or equivalent	1	GF in HMA Armour with manpack heavy weapon launcher	2
Spy-eye ground station	4	Nuclear warhead	1
Spy-eye	6	Vehicle missile reload pack (LRGM / ATGW / SAM)	5
HMA Support Kit	2	HMA Armour (unmanned)	1

TABLE 2 : Available legitimately on the Open Market

	Poor quality	Good Quality
Ship-borne equipment		
AutoDoc Medic Unit	-	250,000
Portable Air-Lock	-	500
Light Shuttle (10 PAX)	20,000	35,000
Medium Shuttle (25 PAX)	40,000	60,000
Large Shuttle (40 PAX)	75,000	150,000
Cargo Shuttle (100 PAX)	250,000	400,000
Support package for shuttles - per 100 pax equivalent per octant of operations	-	20,000
Shuttle Magnetic tow-grab unit	-	2,500
Clothing		
Decent suit of clothes	25	300
Spacesuit	50	150
Emergency Space Survival suit	-	50
Safety Vest' (light tactical armour)	50	80
Robotics		
TRUC Robot	50	100
Maint Robot	75	150
Medical robot	600	1,200
Personal Bright Slave	400	800
PressBot (camera/recording robot)	500	1,000
<i>RealBot™</i> Pleasure Robot	75	8,000
Specialist robot toolkit	-	1,000
Vehicles		
Wheeled unarmoured load/personnel carrier	4,000	30,000
Tracked unarmoured load/personnel carrier	6,000	40,000
Hover unarmoured load/personnel carrier	10,000	60,000
Personal Transport Vehicle (planetside)	3,000	20,000
Scoop Class backhoe loader (Bright Slave)	20,000	100,000
Lofty Class mobile crane (Bright Slave)	30,000	120,000
Light Flyer (PAX 8)	5,000	15,000
Airtrans Flyer (PAX 30)	20,000	50,000
Field Equipment		
Portable habdome for 10 pax	800	1200
Portable habdome for 30 pax	2000	3000
Portable harsh environment support system (for above)	-	800
Field Kitchen Unit	500	2000
Field medical pack	200	500
24 hour ration pack	1	2
Collapsible Gabion (2m x 10m earth-filled)	-	500
Electronic Raptor detection system (per 100m)	-	1000
Plasmatic Boring Device	6,000	12,000
Mining survey equipment pack	-	20,000
Space Commerce		
Laser Cargo launch system (to put a cargo pod in orbit). Needs large local power supply.	-	1,500,000
Cargo pod launch & guidance attachment (per pod)	-	750



MERCHANT SHIPPING COSTS

Merchant ships can be chartered by the Octant (50 day period). Cost includes civilian operating crew:

Table 3 : Ship Charter Costs

Class / Type	Min. Operating Crew	Spare Occupancy	Capacity (cargo pods)	Charter cost per octant	Approx purchase cost second hand	Approx purchase cost new
Spaceships						
Orbital cargo shuttle	2	40	0	4,000	200K	350K
Short range interplanetary cargo ship	2	8	4	16,000	800K	1.4M
Short range interplanetary passenger ship	4	30	0	24,000	1.2M	2.0M
Long range interplanetary cargo ship	4	12	10	40,000	2.0M	3.5M
Long range interplanetary passenger ship	8	100	1	72,000	3.5M	6.0M
Starships						
Class 1000 Standard	6	2	4	32,000	1.6M	2.7M
Class 2000 Standard	9	3	8	64,000	3.2M	5.5M
Class 3000 Standard	10	4	20	147,000	7.4M	12.5M
Class 3000 Passenger	12	700	1	149,000	7.5M	12.7M
Class 4000 Standard	12	8	36	261,000	13.1M	22.2M
Class 4000 Passenger	18	1,500	2	265,000	13.3M	22.5M
Class 5000 Standard	15	10	64	459,000	22.9M	39.0M
Class 5000 Passenger	25	2,000	4	466,000	23.3M	40.0M

Cargo Pods: The standard cargo pod is 10m x 10m x 20m. This can carry the following:

- > 18 large vehicles (such as tanks, trucks etc) or
- > A modified habitation pod for 24 people in reasonable comfort or
- > 1000 Pax in close bulk storage or
- > Rations of water and food for 30,000 person-days or
- > 1 x one-shot pacifier launch system or
- > 1 x multi-cannon weapon pod or
- > Shuttle parking bay for up to Medium shuttle or
- > Tug parking bay for up to 3 x tugs
- > The equivalent of 18 x old-style ISO Containers
- > Short range troop transport equivalent to 500Pax (less than 12 hours).
- > around 18 megadons in live storage (drugged, obviously)

Orbital Station Parking Fees

Orbital stations take charge of spacecraft and their movements from their approach to the planet through to parking orbit and departure including Space Traffic Management-related tasks. For this purpose, orbital stations provide a number of services and facilities, such as orbital data, loading shuttles and docking terminals for which station users are charged. These charges cover the cost of providing station facilities and services and are an important source of revenue for the station

There are a number of fees:

1. Orbital Parking – this is allocating a loading/unloading position near the station (usually within 10-20km) and includes monitoring from Space Traffic Control and routine correction data and security patrols to prevent tampering.
2. Docking – large stations can actually arrange for physical docking for smaller ships (Class 2000 and below) and for shuttles.
3. Passenger handling – spaceport lounges, security, passport control, baggage handing and transfers using the station’s shuttles.
4. Cargo handling – where the merchant does not have its own landing shuttles or cargo pod re-entry system (i.e in most cases) the orbital station will handle the orbital-to-planet cargo transfers using a range of systems from gravity drops to high-capacity shuttles.
5. Servicing Fees – provision of reaction mass, minor repairs etc are charged as needed.

Table 4 : Orbital Station Fees

Type of fee		Cost in Credits
1. Orbital Parking	Class 3000 – Class 5000 and any military grade starship	80 per day
	Class 1000 – Class 2000 starship	60 per day
	Any interplanetary ship	2500 per octant
	Cargo shuttles	2000 per octant
2. Docking	Class 2000	100 per hour
	Class 1000	75 per hour
	Small IP Merchant	50 per hour
	Heavy Lifter (150 pax)	40 per hour
	Cargo Suttle (100 pax)	30 per hour
	Large shuttle (40 pax)	20 per hour
	Medium Shuttle (25 pax)	15 per hour
	Light Shuttles (10 pax)	10 per hour
3. Passenger Handling	Departing passenger	5 per passenger
	Transferring passenger	2 per passenger
4. Cargo handling	From docked vessel to planetside	60 per cargo pod equivalent
	Planetside to docked vessels	120 per cargo pod equivalent
	From parked vessel to planetside	50 per cargo pod equivalent
	Planetside to Parked vessel	100 per cargo pod equivalent
5. Servicing Fees	Reaction mass pumping service	1 per tonne
	Routine maintenance team	500 per day.

Secure Storage Costs

credits Per pax per octant. Includes alarms, guards etc.

[pax = a volume about the same as a fully equipped soldier]

- 200 Top security vault (big city planetside)
- 100 Medium Security vault (big city planetside or in orbital)
- 25 Local Secure Store Site
- 10 Standard Storage Site

Passenger transport Costs

per day per person

- 50 Steerage on a merchant ship
- 75 Passenger quarters on a merchant ship
- 100 Passenger liner

Table 5 : Secure Cargo transport costs

credits per pax per parsec

Company	Secure transport	Standard Transport
Large transport corporation	80	50
Small transport corporation	90	55
'Family Firm'	100	60
Bloke you met down the bar, who “did the Kessel run in less than 3 parsecs” (sic), no questions asked	50-150	20-100

Personal Expenditure

Players will be spending some of their pay on living expenses and personal items of equipment.

We don't usually go into detail about personal spending, so lifestyle costs (food, drink, accommodation, entertainment, basic personal possessions etc) are calculated as a single payment per octant.

You may choose a lifestyle each octant, however you may only lower your lifestyle by one level per octant (its harder to get used to a lower lifestyle than a higher one).

Credits per octant	
5	Poor
50	Substandard
150	Frugal
300	Basic
500	Comfortable
750	Excellent
1,000	Lavish
2,500	Extravagant
5,000	Outrageous
10,000	Presidential



2. HUMAN RESOURCES

The Universe is, of course, mostly populated by humans. And employing humans is what you end up doing at some point or other. Whether this is as a legitimate employer, with a proper package of staff benefits, or whether it is as a scuzzy space pirate offering a life of danger and excitement for a cut of the possible profits.

Either way, getting people to work for you (that is non-played people) requires a recruitment process

Similarly, once recruited you have to hope they stay with you and don't resign. Obviously, it is hard to hand in your notice when you are in deep space and a month from the nearest inhabited world – but nevertheless it is an issue.



The other rules (for fighting and flying ships etc) define a range of different categories of people – troops types, skill sets etc. The table below shows the main skill groups that we have used so far.

The rates of pay are illustrative. Increasing or varying the rates can impact on recruitment and retention – but you can use these as the 'going market rate' for the job.

Table 6: Employment categories

	Credits Per Octant (50 days)	Credits per year	Recruitment factor
Civilian Administration			
Basic Administrator	500	4,000	100%
Experienced Administrator	600	4,800	100%
Bookkeeper	750	6,000	100%
Accountant	900	7,200	80%
Senior Manager	950	7,600	50%
Civilian Security			
Trainee Security Guard	450	3,600	200%
Security Guard	500	4,000	100%
Civilian Police - patrol experience	550	4,400	50%
Civilian Police - detective	650	5,200	40%
Civilian Police - command level	1100	8,800	20%
Ground Forces			
Militia trained – no combat experience	500	4,000	100%
Militia – with combat experience	550	4,400	50%
GF Soldier trained – no combat experience	650	5,200	80%
GF Soldier – with combat experience	800	6,400	20%
GF Special forces	950	7,600	10%
GF Officer	950	7,600	20%
GF Staff rank or above	1,050	8,400	10%
Military technician	750	6,000	80%
Experienced Military technician	850	6,800	40%
AIR Pilot	900	7,200	80%

	Credits Per Octant (50 days)	Credits per year	Recruitment factor
AIR Pilot – with combat experience	1,200	9,600	20%
Flier Pilot	800	6,400	80%
Flier Pilot with combat experience	900	7,200	40%
Civilian Space Crew			
General Spacecrew	550	4,400	50%
Combat SpaceCrew Trained – no combat experience	650	5,200	50%
Combat Spacecrew combat experience	750	6,000	10%
Shuttle pilot	650	5,200	50%
Ship's Officer Grade	1100	8,800	20%
Ship's Technician	700	5,600	20%
Experienced Ship's Technician	800	6,400	20%
Starship Marines			
Starship Marine Trained – no combat experience	1000	8,000	10%
Starship Marine – combat experience	1200	9,600	5%
Starship Marine Officer up to Major	1500	12,000	3%
Starship Marine – Lt Colonel or above	2000	16,000	2%
Marine Special Forces	2500	20,000	1%
Naval Personnel			
General Naval Spacecrew	650	5,200	40%
Astronaut (Technician)	900	7,200	20%
General Technician	800	6,400	30%
Weapon Tech	900	7,200	20%
Engineering Tech	950	7,600	20%
Petty Officer	1100	8,800	20%
Command Rank	1500	12,000	15%
Staff Rank or above	2000	16,000	10%
Military Shuttle pilot	900	7,200	20%
Pacifier Pilot	1400	11,200	1%
Pacifier Pilot command rank	1550	12,400	0.5%
Other Civilian Personnel			
Builder	550	4,400	100%
Butler / Personal Assistant	600	4,800	50%
Chef	800	6,400	100%
Customer Service Operative	300	2,400	100%
Doctor	1100	8,800	5%
Driver	350	2,800	100%
Electrician	600	4,800	50%
Electronics Technician	800	6,400	20%
Experienced 'Don Hustler	550	4,400	80%
Expert Dataminer	900	7,200	20%
Farm hand	350	2,800	100%
Farming Technician	600	4,800	50%
Gardener	550	4,800	50%
General Handyperson	400	3,200	150%
General Mechanic	500	4,400	50%
Hairstylist	600	4,800	100%
Host / Hostess	900	7,200	50%
Janitor	350	2,800	100%
Masseur / -euse	750	6,000	50%
Nurse	700	5,600	80%

	Credits Per Octant (50 days)	Credits per year	Recruitment factor
Other Technical expert (specify specialty)	950	7,600	50%
Paramedic	800	6,400	80%
Personal Trainer	850	6,800	80%
Plumber	600	4,800	50%
Priest	500	4,000	100%
Psychotherapist	1000	8,000	20%
Ranch hand	400	3,200	100%
Robot Technician	700	5,600	50%
Tailor	550	4,400	80%
Teacher	800	6,400	80%
Vehicle Mechanic	550	4,400	100%

Table 7: Recruitment

Recruitment depends on the qualities you are looking for and the wealth and size of the world you are recruiting on.

Recruitment depends on time, location, reputation and credits spent on advertising posts.

Advertising in:	Cost per 10 days	Recruiting score		
		for first 10 days	for 20 days	30 days and more
Cheap adverts on planetnet	15	1	1	2
Specialist Journals Only	50	2	3	3
National Media	250	4	5	6

Table 8: Recruiting Location

You need to find out from the star database (see website) the population of the world you are recruiting on.

Location Economy	Average population (millions)	Less than half average population	Around average population	More than double average population
Just Settled	0.1 M	0	0	0
Subsistence	0.5 M	0	0	1
Very Poor	1 M	0	1	2
Poor	5 M	1	2	3
Below Average	17 M	2	4	5
Average	20 M	3	4	5
Above Average	29 M	4	4	6
Rich	52 M	4	6	8
Very Rich	97 M	8	10	12
Colonial Capital	380 M	25	30	35
Homeworld	7,600 M	50	60	70

Base Number of Applicants = Recruiting score for advertising X Location Score x 1d6

This is then modified by the recruitment factor for the job (usually a percentage) shown in the employment category table above.

Table 9: Nature of Applicants and shortlisting

If you are gaming out the short listing process, then roll for each candidate Roll d10 separately for each column for each candidate.

Score	Criminal Record Check (-1 at if recruited at a Very Poor Colony or below)	References	Primary Gender
0	DODGY	None	Transgendered
1	MURKY	Poor	M
2	MINOR OFFENCES	Guarded	M
3	MINOR OFFENCES	Guarded	M
4	MINOR OFFENCES	Guarded	M
5	CLEAN	Good	F
6	CLEAN	Good	F
7	CLEAN	Good	F
8	CLEAN	Excellent	F
9	CLEAN	Excellent	Cyborg

Genetic & Biological Status

All ex-services recruits are automatically Perfects. All others roll 1d6 - score 5 or 6 to be Perfect. If the recruit is cyborg and naval/ marine/GF experience, they can only have been cyborged *after* leaving the service as the services do not normally accept cyborgs..

Interview and Assessment

Assuming appointments are made by at least 2 directors, it is possible for two directors to assess and appoint up to 5 candidates per day.

It is possible to subcontract recruitment to an agency, in which case you pay a fee of 10 credits per recruit interviewed. The capacity of the agency to recruit staff will be variable and limited – typically to 20 recruits a day.

For some specialisations (such as special forces, marines or pacifier pilots etc) most recruitment agencies will not be qualified to conduct selection interviews.

Impact of recruitment decisions.

Although players might recruit a candidate with, say, poor references, the combat system does not reflect this directly. This information is something that the GM can use to develop those NPC as a particular mission continues.

A candidate with poor references does not automatically perform badly, and one with good references doesn't automatically perform well.



Similarly the criminal record data is just a guideline. A clean record might just mean they haven't been caught yet.

Recruiting from multiple classes.

If you wish to broaden a recruitment exercise you can offer a higher pay band – for example if you were recruiting inexperienced starship marines, you might offer 1,200 credits per octant (the 'experienced' rate) instead of 1,000 – this would attract inexperienced *and* experienced marines – thus you can *add* the recruitment factors for the two classes 10%+5% = 15%.

3. Making Money

In the normal course of events there are three ways of making money

- **Steal or cheat**
- **Earn it**
- **Inherit**

Stealing and Cheating

The amounts raised on stolen goods will vary according to the condition of the goods, the state of the local black market and how 'hot' the items are.

Much of this will arise out of the scenario you are playing, but as a guideline:

Use the 'poor quality' / 'good quality' columns on the costs tables.

The 'heat' of the item depends on how identifiable and illegal it is.

Heat	Meaning
Easy Peasy – items that are not really identifiable and not rare	Easy to sell at up to 50% of the market price
A Bit Dodgy – could be risky, not many about or belonging to someone well known	Not too easy to sell, with a cap at 40% of market price
Hot – easily identifiable and/or belonging to someone famous or the Government.	Quite hard to sell, and then no more than 20% of market price
Too Hot – An item publically well known – a famous painting for example.	You'll be lucky to find a buyer and even then no more than 10% of its value.
Burnt Fingers – something that is being actively hunted by governments – illegal AI chips for example.	You must be joking! Even if you find some fool to buy it you'll only get 5% at most.

Hostage taking: Hostages vary, and taking them is obviously a high-risk business. The higher the profile of the victim the more money you stand to gain, but also the greater the risk of police interventions (if not already defined by the scenario).

Roll d100

Table 10: Ransom Money

Size of Ransom Demand	Police response	Family just pay up
Less than victim's annual salary	01-10	11-00
Up to twice the victim's annual salary	01-20	21-00
Up to five times the victim's annual salary	01-50	51-00
Up to ten times the victim's annual salary	01-90	91-00

Earning Money Legally

You could get a job....no...ok I suppose this *is* about role playing adventures.

So, you might be able to sell things you come across legitimately. This will depend on the items concerned and their condition.

However, since you have come across them leagally, and they do not belong to someone else, you can always recover about 50% (sometimes more) of their market value.

This is fine for small items captured in battle, but does not work quite the same for things like starships, or major items of equipment in which their original owners might have a stake in their recovery.

Table 11: Salvage

roll 1d6

	Original Owner not interested or untraceable – you get whole value / ownership	Original owner takes it back, and you get nothing	Original owner wants it back and pays 5% of value as reward	Original owner wants it back and pays 10% of value as reward
Ground vehicles	5-6	1-2	-	3-4
Military heavy weapons or vehicles	6	1-3	-	4-5
Fliers	6	1-2	-	3-5
Combat aircraft	-	1	-	2-6
Shuttle	6	1	-	2-5
Interplanetary Spaceship	6	-	1-2	3-5
C1000 Starship	-	-	1-2	3-6
C2000 Starship	-	-	1-3	4-6
C3000 Starship	-	-	1-4	5-6
C4000 Starship	-	-	1-5	6
C5000 Starship	-	-	1-6	-
Any government or military ship	-	1-5	6	-

Capturing or Killing Pirates

Pirates are bad people, and governments encourage good citizenship by paying rewards for the capture, or even (in some less enlightened polities) killing pirates (provided you can prove they were pirates, of course).

The amounts vary according to the criminal reputation of the pirate. We distinguish between general pirate crew, named 'officers' and pirate Captains.

Non-specific pirate crew will earn 1d6x1000 credits alive (or half that dead)

Named pirate crew officers will earn 2d6x1000 credits alive (or half that dead)

A known pirate Captain will have a personal reputation, and may be wanted by several polities. In general the **basic reward** will be the pirate's Reputation Score x 1000 credits (See Space Piracy Rules below for what a Reputation Score is).

This can be modified by the scenario, or you can modify it using this table:

Table 12: Wanted Pirates Modifiers

d10	Wanted by	Additional conditions
0	Venerians	Same reward dead or alive, +20% to basic reward
1	Earthers	Half reward if dead
2	GFA	Only pays for live prisoner, +20% to basic reward
3	Martians	Only pays for live prisoner
4	Sirians	Only pays for live prisoner, -10% from basic reward
5	Wolfers	Same reward dead or alive
6	Xyonists	Only pays for live prisoner, -20% from basic reward
7	Centauri	Half reward if dead, +10% to basic reward
8	Independent World	Same reward dead or alive
9	Venerians	Same reward dead or alive, +20% to basic reward

4. SPACE PIRACY CAMPAIGN RULES

“So you ye wanna be a space pirate do 'ee lad?....”

The crew of the ‘independent traders’ – rather unfairly known as *space pirates* are organised on a sort of functional basis.

Obviously, the Captain is the most influential member of the crew, but each of the officers has their own set of loyalists.

- **Captain:** In charge. Usually also a skilled astronaut (that is someone who knows how to fly a starship)
- **First Officer:** Second in command. Generally accepted as the person to take over if anything should happen to the Captain. Also usually a trained astronaut.
- **Technical Officer:** The main task of a Tech Officer is to assist with things like repairs and maintenance. This keeps the ship flying.
- **Combat Officers:** More than just armed thugs, combat officers are *leaders* of armed thugs.



All Officers are represented by players, so a typical crew will be composed of 4 to 6 Officers.

Troop Types

For a more detailed explanation of equipment, see *starship Marine* which explain the weapons and equipment in use.

Officer: This is the player’s personal figure. They are always equipped as combat crewman (see below). The only officers are players – so if you want more officers on the team, you must somehow recruit more players. Transfers of officers between pirate crews are not unheard of.

Combat Crewman: A civilian crewman with some military training or experience capable of using ex-marine armour and weaponry. The standard kit on all combat crewmen consists of

- Armour
- SCA2
- 4 grenades
- 2 demo charges

Astronaut: These are the technical types needed to operate a starship. Each starship requires a minimum number of these to be able to work safely. Pirate crews often have additional astronauts to act as ‘prize crews’ should they happen to come across another ship in need of some ‘help’.

Standard equipment for an astronaut would be just a Spacesuit and SCA1.

Technicians (of various sorts): A specialist in their field (Armourer, Robot Tec, Medic etc). Standard equipment is a spacesuit and no weapon (all the suit’s hard points being taken up with equipment etc).

Shuttle Pilot: Actually flies a shuttle. Only pilots can fly shuttles. This is different to the Astronaut who are starship systems technicians - the Pilots are more hands-on flyers and can do things like planetary landing and take-off (PLATO) etc.

Standard equipment for a shuttle pilot would be just a Spacesuit and SCA1.

Ship Capacity

The Class 5000 Merchant Class of starship used by most of the independent traders has a maximum crew capacity of 60 – this is well above the normal capacity of around 25 because pirates are content to suffer poorer working conditions and do not respect the various employment protection and health and safety regulations as applied to working starships. They are *pirates*, after all.

This maximum includes *all* specialists and combat crew.

The total does not include robots or other equipment (which are stored in the cargo pods during travel, and hence do not drain life support capability).

Table 13: Pirate Skills

Each officer (=player) can have two skills. It is recommended that 'Combat' is one of them. For all skills, 1d6+3 score for how skillful you are to start with.

Skill	Use
Astronavigation	Flying starships from place to place.
Armoury	Repair and maintenance of armour, spacesuits and personal weapons
Drive Tech	Repair and maint of HSD and thrusters
Power Tech	Repair and maint of power systems
Medic	Treating wounded and sick
Ship System Tech	Repair and maint of internal systems - doors, internal comms, cabling etc.
Combat	Able to use combat armour and weaponry
Pilot	Flying shuttles, pacifiers etc
Interrogation	Asking important questions
Nutrition	Preparing and cooking food
Communications Tech	Repair and maint of ship to ship and long range communications systems
Entertainer	Expert at keeping people amused on long journeys
Ship Weapons Tech	Repair and maint of ship to ship weapon systems (must be ex-Navy or shipyard worker)
Robot Tech	Repair and maint of robots

Skills tend only to be improved after long practice or training - periods of years are normally required. Remind the GM when you've spent more than 200 days exclusively doing the same skill-related job.

In general to pass a skill roll, roll 1d12 and score under the skill rating for success (unless otherwise stated by the GM)

Table 14: Pirate Characteristics:

Characteristic	Description	Value
Charisma	The number of followers you can attract and keep (Starting score 1d6). You cannot attract more followers than you have charisma. Charisma can be increased by making successful grandstanding actions, or by have a long standing record of success (at GM's discretion or by acclamation of your peers).	1-10
Leadership	Bonus to morale when leading an attack Starting score d6: 1 = -1 2 = 0 3-4 = +1 5 = +2 6 = +3 Improved by combat experience.	Between -1 and +3
Dread	The degree to which you are feared by others. Starting score = 2d6 The higher your dread, the more people fear you. This may be a disadvantage when wanting people to help you rather than run away screaming. To make a dread test, roll percentage die and score current dread of less to be feared.	Any number
Reputation	How famous you are. Starting score = 2d6. Typical Reputation scores -	Any number
	Who? <20	
	known in same city / port 21+	
	Known in same system 40+	
	Wanted in same polity 80+	
	Infamous throughout the quadrant 160+	
	Infamous in 2 quadrants 320+	
	Wanted throughout human space 640+	
	Go into politics 1280+	

Special Rules for Pirates (Additional to Starship Marine)**Astronaut**

In order for the pirate's starship itself to be operated safely, a minimum number of astronauts are required. This is much less than the minimum safe number for civilian-operated ships because pirates are risk-takers.

This varies with the class of ship

Class	Minimum Astronauts
1000	2
2000	3
3000	3
4000	4
5000	4

If the minimum crew level is not met, dire things will happen when you try and fly the ship (especially on entering hyperspace).

Medic

May assess the condition of any downed combat crew, and increase the chance of them being fit to continue fighting.

Roll 1d6, score 5 or 6 and the individual is fit to fight once more.

Roll once per figure only. *Repeat rolls are not permitted.*

However, the armour will need repair before they can go on (see *Armourer*)

If the individual is deemed not fit, they can still be returned to an *AutoDoc* for further treatment (See below *AutoDoc Medical Unit*).

It takes an entire turn to assess and/or recover one figure.

Robot Tech

May repair downed robots and make them operational again.

Roll 1d6: A damaged combat robot can be made operational again on a 5 or 6

A wrecked robot of any type can be repaired on a 6.

You may roll repeatedly for any given robot, on subsequent turns (the time taken to get a 6 reflecting variable repair time).

Successful repair also includes any weapons fitted.

It takes an entire turn to assess and/or repair one figure.

This does not apply to repairing alien robot types - consult Game Control should you want to attempt to work on alien equipment.

Armourer

Assesses and repairs the armour and weapons of downed combat crew.

Roll 1d6: A damaged suit of combat armour can be made operational again on a roll of 6

Obviously, the crew inside will need medical attention before they can operate the repaired suit. (See *Medic*)

You may roll repeatedly for any given suit of armour on subsequent turns (reflecting variable repair time).

It takes an entire turn to assess and/or repair one figure.

Successful repair also includes any weapons fitted.

AutoDoc Medical Unit

This is an expensive piece of kit that must be installed in a ship itself.

Any casualty brought back to the AMU has a chance of recovering, even if a medic tried and failed to revive them earlier.

A standard AutoDoc can treat 2 casualties at once.

Identification Friend or Foe (IFF)

The armour and weaponry used by the combat crew is of a basic military specification. The military have systems built-in to the weaponry and armour that detects friendly troops and the weapon refuses to fire if targeted at a friend.

The IFF system uses a variable coding algorithm, which can be selected at the start of an action. Once selected, it can be switched off, but not altered (the re-coding process takes a while and needs an armourer).

The IFF system means that you may not fire on friendly troops with SCA or APGW. This isn't a choice - the weapons will simply not fire, no matter how hard or often you pull the trigger.

Grenades, on the other hand, are indiscriminate and are not limited by IFF.

The IFF is also used in the suit's retinal display system to tell the occupant who is a friend or not (since most fights are in the dark using radar and IR to 'see' and are usually very confused). If a friend turns off his or her IFF in action, their display icon changes immediately - in game terms this means you must announce the fact if you turn off your IFF. *Once turned off, it cannot be restarted.*

In the case of co-operative actions with other pirate crews, Captains may agree to have a common IFF algorithm - thus making 'accidental' kills from friendly fire less likely. Normally, all the crew of the same ship will have the same IFF code.

If it becomes necessary, crews may specify the code algorithm by selecting a number between 1 and 10,000, writing it down and handing it to an umpire.



5. Building and Construction

On most colony worlds, land outside the main towns and cities is very cheap to the point of being free. All that is usually needed is to register a claim to land, along with proposed use. Most colonies will only approved register claims to land that is actually in use – so you can't claim an entire continent (unless you had a pretty good use for all of it!).

If the plan is to build a facility, training establishment, secret base or plush offices the first stand will be to draw up an outline of how it is laid out. This can be done by using one or more of these standard building types. Most building in the colonies is modular or prefabricated as this is cheaper and faster to construct. It still needs contractors to assemble however – and specialists will be needed to install services such as plumbing, power and drainage/waste recycling.

Build times include time spent levelling the ground, installing services and connecting up to power etc. It assumes the buildings are with a reasonable distance of each other. The cost includes manpower costs on installation.

As always costs are indicative, and might vary from colony to colony depending on availability of materials, prefabricated components and manpower for assembly. In the cost of poorer colonies, some of these things might have to be imported from off-world, creating supply delays.

Also build time can vary depending on weather and random unforeseen snags.

Table 15: Buildings

Building	Size (m)	Build time (days)	Features	Build Cost	Maint cost (per Octant)
Power plant	10 x 10	4	Provides power for installation. A typical plant will support up to 20 buildings	30,000	1000
Water pumping extraction / filtration plant	10 x 10	10	Obtains fresh water from nearby source or well. Supports up to 20 buildings	25,000	1500
Water waste plant	10 x 10	15	Recycles waste water. Supports up to 200 users.	15,000	2000
Basic Habitation Block	10 w x 20 l x 10 h	5	Converted Space Cargo Pod. 3 floors with space for 30 people dormitory style.	18,000	200
Comfortable Habitation Block	20 x 20	10	Space for 20 in some comfort in individual quarters	25,000	400
Luxury habitation	10 x 10	15	Individual en-suite quarters for up to 4	15,000	800
Secure Storage (eg for an armoury, magazine or stockade)	10 x 10	5	Includes reception area. Pax 80 storage.	20,000	200
Classroom	10 x 5	5	Up to 30 students	5,000	200
Canteen block	10 x 10	5	A kitchen and seating for up to 30 diners	10,000	400
General Office Block	5 x 10	5	Space for 12 workstations	7,000	200

Building	Size (m)	Build time (days)	Features	Build Cost	Maint cost (per Octant)
Medical Block	5 x 10	5	Office space, consulting room storage and ward space for 4 patients	10,000	400
Rest Room	10 x 10	5	Comfortable seating and recreational facilities for up to 16 at a time	8,000	200
Hangar	10 x 20	10	For one airtrans or up to medium shuttle. Includes basic maintenance storage	15,000	100
Maintenance Workshop (robots, weapons, aircraft, vehicles)	5 x 10	5	Working space for up to 12 technicians of a specified type)	12,000	200
Garage	10 x 10	5	Up to 8 small (cars) or 4 large vehicles (tanks)	8,000	100
Shop	5 x 10	5	Includes display space, secure datapoint and lockable storage for stock.	7,000	200
Landing Strip	500 x 20	20	Mainly roll-out surface mesh to stabilise packed earth. Needs ground leveled first.	20,000	500
Covered way between buildings	2m x 20m	2	Provides weathproof connections between buildings.	300	-

It should be possible to extrapolated basic costs of other building types from this list. Build times might not be concurrent – this depends on the availability of appropriate local manpower. The GM will indicate how many build days are available concurrently.

Maintenance costs are on the basis that you have personnel on-site to conduct routine maintenance. It is possible to dispense with the maintenance spending on any or all buildings.