

HIGH COLONIES

Science Fiction Role Playing



Waterford Publishing House Ltd.

1001

HIGH COLONIES®

Rules Design

Eric Hotz

Rules Development

Edwin King

Illustrations

Eric Hotz

Background

Edwin King

Layout & Typesetting

Peter Lankester

Playtesters

Karol Christensen	Kieron Pincott
Jackie Hill	Leo deSousa
Tom Fulton	Drew Fulton
Stuart "Stew" Fulton	Barry Hodd
Vicki Domansky	Vicki Roth

**Waterford Publishing House Ltd.
Box 3742
Main Post Office
Vancouver, B.C.,
Canada
V6B 3Z1**

High Colonies® is a TradeMark of Waterford Publishing House Ltd., Vancouver, B.C.
©1988 Waterford Publishing House Ltd., Vancouver, B.C.

TABLE OF CONTENTS

INTRODUCTION		5
I	CHRONOLOGY	7
II	GAZETTE	20
	II.1 Name	20
	II.2 Location	20
	II.3 Function	20
	II.4 Population	20
	II.5 Notes	20
	II.6 Station Characteristics	21
III	MAJOR ORGANIZATIONS	40
	III.1 Band of Humanity	40
	III.2 Belt Miners' Association	41
	III.3 Co-Prosperity League	41
	III.4 Ecumenical Council of Sol	42
	III.5 High Terran Commonwealth	43
	III.6 Independent Commercial Organization	44
	III.7 Outstation League	44
	III.8 Pan-System Enterprise League	45
	III.9 Solar Federation of Labour	47
	III.10 Mercenaries	47
IV	PLAYING HIGH COLONIES	49
	IV.1 Getting Started	49
	IV.2 Dice	49
	IV.3 Fractions	49
V	CHARACTER GENERATION	50
	V.1 Personal Data	50
	V.2 Basic Attribute Determination	52
	V.3 Derived Characteristics	52
VI	SKILLS	53
	VI.1 Initial skill Points	53
	VI.2 Use of Skills	53
	VI.3 Special Success and Failure	53
	VI.4 Improving Skills During Play	53
	VI.5 Learning New Skills	54
	VI.6 Combat Skills	54
	VI.7 Skill List	54
	VI.8 Equipment	57
	VI.9 Money	57
	VI.10 Typical Occupations	58
VII	COMBAT	60
	VII.1 Combat Turns	60
	VII.2 Actions	60
	VII.3 Initiative	60
	VII.4 Surprise	61
VIII	FIRE COMBAT	61
	VIII.1 Dice Modifiers	62
	VIII.2 Weapon Data Table	62
	VIII.3 Firing Player Modifiers	62
	VIII.4 Defender Dice Roll	64
	VIII.5 Hit Determination	65
	VIII.6 Ammunition Expenditure	65
	VIII.7 Hit Location Table	65
	VIII.8 Armour Types Table	66
	VIII.9 Jams and Malfunctions	68
	VIII.10 Grenade Combat	68

HIGH COLONIES

IX	MELEE COMBAT	70
	IX.1	Melee Resolution 70
	IX.2	Dice Modifiers 71
	IX.3	Special Tactics 71
	IX.4	Additional Damage 72
	IX.5	Self Injury 72
	IX.6	Melee Weapon Table 73
X	DAMAGE	74
	X.1	Damage Points 74
	X.2	Damage Effects 74
	X.3	Death 74
	X.4	Knockdown 74
XI	HEALING	74
	XI.1	Healing Rate 74
	XI.2	Medical Skill 74
	XI.3	Medikits 74
	XI.4	Lifepacs 74
XII	SHIP COMBAT	75
	XII.1	Ship Combat 75
	XII.2	Weapons 75
	XII.3	Combat Resolution 76
	XII.4	Special Damage 77
	XII.5	Dice Modifiers 77
	XII.6	Station Defense 77
XIII	TRAVEL	77
XIV	ENCOUNTER TABLES	78
	XIV.1	Encounters in Space 78
	XIV.2	Encounters in Stations 79
XV	STATION DESIGN	80
XVI	ALIENS	81
	XVI.1	The Chakon 81
	XVI.2	The Selo-Esra 82
XVII	BIO-GENS	83
XVIII	BOTS	84
	XVIII.1	Bot Combat 85
	XVIII.2	Aiming Modifier 85
	XVIII.3	Special Damage 85
XIX	WEAPONS	86
XX	EQUIPMENT LIST	90
XXI	SCENARIO DESIGN	92
	XXI.1	Incentive 92
	XXI.2	Ploys, Tricks and Other Nastiness 92
	XXI.3	Adventure Possibilities 92
XXII	HARD TIMES AT LYRIC 3	93
	XXII.1	GM Notes 93
	XXII.2	Players' Background 93
	XXII.3	GM Notes - The Truth 96
	XXII.4	The Mission 97
	XXII.5	Journey to Lyric 3 97
	XXII.6	Arrival 98
	XXII.7	Investigations 99
	XXII.8	The Morgue 99
	XXII.9	Ambush 99
	XXII.10	Markov's Response 100
	XXII.11	Riot 100
	XXII.12	The Demands 100
	XXII.13	The Visitor 100
	XXII.14	Phil Luciak 101
	XXII.15	Cadan's Response 101
	XXII.16	Rescue 101
	XXII.17	Conclusion 102

INTRODUCTION

2188 A.D.

Earth has been ravaged by both nuclear and biological warfare. The remnants of humanity clings to existence in stations scattered throughout the Solar System.

These stations are the High Colonies. Once the brightest achievements of human technology, they remain the last and best hope for the survival of mankind.

The perils facing humanity are all too real; earth remains a barren and poisonous wasteland, pirates and renegades stalk the trade routes, proud technological advances have turned into nightmares, and a malign enemy awaits its opportunity. Nor have adverse conditions eased human relations; old hatreds still fester, and new rivalries threaten the last dim spark of mankind.

High Colonies is a role playing game, set two centuries in the future. Man has learned to exploit the planets of the Solar System, and reap the benefits made from advances in biological and engineering technologies. However, an apocalyptic war on Earth has reduced the human population to a few hundred million, and swept away many of the most recent scientific advances.

High Colonies extrapolates on the achievements of twentieth century technology, with some thoughtful and imaginative additions. As a result, there are extraterrestrials, bio-engineered humans, sophisticated robotics and energy weapons - to name but a few examples; on the other hand, faster than light travel is still a practical and theoretical impossibility.

Having said that, we should point out that High Colonies is designed to allow for a high degree of individual customization. Gamemasters and players can be reasonably confident about expanding the framework provided in this game book, providing a degree of common sense is used.

This game book contains everything needed to begin playing High Colonies, except for a few dice. It includes a comprehensive future history, a listing of all major space stations, and the details of all major political organizations. It also contains rules to create High Colonies characters, an easy to learn but realistic combat system, and special rules to simulate the unique environment of the High Colonies. A complete, ready to run scenario is also included - to allow you to begin playing immediately.

High Colonies' rules emphasize playability. Our intent is to provide an easy to learn, fun to play game, that does not sacrifice realism. We believe that achieving the proper feel of combat is more important, and ultimately more realistic, than endless "number crunching." To this end, we think we have succeeded.

We welcome any comments and suggestions about High Colonies. We will try to answer any rules questions - providing they are simply phrased, and a stamped, self-addressed envelope is enclosed along with the question.

JOIN

Van Owen's

RANGERS



SHARE THE ADVENTURE
JOIN TODAY!

I. THE HIGH COLONIES

c.1990 - During this decade both the U.S. and U.S.S.R. undertake space station programs. Compared with later efforts, the stations are small scale and not intended for permanent habitation. Dramatic advances in space medicine and technology occur.

Both superpowers emphasize the military potential of space. They institute similar programs based on the U.S. Strategic Defense Initiative proposed in the mid nineteen-eighties.

1995 - The U.S.S.R. lands a team composed of 6 scientists and cosmonauts on the Moon. This is the first of an ambitious series of landings by the Soviets.

1996 - Japan develops the LEO (Low Earth Orbit) Shuttle. Requiring facilities available at any major commercial airport, the LEO quickly becomes the standard vehicle for transporting personnel and cargo to orbital stations.

1997 - Solar power generators built in geosynchronous Earth orbit (GSO) become major sources of energy for both the U.S. and the U.S.S.R. By the end of the century, similar generators are being used by Japan, France, India, Canada, Australia, Brazil and Great Britain.

1999 - The U.S.S.R. builds Borscovo laboratory on the Moon. Staffed by teams of cosmonauts and scientists rotated on a four month basis, Borscovo is the first permanent Lunar base.

2000 - On January 9, Soviet Colonel Georgi Khomenko becomes the first human to set foot on the surface of Mars. The expedition commander tells a worldwide television audience that, "The U.S.S.R. has taken the first and boldest step of the new millennia." The success of this daring attempt sends shockwaves through the U.S. space program.

The Soviet landing becomes the most important issue of the U.S. Presidential elections, and both parties choose ardent pro-space candidates.

2001 - Led by newly elected president Howard Stowell, the U.S. Government passes the Morgan-Kolson Act, which commits resources to establishing three orbital space stations to be named Armstrong, Glenn, and Shepard by 2020.

2001 - Renewed debate in the United Nations on mineral rights in the Solar System; the issues continue to remain unresolved. The U.S.S.R. calls the U.S. "The rapacious colonialists of the new millennia," and accuses the Americans of using space for militaristic aggression.

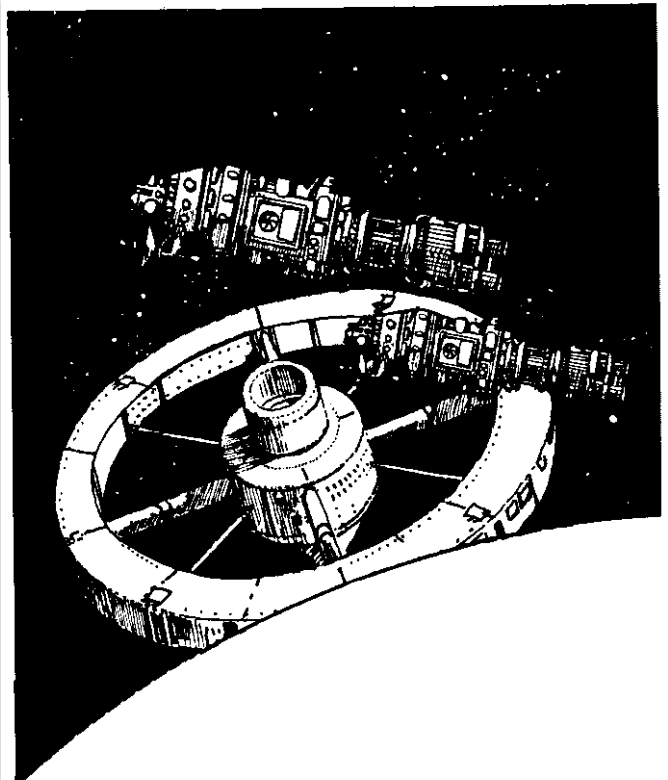
2002 - Coristan Mining Corporation, using massive U.S. government subsidies, begins mining operations on the Moon. Within two years, construction material is being produced for Armstrong, the first of the U.S. stations. The Moon's low gravity means that the cost of manufacturing and transporting materials are a fraction of those produced on Earth.

2002 - Sergei Tupolev, General Secretary of the Soviet Union, announces a plan to build an orbital station and a permanent lunar colony.

2003 - Soviet construction and mining operations begin on the moon.

2005 - General Secretary Tupolev announces that the U.S.S.R. will build four space stations at the Lagrange Regions.

2006 - The U.S. Government institutes a program of massive tax incentives and subsidies to companies specializing in space technologies.



2007 - Genistarr Corporation begins construction of a "space factory" in Earth Orbit. Its mining arm, Teach Developments, begins operations on the Moon. Within the next ten years, other huge industrial combines form from the merging of existing companies. All announce programs similar to those of Genistarr.

2009 - Armstrong is completed. Designed as a laboratory, it also serves as an administrative center for Glenn and Shepard, which have just begun construction.

HIGH COLONIES

2010 - The Soviets complete Komarov in Earth orbit. The stated purpose of the station is scientific and industrial.

2010 - The U.S. begins construction of Kennedy Base in the crater Tauruntius, near the Mare Tranquillitatis on the Moon.

2011 - The U.S.S.R. completes Krasny Oktyabr (Red October), the first lunar colony, in the crater Marius in the Oceanus Procellarum. Its initial capacity is for a population of 5,000, although modifications made during the following decades will increase its size dramatically.

2011 - Hostilities erupt between workers at the Soviet and Coristan Lunar mines. Casualties are minimal, but tensions between the U.S.S.R. and the U.S. are dramatically heightened. NATO and Warsaw Pact forces mobilize in Europe, and by mid-summer full scale war seems inevitable. The combined efforts of the Japanese Prime Minister, the Premier of the Peoples Republic of China and the Australian Prime Minister, help to re-establish detente.

2012 - Genistarr Corporation completes Hephaestus, its factory station. Able to produce Zero-Grav alloys, Hephaestus revolutionizes industry. Hephaestus proves the potential of manufacturing techniques which are impossible or economically impractical on Earth. Governments are quick to notice the benefits of moving 'dirty' industry into space, and provide incentives to corporations to do so.

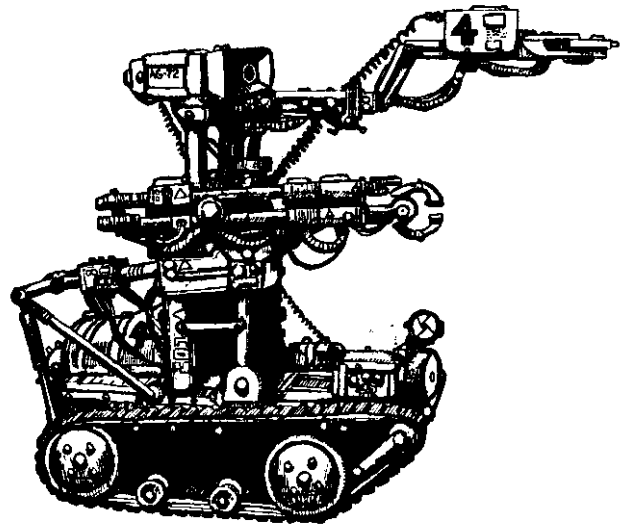
2012 - As technology becomes more affordable, several nations begin "High Colony" programs. The first of these is the "European Project," a joint venture by France, West Germany, Great Britain and Switzerland. The four countries build Harmony Station at Lagrange Region 1 (L1). Fear of Soviet and American adventurism spurs many nations to enter the race: within two years, Japan, Australia, Brazil, the Peoples Republic of China and Iran announce similar programs. By 2020, 24 countries have stations under construction. Debates in the United Nations over the ramifications of space colonies remain acrimonious.

2013 - Glenn is completed. Originally planned to be an experimental colony, Glenn's function becomes primarily military in nature.

2015 - The Syrian-Israeli War breaks out after years of mounting hostility. The war grows increasingly brutal, with both sides accusing the other of atrocities. U.S. and Soviet relations, already tense after the events of 2011, are further strained as they are dragged into the conflict.

2016 - A nuclear exchange between Israel and Syria turns Haifa and Dar'a into radioactive slag, and

nearly provokes a world war. U.S. and Soviet leaders secretly attempt to reach a compromise, and after a ten day emergency summit, both superpowers jointly impose an armed peace on the region.



2016 - Allanson Robotics, a huge electronics corporation, develops a series of industrial robots designed to operate in space. These quickly become commonly used in mining, construction and general maintenance.

2016 - The U.S. completes Kennedy Base. Its initial population of 5,000 will increase tenfold within a decade.

2017 - Genistarr Corporation begins mining operations in the Asteroid Belt.

2019 - The United Nations builds Hammarskjold in Manilius crater on the Moon.

2020 - The Mesinal Group, a corporation similar in structure to Genistarr Corporation, builds factory station DET-001 at L1. It becomes operational a few weeks before Rykov, the Soviet station at L3.

2020 - The growth of space industrialism results in an increased disregard of national labour laws by the companies in space. Many Earth based labour unions, realizing the threat, merge into larger organizations. By 2027, three unions dominate organized labour in the High Colonies. Their combined economic and organizational power is enough to force some concessions by the companies in space.

2021 - Construction of the Twinstar Astronomical Center begins on the dark side of the moon. A joint U.S.-U.S.S.R. project, Twinstar represents the first cooperation between the two since the beginning of the century.

Scheduled to be completed in 2030, Twinstar's location makes it the ideal location for astronomical observation. The bulk of the moon shields the radio telescope from interference from both the Earth and the Sun, thus yielding the best available astronomical data to date.

One effect of Twinstar is an international agreement prohibiting any construction projects at L2, which would interfere with radio observations. Twinstar also houses a massive optical telescope, with which astronomers are able to observe planets around Wolf 359 in 2034.

2022 - Shepard is completed. The largest station built to that time, it is a genuine colony with room for a population of 200,000; initial plans call for an experimental population of 20,000. U.S. President Diane Brewer officially opens the station, becoming the first head of state to visit space.

2023 - The European Project launches Daedalus from Harmony. An unmanned starship aimed at Barnard's Star, Daedalus is the realization of a theoretical possibility postulated in the 1970's. The ship will complete the six light year voyage in about fifty years.

2027 - General Ordnance Division, a subsidiary of Genistarr Corporation, develops a series of hand-held energy weapons. The weapons are modifications of existing mining and manufacturing tools, and are far from dependable. By 2030, similar weapons are being manufactured by Jantia, a subsidiary of Coristan Mining.

2028 - British survey teams discover sizable mineral deposits on the Antarctic Peninsula, yet British claims to the peninsula are disputed by both Argentina and Chile. All three nations, which had previously ignored their conflicting claims to the region for almost sixty years, prepare to occupy the peninsula.

The result is a confusing squabble as the competing forces arrive at Antarctica. None of the three nations can gain a decisive advantage, and the "South Pole Standoff" drags on for over a year.

The Battle of Drake Passage results in an Argentinean naval victory over the British task force. The British, at the end of a long supply line and with public opposition to the conflict growing, withdraw from the war. At the Battle of Santa Ines, three months later, the Argentineans defeat the Chileans.

The main result of the Polar War is a reborn sense of Argentine manifest destiny. Rivalry between Argentina and Brazil for dominance in South America continues to increase over the coming decades.

2029 - The Soviet Union announces the Lobachevsky, an interplanetary shuttle capable of hitherto impossible speed. With travel time from Earth to Jupiter cut to slightly more than a month, bases on the Jovian satellites become economically feasible. By the end of the year, James Engineering, a subsidiary of the Mesinal Group, announces that it has developed a similar vessel.

2029 - Coristan Mining and the Mesinal Group begin mining operations on Mars and in the Asteroid Belt. Within two years, four other corporations, IroCor, Kyakov-Hanadi, Allanson Robotics and Loyal Electronics Corporation (LEC), have begun operations in the Belt. These companies, together with Genistarr, assume a stranglehold on industry and mining in space; they become collectively known as the Seven Witches.

2030 - Advances in medical technology and food production result in a massive population increase on Earth.

2030 - The Hephaestus Strike. Local 1207 of the Mining and Manufacturers Workers Union goes on strike at Hephaestus after a year of fruitless negotiation. The acrimonious dispute turns bloody when Genistarr attempts to forcibly evict the strikers and bring in non-union labour to operate Hephaestus. Genistarr Security Forces use energy weapons against striking workers, resulting in hundreds of casualties. The union declares an embargo on Genistarr products, and while this has some effect, the strike fails. The Seven Witches form the Pan-System Enterprise League, an "information sharing body" aimed at destroying organized labour in space.

2031 - The U.S.S.R. completes Zhukov in Briault crater on Mars. The first permanent Martian colony, it is relatively small, with a maximum capacity of 1,500 people.

2032 - Eugene Sterne, leader of the Evangelic Church of the Chosen, announces the construction of Genesis and Lazarus stations.

2033 - Soviets complete Kastrovo at L5. By far the largest station built to that time, it has a potential population of three million.

2033 - Leaders of the three space unions found the Solar Federation of Labour (SFL). The Federation Charter calls for "support for the struggle of our brothers and sisters for economic liberty."

2034 - Local 243 of the United Science, Technology and Allied Workers goes on strike at Orion, an LEC factory station. Simultaneously, the Alliance of Transport, Service and Space Workers refuses to move anything belonging to Pan-System Enterprise League members. The Seven Witches meet the threat with force, and the Labour War breaks out as

HIGH COLONIES

the unions fight back with unexpected ferocity. Four months and a thousand deaths later, LEC concedes the strike.

An incidental result of the settlement is enmity between Marvin Dasane, Genistarr's Chairman of the Board, and LEC. Dasane had argued for a hard line against the unions, demanding there be "no settlement this side of their destruction." Since Genistarr's losses had been relatively small compared to the other league members, LEC accused Dasane of attempting to escalate the dispute at their expense.

2035 - The Soviets build Dolina on Io, the first mining operation in the outer system. The U.S.S.R. uses Dolina for the exile of dissidents and other "Enemies of the State." Because the unstable nature of Io makes operations there extremely dangerous, being sent to Dolina is tantamount to a sentence of death.

2037 - The Treaty of Kiev between the U.S. and the U.S.S.R. gives new hope for an era of peace. The two superpowers jointly agree to police space and co-operate in further technological research. They announce two major projects; Ganymede II, an orbital laboratory around Jupiter, and Gauss, an unmanned starship aimed at Wolf 359.

2038 - The U.S. and the U.S.S.R. announce Project Demeter, an attempt to terraform Venus by releasing *Cylindrospermum* (blue-green algae) into its atmosphere. The plan requires the building of a station in Venusian orbit to monitor the seeding, with some experts predicting that the planet might become habitable within a few hundred years.

2038 - Adam Stembridge Associates, an entertainment and gambling combine, builds Xanadu, a lavish amusement station. Set in Earth GSO, it quickly becomes a popular vacation spot for the wealthy.

2039 - The U.S. builds Brockway Prison Station in the Asteroid Belt. "Incurably recidivist" criminals are imprisoned at Brockway and forced to work in 'dirty' industry. Conditions are dangerous, but despite complaints from humanitarian groups, many nations institute similar programs.

Within twenty years there are many "Captive Labour Stations" in space. Several nations sign contracts with corporations to supply penal labour, a practice which soon leads to gross abuse, as countries attempt to resolve their internal problems by shipping "dissidents and undesirables" into space. Some



impoverished nations make transportation the penalty for even minor crimes, and use the proceeds to finance their space programs.

2040 - Genistarr Corporation, having secretly acquired a substantial minority of LEC stock, attempts a takeover. The fight for control takes place on the floors of Terran stock exchanges, in board rooms and in space. By year's end, however, LEC manages to fight off Genistarr.

2041 - Genistarr Security Forces attack Clement, an LEC installation near Ceres. The likely target of the attack was Tadao Ihara, the Chairman-of-the-Board of LEC, who was visiting at the time. Casualties are moderate (Ihara is unhurt), but LEC's response is not. A counter-strike against Talisman, a Genistarr station, results in its virtual destruction and the deaths of over 700 personnel. The Corporation Wars rage for three years between LEC and Genistarr, with occasional involvement from the other five corporations. The war ends in 2044 with the signing of the Shepard Accords, in which the Seven Witches agree to "cooperate to the greater benefit of all mankind."

2042 - Seeding of *Cylindrospermum* begins from Persephone Station in high orbit around Venus.

2042 - Kennedy Base becomes the fifty-third state admitted to the Union, succeeding Puerto Rico and the Virgin Islands. Renamed Tranquillity, its borders extend to the edges of the Mare Tranquillitatis and the Mare Fecunditatis.

2043 - The U.S. completes Aldrin at Lagrange Region 5. The largest station built in space to that time, Aldrin's potential population is ten million. Over seven million people apply for immigration before Aldrin opens, and it reaches its maximum population within the year.

2045 - As technology steadily becomes more affordable, smaller nations and organizations are able to enter space. By 2050, almost any reasonably sized group is able to afford its own station. Within two decades, there are over eight hundred stations in the inner system, and perhaps a hundred more in the outer system. There are only minimal attempts at regulation. The Lagrange regions around Earth become so crowded that they represent significant hazards to navigation. The Seven Witches, who build and sell most stations and their components, resist attempts to impose new guidelines.

The result of this migration is a growing cultural gap between Earthbound and Spaceborn peoples. A strong tendency towards independence from Earth administration and self sufficiency develops among colonists. This attitude is most prevalent in the corporate and the so-called "non-conformist" stations, but also prevails in the national colonies.

2047 - Gabriel Marketing builds Starmall, a "high adventure in shopping" in Low Earth Orbit. Designed to exploit the developing tendency towards space tourism among the wealthy, it offers a wide variety of luxury goods, services and entertainments.

2049 - Cassandra Station, built in 2047 by a band of alienated survivalists, self-destructs due to a serious design flaw. There are only 427 survivors; casualties exceed 15,000. This is the most famous of several incidents involving failure of internal ecologies, life support or structure. Despite disasters such as Cassandra, there is an continuous flow of colonists into space.

2050 - The relationship between the unions and the Seven Witches grows closer as both realize the potential benefits of cooperation. The unions, with their immense pension funds, wield power beyond most nations and all companies except the Seven Witches themselves. They become collectively known as the Three Ogres.

2054 - The Howard-Fry Society, an organization devoted to penal reform, builds New Hope station in orbit around Saturn. New Hope is an attempt to ameliorate the worst abuses of the transportation penal system. The Society acts like a corporation, contracting criminal labour from Earth to populate the colony. Despite suffering initially from a lack of highly trained personnel, New Hope proves to be a great success. Its population of freed criminals is probably the most peaceful in the system, despite continual social, ethnic and language difficulties. The Howard-Fry Society calls New Hope a model society, and pressures governments to abandon or modify the transportation of criminals. Detractors point out that the Society took few real criminals, but confined its efforts to the victims of oppressive penal systems.

2055 - The U.S. and U.S.S.R. begin construction of Nevsky-Lincoln, a deep-space research station orbiting Neptune.

2056 - A group of small corporations, led by Adam Stembridge Associates, found the Independent Commercial Organization.

2057 - After three years of vigorous debate, Aldrin becomes the fifty-fourth state. Opposition to Aldrin's admission to the Union centers on its failure to occupy land, yet its population (greater than all but fifteen states) and its technological and economic self-sufficiency are the key arguments in its favour. Proponents of statehood argue that it gives the U.S. "a grip on the control of space."

2058 - In the Morrigan Declaration, the Seven Witches announce their independence from Terran laws.

HIGH COLONIES

2059 - The Twenty Minute War. A joint American and Soviet strike force attempts a "surgical decapitation" of Genistarr Corporation, the leading force among the Seven Witches.

While attacking Morrigan, Genistarr's headquarters, the strike force is annihilated by corporation security forces. The sudden arrival of Genistarr forces at Kastrovo and Aldrin results in a hastily negotiated peace and formal recognition of the Morrigan Declaration.

2060 - Encouraged by the Seven Witches, and realizing the impotence of nationalistic armed forces in space, many colonies quietly declare independence. A gradually escalating conflict begins as traditional enemies settle longstanding differences.

2061 - After a decade of exporting revolution, Argentina annexes Uruguay. A Uruguayan referendum, widely regarded as rigged, shows overwhelming support for their "Argentinean liberators".

2062 - Project Gauss successfully launches the starship Bright Ranger from Kastrovo. Powered by lasers beamed at its Light Sail, Bright Ranger's journey to Wolf 359 will take thirty-five years.

2064 - The Gran Chaco War begins when Argentina invades Paraguay to protect Paraguayans from the "aggressive intentions of Brazil." Brazil counter-attacks through Uruguay, driving towards Montevideo and Buenos Aires.

2066 - Brazil finally pushes the front to within a few miles of Montevideo. An Argentinean attempt to open a second front is bloodily repulsed at the Battle of Los Conquistadores, and Argentina is forced to sue for peace. The Gran Chaco War gives Brazil dominance on the South American continent.

2067 - Irina Skoblikova and Theodore Blunk, astronomers at Twinstar, discover the long sought "tenth planet" beyond Pluto. They name the new planet Minerva, after the Roman goddess of handicrafts, the professions, the arts and war. The planet had been a theoretical possibility since the early twentieth century.

2074 - Bentham Prison station, orbiting Uranus, suffers the worst prison riot in human history. Led by Gaetan Boudreau, Rogelio Amaro and Suzanne Fowler, a small group of prisoners seize control and release the fifty thousand inmates. Since the "Pan-American Prison" was among the most oppressive and dangerous penal factory stations in the system, the resulting bloodbath is hardly surprising. In a three hour orgy of revenge, the prisoners slaughtered eight thousand guards, technicians and administrators, before ejecting their bodies into space.

Boudreau, Amaro and Fowler, together with about four thousand followers, escaped in the available shuttles. Most of the remaining prisoners perished when a joint U.S.-Canadian-Brazilian force recaptured Bentham.

The three criminal leaders retained their liberty for over a year, surviving by raiding commercial traffic and small stations. They were eventually trapped and destroyed near Europa by Brazilian forces.

Penal reformers point out that none of the three had a record of violence. They blame the brutality of the system for creating the problems, and causing the deaths of almost eighty thousand people. Governments reject the argument, preferring to institute harsher discipline and to increase security.

2080 - Vicente Enriques Alvarez becomes the fifty-fifth president of the United States. The youngest president ever elected, he is the first to be born in Puerto Rico, and the first to make his home in space. The former governor of Tranquillity, he had lived on the moon since his early childhood.

2082 - The Congress of Hammar skjold is the first serious attempt to bring order to space in twenty years. The Congress is the culmination of several years of effort by farsighted policy makers wearied by two decades of brushfire wars.

The meeting of delegates from 321 stations results in formal recognition and acceptance of what had been a reality for years. The Congress results in the signing of the Charter of Hammar skjold, and the foundation of the Co-Prosperity League. League members agree to various regulatory and economic processes, and the establishment of the Joint Peacekeeping Force (JPF). They also sign an accord to ban the use of nuclear weapons in space.

The ten principal architects of the Congress are now regarded by many historians as the saviors of Terran civilization. Others regard this view as naive, due to the heavy handed approach to dissent that marked the League's early activities. While both views have some merit, the League ameliorated many of the problems that were caused by the EarthHome War of 2117.

2084 - Sixty one years after its departure, Daedelus sends back information from the region of Barnard's Star, with data analysis indicating seven planets. After twenty-six days of transmission from the system, Daedelus telemetry suddenly ceases.

2085 - In the first test of the Co-Prosperity League's military power, the JPF attacks Fianna. The Fiannese, who had not attended the Congress of Hammar skjold, were charged with unreasonable trade activity by the League; the resulting "Police action" served notice to other non-members that the

League did not intend to endure any rivalry. Within the year, most independents had signed the Charter, although a few recalcitrants in the outer system continued to resist. Despite such actions, the League remained a diffuse organization, and was often characterized by its critics as a "starry-eyed debating society."

2087 - After several decades of research, Kodama Bio-Systems announces the success of its bio-genetic engineering program. The program involves the creation of specialized humans, designed to perform dangerous tasks and survive more readily in hostile environments. The so-called Bio-Gens take two years to create, are sterile, and live less than ten years. Debates about the ethics of "artificial humans" take place, and the Three Ogres warn against any threat posed by Bio-Gens to their members' jobs.

Fears of a Bio-Gen super army are lessened by both the cost of unit production and the Bio-Genetic Treaty, a treaty specifically forbidding members of the Co-Prosperity League from arming "bio-engineered humans."

2088 - The U.S. and the U.S.S.R. announce the Ares Project, an attempt to terraform Mars. The plan involves warming the planet by sprinkling it with powdered rock, and building reflective satellites to melt the polar caps. Faldrin Engineering and Kodama Bio-Systems are the primary contractors for the project.



2093 - The long anticipated first contact with extra-terrestrial life occurs when the Chakon generational starship enters the Solar System. The first communication from the alien vessel is in English, the Chakon having learned that language and others from broadcasts while approaching the system.

The confirmation that other intelligent life exists creates tremendous excitement and some panic among humans. Some fear that the ship is the vanguard of an invasion fleet, although most trust the newcomers' peaceful intentions. The technological capability of the aliens is only slightly higher than that of the humans. This, and the somewhat human appearance of the Chakon, quells many fears.

Eleven months of negotiations between the Chakon and the Co-Prosperity League results in the Ring Treaty. This treaty cedes Titan to the Chakon, and makes them full members of the League. The Chakon begin terraforming Titan, and place their massive generational starship in orbit around it.

The next two decades see a growing acceptance of the Chakon by humans. Most major stations receive Chakon embassies, and their traders are as energetic as humans. Their need to wear filtration masks in Earth-standard atmosphere only slightly limits their abilities.

2096 - Scientists at Science Research Associates achieve a small theoretical breakthrough which suggests the possibility of a faster than light drive. Two laboratories, Bolyai, in Earth GSO, and Kenaston, near Saskatoon, Canada, undertake linked research programs. The theoretical drive becomes known as the Non-Causality Drive (NCD), after the empirical law of physics which it supposedly breaks. Work is performed in secrecy, and public interest in the Non-Causality Drive soon fades.

2100 - Sagan Station is built on Aphrodite Terra, the southern continent of Venus. The initial success of Project Demeter's terraforming efforts silences most critics.

2106 - The Lofa River War breaks out between Guinea and Liberia after several years of border clashes and mutual political interference. The war escalates when Sierra Leone and Guinea-Bissau join the conflict as allies of Liberia and Guinea respectively. The Soviets and the Americans become involved on opposite sides; the Americans supporting Liberia and the Soviets supplying arms and advisors to Guinea. Relations between the U.S. and the U.S.S.R. decay as the war drags on, with the issue being further complicated by the involvement of several of the Seven Witches.

2111 - The first data transmitted by Bright Ranger from the proximity of Wolf 359 reaches Kastrovo. Data analysis from the Gauss Project starship not only shows twelve planets, but several minor sources of radio emission from the system, leading many to conclude the possibility of a technological civilization. Bright Ranger, like the Daedalus probe in 2084, ceases transmission twelve days after its arrival at Wolf 359.

HIGH COLONIES

2115 - The Cap Verga incident brings the U.S. and the U.S.S.R. to the brink of open war. Soviet aircraft attack a U.S. destroyer "on loan" to the Liberians off the coast of Guinea, killing several Americans. Despite a Soviet claim that their aircraft were defending the territorial waters of their ally, the U.S. launches a punitive air strike against a Guinean base at Conakry. After reviewing the incident, both superpowers agree to suspend hostilities in the area, although relations continue to be strained.

2116 - Dr. Lucian DeRoche, an astronomer at Twinstar, publishes a series of photographs apparently showing a sizable object entering the outer system. The discovery creates a minor storm of interest because of the erratic pattern of movement exhibited by the object. Some speculate the object is an alien starship, but since no independent verification of DeRoche's sighting is available, public attention soon shifts elsewhere. DeRoche himself is careful not to draw any conclusions from his "phantom comet."

2117 - The EarthHome War. Although tensions are extremely high between the superpowers on Earth, the exact chain of events that trigger the conflict is unknown. Historians assume that the U.S. or the U.S.S.R. initiated the disaster, although there is startlingly little evidence to support such a hypotheses.

The ravages of chemical, biological and nuclear weapons, and the subsequent nuclear winter, virtually sterilize Earth. The scale of the holocaust exceeds the worst predictions; human life on Earth is presumed extinct or reduced to barbarism.

The effect of the EarthHome War on the High Colonies was immense. Overnight, virtually all of the nations in space are deprived of leadership, and all corporations suffer immeasurable losses. While a few nations quickly establish "governments in exile," many others panic. Both Governor Wade Haynes of Tranquillity, and First Secretary Konstantin Lyakhov of Krasny Oktyabr, reject the use of military force on the moon. This restraint, more than anything else, prevents the war from spreading into space.

The war creates havoc among the colonial economies. Although most stations are self-sufficient, many were still dependent on Earth for support. Marginal stations collapse, while others seek materials from the "Hard Stations" on satellites and planets. The Co-Prosperity League does much to alleviate the problems of less viable stations, and is credited with saving over ten million lives.

Ironically, the League's success in assisting the High Colonies through the decade following the war proves to be its own downfall. The colonies are quick

to see the advantages of independence and the shortcomings of broadly focused organizations such as the League.

Politically, the war entrenches the total independence of the self-sufficient stations. A simultaneous tendency develops towards power bloc alliances. The "Decade of Tears" begins, as humanity learns to accept the reality of Earth's destruction.

2118 - A report circulates among the Seven Witches that engineers at Bolyai and Kenaston Laboratories have built a prototype Non-Causality Drive. The destruction of both laboratories in the EarthHome War makes verification of this assertion impossible. Nonetheless, rumors persist that several small FTL ships were built.

2125 - An expedition from Tranquillity descends to Earth's upper atmosphere, discovering lethal levels of radiation and the presence of deadly bio-chemicals. The findings of this expedition lead to the assumption that all life on Earth has ceased. Despite this, hope still lingers among the denizens of the High Colonies, and EarthHome becomes an evocative name to humanity in space.

2127 - Leaders of the 'exiled governments' found the High Terran Commonwealth. The self-described "Crucible of exiled Terran civilization," the Commonwealth is a very different organization to the Co-Prosperity League. While the League is similar to the old United Nations, the Commonwealth has considerable powers over its members. Only nations of Terra are admitted as Commonwealth members; corporations and non-nationalist and separatist states are constitutionally excluded.

Despite being seen as an archaic institution, the Co-Prosperity League continues to exist, although with considerably reduced influence. Since any colony can join the League, it remains the forum in which unfriendly powers are able to meet on neutral ground.

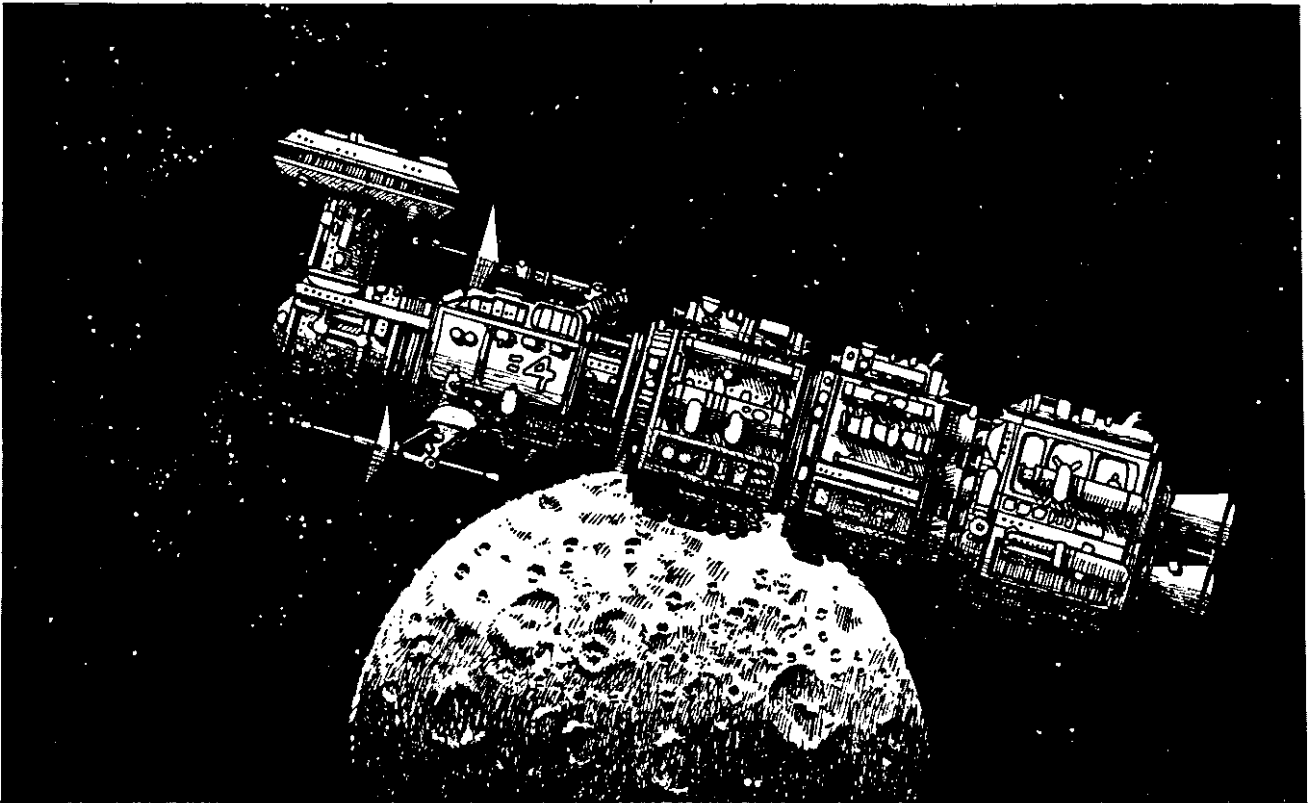
2128 - Angered by the Commonwealth and fearing the Seven Witches, several station leaders meet at High Plains station to form the Outstation League. The League's constitution is similar to that of the Commonwealth, although its inner councils have greater power over member stations.

2130 - The Outreach War begins when Tranquillity and Aldrin dispute the possession of some mining stations in the Saturnian System with Adam Stembridge Associates. A series of relatively minor incidents causes a quick escalation of tensions, drawing both the Terran Commonwealth and the Outstation League into the conflict. A few setbacks sours the Commonwealth on war in the Outer System, and after a year an uneasy peace prevails. Casualties are light, and damages are minimal.

2134 - The Esau Council brings the leadership of the "traditional" churches together for the first time. Concerned by the growing power of reactionary Christian churches and the fundamentalist Islamic movement, the theologians found the Ecumenical Council of Sol. The Council represented a triumph for Peter Allison, the Pastor of the Church of the Lifeline. Not only did he convince the disparate Christian churches to join the Council, but he forged an alliance with several non-Christian religions. Within three years, Ecumenical Council members include Buddhists, Jews, Hindus, and Taoists.

moon. In any event, the direct result was to strengthen the will of the Commonwealth.

2138 - Coristan Mining and Kyakov-Hanadi security forces attack Krasny Oktyabr. When the outer walls are breached, the attackers offer to accept the colony's surrender. General Secretary Oleg Zudov rejects the offer, saying that Krasny Oktyabr will become "the grave of all corporate pirates." Casualties on both sides are extremely heavy, as the Soviets defend the colony with stubborn ferocity. After two weeks of combat, an elite American force relieves Krasny



2135 - The Lunar War begins when Kyakov-Hanadi and Coristan Mining security forces attack three small Commonwealth bases. The war resulted from a dispute over the rights to lunar resources between the two companies and the High Terran Commonwealth. Initially, the war has little effect on the status quo despite the loss of the Commonwealth bases. During the first two years most of the conflict takes place in space, and casualties are relatively light. The other five Witches take no part in the war.

2137 - Kyakov-Hanadi security forces attack Sherilor, a small Anglo-American colony in the Asteroid Belt. The Kyakov-Hanadi commander launches nuclear missiles at Sherilor, ignoring the nuclear weapons ban. Defenseless against such an attack, the station and over four thousand men, women and children are instantly vaporized.

The motivation for the attack was to intimidate the Commonwealth and to divert Terran forces from the

Oktyabr. The corporate forces surrender, with a considerable loss of men and material.

Zudov calls the victory the beginning of the "Second Patriotic War." He personally leads Soviet forces against the Kyakov-Hanadi and Coristan Lunar bases. The result is a decisive victory, as the two Witches are unprepared for the speed and ruthlessness of the Soviet response. The surrender of Coristan 1 and Elnet are the final acts of the Lunar War. Zudov places the captured stations under Commonwealth administration rather than claiming them as Soviet territories.

2139 - The Treaty of Champlain between the Commonwealth and the two corporations formally ends the war. The treaty calls for the trial of war criminals, notably Gerald Carter, the commander of the attack on Sherilor. Carter never comes to trial; he and a sizable band of his followers disappear into the depths of the Outer System.

HIGH COLONIES

Despite Soviet demands, only a few middle rank commanders stand trial for their actions in the Lunar War. Company executives are not prosecuted, and the corporations eventually regain their captured bases. Furious, Zudov repudiates the Treaty of Champlain and threatens to withdraw from the Commonwealth. With the Soviet General Secretary declaring that compromise is impossible, tensions mount and the breakup of the Commonwealth seems inevitable. A month later Zudov is deposed by rivals within the Politburo, and his successor, Andrei Malyshev, signs the treaty and reaffirms Soviet membership in the Commonwealth.



2143 - The sack of New Vermont by Gerald Carter begins the Barbary Wars. Casualties at the station are heavy, and Carter's troops loot the station, capturing valuable equipment and materials.

The Outstation League (of which New Vermont was a member) offers five million Outstation Credits for the coordinates of Carter's base. No information is forthcoming. The enormous expense of searching the outer system or protecting every station allows Carter to strike at will. In the first three years of the Barbary Wars, Carter attacks twelve stations, causing the deaths of over thirty thousand people. His own casualties during this period are light, with only a few hundred bodies recovered.

2146 - The Commonwealth, which had ignored the Barbary Wars for three years, becomes involved when Carter attacks Harmony. Initially there is little cooperation between the League and the Commonwealth, with neither rival being inclined to trust the other. Even when the Independent Commercial Organization and the nearly moribund Co-Prosperity League add their forces to the search, Carter's raids continue unabated.

2147 - Ernest Sterne, spiritual leader of the Evangelic Church of the Chosen, sends a "missionary expedition" to Earth after hearing "instructions from on high." After a few terse messages sent shortly after landing, the expedition falls silent. A rescue mission is unable to find any physical trace of the expedition.

2148 - Commonwealth intelligence agents discover a possible link between Carter and the Pan-System Enterprise League. They find no conclusive evidence, and the Commonwealth declines to provoke the Seven Witches.

2149 - The Outstation League and the Commonwealth sign the Treaty of Callisto, agreeing to place their armed forces under joint command. A major provision of the treaty is the annexation of the Co-Prosperity League's Joint Peacekeeping Force. Fearing for its independence, the Independent Commercial Organization withdraws from further participation in the war.

The Treaty of Callisto brings needed cohesion to the campaigns against Carter. Joint Supreme Commanders Inukai Shigeru of the Commonwealth, and Alicia Jermyn of the Outstation League, intercept some of Carter's raids.

2151 - The Battle of the Trailing Trojans. Shigeru and Jermyn intercept Carter's main fleet near the Trojan Asteroids and win a decisive victory over the pirates. Carter perishes in the battle, and the remnants of his band scatter. Among the allied casualties is Alicia Jermyn.

Despite praise for "the glorious pan-system cooperation," the Commonwealth and the Outstation League return to a state of watchful peace. They strip the Joint Peacekeeping Force of what little remains of its military hardware, and return it to CPL control.

2152 - Brigit Jermyn, the eldest daughter of General Alicia Jermyn, founds Jermyn's Privateers, an elite mercenary band made up of demobilized troops. They are the first and most famous of several mercenary companies formed during the following decade. Smaller colonies, fearing a repeat of the Barbary Wars, are the primary employers of the mercenaries.

2154 - A collection of paranoids, racists, and extremist Christian fundamentalists meet at Genesis. Ernest Sterne of the Evangelic Church of the Chosen calls for a "purifying force to smite the seducers and corrupters that deny Man his place in God's plan." White supremacist Nigel Ranyard calls for the destruction of all "non-believing sub-human races." The result of the Council of Genesis is the foundation of the Band of Humanity.

Although many groups on the Band's enemies list are dismayed to be included, it quickly becomes clear there is little internal unity in the Band. Ranyard, elected Speaker of the High Council, is assassinated by a fanatic for "failing to uphold sacred Aryan morality." His successor, Christopher Shaw, Archvicar of the One Church of the Lord's Process, is unable to meld the views of Band members. He resigns after less than a year in office.

2157 - The Outstation League builds Calypso in orbit around Minerva. The most distant colony from the Sun, Calypso was principally intended as a base for further deep space exploration.

2160 - Twinstar radio telescopes detect faint microwave signals from the direction of Rigel, 600 light years away. The signals are unlike any known natural radio emissions, and are repetitive. Many astronomers conclude that the signals come from intelligent extraterrestrials. Attempts to translate the signals are unsuccessful.

2162 - After years of intrigue, purges and assassination, Alan Smith emerges as the uncontested leader of the Band of Humanity. The head of Khepri station, Smith uses his charm and eloquence to convince most stations of his peaceful intentions. Band rhetoric becomes considerably less hateful and violent.

2164 - Kathryn Hamelin, a bio-geneticist at Khepri, develops a new strain of Bio-Gens capable of reproduction. Hamelin's discovery is the result of a secret crash program intended to produce a bio-engineered soldier for the Band of Humanity. The Band begins to mobilize for war.

2166 - The freighter Yamata Maru, bound for Callisto, reports a hitherto unknown asteroid in a highly elliptical orbit. Analysis of data from the freighter's instruments indicate that the orbit is impossible - unless the asteroid was under power. The sighting is widely attributed to computer error.

2167 - The Purge War begins when Alan Smith attacks Horus station with several hundred of his Bio-Gen soldiers. The mercenary defenders of Horus prove no match for the Bio-Gen troops; an elite regiment of Van Owen's Rangers is annihilated. Smith, in an interview, declares that the war will bring about "the forging of pure men in the cleansing fires."

The rest of the system is unprepared for the speed and efficiency of Smith's Bio-Gen troops; because of their effectiveness, they become known as Ram-Soldiers. Within weeks of the fall of Horus, four other stations are attacked and surrender to the Band. "Sub-humans" are systematically exterminated, and vicious "Tribunals of Purity" judge other captives.

The Commonwealth is slow to react to the threat, and takes little action beyond diplomatic protests to Smith. The Outstation League, while quicker to recognize the danger, is hampered by the difficulty in obtaining accurate military intelligence. The Commonwealth rejects League offers to create a joint military force.



2168 - Furious with the Commonwealth's inaction, several member stations act independently. A Franco-British attempt to attack Genesis is repelled with heavy losses, and Band forces defeat a Vietnamese task force near Mars. Many members accuse the Commonwealth of betrayal.

Band Ram-Soldiers capture Patton, an Hailey-Parker Armaments station. Although this brings the Seven Witches into the war, the Band retains the initiative.

2169 - After the fall of several member stations, Commonwealth leaders finally become convinced that Smith intends to conquer the entire system. Their initial response is disorganized, and many members angrily refuse to participate. In addition, there is minimal cooperation between Outstation, Commonwealth and corporation forces. Mistrust and poor communication hampers the war effort.

2170 - Kodama Bio-Systems begins to produce Bio-Gen soldiers. While inferior to Ram-Soldiers, they are excellent when used in support of human troops. By year's end, there is an uneasy truce, and Smith declares that he has no further hostile intentions.

2171 - The Band attacks the Chakon settlements on Titan. In what proves to be a fatal miscalculation,

HIGH COLONIES

Smith underestimates the aliens' defensive capabilities. The Chakon annihilate his ground troops, including a regiment of Ram-Soldiers. Enraged, Smith orders Titan "burned to bare rock," and dispatches the bulk of his fleet. At the Battle of Hyperion, the Chakon intercept and destroy the Band's fleet.



The Chakon counter-attack is swift and ruthless. Their ships attack Khepri, drive off the defending fleet and vaporize the station, including Smith. Without his leadership, the Band begins to collapse, and many of its members sue for peace. Others, more fanatical, continue to fight, and it is two more years before the war finally ends.

As the scale of Band atrocities becomes known, outrage spreads throughout the system. An Outstation League force destroys two Band stations, Forrest and Drexler, without asking for their surrender. By 2173, all resistance is suppressed, and the Band's Ram-Soldiers are reportedly exterminated.

The Purge War created rifts in the Commonwealth that have yet to heal. The Chakon have shown a

greater degree of distrust of humanity since the war, and relations between the two races have deteriorated. Fear generated by the Ram-Soldiers has yet to die, and many regard the Kodama Bio-Soldiers with loathing.

2176 - Venusian Influenza, a virulent respiratory disease, spreads throughout the Solar System. Apparently beginning in Sagan Station on Venus, its lengthy incubation period prevented early detection or effective quarantine. The effects are far worse in the inner system colonies, due to the lack of any warning of the disease's existence. Although some of the outer colonies manage to quarantine themselves before the disease reaches them, few places escape unscathed.

The fatality rate is over ninety percent for those contracting Venusian Influenza; fortunately, the disease is not highly contagious. Despite this, a few small colonies are devastated. Sagan suffers near total disaster, with only 2,000 of its 15,000 population surviving. Total deaths in the system exceed five million.

Venusian Influenza lasted for over a year before disappearing almost as quickly as it appeared. Epidemiologists discover that the disease was caused by a mutated strain of *Yersinia Pestis*, the bacillus associated with bubonic, pneumonic and septicaemic plague. The bacillus apparently mutated on Venus after being accidentally introduced into the atmosphere. How this mutation may have occurred remains a mystery.

The epidemic caused widespread social and economic upheaval, with many colonies becoming increasingly isolationist and suspicious of outsiders.

2179 - An expedition from Tranquillity lands on Earth. It finds that while radiation levels have dropped below lethal levels, there is still substantial bio-chemical contamination. They find some plant and animal life, but no sign of human life on the planet. The expedition's report, and the problematical political situation, ends any hope of recolonizing the planet in the near future.

2180 - Attempting to broaden their power, the space unions provide effective funding for the Co-Prosperity League and re-arm the Joint Peacekeeping Force. Although the unions had been members of the League from its inception, these actions represents their first significant contribution. Taking advantage of the League's minimal funding from member stations since the Barbary Wars, the unions gain control of the League almost by default.

2181 - A belated attempt to dissolve the League is spearheaded by the Seven Witches. They narrowly fail to get the necessary vote despite paying immense bribes.

2181 - Walden, an independent station in orbit around Saturn, suddenly ceases communications. Outstation League investigators are unable to find any sign of its 7,000 inhabitants.

With the exception of a single breach in its hull, Walden is undamaged, and life support systems continue to function normally. The most bizarre discovery is the total absence of any organic material in the station.

2182 - The second outbreak of Venusian Influenza occurs; although far less serious than the 2176 epidemic, it causes a million more deaths. In an atmosphere of frenzied hysteria, Venus and the stations in its orbit are quarantined.

2184 - IroCor Chairman, Tristram Haynes, refuses to pay a twenty million Enterprise Credit gambling debt to Xanadu casinos. Adam Stembridge Associates, attempting to collect, seeks a judgement against him and appeals to the Co-Prosperity League Council. The union controlled League seizes the opportunity to embarrass Haynes, demands payment of the debt, and imposes a huge penalty.

When Haynes refuses to pay, the League sends a Joint Peacekeeping Force squadron to arrest him. The result is a brisk but inconclusive clash. Although the JPF withdraws without arresting Haynes, the

blow to his prestige is so great that IroCor directors force his resignation.

2187 - The independent trader Gulliver's Luck finds the wreck of the cargo freighter Shahrazad in the Asteroid Belt. To the surprise of the salvage crew, they find a single survivor, Gustav Reedy, half mad from thirst and hunger. Reedy tells a bizarre story to his rescuers, claiming that alien creatures destroyed Shahrazad, attacking without provocation or warning.

Reedy sticks to his story despite all attempts to discredit him, insisting that the attackers were not Chakon, but some other race. His story gains some credence because the damage to Shahrazad is unusual, and the ship's WORM computer log tapes (Write Once, Read Many) were erased.

Reedy's story provokes speculation that a second race of aliens exists in the Solar System, despite attempts by authorities to dismiss all such theories as "hysterical paranoia." Proponents of these theories claim that the transmission failures of the interstellar probes, the "phantom comet" of 2116, the signals discovered in 2160, the "powered asteroid" of 2166, and the Walden enigma are coincidences which cannot be ignored.

2188 - The present.



II. GAZETTE

The following is a partial list of colonies that exist in 2188. It includes every station mentioned in the text, and every colony with a population of 20,000 or more. There are several hundred small stations in the Solar System. GMs may add colonies, bearing in mind that the total human population is about 200 million. The population of the stations below is just under 150 million. Rules for station design are on page 80.

II.1 NAME

The designation used by the residents or administrative control of the installation.

II.2 LOCATION

The orbital position or hard (ground based) location of the installation. Astrogation coordinates may be found in appropriate manuals. Earth Lagrange regions are given as L1-L5. Lagrange regions for other bodies are prefaced by the planet or satellite name. For easy reference, a list of the planets and their moons is shown below. Only those moons mentioned in the text are given.

JUPITER

Io
Europa
Ganymede
Callisto

URANUS

1985U1
Miranda
Ariel
Umbriel
Titania
Oberon

SATURN

Mimas
Enceladus
Tethys
Dione
Rhea
Titan
Hyperion
Iapetus
Phoebe

NEPTUNE

Triton
Nereid

PLUTO

Charon

II.3 FUNCTION

Is the primary purpose of the installation. This is given as: Colony, intended for human population; Industry, manned or unmanned factory or commercial establishment; Mining, manned or unmanned mine (includes oxygen and water extraction facilities); Scientific; Military. Note that most installations have more than one purpose, and many include elements of several functions.

II.4 POPULATION

The first figure is an approximation of potential population, based on space, life support, and self sustenance capacity. The second figure is the actual population. Note that some installations are not designed to sustain a population.

Almost all orbital colony stations are cylindrical and spin to simulate earth gravity. To some degree, their physical size can be inferred from the potential population figures. The table below may be used as a rough guide.

Population	Diameter	Length
10,000,000	2.5 miles	13 miles
6,000,000	1.9 miles	9 miles
2,000,000	1.3 miles	6 miles
1,000,000	1.0 miles	4 miles
600,000	0.7 miles	3 miles
250,000	0.5 miles	2 miles
20,000	0.1 miles	0.75 miles

These figures are only applicable to orbital colony stations. The sizes and shapes of industry, mining, military and scientific stations tend to vary a great deal. Stations on planet or moon surfaces are generally larger than the figures given above.

II.5 NOTES

Information in this section is given in the following format: League affiliations, government form and station head, and attitude to outsiders. This information may be followed by details on the station's construction, history, alliances, military potential, etc.

LEAGUE ABBREVIATIONS:

BH	(Band of Humanity)
BMA	(Belt Miners' Association)
CPL	(Co-Prosperity League)
ECS	(Ecumenical Council of Sol)
HTC	(High Terran Commonwealth)
ICO	(Independent Commercial Organization)
OL	(Outstation League)
PSEL	(Pan-System Enterprise League)
SFL	(Solar Federation of Labour)

Where more than one organization is shown, they are listed in order of importance to the station.

STATION GOVERNMENTS:

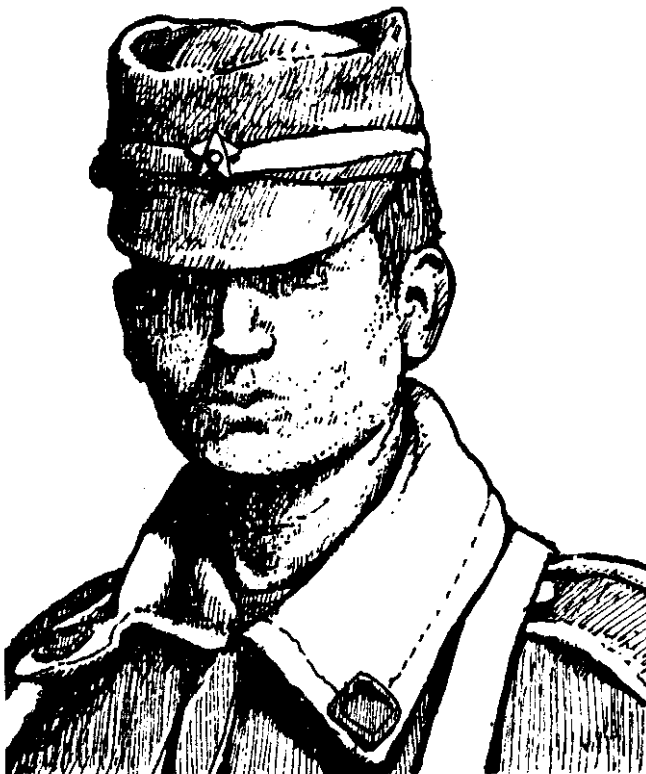
Multi-party parliamentary - An elected legislative body and executive branch. No significant controls on political participation.

Restricted parliamentary - As above, but with restrictions on the types of legal political parties. Opposition parties are usually carefully monitored, and there may be significant controls on political participation.

Single party state - One legal political party controls all levels of legislative and executive power. Opposition and dissent is either illegal or very closely monitored. Political participation is tightly controlled.

Despotic - Arbitrary government by an absolute ruler. Opposition and dissent are illegal. Political participation is actively discouraged.

Military - Control by armed forces. This primarily applies to the stations designated as military installations. Martial law applies, and no political participation is allowed.



Praetorian - Joint military/civilian government, usually with military personnel in the position of primary power. Opposition and dissent are illegal. Limited political participation.

Dependency - A colony or occupied territory in which ultimate control over the government is exercised by another station.

Theocracy - Religious leaders control or exert considerable influence over legislative and executive branches of government.

Corporation - Government is controlled by the executive officers of a corporation, union, or other organization. Limited democracy except on localized issues.

Anomalous organizational structures such as co-operative societies and anarchies are described individually.

ATTITUDE:

Open - No significant restrictions on immigration or visitors.

Wary - Reasonably careful checks of visitors and immigrants.

Insular - Very restrictive immigration laws and extremely careful checks of visitors.

Closed - Only "invited" immigrants and no casual visitors.

II.6 STATION CHARACTERISTICS

NAME: Abel
LOCATION: Pluton-Charon L1
FUNCTION: Colony
POP5: 200,000/167,000
NOTES: *League:* OL, CPL. *Government:* Abel is the home of the Newstart Cooperative Association and is governed by an intricate committee structure. There is no official station head. *Attitude:* Insular.

NAME: Abigail
LOCATION: L3
FUNCTION: Industry
POP: 2,000,000/1,900,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of the Mesinal Group, Abigail is governed by the company's board of directors. Chairman of the Board Michael Carrabis is the station head. *Attitude:* Wary.

NAME: Adler
LOCATION: Earth GSO
FUNCTION: Colony
POP: 1,000,000/800,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Chancellor Heinrich Todt is station head. *Attitude:* Wary.

Adler (Eagle) was built by West Germany in 2078. Together with Lowe, it makes up the Republic of Germany.

HIGH COLONIES

NAME: Agony
LOCATION: On Io
FUNCTION: Mining
POP: 12,000/4,000
NOTES: *League:* OL. *Government:* Military. A prison station administered by the Outstation League. Warden Nelson Shandry is station head. *Attitude:* Closed.

Agony lives up to its name by being one of the most dangerous penal colonies in the Solar System.

NAME: Alban
LOCATION: Iapetus Polar Orbit
FUNCTION: Colony
POP: 300,000/207,000
NOTES: *League:* OL, CPL. *Government:* Multi-party parliamentary. Prime Minister David Angus is station head. *Attitude:* Wary.

Alban was built by Scottish nationalists in 2064. Alban is one of the most active and important members of the Outstation League, and supplies some of its best troops.

NAME: Aldrin
LOCATION: L5
FUNCTION: Colony
POP: 10,000,000/9,300,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Governor Dorothy MacKasay is station head. *Attitude:* Wary.

Aldrin is one of the two surviving states of the American union. After the EarthHome War Aldrin retained its state level system of government. Aldrin's closest ally is Kennedy Base, the other surviving state.

NAME: Andrea
LOCATION: Enceladus Polar Orbit
FUNCTION: Industry
POP: 0/0
NOTES: *League:* PSEL. *Government:* None. *Attitude:* Closed.

Andrea is a fully automated factory owned by the Mesinal Group.

NAME: Apianus
LOCATION: Asteroid Belt
FUNCTION: Scientific
POP: 400,000/275,000
NOTES: *League:* CPL. *Government:* A university, Apianus is governed by its board of regents. *Attitude:* Wary.

Founded in 2090 by the Co-Prosperity League,

Apianus was once the most highly respected academic institution in space. Despite having declined in recent decades, it still produces many of the best trained scientists in the system.

NAME: Armstrong
LOCATION: Earth GSO
FUNCTION: Scientific
POP: 1,500/1,200
NOTES: *League:* HTC. *Government:* Dependency of Aldrin. *Attitude:* Insular.

NAME: Barzani
LOCATION: Callisto GSO
FUNCTION: Colony
POP: 200,000/176,000
NOTES: *League:* OL. *Government:* Single party state. President Mustafa Kemal is station head. *Attitude:* Insular.

Barzani was founded by Kurdish nationalists in 2073.

NAME: Bentham
LOCATION: Uranus GSO
FUNCTION: Industry
POP: 70,000/50,000
NOTES: *League:* HTC. *Government:* Military. A prison station run by the High Terran Commonwealth. Warden Janet Forester is station head. *Attitude:* Closed.

According to an agreement between the Commonwealth and the Outstation League, Bentham will be turned over to the League in 2200.

NAME: Bernoulli
LOCATION: Venus GSO
FUNCTION: Colony
POP: 400,000/290,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. President Johann Lousane is station head. *Attitude:* Insular.

Built by Switzerland in 2048, Bernoulli is presently quarantined because of the Venusian Influenza outbreaks.

NAME: Blaze
LOCATION: Jupiter GSO
FUNCTION: Industry
POP: 300,000/250,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of LEC, Blaze is governed by the company's board of directors. Chairman of the Board Sadatoshi Miyo is station head. *Attitude:* Wary.

NAME: Bolivar
LOCATION: Saturn GSO
FUNCTION: Colony
POP: 6,000,000/5,800,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Emiliano Lopez is station head. *Attitude:* Wary.

Bolivar was built in 2061 by the Pan-Latin Congress, an organization of thirteen Central and South American nations. Each nation maintains its own sovereignty and elects representatives to the federal government.

NAME: Bolyai
LOCATION: Earth GSO
FUNCTION: Scientific/Military
POP: 5,000/0
NOTES: The former Non-Causality Drive research laboratory has been in ruins since an attack during the EarthHome War. It is technically a possession of the Co-Prosperity League.

NAME: Borscovo
LOCATION: Reiner Crater, the Moon
FUNCTION: Scientific
POP: 2,000/2,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of Krasny Oktyabr. Dr. Mikhail Torsonov is the station head. *Attitude:* Closed.

The first permanent station built on the Moon, Borscovo remains one of the most important Soviet scientific stations.

NAME: Brahe
LOCATION: Europa
FUNCTION: Mining/Industry
POP: 120,000/110,000
NOTES: *League:* PSEL. *Government:* Corporation. Brahe is totally owned by IroCor. General Manager Nathan Coles is the station head. *Attitude:* Wary.

NAME: Brezhnev
LOCATION: L1
FUNCTION: Colony
POP: 200,000/159,000
NOTES: *League:* HTC, CPL. *Government:* Single party state. A member of the Soviet Socialist Federated Colonies, Brezhnev is governed by the Brezhnev Soviet legislative body. First Secretary Anatoly Kosarin is the station head. *Attitude:* Wary.

NAME: Brockway
LOCATION: Asteroid Belt
FUNCTION: Industry/Mining
POP: 100,000/70,000

NOTES: *League:* BMA. *Government:* The headquarters of the Belt Miners' Association, Brockway is governed by the organization's executive committee. Executive Director Stan Mikelsen is the station head. *Attitude:* Insular.

Built as a prison by the U.S. in 2039, Brockway was in the process of being phased out when the EarthHome War of 2117 cut off regular supply from Earth. The prisoners and guards were forced to cooperate and eventually founded the Belt Miners' Association.

NAME: Byelobog
LOCATION: Uranus GSO
FUNCTION: Colony
POP: 400,000/332,000
NOTES: *League:* OL. *Government:* Restricted parliamentary. President Stefan Luchek is the station head. *Attitude:* Insular.

Byelobog was built by the Soviets in 2076 and was intended to show their commitment to east bloc satellites Hungary, Poland, Czechoslovakia, and Romania. Byelobog declared independence shortly after the EarthHome War.

NAME: Calamity Base
LOCATION: On Ganymede
FUNCTION: Industry/Mining
POP: 8,500/4,000
NOTES: *League:* PSEL. *Government:* Corporation. Calamity Base is entirely owned by Allanson Robotics. General Manager Luthor Riesman is the station head. *Attitude:* Insular.

NAME: Calypso
LOCATION: Minerva GSO
FUNCTION: Scientific
POP: 6,000/3,000
NOTES: *League:* OL. *Government:* Dependency of the Outstation League. Dr. Celeste Gavine is the station head. *Attitude:* Closed.

NAME: Camelot
LOCATION: Copernicus Crater, the Moon.
FUNCTION: Industry/Military
POP: 500,000/435,000
NOTES: *League:* ICO, OL, CPL. *Government:* Corporation. Wholly owned by Adam Stenbridge Associates. Director of Operations Adrian Clement is the station head. *Attitude:* Insular.

Built as an entertainment station in 2073, Camelot has expanded to include lunar mining operations. It is an important military base for both the Outstation League and the Independent Commercial Organisation, garrisoning three thousand troops.

HIGH COLONIES

NAME: Canute
LOCATION: Venus GSO
FUNCTION: Colony
POP: 200,000/80,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Poul Bech is the station head. *Attitude:* Wary.

Built by Denmark in 2054, Canute is under quarantine because of the Venusian Influenza outbreaks.

NAME: Caroline
LOCATION: Asteroid Belt
FUNCTION: Industry/Mining
POP: 30,000/29,000
NOTES: *League:* PSEL. *Government:* Corporation. Wholly owned by the Mesinal Group. Managing Director Linda Norquay is the station head. *Attitude:* Insular.

NAME: Castro
LOCATION: L3
FUNCTION: Colony
POP: 200,000/160,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Raoul Santiago is the station head. *Attitude:* Wary.

Built by Cuba in 2052.



NAME: Champlain
LOCATION: L1
FUNCTION: Colony
POP: 2,000,000/1,560,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Maureen Atkinson is the station head. *Attitude:* Wary.

Champlain was built by Canada in 2046.

NAME: Charlemagne
LOCATION: L1
FUNCTION: Colony
POP: 3,000,000/2,240,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Jean-Claude Thierry is the station head. *Attitude:* Wary.

Charlemagne was built by France in 2037.

NAME: Clement
LOCATION: Asteroid Belt, near Ceres
FUNCTION: Industry
POP: 15,000/6,500
NOTES: *League:* PSEL. *Government:* Corporation. Wholly owned by LEC. General Manager Jean Lipscombe is the station head. *Attitude:* Insular.

NAME: Cobra
LOCATION: Jupiter GSO
FUNCTION: Industry
POP: 50,000/46,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of James Engineering, a wholly owned subsidiary of Mesinal Group. Arvid Miller, President of James Engineering, is station head. *Attitude:* Wary.

NAME: Cook
LOCATION: L3
FUNCTION: Colony
POP: 1,500,000/1,200,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Eric Hogan is the station head. *Attitude:* Wary.

Cook was built by Australia in 2031.

NAME: Copernicus
LOCATION: Miranda
FUNCTION: Mining/Industry
POP: 100,000/88,000
NOTES: *League:* ICO, OL. *Government:* Corporation. Copernicus is owned and operated by Haran Minerals, an independent company founded in 2059. Company President James McGraw is the station head. *Attitude:* Insular.

NAME: Coristan 1
LOCATION: Alphonsus Crater, The Moon
FUNCTION: Mining/Industry
POP: 1,300,000/980,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Wholly owned by Coristan Mining Corporation, Coristan 1 contains the headquarters of subsidiaries Solar Metals, Commonwealth Engineering and Borman Securities. Council president Lynn Palica is the station head. *Attitude:* Wary.

Until the Lunar War, Coristan 1 was the corporate headquarters of Coristan Mining Corporation. Those offices were moved to Coristan 2 in 2039.

NAME: Coristan 2
LOCATION: Asteroid Belt
FUNCTION: Mining/Industry
POP: 750,000/600,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Coristan Mining Corporation, Coristan 2 is governed by the company board of directors. Chairman of the Board Willis Hubbell is the station head. *Attitude:* Wary.

NAME: Coristan 3
LOCATION: Nereid
FUNCTION: Mining
POP: 25,000/16,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Wholly owned by Coristan Mining Corporation. Station manager Bernard Struve is the station head. *Attitude:* Insular.

NAME: Coristan 4
LOCATION: On Io
FUNCTION: Mining
POP: 20,000/16,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Wholly owned by Coristan Mining Corporation. Station manager Stanley Rogodzinski is the station head. *Attitude:* Insular.

NAME: Coven
LOCATION: Pluto Polar Orbit
FUNCTION: Colony
POP: 100,000/82,000
NOTES: *League:* Independent. *Government:* Despotic. Theoretically a cooperative society, Coven is ruled by a hereditary oligarchy which has controlled the Board of Guidance for over seventy years. Speaker Sandra May is the station head. *Attitude:* Insular.

Coven was built in 2089 by the Le Fay Order, an organization of self-described "prophets, witches and occultists" which had attracted many wealthy members. The focus of the Order has become more

pragmatic over the decades, although they take no interest in external politics.

NAME: Cymru
LOCATION: Mimas Polar Orbit
FUNCTION: Colony
POP: 120,000/97,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. Prime Minister Owen Williams is the station head. *Attitude:* Insular.

Cymru was built by Welsh nationalists in 2062.

NAME: Dalmady
LOCATION: Jupiter GSO
FUNCTION: Military
POP: 60,000/45,000
NOTES: *League:* OL. *Government:* Military. An Outstation League military base. General Liam Daugherty is the station head. *Attitude:* Closed.

Dalmady is most important Outstation League military station.

NAME: De Souza
LOCATION: Jupiter Polar Orbit
FUNCTION: Colony
POP: 2,000,000/1,890,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. Governor Heitor Lisboa is the station head. *Attitude:* Wary.

De Souza was built by Brazil in 2046. De Souza, together with San Pedro, make up the New Republic of Brazil.

NAME: Destiny
LOCATION: Asteroid Belt
FUNCTION: Colony
POP: 80,000/76,000
NOTES: *League:* BH, CPL. *Government:* Praetorian. Destiny is ruled by the Executive Council of the True Brotherhood. First Councillor Joseph Locklear is the station head. *Attitude:* Insular.

Built in 2059 by the True Brotherhood, an organization of fanatical white supremacists. Since the Purge War, the political importance of Destiny has declined.

NAME: DET-001
LOCATION: L1
FUNCTION: Industry
POP: 90,000/75,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Larrigan Synthetics, a wholly owned subsidiary of the Mesinal Group. Company president Marlan Cosey is the station head. *Attitude:* Wary.

HIGH COLONIES

NAME: Disaster Landing
LOCATION: 1985U1
FUNCTION: Colony
POP: 15,000/11,000
NOTES: *League:* Independent. *Government:* Military. Captain Winfield Blair is station head. *Attitude:* Closed.

Disaster Landing was one of famed pirate leader Gerald Carter's secret bases that was never discovered. The present inhabitants are the descendants of Carter's followers. Knowledge of the station's location and existence is a closely guarded secret. L'Ollonais Station is the only ally.

NAME: Dolina
LOCATION: On Io
FUNCTION: Mining
POP: 15,000/8,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of Krasny Oktyabr. Colonel Nikolai Shedlev is the station head. *Attitude:* Closed.

Dolina is a Soviet prison mining station. Although technological advances have made Dolina safer, it is far from being a worker's paradise.

NAME: Dnepr
LOCATION: Jupiter GSO
FUNCTION: Colony/Industry
POP: 2,000,000/1,792,000
NOTES: *League:* OL. *Government:* Multi-party parliamentary. President Leonid Matuchuk is the station head. *Attitude:* Wary.

Dnepr was built by the U.S.S.R. in 2062. It was intended to pacify the Ukraine, an often troublesome region, by encouraging a space program. Dnepr declared independence in 2020, three years after the EarthHome War.



NAME: Dreamtime
LOCATION: Jupiter Polar Orbit
FUNCTION: Colony
POP: 200,000/60,000
NOTES: *League:* OL. *Government:* Multi-party parliamentary. President Simon Ewaninga is the station head. *Attitude:* Wary.

Dreamtime was built by Australian aboriginal peoples in 2079. Dreamtime soldiers are among the best troops of the Outstation League.

NAME: Eden
LOCATION: Mars GSO
FUNCTION: Colony
POP: 300,000/240,000
NOTES: *League:* BH, CPL. *Government:* Theocracy. Executive power is vested in the Spiritual Council of the Church of the Apocrypha. Reverend Father Jonas Aylward is the station head. *Attitude:* Insular.

Eden was built by the Church of the Apocrypha in 2073. A relatively moderate faction of the Band of Humanity, Eden has distanced itself from that organization since the Purge War.

NAME: Efrit
LOCATION: L3
FUNCTION: Colony
POP: 2,000,000/1,900,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Ahmed ibn Hamad is the station head. *Attitude:* Wary.

Efrit was built in 2056 by the Union of Arab States, an organization of six middle eastern states. Each nation maintains its own sovereignty and elects representatives to the federal government.

NAME: El Cid
LOCATION: L4
FUNCTION: Colony
POP: 200,000/179,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Luis Solchaga is the station head. *Attitude:* Wary.

El Cid was built by Spain in 2067.

NAME: Electra
LOCATION: Jupiter GSO
FUNCTION: Colony
POP: 500,000/413,000
NOTES: *League:* OL, CPL. *Government:* The Administrative Council of the Electra Society governs the station. Coordinator Lisa Middleton is the station head. *Attitude:* Wary.

Electra was built in 2059 by the Electra Society, a Feminist cooperative.

NAME: Elnet
LOCATION: Archimedes Crater, the Moon
FUNCTION: Mining
POP: 75,000/55,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Wholly owned by Kyakov-Hanadai Corporation. Operations Manager Alex Mesner is the station head. *Attitude:* Insular.

NAME: Empire
LOCATION: Jupiter GSO
FUNCTION: Colony/Industry
POP: 2,000,000/1,898,000
NOTES: *League:* OL, CPL. *Government:* Multi-party parliamentary. Governor Mason Wise is the station head. *Attitude:* Open.

Empire was built by the U.S. in 2075. It was one of several "regional colonies" intended to ease population pressure. Most of the colonists of Empire were residents of the north-eastern seaboard. Empire declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2121.

NAME: Esau
LOCATION: L3
FUNCTION: Colony
POP: 150,000/85,000
NOTES: *League:* ECS, CPL. *Government:* Theocracy. The Pastoral Council of the Church of the Lifeline controls the administration. Pastor Richard Foytack is the station head. *Attitude:* Wary.

Esau was built by the Church of the Lifeline, a liberal humanist Christian organization, in 2061. Esau also houses the administrative offices of the Ecumenical Council of Sol.

NAME: Far Sturleson
LOCATION: Triton
FUNCTION: Mining
POP: 12,000/10,000
NOTES: *League:* OL. *Government:* Dependency of Near Sturleson. General Manager Lars Bohn is the station head. *Attitude:* Closed.

Far Sturleson was built to support Near Sturleson in 2079.

NAME: Fianna
LOCATION: Titan GSO
FUNCTION: Colony
POP: 100,000/60,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Michael Doran is the station head. *Attitude:* Wary.

Fianna was built in 2056 by Irish dissidents unwilling to accept the terms of the Treaty of Glasgow, which ended the Irish Civil War in 2036.

NAME: Friendship
LOCATION: Earth GSO
FUNCTION: Industry
POP: 30,000/28,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Kodama Biosystems, a subsidiary of LEC, Friendship is governed by the company Board of Directors. Chairman of the Board Hiro Sakata is the station head. *Attitude:* Closed.

Friendship is best known as the "Bio-Gen Factory."

NAME: Fundament
LOCATION: Jupiter GSO
FUNCTION: Colony
POP: 1,000,000/890,000
NOTES: *League:* BH. *Government:* Dependency of Genesis. Spiritual Guide Raymond Glynn is the station head. *Attitude:* Insular.

Built in 2098 by the Evangelic Church of the Chosen.

NAME: Gaea
LOCATION: Phoebe Polar Orbit
FUNCTION: Colony/Scientific
POP: 20,000/16,000
NOTES: *League:* Independent. *Government:* Gaea is administered by the Environmental Maintenance Council. First Guardian Beverly House is the station head. *Attitude:* Closed.

Gaea was built in 2099 by the Guardians of Earth Society. The station was an attempt by the Guardians to create a sanctuary to preserve "seeding stock" of all the plant and animal life on Earth. Their original plan was for several stations, but financial setbacks and the EarthHome War intervened. Nonetheless, Gaea is one of the few places where a significant amount of Terran flora and fauna survive.

NAME: Gagarin
LOCATION: Asteroid Belt
FUNCTION: Military
POP: 35,000/32,000
NOTES: *League:* HTC. *Government:* Military. One of the major military bases of the Soviet Socialist Federated Colonies. Marshal Vladimir Bakurin is the station head. *Attitude:* Closed.

NAME: Gandhi
LOCATION: L4
FUNCTION: Colony
POP: 4,000,000/3,734,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Amarjit Durha is the station head. *Attitude:* Wary.

Gandhi was built by India in 2089.

HIGH COLONIES

NAME: Ganymede II
LOCATION: Jupiter Polar Orbit
FUNCTION: Scientific
POP: 2,000/1,000
NOTES: *League:* HTC, CPL. *Government:* A joint dependency of the Soviet Socialist Federated Colonies, Aldrin and Kennedy Base. Dr. Lyman Dunn is the station head. *Attitude:* Closed.

NAME: Garibaldi
LOCATION: Venus GSO
FUNCTION: Colony
POP: 600,000/430,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. President Vito Lazzeri is the station head. *Attitude:* Wary.

Garibaldi was built by Italy in 2054. Like all stations around Venus, it is under quarantine.

NAME: Genesis
LOCATION: Earth GSO
FUNCTION: Colony
POP: 1,000,000/600,000
NOTES: *League:* BH, CPL. *Government:* Theocracy. The Reverential Council of the Evangelic Church of the Chosen rules Genesis. Spiritual Leader Evan Sterne is the station head. *Attitude:* Insular.

NAME: Glenn
LOCATION: Earth GSO
FUNCTION: Military
POP: 40,000/35,000
NOTES: *League:* HTC, CPL. *Government:* Military. A military base manned by troops from Aldrin and Kennedy Base. General Morgan Dwyer is the station head. *Attitude:* Closed.

NAME: Gompers
LOCATION: L5
FUNCTION: Colony
POP: 400,000/207,000
NOTES: *League:* SFL, CPL. *Government:* Corporation. The headquarters of the United Science, Technology and Employees Association. Union President Yvonne Holm is the station head. *Attitude:* Wary.

NAME: Guernica
LOCATION: Jupiter Polar Orbit
FUNCTION: Colony
POP: 600,000/430,000
NOTES: *League:* OL, CPL. *Government:* Single party state. President Txiki Ardanza is the station head. *Attitude:* Wary.

Guernica was built by Basque nationalists in 2073.

NAME: Hammarskjold
LOCATION: Manilius Crater, the Moon
FUNCTION: Colony
POP: 4,000,000/2,500,000
NOTES: *League:* CPL. *Government:* The Parliamentary Council of the Co-Prosperity League administers Hammarskjold. Secretary-General Jonathan Biya is the station head. *Attitude:* Wary.

Hammarskjold is the headquarters of the Co-Prosperity League.



NAME: Hard Luck
LOCATION: Charon
FUNCTION: Mining
POP: 8,000/5,500
NOTES: *League:* ICO, OL. *Government:* Corporation. Owned and operated by Tango-Bedford Mining, an independent company. Company president Lina Bedford is the station head. *Attitude:* Wary.

NAME: Harmony
LOCATION: L1
FUNCTION: Colony/Scientific
POP: 100,000/80,000
NOTES: *League:* HTC, CPL. *Government:* A joint dependency of Bernoulli, Pitt, Adler, and Charlemagne. Harmony's ruling body is the Joint Council of the European Orbital Space Vehicle Agency. General-Secretary Maurice Lebeau is the station head. *Attitude:* Wary.

NAME: Heartland
LOCATION: Umbriel Polar Orbit
FUNCTION: Colony
POP: 2,000,000/1,347,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Evelyn Holt is the station head. *Attitude:* Insular.

Heartland was built by the U.S. in 2087. It was one of the "regional colonies" intended to alleviate growing population pressure in the United States. Heartland's colonists were primarily drawn from the mid-western U.S. Like many other regional colonies, Heartland declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2121.

NAME: Hegira
LOCATION: Asteroid Belt
FUNCTION: Colony
POP: 4,000,000/3,780,000
NOTES: *League:* Independent. *Government:* Theocracy. Hegira is a self-described Islamic republic. Faqih (Spiritual Leader) Ayatollah Hossein Shariat is the station head. *Attitude:* Insular.

Hegira was built by Islamic fundamentalists in 2059.

NAME: Hephaestus
LOCATION: Earth GSO
FUNCTION: Industry
POP: 800,000/600,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Hephaestus is wholly owned by Genistarr Corporation and contains the headquarters of Universal Communications and ORTOL Pharmaceuticals. Lyman Qualls, ORTOL president, is station head. *Attitude:* Insular.

NAME: High Khalistan
LOCATION: Titan Polar Orbit
FUNCTION: Colony
POP: 400,000/307,000
NOTES: *League:* OL, CPL. *Government:* Single party state. President Jasmir Singh is the station head. *Attitude:* Insular.

High Khalistan was built in 2079 by Punjabi nationalists.

NAME: High Plains
LOCATION: Jupiter Polar Orbit
FUNCTION: Colony
POP: 4,000,000/3,070,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Rivers Clarkson is the station head. *Attitude:* Open.

Built in 2083, High Plains was one of the "regional colonies" intended to alleviate population pressure in the continental United States. The colonists of High Plains were largely drawn from the American southwest, primarily Texas. High Plains declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2119.

NAME: High Zion
LOCATION: Earth GSO
FUNCTION: Colony
POP: 300,000/230,000
NOTES: *League:* ECS, CPL. *Government:* Theocracy. Rabbi Chaim Levi is the station head. *Attitude:* Wary.

High Zion was built to be "a new homeland" by Orthodox Israeli Jews in 2025.

NAME: Ho Chi Minh
LOCATION: Jupiter GSO
FUNCTION: Colony
POP: 2,000,000/1,377,000
NOTES: *League:* CPL. *Government:* Restricted parliamentary. Chairman of the Council of Ministers Le Tran Linh is the station head. *Attitude:* Insular.

Ho Chi Minh was built by Vietnam in 2059. A member of the High Terran Commonwealth until 2173, when it withdrew in protest over the handling of the Purge War. Relations between Ho Chi Minh and the HTC are still cool, and the Outstation League has made numerous overtures to the Vietnamese.

NAME: Homeland
LOCATION: Jupiter GSO
FUNCTION: Colony
POP: 2,000,000/1,975,00
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President of the Congress Clement Mokoena is the station head. *Attitude:* Wary.

Homeland was built in 2092 by Congress of African States, an organization of sixteen African nations.

NAME: Horus
LOCATION: Mars Polar Orbit
FUNCTION: Colony
POP: 60,000/25,000
NOTES: *League:* OL, CPL. *Government:* Single party state. President Fouad Bakr is the head of station. *Attitude:* Wary.

Horus was built by Egypt in 2087. A founding member of the High Terran Commonwealth, Horus was the first station to fall to Band of Humanity forces in the Purge War. After being liberated by Outstation League troops in 2172, Horus formally withdrew from the HTC. In 2175 it was admitted to full membership in the Outstation League.

NAME: Huygens
LOCATION: Asteroid Belt
FUNCTION: Scientific
POP: 20,000/11,000
NOTES: *League:* Independent. *Government:* Corporation. Huygens is owned by the Belt Scientific Agency, a private research organization. Chairman Julia Kozar is the station head. *Attitude:* Insular.

NAME: Izanami
LOCATION: Mars GSO
FUNCTION: Colony
POP: 6,000,000/5,300,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Sadamu Shimizu is the station head. *Attitude:* Insular.

Izanami was built by Japan in 2043.

HIGH COLONIES

NAME: Janissary
LOCATION: Jupiter GSO
FUNCTION: Industry
POP: 200,000/190,000
NOTES: *League:* Independent. *Government:* Corporation. Janissary is jointly owned and administered by the six largest mercenary organizations. Administrator Lauren Hickman is the station head. *Attitude:* Open.

Janissary serves as a hiring hall and recreation area for the mercenary bands.

NAME: Joe Hill
LOCATION: Asteroid Belt
FUNCTION: Colony
POP: 2,000,000/1,687,000
NOTES: *League:* SFL, CPL. *Government:* Corporation. Joe Hill is the headquarters of the Mining and Manufacturing Workers Union. Union Director Charlie Ferrara is the station head. *Attitude:* Wary.



NAME: Kastrovo
LOCATION: L5
FUNCTION: Colony
POP: 3,000,000/2,600,000
NOTES: *League:* HTC, CPL. *Government:* Single party state. A member of the Soviet Socialist Federated Colonies, Kastrovo is governed by the Kastrovo Soviet. First Secretary Yuri Padorin is the station head. *Attitude:* Wary.

NAME: K'dith
LOCATION: Titan Polar Orbit
FUNCTION: Colony
POP: 2,000,000/1,900,000
NOTES: *League:* CPL. *Government:* Dependency of Srikana'k. Blender of Ways M'tik- l'rath-chon is the station head. *Attitude:* Insular.

K'dith is the Chakon generational starship that was placed in orbit around Titan in 2093.

NAME: Kennedy Base (Tranquillity)
LOCATION: Tauruntius Crater, the Moon
FUNCTION: Colony
POP: 14,000,000/12,213,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Governor Simon Meyer is the station head. *Attitude:* Wary.

Kennedy Base is the capital of the State of Tranquillity, one of the two surviving U.S. states. Like Aldrin, the other state, Tranquillity has retained its state level system of government. Tranquillity is a strong ally of Aldrin and enjoys a close relationship with Krasny Oktyabr.

NAME: Kepler
LOCATION: Earth GSO
FUNCTION: Scientific
POP: 2,500/0
NOTES: Abandoned.

Kepler was built as an orbital observatory in 2015. It was abandoned in 2118.

NAME: Khrushev
LOCATION: Baldet Crater, Mars
FUNCTION: Colony
POP: 400,000/150,000
NOTES: *League:* HTC, CPL. *Government:* Single party state. A member of the Soviet Socialist Federated Colonies, Khrushev is governed by its own Soviet. First Secretary Katrina Tereshnikov is the station head. *Attitude:* Wary.

Khrushev was built by the Soviet Union in 2102. It is the largest Russian colony on Mars, and is an influential member of the SSFC.

NAME: Komarov
LOCATION: Low Earth Orbit
FUNCTION: Industrial/Military
POP: 15,000/7,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of Krasny Oktyabr. General Sergei Ramilov is the station head. *Attitude:* Insular.

One of the oldest stations, Komarov was built in 2010.

NAME: Krasny Oktyabr
LOCATION: Marius Crater, the Moon
FUNCTION: Colony
POP: 12,000,000/8,641,000
NOTES: *League:* HTC, CPL. *Government:* Single party state. The leading member of the Soviet Socialist Federated Colonies, Krasny Oktyabr is governed by the Supreme Soviet. General Secretary Viktor Ryzhkov is the station head. *Attitude:* Wary.

Krasny Oktyabr is usually regarded as the capital of "Russia in Space." It exerts considerable influence over the other members of the Soviet Socialist Federated Colonies, all of which elect representatives to the Supreme Soviet.

NAME: Kruger
LOCATION: Tethys Polar Orbit
FUNCTION: Colony
POP: 300,000/201,000
NOTES: *League:* BH, CPL. *Government:* Single party state. President Pieter Buller is the station head. *Attitude:* Insular.

Built by neo-fascist white South Africans in 2063, Kruger is one of the leading members of the Band of Humanity.

NAME: Kyklos
LOCATION: Rhea
FUNCTION: Mine/Colony
POP: 60,000/53,000
NOTES: *League:* BH. *Government:* Praetorian. Grand Imperial Wizard Lewis Green is the station head. *Attitude:* Closed.

Kyklos was built in 2078 by the Ku Klux Klan.

NAME: Lao-Tzu
LOCATION: Hausen Crater, the Moon
FUNCTION: Colony
POP: 6,000,000/5,983,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. Premier Chen Piao is the station head. *Attitude:* Insular.

Lao Tzu was built in 2034 by the Peoples Republic of China.

NAME: Lazarus
LOCATION: L5
FUNCTION: Colony
POP: 2,000,000/1,200,000
NOTES: *League:* BH, CPL. *Government:* Dependency of Genesis. Spiritual Guide Freeman Campbell is the station head. *Attitude:* Insular.

Lazarus was built in 2032 by the Evangelic Church of the Chosen.

NAME: Lenin
LOCATION: Venus GSO
FUNCTION: Scientific/Military
POP: 100,000/70,000
NOTES: *League:* HTC, CPL. *Government:* Military. Marshal Valentina Belyayev is the station head. *Attitude:* Closed.

Lenin was built by the Soviet Union in 2071. It is presently under quarantine due to Venusian Influenza outbreaks.

NAME: Levesque
LOCATION: Callisto Polar Orbit
FUNCTION: Colony
POP: 1,000,000/683,000
NOTES: *League:* OL, CPL. *Government:* Multi-party parliamentary. President Michel Gagnon is the station head. *Attitude:* Wary.

Levesque was built in 2049 by Quebecois nationalists.

NAME: Libertatia
LOCATION: Uranus-Oberon L4
FUNCTION: Colony/Military
POP: 20,000/14,000
NOTES: *League:* Independent. *Government:* Praetorian. Chairman Edwin Maler and Commander Austin Grilli are co-heads of the station. *Attitude:* Wary.

Libertatia is owned by Van Owen's Rangers, one of the six major mercenary companies.

NAME: L'Ollonais
LOCATION: Uranus-1985U1 L1
FUNCTION: Military
POP: 15,000/6,000
NOTES: *League:* Independent. *Government:* Military. Captain Scott McClusky is the station head. *Attitude:* Closed.

L'Ollonais was built by Gerald Carter as a refuge during the Barbary Wars. The present inhabitants are descendants of Carter's followers. Knowledge of the station's location and existence is a closely guarded secret. L'Ollonais is allied with Disaster Landing.

HIGH COLONIES

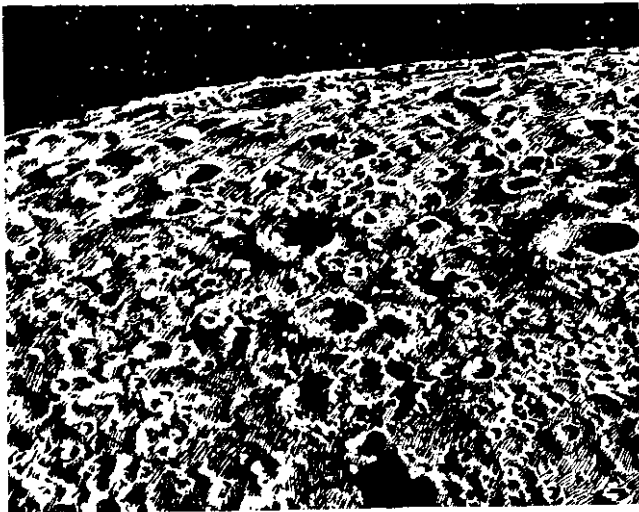
NAME: Lorelei
LOCATION: Asteroid Belt
FUNCTION: Industry
POP: 0/0
NOTES: *League:* PSEL. *Government:* None.
Attitude: Closed.

Lorelei is a fully automated factory owned by Kyakov-Hanadai.

NAME: Lowe
LOCATION: Venus GSO
FUNCTION: Mining/Industry
POP: 100,000/61,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of Adler. Vice-Chancellor Gerhard Frick is the station head. *Attitude:* Insular.

Lowe has been under quarantine since the last outbreak of Venusian Influenza.

NAME: Lowell
LOCATION: Asteroid Belt
FUNCTION: Mining/Colony
POP: 100,000/82,000
NOTES: *League:* ICO, CPL. *Government:* Corporation. Lowell is owned by the Monstral Mining Company. Company president Sean Duren is the station head. *Attitude:* Insular.



NAME: LX-0403
LOCATION: Petavius Crater, the Moon
FUNCTION: Mining, Industry
POP: 3,000,000/2,230,000
NOTES: *League:* PSEL. *Government:* Corporation. LX-0403 is owned by Genistarr Corporation. It contains the headquarters of Sorenson Insurance and Teach Developments. Station Administrator Mary-Beth Lane is the station head. *Attitude:* Wary.

NAME: Mathewson
LOCATION: Oberon Polar Orbit
FUNCTION: Military
POP: 100,000/85,000
NOTES: *League:* OL. *Government:* Military. Mathewson is one of the principal military installations of the Outstation League. General Metsino Banda is the station head. *Attitude:* Insular.

Mathewson was built in in 2141 by the Outstation League, for use as a military base.

NAME: McAuliffe
LOCATION: Wallace Crater, Mars
FUNCTION: Scientific/Colony
POP: 90,000/65,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of the High Terran Commonwealth. Martian Terraforming Director Dr. Francis Wing is the station head. *Attitude:* Insular.

The ongoing Martian Terraforming program is administered from McAuliffe.

NAME: Moro
LOCATION: Ariel Polar Orbit
FUNCTION: Colony
POP: 600,000/358,000
NOTES: *League:* OL, CPL. *Government:* Single party state. President Musa Iskandar bin Mohamad is the station head. *Attitude:* Insular.

Moro was built in 2104 by Filipino Muslim nationalists.

NAME: Morrigan
LOCATION: L3
FUNCTION: Industry/Colony
POP: 6,000,000/5,600,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Genistarr Corporation, Morrigan is administered by Committee B of the company board of directors. Chairman Benjamin Foiles is the station head. *Attitude:* Wary.

Morrigan also includes the head offices of the Pan-System Enterprise League.

NAME: Mwari
LOCATION: L3
FUNCTION: Colony
POP: 400,000/341,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Enos Zvobgo is the station head. *Attitude:* Insular.

Mwari was built in 2041 by Zimbabwe.

NAME: Near Sturleson
LOCATION: Triton co-orbital
FUNCTION: Colony
POP: 80,000/40,000
NOTES: *League:* OL, CPL. *Government:* Multi-party parliamentary. Prime Minister Ingrid Kristiandottir is the station head. *Attitude:* Open.

Near Sturleson was built by Iceland in 2072.

NAME: Nevsky-Lincoln
LOCATION: Neptune GSO
FUNCTION: Scientific/Military
POP: 6,000/4,800
NOTES: *League:* HTC. *Government:* Joint dependency of Krasny Oktyabr and Kennedy Base. Viktor Korisinov and Dr. Jean Louise Michael are co-heads of station. *Attitude:* Closed.

NAME: New Hope
LOCATION: Saturn GSO
FUNCTION: Colony
POP: 200,000/140,000
NOTES: *League:* Independent. *Government:* Multi-party parliamentary. President Donald Lupien is station head. *Attitude:* Wary.

New Hope was built by the Howard-Fry Society which operated the colony as a corporation until 2100.

NAME: New Pacific
LOCATION: Venus GSO
FUNCTION: Colony
POP: 600,000/387,000
NOTES: *League:* Independent. *Government:* Multi-party parliamentary. President Tapua Alebua is station head. *Attitude:* Wary.

New Pacific was built in 2057 by the Pan-Oceanic Coalition, an organization of twelve Pacific region nations. Despite being a staunch ally of the High Terran Commonwealth, New Pacific has never been invited to join that organization. Like all the stations around Venus, New Pacific has been quarantined since 2182.

NAME: Newton
LOCATION: Dione
FUNCTION: Mining/Colony
POP: 250,000/200,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Newton is the headquarters of Sabah Energy, a subsidiary of IroCor. Company president Jassim al-Hamad is the station head. *Attitude:* Wary.

Newton was built by IroCor in 2113.

NAME: New Vermont
LOCATION: Umbriel Polar Orbit
FUNCTION: Colony
POP: 50,000/20,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Roger Wayenberg is the station head. *Attitude:* Insular.

New Vermont was built by the New Vermont Society in 2076. The society's original members were conservative environmentalists and survivalists.

NAME: Noyes
LOCATION: Rhea GSO
FUNCTION: Colony
POP: 80,000/65,000
NOTES: *League:* OL. *Government:* Despotic. Lord Guardian of Perfection Arthur Ingram Dale is station head. *Attitude:* Insular.

Noyes was built by the New Oneida Society in 2113. The society professed to be "re-awakening Perfectionism of the spirit." Most of the society's beliefs are based on the teachings of John Humphrey Noyes, who founded the "utopia" of Oneida N.Y. in 1848. The most notorious practice at Noyes is that of "complex marriage", in which every male in the community is married to every female, and vice versa.

NAME: Nuevo California
LOCATION: Saturn GSO
FUNCTION: Colony
POP: 3,000,000/2,800,000
NOTES: *League:* OL, HTC. *Government:* Multi-party parliamentary. President Rafael Jesus Ramirez is the station head. *Attitude:* Wary.

Built in 2078, Nuevo California was one of the "regional colonies" intended to solve the problem of population growth in the continental United States. Most of the colonists of the station were drawn from California. Nuevo California declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2121.

NAME: Omega
LOCATION: Asteroid Belt
FUNCTION: Mining/Industry
POP: 3,000,000/2,350,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of IroCor, Omega is ruled by the company board of directors. Chairman Willi Strauss is the station head. *Attitude:* Wary.

For the last two years shipping from Omega has been subject to intermittent piracy. Despite efforts of IroCor security the source of these attacks is unknown.

HIGH COLONIES

NAME: O'Neill
LOCATION: L1
FUNCTION: Colony
POP: 2,000,000/1,439,000
NOTES: *League:* HTC. *Government:* The Security Council of the High Terran Commonwealth. General-Secretary Vincent Stringer is the station head. *Attitude:* Wary.

O'Neill was built by the High Terran Commonwealth in 2130 to serve as the organization's headquarters.

NAME: Orion
LOCATION: L3
FUNCTION: Industry
POP: 700,000/570,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Allanson Robotics, Orion is administered by the company board of directors. Corporation President Diana Holloch is the station head. *Attitude:* Wary.

Orion was built by Allanson Robotics in 2103.

NAME: Palme
LOCATION: L5
FUNCTION: Colony
POP: 1,200,000/700,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Ingmar Thorson is the station head. *Attitude:* Wary.

Palme was built by Sweden in 2043.

NAME: Patton
LOCATION: Asteroid Belt
FUNCTION: Industry
POP: 20,000/12,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. The headquarters of Hailey-Parker Armaments, a subsidiary of IroCorp, Patton is run by an administrative committee directly responsible to the company president. President Cyril Regan is the station head. *Attitude:* Closed.

Patton is still repairing the damage suffered in 2168 during the Purge War.

NAME: Peron
LOCATION: Venus GSO
FUNCTION: Colony
POP: 2,000,000/870,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Felipe Sanchez is the station head. *Attitude:* Wary.

Peron was built by Argentina in 2064. Like all the stations around Venus, it has been quarantined since 2182.

NAME: Persephone
LOCATION: Venus Polar Orbit
FUNCTION: Scientific
POP: 10,000/2,000
NOTES: *League:* HTC, CPL. *Government:* Joint dependency of Kennedy Base and Krasny Oktyabr. Drs. Anna Szetlova and David Landis are co-heads of station. *Attitude:* Closed.

Persephone was built to supervise the terraforming and atmosphere seeding of Venus. It has been under quarantine since 2182.



NAME: Pitt
LOCATION: Menelaus Crater, the Moon
FUNCTION: Colony
POP: 4,000,000/3,640,000
NOTES: *League:* HTC, CPL. *Government:* Despotic. Although Pitt is supposedly a constitutional monarchy with a democratic parliamentary system, the monarch exercises virtually total control over the organs of government. Queen Anne II is the station head. *Attitude:* Wary.

Pitt was built by Great Britain in 2050. When the EarthHome War severed communications with Earth in 2117, widespread panic occurred in the station. Order was restored by a unit of Royal Marines led by Richard Gloucester, the third son of the Duke of Gloucester and a distant cousin of the King of England. Richard declared himself King Richard IV, founded the House of Gloucester, and established a harsh and intolerant government. Since his assassination in 2132, his successors have allowed gradual reforms to take place. Anne II, who has ruled since 2176, enjoys considerable personal popularity and is generally regarded as a benevolent despot.

NAME: Quetzalcoatl
LOCATION: Hellas Planitia, Mars
FUNCTION: Colony
POP: 6,000,000/5,800,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Fernando Hermoso is the station head. *Attitude:* Wary.

Quetzalcoatl was built in 2072 by Mexico.

NAME: Quiller's Folly
LOCATION: Scopas Crater, Mercury
FUNCTION: Mining
POP: 3,000/1,200
NOTES: *League:* ICO. *Government:* Corporation. The station is owned and operated by the Quiller Mercury Venture Company. Mining manager Leo Hermanski is the station head. *Attitude:* Insular.

The most dangerous mining stations in the system, Quiller's Folly has the highest worker mortality rate.

NAME: Rebirth
LOCATION: Asteroid Belt
FUNCTION: Colony/Industry
POP: 2,000,000/1,659,000
NOTES: *League:* OL, ICO, CPL. *Government:* Multi-party parliamentary. President Claudell Jones is the station head. *Attitude:* Wary.

Rebirth was built by the U.S. in 2095. It was a "regional colony", intended to alleviate population pressure in the continental United States. Rebirth was also intended to stimulate the economy of the old industrial heartland of the U.S., which had become a moribund "rust belt" as industry moved into space. Michigan, Indiana, Ohio and Pennsylvania were given considerable control over the station's activity and most of its colonists were drawn from those states. Rebirth declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2118.

NAME: Revelation
LOCATION: Asteroid Belt
FUNCTION: Colony
POP: 200,000/195,000
NOTES: *League:* BH. *Government:* Theocracy. Samuel Melton, Archvicar of the One Church of the Lord's Process, is the station head. *Attitude:* Closed.

Revelation was built by the One Church of the Lord's Process, an organization of fascist "Christian" paranoids, in 2066. It is most famous for the quotation from the Revelation of Saint John the Divine which is printed on the outer surface of the station. VI:12- "And I beheld when he had opened the sixth seal, and, lo, there was a great earthquake; and the sun became black as sackcloth of hair, and the moon became as blood;"

NAME: Rising Star
LOCATION: Neptune-Triton L1
FUNCTION: Colony/Industry
POP: 200,000/150,000
NOTES: *League:* Independent. *Government:* A communal anarchy. There is no official station head. *Attitude:* Insular.

NAME: Rykov
LOCATION: L3
FUNCTION: Industry/Military
POP: 50,000/30,000
NOTES: *League:* HTC, CPL. *Government:* Military. General Alexander Stekalov is the station head. *Attitude:* Insular.

Rykov is one of the primary military bases of the Soviet Socialist Federated Colonies.

NAME: Sagan
LOCATION: Aphrodite Terra, Venus
FUNCTION: Colony/Scientific
POP: 15,000/2,500
NOTES: *League:* HTC. *Government:* Joint dependency of Kennedy Base and Krasny Oktyabr. Dr. Clark Grimes is the station head. *Attitude:* Closed.

Sagan has been quarantined since the Venusian Influenza outbreak of 2082.

NAME: St. John
LOCATION: Cleomedes Crater, the Moon
FUNCTION: Colony
POP: 2,500,000/2,390,000
NOTES: *League:* ECS, CPL. *Government:* Theocracy. Pope Clement XV is the station head. *Attitude:* Wary.

St. John was built by the Roman Catholic Church in 2077. Until 2175 it was the center of the Archdiocese of St. John, which included all territories "above the surface of the Earth." In 2175 the First Council of St. John decided that the lack of a recognizable papal authority was creating problems in the church, and a pope was elected "until Rome is restored."

NAME: San Pedro
LOCATION: Argyre Planitia, Mars
FUNCTION: Colony
POP: 6,000,000/5,600,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Mario Silva is the station head. *Attitude:* Wary.

San Pedro was built by Brazil in 2071. San Pedro is the capital of the New Republic of Brazil, which also includes De Souza.

HIGH COLONIES

NAME: Sargon
LOCATION: Asteroid Belt
FUNCTION: Colony/Mining
POP: 600,000/445,000
NOTES: *League:* HTC, CPL. *Government:* Single party state. President Hafez Nidal is the station head. *Attitude:* Insular.

Sargon was built by Syria in 2066.

NAME: Schroeter
LOCATION: Uranus Polar Orbit
FUNCTION: Colony
POP: 1,500,000/1,100,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Franz Erich Kreitner is the station head. *Attitude:* Wary.

Schroeter was built by East Germany in 2088.

NAME: Scobee
LOCATION: Venus GSO
FUNCTION: Military
POP: 50,000/39,000
NOTES: *League:* HTC. *Government:* Military. General Garth Baker is the station head. *Attitude:* Closed.

Scobee is an important military installation of the High Terran Commonwealth. It is the only station in orbit around Venus that is not quarantined, and provides a sterile distribution point for supplies to the other Venusian stations.

NAME: Seddon
LOCATION: Venus GSO
FUNCTION: Colony
POP: 400,000/240,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Mitchell Huston is the station head. *Attitude:* Wary.

Built by New Zealand in 2045, Seddon has been quarantined since 2182 due to the outbreak of Venusian Influenza.

NAME: Seraglio
LOCATION: Asteroid Belt
FUNCTION: Industry/Mining
POP: 200,000/134,000
NOTES: *League:* BMA. *Government:* A dependency of the Belt Miners' Association. Manager Millicent Ingram is the station head. *Attitude:* Open.

Sometimes called the "Station of Sins", Seraglio is a recreation and entertainment station administered by the Belt Miners' Association. Seraglio has the reputation of being a rowdy place where almost any pleasure or vice can be satisfied.

NAME: Shaka
LOCATION: Hyperion
FUNCTION: Colony/Mining
POP: 40,000/39,000
NOTES: *League:* Independent. *Government:* Military. The headquarters of the mercenary company Mombala's Brigade. Colonel Lansana Dawda is the station head. *Attitude:* Insular.

NAME: Shepard
LOCATION: Earth GSO
FUNCTION: Colony
POP: 200,000/50,000
NOTES: *League:* HTC, CPL. *Government:* Dependency of Aldrin. Lieutenant-Governor Marcus Evans is the station head. *Attitude:* Wary.

One of the oldest stations in existence, Shepard has been suffering occasional life support failures in recent decades. Much of the station is uninhabited, and a decision to abandon it entirely is pending.



NAME: Sigma
LOCATION: Asteroid Belt
FUNCTION: Mining/Industry
POP: 120,000/100,000
NOTES: *League:* PSEL, CPL. *Government:* Corporation. Owned by Allanson Robotics, Sigma contains the headquarters of Terchuk Communications, Integrated Electronics, and Global Business Systems. Station Manager Theo Blanchard is the station head. *Attitude:* Wary.

Sigma was built by Allanson Robotics in 2127 as a secondary administrative centre.

NAME: Sixtus
LOCATION: Umbriel
FUNCTION: Mining
POP: 30,000/20,000
NOTES: *League:* ICO, OL. *Government:* Corporation. Owned and operated by the Sheridan Mining Corporation. Company President Charity Sheridan is the station head. *Attitude:* Insular.

NAME: Solidarity
LOCATION: Mars GSO
FUNCTION: Colony
POP: 2,000,000/1,260,000
NOTES: *League:* SFL, CPL. *Government:* Corporation. Solidarity is the headquarters of the Alliance of Transport, Service and Space Workers. Union President Morris Cogan is the station head. *Attitude:* Wary.

NAME: Srikana'k
LOCATION: Titan
FUNCTION: Colony
POP: 8,000,000/7,600,000
NOTES: *League:* CPL. *Government:* To humans, the Chakon system of government seems to be composed of numerous committees, many of which seem redundant while others seem to be working at cross-purposes. Blender of Ways Jas'tk-l'rath-Ado'n is the station head. *Attitude:* Insular.

Srikana'k is the largest Chakon base on Titan.

NAME: Starfall
LOCATION: Tethys Polar Orbit
FUNCTION: Industry
POP: 400,000/325,000
NOTES: *League:* ICO, OL, CPL. *Government:* Corporation. Owned by Adam Stembbridge Associates. Station Manager Lauren Jackson is the station head. *Attitude:* Wary.

Starfall was built as an entertainment station in 2058. It has since become the headquarters of Adam Stembbridge Associates' mining activities in the Saturnian System.

NAME: Starmall
LOCATION: Earth Polar Orbit
FUNCTION: Industry
POP: 20,000/0
NOTES: *League:* None. *Government:* None. *Attitude:* N/A

Starmall has been abandoned since 2148 when it was sacked during the Barbary Wars. There are persistent rumours that great wealth remains concealed by the last merchants to flee the station when it was attacked, as the last shuttles escaping the station were destroyed.

NAME: Sukarno
LOCATION: Europa Polar Orbit
FUNCTION: Colony
POP: 600,000/554,000
NOTES: *League:* OL, CPL. *Government:* Restricted parliamentary. President Andi Dharsano is the station head. *Attitude:* Wary.

Sukarno was built by Indonesia in 2075. A founding member of the High Terran Commonwealth, Sukarno withdrew from that organization in protest over the handling of the Purge Wars. It became a member of the Outstation League in 2080.

NAME: Suleiman
LOCATION: Mie Crater, Mars
FUNCTION: Colony/Scientific
POP: 30,000/25,000
NOTES: *League:* HTC. *Government:* A dependency of the High Terran Commonwealth. Station Manager Dr. Carl Burchart is the station head. *Attitude:* Insular.

Suleiman is the secondary Martian Terraforming station. (See McAuliffe)

NAME: Sullivan Cooperative
LOCATION: Enceladus Polar Orbit
FUNCTION: Colony/Industry
POP: 400,000/340,000
NOTES: *League:* OL, CPL. *Government:* Run by an anarchist collective system in which workers in each area of the station elect their own administrators who are subject to recall at any time. Economic councils handle problems beyond the capacity of a single area. There is no official head of station. *Attitude:* Insular.

NAME: Sun-Tzu
LOCATION: Asteroid Belt
FUNCTION: Colony
POP: 60,000/48,000
NOTES: *League:* Independent. *Government:* Military. Sun-Tzu is the headquarters of the Orchid Gunners mercenary company. General Zhang Yen is the station head. *Attitude:* Insular.

HIGH COLONIES

NAME: Talisman
LOCATION: Asteroid Belt
FUNCTION: Industry
POP: 5,000/2,000
NOTES: *League:* PSEL. *Government:* Corporation. Owned by Genistarr Corporation. Director of Operations Derek Tebeau is the station head. *Attitude:* Closed.

NAME: Tau
LOCATION: L1
FUNCTION: Industry
POP: 2,000,000/1,875,000
NOTES: *League:* PSEL. *Government:* Corporation. The headquarters of Kyakov-Hanadai, Tau is ruled by the company board of directors. Chairman Lorna Phelan is the station head. *Attitude:* Wary.

Tau also contains the company headquarters of Faldrin Engineering, Sorgoth Electronics and Kruffy Pharmaceuticals.

NAME: Thorsten Station
LOCATION: Miranda
FUNCTION: Mining/Industry
POP: 20,000/17,000
NOTES: *League:* ICO, OL. *Government:* Corporation. Thorsten Station is owned and operated by First Arrow Industries. Company President Hans Schuler is the station head. *Attitude:* Insular.

Thorsten was built in 2092 by First Arrow Industries.

NAME: Tokura
LOCATION: Redi Crater, Mars
FUNCTION: Colony
POP: 40,000/17,000
NOTES: *League:* HTC, CPL. *Government:* A dependency of Izanami. Governor Mitsumi Kotoshirodo is the station head. *Attitude:* Insular.

Tokura was built by Japan in 2051.

NAME: Tootegea
LOCATION: Titania
FUNCTION: Colony/Mining
POP: 70,000/60,000
NOTES: *League:* OL. *Government:* Single party state. President David Attinuar is the station head. *Attitude:* Insular.

Tootegea was built in 2080 by the Association of Inuit Peoples. The only station on Titania, Tootegea claims jurisdiction over the entire moon. It has fiercely rejected several overtures from Genistarr to establish another mining station on the moon. Tensions between the corporation and the Inuit are steadily increasing and Tootegea is employing mercenary troops as a precaution.

NAME: Twinstar
LOCATION: Chaplygin Crater, the Moon
FUNCTION: Scientific
POP: 10,000/9,500
NOTES: *League:* HTC. *Government:* A joint dependency of Krasny Oktyabr and Kennedy Base. Drs. Sheila Greening and Tatiana Nebikov are co-heads of station. *Attitude:* Closed.

NAME: Unity
LOCATION: Asteroid Belt
FUNCTION: Colony/Mining
POP: 500,000/430,000
NOTES: *League:* BMA, OL. *Government:* Multi-party parliamentary. President Nathan Sevenkettles is the station head. *Attitude:* Wary.

Unity was built in 2066 by the United Native Peoples, an organization of North American Indians. Unity is allied with both Tootegea and Dreamtime, but has so far been unable to convince either of those stations to join a proposed Aboriginal Peoples' League.

NAME: Unkulunkulu
LOCATION: Ganymede Polar Orbit
FUNCTION: Colony
POP: 200,000/139,000
NOTES: *League:* OL, CPL. *Government:* Single party state. President Lucas Ndamase is the station head. *Attitude:* Wary.

Unkulunkulu was built in 2090 by the Zulu Self-Determination League.

NAME: Viride
LOCATION: Neptune GSO
FUNCTION: Colony
POP: 200,000/120,000
NOTES: *League:* OL, CPL. *Government:* Praetorian. President Colonel Charlotte Leiper is the head of station. *Attitude:* Insular.

Viride was built by the Viride Ecological Cooperative in 2076. In 2179 station management refused to pay a mercenary regiment of Cammarata's Light Irregulars, who had been contracted to protect Viride. The troops staged a bloodless coup and seized power. Since that time, a degree of civilian control has been restored, but the military effectively rules the station.

NAME: Vitality
LOCATION: Jupiter Polar Orbit
FUNCTION: Colony
POP: 400,000/209,000
NOTES: *League:* HTC, CPL. *Government:* Multi-party parliamentary. Prime Minister Joris Kupsche is the station head. *Attitude:* Wary.

Vitality was built in 2053 as a joint project by Belgium, the Netherlands and Luxembourg.

NAME: Walden
LOCATION: Saturn Polar Orbit
FUNCTION: Colony
POP: 15,000/3,000
NOTES: *League:* Independent. *Government:* Despotic. King Lawrence is the station head. *Attitude:* Closed.

Built in 2088 by the pacifist Walden Restoration Society, the station was mysteriously abandoned in 2181 (see History). In 2186 it was re-settled by the self-described Forsaken Ones, a loose organization of misfits led by Lawrence Dusak. Once in Walden, Dusak proclaimed himself king, and invited all "downtrodden people" to join him. So far, he has had little response. The colony is widely regarded as a joke and its imminent failure is predicted.

NAME: Xanadu
LOCATION: Earth GSO
FUNCTION: Industry
POP: 2,000,000/1,780,000
NOTES: *League:* ICO, OL, CPL. *Government:* Corporation. Xanadu is the headquarters of Adam Stembridge Associates. Company Managing Director Louis Falcone is the station head. *Attitude:* Open.

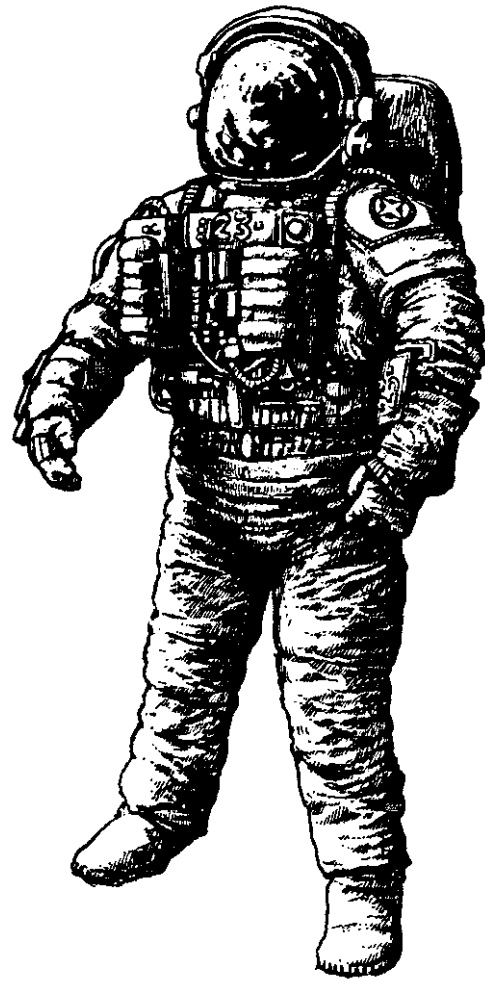
Xanadu was built in 2038 as an entertainment center, and is still one of the most popular tourist attractions in the system.

NAME: Xerxes
LOCATION: L5
FUNCTION: Colony
POP: 3,000,000/2,600,000
NOTES: *League:* HTC, CPL. *Government:* Restricted parliamentary. President Mir Sayyed Mossadeq is the station head. *Attitude:* Insular.

Xerxes was built in 2052 by Iran. The station is predominantly Sunni muslim, although there is an influential Shi'ite minority.

NAME: Yankee
LOCATION: Triton Polar Orbit
FUNCTION: Colony
POP: 1,000,000/872,000
NOTES: *League:* OL, CPL. *Government:* Multi-party parliamentary. President Angela Paige is the station head. *Attitude:* Insular.

Yankee was built in 2098 by the U.S. as one of several "regional colonies" intended to solve problem of increasing population in the continental United States. The colonists of Yankee were primarily drawn from the New England states. Yankee, together with several other regional colonies, declared its independence from the U.S. (as represented by Aldrin and Kennedy Base) in 2121.



NAME: Yvette
LOCATION: Triton
FUNCTION: Colony/Mining
POP: 50,000/42,000
NOTES: *League:* Independent. *Government:* Military. Yvette is the headquarters of the Triton Free Company mercenary organization. General Orson Boggs is the station head. *Attitude:* Wary.

NAME: Zale
LOCATION: Pluto
FUNCTION: Scientific
POP: 2,000/1,400
NOTES: *League:* OL. *Government:* A dependency of the Outstation League. Dr. Sylvester Herling is the station head. *Attitude:* Closed.

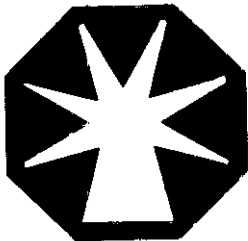
NAME: Zhukov
LOCATION: Briault Crater, Mars
FUNCTION: Mining/Colony
POP: 130,000/78,000
NOTES: *League:* HTC. *Government:* Single party state. A member of the Soviet Socialist Federated Colonies, Zhukov is governed by the Zhukov Soviet. First Secretary Valentin Seyenov is the station head. *Attitude:* Insular.

III. MAJOR ORGANIZATIONS

The following information represents much of what is publicly known about the major organizations and several of the important splinter groups of the High Colonies. Major independent organizations, such as Islamic fundamentalists, various pirate groups, and anarchists can be found in the Gazette beginning on page 20.

Casual students of political science may find the Leagues confusing; their motivations and their members are often interchangeable or overlapping. Alliances between them shift from issue to issue, and conflicts are never far from the surface.

III.1 THE BAND OF HUMANITY [BH]



The newest, most politically isolated and most fractious of the Leagues, the Band was founded in 2154 by self-styled "right thinkers." Membership includes the most reactionary elements in space; racist Christian fundamental-

ists, extreme right-wingers, paranoid survivalists and the like.

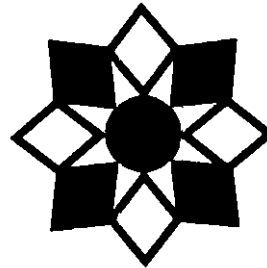
The stated objective of the Band is to "purify" humankind by exterminating "undesirables" such as non-whites, non-fundamentalist Christians, "Babylonian seducers" (Adam Stenbridge Associates is the primary target of this nebulous phrase) Communists, and other non-Band members. To this end, the Band launched the Purge War in 2167, which lasted six years and caused thousands of deaths. Ultimately defeated, Band members are the pariahs of the Solar System, both for the atrocities they committed during the war and for the breeding of bio-genetic Ram-Soldiers.

The governing body of the Band is the High Council, which includes a representative from each member organization. The Council elects a Speaker from among its own members who supposedly governs for life. In practice, there is so much disagreement among the Band members that many Speakers have resigned in disgust or anger, and two have been assassinated. In the thirty four years of its existence, the Band has had nine Speakers. The present office holder is Evan Sterne, the leader of the Evangelic Church of the Chosen. Band headquarters are located at Genesis.

The Band's military potential is limited by the Treaty of O'Neill which ended the war, but there is growing evidence that they are beginning to re-

arm. Fortunately, members of the Band are as likely to use force against each other as they are to unify against "external foes".

MAJOR MEMBERS

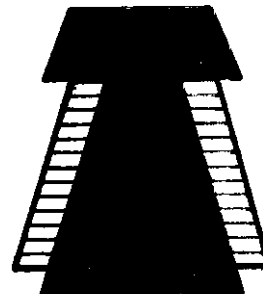


The Evangelic Church of the Chosen - The largest and most influential member of the Band of Humanity, the Church of the Chosen has always been a major source of funds for the organization. The church was the first religious group to

enter space, and is among the most powerful organizations in the system. Church doctrine is extremely reactionary, and includes edicts forbidding most forms of entertainment on the basis that they are "tools of corruption." A strong racist overtone is also evident in church teachings. Since its founding in 2017, all of the Spiritual Leaders of the Church of the Chosen have been members of the Sterne family.

The One Church of the Lord's Process - This sinister organization was founded in 2050. The doctrine of the church centers around the "Inevitable Apocalypse", and includes strong elements of violence and a belief in reincarnation. Critics have observed that some of the precepts of the church smack of Satanism. According to church leaders, a blending of "Pure Love and Pure Hate" will destroy the "impure voices of moderation" in a "death cleansing."

The Church of the Apocrypha - Despite being the most moderate major faction of the Band of Humanity, the fundamentalist Church of the Apocrypha is very reactionary. Although the overt racist tendencies of the other major members are not particularly evident in the church, its leadership and most of its membership is white. Since the Purge War, the church has been gradually distancing itself from the Band.



The True Brotherhood Once one of the most important members of the Band, the influence of the True Brotherhood has greatly declined since the destruction of several of its stations during the Purge War. Destiny, its sole remaining station,

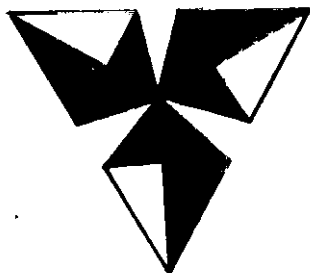
harbors some of the most fanatical racists and fascists in the Solar System.

Kruger Station - Founded by neo-fascist white South Africans in 2063, Kruger was independent until 2180 when it joined the Band of Humanity. It

is the only organization to have joined the Band since the Purge War, and has become one of the leading members of the organization.

Ku Klux Klan - One of the weaker members of the Band of Humanity, the Klan suffered the loss of Forrest, its largest station, during the Purge War. Nonetheless, it is still a formidable organization, and loses no opportunity to expound its messages of hate and racial purity.

III.2 BELT MINERS' ASSOCIATION [BMA]



The Belt Miners' Association is the smallest, most independent and least political of the leagues. It was founded by the guards and prisoners of Brockway Station who had been forced to cooperate after their supplies from Earth were

cut by the EarthHome War in 2117. To buy food, the station had to sell raw materials and industrial products to other stations. The poor state of communications and the political turmoil of the period made it difficult for Brockway to survive, but by 2130 it was self-sufficient. Brockway annexed several small stations that had been abandoned and its miners prospected aggressively throughout the Asteroid Belt.

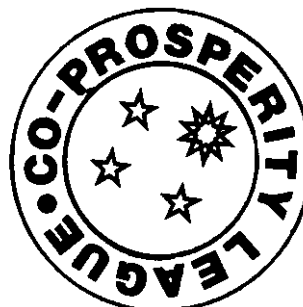
The Belt Miners' Association was created in 2132 to regulate prices and contracts. The Association is best described as a loose organization of independent workers and businessmen rather than a political entity. It exerts minimal control over its members, requiring only regular dues and "non-interference" with other members. The Board of Directors, elected by a referendum vote, settles disputes and administers the Association.

MAJOR MEMBERS

Members of the Association range from large stations such as Brockway to individual prospectors. The Association's history is studded with daring and colorful figures, many of whom have acquired legendary status. The deeds of men and women like Bad Henry Lipscombe, Iceman Turton, Doggie Furniss, Smokey Joe Dolan, Maria "the Monster" Romano and Dirty Eddie Etchebarren are still spoken of with awe.

The United Native Peoples - The largest single organization in the Belt Miners Association, the UNP joined in 2162. Although their potential voting power within the Association is immense, they have made no effort to seize control. They have consistently pushed for an increase in political involvement by the BMA in local politics.

III.3 THE CO-PROSPERITY LEAGUE [CPL]

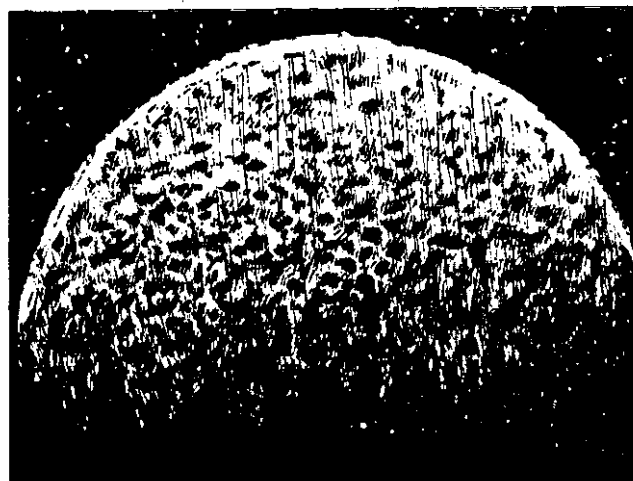


Founded in 2082, the Co-Prosperity League was a significant force in the Solar System for nearly four decades, before the EarthHome War and the subsequent political upheaval diluted its impact.

The League was the result of the Congress of Hammarskjold, and was a successful attempt to bring order to a fractious and violent era in space. The ten people responsible for its creation were U.S. President Vicente Alvarez, General Secretary Aleksandr Cherenkov of the U.S.S.R., Indian Prime Minister Chandrasekhara Nehru, Canadian Prime Minister Sylvie Turgeon, Brazilian President Daniel Montera, Chinese Premier Zhao Xiannian, Euzkadi Premier Juan Jesus de Aranta, Adam Stembridge Managing Director Lucille Simone, Pastor Mark Pelot of the Church of the Lifeline, and Co-ordinator Eileen Medley of Electra. They were able to convince the majority of space colonies to accept various regulatory and economic controls, and give the League power to adjudicate disputes.

Perhaps the most important clause in the League charter was the establishment of the Joint Peacekeeping Force as an independent military arm of the League. This allowed the League to bring some order to the chaos that followed the EarthHome War and is credited by some historians with preserving human civilization.

With the founding of organizations like the High Terran Commonwealth and the Outstation League, the Co-Prosperity League fell into decline as its member stations shifted their funding priorities. It continued to exist largely because it was the only recognized neutral forum for the competing factions.



The League lost what little remained of its military potential during the Barbary Wars when the Commonwealth and the Outstation League annexed the Joint Peacekeeping Force. Although they later returned the JPF to CPL control, they stripped the JPF of all its ordnance..

In 2180 the three unions began pouring money into the League and re-armed the Joint Peacekeeping Force. They took advantage of the general apathy of League members to seize control of the organization, and successfully fought an attempt at dissolution of the CPL by the Seven Witches. The unions' intent was to broaden their power-base, primarily at the expense of the Pan-System Enterprise League.

The structure of the League is similar to the old United Nations, with a General Assembly composed of two delegates from each member station. The Assembly elects a twelve member Security Council from its own members. Since 2180, the CPL has admitted twenty-nine new members, all of which are small stations operated by one of the unions. This, together with a policy of judicious bribes, has allowed the unions to maintain control.

MAJOR MEMBERS

The most important members of the CPL are the three unions. Other important members are the corporations of the Pan-System Enterprise League, the Soviet Socialist Federated Colonies, and the American states of Aldrin and Tranquillity. All of these are described below.

The Chakon - The Co-Prosperity League is the only human organization to which the Chakon belong. The aliens were admitted as full members shortly after their arrival in the Solar System in 2093, and have remained active ever since. They usually maintain strict neutrality regarding human affairs.

III.4 THE ECUMENICAL COUNCIL OF SOL [ECS]



the reactionary evangelical churches.

The Ecumenical Council makes little attempt to regulate or control the actions of its mem-

bers. It calls itself the "spiritual advisor" to humanity, and embraces a broad range of theologies from Taoism to Christianity.

Founded in 2134, the Ecumenical Council is a loose alliance of the "traditional" churches. It was created in reaction to the expressed threats of Jihad from the fundamentalist Islamic movement, and the growing wealth and influence of

bers. It calls itself the "spiritual advisor" to humanity, and embraces a broad range of theologies from Taoism to Christianity.

The Council meets twice yearly at its headquarters in Esau Station. It usually issues "Ecclesiastical Directions" in the hope of influencing the policies of the non-member stations. These are generally politely received and tacitly ignored.

Each member church has one delegate on the Council. The chairmanship is rotated annually according to a formula arranged when the council was founded. The present chairman is Rabbi David Potok, the delegate from High Zion.

The Council is somewhat unusual in that most of its members occupy space in a station controlled by someone else, rather than operating an installation of their own.

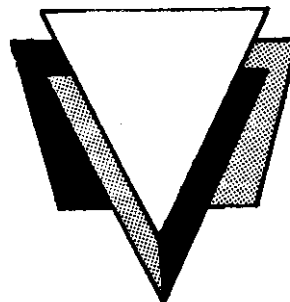
MAJOR MEMBERS

The Church of the Lifeline - A liberal humanist Christian church founded in 2003, the Church of the Lifeline is one of the leading members of the Council. Peter Allison, a former Pastor of the church, was the chief architect of the Ecumenical Council. The church rents space to the Council in Esau station for a nominal fee of 1ec. per year.

High Zion - The primary station of the Orthodox Jewish faith, High Zion is the most militant member of the Council.

Roman Catholics - Based at St. John station on the Moon, the Catholics are the most powerful members of the Council, and the most politically active.

III.5 HIGH TERRAN COMMONWEALTH [HTC]



Founded in 2127, a decade after the Earth-Home War, the Commonwealth is sometimes seen as the successor to the Co-Prosperity League. While this point of view has some merit, the two organizations are very different. The CPL includes corporations and "non-nationalist" bodies, and exercises minimal control, while the Commonwealth is limited to nationalist states and wields extensive power. The Commonwealth Charter describes the organization as the "crucible of exiled Terran civilization", a phrase which many others regard as self-serving.

Since its creation, the Commonwealth has gradually moved to increase the control and influ-

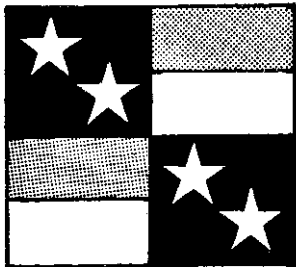
ence it exercises over its members. It views the Outstation League, and to a lesser extent the Pan-System Enterprise League, as dangerous rivals. Commonwealth leaders frequently accuse the Outstation League of "blocking the path to unifying humanity." The Commonwealth is currently following a policy of "peaceful coexistence" with its two rivals.

The Commonwealth suffered a loss of prestige during the Purge War due to its failure to act against the Band of Humanity. In so doing, it allowed the Outstation League to gain considerable credibility, and provoked several Commonwealth members to withdraw from the organization. Events such as the two Venusian Influenza outbreaks have hampered Commonwealth efforts to consolidate its power.

Despite this, the Commonwealth is probably the most powerful single organization in the Solar System. Its military potential is considerable, although some observers have commented on its apparent disorganization. There are intense rivalries within the Commonwealth, and disagreements over policy directions are common.

Each member of the Commonwealth elects a number of delegates to the Grand Council, according to a complex formula based on population and military-industrial potential. The Grand Council elects the Security Council and the General-Secretary. These persons may be any citizen of a member station, but are invariably chosen from the delegates to the Grand Council. All terms of office are seven years, and the next elections are due in 2190. Commonwealth headquarters are in O'Neill station.

MAJOR MEMBERS

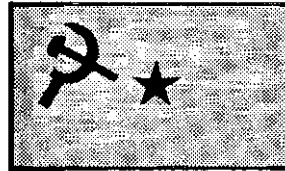


The American Alliance
The surviving states of the American Union, Aldrin and Tranquillity (Kennedy Base), together with their dependencies, make up the largest single power bloc in the Commonwealth.

The New Republic of Brazil - The self-appointed leader of the "Latin Bloc" in the Commonwealth, the Republic actually has little effective control over its alleged allies. This is due to the language and cultural differences between the Portuguese speaking Republic and the predominantly Spanish "Latin Bloc." The Brazilians are often the most vocal opponents of the Soviet-American axis.

The Japanese - Despite being somewhat isolationist, the Japanese are among the most militant members of Commonwealth. Most of the policy initiatives to re-colonize Earth come from the Japanese.

The Chinese - Bitter rivals of the Americans, the Soviets, the Indians and the Japanese, the Chinese are the strongest critics of the current "peaceful coexistence" policy the Commonwealth is pursuing with the Pan-System Enterprise League and the Outstation League. They are currently contesting leadership of the so-called "Little Stations" (small and relatively impoverished colonies) with the Indians.



The Soviet Socialist Federated Colonies - The SSFC is the second largest bloc in the Commonwealth. Relations between the Americans and the Soviets, while occasionally tense, are usually good, and they cooperate on many projects.

Since Soviet and American delegates make up almost forty percent of the Grand Council, they dominate Commonwealth policy making. There is a tacit agreement between the Americans and the Soviets that the General-Secretary is never a Russian or an American.

The Mexicans - Were it not for the fact that they suffer from almost constant internal discord, the Mexicans would probably emerge as leaders of the "Latin Bloc."

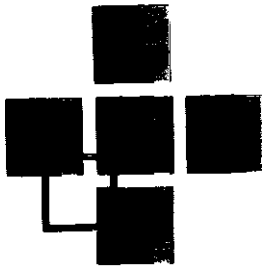
The "Pan-Pacific" Alliance - An accord between the Canadians, the Australians and the New Zealanders has existed since the foundation of the Commonwealth. The Alliance is generally supportive of the American-Soviet Axis, but often pushes for more aggressive policies, particularly in times of crisis. Vincent Stringer, the present General-Secretary of the Commonwealth, is an Australian.

The Restored Kingdom of England - Although the English can usually be counted on to support the Soviet-American Axis, they have sometimes been harsh critics of Commonwealth policies. During the Purge War they were one of the stations that took independent action against the Band of Humanity. Only lengthy diplomatic efforts convinced the English not to withdraw from the Commonwealth.

The Indians - The Indians view themselves as the natural leaders of the "Little Stations" bloc within the Commonwealth, and are vying with the Chinese for dominance. Most of the "Little Stations" have grown adept at playing the two powers off against each other.

The Latin Bloc - A loose "alliance" of Spanish speaking stations, the Latin Bloc seldom agrees on any unified policy. Peron, the largest member station, has been under quarantine for several years, suffering from a recent outbreak of Venusian Influenza.

III.6 THE INDEPENDENT COMMERCIAL ORGANIZATION [ICO]



The Independent Commercial Organization was founded in 2056 by a group of eight corporations led by Adam Stembridge Associates. The ICO was intended to protect its members from the Pan-System Enterprise League, which was

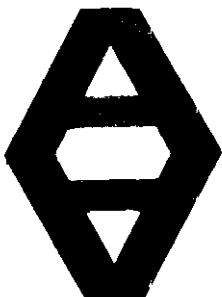
the exclusive preserve of the Seven Witches. The ICO gave its member companies the collective economic strength to withstand the Seven Witches, which were attempting to eliminate all possible business competition in space.

Ironically, the ICO stamped out any form of competition, and forced several small companies to make a choice between membership in the organization or be "helped" into bankruptcy. This ruthlessness, coupled with effective leadership and rigorous internal discipline, allowed the ICO to survive.

Because the majority of its members were positioned in the outer system, the ICO was able to take advantage of the chaos following the Earth-Home War. The creation of the Outstation League in 2128 gave the organization a major political ally, and most ICO members are also members of the League.

The ICO is governed by a board of directors appointed by the member companies. The daily affairs of the organization are the responsibility of the Administrative Director, who is employed by the board. ICO headquarters are located at Starfall Station, in space rented from Adam Stembridge Associates.

MAJOR MEMBERS

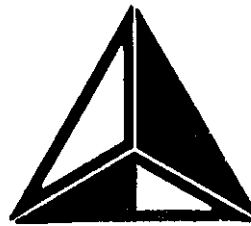


Adam Stembridge Associates - Easily the largest and most influential member of the ICO, this entertainment and gambling combine is one of the largest corporations in space. Founded in 2005 by interests in Monaco, Las Vegas, Singapore and

Rio de Janeiro, Adam Stembridge Associates once possessed many of Earth's most famous casinos, hotels and resorts. Some have suggested that the corporation is closely connected to organized crime, but neither evidence nor witnesses seem to arrive at the courtrooms after charges have been laid.

Although the Earth-Home War, by vaporizing many of the company's patrons, damaged Adam Stembridge Associates, the company recovered quickly. Water and oxygen extraction mining stations were established on many of the Saturnian Moons and these vital raw materials were sold to the stations of the outer system.

Adam Stembridge Associates is the dominant force in the ICO, and is likely to remain so. The company has successfully fought takeover bids by Genistarr Corporation and IroCor in the last decade. The company is also an important member of the Outstation League.

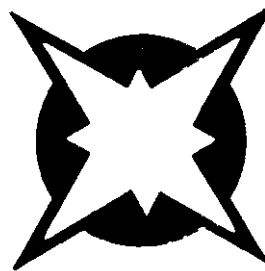


Haran Minerals - Haran is a major supplier of water and oxygen to stations in the outer system. Its primary station is Copernicus on Miranda, with outlying stations on other Uranian moons.

Monstral Mining - One of the original members of the ICO, Monstral is a major extractor of mineral resources in the Asteroid Belt.

Rebirth - The only member of the ICO that is not strictly a company; Rebirth was one of the former U.S. "regional colonies" which declared independence from the surviving U.S. states after the Earth-Home War. Rebirth joined the ICO in 2123, and quickly became the second most powerful member. Rebirth was also one of the founding members of the Outstation League.

III.7 THE OUTSTATION LEAGUE [OL]



Founded in 2128 as a counter-balance to the High Terran Commonwealth, the Outstation League is similar in structure to its rival. The original members were primarily drawn from the so-called "separatist" stations who were denied entry into the Commonwealth. Since that time, the League has grown to include most major stations in the outer system.

The Outstation League is a more cohesive organization than the Commonwealth, particularly when faced with an external threat. Most believe that the League's major threats are posed by the High Terran Commonwealth and the Pan-System Enterprise League.

The League rivals the Pan-System Enterprise League as the second most powerful organization in the Solar System, after the HTC. Its military potential is considerable, and the skill and morale of its troops is famed throughout the system.

Each member station appoints a number of delegates to the First Council according to a formula based on population. The First Council elects the Cabinet and the General-Secretary from among its members. Delegates serve no fixed term, and may be replaced at any time. Terms of office for the General-Secretary and the Cabinet are ten years, and the next elections are due at the end of this year. League headquarters are located in High Plains Station. The current General-Secretary is Lauren Chisholm of Yankee station, who is seeking her second term of office.

MAJOR MEMBERS

The "Ex-Americans" - Easily the largest bloc in the Outstation League, the five former U.S. "regional colonies" are all charter members. Their rivalry with the American Alliance in the Commonwealth mirrors that between the two leagues.

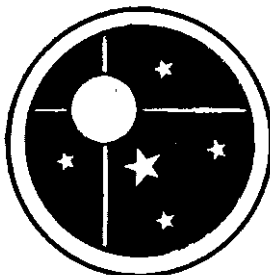
The "Celtic Alliance" - Despite relatively small populations, the stations controlled by Irish, Welsh and Scots nationalists wield considerable influence in the League because of their excellent troops.

The "First Peoples Alliance" - A loose and somewhat fractious group led by the Congress of African States, and including Dreamtime, Tootega, Unity and Unkulunkulu stations.

The Pan-Latin Congress - Despite controlling the largest single station in the Outstation League, the power of the Congress is limited by its divisive internal politics.

The ICO Companies - See the entry under Independent Commercial Organization for information on this powerful economic bloc.

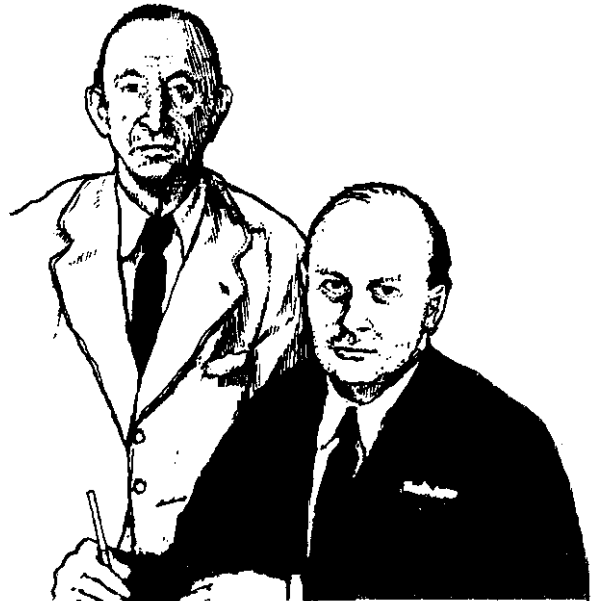
III.8 THE PAN-SYSTEM ENTERPRISE LEAGUE [PSEL]



the League is now used as a price fixing, information sharing and mediation body for its seven members.

Founded in 2030, the Pan-System Enterprise League is the oldest organization in space. Created by the Seven Witches, its original intent was to destroy organized labour in space. While this aim has not been entirely abandoned,

No new members have been admitted since the foundation of the League. The seven huge corporations wield immense economic power, and League currency (the Enterprise Credit) is the most stable and universally recognized.



The fact that the seven corporations have closely interlocked boards of directors leads some casual observers to believe that the PSEL is a united, monolithic body. This is far from true, as the large number of faction disputes and takeover attempts prove. The PSEL has been successful in keeping most of its squabbles from becoming public knowledge.

Constitutionally, the PSEL only has "advisory" power over its members, and its decisions are not binding. A board of twenty-one directors (three from each member) governs League actions. The Chair alternates annually between each corporation's Chief Executive Officer. The present chair is Sadatoshi Miyo of LEC. PSEL headquarters is in Morrigan station, rented at a minimal cost from Genistarr Corporation.

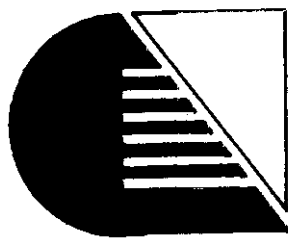
MEMBER COMPANIES



Allanson Robotics - The creation of a series of mergers between 2004-2011, Allanson Robotics is the fourth largest of the Seven Witches. It is most famous for the production of various robot units used in industry and commerce.

Major Subsidiaries

Terchuk Communications
Integrated Electronics
Global Business Systems
Science Research Associates

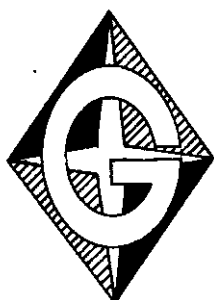


Coristan Mining Corporation - The first company to enter space, Coristan made the most extensive use of initial U.S. government grants. Now the sixth largest of the Seven Witches, Coristan was second only to Genistarr before its de-

feat in the Lunar War of 2135-2139.

Major Subsidiaries

Jantia Munitions
Solar Metals
Commonwealth Engineering
Borman Securities
TKL Plastics



Genistarr Corporation

The largest and most notorious of the Seven Witches, Genistarr has a long history of intrigue and ruthlessness. It has traditionally been the leading force in the PSEL. Among Genistarr's major subsidiaries is the large-

est armaments manufacturer in space, General Ordnance Division. Since the company stamps the initials "G.O.D." onto each piece of weaponry, this has given rise to soldiers' jokes such as "In G.O.D. we trust." or at less opportune moments, "G.O.D. let us down."

Major Subsidiaries

Sorenson Insurance
Universal Communications
General Ordnance Division
Teach Developments
RD Systems
ORTOL Pharmaceutical

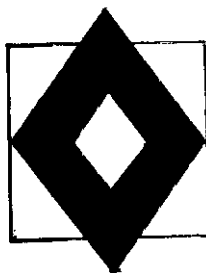


IroCor - The fifth largest of the Seven Witches, IroCor is in the midst of a faction fight between Chairman Willi Strauss and former Chairman Tristram Haynes. Haynes was forced to resign four years ago after being embarrassed by the un-

ion controlled Co-Prosperity League. Haynes is seeking to oust Strauss, and the battle for control is creating some problems for the company.

Major Subsidiaries

Hailey/Parker Armaments
Universal Transport
Sabah Energy
Sumutsumoto Minerals

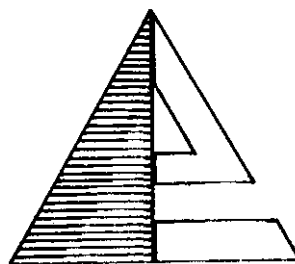


Kyakov-Hanadi - Once the third largest corporation, Kyakov-Hanadi suffered badly from its defeat in the Lunar War, and is now the smallest and least influential of the Seven Witches. Recently appointed Chairman Lorna Phelan is

undertaking a major restructuring of the company. Stocks in Kruffy Pharmaceutical recently suffered a sharp decline after an anti-carcinogenic drug resulted in several thousand deaths.

Major Subsidiaries

Faldrin Engineering
Tarason Mining
Sorgoth Electronics
Kruffy Pharmaceutical

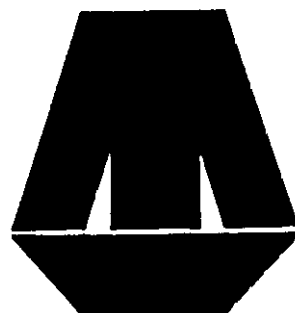


LEC - Lumin Electronic Corporation is the third largest of the Seven Witches. It is probably the least conservative member of the PSEL, and is sometimes called "the Maverick Witch". One of its subsidiaries, Kodama Bio-Systems, manufac-

tures Bio-Gen humans. The Kodama slogan, "Good men aren't born, they're made", is variously regarded with amusement or disgust. Another subsidiary, Jovian Cybernetics, is a major manufacturer of industrial and security robots.

Major Subsidiaries

Hawkler Armaments
Jovian Cybernetics
Hirai Enterprises
Kodama Bio-Systems
Intersystems Navigation



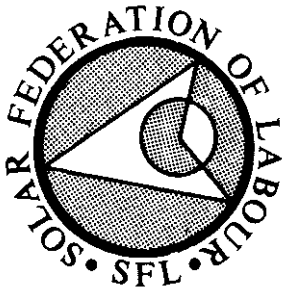
Mesinal Group - The second largest of the Seven Witches, the Mesinal Group considers itself the primary rival of Genistarr Corporation. The corporation wields immense economic power through its subsidiary TerraBank, which estab-

lished the Enterprise Credit, the preferred currency in the Solar System.

Major Subsidiaries

Imara Insurance
Larrigan Synthetics
TerraBank
James Engineering
Navin Developments

III.9 THE SOLAR FEDERATION OF LABOUR [SFL]



The Solar Federation of Labour can trace its roots to Earth based labour organizations like the AFL-CIO. Formally founded in 2033, the SFL was a direct response to the anti-labour actions of the Seven Witches. The three founding unions, which had evolved in the first decades of the twenty-first century, found themselves under a concerted attack led by Genistarr Corporation in the 2030's.

In 2050, after over a decade of bitter, intermittent labour strife, the SFL and the Seven Witches came to realize the mutual benefits of cooperation. This attitude was partly fostered by the coming to power of a "third generation" of leadership on both sides.

For over a century the Solar Federation of Labour grew steadily more conservative, to the extent that some critics termed the unions the Three Ogres, or the "Witches Hounds".

Since the Purge War, and the crash industrial programs that it fostered, a steadily worsening confrontational climate has returned to labour relations. The effective takeover of the Co-Prosperity League by the unions has heightened tensions, and it seems possible that another era of labour strife is at hand.

The SFL Executive Board is elected by the delegates at a convention held every five years. The President, the Recording Secretary and the Financial Secretary wield the effective power of the Executive Board. These three offices are always divided between the three unions. The current President is Jordan Miskason of the Mining and Manufacturing Workers Union. The Recording Secretary is Maureen Goldman of the Alliance of Transport, Service and Space Workers, and the Financial Secretary is Jay Ledoux of the United Science, Technology and Employees Association.

MEMBER UNIONS



Alliance of Transport, Service and Space Workers - The largest of the three unions, the Alliance controls virtually all jobs involving cargo, shipping, station maintenance and construction.

Mining and Manufacturing Workers Union - The second largest of the unions, the MMWU is involved in mining, processing, and various types of manufacturing.



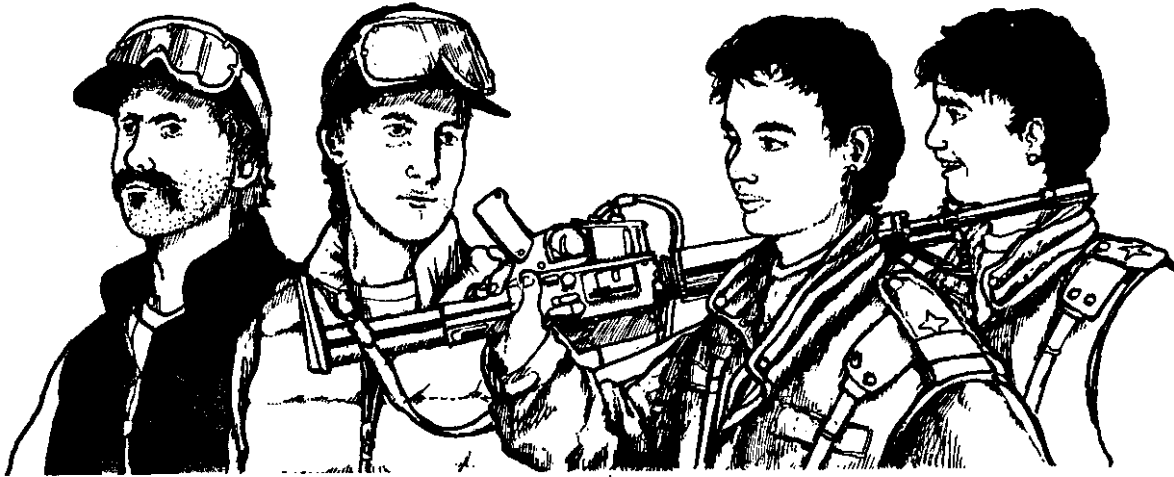
United Science and Technology Employees Association - The "white collar" union tends to regard itself as the elite member of the SFL. As its name implies, it controls most highly trained jobs in space.

III.10 MERCENARIES

The demobilization of Outstation League and Commonwealth military forces after the Barbary Wars resulted in the creation of several independent mercenary companies. These range from highly professional, reliable troops, to ill-equipped, poorly trained gangs that are little better than brigands.



Although each company is an independent organization, most of the reputable companies have good relations with each other. The six wealthiest companies own Janissary Station, which serves as a hiring hall and recreation area for all mercenaries. Entry to Janissary is free to members of the six companies, and is negotiable for all other persons.



The six wealthiest mercenary companies are briefly described below.



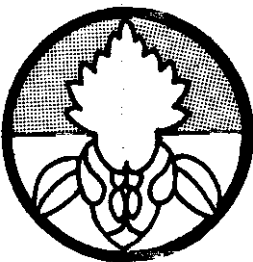
Jermyn's Privateers - The oldest of the mercenary companies, the Privateers were founded in 2152 by Brigit Jermyn, the daughter of the Outstation League commander who was killed during the Barbary Wars. The Privateers have tra-

ditionally taken a leadership role among the mercenary companies. Their headquarters are at Janisary. Brigit Jermyn still commands the company despite her advanced age of seventy-six. The Privateer's famous motto, "Stand the Hazard of the Die", is well known throughout the system. A quote from Shakespeare, it reflects Jermyn's classical education.



Mombala's Brigade - Founded in 2161, Mombala's Brigade recently accepted a contract to guard Quiller's Folly, the mining station on Mercury. Since this duty is regarded as unpleasant at best, and dangerous at worst, this has caused

some unrest among the troops.



The Orchid Gunners - Founded in 2158 by Aikido Grand Master Taji Hirashito, the Orchid Gunners are the most respected mercenary company in space. Their training is exceptionally rigorous, emphasizing discipline and honour.



Cammarata's Light Irregulars - Founded in 2160, the Light Irregulars have an erratic record. Employed by the Outstation League during the Purge War, they fought with outstanding courage against Band

forces. In 2179, elements of the company staged a coup, and seized Viride station in a dispute over pay. They have yet to relinquish control, and many potential employers are reluctant to hire them.



Van Owen's Rangers - One of the most famous mercenary companies, Van Owen's Rangers are best known for their heroic stand at Horus station against Band Ram-Soldiers in 2167. Although the regiment at Horus died to the last

man, the company quickly attracted new recruits and is still one of the most highly regarded units. Their motto, "Rock and Roll", is said to have been used by American troops during the latter decades of the twentieth century. Pieter Van Owen, who founded the Rangers (and died at Horus) claimed descent from a captain of the 101st Airborne who had served in Vietnam.



The Triton Free Company - Nicknamed the "Werewolves of Caliban", the TFC was founded in 2173 by veterans of the Purge War. Presently, the company's only contract is with Near Sturleson and Far Sturleson stations.

IV. PLAYING HIGH COLONIES

High Colonies is a role-playing game in which players assume the identities of characters who explore and experience the Solar System in the twenty-second century. Several players and a gamemaster (GM) take part in adventures which involve the imagination of everyone present.

Such gaming groups may consist of as few as two or as many as is reasonable. The minimum requirement is one gamemaster and one player.

Each player generates a player character (PC) with individual traits and abilities. These PCs move through the environment presented by the gamemaster, dealing with the situations he presents, and overcoming obstacles placed in their way.

The gamemaster, with the help of these rules, creates adventures for the players, determines the results of their actions and controls the behaviour of the imaginary people they meet. Gamemasters should use the rules and environment of High Colonies as a stimulus to their own imaginations.

Play is conducted in sessions, usually of a few hours duration. There is no time limit in role-playing games; resolving a single mission might take a few hours or several sessions. Protracted campaigns, in which players guide their characters through several game years of adventures, can be very enjoyable.

IV.1 GETTING STARTED

To begin playing High Colonies, all that is needed is a copy of these rules, writing materials, some dice, and the imaginations of a few people. Lead figures for science fiction games are available from many hobby stores. While these are not necessary to play High Colonies, they add a great deal of enjoyment.

The gamemaster creates a scenario before play begins. This game book includes a beginning scenario which introduces the world of High Colonies. Gamemasters may draw on their imagination and the works of science fiction writers and film-makers for ideas for their own scenarios. Other adventures and source material will be printed for High Colonies to expand on the background material presented here.

Players generate the characters they will use in the adventure. These may be either created specially for the adventure, or be existing characters from an ongoing campaign.

Each adventure begins with the gamemaster presenting a scenario to the players. This is usually done in the form of a job offer, a rumour, or any other plausible motivation. The gamemaster should also tell players something about their present circumstances.

After the GM presents the scenario, the players decide on a course of action, and play begins. As the session proceeds, players use their imagination and their character's abilities to deal with situations as they develop.

As play progresses, players may find that there are hidden avenues of exploration, and mysteries that bear closer examination. It is the nature of role-playing games that there is always one more quest to undertake, one more enigma to unravel, one more enemy to defeat.

IV.2 DICE

High Colonies uses two types of dice to generate characters and resolve game actions. No dice are supplied with the game; two ten sided dice (of different colours) and several six sided dice are needed for play.

When dice rolls are required by the rules, they are shown as two numbers separated by a "D". The first number is the number of dice to be rolled, and the second number is the type of dice. For example: 4D6 indicates a roll of four six sided dice. The dice are added together to determine the result.

The notation 1D100 is a special case. This means a roll of percentile dice; two different coloured ten sided dice. One die is read as tens, and the second as ones. Before rolling percentile dice, players announce which colour represents tens. For example: a roll of 6 (white die) and 3 (black die) is read as 63.

It is recommended that each gaming group adopt a house rule about percentile dice such as "lighter coloured die is always tens". This will tend to prevent confusion.

Die rolls may also be followed by a suffix to indicate a modifier to the die roll. For example: 2D6+6 indicates that two six sided dice are rolled, added together, and six is added to that result.

IV.3 FRACTIONS

All fractions should be rounded to the nearest whole number. For example: 6.4 rounds to 6.0 and 6.5 rounds to 7.0.

V. CHARACTER GENERATION

High Colonies players participate in the game through the persona of their character. A character is similar to the role an actor plays in a drama.

High Colonies characters are created by players using dice. This provides an element of randomness that makes each character unique. Players, however, have considerable control over the shaping of their characters, particularly in the allocation of their initial skills.

The following rules take players through the step by step process of creating their character. Gamemasters should also use these rules to create important non-player characters (NPCs).



Players should record information about their character on a Character Sheet. A Character Sheet is provided on page 59, and may be photocopied for personal use by both GMs and players.

V.1 PERSONAL DATA

NAME:

Players should choose a name for their character.

BIRTHDATE:

This may be generated or chosen in any convenient manner. Most characters begin play between the ages of 20 and 25. Roll 1D6+19. The present year in High Colonies is 2188.

SEX:

Players may either choose a sex or roll on the table below to determine randomly. It is usually easier to play a character of one's own sex.

A column for the Chakon alien race is given. High Colonies players may opt to have Chakon characters if the GM allows it. Roll 1D100.

Human	Chakon	Sex
01-48	01-60	Male
49-00	61-00	Female

BIRTHPLACE:

A character's birthplace may be determined in one of three ways. The GM may assign a birthplace arbitrarily, allow players to choose or allow them to roll on the Birthplace table.

The Birthplace table lists every human colony mentioned in the rules. Chakon stations are not shown in the table; Chakon players are always born at one of the two Chakon stations.

To use the table roll 1D100 twice; the first roll indicates the planet, the second roll indicates the specific station. If the first 1D100 roll indicates Earth, the second roll will indicate the specific Lagrange Region or orbit, and the third roll indicates the station. GM Note: A few elderly NPCs could be born on Earth.



RANK/STATUS:

This is an information line that may vary as players take on military rank, occupational titles, etc. It should be left blank until needed.

BIRTH PLACE TABLE

01-02 VENUS AND MERCURY

01-12 Bernoulli	53-85 Peron
13-15 Canute	86 Persephone
16-32 Garibaldi	87 Quiller's Folly
33-34 Lenin	88 Sagan
35-37 Lowe	89-90 Scobee
38-52 New Pacific	91-00 Seddon

03-31 EARTH

01-10 Earth Orbit

01-18 Adler	37-51 Hephaestus
19 Armstrong	52-57 High Zion
20 Friendship	58 Komarov
21-35 Genesis	59-60 Shepard
36 Glenn	61-00 Xanadu

11-27 L1

01-02 Brezhnev	55 Harmony
03-23 Champlain	56-75 O'Neill
24-53 Charlemagne	76-00 Tau
54 DET-001	

28-50 L3

01-02 Castro	35-90 Morrigan
03-14 Cook	91-93 Mwari
15-33 Efrat	94-99 Orion
34 Esau	00 Rykov

51-63 L4

01-33 Abigail	37-00 Gandhi
34-36 El Cid	

64-00 L5

01-54 Aldrin	72-79 Lazarus
55-56 Gompers	80-84 Palme
57-71 Kastrovo	85-00 Xerxes

32-57 MOON

01 Borscovo	44-64 Krasny Oktyabr
02-03 Camelot	65-78 Lao Tzu
04-06 Coristan 1	79-84 LX-0403
07 Elnet	85-93 Pitt
08-13 Hammarskjold	94-99 St. John
14-43 Kennedy	00 Twinstar

58-70 MARS

01-02 Eden	63-90 San Pedro
03 Horus	91-97 Solidarity
04-30 Izanami	98 Suleiman
31-32 Khrushchev	99 Tokura
33 McAuliffe	00 Zhukov
34-62 Quetzalcoatl	

71-78 ASTEROID BELT

01-02 Apianus	56-71 Omega
03 Brockway	72 Patton
04 Caroline	73-86 Rebirth
05 Clement	87-88 Revelation
06-10 Coristan 2	89-92 Sargon
11 Destiny	93 Seraglio
12 Gagarin	94 Sigma
13-39 Hegira	95 Sun Tzu
40 Huygens	96 Talisman
41-54 Joe Hill	97-00 Unity
55 Lowell	

79-90 JUPITER

01 Agony	36-45 Empire
02-03 Barzani	46-49 Fundament
04-05 Blaze	50 Ganymede II
06-07 Brahe	51-53 Guernica
08 Calamity	54-69 High Plains
09 Cobra	70-76 Ho Chi Minh
10 Coristan 4	77-87 Homeland
11 Dalmady	88-89 Janissary
12-21 De Souza	90-93 Levesque
22-30 Dnepr	94-96 Sukarno
31 Dolina	97-98 Unkulunkulu
32 Dreamtime	99-00 Vitality
33-35 Electra	

91-97 SATURN

01-02 Alban	61-62 New Hope
03-52 Bolivar	63-64 Newton
53 Cymru	65 Noyes
54 Fianna	66-92 Nuevo California
55 Gaea	93 Shaka
56-57 High Khalistan	94-96 Starfall
58-59 Kruger	97-99 Sullivan Co-op
60 Kyklos	00 Walden

98-00 URANUS AND BEYOND

01-03 Abel	50-56 Moro
04 Bentham	57 Near Sturleson
05-11 Byelobog	58 Nevsky-Lincoln
12 Calypso	59 New Vermont
13-14 Copernicus	60-62 Rising Star
15 Coristan 3	63-79 Schroeter
16-17 Coven	80 Sixtus
19 Disaster Landing	81 Thorgen Station
20 Far Sturleson	82 Tootega
21-45 Heartland	83-84 Viride
46 Libertatia	85-98 Yankee
47 L'Ollonais	99 Yvette
48-49 Mathewson	00 Zale

HIGH COLONIES

V.2 BASIC ATTRIBUTE DETERMINATION

There are five basic attributes for characters in High Colonies. These attributes describe aspects of the character's personality and physical ability. Human character attributes are determined by rolling 2D6+6. Chakon attribute die rolls are given below.

STRENGTH (STR)

A measure of physical strength, reflecting the character's ability to use his musculature to best advantage.

Chakon 2D6+4

CONSTITUTION (CON)

A measure of general health. Reflects factors such as endurance, resistance to disease, and how much pain or damage a character can withstand.

Chakon 2D6+4

INTELLIGENCE (INT)

A measure of the character's reasoning, intuition, memory, concentration and wisdom.

Chakon 2D6+9

DEXTERITY (DEX)

A measure of factors such as hand-eye coordination, manual dexterity, quickness, agility, balance, reaction and speed.

Chakon 2D6+10

CHARISMA (CHA)

A measure of the character's physical attractiveness, leadership ability, will and zeal. There are no modifiers for alien charisma. Charisma is only appropriate with members of one's own species.

USE OF ATTRIBUTES

Attributes are used to determine some derived characteristics (see opposite) and to resolve situations not covered by the skill rules. For example: The GM instructs player A to roll 1D100 against his Strength to see if he can lift a 500 pound weight. Rolling equal to or less than Strength would indicate success. If the weight involved was 200 pounds, the GM might ask the player to roll 1D100 against Strength x 4.

V.3 DERIVED CHARACTERISTICS

Three characteristics are derived from the basic attributes.

INITIATIVE

Initiative is determined by adding DEX and INT. It is a measure of the character's ability to react quickly. Initiative is primarily used during combat. Initiative may be used to simulate a character's hearing, awareness, eyesight, etc.

MOVEMENT RATE

Each character has four movement rates. They are a measure of speed when running, doubling, walking and crawling. Movement rates are determined by the following table:

Movement Rate Formula

Running	DEX + STR divided by 2
Doubling	DEX + STR divided by 3
Walking	DEX + STR divided by 4
Crawling	DEX + STR divided by 6

The result is the number of yards a character can move in a combat turn.

INJURY POINTS (IPS)

Injury points are determined by adding STR and CON. They are a measure of how much damage a character can sustain. The character's IPS should be noted in the first box. Three quarters, half, and one quarter IPS are noted in the next three boxes.

Use the table below to determine IPS for specific body parts.

Body Part	Formula
Head	IPS divided by 2
Torso	IPS divided by 2 (+2)
Legs	IPS divided by 2 (+3)
Arms	IPS divided by 2 (+4)

VI. SKILLS

All characters have a variety of skills which reflect their training, experience and special abilities. Skills are used in High Colonies when players are attempting specific tasks.

Skills are the most important factors in play, and they are also the element of character generation over which players exercise the most control. Players should consider their choice of skills carefully, and have an image of what kind of character they wish to create before allocating Initial Skill Points.

If some guidelines are desired for Skill Allocation, a few examples of occupations are provided at the end of this section. These show a "typical" pilot, soldier, etc.

Most players will have between 500 and 550 Initial Skill Points. This allows characters to gain high levels of skill in a few specialties, or moderate ability in a broad range of skills. It should be noted that education and training begin at an early age in the High Colonies.

VI.1 INITIAL SKILL POINTS

Players determine their Initial Skill Points by adding STR, INT, CON, CHA, DEX and the age (in years) of their character. The result is multiplied by six (6) to determine the number of Initial Skill Points.

Players may allocate Initial Skill Points to any skills listed on the Character Sheet. The only restriction is that no more than 95 points may be given to any one skill. All Initial Skill Points must be allocated; any skill points not allocated during character generation are lost.

Some skills on the Character Sheet have a number in brackets beside them. This indicates the minimum ability that each character has in that skill without adding Initial Skill Points. For example: all characters have a minimum ability of 10 in Zero-Grav skill.

VI.2 USE OF SKILLS

GM NOTE: Combat Skills are not used in the same way as other skills. See the Combat Skills section VI.6.

Skills are represented by a number between 0 and 95. When the GM calls on a player to use one of his skills, the player rolls 1D100 against his ability in that skill. GMs may assess a bonus or penalty to the roll because of favorable or unfavorable conditions.

A roll equal or less than the character's skill level indicates success. A roll higher than the skill level indicates failure. Since characters may never have a skill level higher than 95, rolls of 96-00 always indicate failure. Unless the GM rules otherwise, a character must have at least one point in a skill to attempt to use it.

VI.3 SPECIAL SUCCESS AND FAILURE

A roll equal to or less than 10% of the character's skill level indicates special success in using the skill. With many skills the interpretation of what special success means is up to the GM. As a general rule, special success indicates a superlative performance in the skill.

A roll of 99 or 00 on percentile dice always indicates critical failure. The effect of critical failure varies considerably, but is seldom pleasant.

For example: Player A has an Engineering skill of level 40. A roll of 40 or less indicates successful use of the skill, and 41 or more indicates failure. If player A rolls 01-04 on 1D100, he has achieved special success. If he rolls 99-00 he has critically failed.

VI.4 IMPROVING SKILLS DURING PLAY

As characters progress and develop during role-playing sessions, their skills improve. The ways that skills may be improved are listed below.

1. Every time a character achieves special success when using a skill, his skill level is raised by one point.
2. For every three combat situations a character experiences, the appropriate weapon skill is raised by 1D6 points. Combats are defined as exchanges of fire or melee attacks between the character and an enemy. At the end of each combat, characters should put a check mark beside any weapon skill used. More than one weapon skill may be used in a combat.
3. At the end of each game month, characters may make two skill improvement rolls. This simulates training and practice during that month. The character announces which skills he is attempting to improve, and rolls 1D100 against his skill level. If the die roll is HIGHER than his skill level, the character may add one point to his skill.
4. The character may receive instruction in a skill from a qualified teacher. A qualified teacher is someone with at least 10 more points than the character in the skill being taught. The length of time instruction takes, and the cost, are up to the GM. Instruction will usually add 3 points to the skill.

HIGH COLONIES

5. Characters may buy self-instructors. These are highly developed learning tapes etc., that enable the character to gain considerable knowledge about a skill in a short time. Self-instructors are available for all skills. Self-instructors add 2D6 points to the appropriate skill. For details on their use, see Equipment rules on Page 90.

NOTE: Regardless of the means used to improve skills, skill levels may never be higher than 95.

VI.5 LEARNING NEW SKILLS

Characters learn new skills during play by purchasing training, either from an instructor, or from self-instruction equipment. Characters must consult the GM before learning new skills. GMs should decide whether it is possible to learn the skill by the means attempted, the time it will take, and how much it will cost.

VI.6 COMBAT SKILLS

Combat skills are treated differently from other skills. Instead of indicating a level against which 1D100 is rolled, Combat Skills produce a modifier when rolling to hit (see Page 60). The table below shows the modifiers for Combat Skills. Note that, unlike other skills, players can use a Combat Skill even if they have no points allocated to it.

Combat Skills Modifier Table

Combat Skill Level	Modifier
0	-10
1-5	- 5
6-10	- 3
11-15	- 1
16-20	0
21-30	+ 1
31-40	+ 2
41-50	+ 3
51-60	+ 4
61-70	+ 5
71-80	+ 6
81-85	+ 7
86-90	+ 8
91-93	+ 9
94-95	+10

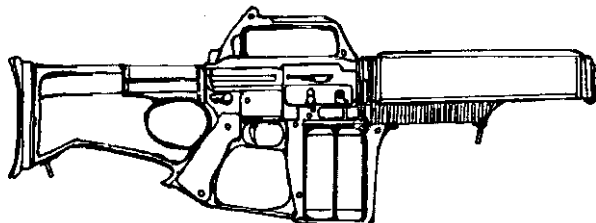
VI.7 SKILL LIST

All skills listed on the Character Sheet are described in the following pages.

COMBATSKILLS

Pistol: The character can use small arms such as pistols and revolvers.

Rifle: The character can use infantry weapons such as carbines, machine pistols and shotguns.



**T26 Hawkler Armaments
30 Watt Energy Carbine**

Support: The character can use heavy infantry support weapons, such as machine guns and grenade launchers.

Hand: The character can engage in unarmed or minimally armed combat. All characters begin play with 10 points of Hand Combat Skill. Very high levels in Hand Combat indicate proficiency in martial arts.

Archaic: The character can use weapons such as bows, knives and spears.

Gunnery: The character can use artillery weapons.

SCIENTIFIC SKILLS

Scientific skills give the character specialized knowledge in a particular area. As a general rule, skill levels under 20 indicate a broad general knowledge in the area. Higher skill levels indicate some degree of practical working knowledge.

Anthropology: The character has studied the physiological and psychological science of human cultures. Anthropology Skill may give the character insight into the structure of unfamiliar societies.

Astronomy: The character has studied stellar and planetary bodies. Characters with Astronomy Skill of 21+ have familiarity with optical telescopes. Characters with an Astronomy Skill of 51+ have familiarity with radio telescopes.

Biology: The character has studied life forms. Biology Skill of 51+ indicates an ability to draw conclusions about unfamiliar or alien life forms.

Chemistry: The character has studied chemistry. Chemistry Skill of 51+ indicates some knowledge of Zero-Grav chemistry.

Engineering: The character has studied advanced engineering techniques. Engineering Skill of 51+ indicates some familiarity with space construction techniques. Skill of 71+ gives the character some abilities to build, repair and analyze sophisticated technology.

Genetics: The character has studied the physiology of reproduction. Genetics Skill of 51+ indicates knowledge of advanced techniques in gene splicing, recombinant DNA, etc. Genetic Skill of 61+, combined with a similar level of Biology Skill, indicates some knowledge of bio-genetic engineering techniques.

Geology: The character has studied geology. Geology Skill can be used as an indication of the character's abilities as a mineral prospector.

History: The character has studied human history. History Skill can be checked when a player "wants to see if this (story etc.) reminds him of anything." History Skill of 75+ gives the character some ability to study Chakon history. All characters begin play with 10 points of History Skill.

Linguistics: The character has studied languages. Linguistic Skill is the character's ability to recognize a language when he hears it. At the end of every month of attempting to learn a new language, a character rolls against half his linguistic skill or 10, whichever is greater.

Physics: The character has studied physics. Physics Skill of less than 40 indicates knowledge of Newtonian physics. Physics Skill of 41+ indicates knowledge of relativistic physics. Physics Skill of 81+ indicates knowledge of quantum theory, and, at GM discretion, Non-Causality Theory.

Psychology: The character has studied the human mind. Psychology Skill indicates the character's ability to predict human behaviour and diagnose and treat psychological distress.

TECHNICAL SKILLS

Technical skills represent the character's ability to manipulate various forms of technology.

Comms: The character's ability to operate and repair communications equipment.

Computer: The character's ability to program a computer. It also represents the character's ability to diagnose system errors, and understand complex programs. Computer skill can also be used when a character is trying to retrieve data from a computer.

Cryptography: The character's ability to break and make codes.



Cybernetics: The character's ability to analyze and repair robots.

Electronics: The character's ability to operate and repair electronic equipment.

Energy: The character's ability to operate and repair energy producing equipment, including weapons. Operating energy weapons without sufficient Energy Skill results in a penalty to combat die rolls. Use the table below.

Energy Skill Modifier Table

Skill level	Penalty
0	-10
1-5	-7
6-10	-5
11-15	-3
16-20	-1
21+	0

Explosives: The character's ability to use explosives and demolition equipment.

Hard-Vac: The character's ability to function well in vacuum. This skill is checked when a character attempts a difficult or dangerous task in vacuum.

Mechanic: The character's ability to use and repair mechanical equipment. Since there is often some degree of overlap between Mechanic Skill and Electronics Skill, it is up to the GM to decide which is used.

Mining: The character's ability to use mining equipment and knowledge of mining techniques. When prospecting for minerals, a character checks against half his Mining Skill or his Geology Skill, whichever is greater.

HIGH COLONIES

Armour: The character's ability to wear and use powered battle armour.

Zero-G: The character's ability to function well in Zero-Gravity. All characters begin play with 10 points of Zero-G Skill. Operating weapons in Zero-Gravity without sufficient skill results in a penalty to combat die rolls. Use the table below.

Zero-Gravity Modifier Table	
Skill level	Penalty
10-15	-5
16-20	-3
21-30	-1
31+	0

GENERAL SKILLS

Bargain: The character's ability to assess the value of merchandise and strike a favorable deal.

Con-Artist: The character's ability to persuade, manipulate, and deceive.

Forgery: The character's ability to manufacture or alter documents, money, etc. so the documents pass inspection. When used in combination with electronics or computer skill, forgery may be used to bypass electronic or computer security systems. The character will have a chance equal to half his Forgery Skill of recognizing a forged document.

Gambling: The character's ability to calculate odds etc. in an honest gambling game. It is also the character's ability to detect cheating.

Interrogation: The character's ability to question prisoners, sift information, and detect inconsistencies. It does not imply torture, the use of psycho-traumatic drugs, or any other physical means of extracting information. Using Interrogation Skill takes a certain amount of time.

Photography: The character's ability to operate and repair photographic and video equipment.

Politics: The character's ability to get a quick grasp of the present social or political situation. This can be used for any sized group of humans, from a station of several million, to a meeting of two or three. Detailed understanding of the situation takes time; basic use of the skill will give only a superficial understanding.

Stealth: The character's ability to move quietly, hide in shadows or follow someone without being detected. GMs may choose to assess a penalty if an attempt is made to use the skill under unfavorable circumstances, like trying to tiptoe across a metal floor with hob-nailed boots. All characters begin play with 10 points of Stealth Skill.

Writing: The character's ability to write a coherent report etc. It is not the ability to write; all character's are literate in their native tongue. All characters begin play with 20 points of writing skill.

LIFE SKILLS

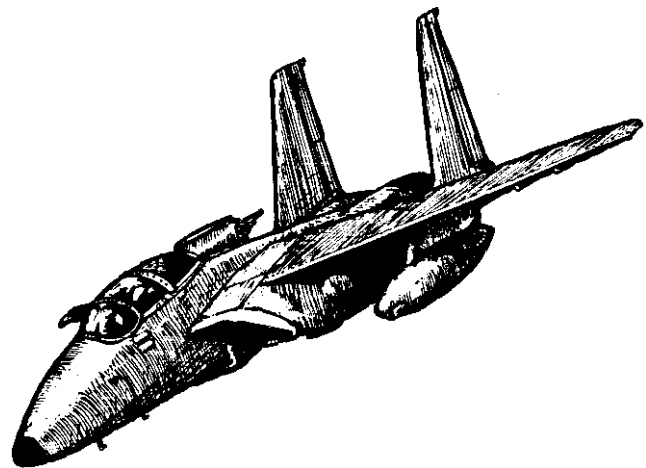
Medical: The character's ability to aid in the healing of wounds, injuries and diseases. See the Healing Rules on Page 74 for details. Medical Skill of 20 or less indicates first aid abilities only.

First aid only allows for the initial treatment of wounds and injuries. First aid does not help in healing, but serves to prevent injuries from worsening. It may also be used to keep badly injured persons alive long enough for competent help to arrive.

Survival: The character's ability to deal effectively with hostile environments.

PILOT SKILLS

Astrogation: The character's ability to plot an accurate course between destinations in space.



Atmospheric: The character's ability to fly atmospheric aircraft and dual function craft such as the LEO shuttle. It includes the ability to operate gliders, which are common in many of the larger stations. This skill requires a minimum of 20 points to be allocated before the character can fly.

Cargo: The character's ability to pilot large interplanetary ships. Characters can operate interplanetary shuttles at half their Cargo Skill. This skill requires a minimum of 20 points to be allocated before the character can use it.

Military: The character's ability to operate space fighters. This skill requires a minimum of 20 points to be allocated before the character can fly.

Navigation: The character's ability to read a map, recognize landmarks, etc. either on a planet surface or within a station.

Shuttle: The character's ability to operate small interplanetary ships. Characters can operate cargo ships at half their Shuttle Skill. This skill requires a minimum of 20 points to be allocated before the character can use it.

VEHICLE SKILLS

Hover: The character's ability to operate hover vehicles. This skill requires a minimum of 20 points to be allocated before the character can use it.

Treaded: The character's ability to operate treaded vehicles. This skill requires a minimum of 20 points to be allocated before it can be used.

Wheeled: The character's ability to operate wheeled vehicles. This skill requires a minimum of 20 points to be allocated before the character use it.

LANGUAGES

All character's begin play with one language (native tongue) at 85 points. These points are in addition to a character's Initial Skill Points. Almost all the languages spoken on twentieth century Earth are spoken somewhere in space. GMs should use the cultural notes in the Station Gazette for ideas.

Two other languages are spoken by humans in space. One is Tradspik, a pidgin developed by traders for communications between themselves. The second is Belter, a largely non-vocal sign-language developed by miners in the Asteroid Belt.

Finally, there is Chakon, the language spoken by the aliens living on and around Titan. Chakon is extremely difficult for humans to learn, and they can never gain more than 60 points in it.

OTHER SKILLS

While the skills listed above will cover most situations that arise in playing High Colonies, GMs should feel free to add any skills of their own invention. Space has been left on the character sheet for such skill to be entered.

VI.8 EQUIPMENT

Once Attributes have been rolled and Skill Points have been allocated, players should equip their characters with weapons, armour, and other goods. GMs can decide on any reasonable means of doing this. It is often easiest to give players a fixed amount of money that they can spend as they choose.

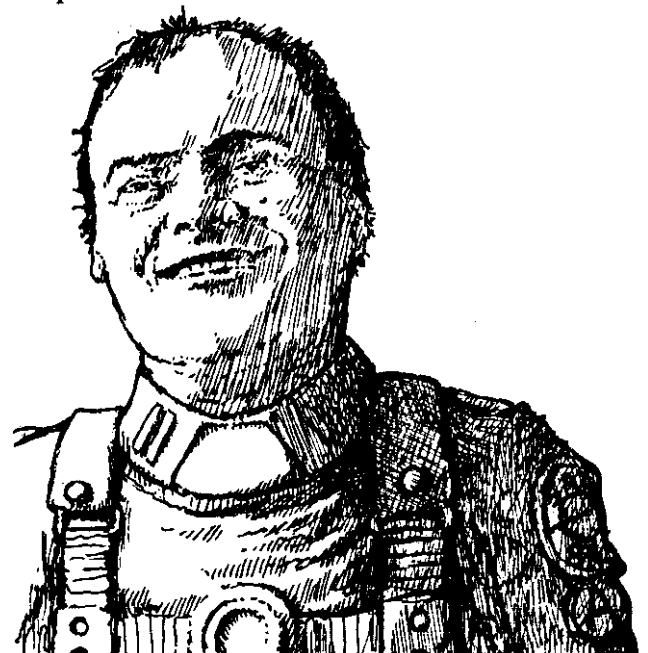
Various equipment is available to characters in High Colonies. Weapons and armour are listed under the combat rules. A selection of other equipment is provided on page 90. GMs should feel free to add equipment as necessary. GMs may also wish to vary prices to reflect local conditions. Players should record the equipment their character carries on the back of their character sheet or on a separate sheet of paper.

VI.9 MONEY

The three currencies in common use in the High Colonies are the Commonwealth Dollar, the Outstation Credit, and the Enterprise Credit. These are accepted everywhere, despite the fact that many stations print their own currency for internal use.

The Enterprise Credit (ec) is the standard trade currency produced by the Pan-System Enterprise League. It is the most stable and widely accepted currency in the Solar System. The Commonwealth Dollar (CD) is the standard unit of currency in the High Terran Commonwealth. It is worth .90 Enterprise Credits. The Outstation Credit (OC) is the standard unit of currency in the Outstation League. It is worth .75 Enterprise Credits.

All prices given in High Colonies rules are in Enterprise Credits.



HIGH COLONIES

VI.10 TYPICAL OCCUPATIONS

The following "instant characters" are based on 522 Initial Skill Points. This is the average number of points a newly generated character will have. It assumes that the character has specialized in a particular vocation.

These "instant characters" can be assumed to be 23 years old, and their average basic attribute to be 13. They can be used as rough guidelines for player characters, or as generic non-player characters.

Trader

Pistol	10
Hand	12
Anthropology	20
History	30
Linguistics	20
Psychology	30
Comms	50
Computer	60
Cryptography	20
Hard-Vac	10
Zero-G	20
Bargain	90
Forgery	15
Gambling	15
Con-Artist	30
Politics	50
Writing	50
Medical	10
Astrogation	10
Wheeled	20

Miner

Pistol	10
Hand	22
Engineering	5
Geology	15
Comms	25
Computer	25
Cybernetics	25
Electronics	25
Energy Tech	25
Explosives	35
Hard-Vac	65
Mechanic	25
Mining	90
Zero-G	70
Gambling	20
Shuttle	20
Hover	20
Treaded	20

Pilot

Pistol	10
Hand	12
Gunnery	10
Astronomy	15
Engineering	15
Physics	15
Comms	55
Computer	55
Electronics	35
Energy Tech	25
Hard-Vac	40
Mechanic	25
Zero-G	40
Astrogation	70
Navigation	40
One Pilot Skill	80

Soldier (No Speciality)

Pistol	50
Rifle	75
Support	40
Hand	45
Archaic	7
Gunnery	5
Comms	30
Computer	15
Energy Tech	20
Explosives	10
Hard-Vac	50
Armour	30
Zero-G	40
Interrogation	15
Stealth	25
Gambling	15
Medical	20
Survival	20
Treaded	20
Wheeled	20

Soldier (Weapons Specialist)

Pistol	60
Rifle	90
Support	90
Hand	50
Comms	30
Energy Tech	50
Explosives	25
Hard-Vac	25
Armour	50
Zero-G	30
Gambling	12
Stealth	20
Medical	20

Strength _____

Constitution _____

Dexterity _____

Intelligence _____

Charisma _____

Initiative (Dex+Int) _____

Movement _____

SCIENTIFIC		TECHNICAL		GENERAL		LIFE	
Anthropology	_____	Armour	_____	Bargain	_____	Medical	_____
Astronomy	_____	Comms	_____	Con-Artist	_____	Survival	_____
Biology	_____	Computer	_____	Forgery	_____		
Chemistry	_____	Cryptography	_____	Gambling	_____		
Engineering	_____	Cybernetics	_____	Interrogation	_____		
Genetics	_____	Electronics	_____	Photography	_____		
Geology	_____	Energy	_____	Politics	_____		
History (10)	_____	Explosives	_____	Stealth (10)	_____		
Linguistics	_____	Hard-Vac	_____	Writing (20)	_____		
Physics	_____	Mechanic	_____				
Psychology	_____	Mining	_____				
		Zero-G (10)	_____				
PILOT		VEHICLE		LANGUAGES		OTHER	
Astrogation	_____	Hover	_____	_____	_____	_____	_____
Atmospheric	_____	Treaded	_____	_____	_____	_____	_____
Cargo	_____	Wheeled	_____	_____	_____	_____	_____
Military	_____			_____	_____	_____	_____
Navigation	_____			_____	_____	_____	_____
Shuttle	_____			_____	_____	_____	_____

VII. COMBAT

Decades of war and unrest in the High Colonies have caused a tendency to settle disputes at gunpoint. While players can often talk their way out of trouble, sometimes words fail and shooting begins. When this happens, the characters grab their weapons and the GM brings out the combat rules.

The combat rules are used to resolve situations involving man-to-man combat. Detailed rules for ship-to-ship combat will be given in an upcoming rules expansion module. Only basic rules for space combat are given here.



Combat is either Fire Combat or Melee Combat. Fire Combat involves Pistol, Rifle, Support or Archaic Skill. Melee Combat involves Archaic or Hand Combat Skill. The following rules apply to both Fire and Melee Combat; specific rules for each are covered in following pages.

VII.1 COMBAT TURNS

Combat is resolved in turns which represent 10 seconds of real time.

VII.2 ACTIONS

During each turn characters can perform various actions. A list of possible actions is given below, and covers most reasonable activities. Players, however, tend to be inventive, and GMs should rule on whether other actions are possible during one combat turn.

MULTIPLE ACTIONS:

Characters can perform up to two of the following actions during a single combat turn.

- Firing
- Movement
- Fall Prone
- Kneel
- Rise from prone
- Throw grenade
- Drop weapon
- Unslung or draw weapon
- Reload clip fed weapon
- Sling or holster weapon

SINGLE ACTIONS:

These actions cannot be combined with any other action during a single turn.

- Attempt to clear jammed weapon
- Reload tube or cylinder fed weapon¹
- Ready Grenade¹
- Load Grenade Launcher¹
- Remove or put on armour components
- Melee Combat²
- Aim Weapon

¹ May only be combined with walking

² Special Case: see Melee Combat rules

MULTIPLE TURN ACTIONS:

These actions take more than one turn to perform. They cannot be combined with other actions.

- Clear seriously jammed weapon (2 turns)
- Ready Satchel charge (2 turns)
- Remove Weapon Harness (2 turns)
- Administer first aid (3 turns minimum)

VII.3 INITIATIVE

Gaining initiative is important during combat. When combat occurs, the GM ranks all characters, including enemy Non Player Characters (NPC's), according to their Initiative (highest to lowest). The GM may make temporary adjustments to Initiative scores to reflect circumstances such as surprise, wounds, or darkness.

Characters perform actions during each turn in the order of their Initiative scores. Each character's turn of action is called his Initiative Phase. There are as many Initiative Phases in each combat turn as there are characters.



Characters with high Initiative scores act before characters with low Initiative scores. When characters have identical Initiative scores, the character with the highest Dexterity acts first. If characters have identical Dexterity scores, they are assumed to act simultaneously.

Characters that are rendered unconscious by a character with a higher Initiative score, forfeit any actions for that turn. Simultaneous actions are never forfeited.

VII.4 SURPRISE

When there is doubt as to whether a character has been surprised, roll 1D100. If the result is greater than the character's initiative score, they are presumed to be surprised and forfeit any actions for that turn.

VIII. FIRE COMBAT

To resolve Fire Combat, seven steps are followed.

1. The character with the highest initiative indicates his target, the weapon being used, the firing mode being used and any special instructions that may be appropriate.

2. The firing character (attacker) and the target character (defender) each roll the appropriate number of six sided dice and add or subtract any modifiers from the result.

3. The sum of the defender's dice is subtracted from the sum of the attacker's dice (plus modifiers). If the result is zero or a negative number, the attacker missed. Return to step one for character with next highest initiative. If the result is a positive number, proceed to step four.

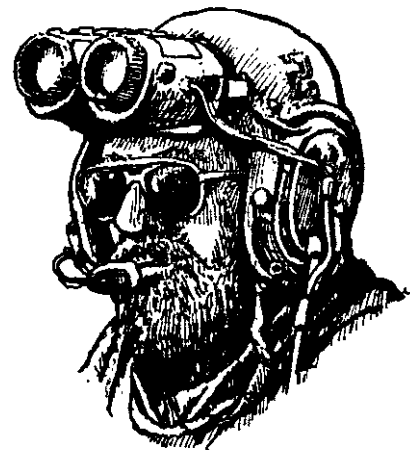
4. Refer to the Hit Determination Table to determine the number of hits on the defender.

5. Roll on the Hit Location Table to determine where the defender was hit. The Hit Location Table is used for each hit on the defender.

6. The attacker rolls an appropriate number of six sided dice for the AP value of the weapon. The defender rolls an appropriate number of six sided dice for his armour protection. Most armour has a minimum value.

7. Subtract the sum of the defender's dice or minimum armour value, whichever is greater, from the sum of the attacker's dice. If the result is zero or a negative number, the armour was not penetrated. If the result is a positive number, the defender records the number beside the appropriate body part on the IPS section of the character sheet.

Return to step one for player with next highest initiative.



VIII.1 DICE MODIFIERS

Fire combat in High Colonies is resolved using six sided dice. Players roll a number of six sided dice modified either by rolling additional dice, or by adding and subtracting from the die roll.

To determine their modified die roll to hit, players follow seven steps. In many cases, however, several steps will not apply. Step 1 and 2 always apply. Other steps either apply only under specific circumstances, or commonly generate modifiers of 0. GMs and players will soon become familiar with the process of adjusting die rolls.

1. The firing player chooses a weapon and a firing mode. The mode chosen will indicate the number of six sided dice to be rolled.

2. The firing player adds or subtracts his combat skill modifier for the class of weapon being fired. If appropriate, he also subtracts his energy or zero-g penalty.

3. The firing player subtracts any movement penalty.

4. The firing player makes any modifications for range to target, and for target size.

5. The firing player adds or subtracts any modifications for snaphooting, aiming, or optical or other sights.

6. The firing player subtracts any modifier for injuries.

7. The firing player subtracts any modifiers for encumbrance.

VIII.2 WEAPON DATA TABLE

The Weapon Data Table shows the statistics for weapons commonly used in High Colonies. Weapons used by a character should be entered in the appropriate section of the character sheet.

Weapon - The name of the weapon type. For a description, price, and illustration of each weapon type, see page 86. An (E) beside the weapon name indicates an energy weapon. See Energy Skill on page 55 for details.

Range - The short, medium and long range of the weapon in yards.

AP Value - The armour piercing value of the weapon. The number indicates how many six sided dice are rolled against the target's armour protection. AP Value varies by range. See the Grenade rules on page 68 for the AP values of grenade launchers.

Firing Mode - The basic, unmodified D6 roll to hit with the weapon.

SF - Single Fire.
SB - Short Burst.
LB - Long Burst.
FA - Full Auto.

See the Ammunition Expenditure Table on page 65 for complete details.

Ammo - The first column indicates the normal magazine, clip, or power pack capacity of the weapon. The second column is special or unusual capacity.

Class - The Combat Skill which applies to use of the weapon.

Weight - The weight, in pounds, of the weapon and a normal magazine, clip, or power pack.

NOTE: The modifiers for the Pump and Auto Shotguns are dependent upon the type of ammunition fired: The upper value is selected for solid shot, and the lower value is used for buckshot.

VIII.3 FIRING PLAYER MODIFIERS

The tables below indicate the modifiers used for the Firing player. Notations such as +2D6 indicate adding additional six sided dice to the roll. Notations such as -1PD6 or +1PD6 indicate adding or subtracting the indicated number for each die rolled.

For example: Player A is firing his Energy Carbine at Full Auto while walking. Full Auto allows him to roll 4D6, but walking is a penalty of -1PD6. Player A subtracts 4 from his 4D6 die roll.

ATTACKER MOVEMENT MODIFIERS:

•Stood Still	0
•Walked	-1PD6
•Doubled/Crawled	-2PD6
•Ran/Dodged	-3PD6

RANGE MODIFIERS :

•Short Range	+2D6
•Medium Range	0
•Long Range	-1PD6

TARGET SIZE MODIFIERS:

•2 x Human Size	+4
•1.5 x Human Size	+2
•Human Size	0
•Kneeling Human	-1
•Prone Human	-3

Weapon Data Table

Weapon	Range			AP Value			Mode				Ammo		Class	Weight
	S	M	L	S	M	L	SF	SB	LB	FA	N	O		
Revolver	5	10	25	4	3	1	1	-	-	-	6	-	Pistol	2
Auto Pistol	5	10	25	4	3	1	1	2	-	-	9	-	Pistol	2
Light Pistol	4	8	20	3	2	1	1	2	-	-	15	-	Pistol	1.5
Flechette Pistol	4	8	15	2	1	1	-	2	4	5	50	100	Pistol	3
Flare Pistol	5	10	20	1	1	-	1	-	-	-	4	6	Pistol	3
PAP Pistol	4	8	16	6	4	1	1	2	-	-	6	-	Pistol	4
Energy Pistol (E)	5	10	25	5	4	2	1	2	-	-	20	120	Pistol	4.5
Sniper Rifle	25	80	250	5	4	2	1	-	-	-	5	10	Rifle	10.5
Assault Rifle	20	60	200	3	2	1	1	2	3	4	20	40	Rifle	10
Flechette Rifle	15	45	60	2	1	1	-	2	4	5	50	100	Rifle	10
Pump Shotgun	10/5	30/10	75/30	6/3	4/2	2/1	1/3	-	-	-	7	-	Rifle	9.5
Auto Shotgun	10/5	30/10	75/30	6/3	4/2	2/1	1/3	2/6	-	-	10	15	Rifle	10.5
Machine Pistol	10	30	75	3	2	1	-	2	3	4	40	-	Rifle	9.5
Flash Rifle	5	10	20	-	-	-	1	-	-	-	25	-	Rifle	6
Energy Carbine (E)	15	45	100	6	4	2	1	2	3	4	40	-	Rifle	13
Pulse Rifle (E)	20	60	200	6	5	2	1	2	3	-	40	80	Rifle	15
Impulse Carbine (E)	10	30	75	5	5	3	1	2	4	5	60	-	Rifle	10
Light Machine Gun	15	60	200	4	3	2	1	2	3	4	80	120	Support	30
Med. Machine Gun	20	75	200	5	4	2	1	2	3	4	80	120	Support	50
Energy Bolt Rifle (E)	20	75	250	8	6	4	1	2	3	-	60	-	Support	55
Grenade Launcher	25	60	150	*	*	*	1	-	-	-	3	-	Support	5
Bow	10	20	40	2	2	1	1	-	-	-	1	-	Archaic	6
Crossbow	10	25	50	3	1	1	1	-	-	-	1	-	Archaic	11
Spear (Thrown)	5	10	15	2	1	1(-1)	1	-	-	-	1	-	Archaic	5
Blow Pipe	3	6	15	1(+2)	1	1(-2)	1	-	-	-	1	-	Archaic	1
Knife (Thrown)	3	6	15	1(+2)	1	1(-2)	1	-	-	-	1	-	Archaic	0.5

HIGH COLONIES

AIMING MODIFIERS:

• Snap Shooting ¹	- 1PD6
• Aiming ²	+1PD6
• Optical 'Scope ³	+1PD6
• Laser 'Scope ³	+2PD6
• Comp 'Scope ⁴	+2PD6

¹ Snap Shooting is firing without taking up a firing position. It is applied at GM discretion, usually when the character combines firing with falling prone, unslinging a weapon, etc. It is not applied because of movement unless the GM thinks there is reason to assess an additional penalty.

² Aiming modifier is cumulatively applied per consecutive turn character aims his weapon, to a maximum of two turns. He may perform no other actions, including firing, during an aiming turn. Characters can aim their weapon for any number of consecutive turns but can only apply modifiers for two turns. For example: Player A aims his sniper rifle for two turns. This gives him an aiming modifier of +2PD6 when he fires in the third turn. Firing the weapon ends the aiming sequence. Fire in subsequent turns is not considered to be aimed.

Conventional weapons cannot be aimed and fired at Full Auto. However, weapons fired at Full Auto at the same target for two or more consecutive turns gain an aiming modifier on the second turn. This simulates "walking" the fire into the target.

Energy weapons can be aimed and fired at Full Auto.

³ Modifiers for Optical 'Scopes (including infrared and Nightseeker) and Laser 'Scopes are only given in conjunction with aiming modifiers. For example: aiming for one turn with an Optical 'Scope gives a total modifier of +2D6.

⁴ Comp 'Scopes are highly sophisticated sights. They do not require aiming, and give the bonus every turn they are used. Comp 'Scopes modifiers may be used in conjunction with Aiming modifiers. Comp 'Scopes can only be used with conventional weapons firing in Single Fire or Short Burst mode, or with energy weapons in any Firing Mode.

NOTE: For additional details about 'Scopes, see the Equipment Rules on page 90.

INJURY MODIFIERS:

• Full IPS	+0
• 0.75 IPS	-1
• 0.50 IPS	-2
• 0.25 IPS	-4

Injury modifiers simulate the difficulty in firing a weapon accurately while wounded. For example: Player A, with 28 total IPS, has wounds totalling 8 points of damage. This reduces his total IPS to 20, putting him below 0.75 IPS. His attack die roll is modified by -1. If he takes 6 more points of damage he will reach 0.50 IPS and modify his attack die roll by -2.

ENCUMBRANCE MODIFIER:

Characters are assessed an encumbrance penalty which simulates the hampering effects of wearing a lot of armour or carrying a lot of equipment. To determine a character's encumbrance penalty use the following formula:

$$\frac{\text{Pounds Carried} - (\text{STR} \times 2)}{10} = \text{Encumbrance Penalty}$$

Total weight (Pounds Carried) includes weapons, armour, clothes, and any equipment the character is carrying. See the Weapon Data Table, the Armour Type Table and the Equipment Table for a list of weights.

If the encumbrance penalty is a positive number it is deducted from the roll to hit. Encumbrance penalty of 0 or less are ignored. There is a space on the character sheet to record encumbrance penalty. It is suggested that the "normal" encumbrance for the character be recorded in this space. Normal encumbrance is what the character usually wears and carries in combat. This figure should be adjusted for special circumstances, such as wearing extra or no armour, or carrying unusual equipment.

Encumbrance penalty is ignored in Zero-Grav.

VIII.4 DEFENDER DICE ROLL

The target rolls a number of dice depending on the action they took during their initiative phase.

• Stood still	1D6
• Walked/Crawled	2D6
• Doubled	3D6
• Ran/Charged	4D6
• Dodged	5D6

VIII.5 HIT DETERMINATION

To determine the number of hits sustained by the target, subtract the defender's die roll from the attacker's modified die roll, and divide the result by 2 and round up.



VIII.6 AMMUNITION EXPENDITURE

Regardless of the number of hits generated by Hit Determination, no more hits can be achieved than there are rounds fired.

For ease of play, the following table defines the number of rounds fired in each mode.

- Single Fire 1 round
- Short Burst 2-4 rounds
- Long Burst 5-7 rounds
- Full Auto 8-14 rounds

In all cases the number of rounds fired from any weapon will either be the maximum number specified for the individual firing mode, or the number of rounds left in the weapon - whichever is smaller. Weapons cannot be used in a firing mode for which they do not have sufficient ammunition.

For example: Player A fires his assault rifle in Long Burst Mode. Player A then finds that he has achieved 12 hits, but since a Long Burst has a maximum of 7 rounds, Player A only achieves 7 hits. In the next combat round, Player A may wish to fire his weapon in Full Auto Mode. However, because of earlier combat, Player A now has only 7 rounds left in his weapon. As a result of the limited supply of ammunition, the highest firing mode Player A can use is Long Burst.

Players should record ammunition expenditure for each weapon on a separate sheet of paper.

RAKING FIRE

A character can choose to fire a weapon in Short Burst, Long Burst or Full Auto Mode at more than one target. To simulate this, the character's ammunition expenditure is split as equally as possible between the number of targets, and each is target is treated as a separate attack.

For example: Player A announces that he will fire his machine pistol in Full Auto Mode at three pirates. The GM divides the 14 rounds expended and announces that 5 rounds are being fired at two of the pirates, and 4 rounds are being fired at the remaining pirate. Player A resolves the three attacks as two Long Bursts and one Short Burst.

SHOTGUNS

Shotguns firing pellet attack all targets within a 30 degree cone with equal effect. Players firing shotguns should indicate their primary target, and GMs should decide what other targets, if any, are affected by the blast.

VIII.7 HIT LOCATION TABLE

Roll on the Hit Location Table for each hit. If the target is partly obscured by a solid obstacle, hits on body parts hidden by the obstacle are either ignored or have their damage modified at GM discretion. For example: Player A is kneeling behind a low metal wall and firing at an enemy. The GM rules that only his head, shoulders and arms can be hit by enemy fire, and that the wall is heavy enough to stop fire from penetrating. At the GM's discretion, Arm Hits may be ruled to strike a weapon held by the target.

Hit Location Table	
Body Part Affected	% Die Roll
Upper Head	01 - 04
Lower Head	05 - 07
Neck	08 - 09
Left Shoulder	10 - 13
Right Shoulder	14 - 17
Right Upper Arm	18 - 21
Left Upper Arm	22 - 25
Right Lower Arm	26 - 28
Left Lower Arm	29 - 31
Chest	32 - 54
Abdomen	55 - 78
Groin	79 - 80
Right Upper Leg	81 - 86
Left Upper Leg	87 - 92
Right Lower Leg	93 - 96
Left Lower Leg	97 - 00

Armour Types

Armour	Conventional	Energy	Weight	Areas Covered	Price
Light Cloth	0 (1)	0 (1)	5	ALL Not Lower Head	75 ec
Heavy Cloth	1 (2)	1 (2)	10	ALL Not Lower Head	100 ec
Leather	1 (3)	1 (3)	15	ALL Not Head	250 ec
Metal Vest	3 (8)	2 (5)	12	BODY	100 ec
Metal Plating	2 (6)	2 (5)	10	ARMS, LEGS	100 ec
Reflective Metal Plate	2 (6)	4 (10)	7	ALL Not Head	150 ec
Plastic Plate	3 (9)	3 (8)	18	ALL Not Head	650 ec
Heavy Plastic Plate	4 (12)	4 (11)	27	ALL Not Head	950 ec
Glass Mesh Padding	1 (3)	4 (10)	20	ALL Not Head	1,200 ec
Powered Flux	4 (12)	5 (14)	65	ALL Not Head	9,500 ec
Helmet (Metal)	2 (6)	2 (5)	4	UPPER HEAD	75ec
Helmet (Acrylic)	3 (10)	3 (9)	3	UPPER HEAD	100 ec
Full Helmet	3 (10)	3 (9)	7	HEAD	250 ec
Shock/Jump Type	4 (12)	4 (11)	25	HEAD	2,500 ec
Light Face Shield	2 (5)	1 (3)	1	LOWER HEAD	50 ec
Gas Mask	1 (2)	1 (2)	1	LOWER HEAD	100 ec

VIII.8 ARMOUR TYPES TABLE

The Armour Types Table shows the statistics for armour in common use in High Colonies. Armour normally worn by a character should be entered in the appropriate section of the character sheet opposite the body part they are protecting.

Armour protection values are shown for both conventional and energy weapons. The first number in each column is the number of dice rolled for armour protection. The number in brackets is the minimum protection the armour will provide. Armour protection is equal to the sum of the dice roll, or the minimum protection, whichever is greater.

Armour protection is subtracted from the AP Value die roll of the weapon striking it.

Armour - The type of armour. For a brief description of armour types, see below.

Conventional - The protection value of the armour against conventional weapons.

Energy - The protection value of the armour against energy weapons.

Weight - The normal weight of the armour in pounds. Weight assumes that the armour covers all the possible areas. GMs should make adjustments for specialized armour.

Areas Covered - The body parts that may be covered by the armour. For the purposes of armour protection, neck is always considered uncovered except by full helmets, or by gorget protection. Gorgets may be made of any material.

Price - The normal price of the armour.

ARMOUR TYPES:

Some types of armour may be worn in combination with (underneath) other types. These are indicated below. Layering armour in this way has the effect of increasing the minimum armour protection by adding the values of the armour types together. Wearing layers of armour does not add to the number of dice rolled. The "best" armour protection value is always used as the die roll.

Light Cloth - Light natural or synthetic fabrics worn as clothes or uniforms etc. Light cloth may be worn in combination with any other armour type.

Heavy Cloth - Thicker cloth. Heavy cloth may be worn in combination with any other armour type.

Leather - Soft natural or synthetic leather. May be worn in combination with any other armour type.

Metal Vest - The "bullet-proof" vest is commonly used by High Colonies security personnel. Reasonably effective against conventional weapons, it has limited protection against energy weapons.

Metal Plating - Light metal leggings and arm coverings.

Reflective Metal Plate - This light metal vest has a polished surface that provides good protection from energy weapons, but is of limited value against conventional weapons.

Plastic Plate - Light polymer providing reasonable protection from conventional and energy weapons.

Heavy Plastic Plate - A thicker and heavier version of plastic plate that provides good protection against both conventional and energy weapons.

Glass Mesh Padding - A glass-fibre padding that provides good protection against energy weapons. It may be worn in combination with cloth, leather, or normal metal armour.

Powered Flux - A self contained "battle suit", complete with life support system and self-sealing capacity. When worn with the shock/jump helmet, Powered flux armour can be worn in vacuum, and is equipped with air recycling equipment to provide an indefinite air supply. Powered flux armour requires Armour skill (see Page 56) to use. Powered Flux armour negates any encumbrance penalty when operating. The Armour adds +3 to a character's strength, and subtracts -1 from Initiative Rating. This armour may only be worn in combination with Light Cloth, which does not affect the minimum armour protection offered by the Powered Flux Armour. The suit is powered by batteries, and recharged by an integrated solar cell.

Any hit which penetrates Powered flux armour (ie. injures the wearer) has a chance of damaging the armour itself. Roll 3D6 + the number of Injury Points sustained by the wearer.

3 - 15	No Effect
16 - 18	Power Loss
19 - 21	Air Loss/Leak
22 +	Life Support Failure

HELMETS:

Almost all helmets have clips where equipment such as Nightseeker goggles, closed link battle communications equipment, etc, can be attached.

Metal - Metal plate helmets give erratic protection against either conventional or energy weapons. The necessity of keeping the weight low minimizes their protective value. Because of this, they are not commonly used by anyone who can afford better.

Acrylic - The standard helmet worn by security forces in the High Colonies.



Full Helmet - Also called the Riot Helmet, this provides more protection to the head. Full helmets include built in communications equipment.

Shock/Jump Helmet - The "marine" helmet is designed to be worn with Powered Flux armour. Shock/jump helmets have built in Nightseeker and infrared goggles, coded communications links, and life support systems. They require Armour Skill to use.

Light face shield - A light clear plastic face shield designed to provide some protection to the lower face while keeping weight to a minimum. Face Shields must be used with metal or acrylic helmets

Gas Mask - Provides protection against noxious gas and minimal protection from weapons.

VIII.9 JAMS AND MALFUNCTIONS

Equipment, no matter how sophisticated, sometimes develops problems - usually at the most inconvenient of times. Weapons jam, powerpacks overload, and mechanisms seize.

Jams and malfunctions are indicated when two or more 1's are rolled during firing mode. The higher the rate of fire, the likely the weapon is to jam. Weapons used in single fire mode can never jam or malfunction. The number of 1's rolled indicates the severity of the jam.

Number of	2	-	Minor jam or malfunction
1's rolled	3	-	Serious jam or malfunction
	4-5	-	Weapon destroyed

NOTE: Shotguns firing pellets can never seriously jam or be destroyed, regardless of how many 1's are rolled. Shotguns never jam on single fire.

REPAIR:

Clearing a jammed weapon is done by rolling against the character's combat skill in the weapon class. A successful roll clears the jam. Energy weapon malfunctions are repaired by rolling against Energy Tech skill.

Characters can attempt to clear minor jams once per turn. They may attempt to clear serious jams once every second turn. A destroyed weapon cannot be fixed without the use of a gunsmith's shop, if then.

VIII.10 GRENADE COMBAT

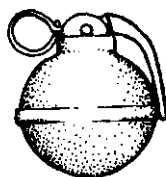
In enclosed spaces, grenades are among the deadliest of anti-personnel weapons available. Their possession is almost always restricted, largely because of their potential for causing structural damage to stations.

Grenades are particularly devastating because they subject their target to two attacks; a "shock" attack from the concussion of explosion, and a shrapnel attack from the results of the explosion. Damage taken is cumulative.

Grenades are either designed to be thrown by hand or fired from a grenade launcher. Note that a hand grenade cannot be fired and a rifle grenade cannot be thrown.

There are three common types of anti-personnel grenades in use in the High Colonies. More esoteric types, such as nerve gas, phosphorus and poison gas, are rare. In addition to anti-personnel grenades, there are also smoke and tear-gas gre-

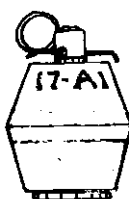
nades. Neither of these do any lasting physical damage to targets. Grenade weights vary but are seldom more than 1.5 pounds.



Fragmentation - Loaded with coiled wire around an explosive charge, fragmentation grenades are designed to kill or maim within a fairly wide blast radius.
Price: 100 ec.



High Explosive - An explosive charge designed for shock effect.
Price: 100 ec.



Sonic - A high tech high explosive grenade designed to maximize the effect of confined spaces. Its relatively narrow blast radius makes it ideal for urban conditions.
Price: 200 ec.

THROWING GRENADES

Under normal conditions, a character can throw a grenade a maximum distance in yards equal to the following formula:

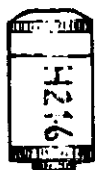
$$\text{STR} \times 4$$

Normal conditions assume that the character is standing, has room to swing his arms and is not wounded or distracted. GMs should modify the formula for adverse conditions.

Accuracy of the throw is determined by the following table. GMs should determine the distance from the thrower to the aiming point. This provides a modified die roll representing the distance in yards by which the grenade misses the target. Characters should subtract one third of their dexterity from the die roll. If the result is zero or a negative number, the target is hit. If the result is a positive number, the grenade misses the target by that distance in yards.

Range (yds)	Modifier
5	1D6-1
10	1D6
20	1D6+1
30	1D6+2
45	1D6+3
60	2D6
61+	2D6+2

FIRING GRENADES



Projectile grenades are fired from grenade launchers and their range and accuracy is dealt with under the aiming rules for fire combat. Note, however, that projectile grenades have a minimum range of 10 yards. Projectiles hitting something at less than that range will not explode. This is because the grenades are armed by the spin imparted by the launchers bore, and need to travel the full ten yards before being armed.

Price: 75 - 200 ec.

GRENADE TABLE

Class - The type of grenade and the delivery method (Hand or Grenade Launcher).

Blast - The short, medium, and long blast radius in yards of the exploding grenade. Shock and Shrapnel (see below) affect all targets within this radius.

Shock - The shock attack value of the grenade. The numbers indicate how many six sided dice are rolled to resolve shock damage to the target. Only helmets and Powered Armour give protection against shock damage. Shock damage does not apply in vacuum.

Shrapnel - The shrapnel attack value of the grenade. The numbers indicate how many six sided dice are rolled against the target's defensive die roll to determine the number of shrapnel hits.

Shrapnel AP - The armour piercing value of the shrapnel. The number indicates the number of dice rolled against the target's armour protection to determine damage.

Impact - The AP value of a thrown or fired grenade striking a target at short, medium and long range. The number indicates how many six sided dice are rolled against the target's armour protection. This is in addition to any damage from shock or shrapnel.

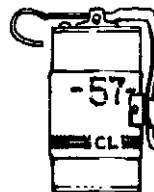
SMOKE AND TEAR-GAS GRENADES



In addition to anti-personnel grenades, there are also tear-gas and smoke grenades intended to incapacitate targets or provide a smoke screen.

Price: 100 ec.

Tear-gas and smoke grenades have no blast radius, nor do they inflict shock or shrapnel damage. If fired from a grenade launcher, however, they may inflict impact damage if they strike a target directly.



Tear-gas affects all unprotected (no vac-suit or gas mask) targets within a radius of 6 yards. Targets roll 4D6 against constitution per turn they are within the affected area. Targets are incapacitated for a number of turns equal to the amount by which the die roll exceeds constitution, and have a -5 penalty for an equal number of turns after recovering from incapacitation.

For example: Player A, with a constitution of 13, is within 6 yards of a teargas grenade. He rolls 21 on 4D6 and is incapacitated for 8 turns. When he recovers from the incapacitation he must apply a -5 penalty to all combat rolls for a further 8 turns. Note that if the gas has not dissipated by the time that player A has recovered, and he is still within the affected area, he would make a second 4D6 roll against his constitution. Effects are cumulative. Thus, if Player A is incapacitated for a further 2 turns after recovering, his combat penalty of -5 will apply for a total of 10 turns.

Tear gas dissipates in 3D6 turns and affects all unprotected targets moving into its area until it dissipates.

Smoke dissipates in 3D6 turns and gives a penalty of -5 to all firing into or through the smoke.

GRENADE TABLE

CLASS	BLAST			SHOCK			SHRAPNEL			SHRAPNEL AP			IMPACT		
	s	m	l	s	m	l	s	m	l	s	m	l	s	m	l
Hand/Sonic	2	4	6	8	5	3	1	-	-	1	-	-	1	1	1
Hand/Frag	3	5	8	4	2	-	3	2	1	3	2	1	1	1	1
Hand/H.E.	3	5	8	6	3	1	1	-	-	1	-	-	1	1	1
GL/Sonic	2	4	6	8	5	3	1	-	-	1	-	-	5	3	1
GL/Frag	3	5	8	4	2	-	3	2	1	3	2	1	5	3	1
GL/H.E.	3	5	8	6	3	1	1	-	-	1	-	-	5	3	1

IX. MELEE COMBAT

The Melee Combat rules are used to resolve hand to hand combat. Melee Combat may involve the use of any non-missile weapon (including a rifle butt), or no weapon at all. Melee Combat can be anything from a "friendly" brawl in a spaceport saloon, to a desperate battle with knives and gun butts.

Melee Combat occurs when two characters are close enough to engage in hand to hand combat and one or both of them has the desire to engage in Melee Combat.

To engage in Melee Combat, a character must be within his walking movement range of his intended target at the beginning of a combat turn. In his Initiative Phase the character announces that he is engaging in Melee Combat.

If an attempt is made to engage an unsurprised character holding a readied firearm in Melee Combat, the GM should allow the character a chance of firing his weapon equal to his combat skill with that weapon. If this roll is successful, the attacked character may fire a single round (or short burst if the weapon does not fire single rounds). The firing player is assumed to be Snap Shooting at Short Range against a Doubling target. Any other modifiers apply normally. If the attacking player is not killed, incapacitated or knocked down after receiving fire he may proceed to engage in Melee Combat.

For example: Player A announces that he is attempting to engage a security guard armed with a machine pistol in Melee Combat. The guard is unsurprised and has the weapon unslung and readied. The GM rolls a 32 on a 1D100 roll against the guard's Rifle Skill of 65 and announces that the guard will fire a short burst at Player A. To resolve the fire combat, the GM rolls 4D6 (two for the weapon mode plus two for short range) minus 7 (-2PD6 for a doubling target and -1PD6 for snap shooting, plus 5 for combat skill modifier). The modified result is a 7. Player A rolls a 9 on 3D6. The result is a miss, and Player A proceeds to engage the guard in melee combat.

Note that Melee Combat is a single action and may not be combined with other activities during a single turn. Two exceptions to this rule apply: characters may always move a number of yards equal to their walking movement range, and characters may unsheathe a knife or similar weapon. GMs should be flexible about what can and cannot be done by players involved in melee; a player can hardly ready an energy bolt rifle during melee, but may be able to draw a pistol and fire it. GMs should consider the circumstances carefully before ruling on what is a legitimate extra action.

IX.1 MELEE RESOLUTION

To resolve Melee Combat, six steps are followed.

1. The character with the highest initiative is designated the attacker. He indicates what weapon, if any, he is using, what mode he is using to strike, and any special tactics he may be employing. Almost all melee weapons, including fists, can be used in one of two modes; cut/slash or stab/punch. The other character is designated the defender and indicates what weapons or tactics he is using.

2. The attacker and the defender each roll the appropriate number of six sided dice and add or subtract any modifiers from the result.

3. The sum of the defender's dice is subtracted from the sum of the attacker's dice. If the result is a positive number equal to or greater than three the attacker has achieved a hit. Proceed to step four. If the result is a negative number equal to or less than negative three, the defender has achieved a hit. Proceed to step four. If the result is between -2 and 2 no hit is achieved and the characters are locked in melee. Return to step one for character with next highest initiative.

4. Roll on the Hit Location table to determine where the hit occurred.

5. The striking player rolls an appropriate number of six sided dice plus any modifiers for the AP value of the weapon. The defender rolls an appropriate number of six sided dice for his armour protection.

6. Subtract the sum of the defender's dice or minimum armour value from the sum of the striking player's dice. If the result is zero or a negative number, the armour was not penetrated. If the result is a positive number, the defender records the number beside the appropriate body part on the IPS section of the character sheet.

Return to step one for player with next highest initiative. Characters are considered locked in melee until one is killed, incapacitated or knocked down or one withdraws from Melee Combat (by moving out of range) and the other player does not pursue.



IX.2 DICE MODIFIERS

Melee Combat is resolved using six sided dice. Players roll four six sided dice plus or minus any modifiers.

INJURY MODIFIERS:

0.75 IPS	-2
0.50 IPS	-4
0.25 IPS	-6

Injury modifiers simulate the difficulty in engaging in Melee while wounded.

MODE MODIFIERS:

Cut/Slash	0
Stab/Punch	-1

Mode modifiers simulate the greater difficulty in hitting a target with a stab/punch attack.

DEXTERITY MODIFIERS:

DEX	Modifier
3-6	-2
7-9	-1
10-16	0
17	+1
18	+2
19+	+3

OUTNUMBERING MODIFIER:

For every additional opponent over one engaged in Melee Combat subtract 2 points from the roll to hit. If there is more than one person on both sides in a Melee Combat, the GM and the players must decide who is attacking who, and which characters are outnumbered. The total outnumbering modifier can never be more than -8.

SURPRISE MODIFIER:

Characters surprised by a melee attack subtract 10 points from the roll to hit.

HAND COMBAT MODIFIER:

Characters add or subtract their Hand Combat Skill Modifier. See Combat Skills, page 54.

ARCHAIC COMBAT MODIFIER:

Characters using knives, or other primitive weapons (including rifle butts) add or subtract their Archaic Combat Skill Modifier. Note that a charac-

ter using a weapon adds both his Hand Combat and his Archaic Combat Skill modifier.

WEAPONLENGTHMODIFIER:

Length	Modifier
0	0
0-1 feet	+1
1-2 feet	+2
2-4 feet	+3
4-8 feet	+4
8+ feet	-1

ENCUMBRANCE MODIFIER:

Encumbrance modifier is identical to that used in Fire Combat. See Page 64.

SPECIAL TACTICS MODIFIER:

Aimed blow	-1
Wrestle	-2

Special tactics modifiers simulate the difficulty in aiming at a specific body part, or attempting to wrestle an opponent.

IX.3 SPECIAL TACTICS

Characters engaged in Melee Combat may attempt to use any number of special tactics to injure their opponent. The two most common are dealt with below. Any attempt to use a special tactic must be announced in the first step of Melee Resolution.

AIMING BLOWS:

Characters may attempt to aim a blow at a specific body part. If this is attempted, and the character achieves a hit during Melee Resolution step three, roll 1D6 + Hand Combat Skill Modifier on the following table before proceeding to step four.

Die Roll	Effect
0 or less	Complete miss. Return to step one for character with next highest initiative.
1-3	No effect. Proceed to step four.
4-7	Near miss. Hit adjacent body part at GM discretion.
8-13	Hit body part aimed for.
14-16	Hit body part aimed for. +2 to AP die roll (Step five)

HIGH COLONIES

WRESTLE:

Characters may attempt to wrestle their opponent. If a wrestle attempt is announced and the character achieves a hit during Melee Resolution step three, roll 1D6 + Hand Combat Skill Modifier on the following table instead of proceeding to steps four through six.

Die Roll	Result
0 or less	Opponent stumbles; Rolls against DEX x 5 to retain footing.
1-2	Opponent stumbles; Rolls against DEX x 3 to retain footing.
3-5	Opponent stumbles; Rolls against DEX x 1 to retain footing.
6-8	Grip obtained; Roll on Hit Location Table for body part.
9-13	Grip obtained; Attacking character's choice of body part.
14-16	Grip obtained; Attacking character's choice of body part: 2 damage points inflicted.

Note that an attempt at wrestling rarely does any damage to an opponent. Once a grip is obtained, however, the attacking player gets a +2 modifier to hit as long as the grip is maintained. Characters who have obtained a grip may release it at any time.

Characters who are gripped may attempt to get a grip of their own, break free, or hit back. Getting their own grip requires a normal wrestle attempt. Any wrestle attempt which results in the opponent losing footing breaks the hold.

Characters may attempt to break free by subtracting their opponent's Strength plus Hand Combat Skill Modifier from their own Strength plus Hand Combat Skill Modifier. Roll 1D6 and add or subtract the result. If the result is three or less, the hold is maintained. If four or more, the hold is broken.

Gripped characters may attempt to strike back normally using the Melee Rules.

IX.4 ADDITIONAL DAMAGE

Very strong or very skilled characters have the ability to do extra damage when they hit. A bonus for strength may be added for a hit with either a weapon or in unarmed combat. Archaic Skill Bonus is added only for hits with weapons, and Hand Skill Bonus is added only for hits in unarmed combat.

Strength	Bonus
3-13	0
14-16	+1
17-18	+2
19-20	+3
21+	+4

Hand or Archaic Skill Level	Bonus
0-50	0
51-65	+1
66-75	+2
75-85	+3
86-90	+4
91-93	+5
94-95	+6

IX.5 SELF INJURY

Any strike with an unprotected fist or foot has the potential of causing injury to the striking player. Hitting heavy plastic plate with a bare fist is more likely to cause broken fingers than damaged ribs.

Whenever a strike by a fist or foot results in a negative differential of -5 or less after subtracting armour protection from the AP value of the strike, damage is sustained by the striking character. The amount of the differential will determine the number of damage points inflicted. A differential of -5 equals 1 point, -6 equals 2 points, etc.



IX.6 MELEE WEAPON TABLE

The following table indicates the AP value of various weapons. Most weapons are self-explanatory; Metal Fist indicates either an armoured glove, brass knuckles or a roll of nickels clasped in the fist. Vibro-Knives are high speed vibrating daggers; they require Energy Tech skill to use without a penalty. Note that even though Vibro-Knives are an Energy Weapon, they are treated as a conventional weapon for the purposes of Armour protection. A rifle butt can be thought of as a wood or metal club.

Melee Weapon Table				
Weapon	Cut/Slash	Stab/Punch	Length	Weight
Bare Fist	1D6-3	1D6-1	0	0.0
Metal Fist	1D6-1	1D6+2	0	0.2
Kick	-	1D6+1	0	0.0
Dagger	1D6+1	2D6	1	0.5
Vibro-Knife	4D6	3D6	1	0.5
Short Sword	1D6+2	2D6+1	2	2.0
Long Sword	2D6+2	2D6+1	3	3.0
Axe	3D6	1D6+2	3	4.0
Spear	1D6	2D6+2	6	5.0
Wood Club	2D6	1D6+1	2	3.0
Metal Club	2D6+2	1D6+2	2	3.0

Length and weight are approximations intended as a guide for the GM. Length is given in feet, weight in pounds.



X. DAMAGE

In High Colonies all living creatures have a number of Injury Points (IPS). Characters have both a total number of IPS, and a number for each major body area. Injury points are a measure of how much damage a character can sustain and still function.

X.1 DAMAGE POINTS

When damage occurs due to fire or other combat, it is indicated by Damage Points. In fire combat, Damage Points are determined by the result of subtracting the target's armour protection die roll or value from the attacker's AP die roll. A positive number indicates the number of Damage Points sustained by the target.

Damage Points should be recorded on the character sheet beside the appropriate body area.

X.2 DAMAGE EFFECTS

Characters can function as long as their Damage Points total less than their IPS, OR they have taken fewer Damage Points to a specific body area than the IPS for that area.

A character is considered incapacitated if it sustains total Damage Points equal to or exceeding IPS, or specific area Damage points equal to or exceeding IPS for that area.

X.3 DEATH

A character is killed if total Damage Points equal or exceed $1.5 \times$ total IPS. Characters are also killed if they take Damage points to the head or torso equal to or exceeding $1.5 \times$ IPS for either area.

X.4 KNOCKDOWN

If the number rolled on AP dice exceeds the character's strength before armour reduction, the character is knocked down.

A knockdown simulates the kinetic energy of a projectile striking a target. Although armour does absorb some or all of the projectiles impact, the force of the blow may still knock the character down.

A character struck by multiple rounds from a weapon fired in short burst, long burst or full auto mode, is knocked down if the total of all AP dice rolls exceeds his strength.

NOTE: Knockdown does not apply to energy weapons.

XI. HEALING

Damage suffered by characters as a result of combat or other mischance lasts until it is healed. Healing can be assisted by proper application of medical skill and by various pieces of equipment.

XI.1 HEALING RATE

Characters heal at the minimum rate of one damage point per complete day of rest. To determine the area which is healing, roll 1D6 on the table below. Note that the table may result in more than one damage point healing.

1	Head
2-3	Torso
4	Arms (roll 1D6. 1-3 left arm, 4-6 right arm)
5	Legs (roll 1D6. 1-3 left leg, 4-6 right leg)
6	Two damage points heal. Roll twice more.

At the end of each complete day of rest, players should adjust their damage points to reflect the effects of healing.

XI.2 MEDICAL SKILL

Successful use of medical skill heals one damage point per day per injured area. This is in addition to any normal healing that has occurred. Medical skill can only be applied to an injured character once per day. Characters may apply medical skill to themselves providing they are conscious.

A special success result on a medical skill roll will heal two extra damage points which are removed from the most seriously injured areas.

A critical failure result on a medical skill roll prevents any healing. This includes normal healing.

XI.3 MEDIKITS

Medikits heal two points of damage per day, regardless of the activity the character is undertaking. These may be applied to any injured area.

XI.4 LIFEPAKS

These devices can keep a dying or near dead organism alive for 48 hours. They are intended to allow competent medical help to arrive. Normal healing occurs while the organism is attached to the Lifepac. For further details, see the equipment list on page 90.

XII. SHIP COMBAT

The potential for complexity in space combat is very high. Because of space requirements, only a very basic system is presented here. These rules are designed to resolve ship to ship combat in a quick and simple manner. A more detailed system will be provided in a forthcoming rules expansion to High Colonies.

There is a wide variety of lead miniature spacecraft available from many hobby stores. While not essential for simulating ship to ship combat, they will add a great deal of enjoyment to play.

XII.1 SPACECRAFT

There are four basic classes of spacecraft in common use in 2188. Besides these, there are various sub-classes of each type listed below, and hundreds of custom-designed and built vessels.

Spacecraft are extremely expensive, even when they are old and need additional money spent on constant repair. Unless they are very lucky, most player characters will never own their own vessel.

Shuttle - The most common type of ship, shuttles are designed to carry a small cargo, or about twenty passengers. They may be crewed by as few as one or as many as six.

Price: 10,000,000 ec.

Cargo - Large interplanetary vessels designed to carry a large cargo payload. Crew size ranges from four to twelve.

Price: 25,000,000 ec.

Fighter - Small, maneuverable military spacecraft are maintained by almost every space station. Although they are extremely fast, they have very short ranges in comparison to shuttles and cargo ships. Larger vessels sometimes carry one or two fighters for protection. Crew sizes range from one to three.

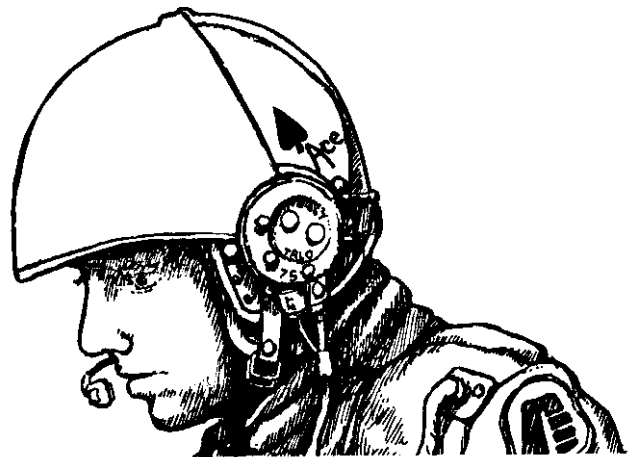
Price: 15,000,000 ec.

Atmospheric - Streamlined craft designed to operate entirely in atmosphere are rare since the destruction of Earth. Dual function craft able to operate in space and in atmosphere are relatively common.

Price: 8,000,000 ec.

Spacecraft Table

Type	Defense	SPS	BP	Speed
Shuttle	3D6	20	3	7
Cargo	3D6	30	7	7
Fighter	4D6	10	4	10
Atmospheric	2D6	15	2	5



The table is meant to represent average vessels. GMs should be able to make any adjustments they feel necessary to represent specialized craft.

Defense - The defense die roll of the spacecraft. It represents factors such as armour, maneuverability, electronic counter measures, size and speed. Note that the technology to build protective force fields does not exist in 2188.

SPS - The Structural Points of the Spacecraft. These can be regarded as similar human Injury Points. A spacecraft can only sustain as much damage as it has Structural Points.

BP - The Build Points of the spacecraft. This indicates how many points of weaponry the ship can carry. Ships can mount any combination of weapons providing the total Weapon Points are not more than the ship's Build Points. See the Weapon Table for details on Weapon Points.

Speed - This is an abstract number intended to represent relative speeds. It may be used to represent inches, hexes or any other convenient means of measurement chosen by players. It is the maximum distance a ship may move in a turn.

XII.2 WEAPONS

Almost any spacecraft can hold some form of weaponry. The tumultuous conditions prevailing in 2188 are such that most ships are armed. The following weapon types are those most commonly used.

Battle Cannon - Battle cannon are roughly similar to twentieth century artillery. They fire propulsion assisted projectiles similar to small missiles. Battle cannon are built in a range of calibers, which for the purposes of these rules have been simplified to Light, Medium and Heavy. A range table for each

HIGH COLONIES

size is given below. Range numbers are given in the same abstract units used for spacecraft speed.

	Light	Medium	Heavy
Short	1	2	2
Medium	2	3	4
Long	3	4	5
Price	20,000	40,000	80,000

Pulse Cannon - Pulse cannon are large scale versions of energy weapons. They are built in a variety of sizes, which for the purposes of these rules have been simplified to Light, Medium and Heavy. A range table is given below.

	Light	Medium	Heavy
Short	1	2	3
Medium	2	3	4
Long	3	5	6
Price	35,000	70,000	150,000

Missiles - The missiles shown here are small craft to craft weapons. They usually have some kind of computer assisted guidance and aiming system. A range table is given below.

Price: 5,000ec.

Short	2
Medium	4
Long	6

Mines - Primarily defensive weapons, mines are most commonly found laid in protective patterns around stations. They are also dropped as obstacles by spacecraft fleeing a battle. As a result of this, mines are sometimes encountered drifting in space and may be salvaged provided a certain amount of care is exercised. As one well known cliché puts it: "A mine is a terrible thing to waste." The most common type of mine drifts until a power source comes within sensor range (usually about ten miles). It then arms itself, activates its propulsion drive and any electronic counter measures, and moves to intercept, exploding on contact.

Price: 5,000ec.

Weapon Table				
Type	WP	Attack	Ammo	Damage
Battle Cannon	1/2/4	3/2/1	20 x 4	1/2/4
Pulse Cannon	2/4/6	5/3/1	10 x 5	2/4/6
Missile	0.25	4/3/2	n/a	2
Mine	0.50	n/a	n/a	4

WP - The number of Weapon Points each weapon costs. See Build Points on the Spacecraft Table. Battle and pulse cannons come in three sizes with differing Weapon Points.

Attack - The number of six sided dice to be rolled when firing at short, medium and long range.

Ammo - The amount of ammunition or charges each weapon normally carries. The table shows the number of magazines and the number of rounds in each magazine. For example: 20 x 4 indicates four magazines of twenty rounds each.

Damage - The number of six sided dice to be rolled when a hit is achieved on an enemy spacecraft. These damage points are applied against the spacecraft's Structural Points. The three figures under battle and pulse cannons indicate the different damage capabilities of the various weapon sizes.

XII.3 COMBAT RESOLUTION

There are six steps to resolve space combat.

1. Determine initiative. The fastest spacecraft always has the initiative. When ships are the same speed, the more highly skilled pilot has the initiative. The ship with initiative is termed the attacker.

2. The ship with initiative moves all or part of its speed rating.

3. The ship with initiative indicates its target or targets and the weapon or weapons being used. Cargo ships and shuttles can split their fire between as many targets as they have weapons providing each weapon only fires at one target. Fighters and atmospheric ships cannot split their fire between targets.

4. The attacker and the defender each roll the appropriate number of six sided dice and add or subtract any modifiers. This procedure must be followed for each weapon being fired at the target.

5. The sum of the defender's dice is subtracted from the sum of the attacker's dice. If the result is zero or a negative number, the attacker missed. Return to step one for next fastest ship. If the result is a positive number, the target has been hit. Proceed to step six.

6. The attacker rolls the appropriate number of dice to determine the amount of damage inflicted on the target. This amount is deducted from the SPS value of the target. When SPS reaches zero, the ship is destroyed. Defender also checks for special damage.

Return to step one for next fastest ship.

XII.4 SPECIAL DAMAGE

Spacecraft may take special damage in addition to any structural damage inflicted by fire. Roll 2D6.

2	Bridge Hit 1D6 crew killed
3	Bridge Hit 1 crew killed
4	Fire control hit. Reduce roll to hit by 6 points
5	Reduce defense die roll by 3 points
6-8	No Effect
9	Reduce defense die roll by 3 points
10	ECM hit, reduce defense die roll by 1D6 points
11	Power Plant hit, reduce speed 1D6
12	Power Plant hit, spacecraft explodes in 1D6 turns

XII.5 DICE MODIFIERS

Modifiers may be added to the attack and defense die rolls made in combat resolution step four.

Gunnery Skill Modifier

The attacking player adds or subtracts his Gunnery Skill Modifier from his attack die roll. See page 54.

Pilot Skill Modifier

The defender adds a modifier to his defense die roll equal to his Pilot Skill divided by 10.

Damage Modifier

The defender subtracts the amount of damage his ship has taken from his defense die roll.

XII.6 STATION DEFENSE

Attacking a space station is a formidable task, providing it is expecting hostilities. Most stations have substantial defensive capabilities, in addition to a small fleet of defending ships. Statistics for stations are given below.

Defense	SPS	BP	Speed
4D6	50*	10*	n/a

* Station SPS and BP points are per section. Most stations have at least six sections.

XIII. TRAVEL

Characters normally travel between stations either by buying commercial passage on a shuttle or by piloting their own craft. Approximate costs of commercial passage are 100ec per day of travel.

Breakthroughs in propulsion technology in the middle twenty first century allowed the construction of extremely fast space craft, which made colonies in the outer system possible. Most spacecraft are capable of speeds up to 1,000,000 miles per hour in deep space.

Assuming an average speed of 900,000 miles per hour is maintained, the following table gives reasonably accurate travel times between planets.

Mercury to:

Venus	1 day 12 hours
Earth	2 days 17 hours
Mars	5 days
Asteroids	10 days
Jupiter	21 days
Saturn	40 days
Uranus	81 days
Neptune	128 days
Pluto	168 days
Minerva	232 days

Approximate travel times between any two planets can be determined by subtracting the travel time of the planet nearest the Sun from the travel time of the planet furthest from the Sun.

Note that although the Asteroids are listed as being ten days travel from Venus, stations are scattered throughout the entire circumference of the Belt. GMs may wish to add several days travel time for trips to Belt stations.

Travel near a planet is usually done at considerably slower speed, and most orbital stations try to maintain some form of traffic control, including a "speed limit" of 5,000 mph, within a 25,000 mile radius.



XIV. ENCOUNTER TABLES

Encounter tables for five types of environment are given below. As a general rule, encounter tables are best used to stimulate the GMs imagination, or to add excitement to a flagging game session. GMs should not feel bound by the encounter tables; nothing is worse than a rigid schedule of "random" events.

To determine whether an event or encounter occurs roll 3D6 at the beginning of the time period indicated for each table. The format of the table heading lists the type of environment, the time period, and the result of a 3D6 roll that produces an encounter. For example: Deep Space - Day - 18, means that in Deep Space the GM rolls 3D6 once per game day, with a roll of 18 indicating an encounter.

XIV.1 ENCOUNTERS IN SPACE

Three tables are given for events and encounters in space. Deep Space indicates little travelled regions, well off established trade routes. Trade Route indicates routes used with reasonable frequency. Near Station indicates any area within 8 hours travel time of a station.

Most of the events and encounters are self-explanatory. A probe is a manned or unmanned survey vessel. Mines are the explosive flotsam and jetsam from space battles and wrecks; some have electronic countermeasures which make them difficult to detect. Mechanical, electronic, or computer breakdown indicates partial or total failure of one or more onboard systems. GMs can take their choice between navigation, life-support, power, drive, weaponry, etc. Crew problems should be varied to suit the situation; a ship crewed by one man is not likely to suffer a mutiny. Radio communications may be anything from commercial broadcasts to coded military instructions.

Deep Space - Day - 18

01-10	Small Station (see Station Design Tables)
11-25	Manned/Unmanned Probe
26-35	Shuttle (roll for origin/destination on Birthplace Table)
36-50	Cargo (roll for origin/destination on Birthplace Table)
51-55	Military (roll for origin/destination on Birthplace Table)
56-60	Pirate
61-65	Chakon Vessel
66-70	Mine
71-75	Wreck/Distress Signal
76-79	Selo-Esra Vessel
80-85	Mechanical/Electronic/Computer Breakdown
86-90	Crew Illness/Mutiny/Argument
91-99	Radio Communication
00	Small Asteroid

Trade Route - Day - 16+

01-05	Small Station (see Station Design Tables)
06-08	Manned/Unmanned Probe
09-38	Cargo (roll for origin/destination on Birthplace Table)
39-53	Shuttle (roll for origin/destination on Birthplace Table)
54-60	Military (roll for origin/destination on Birthplace Table)
61-66	Pirate
67-72	Chakon Vessel
73-75	Mine
76-80	Wreck/Distress Signal
81-82	Selo-Esra Vessel
83-88	Mechanical/Electronic/Computer Breakdown
89-90	Crew Illness/Mutiny/Argument
91-99	Radio Communication
00	Small Asteroid

Near station - Hour - 14+

01-30	Traffic Control/Official Communication
31-40	Local Military
41-60	Cargo (50% incoming. Roll origin/destination)
61-75	Shuttle (50% incoming. Roll origin/destination)
76-80	Chakon Vessel (50% incoming.)
81-90	Defensive Satellite
91-92	Mechanical/Electronic/Computer Breakdown
93-98	Unauthorized Signal
99	Crew Illness/Mutiny/Argument
00	Raider/Pirate

XIV.2 ENCOUNTERS IN STATIONS

Tables for both active stations and abandoned stations are given below. The abandoned stations table can be used for entire stations, or for segments of larger stations that have suffered population loss.

Six subtables are also provided for station encounters. A *roman numeral* in square brackets after the encounter name indicates a subtable. The subtables are used to amplify the nature and motivations of individuals. When two subtables are shown, roll on both. Ignore or re-roll any unsuitable results.

Most encounters and events are self-explanatory. Crowd indicates an incident or event that has caused a group of people to congregate. Among the many possibilities are accidents, public speakers, and fights. Public announcements are those intended for station or sector wide broadcast; their subject may be anything from the shift change at a nearby industry to a critical failure in station life-support. Squatters are survivors of a station wreck, or vagabonds who have made the station their temporary or permanent home. Looters are scavenging for any useful material; they may be violent. Explorers are "just looking around", much like the players. Latent security indicates surveillance cameras, card access systems, sealed sector doors, etc.

Station - 10 Minutes - 14+

01-30	Technician [I/V]
31-40	Scientist [I/VI]
41-45	Official [I]
46-60	Security [I/II]
61-65	Mercenary [I/II]
66-75	Trader [I]
76-80	Entertainer [I]
81	Thief
82-84	Crowd
85-92	Public Announcement
93-94	Bio-Gen [I/IV]
95	Chakon
96-00	Bot [III]

Abandoned Station - Hour - 16+

01-25	Squatters
26-35	Looters
36-45	Explorers
46-50	Pirates
51-52	Ram-Soldier
53-55	Bio-Gen [IV]
56-60	Selo-Esra
61-70	Bot [III]
71-00	Latent Security

Subtable I

01-20	Recruiting
21-30	Seeking Employment
31-75	Going to/from Work
76-85	Leisure Time
86-90	Seeking Directions
91-00	On Errand

Subtable II

01-10	Investigating Crime
11-25	Training
26-75	On Guard/Patrol
76-98	Off Duty
99-00	AWOL

Subtable III Bots

01-25	Light Service
26-40	Medium Service
41-50	Light Work
51-60	Medium Work
61-65	Heavy Work
66-80	Light Security
80-90	Medium Security
91-95	Heavy Security
96-00	Superheavy Security

Subtable IV Bio-Gens

01-15	Mining
16-90	Manufacturing
91-99	Soldier
00	Ram-Soldier

Subtable V Technician

01-20	Comms
21-40	Computer
41-42	Cryptographer
43-65	Electronics
66-70	Energy
71-72	Explosives
73-90	Mechanic
91-00	Mining

Subtable VI Scientist

01-06	Anthropologist
07-20	Astronomer
21-26	Biologist
27-40	Chemist
41-55	Engineer
56-60	Geneticist
61-70	Geologist
71-75	Historian
76-80	Linguist
81-93	Physicist
94-00	Psychologist

XV. STATION DESIGN

The following tables are intended as a guide for GMs when designing space stations. They may be used to generate basic characteristics of a randomly encountered small station.

If the tables are used to design one of the large stations shown in the Gazette, the Primary Purpose and Population tables can be used for individual sectors of the station.

Note that it is not possible to generate population figures in excess of 20,000. All stations with a population of 20,000 or greater are shown in the Gazette.

To use, roll on the Primary Purpose table first, before proceeding to the Population, League Membership, Government and Attitude tables.

Primary Purpose

		Population Roll Modifier
01-45	Colony	+25
46-60	Industry	—
61-70	Mining	-20
71-75	Scientific	-20
76-85	Military	-10
86-00	Abandoned/Ruined (Roll Again)	—

League Membership *

01-25	High Terran Commonwealth
26-45	Pan-System Enterprise League
46-50	Ecumenical Council of Sol
51-55	Solar Federation of Labour
56-60	Band of Humanity
61-70	Independent
71-75	Belt Miners Association
76-80	Independent Commercial Organization
81-00	Outstation League

*Modify the League Membership table die roll by +20 if the station is in the outer system (Asteroid Belt and beyond), and by -15 if the station is in the inner system. All stations have a 75% chance of being members of the Co-Prosperity League, regardless of any other league membership.

Population

01-10	0-100
11-25	101-1000
26-40	1001-2500
41-60	2501-5000
61-85	5001-10000
86-00	10001-20000

Form of Government

01-20	Multi-party parliamentary
21-30	Restricted parliamentary
31-35	Single party state
36-37	Despotic
38-42	Military
43-44	Praetorian
45-70	Dependency
70-75	Theocracy
76-95	Corporation
96-00	Other

Attitude

01-05	Open
06-55	Wary
56-85	Insular
86-00	Closed

For a description of the terms used, see the Gazette on page 20. GMs should bear the primary purpose of the station in mind when rolling on the Government and Attitude tables and make adjustments as necessary. For example, a military base is not likely to be governed by a multi-party democracy.

XVI. ALIENS

There are two alien races in High Colonies: the Chakon and the Selo-Esra. The specific characteristics, motives and behaviour patterns of each race are given below.

**** NOTE: ****

Only GMs should read the section on the Selo-Esra.

XVI.1 THE CHAKON

The original home of the Chakon was a planet orbiting Tau Ceti, a star about 11.8 light years from Earth. About 500 years ago, the Chakon developed a working space program. They built colony stations in orbit around their planet and on several satellites within their system.

Four centuries ago, the Chakon built six generational starships. These were dispatched toward several nearby stars with the intention of establishing independent Chakon colonies. One of these arrived in the Solar System in 2093.

A peaceful race, the Chakon happily accepted the human offer to cede Titan to them. The exact number of Chakon that arrived in the Solar System in 2093 is unknown, although it must have been several million. There are an estimated 15 million Chakon on Titan at present.

Chakon traders proved to be as adventurous as humans, and the aliens were soon a relatively common sight throughout the Solar System. Although they seem capable of learning human languages with relative ease, their own tongue has proved extremely difficult for humans to master. Most communication between the races takes place in English or Tradspik.

Chakon-Human relations remained good until the attack on Titan by the Band of Humanity during the Purge War. To the surprise of Band forces the Chakon proved to be fierce and effective warriors. In the decisive actions of the war, the Chakon annihilated their attackers and vaporized the Band headquarters station. Although the Chakon are aware that their attackers only represented a fanatical element of human society, they have shown increasing distrust of humans since then.

Chakon society is often described as "endless committees and perpetual talk". The Chakon seldom make any decision quickly, although they are hardly inefficient. Their leaders usually have titles that translate as "Facilitator", "Blender of



Ways" or "Speaker of the Decision". Individual Chakon are chosen to perform specific tasks and resign once the job is complete. The major exception to this practice is a concession to human sensibilities. The Chakon have appointed a station head at each of their colonies. These station heads appear to fulfill an entirely ceremonial role, and appear not to wield any personal power.

The Chakon are a highly intelligent humanoid race. Smaller and frailer than humans, they are much longer lived, with an average life expectancy of 175 years. Chakon reach maturity after about three decades. Although they are able to breathe Earth-Standard atmosphere for short periods of time, it makes them uncomfortable, and they prefer to wear filter masks. Humans have similar problems in Chakon-Standard atmosphere.

Chakon technology is on a similar level to humans. Trade in technology has largely eliminated what minor imbalances existed when the Chakon arrived.

XVI.2 THE SELO-ESRA

The Selo-Esra have been aware of humankind for over a century, and have been in the Solar System for seven decades. Despite this, they have left only the barest clues to their own existence. Most humans do not suspect that there is a third race in the Solar System.

GMs should use the Selo-Esra with care; they are dangerous and violent enemies of mankind, made more perilous by the mystery in which they are shrouded. GMs should not allow players to find out about the Selo-Esra too quickly. They should dole out information about the race and its existence to players in oblique hints.

The original home of the Selo-Esra was a planet of a type K star near Rigel, about 600 light years from Earth. The Selo-Esra are a short-lived, fast breeding, intelligent and xenophobic race that developed space technology about one thousand years ago. Four hundred years ago the Selo-Esra developed a working faster than light (FTL) drive and came to dominate their volume of space and send exploratory missions further afield.

In 2078, one of these missions encountered the Daedalus space probe in Barnard's Star system. Following standard procedure, the Selo-Esra destroyed the probe. In 2103 a similar incident occurred at Wolf 359 when the Bright Ranger probe entered the system. This time, however, the Selo-Esra had begun to colonize the system and decided to keep a watching brief on humans. A large warship was dispatched, entering the Solar System in 2116.

The discovery by the Selo-Esra that humans were on the verge of building a faster than light drive made them fear that they would soon have rivals in space. The Selo-Esra commander, realizing that tensions on Earth were already high, provoked the EarthHome War by launching nuclear weapons at the U.S. and the U.S.S.R. Not suspecting the existence of the Selo-Esra, both sides believed the other was the instigator and launched full retaliatory strikes. In the confusion, the Selo-Esra destroyed Bolyai orbital laboratory, where much of the faster than light research was carried out.

Believing that they had eliminated the threat posed by humanity, the Selo-Esra warship left the Solar System, leaving several smaller vessels to monitor the surviving colonies. Whether the intent was to return later is unclear; in 2129 the Selo-Esra contacted another interstellar race called the Sybex on the other side of their sphere of influence. The resulting war caused re-allocation of military forces, and those that remained in the Solar System were left to their own devices.

Since that time the Selo-Esra have secretly kept watch on humanity, ruthlessly guarding knowledge of their existence. In 2140 they established a small base on Earth to house their growing population. At present, there are about 200,000 Selo-Esra in the Solar System.

Unfortunately for them, the distant war with the Sybex continues, and it is unlikely that any attention will be paid to humanity until it is resolved. In the meantime, those Selo-Esra in the Solar System are content to watch, and make periodic attacks on lone ships or small stations.

Selo-Esra are vaguely humanoid, walking upright on two powerful legs and balanced by a short heavy tail. They have a slightly feline appearance, although their large multi-faceted eyes would remind most humans of insects. Their hands have two fingers and two thumbs. There are three Selo-Esra sexes: female, male and neuter. Neuters serve no purpose in the reproductive cycle, except as a population control. Selo-Esra have average life expectancies of 50 years. They are mature at about eight years of age.

Selo-Esra society is dominated by the females, from whom the leadership is chosen. Males look after children and fulfill most technical tasks. Neuters are warriors. Selo-Esra are extremely territorial, and highly xenophobic. They regard all other races as lesser forms of life. Their technology level is very high, about twice that of humanity.

Tables for creating Selo-Esra NPCs are given below.

Sex		Constitution	
01-25	Male	Male	2D6+8
26-80	Female	Female	2D6+3
81-00	Neuter	Neuter	2D6+11

Strength		Dexterity	
Male	2D6+8	Male	2D6+8
Female	2D6+3	Female	2D6+5
Neuter	2D6+11	Neuter	2D6+6

Intelligence

Male	2D6+4
Female	2D6+11
Neuter	2D6+2

XVII. BIO-GENS

Bio-genetically engineered humans were first created in 2087. Despite some improvements, the original two types, the miner and the laborer, remained the basic forms for almost eighty years. The laborer type, which was originally intended for dangerous or monotonous work, underwent the most dramatic changes, to the extent that numerous specialized forms were created. These range from factory drudges, service industry workers, entertainers and prostitutes.

Initially, the cost of producing Bio-Gens was almost prohibitive, but more efficient production techniques have steadily lowered costs. Their primary advantage is that they are "born" fully trained and slightly better suited to their intended tasks than real humans. They are also cheaper, in the long run, than employing humans to do the same work. Their drawbacks are a relatively short life (average nine years) and considerable difficulty in re-programming them to new activities.

Laws regarding the purchase and use of Bio-Gens varies widely from station to station. On some stations they are illegal, and subject to termination if discovered. On the majority of stations they are tolerated but closely monitored, particularly since the Purge War. A similar variance of laws regarding the use to which Bio-Gens can be put and who may own them also exist.

Bio-Gens are produced only by Kodama Bio-Systems. Kodama will only make Bio-Gens to order,

and will only sell to a customer it has cleared. This is usually a formality, although extremist fanatics may find it difficult to place an order for trained assassins. Bio-Gens are produced to the customer's specifications and will obey orders issued by him or someone he designates. Since re-programming is difficult, time-consuming and expensive, there is almost no "used Bio-Gen" market.

Except to the trained observer, Bio-Gens are indistinguishable from real humans. Thorough medical examination would certainly expose a Bio-Gen, but short of that there is no easy way to tell. On average, they tend to be somewhat larger and less physically attractive than real humans, but this is only a very general rule. Their most obvious characteristic is a tendency towards literal mindedness. They are sterile.

The development of the Ram-Soldier by the Band of Humanity in 2164 not only led to the Purge War but to the abandonment of the Bio-Genetic Treaty, which forbade arming Bio-Gens. It also resulted in a crash program to create a specialized soldier type to combat the Ram-Soldiers.

The Purge War supposedly exterminated the Ram-Soldiers, but because they, unlike the "normal" Bio-Gens, were able to reproduce, there are persistent rumours that they still exist.

Statistics are given below for basic attributes for the four types of Bio-Gen. Skills will be those most appropriate to the type, although there is a tendency to highly train in four or five specialties.

Bio-Gen Table

	Miner	Laborer	Soldier	Ram-Soldier
Strength	2D6+8	2D6+6	2D6+9	2D6+10
Constitution	2D6+9	2D6+9	2D6+10	2D6+10
Dexterity	2D6+6	2D6+8	2D6+10	2D6+13
Intelligence	2D6+3	2D6+1	2D6+4	2D6+6
Charisma	2D6+2	2D6+4	2D6+3	2D6+1
Cost	50,000ec	*	75,000ec	N/A

* The cost of Laborer Bio-Gens varies depending on the nature of their training.

Common Laborer	30,000ec
Skilled Laborer	50,000ec
Technician	60,000ec
Entertainer	40,000ec
Servant	30,000ec
Escort/Prostitute	40,000ec

XVIII. BOTS

Industrial robots have been in extensive use in space since the early twenty-first century. As technology has improved, robots have grown steadily more sophisticated, to the extent that they are a common sight in most stations.

Arguments over the relative merits of bots and Bio-Gens are common. Bots are less expensive (about one third the cost), last longer and are far easier to re-program, while Bio-Gens are capable of more flexibility within their programming, and can be "built" to perform tasks no robot can accomplish. Many of the arguments are aesthetic; many prefer the human appearance of Bio-Gens to the obvious machinery of bots.

There are three basic types of bot in common use. Service bots are the simplest and most common. They are built in a wide variety of forms, including butlers, tour guides and store clerks. They usually have some interactive voice communication programming.

Work bots include such types as janitors, welders and mining drillers. They seldom possess any interactive voice programming. They are commonly used in dangerous or monotonous industry.

Security bots sometimes called "pig iron", range from types intended to move loiterers along, to super-heavy types bristling with deadly weaponry.

Rules and statistics for various classes of bot are given below. Except where noted, combat between characters and bots are governed by the combat rules.

Body areas - The use of human body parts to define areas is not meant to imply that bots have humanoid shapes. Although some are built in vaguely humanoid forms, many bear little resemblance to humans. The terms are simply a convenience. Head indicates the area where sensors and controls are located, legs indicate the means of propulsion, which may be wheels or treads, arms indicate any pincer or other tool appendages, and body indicates the bot's main bulk, usually containing the power plant.

Armour - The first number indicates the number of dice rolled for armour protection. The number in brackets is the minimum protection the armour will provide. Figures are for attacks by conventional or energy weapons.

Structure - Indicates the number of structure points the bot has. Structure points are similar to human injury points. When all the structure points in a particular "body" area are destroyed, that area ceases to function. If all head or body structure points are destroyed, the bot ceases to function.

Size - Indicates the modification to the firing player's die roll.

Initiative - Indicates the bot's initiative score.

BOT TABLE

	ARMOUR				STRUCTURE					
TYPE	Head	Body	Arms	Legs	Head	Body	Arms	Legs	SIZE	INIT
Service										
•Light	2(5)	2(5)	1(4)	2(5)	4	4	5	4	-1	30
•Medium	2(7)	2(7)	2(6)	2(7)	4	5	5	5	+0	26
Work										
•Light	2(6)	2(6)	2(6)	2(6)	4	5	6	5	+0	26
•Medium	2(7)	3(10)	2(8)	3(10)	6	7	8	7	+2	22
•Heavy	3(10)	3(10)	3(10)	3(10)	8	9	12	12	+4	18
Security										
•Light	2(6)	2(6)	2(6)	2(6)	5	5	7	6	-1	20
•Medium	3(8)	3(8)	2(9)	3(9)	7	8	10	10	+0	26
•Heavy	4(9)	5(12)	4(10)	4(12)	11	11	15	15	+1	32
•Super-H	5(15)	6(18)	5(16)	5(16)	14	15	20	22	+2	36

XVIII.1 BOT COMBAT

Only security bots are programmed to attack or have built in weapon systems. Service and work bots have no attack programs. Standard weapon systems for bots are listed below; other variations are possible.

Light - Flash Rifle. Grenade launcher, 6 rounds tear gas. Light Security bots are intended for light crowd control.

Medium - Machine pistol, 200 rounds, belt fed. Grenade launcher, 6 rounds tear gas, 6 rounds fragmentation. Some models add a flechette rifle with 200 rounds.

Heavy - Machine pistol, 200 rounds, belt fed. Grenade launcher, 3 rounds sonic, 3 rounds fragmentation, 3 rounds high explosive, 3 rounds tear gas. In some models an impulse carbine with 160 charges is substituted for the machine pistol.

Super-heavy - Two machine pistols, 200 rounds each, belt fed. Two grenade launchers, 12 rounds mixed ammunition each. Impulse carbine, 160 charges. Flechette rifle, 200 rounds. These are very rare and are usually only found in high security areas.

XVIII.2 AIMING MODIFIER

Bots have special aiming modifiers built into their weapons systems. These replace the Aiming Modifiers in the Combat Rules. Modifiers are applied to a bots attacking die roll.

Light	No modifier
Medium	+3
Heavy	+5
Super-heavy	+8

Bots can fire more than one weapon simultaneously providing that all weapons are fired at the same target. Each additional weapon results in an aiming penalty of -2.

XVIII.3 SPECIAL DAMAGE

Being machines, bots may suffer specialized damage. Special damage may occur any time a bot loses structure points. When a bot loses structure points roll 1D6: if the result is 6, roll 1D6 on the appropriate table below.

HEAD

1	Sensor hit	-2
2	Sensor hit	-1
3	Power cell	1D6 -1
4	Power cell	1D6 +1
5	Confusion	0
6	Confusion	+1

BODY

1	Power cell	1D6 -1
2	Power cell	1D6 +1
3	Power cell	1D6 +2
4	Power loss to one appendage	
5	Immobilized	1D6 turns
6	Immobilization	

ARM OR LEG

1	Jammed	
2	Jammed	
3	Power cell	1D6 -1
4	Power cell	1D6
5	Jammed	
6	Jammed	

Sensor hits - subtract the indicated amount from the bot's firing roll. This damage is permanent and cumulative.

Confusion - roll 1D6 plus any modifier:

1-2 Bot inactive 1D6 turns.

3-5 Bot suffers sporadic inactivity. Roll 1D6 each turn.

- 1-2 Indicates inactive that turn.
- 3-6 Indicates bot continues to function.

6 Bot malfunctions. Roll 1D6.

- 1-2 Stops attacking and leaves.
- 3-4 Berserk. Attacks nearest object until destroyed or inactivated.
- 5-6 Fires all weapons simultaneously at randomly chosen target. Continues until destroyed, inactive or out of ammunition.

Power cell hits - add extra damage to the body area hit. Roll 1D6 plus or minus the appropriate modifier. Minimum extra damage is one point.

Power loss - indicates that one appendage no longer functions. Roll 1D6:

1-2	Arm
3-5	Leg
6	Head

Immobilized - indicates that the bot cannot move. It can still fire any operative weapons.

Jams - indicates that the arm or leg is immobilized in one position. Any weapons attached to the appendage can still be fired. Roll 1D6 each turn. 1-2 indicates jam clears. 6 indicates permanent jam.

XIX. WEAPONS

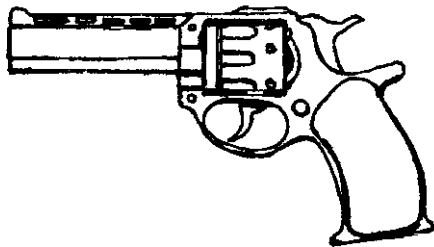
A brief description of weapon types is given below. The weapons shown below are meant to be representative of their type. The weapon list is not intended to be definitive; there are considerable variations in calibre, ammunition types and other factors among weapons. GMs should feel free to make any changes to suit their personal tastes.

Prices given assume normal circumstances; black market dealings may have a great effect on the amount paid.

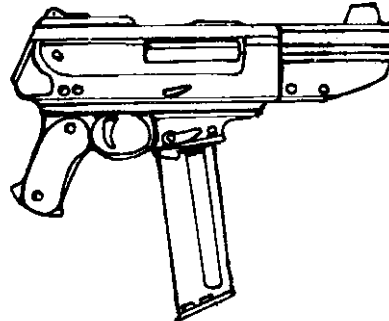
Restricted indicates that some stations reserve the weapon for military or official use. Where this is the case, possession and purchase of such weapons is strictly regulated.



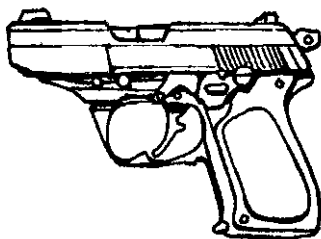
Light Pistol - A small calibre auto-pistol popular for personal defense because of its small size. The illustrated weapon is the 5.56mm Austora produced by Jantia Munitions.
Price: 175ec.



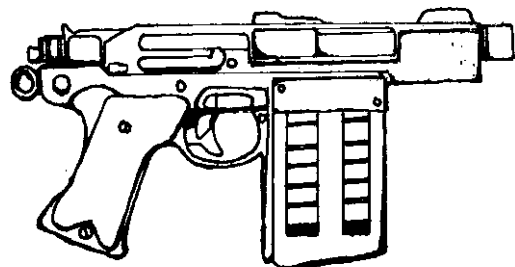
Revolver - Although revolvers are somewhat less efficient than automatic pistols, they are more reliable and safer to use. Revolvers are cylinder fed; rounds are loaded individually, or with a speed loader. The illustrated revolver is the 9mm Star-Gazzer produced by James Engineering.
Price: 250ec.



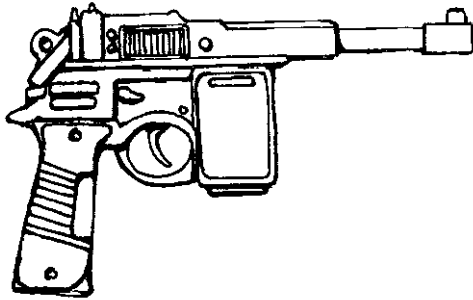
Flechette Pistol - An automatic pistol that fires narrow metal darts. Designed primarily as a military weapon, it is popular with some security forces because of its "riot control" potential. The illustration shows the .177 FT-100 produced by General Ordnance Division.
Price: 450ec. Restricted.



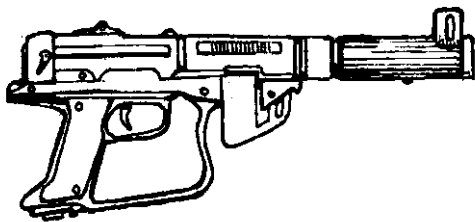
Auto Pistol - More efficient and capable of carrying more ammunition than revolvers, auto pistols are the most common sidearm in the High Colonies. The illustrated weapon is the 9mm MP21 produced by Hawkler Armaments.
Price: 250ec.



Flare Pistol - Intended for use as a signalling device, flare pistols can have an unpleasant effect on unarmored targets at close range. The illustration shows the Janus-3 produced by James Engineering.
Price: 220ec.

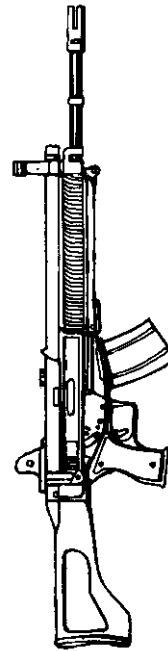


PAP Pistol - The Propulsion Assisted Projectile pistol is designed specifically to punch through armour at close range. The illustration shows the Nova 36 produced by Hailey-Parker Armaments. Price: 540ec. Restricted.

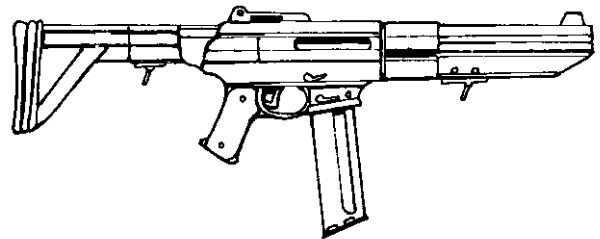


Energy Pistol - Often called laser pistols, energy pistols fire short duration beams of coherent light. They are normally loaded by a power pack "clip" which holds 20 charges. Adaptions are available which allow for a power pack holding 120 charges. This requires the power pack to be carried on the user's belt, and a power cable connecting the pack to the weapon. The illustration shows the 15watt GOD EL-21 produced by General Ordnance Division. Price: 1000ec. Restricted.

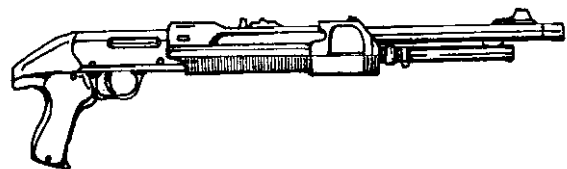
Sniper Rifle - A single fire rifle designed for long range and high accuracy. The weapon shown is the 7.62mm Jantia produced by Jantia Munitions. Price: 625ec.



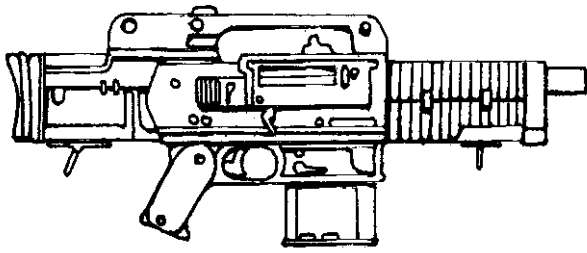
Assault Rifle - A small calibre, rapid fire rifle designed primarily as a military weapon. They are often used by military and security personnel, and are probably the most popular item in military surplus catalogues. The illustration shows the 5.56mm V27c Hawkler Assault Rifle, produced by Hawkler Armaments. Price: 530ec.



Flechette Rifle - Similar in all ways to the flechette pistol except for having a longer range. The weapon illustrated is the .177 FT-200 produced by General Ordnance Division. Price: 600ec. Restricted.



Pump Shotgun - A tube fed, pump action shotgun designed originally as a sporting weapon but adapted for security purposes. Capable of firing solid shot or a variety of pellet types. The weapon illustrated is the 12 gauge Vanda produced by Hailey-Parker Armaments. Price: 500ec.

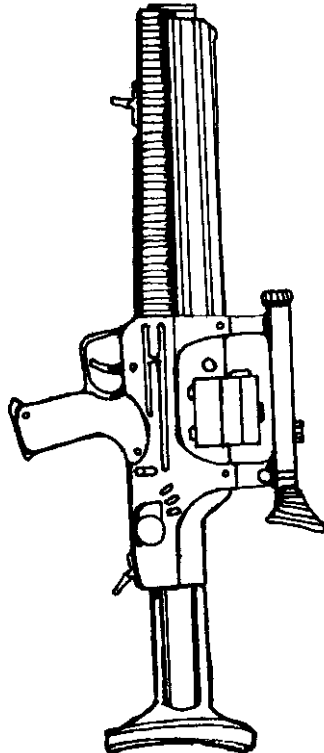


Auto Shotgun - A clip fed adaptation of the shotgun for military purposes. Can fire a variety of loads. The weapon illustrated is the 12 gauge Soren-MkXII produced by General Ordnance Division.
Price: 750ec.
Restricted.

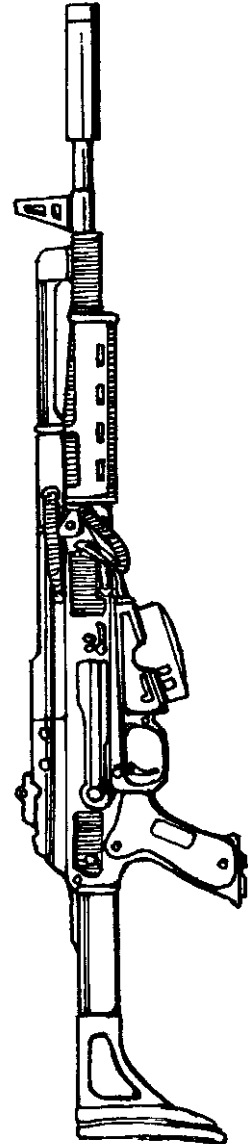


Machine Pistol - A small calibre, rapid fire weapon designed primarily for military and security forces. The illustration shows the 5.56mm Cranston-2 with folding stock produced by James Engineering.
Price: 655ec.

Flash Rifle - A riot control weapon that delivers a low voltage burst of energy. This energy does no physical damage but causes 10-60 minutes of shock, disorientation, and nausea. Metal, leather, and cloth armour provide no protection from flash rifles, but the weapon is useless against plastic, powered flux, or glass mesh. The illustration shows the EL-27 "Mobstopper" produced by Jantia Munitions.
Price: 580ec.

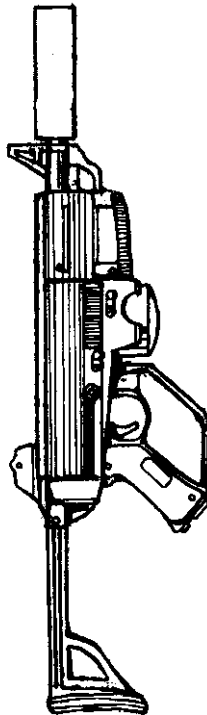


Pulse Rifle - One of the most powerful long range infantry weapons available, the pulse rifle fires superheated hydrogen fuel pellets. The illustration shows the O8-38 Lornet produced by Jantia Munitions.
Price: 3750ec.
Restricted.

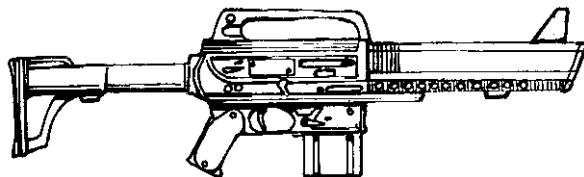
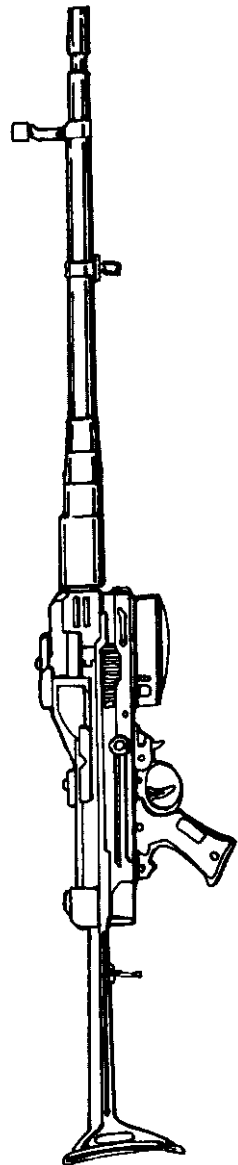


Impulse Carbine - Working on a similar principal to the pulse rifle, but with shorter range and a much higher rate of fire. The weapon illustrated is the Kaliskin-36 produced by Hailey-Parker Armaments.
Price: 2550ec.
Restricted.

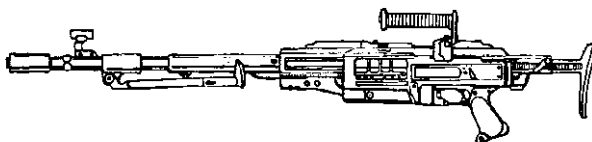
Energy Carbine - Sometimes called laser rifles, energy carbines fire short duration beams of coherent light. They are loaded by a power pack "clip" which holds 40 charges. The illustration shows the 30 watt GOD CER-60 produced by General Ordnance Division.
Price: 2675ec.
Restricted.



Energy Bolt Rifle - Perhaps the deadliest infantry support weapon available, the Energy Bolt Rifle is often nicknamed the "Doorknocker" for its ability to burn holes through the thickest armour plating. Energy Bolt Rifles are designed to be fired with a bipod or tripod, but can be operated from a body-harness sling. The example illustrated is the EBR-31.38m produced by General Ordnance Division.
Price: 5650ec.
Restricted.



Light Machine Gun - An infantry support weapon usually although not necessarily fired with a bipod or tripod. May be either belt or clip fed. The weapon illustrated is the M18 by Hailey-Parker Armaments.
Price: 1200ec.
Restricted.



Medium Machine Gun - An infantry support weapon fired with a bipod or tripod support. Usually belt fed, although clip fed versions are available. In infantry units generally designate two man teams to operate this weapon. The weapon illustrated is the SK-30 by Hawkler Armaments.
Price: 1650ec.
Restricted.



Grenade Launcher - Available in a number of forms, grenade launchers are designed either as "slide-mounts", intended to attach to an infantry rifle, or to be independently fired. The example shown is the 30mm Parno-3 slide-mount produced by Hawkler Armaments attached to a flechette rifle.
Price: 1200ec.
Restricted.

XX. EQUIPMENT LIST

There is an endless variety of equipment that characters may use; only a selection is given below. Weight is given in pounds, and cost in Enterprise Credits (ec).

Bull Mike - A voice amplifier.
Weight: 0.2 Price: 45ec.

Comm, Short Range - A radio capable of a 3 mile range. Available in a style that clips into a helmet. Requires a minimum Comm skill of 5 to use.
Weight: 0.2 Price: 125ec.

Comm, Medium Range - A radio with a 20 mile range. Available in a style that clips into a helmet. Requires a minimum Comm skill of 5 to use.
Weight: 0.4 Price: 500ec.

Comm, Long Range - A radio set capable of communicating up to 250 miles. Requires a minimum Comm skill of 20 to use.
Weight: 1.5 Price: 800ec.

Distress Beacon - A powerful radio beacon popular with many asteroid miners; the beacon is the ultimate safety precaution in case of an accident. Its battery pack will last up to two months.
Weight: 2 Price: 75ec.

Bugging screen - An anti-surveillance device that screens its wearers from most conventional forms of electronic listening.
Weight: 1.5 Price: 300ec.

Geiger Counter - Indicates the presence and intensity of radioactivity.
Weight: 4 Price: 120ec.

Tool kits - A specialized tool kit intended for use with either of electronic, computer, mechanical or energy equipment.
Weight: 25+ Price: 500ec.

Handcuffs - Durasteel handcuffs with magnetic locks.
Weight: 0.3 Price: 20ec.

Polycuffs - A synthetic, one time use handcuff.
Weight: 0.02 Price: 5ec.

Lifepac - A highly sophisticated device that can keep a dying or near dead organism alive for 48 hours. The Lifepac will continue to keep the body alive longer than 48 hours but irreversible tissue and brain damage will have occurred. GMs can determine the exact effects at their discretion. Requires a minimum Medical skill of 10 to use.
Weight: 5 Price: 5000ec.

Medikit - A sophisticated diagnostic and treatment tool. The effects of medikits are given in the healing rules. Requires a minimum Medical skill of 10 to use.

Weight: 5 Price: 600ec.

Laptop Computer - A moderately powerful portable computer. More powerful, and less portable, models are available at progressively higher costs.
Weight: 6 Price: 750ec.

Micro-Library - A small computerized archive containing large amounts of data on a specific subject. Micro-libraries are free standing; they need no additional hardware to function. Price varies depending on the subject and GM discretion.
Weight: 7 Price: 750 - 2500ec.

Self Instructors - Audio, visual and computerized learning materials which enable the user to gain considerable knowledge about a particular field in a relatively short time. They are available for all skills listed on the character sheet, as well as virtually anything else, at GM discretion. Price varies depending on GM discretion. Use of a self instructor will improve the appropriate skill by 2D6 points. The amount of time needed for instruction varies, but is usually at least 24 hours of use. Combat, Vehicle and Pilot skills (except for astrogation and navigation) cannot be improved above 60 by use of self instructors. A character may only benefit from a specific self instructor once. Further attempts at instruction require the acquisition of another unit.
Weight: 15 Price: 1000 - 5000ec.

Light Hard-Vac Suit - The most commonly used working suit used in space, the LHVS is designed to allow a maximum of mobility. The suit has an intrinsic air supply of one hour without oxygen tanks. Some units are equipped with air-recyclers, which give an indefinite supply of air. Such suits cost at least triple the normal price. For the purposes of the Armour Types table, these suits are considered glass mesh padding.
Weight: 45 Price: 1000ec.

Protective Environment Suit - Also called the medium hard-vac suit, the protective environment suit also protects against corrosive or other dangerous atmosphere. It is effective against nerve gas and vacuum. Intrinsic air supply is one hour. Some units are equipped with air recyclers, which give an indefinite supply of air. Such units cost at least triple the normal price. For the purposes of the Armour Types table, these suits are considered reflective metal plate.
Weight: 65 Price: 1300ec.

Oxy Tank - Extra tank for a hard-vac or protective environment suit. Holds 6 hours of air.
Weight: 45 Price: 80ec.

Filter Mask - A filter set allowing characters to breath contaminated air. Filters are no protection from vacuum.

Weight: 2 Price: 30ec.

Emergency Vac Bag - A self inflating oxygen bag intended for emergency use on space craft that have suffered serious life support or vacuum failure. A Vac Bag can support one person for eight hours.

Weight: 3 Price: 200ec.



Vibro-Knife - A high speed vibrating blade that is designed to cut through most types of armour. It is powered by a battery which has a life of half an hour of continuous use.

Weight: 0.5 Price: 750ec.

Weapon Harness - A body harness designed to hold heavy weapons for firing without a bipod or tripod support.

Weight: 8 Price: 50ec.

Ammunition Clip - Extra magazines for conventional weapons.

Weight: 0.2 - 1 Price: 2 - 10ec.

Ammunition-Box of 100. Price varies depending on calibre.

Weight: 2 Price: 10-30ec

Energy Weapon Power Pack - Battery power-pack for energy weapons.

Weight: 2 Price: 40ec.

Infrared Goggles - Allows wearer to see heat sources in the dark.

Weight: 0.5 Price: 300ec.

Nightseeker Goggles - Light enhancement goggles that allow vision in anything less than total darkness. Nightseeker goggles are only 50% effective in bright light.

Weight: 1 Price: 300ec.

Nightseeker Scope - A light enhancement scope that allows the user to see targets in minimal light conditions. Nightseeker scopes are only 50% effective in bright light. Powered by a battery.

Weight: 4 Price: 500ec.

Optical Scope - May only be used with adequate light; no light enhancement is built in.

Weight: 1 Price: 300ec.

Laser Sight - A laser device that projects a beam onto the target to indicate when the weapon is properly sighted. The sight has an auto-compensation mechanism, providing exact reference point regardless of range. Since the beam is visible, the target may become aware that the sight is in use. Battery powered, and may be recharged by the integrated solar cell.

Weight: 3 Price: 750ec.

Infrared Scope - Designed for use at night, the scope has an infrared source which allows the user to see targets in the dark by providing intense IR illumination. When the scope is "active", its beam becomes visible with infrared equipment, revealing the location of the user. Battery powered, and may be recharged by the integrated solar cell.

Weight: 4 Price: 500ec.

Comp Scope - A highly sophisticated form of scope that "locks on" to targets. Devastatingly accurate, its primary drawback is its fragility. Powered by a solar cell.

Weight: 4 Price: 250ec.

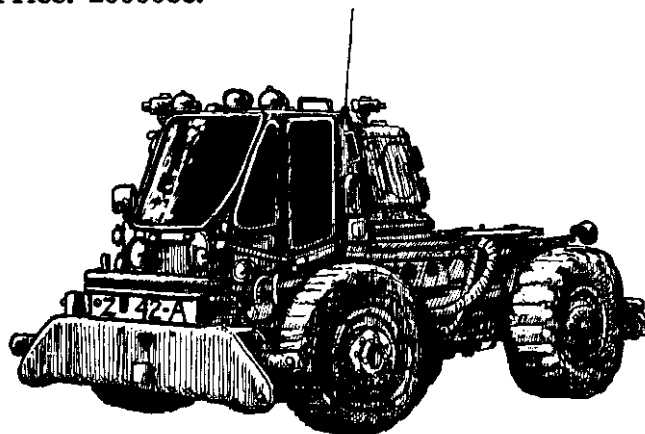
Ground Vehicles - A wide variety of ground vehicles intended for use either inside or outside of stations are available. They range from small one person vehicles to large and complex industrial machines designed to operate on planetary surfaces. Power sources are usually solar-electric or batteries. The following serves to give an indication of the range of choices; GMs should feel free to add vehicles as they see fit.

One man internal station wheeled transport
Price: 1500ec.

Six man internal station wheeled van
Price: 8000ec.

Four man external station hover vehicle
Price: 15000ec.

Two man external station treaded explorer
Price: 20000ec.



XXI. SCENARIO DESIGN

Although Gamemasters should not force their players into particular courses of action, it is best not to leave them wandering about aimlessly. Most adventures are some variation on a theme of going somewhere, doing something, and coming back. Filling in the details with energy and intelligence is what makes a great adventure.

GMs should consider the interests and capabilities of players when planning scenarios. If none of the players have characters with effective weapon skills, a mission to defeat a band of marauding pirates would not likely succeed. Similarly, a subtle, intellectual mystery will not appeal to players who take a "make my day" approach to role playing.

Scenarios may be planned in as much or as little detail as the GM feels is necessary. At the very least, the GM should have an outline of what the scenario involves, what dangers are involved, what help the player's might receive and any other relevant information. Maps or plans, if needed, should be drawn, and important NPC's should be prepared.

Once the scenario is prepared, the GM must introduce it to the players. There are many ways to do this; job offers and rumours are only the most common.

XXI.1 INCENTIVE

Surprisingly enough, players sometimes have to be convinced to meet the challenge posed by the GM. Some players are motivated by adventure, pity for the helpless or a desire to do good. Others are interested in the accumulation of wealth; the key is offering players and their characters something that interests them.

XXI.2 PLOYS, TRICKS AND OTHER NASTINESS

GMs may wish to place hidden obstacles for the players. Perhaps the person who recruited the players has no intention of paying off. He might send someone along to observe the players. This individual might take action to avoid the necessity of payment for his superiors, or to claim the whole reward as the last survivor. These kinds of plot twists can make an adventure more interesting, but use restraint. If the players are not devious, unrelenting treachery may kill them quickly.

It is often interesting for the players if they acquire one or more long term enemies during play. Flash Gordon needs Ming the Merciless and Luke needs Darth. If a dark, malevolent figure often robs the players of total victory, they may be maddened, but their interest will be maintained.

XXI.3 ADVENTURE POSSIBILITIES

An introductory adventure is provided with High Colonies. This should provide a few ideas about scenario design, and a careful reading of the background information presented in this game book should stimulate the GMs imagination.

Players can be recruited to find and exterminate a lair of Ram-Soldiers, investigate an abandoned space station, or follow up rumours of a pirate base. They might hear tales of a mineral rich asteroid while relaxing in one of the bars of Seraglio station, or find themselves enmeshed in deadly political intrigue.

Players might carry an important message or cargo from one place to another, only to find there is someone who does not want it delivered. Powerful individuals and organizations often wish to acquire information without taking direct risks, and may recruit players to this end.

There are always robberies to commit or correct, and pirates, outlaws or brigands to kill, catch or become. There are mercenary bands to join, stations to be guarded, and wrongs to be righted.

"Down those mean streets a man must go who is not himself mean; who is neither tarnished nor afraid."

Raymond Chandler
The Simple Art of Murder



XXII. HARD TIMES AT LYRIC 3

"Something was happening at Acerson's Landing. The locals, a bunch of vac-scrabble miners, could handle grubbing ore out of Hygiea, but not much else.

A pack of them came to Lib', all dressed in their best overalls, wanting muscle. Oh, they had the cash, no problem there, what they needed was help. Give 'em credit though, they knew where to find the best. Asked for her by name too. Kitty Kat they wanted, and Kitty Kat they got.

Captain Katrina Markov. You've heard of her, of course. Everybody has. Most stories say she's so beautiful it hurts to look at her. She's pretty enough alright, but the only people I ever seen get hurt is some dumb grunt with a dirty rifle, or anyone crazy enough to draw down on her.

She made the Special Action Detachment what it is. Took some of the most insubordinate sonsabitches in the system and made them one of the toughest bunches of pros around. And I was one of them.

So when these clowns from Acerson came to Lib', Kitty Kat listened, took their money and said we'd be there.

Me? I wanted a mission, and she gave me one. And when it was over, it was a long time before I wanted another.

Told me to pick a fire team out of some new 'cruits and head out. Seemed pretty simple, stuff going missing on a pretty regular basis, a coupla miners croaked. The Acerson boys figured a bunch of renegades had set up shop at an abandoned station on the other side of the 'roid. Seemed likely, there's a lot of that goes on.

Kitty Kat said to drop in quick and hit 'em hard to let 'em know we come to stack asses. If we'd known a little more, or maybe if she hadn't been so confident, maybe I'd have two eyes instead a one, and some of those kids woulda come home."

**Sgt. Evan "Wombat" Andrews,
Van Owen's Rangers.**

XXII.1 GM NOTES

This scenario is designed as an introduction to High Colonies for players with a reasonable range of combat and technical skills. It is intended to bring most of the High Colonies rules into play, and to allow players to become familiar with the game. GMs should become familiar with the scenario and rules governing High Colonies before beginning play.

This scenario is presumed to take place during 2188. Although the scenario is designed for a GM and four players, any number of players may participate.

GMs may introduce the scenario to players by telling them that they recently enlisted in the mercenary company of Van Owen's Rangers, and have just finished basic training. The recruits are currently stationed at Ranger headquarters on Libertatia station. The players will be approached by Sgt. Andrews or Captain Markov, and asked to volunteer for service in the Special Action Detachment. Since this is a prestigious unit of the Rangers, players should see this as an honour. Normal combat bonuses of 1000ec per man will be offered, and it will be stressed that this is expected to be a routine, even somewhat boring mission.

Players with combat skills above 50 in any weapon class will be offered a choice of any conventional weapon from the armory. Players with combat skills above 90 in any weapon class have a 50 percent chance of being offered an energy weapon. It should be stressed that energy weapons are only on loan to the players from the Rangers' Armoury.

Players will be equipped with plastic helmets, metal vests, and metal plate armour for arms and legs. A short-range comm unit is attached to each helmet.

XXII.2 PLAYERS' BACKGROUND

GM NOTE: Most of the information below should be available to players, either through the initial briefing, or if they ask intelligent questions. The details of Markov's and Andrews' backgrounds given below are well known among Van Owen's Rangers.

LYRIC 3

Lyric 3 is a small mineral processing colony station, located on the asteroid Themis. Built in 2073 by Tarason Mining, a subsidiary of Kyakov-Hanadi, it was abandoned in 2118 after the Earth-Home War.

Lyric 3 resumed operations six years ago under the management of Isirin Minerals, a small company founded by Virgil Mirram and his daughter Colette. Virgil Mirram, through Isirin Minerals, negotiated a twenty year lease on Lyric 3 from Tarason Mining, which claimed prior jurisdiction.

Since 2186, at increasingly frequent intervals, miners have been dying or disappearing, and goods and shipments have been stolen or hijacked. This has resulted in a growing unease among the 1000 or so miners and their families at Lyric 3; some have already left, and many more are threatening to

HIGH COLONIES

follow them. Isirin Mineral's own security force has proved incapable of handling the situation, and Virgil Mirram has finally turned to Van Owen's Rangers for help.

GM NOTE: Lyric 3 has negligible gravity; Zero-G skill should be checked for any difficult or unusual actions attempted by the players. GMs should point out that all loose objects on the station must be secured or they will tend to float away.

VAN OWEN'S RANGERS

One of the proudest and most effective of the mercenary bands, Van Owen's Rangers is best known for its heroic (and fatal) stand in the first battle of the Purge War against the Ram-Soldiers at Horus. As is the case with all but one of the six major mercenary companies, the Rangers will not work for any member station aligned with the Band of Humanity; the only exception is Cammarata's Light Irregulars.

With a well deserved reputation for courage and efficiency, units of the Rangers provide security for many small stations. They are also under "reserve" contract to the Outstation League "in the event of hostilities developing".

Ranger headquarters are at Libertatia station, near Uranus. In addition to this relatively small station, the Rangers also maintain garrisons on Oberon and Mimas. Total strength of the company is 8,000 fighting troops, plus another 15,000 support personnel and family members. Most spouses of Ranger members are employed in some capacity by the company.

The pay scale begins at 1200ec per month for a non-ranking rifleman. Generous bonuses are paid for combat or dangerous duty, usually 1000ec per campaign month. Life insurance and other benefits are also provided by the company.

Members can seek and accept "freelance" work providing they clear it with their unit commander, and pay twenty percent of their fee to the company.

Untrained recruits who are accepted for training are required to sign a two year contract of enlistment. This is to allow the company to recover the costs incurred while training the recruit. After this period has been served, members may resign at any time (except in emergency situations), providing they give thirty days notice.

SPECIAL ACTION DETACHMENT

The Special Action Detachment is a semi-independent unit of Van Owen's Rangers. Captain

Katrina Markov, who created the unit in 2178, intended it to be a "surgical strike force" trained in unusual tactics. She was only able to convince the company commanders to accept her proposal by agreeing to accept all of the misfits, disciplinary hardcases and ruffians. To the surprise of everyone but Markov, she built an excellent unit out of this ungovernable rabble.

In the years since its creation, the Special Action Detachment has gradually lost its stigma as a "punishment unit", and is now regarded as one of the most prestigious elements of Van Owen's Rangers. Markov can handpick members of the unit, and it is considered a mark of honour to be selected. Although she has her choice of any member of the Rangers, Markov always chooses a few new recruits.

CAPTAIN KATRINA "KITTY KAT" MARKOV

Katrina Markov was born on Krasny Oktyabr thirty six years ago. Her father, Konstantin Markov, was an original member of Van Owen's Rangers. He and Katrina's mother were killed during an attack on Horus station by the Band of Humanities Ram-Soldiers in 2167.

Katrina, who was visiting with relatives at Krasny Oktyabr, was devastated by the death of her parents. Seemingly overnight she changed from a "smiling, beautiful child," to a sullen and angry young woman. She joined Van Owen's Rangers in 2169 when she was seventeen, and participated in several actions near the end of the Purge War. She quickly gained a reputation for dealing quickly and



skillfully with adverse situations, a reputation that brought her rapid promotion.

Markov almost never speaks of her family or her past. She has a deep rooted hatred for the Band of Humanity, and for Bio-Gens of any description. She keeps this animosity tightly controlled, however, and few casual acquaintances are aware of it.

Markov is undeniably an attractive woman, with sandy blonde hair and pale blue eyes. Her infrequent smiles have been described as "the leer of a hungry panther". Her troops consider her tough and demanding, but also regard her with respect and a degree of fondness. She has no known emotional or romantic involvements, although there are quiet rumors of her activities while on leave at Seraglio station.

Markov dresses with a noticeable lack of flamboyance in comparison to other officers of Van Owen's Rangers. A plain drab coverall with discreet rank markings is her normal dress.

CHARACTER LANGUAGES

STR	14	Russian	85
CON	17	English	82
INT	16	Tradspik	76
DEX	17	French	43
CHA	17	Belter	41
Initiative	33		
Movement	16/10/8/5		
IPS	31		

SKILLS

Pistol	93	Explosives	62
Rifle	95	Hard-Vac	93
Support	95	Mechanic	28
Hand	87	Armour	88
Archaic	81	Zero-G	95
Gunnery	46	Bargain	43
Astronomy	39	Con-Artist	76
Engineering	48	Interrogation	63
Genetics	21	Politics	54
History	37	Stealth	36
Linguistics	23	Writing	31
Psychology	41	Medical	19
Comms	34	Astrogation	26
Computer	41	Shuttle	73
Cryptography	19	Military	55
Electronics	22	Treaded	46
Energy	76	Wheeled	78

WEAPONS

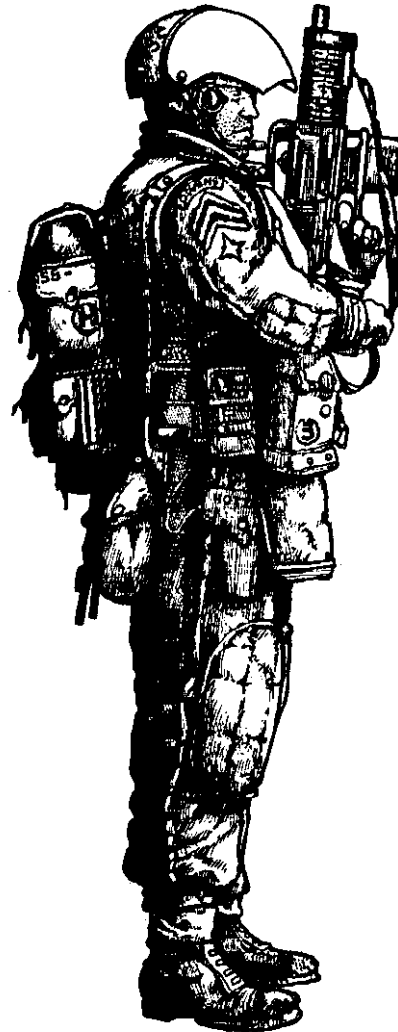
PAP Pistol
Auto Pistol
Energy Carbine
Flechette Rifle
Grenade Launcher

ARMOUR

Powered Flux
Shock/Jump Helmet

SGT. EVAN "WOMBAT" ANDREWS

Andrews was born on Cook station thirty nine years ago. After a wild and ungovernable youth, he made his way to Brockway station, where he became apprenticed to Iceman Turton, a legendary figure among belt miners.



Andrews proved himself far more adept at the carousing side of a belt miner's life, than at the work itself. Although he had no lack of courage, he was regarded as somewhat lazy, and as someone who looked for too many "quick and dirty" solutions.

In 2176 he moved to Unity station, where he was employed as a prospector for the United Native Peoples. He picked up a smattering of Sioux and Cree while at Unity, but low mineral deposits resulted in Andrews being unable to make much money.

In 2180, after being implicated in a fatal barroom brawl, Andrews fled Unity, reappearing a few months later on Janissary station. Believing that a mercenary company would provide an outlet for his temperament, as well as some money, Andrews joined Van Owen's Rangers.

After a few brushes with martial discipline, Andrews was given a choice between mustering out or volunteering for Markov's Special Action Detachment. To his surprise, Andrews found that he liked Markov's brand of discipline. She found him to be a competent and trustworthy soldier, providing his insubordinate tendencies were kept in control.

In 2186 the Special Action Detachment was hired by the miners of Acerson's Landing to deal with what appeared to be a routine problem of hijacking. Unfortunately, the renegades proved to be a group of well equipped Ram-Soldiers. Andrew's fire team, almost all of whom were new recruits, took over sixty per cent casualties. Andrews suffered several wounds, one of which cost him his left eye. Markov's fire team managed to rescue Andrew and the remnants of his command, but were forced to withdraw without dealing with the Bio-Gens. A later mission discovered that the Ram-Soldiers had left the station.

Andrews has only recently returned to active duty, and is fond of telling the story. His respect for Markov is in no way diminished; if anything, he thinks the incident makes her more human.

CHARACTER LANGUAGES

STR	16	English	85
CON	14	Belter	76
INT	11	Sioux	28
DEX	15	Tradspik	23
CHA	10	Cree	17
Initiative	26		
Movement	16/10/8/5		
IPS	30		

SKILLS

Pistol	86	Explosives	75
Rifle	95	Mechanic	18
Support	83	Armour	68
Hand	63	Mining	43
Archaic	32	Zero-G	88
Gunnery	21	Bargain	34
Engineering	15	Con-Artist	22
Geology	34	Navigation	35
History	23	Gambling	51
Comms	56	Stealth	15
Computer	12	Writing	21
Cybernetics	21	Treaded	22
Energy	56	Hover	59

WEAPONS

Revolver	
Energy Pistol	
Auto Shotgun	
Impulse Carbine	
Double-barrelled 12 Gauge Shotgun	
Vibro-Knife	

ARMOUR

Powered Flux Armour
Shock/Jump Helmet

XXII.3 GM NOTES - THE TRUTH

Themis contains substantial mineral wealth, including a large quantity of heavy metals. This was discovered by Tarason Mining in about 2070. Three mining stations, Lyric 3, Blindman and Harpoon, were built on the asteroid. These operated until the EarthHome War in 2117, when they were abandoned. Most of the records regarding Themis were lost in the war, and what little remained was ignored in the rebuilding years.

Virgil Mirram formed Isirin Minerals, and negotiated a twenty year lease to Lyric 3 with Tarason in 2182. Although Mirram is aware that the asteroid is mineral rich, he is still unaware of the full extent of Themis' value.

The agreement signed between Isirin Minerals and Tarason Mining calls for an annual payment of 10 per cent of gross sales from the mining operations. The agreement contains a clause stating that the lease is subject to immediate cancellation if the annual payment cannot be met; it contains a further clause, stating that the payment cannot drop below 80 per cent of the previous year's figure.

Two years ago, a middle-level executive at Tarason Mining discovered some old data relating to the potential mineral wealth of Themis. Realizing that recovery of this asset could advance his career, he brought the data to the attention of Jack Rustell, head of Tarason's "Special Projects" division. Rustell, a ruthless and unscrupulous man, formulated a plan to destroy Isirin Minerals.

Essentially, Rustell's plan is simple. If Isirin cannot make its annual lease payment, it will forfeit the lease. Thus, if Isirin takes enough losses during the year, by whatever means, they will not be able to make the payment. Consequently, Rustell delegated Ian Cadan to infiltrate Isirin, recruit whatever muscle was necessary, and put Isirin out of business as soon as possible.

Cadan, who is a competent and intelligent thug, created a vacancy at a senior level in the Lyric 3 security force - by murdering an officer on leave at Seraglio station. He then applied for the job, presenting an elaborately forged resume, and was hired. Now in a position of influence, he has weakened the security team by firing skilled officers and replacing them with incompetents and his own people.

Cadan and his associates have been responsible for several acts of sabotage and "accidents" on the job site. They have ruthlessly dealt with the few miners and honest security officers who learned too much. Cadan has also made contact with a band of pirates, who he informs about upcoming mineral shipments from the station.

Despite these efforts, however, Isirin has managed to keep operating. Impatient, Rustell has begun to put pressure on Cadan, who has decided on desperate measures.

Although Rustell could easily have Tarason re-open Harpoon or Blindman stations and compete with Isirin, it would not suit his philosophy. He refers to small companies as "parasites," and welcomes the chance to destroy them.

XXII.4 THE MISSION

After the players accept the assignment, they should be told the information given under Lyric 3 above; they will also learn that they are part of a squad of twenty that are being sent to the station. GMs can generate these additional personnel in any convenient manner. In addition to Markov, Andrews and the players, there should be two corporals and a variety of "typical" troops. See the list of typical occupations on page 58.

Markov will refer to the mission as a "hunt and destroy" job. She suggests that the likely problem is a band of pirates working with some informants inside the station. Her plan is to go to Lyric 3, do some investigating, interrogate any likely suspects and set a trap for the pirates.

Markov will not refer to the Acerson's Landing incident of 2186. If asked (only the players are

likely to do so) she will say that there is little likelihood of the problem at Lyric 3 being caused by Ram-Soldiers. If pressed, she will become coldly angry and pull rank on the questioner.

XXII.5 JOURNEY TO LYRIC 3

The journey to Lyric 3 will take about 70 days by shuttle. Any player with shuttle skill of 40 or more may be assigned to pilot the craft. If there is no suitable player, one of the NPCs will act as pilot.

The first 50 days of the journey should be uneventful, although GMs may wish to add one or more random encounters. On the 51st day of travel, the shuttle should receive a transmission from Lyric 3 that two miners have been found murdered, and a quantity of expensive mining equipment has disappeared.

Three days later, a second transmission reports that a small scale riot broke out during a mining shift change. This was subdued by local security forces without any loss of life or serious injuries. The cause of the riot is stated as being a "protest by the miners over unsafe conditions".

On the sixtieth day of travel, a third communication reports that a "mining accident" has resulted in the deaths of six miners. In a fourth transmission the following day, Lyric 3 reports that



HIGH COLONIES

a general strike has been called by the miners. Transmissions during the following days indicate the slow progress of negotiations between the company and the miners, who finally return to work on day 66 after Virgil Mirram agrees to triple their wages.

On day 69, Virgil Mirram personally transmits the following message to the incoming shuttle.

"Daughter Colette disappeared. Believed kidnapped. Three security personnel found murdered. Situation critical."

The shuttle reaches Lyric 3 on day 70.

XXII.6 ARRIVAL

When the mercenaries arrive they are met by Virgil Mirram who is showing signs of extreme strain. He is guarded by two security personnel, each carrying flechette rifles.

Mirram says that tensions have greatly increased since Colette's disappearance. He says that he will double the mercenaries pay if they can recover his daughter, and insists on showing them her quarters immediately.

Since it is obviously impractical to have twenty mercenaries examine Colette's room, Markov will assign most of the troops to unload the shuttle and set up their quarters (a section of the security force barracks). She should detail the players to accompany her.

As they proceed through the station the GM should make a secret roll against each player's Politics skill or INT x 4 (whichever is higher). If successful, the players should notice that the signs of incipient revolt are apparent. Off duty miners stand in angry, furtive groups, staring at Mirram and the mercenaries with sullen insolence.

Colette's quarters are three austere furnished rooms, with little concession to luxury. There are some signs of struggle in the bedroom, and bloodstains are evident near the door.

Mirram will volunteer the information that the blood was from one of the three murdered security people; the other two were found dead in the hallway outside Colette's quarters. The security guard inside the apartment was killed with a knife, while the other two were killed with energy weapons.

No note was left in the apartment, and no ransom demand has since been made. There were no witnesses to the kidnapping, and investigation

by Lyric 3 security forces has so far proved ineffective. Although he is not about to admit it, Virgil Mirram is not hopeful that his daughter is alive.

If the players search the apartment, they will find little information except that Colette's taste in entertainment runs to historical drama. The few books in the apartment are sophisticated history and economics texts. The personal computer contains data on mining operations (she is Vice-President in charge of production), and a substantial body of files which Mirram says represent his daughter's historical thesis on the root causes of the EarthHome War.

COLETTE MIRRAM

Colette is twenty nine years old. She has short black hair and grey eyes. Her skills can be generated by the GM, but should include high history, anthropology and mining skills.

STR	11
CON	13
INT	15
DEX	10
CHA	16



VIRGIL MIRRAM

Virgil Mirram is fifty eight years old. He has grizzled hair and blue eyes. His skills will be similar (although higher) to the typical miner occupation, given on page 58. He speaks in short barking sentences, and gives the appearance of a self-assured man who is finding himself out of his depth for the first time in his life.

STR	14
CON	09
INT	12
DEX	12
CHA	14

XXII.7 INVESTIGATIONS

Within a few hours after their arrival, Markov will divide the mercenaries into four groups of five, each consisting of four troopers led by herself, Andrews, and the two corporals. The players should make up one group, led by Andrews. GMs with player groups of more or less than four, should make whatever adjustments are necessary.

Markov assigns the groups to tasks such as questioning neighbors, miners, investigating accident sites, etc. The player group should be assigned to question Colette's neighbors. The groups are in comm-link contact, and are supposed to rendezvous at their quarters in eight hours.

Thorough questioning of Colette's neighbors will take about three hours. The inhabitants regard Colette as icily aloof, and she is clearly not popular. She was last seen at ten o'clock on the night of her disappearance. No sounds of struggle or gunfire were heard, and the first evidence of a problem was the discovery of the two bodies in the hallway at about four in the morning.

During this investigation, it should become apparent that the security forces on Lyric 3 are hopelessly demoralized. Neighbors will tell the players that many security personnel appear to be afraid. Some neighbors may say that the security forces are incompetent.

When the players have finished questioning the neighbors and report to Markov by comm-link, she will instruct them (if they don't suggest it themselves) to talk to the security personnel who were first on the scene.

These two officers can be found in the off duty common room in the security section. Lorne Venit and Nancy Brown are young (22 and 21 respectively), inexperienced, and poorly trained. Hired about six months ago, the present state of affairs is far beyond their skills to handle.

Venit and Brown explain that they responded to a call from Alicia Barnett, the person who discovered the murdered security staff. They arrived, made a cursory examination of the bodies, determined that Colette was missing and summoned help. The two officers found killed in the hall were reasonably close friends of theirs, hired at about the same time. The officer killed inside Colette's apartment was a longer-term employee. If asked, Venit and Brown will remember that both slain officers had their weapons holstered. Beyond this, they have little to add. If asked to theorize, neither will provide any useful suggestions. It should be apparent to the players that they are deeply troubled by the incident, and a successful Psychology skill roll

by the players will suggest that Venit is close to a nervous breakdown.

If during their questioning the officers are dealt with in a kindly manner, both officers will indicate that they have been unhappy at Lyric 3 ever since their arrival. They regard the miners as incorrigible, the conditions primitive and the pay inadequate. The dislike most of the long term security staff.

XXII.8 THE MORGUE

The players may express a desire to see the bodies of the murdered security officers. If so, they will discover close range flash burns on the torsos of two bodies, and a single knife thrust to the base of the skull on the other. A successful Medical skill roll will indicate that the energy weapon must have been fired from less than two feet away. A special success on the Medical skill roll will indicate that two different weapons were used.

XXII.9 AMBUSH

Approximately one hour before the planned rendezvous with the other three groups, the comm-link crackles into life with the following message:

"Mayday, mayday. Group three under attack from unknown hostiles. Corporal Jamson killed. We're pinned down behind some equipment in sector 8, corridor E. Energy weapons fire."

The voice is recognizable as one of the Rangers assigned to group three. He sounds to be on the edge of panic, and continues to babble, "stepping on" any attempt to get better information. Markov will override his communication relatively quickly to order all groups to proceed to the support of group three.

It will take the players a minimum of ten minutes to reach the corridor. For about five minutes there will be constant noise from group three until they suddenly fall silent. By the time the players arrive, all five members of the group are dead, apparently having been caught in a crossfire.

A search of the area will provide nothing except some spent cartridges, and a small amount of blood some distance from the bodies of group three. Sector 8 is in an unoccupied area of Lyric 3, dating back to the original station. It is presently being used as a storage area.

A search of the bodies of group three will turn up a notebook on Corporal Jamson. Most of the

entries were clearly made some time ago. The last three entries are:

"Lyric 3 - money?"

"Harpoon and Blindman? Ask KK."

"IC dirty?"

Apart from the fact that KK is what a lot of Rangers call Markov, the notes should appear to be meaningless to the players.

The notes represent Jamson's discoveries or deductions during the day's investigations. "Lyric 3 - money," means that Jamson had discovered some details of the lease arrangement between Isirin Minerals and Tarason Mining.

"Harpoon and Blindman" means that Jamson had discovered the existence of the other two mining bases, and was speculating on them as possible hiding places for Colette Mirram's kidnappers.

"IC dirty" indicates that Jamson had found some indications that Ian Cadan is corrupt. It is this last discovery that led to his ambush and murder by Cadan and his hired thugs.

XXII.10 MARKOV'S RESPONSE

Katrina Markov will be furious about the deaths of her men, and demand that Virgil Mirram place the station under martial law, suspending the entire security force from duty. Mirram will be reluctant to do this, and will be supported by his senior security personnel (Ian Cadan among them).

Cadan suggests that such a move would only worsen an already bad station, and that fifteen mercenary troops, no matter how skilled, cannot hope to impose their will on a thousand restive miners. After heated argument, Markov will concede the issue.

Investigation of the ambush, and Jamson's notes may be done by the players. If they theorize that IC are initials and check, they find that there are eleven people on Lyric 3 with those initials. Only Ian Cadan is a security officer.

If the players try to work with the local security people, they will meet with unfriendliness or general unhelpfulness. The state of the force is such that Cadan and his twelve associates are in virtually complete control, and even though some other officers have suspicions, they keep them to themselves.

Attempts to trace the blood found at the scene or investigate wounds will be fruitless, as will the presence of any "witnesses."

XXII.11 RIOT

Twenty three hours after the player's arrive, a riot breaks out among the miners after some vac-suits are found to have been tampered with during a shift change. Security forces quell the disturbance violently, killing one miner and arresting six others.

If the players question any of the arrested miners, they will receive no cooperation, but plenty of obscene abuse.

XXII.12 THE DEMANDS

Thirty-three hours after the players arrive on Lyric 3, Colette Mirram's kidnappers announce their demand. An unidentifiable voice broadcasts the following demand throughout the station's PAs system:

"Unless Virgil Mirram comes up with one million credits in forty eight hours, his precious daughter gets blown into space. We'll be in touch."

Attempts to trace how the PA system was accessed will fail.

When contacted by the players, Mirram will explain the dilemma of the lease agreement with Tarason Minerals (see GM Notes - The Truth). Although he has (barely) the money to pay the demand, it would mean violating his lease agreement and losing the station. While he is prepared to pay anything to save Colette, he hopes that the Ranger's will rescue her.

If Mirram is asked about Blindman and Harpoon, he will say only that they are abandoned bases on the other side of Themis. He will also tell them that they are occasionally examined to make sure that no renegades have moved in.

XXII.13 THE VISITOR

Unless the players behaved badly during their initial meeting, security officer Nancy Brown will contact them. Clearly distraught by the riot and the ransom demand, Brown claims that she overheard a conversation in the security wardroom the night of the kidnapping. She can identify only one of the speakers, an officer called Phil Luciak, but says that the other voice was familiar. Although she didn't pay much attention at the time, later events have given conversation greater importance. GMs can make up any amount of conversation they wish, but the key phrase (spoken by the unidentifiable voice) that Brown overheard was:

"He's got greedy stupid. We can't afford that now. Burn him."

XXII.14 PHIL LUCIAK

Questioning Luciak will turn out to be lively work. Luciak, who is not overly endowed with intelligence, may decide to shoot it out if he thinks things are going wrong. He is armed with an energy pistol. Depending on where the interview takes place, there may be other firearms handy. Trying to disarm Luciak will begin a firefight, as he will not surrender his weapon. He may be assisted by any of his hoodlum acquaintances who are in the area.

Note that if Cadan is nearby, he will fire at Luciak and attempt to kill him. Cadan recognizes the limitations of Luciak's intellect, and the danger he poses if captured. If, despite this, Luciak is captured, Cadan will kill him and claim it was an accident.

PHIL LUCIAK

STR	13	Pistol	78
CON	10	Rifle	73
INT	08	Hand	55
DEX	13		
CHA	12		



If captured alive, Luciak will talk on a successful interrogation roll. Colette is being held at Blindman station, which has partial life support working. He knows nothing of how many people are guarding her.

He will admit to being part of the team that kidnapped Colette, and claim that the killings of the other security forces were an accident (the two in the hall) and business (the one in the apartment). Luciak will name all his accomplices on the security force and blame Cadan for everything.

If Luciak is killed, a search of his body will turn up a few pages of technical plans to a section of Blindman station. If his quarters are searched, a key and a roughly drawn floor plan for Colette's apartment will be found.

A search of personnel records will show that Luciak was hired by Ian Cadan two years ago.

XXII.15 CADAN'S RESPONSE

When Cadan discovers Luciak is captured, he will become desperate, and attempt to flee with his remaining associates to Blindman station. Obviously, it is best for the players if Cadan does not learn of Luciak's capture until they attempt to arrest him. However, it will be extremely hard to keep the capture secret.

If Luciak is killed, Cadan and his henchmen will become extremely wary, and may attempt to mislead the players and to destroy any evidence. GMs may wish to have the players interrupt a search of Luciak's quarters by some of Cadan's underlings. If Cadan or any of his people believe that they are in immediate danger, they will fight.

If they players are failing to make connections from the evidence they have uncovered, the GM may wish to generate a firefight between some NPC Rangers and some of Cadan's henchmen.

In any event, Cadan and his remaining people will eventually decide to cut their losses and flee to Blindman station.

XXII.16 RESCUE

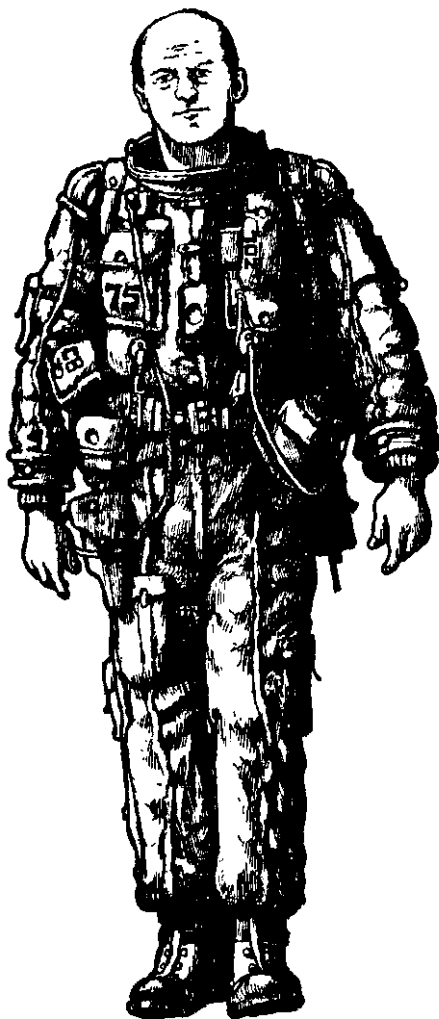
The players (or Markov) should by now realize that a substantial element of the security force is corrupt. They should also have enough evidence to suggest that Colette is being held at Blindman station.

Mirram will provide light hard-vac suits and treaded transport for the attack on Blindman. The abandoned station is about forty miles away, and will take about an hour to reach.

Most of Blindman is exposed to vacuum, with the exception of one sector in which life support has been restored. A guard wearing a light hard-vac suit and armed with an auto shotgun will be posted outside each of the three airlocks into this area. Their degree of vigilance will depend on earlier events. Unless the guards can be disposed of silently, the remainder of Cadan's people will be expecting trouble.

Cadan has a small shuttle concealed nearby. As a last resort he will attempt to reach it with Colette and any of his people who can reach it. Any reasonable search of the exterior of Blindman will allow the players to find the shuttle.

Cadan had twelve henchmen when the players arrived on Lyric 3. Since that time he has lost at least one (Luciak), and perhaps more depending on other events. These people can be generated in any convenient manner by the GM, or may be regarded as a mix of soldier types from the typical occupations' table (page 58). Seventy per cent of them will be armed with conventional weapons and thirty per cent will have energy weapons.



IAN CADAN

STR	16	Pistol	92
CON	18	Rifle	95
INT	14	Support	91
DEX	15	Hand	67
CHA	12		

Cadan is armed with an impulse carbine, a slide mounted grenade launcher and a PAP pistol. He is wearing a protective environment suit.

Once the players get inside the sector, Cadan and his people will fight desperately. If Cadan sees a chance to escape to the shuttle alone, he will take it. He will use Colette as a hostage as long as possible, and will not hesitate to sacrifice any of his people to make his escape.

XXII.17 CONCLUSION

If the players kill Cadan, they will discover some evidence of a connection with Tarason Mining, but not enough to seriously implicate anyone.

If Cadan is captured, he will say the absolute minimum, trusting that Rustell will find a way to free him. Only the believable threat of death will make him implicate Rustell or Tarason Mining.

None of Cadan's people know anything, except they were hired by Cadan. Although they will be able to provide a complete list of sabotage attempts, and may be able to give information regarding the off station brigands who have been raiding ore shipments, they know nothing of Tarason Mining's involvement.

If Colette is rescued, whether or not Cadan escapes, Mirram will honour his commitment to pay double wages to the mercenaries. If Colette is rescued and Cadan is killed or captured, Mirram will pay triple.

If Colette is killed, Mirram will grudgingly pay the agreed price. If Cadan escapes with Colette, Mirram will insist (and Markov will agree) that the job is incomplete.

In the event of reasonable success (Colette rescued) it is likely that Mirram will ask the Rangers to remain on the station and provide order until he can reorganize his security force. This may lead to further scenarios; the miners are still extremely angry and unruly, and the off-station brigands may still present problems.

Rustell can be used as an ongoing nemesis for the players. Although he has deniability for the Lyric 3 incidents, the players may find evidence of his malign presence in later adventures.



SHARE THE ADVENTURE

Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the High Colonies, the last hope of mankind.

High Colonies is a role-playing game set in 2188. Players assume the roles of men and women struggling to succeed in a dangerous society. They face threats from alien creatures, bio-engineered renegade soldiers, fanatical tyrants and desperate pirates. Only the bold will survive.

High Colonies is an easy to learn, playable and realistic game. Everything from character generation, to rules for robots, is designed to maximize ease of play without sacrificing realism.

High Colonies includes extensive background material as well as a detailed future history. This provides a fascinating environment for players to explore, and gamemasters can be sure that they are dealing with a consistent and intelligently planned science-fantasy world.

Also included is "Hard Times at Lyric 3", a ready to run adventure scenario that enables you to begin playing High Colonies almost immediately.